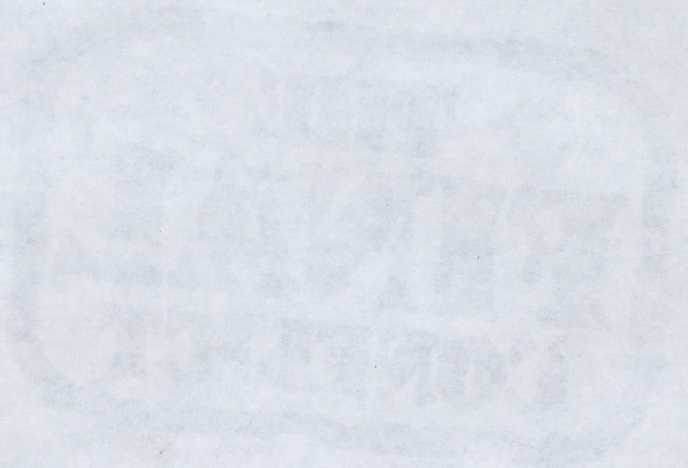


THE FINAL CONFLICT

i
IMPRESSIONS



INTRODUCTION

Your worst nightmare has just begun. Diplomatic attempts to solve political tension have failed, and war has been declared. All you can do now is hope and pray for a quick end and for few casualties. Your army and navy are ready, and if it should come to it, so are your nuclear missiles!

The Final Conflict is a simulation of power politics and global warfare, set in the near future.

As President of a country of your choice, you must use diplomacy, armed forces, espionage and decision-making skills to try and win the war. If you fail, the world could be enveloped in a Nuclear Winter that could last thousands of years!

You will need to manage the resources of your country and those of your allies. War may be raging, but your people still need to be fed. You will need to deploy your resources into manufacturing factories, energy supply, food and armaments. Should you not judge the balance correctly, your armies could find themselves stranded and helpless — however clever your tactics might be.

You also command all movements of your tanks, infantry and naval units in a bid to defeat your enemies by conventional means. The word “enemies” is used carefully; as time progresses, the remaining countries of the world take sides. Senseless killing will cause neutral nations to take up arms against you, while your good diplomatic skills could win them to your side. There is also the option, should all else fail, to use your immense reserves of nuclear missiles. But beware! Nuclear Winter is only a button away...

LOADING INSTRUCTIONS

LOADING - AMIGA

To load the game, please insert the game disk into your computer's disk drive, and then switch your computer on. The game will then load automatically.

LOADING - ATARI ST

Insert the game disk into your disk drive, then switch on your computer. Then double-click on the CONFLICT.PRГ file to load the game.

IBM PC VERSION

LOADING INSTRUCTIONS (FLOPPY DISK)

Insert your DOS disk into Drive A: and turn on the power to your computer. At the A:\ prompt, replace your DOS disk with the appropriate Final Conflict disk and type C, E or V [ENTER] (CGA, EGA and VGA versions, respectively).

HARD DISK INSTALLATION

At the C:\ prompt, switch to your A: or B: drive and type INSTALL [ENTER]. This installation will create a sub-directory on your C: drive, named CONFLICT. To start the game once it is installed on your C: drive, type the following:

CD\CONFLICT [ENTER]

C, E or V [ENTER] (CGA, EGA and VGA versions, respectively)

OPTION MENU

SPYING, MISSILES, DIPLOMACY

The first set of options available to you allow the use of spying, missiles and diplomacy in your game. Highlight the option you wish to change, and click on "ON" or "OFF" to select.

GAME END OBJECTIVE

Select your objective. When this objective is reached, your game will be over. The default setting is "ENEMY DEFEATED". With this option, the game ends when either side has no countries left. With the "CONQUERED WORLD" option set, the game ends when one side captures all the countries (hint: with this option, the losing side can use diplomacy to win countries over and get back into the game.)

DIFFICULTY LEVELS

You can adjust the difficulty levels at the start of each game. Some scenarios are easier than others, beginners might like to start with the Middle East. Also, you can adjust how fast the computer "thinks" by selecting "ENEMY SPEED". The speed ranges from 1 (slowest) to 20 (fastest) with the default speed being 10. Click on the left mouse-button to increase the value, and the right to decrease. Holding down the shift key while clicking will increase the value in increments of 5.

GAME SCENARIOS

To select a scenario, highlight the scenario name on the option screen. Then, press the left mouse-button to scroll forward through the list and the right mouse-button to scroll backwards.

