

LOADING INSTRUCTIONS

AMIGA: Insert disk in Drive A (DF0): Program will load and run.

ATARI ST: Insert disk in Drive A, program will load and run.

PC COMPATIBLES: Insert Disk 1 into Drive A and type CONFLICT at the A> prompt. Select the graphics mode appropriate to your computer and insert the second disk when instructed.

CONTROLS

Conflict is entirely menu-driven. Use the Up/Down cursor keys to choose a menu option and press RETURN to select. HOME and END (left arrow & right arrow on ATARI ST and AMIGA) take you to the top and bottom of a menu.

If you loaded a mouse driver before Conflict, use the left mouse button to make menu selections.

At any stage, SHIFT-E quits the current game. Game positions may be loaded from the title screen menu.

THE THEATRE OF CONFLICT

The year is 1997. Despite the United Nations' efforts to enforce a steady disarmament programme, tension has been building up again in the Middle East - nuclear war is a distinct possibility. The World looks on - as nation states wrestle for supremacy the Middle East could well become the cradle of World War III.

On December 29th 1996 the Israeli Prime Minister is assassinated. The World catches its breath... On that very day, you are sworn into office as leader of Israel.

As the New Year begins, you set out to achieve your aim: to force the collapse of Egypt, Syria, Lebanon and Jordan while keeping Israel alive and monitoring the conflict between Iran and Iraq. Direct military defeat, political destabilisation or general pressure can all lead to the collapse of your neighbours - World opinion has to be courted and Superpowers persuaded to help your cause. All the while the internal health of the Israeli state has to be maintained as your opponents seek your downfall.

Good Morning, Prime Minister - Here Are The Papers

Each game turn covers the period of one month, and a turn involves you in making decisions on diplomatic, intelligence, security and military matters.

At the start of each turn, you have the opportunity to review the news, as reported in the world's press. Distortion, fabrication and propaganda all creep into the columns of newspapers, but they provide a sound indication of how the rest of the world views your exploits. Use the news to gauge world opinion on the events that took place since the end of the previous turn, but don't rely too heavily on the press for accurate information... you have a massive intelligence organisation at your disposal.

At this stage, it is possible to save the current game position by pressing SHIFT-S.

DIPLOMACY AND INTELLIGENCE

Down to serious business - find out what is really going on around you. By selecting a country, you can call up a brief summary of official news, collated from official sources rather than from the press. Pressing SHIFT-B allows you to call up a report which summarises diplomatic and intelligence positions - check out each neighbouring state.

Then, on a more general level, your Foreign Office can offer a measure of current conditions in the form of Prestige and Tension indicators. Israel's prestige is likely to rise as you assert more military or political strength, which will make you more popular with your people and raise your country's profile in the world. Tension rises as tanks roll and insults fly - rising tension may or may not be to your advantage, but it is wise to remember that the probability of nuclear holocaust increases as tension builds.

The United Nations Security Council may step in and call a July summit if tension gets too high - and a variety of proposals may be made, including ending current wars and setting up a Palestinian homeland.

THE DIPLOMATIC APPROACH

Once you have appraised yourself of the picture, it's time to start making decisions. Diplomatic relations with neighbouring states influence the options that become available to you later in the game. Bear in mind that it will prove impossible to invade a country if you have built up excellent diplomatic relations with its leaders - your generals would refuse to mobilise forces against a very friendly country, your Foreign Office staff would rebel and World opinion would line up against Israel. But diplomatic relations need to be constantly worked on and improved if your aim is to make even the most limited pact with a country.

By choosing to reduce diplomatic relations with a country, you risk starting a conflict - which may all be part of your strategy. On the other hand, by fostering relations, it might be possible to sign a military agreement. But by signing an agreement with one of your neighbours, you might be contributing to another country's war effort.

Diplomacy is a tangled web at the best of times and in the best of conditions, but as you might expect, relations between Arab countries and Israel are always tentative.

COVERT OPERATIONS

Intelligence, both military and political, is vital to the successful running of any nation state. Israel has built up one of the most successful intelligence services in the world - Mossad - and as Prime Minister you would be well advised to make good use of it.

