

## **1, 2... command (Window menu)**

Displays a list of currently open map windows at the bottom of the Window menu. A check mark appears in front of the name of the active window. Choose a map from this list to make its window active.

## **About this game (Help menu)**

Describes and displays version number of the game.

## **About 2AM CREATION (Help menu)**

Displays version number of the CREATION development tool.

## **Accept Peace command (Actions menu)**

Accepts peace offer from the player whose object is selected. An object of a player who has offered peace must first be selected. Units/objects of the two players will no longer engage in combat.

### **Shortcut:**

Keyboard:     A

## **Actions Menu**

[Send Selected Unit To command \(Actions menu\)](#)

[Create New Task Force command \(Actions menu\)](#)

[Send Out Your Fleet command \(Actions menu\)](#)

[View Statistics on Task Force/City/Fleet command \(Actions menu\)](#)

[See Your Nation's Statistics command \(Actions menu\)](#)

[Land Your Armies command \(Actions menu\)](#)

[Back Off Task Force/Fleet command \(Actions menu\)](#)

[Send A Message command \(Actions menu\)](#)

[Select an Enemy command \(Actions menu\)](#)

[Offer Peace command \(Actions menu\)](#)

[Accept Peace command \(Actions menu\)](#)

[Reject Peace command \(Actions menu\)](#)

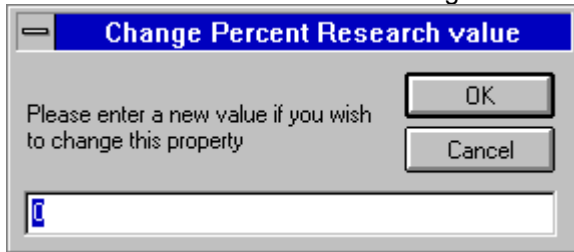
[Cancel Peace Offer command \(Actions menu\)](#)

## Adjusting Tax Resources Expended in Research

Besides the management of individual City operations (see [Directing the Operations of Your Cities](#)), there is one further way of controlling the economy. One can alter the percentage of tax resources that go to Research. Any percentage of taxes that does not go to Research goes into the Reserves.

### To Adjust Tax Resources Expended in Research

1. View your country's national economy. See [How to View a Country's Economy](#).
2. Click on the Percent Research: Change button. The Change Property Value dialog box appears



3. Enter the new value in the box.
4. Click OK or hit the Enter key.
5. Click on the Close button.

## **Arrange Icons command (Window menu)**

Arranges the icons for minimized windows at the bottom of the main window. If there is an open map window at the bottom of the main window, then some or all of the icons may not be visible because they will be underneath this window.

## **Attack Cities with Overwhelming Force**

You need at least a 4-1 force advantage when attacking a city. To see the size of the force defending the city, click on the city and hit V.



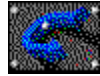
## Back Off Task Force/Fleet command (Actions menu)

Disengages a Unit that is locked with an Object of a Neutral country. After selecting this command, click on the target location on the map.

### Shortcuts:

Keyboard: B

Game Bar:



See [Friendly, Neutral & Enemy Objects](#).

## **Blockade Enemy Ports**

You can prevent huge Enemy Fleets from leaving a port by placing a far smaller Fleet right on the port. Keep an eye on your Fleet and be ready to reinforce it!

## **Build Up Your Tech Level**

Keep your Military Forces at the minimum level you need and allocate Research. High tech levels make your production capacity increase significantly.

## **Cancel Peace Offer command (Actions menu)**

Cancels peace offer that was made to the player whose object is selected. An object of another player must first be selected.

### **Shortcut:**

Keyboard: C


## **Cascade command (Window menu)**

Arranges opened windows in an overlapped fashion.

## **Change Speed command (Model menu)**

Use this command to change the speed of the clock that runs the game. You can select between very slow, slow, normal, fast and very fast. Faster speeds accelerate all game functions.

## Changing Map Magnification

There are three available magnifications. Click on the Zoom In/Out buttons  to change the current magnification.

A useful magnification is the strategic display. This shows the entire map on a small screen. This display is the smallest magnification.

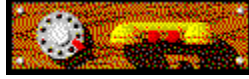
You may open another window and, by resizing the windows, you can have the strategic display and a close-up display on your screen at the same time. See the [New Model Viewer command](#).

## Chat Window command (View menu)

Toggles the chat box which allows messages to be sent to any or all the other players.

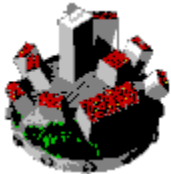
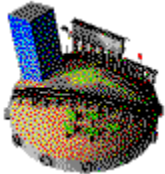
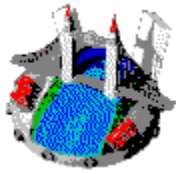
### Shortcut

Game Bar:





## Cities



Cities are the sources of power in *Alliance & Defiance*. It is over their possession that the wars are fought. Cities produce Military Forces: armies and ships. The Military Forces produced by a City, and any other friendly Military Forces that have entered the City, are not visible on the map, but are considered to be within the city contributing to its defenses.

Cities constitute the basis of national resources. One influences one's National Economy by controlling the operations of the individual Cities. See [Managing the National Economy](#).

Cities often become damaged by combat, and must be repaired before full productive capacity is restored. See [Directing the Operations of Your Cities](#).

## **Close command (File menu)**

Not currently implemented.

## **Combat**

**Combat - General Rule**

**Combat in Cities**

## **Combat - General Rule**

When Enemy Military Forces are in close proximity, or when Military Forces are close to an Enemy City, the Forces become engaged in combat. No special orders have to be given to initiate combat. However, War has to have been declared by one side on the other. To declare War, see [How to Declare War](#).

The advantage in combat is given to the larger force, and also to forces defending in Cities, mountains, and forests, although there is a random element here and victory is never guaranteed.