There are 5 standard scenarios, with the option of playing either the "WEST" or "EAST" side. The scenario names and countries are as follows:

COLD WAR

WEST

U.S.A.
Britain
Germany
France
Italy
Netherlands
Norway
Sweden

EAST

Russia
Ukraine
Bellorussia
Kazakhstan
Georgia
Poland
Czechoslovakia
Cuba

MIDDLE EAST

WEST

Saudi Arabia
Israel
Jordan
Egypt
Algeria

EAST

Iraq
Iran
Syria
Libya

FAR EAST

WEST

India
Nepal
Burma
Philippines
Malaya
Thailand
Japan

EAST

China
Korea
Pakistan
Vietnam

FALKLANDS

WEST

Britain

EAST

Argentina

NORTH & SOUTH

NORTH

U.S.A.
Alaska

SOUTH

Brazil
Argentina
Colombia
Bolivia
Cuba
Nicaragua
Panama

* Please note that since Alaska is not a part of the continental U.S.A, it is being treated as a separate nation.

To build your own custom scenario, choose the "CUSTOM SCENARIO" option. The screen will then change to a list with eight spaces. Click on one of these lines with the left mouse-button.

then select the country you want from the world map. Clicking a selection with the right mouse-button will remove that country from your list. Clicking on the "EDIT ENEMY COUNTRIES" option will allow to choose your enemies starting countries. Follow the procedure for selecting your own countries to select your enemies countries.

When you are finished creating your scenario, select the "FINISHED" option to return to the "OPTIONS" screen. A new scenario named "CUSTOMIZED" will now appear on the list of default scenarios.

PRACTICE MISSILE DEFENSE

To practice defending your cities, launch sites and other assets from impending nuclear destruction, select the "PRACTICE" option.

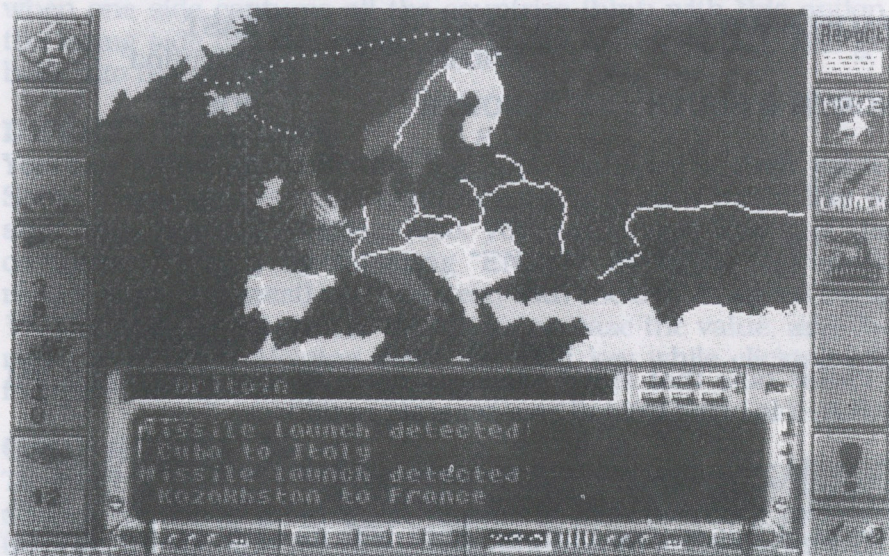
PLAYING THE GAME

You are now ready to select the "PLAY GAME" option. This will start the game with the options you have set. If you wish to abort the game after you have started play, press the F10 key. This will return you to the "OPTIONS" menu.

Country Colors:

YELLOW
GREEN
RED

Neutral
Allies
Enemies



The game is played from a map of the world. This is sub-divided into nine regional maps. Positioning the pointer over a region, followed by a mouse-click, will select that region.

The left side of the main screen contains several icons; the 'four arrow' icon will let you move from region to region, and the 'world' icon will return you to the world map. Clicking on a country, sea or ocean in the regional map will select that area. The available action icons for that area will appear on the right side of the screen.

As you move the pointer across the map, you will notice several things that will appear on-screen: 1) The name of the country, sea or ocean, and 2) The known forces in that area. If, for example, you positioned the pointer over the U.S.A., three large icons would appear on the left-hand side of the screen: 1) Number of known infantry, 2) Number of known tanks and 3) Number of known missile units stationed in the United States. The TOP number in the tank and infantry icons shows the number of your units. The BOTTOM number indicates how many enemy and neutral units are in the area. If the information is not available, the bottom number will be replaced by a dash.