During peace time, Middle Eastern countries are continually embroiled in covert activities aimed at destabilising their neighbours. Reports from the Psychopolitical Warfare Unit indicate the internal stability of your neighbours, and you must decide whether to support the government or hasten its demise. Israel funds can be diverted to insurgent groups working inside other countries, or you can choose to protect another government by attempting to disrupt the activities of insurgents. As the game develops, more powerful covert strategies will come within your reach - it may be possible to assassinate the leader of another country, or start a coup.

In the final analysis, it is not important what causes a government to collapse. Your aim is to achieve domination by fair means or foul, and once a government has collapsed, it cannot recover again within the timespan of the game.

POLICY DECISIONS

After dealing with diplomatic and intelligence matters, it's time to develop your long and short-term strategies. With an eye on your defence budget, you need to maintain the security of Israel's borders while building and deploying your military forces.

BUYING ARMS

Weapons is available from four sources: America, France, Britain and a private arms dealer. Dealing with your suppliers involves a special kind of diplomacy - they will only offer a wide range of choice if they are sure you have the resources to pay and if you can convince them that you intend to keep buying from them. Forward planning is also needed, as equipment is usually shipped at the start of the following turn, although weapons sourced from the private arms dealer can take two months to arrive.

Consistency and lots of money is the key to achieving good relations with an arms dealer, but bear in mind that each trader has different motives. America, for instance, is unlikely to sell you high-tech equipment later in the game if you started off buying arms from the independent arms dealer, or if your international prestige fails to rise. If you start acting too aggressively, the Senate may enforce an arms embargo and the French are likely to fall into line with such an initiative. The British are happy to sell to you, but don't have a wide range on offer. The independent dealer couldn't care less about embargos on international arms sales.

REVIEWING AND DEPLOYING FORCES

Selecting the review option reveals the forces you have available, lists the arms you have ordered that have not yet arrived, and shows how much money you have spent on arms deals. A readout at the bottom left of the screen indicates your fortunes in war - the further it moves to the right, the better you are doing in a border war, but when it moves close to the left, you are about to be overrun.

The Israeli Defence Force is divided into 7 brigades of 20,000 soldiers, and each brigade contains a mix of heavy and light infantry. Tank brigades, fighter squadrons and SAM batteries may also be deployed separately if you wish to strengthen a position. The most aggressive options only become available when diplomatic relations with other countries are very poor.

Small troop movements can be explained away with excuses, and attract less attention, but only a full-scale deployment allows all types of forces, including fighter planes, to be sent to a border. Before the fighting starts, you can strike bomb-specific targets - which upsets the West, but sits matters up seriously! Once fighting starts, your generals are unwilling to release troops for another theatre of conflict, and you need to make sure that a constant supply of military hardware is available for your generals to draw on to replace combat losses.

Starting a war may lead to an arms embargo, so set up links with the independent dealer or stockpile arms before going into battle.

INSURGENCY

Just as you seek to destabilise your neighbours, so they seek to destabilise your government. If things are not going well for you, the main focus of resentment will be found in the West Bank and Gaza Strip, and it is advisable

Keep a brigade of soldiers there to police the region and deal with insurgents. But that leaves you with one less brigade to deploy to the borders...

NUCLEAR WAR

At the start of the game, Israel does not have a nuclear capability, but continual funding of a nuclear programme will eventually yield a working tactical nuclear missile. Think carefully before using The Bomb - a chain of retaliatory strikes may be set off, drawing in the Superpowers and leading to global nuclear war. A nuclear capability can act as a deterrent, however, so don't dismiss it out of hand.

And remember to keep an eye on the Iran/Iraq conflict - it can easily escalate to nuclear war, which will draw in all the Middle Eastern countries and lead to the destruction of the world.

FINANCES

At the end of every year you can increase defence spending and increase the size of the army. It is worth courting favour with the American government - in relation to your economy, American aid can be significant. Bear in mind, the more aggressive Israel appears to be, the less aid you are likely to be offered. So it's wise to avoid starting wars until after the December aid has been received.