Note that to overcome a force defending a city you will need an attacking force 4 times the size of the defending force!

## Combat in Cities

Defenders in cities have a huge advantage. When attacking a city it is wise to have at least a 4-1 force advantage. (To see the exact size of a force in a city, click on it then press V.)

Military actions against Cities invariably cause damage to the infrastructure. This will have to be repaired by whoever owns the city. See [Directing the Operations of Your Cities](#).

## **Command Reference**

**File Menu**

**Model Menu**

**View Menu**

**Actions Menu**

**Window Menu**

**Help Menu**

## **Communicating**

The ability to communicate with the other players lies at the heart of the game. You can connive with, insult, praise, or try to obtain information out of the other players. And the communications capability is vital to declaring war, offering, accepting or rejecting peace.

# **Communications**

**Communicating**

**Communications Effects on Combat**

**General Communications**



# Communications Effects on Combat

Military Forces will only fight Enemy Military Forces. War must have been declared.

Enemy Military Forces will only cease fighting if Peace has been Offered and Accepted.

See [Friendly, Neutral & Enemy Objects](#).

## **Related Topics:**

[Declaring War](#)

[Making Peace](#)

## **Concentrate Your Firepower**

There is a great advantage in keeping your strength together. In any battle a stronger unit will most probably suffer far less damage than the total strength of the enemy before destroying it. There is a factor of luck, too.

# Contents

Getting Started

The Objects

Using Task Forces

Naval and Amphibious Operations

Combat

Communications

Intelligence & Planning

Managing the National Economy

Victory

Tips

Command Reference

## Country Specific Tips

These tips are also of a general nature, and are greatly dependent upon the kind of relationships you develop with the other players.

### Related Topics:

[England](#)

[France](#)

[Germany](#)

[Italy](#)

[Russia](#)

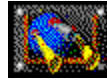
## Create New Task Force command (Actions menu)

Sends out the selected City's armies as a single Task Force to a location on the map. After selecting this command, click on the target location on the map.

### Shortcuts:

Keyboard: T

Game Bar:



See [Sending a Task Force Out From a City](#).

## **Declaring War**

If you want your forces to engage those of another player, you must declare War on him.

See [Friendly, Neutral & Enemy Objects](#).

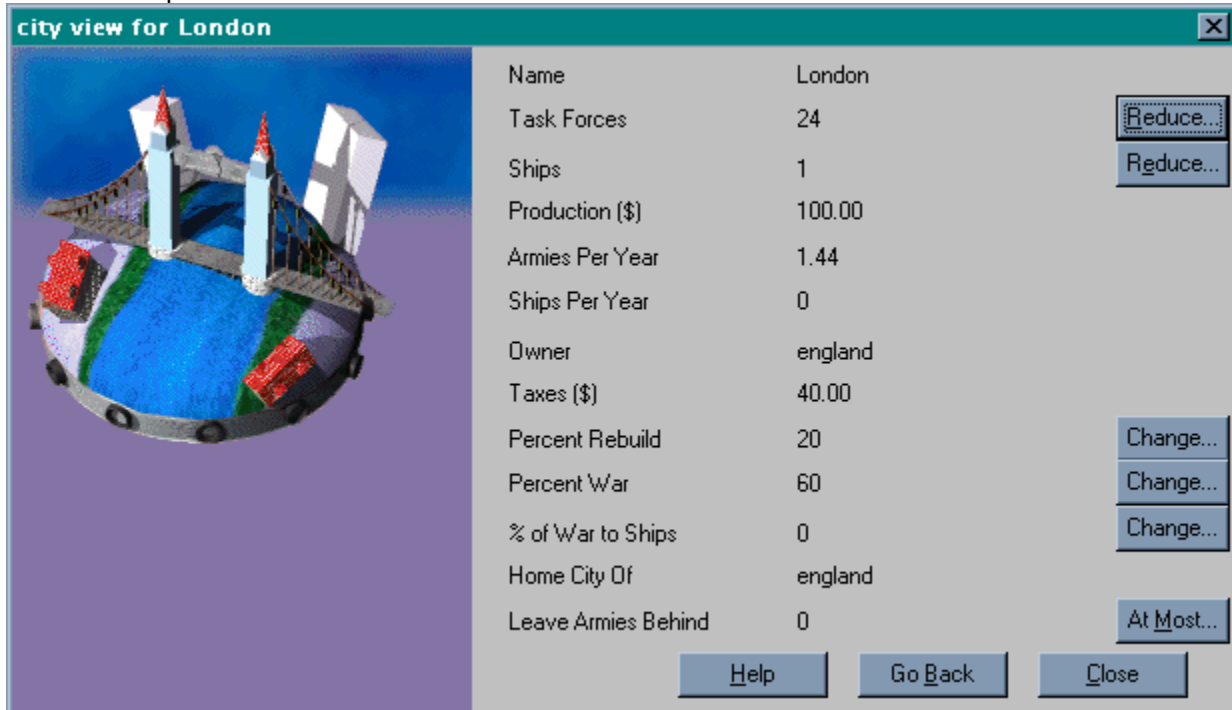
### **To Declare War**

1. Select any City or Military Force of the player upon whom you want to make War.
2. Do one of the following:
  - Hit the E key.
  - Select the Select an Enemy command from the Actions menu.

The relationship between your Forces and theirs will now be those of Enemy.

## Directing the Operations of Your Cities

From the View City dialog box you can see various statistics on the operations of that City, and you can direct these operations.



**Armies/Ships:** The number of armies/ships present in the City. This can be reduced (the armies/ships are simply disbanded) using the Reduce button. This you will want to do to reduce your spending.

**Capacity Intact:** This represents the City's production capacity as a percentage of full production. This value gets lower as the City takes collateral damage form combat, but you can raise it by adjusting the **Percent Rebuild** value. See below.