As different events happen (missile launch, spy missions, etc.), you will be informed of them in a message window at the bottom of your screen. An audible alert will sound when a new message appears.

ELEMENTS OF THE GAME

LAND UNITS

Tanks and infantry are used for attacking & defending your countries. Once units are moved into an enemy country, they cannot be moved unless that country is captured or your units are destroyed. You may, however, move other units into the enemy country to join the combat.

The infantry is stronger while defending, and your tanks are stronger while attacking. This should be in the back of your mind while planning your strategy for a region.

There are only two conditions on troop and tank movement:

- 1) Movement is allowed only to an adjacent country, or
- 2) To a country that is separated by one sea area occupied by friendly naval units.

NAVAL UNITS

Naval units act as a 'bridge' for land units and, at intervals, do battle with hostile naval units in the same sea or ocean. Neutral navies stay out of the combat arena until that country joins a side or is captured by a side.

SPIES

Spy units are allocated to finding particular targets in enemy & neutral countries. When you start your game, you have very little information about the forces available to your enemy. How many units, and where they are, are questions your spies will answer for you. Due to the dangerous nature of their job, your spies run the risk of being captured by the enemy. Since some targets are harder to find than others, the risk of capture is correspondingly greater.

The more spies you have allocated towards a particular target, the greater your chance of finding it. Please note, however, that you will never know how many targets of the same type remain undiscovered. Once a target has been discovered, its location is known until it is destroyed — with the exception of mobile land-based units (missiles, troops & tanks). For these units, you must have at least 1 spy unit allocated at all times once they are found, or they will move to another location. If this happens, then the unit(s) in question slips away from your surveillance and their location becomes unknown again.



If an Allied country is captured by the enemy, you automatically know where all of the targets are, with the exception noted above. If, however, you have your troops in an enemy country, you will automatically know the strength and location of all the enemy troops.

MISSILES

Missile units are used to strike at targets in an enemy country. Targets are defended according to their importance, so there is no guarantee that a target will be completely obliterated by a missile strike. Naturally, the more missiles you assign to a target, the greater your chances are of destroying it. You must, however, know the location of the target (see SPIES) before it can be targeted by missiles. Also, you must have at least one functional launch site in the country you have chosen to launch from in order to launch missiles.

The following list indicates all possible targets available for missile strikes, and the effect it has on that country:

CITY	Reduces population level.
POWER STATION	Reduces available energy.
MINES	Reduces available minerals.
AGRICULTURE	Reduces food level.
• TROOPS	Destroys infantry & tank units.
• LAUNCH SITE	Destroys missile launch sites and any missiles at the site.
• TANK FACTORY	Destroys tank factories.
• MISSILE FACTORY	Destroys missile factories.
SHIPYARD	Needed to build navies.

• = location unknown; use spies to find current location.

All nuclear attacks may also cause incidental damage to the 'soft' targets (population, food level & infantry). The extent of this damage depends on the type of target you have chosen. You should also be aware that attacks on troop concentrations cause damage to all infantry units. If you have troops in a country targeted for a troop attack, they will be damaged as well!

Neutral countries can be targeted for a missile attack. But beware! If you nuke them, they will automatically join the other side. As a result of this, your 'standing' with the other neutral countries will go down (see DIPLOMACY). The enemy, however, knows this as well and will never nuke a neutral country.

When an enemy nuclear strike is within ten seconds of impact, a yellow light will flash in the lower right-hand corner of your screen and an audible alert will sound. At 5 seconds, the light changes to red and a more urgent alert is sounded. You have the option of going to the 'missile defense' sequence to try to lessen the impact of the strike by shooting down the incoming missiles (see MISSILE TRACKING).

Diplomacy units are used to sway neutral countries to your side. Every neutral country has a 'sympathy' rating of -64 to +64 which is randomly generated at the start of the game. If this rating is +64 or higher, the country joins your side. If it falls below -64, they will join your enemies side. By allocating diplomacy units to a country, you can improve your standing with them. Doing so, over a period of time, may cause them to join your side. Again, your enemy will be trying to do the same thing. Your standing can also be influenced by other events: Attacking or nuking neutral countries, having your spies caught by the enemy, etc.

