

THE ANCIENT ART OF WAR®

QUICK REFERENCE CARD

The Ancient Art of War is so easy to start playing, you probably won't need to use the manual to get going. Just following the directions below.

Getting Started

Put The Ancient Art of War disk in the drive, label side up. Turn on your computer and monitor.

At the title page, "GO TO WAR" will appear on the options scroll. If you don't press any keys, the game will begin a self-playing demo after about 30 seconds. You can watch the demo to get an idea of the game play. To leave the demo and go back to the title page, press any key. "GO TO WAR" will still be on the scroll. Press the return key to begin.

Input Device

When you first start up The Ancient Art of War, the default input device is the keyboard. If you would like to use a joystick or mouse with the game, read the appropriate section of the Getting Started chapter in the manual.

Game Commands

The Ancient Art of War has plenty of on-screen commands to let you know what your options are while you are playing. The first few times you play, you may want to keep this card handy in case you are not sure what something means.

To select a command with the keyboard, press the first letter of the command, or the indicated key.

After choosing "GO TO WAR" and up until the campaign actually starts, you can press ESC to back up — all the way to the title page if you wish.

The white cross-shaped pointer that appears on the screen during the game is called the cursor. The cursor can be moved with either the keyboard, joystick or mouse. To move the cursor with the keyboard, use the numeric keypad or the following cursor keys:



Use the ↑ and ↓ arrow keys to scroll the map up and down.

Commands when the marker is not over a squad:

View — shows the areas of strength and weakness, also total number of men on each side.

Time — sets the speed of the game play.

Surrender — lets you give up in the middle of a campaign