**Armies Per Year/Ships Per Year:** The rate of production of the Forces, as calculated from the **Capacity Intact**, the **Percent War**, and the **% of War to Ships** values.

**Owner:** The country in control.

**Taxes.** The amount of capital left over after spending on rebuilding, if necessary (**Percent Rebuild**), and Military Forces (**Percent War**) has been accounted for. **Taxes** are devoted to your Reserves and to Research. More Research improves your Tech Level, which contributes to the efficiency of your Cities and the effectiveness of your Military Forces. See [Adjusting Tax Resources Expended in Research](#)

**Percent Rebuild:** This is the percentage of your City's production capacity that is dedicated to repairing damage. If the City is undamaged, then this percentage goes to **Taxes**. You can change this at any time.

**Percent War:** This is the percentage of your City's production capacity that is dedicated to building Military Forces. The sum of **Percent Rebuild** and **Percent War** cannot be greater than 100. You can change this at any time.

**% of War to Ships:** This the proportion of the above value (**Percent War**) that is being dedicated to building ships. The remainder goes to building armies. You can change this at any time.

**Related Topics:**

[Making Adjustments to the City Values](#)



## **Disconnect From Network command (Model menu)**

Breaks the current connection with the server but leaves *Alliance & Defiance* running ready for another game.

## **Don't Let Your Neighbor Become Stronger Than You**

After all, it's war. Friendship is transient.

## **Don't Use Up All Your Money on Military Forces**

Armies and ships cost money to maintain. If you spend a high percentage of your production making Military Forces you quickly use up all your budget on maintaining them. This results in each of your Task Forces and Fleets gradually losing strength. No money goes to Research or Reserves.

## England

Britannia Rules the Waves, and she will jolly well have to if she is to survive in this war! As England the only way you can be invaded is by sea, and you can reduce the chances of this happening by having the strongest navy in Europe. Then you can safely build up, whilst making your plans and establishing alliances with whom you want.

The best areas for early expansion are Ireland (it should be made clear to everyone else that invading the Emerald Isle is akin to invading the mainland, as far as you are concerned) and then the Iberian peninsula.

England is a nice damper on a cheeky Russia. With English fleets always a threat, Russia cannot afford to expand to the West without guarding her home Cities.

## **Exit command (File menu)**

Ends the current session.

### **Shortcuts:**

Mouse: Double-click the application's Control menu button.

Keyboard: ALT + F4

## **File Menu**

Close command (File menu)

New Model Viewer command (File menu)

Exit command (File menu)

## **File Open dialog box**

The following options allow you to specify which file to open:

### **File Name**

Type or select the filename you want to open. This box lists files with the extension you select in the List Files of Type box.

### **List Files of Type**

Select the type of file you want to open:

### **Drives**

Select the drive in which the file that you want to open is stored.

### **Directories**

Select the directory in which the file that you want to open is stored.

### **Network...**

Choose this button to connect to a network location, assigning it a new drive letter.

## **File Save As dialog box**

The following options allow you to specify the name and location of the file you're about to save:

### **File Name**

Type a new filename to save a document with a different name. A filename can contain up to eight characters and an extension of up to three characters. The extension you specify is added in the Save File As Type box.

### **Drives**

Select the drive in which you want to store the document.

### **Directories**

Select the directory in which you want to store the document.

### **Network...**

Choose this button to connect to a network location, assigning it a new drive letter.



# Flags









Every object in the game has a flag. The flag serves two purposes. First, it shows who is the owner of that object. Second, it gives an indication of the force size in the object.

## Flags as Indications of Ownership

At the start of the game each player's Cities carry flags with a colored symbol. That color will symbolize that player's flags throughout the game. The flags of any Cities that are conquered by that player will change color to the color of the new owner.

## Flags as Indications of Force Size

The symbol in the flag indicates the size of forces therein. The key is as follows:

	less than 1 army/ship
	1-2 armies/ships
	3-8 armies/ships
	9-26 armies/ships
	27-80 armies/ships
	81-242 armies/ships
	243-728 armies/ships
	729+ armies/ships.

If the object is a Fleet, the flag indicates the number of ships it has. The number of armies on board is ignored.

If the object is a Task Force or a City, the flag indicates the number of armies it has. In the case of Cities, the number of ships is ignored, unless there are no armies in that City.

# Fleets



Fleets are objects consisting of one or more ships. The basic job of Fleets is the transportation of Task Forces, which they do very well, as a Fleet consisting of only one ship can transport a Task Force consisting of any number of armies.

Fleets can engage in combat with other Fleets, coastal Cities, and Task Forces located on the coast.

## France

France and Germany were never traditionally the best of friends, and no doubt this will continue to be the case in many games of *Alliance & Defiance*. You are stronger than the Germans by themselves, so the real pivot of your relationship will be the alignment of Italy. This can swing the balance. If you do come to some arrangement with your Eastern neighbors then you can snap up the Iberian peninsula fairly cheaply, but eventually you will have to move east. Talk to the Russians.

# Friendly, Neutral & Enemy Objects

There are three types of relationships between Military Forces.

## **Friendly**

Friendly Forces are those from the same side, with the same color flag.

When Friendly Forces are in close proximity they merge into a single unit.

## **Neutral**

Forces from different countries, with different color flags, but the countries are not at war with one another.

## **Enemy**

Forces from different countries, one of which has declared war on the other. To declare war, see [How to Declare War](#).

Enemy forces will become locked in combat when they are in close proximity. They cannot be disengaged until one side or another has been annihilated. See [Combat](#).

# General Communications

You can say whatever you like to any one, or all of the other players during the game. Such communications have no effect on the game mechanics, but they are the heart and soul of the interactive element of the game.