BUILDING UNITS

Your infantry, tank, missile, naval and spy units may be replenished by building new ones. To produce tanks, missiles or naval



units, you must have at least one factory of the appropriate type still intact in the country. Each country has several different factors involved in the production process: 1) Population size, 2) Energy available and 3) Mineral resources available. Each type of unit requires a different amount of these resources and takes a varied amount of time to produce. Once you have allocated the resources for building a unit, the resources are unavailable to you until the unit is produced. When naval units are produced, they automatically appear in the nearest sea. All other units are automatically added to the forces available to the country.

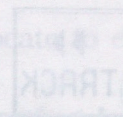
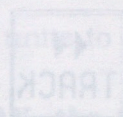
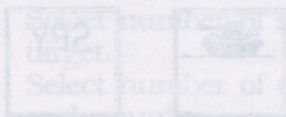
FOOD & STARVATION

Each country has a food level which dictates the number of infantry and tank units it can support. If you exceed this level, then after a short time your units will start to disband. This continues until the total number of units is down to the level the population can support. You can, however, move forces through a country with a low food level without harm. To do so, you must move them through quickly (and hope for a little good luck!)

Invading an enemy country will often result in pushing the number of units over the food level, resulting in starvation. This is the price of war. Also, remember that food levels are subject to nuclear attack.

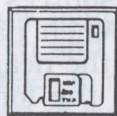
ICONS

Every icon that appears in the game is shown and described below.



ICONS

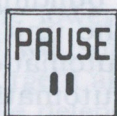
MAIN SCREEN ICONS



DISK
OPERATION



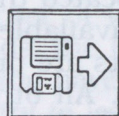
REPORT
OF CURRENT
SITUATION



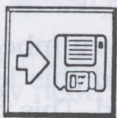
PAUSE



INFORMATION



LOAD A
PREVIOUSLY
SAVED GAME



SAVE A GAME



ASSIGN DIPLOMACY
UNITS



MOVE FROM
ONE COUNTRY
TO ANOTHER



BUILD UNITS



MOVE TO
ADJACENT MAP



ASSIGN
SPY UNITS



LAUNCH
NUCLEAR
MISSILE
ATTACK



ABORT
/ EXIT
COMMAND



MISSILE TRACKING
AND DEFENCE
SCREENS



VIEW WORLD
MAP



GO AHEAD
WITH COMMAND



MINE RALS



ENERGY



DIPLOMACY
UNITS



POPULATION



MISSILE
UNITS



INFANTRY
UNITS



TANK
UNITS



SPY UNITS



NAVAL
UNITS

MISSILE TRACKING SCREEN



SELECT
NEXT TRACK



SELECT PREVIOUS
TRACK



OK DEFEND YOUR COUNTRY FROM
MISSILE ATTACK ONLY WORKS WHEN
TIME TO IMPACT IS 00.05 OR LESS
IT WILL THEN ALLOW YOU TO DEFEND
AGAINST THE ATTACK



EXIT TO MAIN
SCREEN

If you have NOT yet selected a country, the following icons appear:

REPORT	Shows a summary of your forces.
PAUSE	Pauses the game.
DISK	Enters save/load sub-menu.
INFORMATION	Shows most recent messages.

If you have selected an ALLIED country, the following icons appear:

REPORT	Shows information on the country you have selected.
MOVE	<ol style="list-style-type: none">1) Select the number of units to you wish to move.2) Select the country you wish to move them to (must be adjacent).3) Select the 'OK' icon to initiate the move.
LAUNCH	<ol style="list-style-type: none">1) Select the number of missiles you wish to launch at a target.2) Select the country you wish to destroy.3) Select the target TYPE you wish to destroy.
BUILD	<ol style="list-style-type: none">1) Select the number of units you wish to build (Infantry, tanks, etc.) (note: the resources available are shown on the left side of the screen)2) Select the 'OK' icon to start building.
EXCLAMATION	Cancel; returns you to the previous menu

If you have selected a NEUTRAL country, the following icons appear:

REPORT	Shows known information on the country you have selected.
SPY	Select number of spy units to allocate to each target.
DIPLOMACY	Select number of diplomacy units to assign to each country.

