

# 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



## Commands when the marker is over a squad:

**Info** — shows condition, food supply and types of soldiers in the squad; allows you to change a squad's marching speed.

**Move** — allows you to trace a path for the squad.

**Formation** — shows current formation of squad and allows you to assign a new formation.

**Attach** — if two squads are close together, this command lets you move men between them or join them into one squad (up to 14 men).\*

**Detach** — divides a squad into two.\*

## Commands when the marker is over a squad right after an "Encounter" is reported:

**Zoom** — shows close-up of battle and lets you take command of your squad.

**Attack** — starts the battle after you zoom. You must then indicate what type of soldiers are to move, and what they are to do: Attack, Forward, Back off, or Retreat.

## Soldiers

### There are four types of soldiers:

**Archer** — soldier who fights with bow and arrow.

**Barbarian** — soldier who fights with his bare hands.

**Knight** — soldier who fights with a sword.

**Spy** — soldier who can see twice as far as others, defenseless.

**Hints:** Archers are strongest against Knights

Knights are strongest against Barbarians

Barbarians are strongest against Archers

Soldiers will tire quickly if ordered to march fast

A squad on a hill has an advantage when fighting

Archers are needed to attack or defend a fort

## Your Goal

Defend the white flags and seize the enemy's black flags, or defeat the enemy in battle.

## To Leave the Game

1. From the title page, press the arrow keys until "QUIT" is highlighted, then press the return key.
2. During a campaign, save a game so you can continue later by pressing **CONTROL-G**. Be sure to have a blank or data disk handy.
3. During a campaign, if you don't want to continue later, press **S** to surrender.
4. For a quick exit at any point in the game, press the **RESET** key while holding down the **CONTROL** and **Open Apple** (⌘) keys. This will cause your system to reboot.

\*Will not always appear as an option.