## Related Topics:

[Messages](#)

# General Tips

Attack Cities with Overwhelming Force

Don't Use Up All Your Money on Military Forces

Build Up Your Tech Level

Keep Your Reserves High

Don't Let Your Neighbor Become Stronger Than You

Concentrate Your Firepower

Blockade Enemy Ports

## **Germany**

Things aren't as easy as they used to be for modern Germany, when it comes to conquest. To the west, powerful France. To the south, a considerably strong Italy. And the Russians will be coming from the east sometime. You must make friends with either Italy or England in order to survive. With Italy as an ally you can easily fend off France, and possibly face the Russians, too, if they begin to arrive too quickly. Avoid two-front confrontations under any circumstances! That is unless you have massively superior forces at your disposal.

You must watch Russia. Allowing them free access to Central Europe means disaster for everyone. You first!

## **Getting Started**

**QuickStart to Alliance & Defiance**

**How to Start a Game**



# Help Menu

[Playing this game \(Help menu\)](#)

[Using Help command \(Help menu\)](#)

[About 2AM CREATION \(Help menu\)](#)

[About this game \(Help menu\)](#)

## **How to Enter a Game**

To enter a game, select the country of your choice from the player selection dialog box. You now have full control of that country's forces and resources.

## **Playing this game (Help menu)**

Gets Help.

## **Intelligence & Planning**

**Viewing the Operations of Cities**

**Directing the Operations of Your Cities**

**Viewing Military Forces**

## Italy

In the unlikely event that Germany and France ally against you, then all that you can do is kiss the world good-bye. Not even English and Russian help will save you from the onslaught. But the chances are that both Germany and France will be wooing you keenly. What would France give you for your support against Germany? A free hand in the Iberian peninsula? What could you wheedle out of Germany? Untroubled access to the empty areas of Eastern Europe? You will have a choice here, so make your decision. You can even afford to play around a bit - side with one, then the other. Laugh your head off as they wear themselves down. Anyone fool enough to go for you on principle, unsupported, will get what he deserves. You are the only country besides England who should think in terms of a powerful navy, both in offense and defense.

## **Keep Your Reserves High**

When Cities are attacked they suffer collateral damage. This can eventually render a City ineffective. Your Reserves will be called upon if a City goes below 50% capacity. No Reserves means your Cities or even Cities you capture will be out of action.

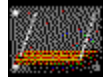
## Land Your Armies command (Actions menu)

Transfers the armies from aboard ship to coastline land. The armies appear as a Task Force. After selecting this command, click on the target location on the map. You must click on land *very close* to the Fleet.

### Shortcuts:

Keyboard: L

Game Bar:



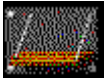
See [Landing a Task Force](#).

# Landing a Task Force

A Fleet can Land its on-board armies on any coastline, except in a neutral or enemy City. Landing armies in a friendly City is automatic upon docking there.

## To Land a Task Force

1. Move the Fleet with the on-board armies to the target coastline (see [How to Move a Fleet](#)).
2. Do one of the following:

- Click on the Land button. 
  - Hit the L key.
  - Select the Land Your Armies command from the Actions menu.
3. Click on a Land area adjacent to the Fleet and the Task Force appears. All the armies land with the Task Force. You will have to be careful to click close to the Fleet, and you may have to try a few times.
  4. Select the next action for the Fleet.

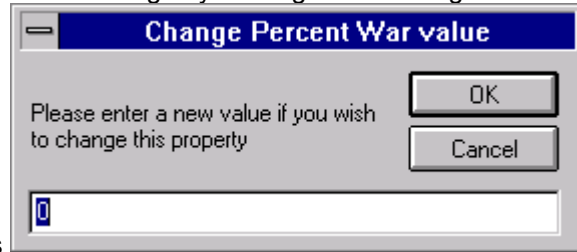


## Making Adjustments to the City Values

You can adjust the Armies, Ships, Percent Rebuild, Percent War and % or War to Ships values at any time using the View City dialog box.

### To Make Adjustments to the City Values

1. View the City Statistics. See [How to View the Operations of Cities](#).
2. Click on the City Options; More button, to view to City Options dialog box.
3. Select the Property whose value you would like to change by clicking on its Change button. The



4. Change Property Value dialog box appears
5. Enter the new value in the box.
6. Click OK or hit the Enter key.
7. Repeat steps 3-5 for other Properties.
8. Click on the Close button.

## Making Peace

Making Peace requires the cooperation of two parties who are currently Enemies.

Peace must first be offered. It can then be either accepted or rejected. In the time it takes for a player who has been offered peace to decide, the offer can be canceled.

The offer remains valid until it is either accepted, rejected, or canceled. A Peace offer may be left valid and forgotten, and may then be accepted when it is inconvenient.

See [Friendly, Neutral & Enemy Objects](#).

### To Offer Peace

1. Select any City or Military Force of the player to whom you want to offer Peace.
2. Do one of the following:
  - Hit the P key.
  - Select the Offer Peace command from the Actions menu.

### To Accept Peace

1. Select any City or Military Force of the player who has offered Peace.
2. Do one of the following:
  - Hit the A key.
  - Select the Accept Peace command from the Actions menu.