If you have selected an ENEMY country, the following icons appear:

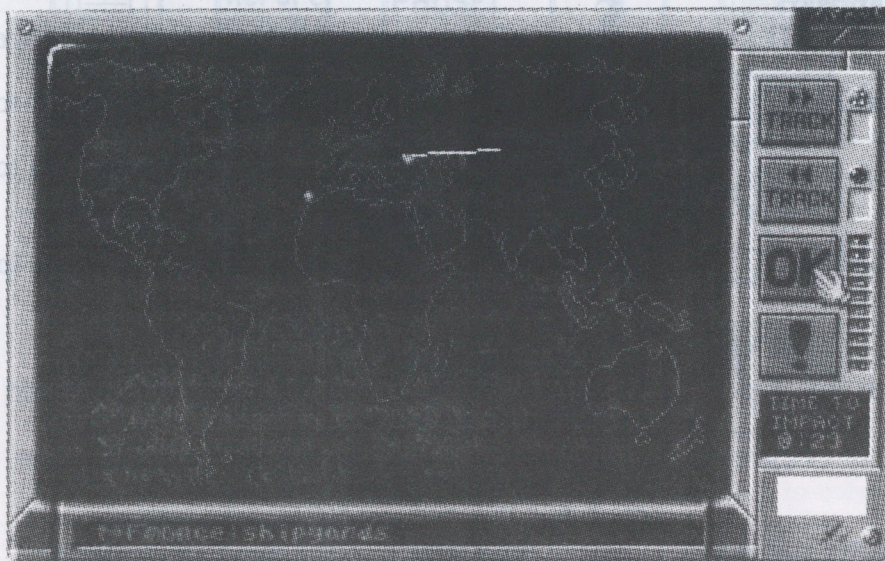
REPORT	Shows known information on the country you have selected.
SPY	Select number of spy units to allocate to each target.

If you have selected a SEA or OCEAN, the following icons appear:

MOVE	Allows you to move friendly navies to adjacent seas or oceans.
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MISSILE TRACKING

Clicking on the missile defense icon switches you to the missile tracking screen. The track with the shortest time-to-impact will be highlighted. Its time-to-impact, the number of missiles and designated target will also be displayed. The other missile tracks can be selected by using the LEFT and RIGHT arrow icons.



When any missile attack reaches 10 seconds to impact, a flashing yellow light will appear in the lower right corner of the screen along with an audible alert. When a missile attack reaches 5 seconds to impact, the light will change to red and a more urgent alarm will sound. At this time, merely select the missile track that is within 5 seconds and then click on the 'OK' icon to enter the missile defense mode.

MISSILE DEFENSE

Shoot down the incoming missiles! Position the 'crosshairs' cursor over the spot you wish to fire a missile to, and press the left or right mouse button. The left mouse button selects the launcher on the left side of your screen, and the right mouse button selects the launcher on the right side of your screen. You may fire as many times as you wish, from either launcher, unless a launcher is destroyed. A launcher can sustain multiple hits without being destroyed, but don't make a habit of letting missiles get through! You may abort this process at any time by pressing the 'ESC' key.

The incoming missiles may split up into multiple warheads (MIRV's) and descend at varying rates and angles. After the last warhead is destroyed, the computer counts how many got through your defense, even if they hit craters, and calculates the damage to your troops, tanks, etc.

CUSTOMER SERVICE

If you are experiencing difficulties with The Final Conflict and are a registered user, you may call our technical support department at 800-238-4277. A technician will be available to help you between the hours of 10am and 5:30pm Central time, Monday through Friday. Please have the following information available to enable our technicians to better serve you: Processor installed (8088, '286, '386), installed RAM, DOS version, the contents of your AUTOEXEC.BAT and CONFIG.SYS files and any internal cards installed in the system.

We welcome your questions, comments or other feedback regarding The Final Conflict or any of our products. You may write to us at:

**Merit Software
13707 Gamma Road
Dallas, Texas 75244**

ATTN: Customer Feedback

On-line Support via CompuServe

For on-line support of The Final Conflict via CompuServe, call toll-free at 800-848-8199 and ask for Representative 321 to get your FREE introductory membership and \$15 usage credit. If you are already a member of CompuServe, type the command GO GAMPUB to get to Merit Software's support area (Section 16), or contact our technical support department at ID# 76711,247.

What is CompuServe?

CompuServe is the world's largest international network of personal computer users (910,000+ members worldwide) and has over 1,400 products and services to choose from. You can talk directly to software publishers, download free software, and get the latest news and sports of interest with a personal clipping service. Check out the weather forecast with Accu Weather maps. Plan, schedule and book your own flights, do your own research with an on-line encyclopedia, and look at the latest up-to-the-minute stock reports. Utilize international electronic mail capabilities, software support and much, much more.