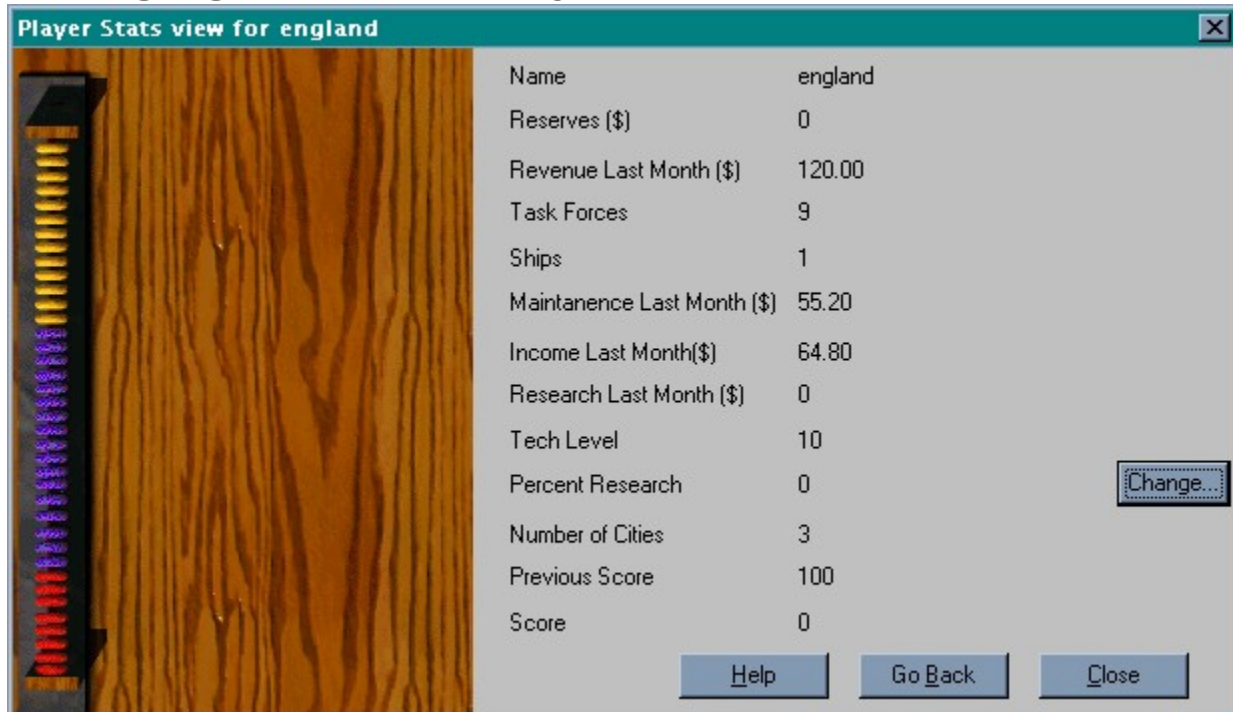
### To Reject Peace

1. Select any City or Military Force of the player who has offered Peace.
2. Do one of the following:
  - Hit the R key.
  - Select the Reject Peace command from the Actions menu.

### To Cancel a Peace Offer

1. Select any City or Military Force of the player to whom you offered Peace.
2. Do one of the following:
  - Hit the C key.
  - Select the Cancel Peace Offer command from the Actions menu.

# Managing Your Economy



Name	england	
Reserves (\$)	0	
Revenue Last Month (\$)	120.00	
Task Forces	9	
Ships	1	
Maintenance Last Month (\$)	55.20	
Income Last Month(\$)	64.80	
Research Last Month (\$)	0	
Tech Level	10	
Percent Research	0	<input type="button" value="Change..."/>
Number of Cities	3	
Previous Score	100	
Score	0	

You must keep track of your economy. The most important thing is to maintain a net income surplus. The moment you are in net income deficit, your Military Forces will start to disappear, as there is insufficient money to maintain them. (Large reserves can delay this to an extent).

In this screen you will also see your scores, both before the current game began, and your current score. Try to get on the High Scores list in the Game Club.

## **Related Topics:**

[Adjusting Tax Resources Expended in Research](#)

# **Managing the National Economy**

**The National Economy**

**Viewing a Country's Economy**

**Managing Your Economy**

## Messages

You communicate via messages. During the game you will receive messages from the other players and from the system. The other players will send whatever they like. The system will inform you of critical events going on in your economy, and of input errors you may have made.

You can also send messages to other players.

### Related Topics:

[To Send Messages to Other Players](#)

# Model Menu

[Change Speed command \(Model Menu\)](#)


[Music command \(Model menu\)](#)

[Disconnect from Network Command \(Model menu\)](#)

# Moving a Fleet

Fleets can be moved about anywhere in the sea.

## To Move a Fleet

1. Select the Fleet.
2. Do one of the following:
  - Click on the Go button. 
  - Hit the G key.
  - Select the Send Selected Unit To... command from the Actions menu.
3. Click on the location on the map to which you would like to send the Fleet.

# Moving a Task Force

Task Forces can be moved about anywhere on the map except in the sea. Violation of another country's border does not necessarily mean that you are at war with that country. To declare war see [How to Declare War](#).

## To Move a Task Force

1. Select the Task Force.
2. Do one of the following:



- Click on the Go button.
  - Hit the G key.
  - Select the Send Selected Unit To... command from the Actions menu.
3. Click on the location on the map to which you would like to send the Task Force.



## Music command (Model menu)

Toggles the music and sound effects on and off.

**Shortcut:**

Toolbar:



## **Naval and Amphibious Operations**

**Sending a Fleet Out From a City**

**Moving a Fleet**

**Splitting a Fleet**

**Transporting Armies**

**Landing a Task Force**

## **New Model Viewer command (File menu)**

Opens a new window for the current game. Used for maintaining multiple views on the current game.

**Shortcut:**

Toolbar:



## **Offer Peace command (Actions menu)**

Makes peace offer to the player whose object is selected. An object of another player must first be selected. Should the Enemy player accept the offer, Units/objects of the two players will no longer engage in combat.

### **Shortcut:**

Keyboard: P

## Pause command (Model menu)

A toggle that pauses the game. Any player can pause the game, and any player can restart it.

### Shortcut

Toolbar:



# QuickStart to Alliance & Defiance

This QuickStart section provides a quick introduction to the play of the game, and refers to the more comprehensive sections that follows.

## What You are Trying To Do

Conquer all the cities. Cities build you Task Forces. Task Forces capture cities...

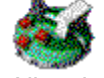
You can't work alone. Form alliances.

## Objects

Fleet:  Task Force:



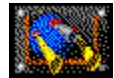
City:



All actions in the game are similar: Select an object by clicking it once. Then select an action for that object. You know an object is selected because its flag flashes.

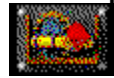
See [The Objects](#).

## Task Forces

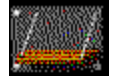


[Task Forces](#) originate in cities. To send a Task Force, select the city, then click the Task Force button (or hit T). Click the location on the map where you want the Task Force to go. All the armies in that city move out. See [Sending a Task Force Out From a City](#).

## Naval Operations



[Fleets](#) originate in coastal cities. To send out a fleet, select the city, then click the Fleet button (or hit F). Click the location on the map where you want the Fleet to go. All the ships in that city set sail, taking with them all armies. See [Sending a Fleet Out From a City](#).



Fleets can land the armies that are aboard them if they are near a coastline. Select the Fleet, click on the Landing button (or hit L), then click on some land area close by. See [Landing a Task Force](#).

## General Movement and Combat

In the following, Unit refers to a Fleet or a Task Force equally.

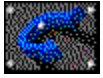


To move a Unit, select it, click the Go button (or hit G) then click the target location. See [Moving a Task Force](#) and [Moving a Fleet](#).

To fight an enemy object with a Unit, the Unit must be close to the enemy, and your country must be at war with them. See Communications, below.

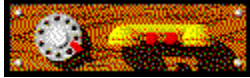
When a Unit arrives at a friendly city, it enters the city. A Unit cannot enter a neutral city.

You can split a Unit. Select it and click the Fleet or Task Force button, then click the target location of the new Unit. See [Splitting a Task Force](#) and [Splitting a Fleet](#).



To disengage a Unit that is locked with a neutral object, select the Unit, then click on the Back-off button (or hit B). See [Friendly, Neutral & Enemy Objects](#).

### **Communications**



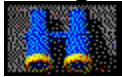
To communicate with the other players, click the communications console (or hit M). See [Communications](#).

To start fighting, you must first declare war (select enemy object and hit E). See [Declaring War](#).

To stop fighting, make a peace offer (hit P when enemy selected). The enemy can accept it (by hitting A) or reject it (by hitting R). See [Making Peace](#).

Otherwise, communication has no effect on the game program. Say whatever you like.

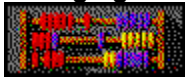
### **Intelligence & Planning**



To assess the strength of any object, friendly, neutral or enemy, select it and then click the View button (or hit V). See [Viewing the Operations of Cities](#).

View a friendly city to manage your resources. You can reduce the city's forces directly, or adjust the percentage of that city's output that is being invested in War (producing new armies) and Rebuild (only expended if the city is damaged). See [Directing the Operations of Your Cities](#).

### **Managing Your National Economy**



To access information about your national economy, select one of your own objects, then click the National Economy button or (or hit N). See [Viewing a Country's Economy](#).

Make sure that your net income is greater than zero at all times. Do this by reducing the output (Rebuild and War) of individual cities. See [Managing Your Economy](#).

## **Reject Peace command (Actions menu)**

Rejects peace offer from the player whose object is selected. An object of a player who has offered peace must first be selected. Units/objects of the two players will continue to engage in combat.

### **Shortcut:**

Keyboard:     R



## **Russia**

You have nothing to worry about initially, unless the Germans and French have decided that they can trust each other....Nahh! Head west, snapping back the Empire of old, and make sure you are strong enough to deal well with Germany before you come to grips with her. Your home is protected by distance, but that also means your lines of supply are long. You don't need alliances initially. See who comes wooing you...

However, keep your eye on the English ships. They move faster than your armies can overland. You don't want to get caught with St Petersburg unprotected and your armies far away.

If you capture the East without opposition, only the combined efforts of all the others can defeat you. Enjoy.

## See Your Nation's Statistics command (Actions menu)

Displays a dialog box with your country's statistics, and which allows some economic management operations.

### Shortcuts:

Keyboard: N

Game Bar:



## **Select an Enemy command (Actions menu)**

Declares War on the player whose object is selected. An object of another player must first be selected. After War has been Declared, Units of both sides will engage in combat with Enemy Objects they are close to.

### **Shortcut:**

Keyboard:     E

## Selecting an Object

You can select any object, City, Task Force or Fleet, by simply clicking on it once. The object's flag will start to flash, to signify that this is the object which you are currently controlling.

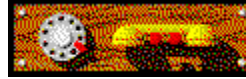
## Send A Message command (Actions menu)

Displays the chat box which enables the sending of messages to any or all other players.

### Shortcuts:

Keyboard: M

Game Bar:



See [Messages](#).

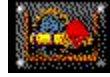
## Send Out Your Fleet command (Actions menu)

Sends out the selected City's ships as a single Fleet to a location on the map. The Fleet takes all that City's armies aboard as passengers. After selecting this command, click on the target location on the map.

### Shortcuts:

Keyboard: F

Game Bar:



See [Sending a Fleet Out From a City](#).

## Send Selected Unit To command (Actions menu)

Sends the selected Unit to a location on the map. After selecting this command, click on the target location on the map.

### Shortcuts:

Keyboard: G

Game Bar:



See [Moving a Task Force](#) and [Moving a Fleet](#).

# Sending a Fleet Out From a City

Ships in cities are not represented by Fleets, but take part in the City's anti-ship defense if it comes under attack. When a Fleet is sent out from a City it takes with it all of that City's armies.

## To Send Out a Fleet From a City

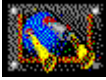
1. Select the City.
2. Do one of the following:
  - Click on the Fleet button. 
  - Hit the F key.
  - Select the Create a New Fleet command from the Actions menu.
3. Click on the location on the map to which you would like to send the Fleet.



# Sending a Task Force Out From a City

Armies in cities are not represented by Task Forces, but take part in the City's defense if it comes under attack.

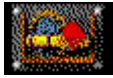
## To Send Out a Task Force From a City

1. Select the City.
2. Do one of the following:
  - Click on the Task Force button. 
  - Hit the T key.
  - Select the Create a New Task Force command from the Actions menu.
3. Click on the location on the map to which you would like to send the Task Force.

# Splitting a Fleet

A Fleet can be split. The split command explained below produces two Fleets of approximately equal strength. The armies aboard the ships go with the new Fleet.

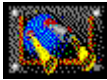
## To Split a Fleet

1. Select the Fleet.
2. Do one of the following:
  - Click on the Fleet button. 
  - Hit the F key.
3. Click on the location on the map to which you would like to send the new Fleet. The original Fleet (now at half strength and without any armies aboard) continues to obey its previous orders.

# Splitting a Task Force

A Task Force can be split. The split command explained below produces two Task Forces of approximately equal strength.

## To Split a Task Force

1. Select the Task Force.
2. Do one of the following:
  - Click on the Task Force button.  Hit the T key.
3. Click on the location on the map to which you would like to send the new Task Force. The original Task Force (now at half strength) continues to obey its previous orders.

## **Status Bar command (View menu)**

Use this command to display and hide the Status Bar, which describes the action to be executed by the selected menu item or the toolbar button currently pointed at, and keyboard latch state. A check mark appears next to the menu item when the Status Bar is displayed.

# Task Forces



Task Forces are objects consisting of one or more armies that do the essential work of defending your Cities, and attacking enemy Cities and Task Forces. They move on land under their own steam, and can be transported across the sea by ships.

## The Map



The game is played on a map of *modern* Europe. Important terrain features are mountains and forests, both of which impede movement, and aid defending forces. There are also Cities. See [Cities](#).

### **Related Topics:**

[Changing Map Magnification](#)

# The National Economy

You must maintain a positive net income, or your standing armies will begin to disappear.

It is therefore vital that you keep careful control on the economic status of your country, by curbing spending and investing in the future.

The best way to curb spending is to reduce the number of Military Forces being built, or to reduce the number of standing armies and built ships. To do this see [How to Make Adjustments to the City Values](#).

But you must also ensure that your country is being prepared for the challenges of the future. You do this by investing in Research and building up Reserves.

## **The Objects**

**The Map**

**Cities**

**Task Forces**

**Fleets**

**Selecting an Object**

**Friendly, Neutral & Enemy Objects**

**Flags**



## **Tile command (Window menu)**

Arranges opened windows in a non-overlapped fashion.

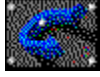
## **Tips**

**General Tips**

**Country Specific Tips**

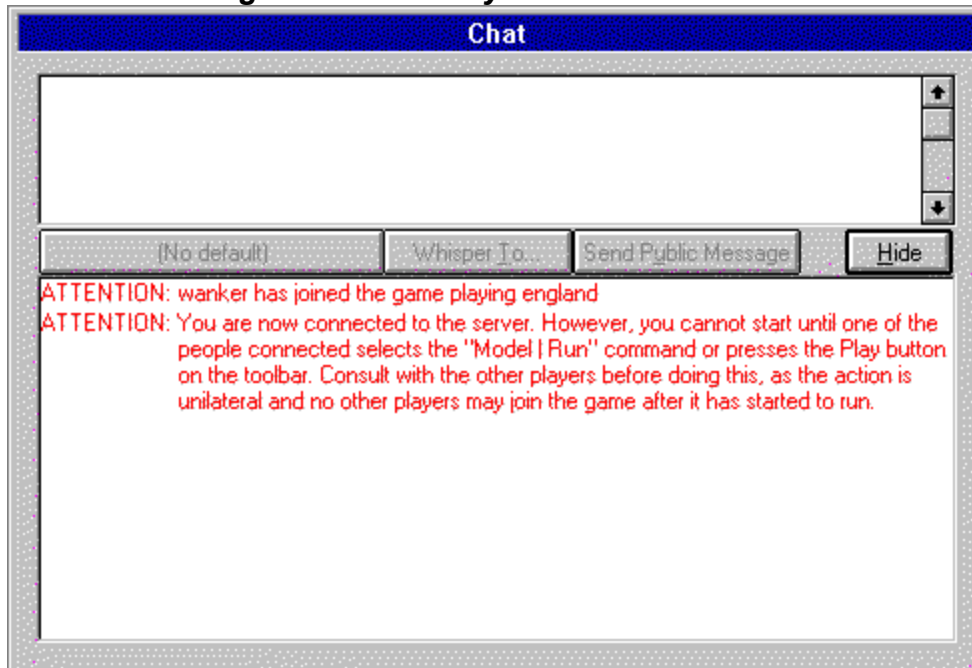
### ***To Back Off from Neutral Forces***

1. Select the Force you want to Back Off.
2. Do one of the following:

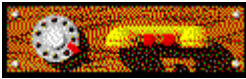


- Click on the Back Off button.
  - Hit the B key.
  - Select the Back Off command from the Actions menu.
3. Click on the location on the map to which you would like to send the Backed Off Force.

## To Send Messages to Other Players



1. Do one of the following:

- Click on the Communications button. 
  - Hit the M key.
  - Select the Message command from the Actions menu.
2. Enter the message you would like to send in the top box of the chat box.
3. Do one of the following:
- If you want to send the message to a specific player, click on the Whisper To button. You will then be asked to select the target player.
  - If you want to send the message to all players, click on the Send Public Message button.
4. Click on the Hide button.

## **Toolbar command (View menu)**

Use this command to display and hide the Toolbar, which includes buttons for some of the most common commands in Model Universe, such as File Open. A check mark appears next to the menu item when the Toolbar is displayed.

## Transporting Armies

When a Fleet is ordered to leave a coastal City, any armies in that City automatically leave with the Fleet.

When a Fleet arrives at a Friendly City, the armies can be sent out from the City as a Task Force (see [Sending a Task Force Out From a City](#)), or can be taken aboard the Fleet should it set sail again.

A Fleet can land its armies at a coastal location that is not a City. See [How to Land a Task Force](#).

## **Using Help command (Help menu)**

Displays instructions on how to use Help.

## **Using Task Forces**

**Sending a Task Force Out From a City**

**Moving a Task Force**

**Splitting a Task Force**



## Victory

You win a single game by overrunning the whole of Europe, and capturing all the cities.

You are also given a score that assesses your performance. Do well, and you will find yourself on the High Scores list at the Game Club. You get points for capturing enemy cities and destroying enemy forces. The stronger the target of your conquests (compared to you) the more points you get.

Try to be the *Alliance & Defiance* overall champion!

# View Menu

Toolbar command (View menu)

Status Bar command (View menu)

Who is Playing command (View menu)

Chat Window command (View menu)

Zoom In command (View menu)

Zoom Out command (View menu)

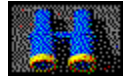
## View Statistics on Task Force/City/Fleet command (Actions menu)

Displays a dialog box with object statistics, and which, in the case of a City, allows manipulation of City operations.

### Shortcuts:

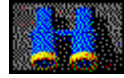
Keyboard: V

Game Bar:

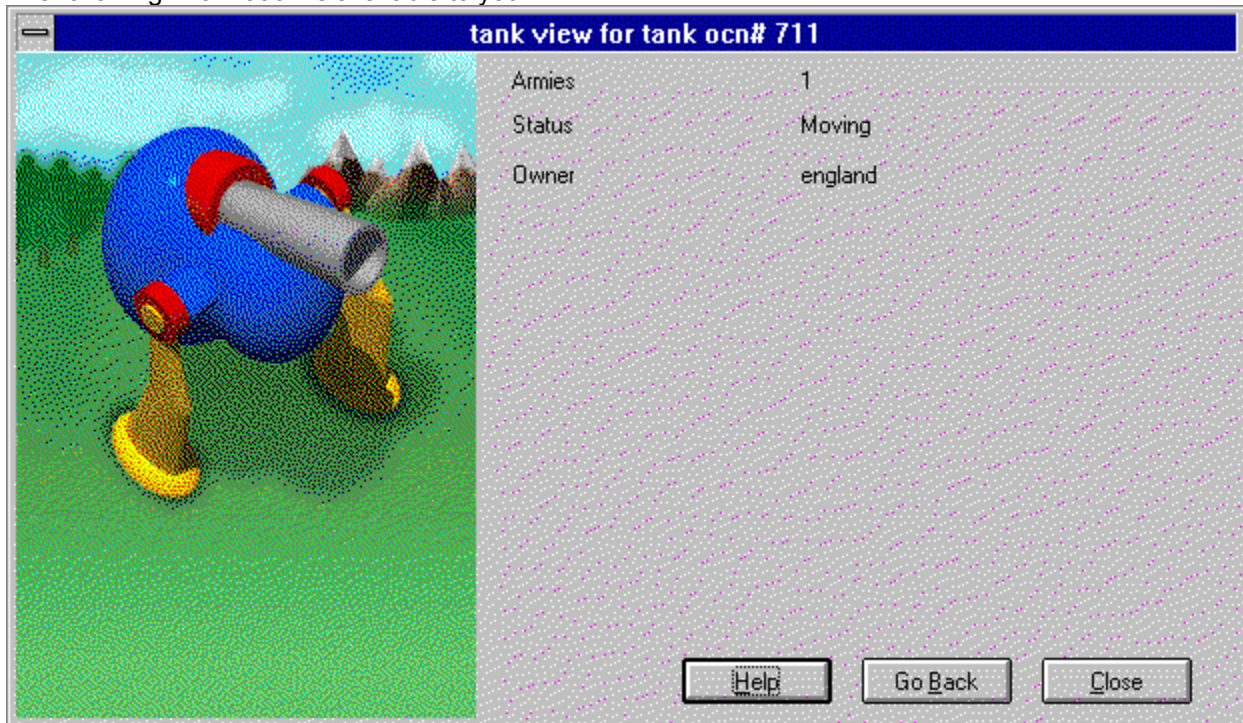


## Viewing Military Forces

You can view the contents, activity and ownership of any Fleet or Task Force at any time by selecting that



Fleet or Task Force and then either clicking on the View button or hitting the V key. The following information is available to you.



**Armies/Ships:** The strength of the Unit in terms of the number of armies or ships it contains.

**Status:** The Unit's current activity.

**Owner:** The country which controls the Unit.

# Viewing a Country's Economy

You can view any country's economic status at any time.

## To View a Country's Economy

1. Select a City or a Military Force of the country in question.
2. Do one of the following:
  - Click on the National Economy button. Hit the N key.

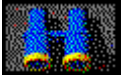


# Viewing the Operations of Cities

To make short term military plans, and to plan the National Economy in the longer term, you must be able to view and manipulate the operations of your Cities and view the operations of the cities of your friends and foes.

## To View the Operations of Cities

1. Select the City.
2. Do one of the following:

- Click on the View button. 
- Hit the V key.
- Select the View command from the Actions menu.

The View City dialog box appears. You can do this for any city, Friendly, Neutral or Enemy.

## **Who is Playing command (View menu)**

Displays an up-to-date view of the players currently playing the game.

# Window Menu

Cascade command (Window menu)

Tile command (Window menu)

Arrange Icons command (Window menu)

1, 2... command (Window menu)



## **Zoom In command (View menu)**

Increases the magnification by one level.

### **Shortcut:**

Toolbar:



## **Zoom Out command (View menu)**

Decreases the magnification by one level.

### **Shortcut:**

Toolbar:





