

APOCALYPSE  
The Game of Nuclear Devastation  
(Red Shift)

THE HISTORY

Born in the murky depths of the late 1960's in sunny Sheffield, APOCALYPSE was nurtured through its infancy by Mike Hayes and his colleagues. After a mysterious early childhood as 'Warlord', APOCALYPSE was discovered in its adolescence by Steve Jackson and Ian Livingstone. Next, as a board game, APOCALYPSE, the young adult, was experienced in thousands of dark alcoves and now, at last, it is raised to expansion and maturity by RED SHIFT as APOCALYPSE the Tapes.

APOCALYPSE grew with its age - this nuclear plaything is now a compelling and dangerous toy.

APOCALYPSE

APOCALYPSE allows one to four players to enter a world of long and unhurried military campaigns. They use three of the forces of attack and defence available to modern empires: the Army, the Navy and Long Range Nuclear Missiles. The game may be played with only the pre-nuclear, conventional arms if the players can agree to do so, or the shadow of the ubiquitous nuke may be allowed to darken the arena. The players slip into the roles of world leaders, mimicking their daring and foolish escapades, uncertain alliances, and idiosyncratic preoccupations. The high level tools of deceit and treachery, diplomacy and statesmanship direct the players' struggle with the uncertainty of the lunatic - BUT WHO IS HE/SHE?

APOCALYPSE is a game of strategy in which the players' skills, both logical and psychological, predominate. Little more than the order of turns is random. Combat between generals is an eye to eye affair. The commitment of forces is made and the battle rages. The players have total control over the outcome.

The possibilities of the game are inexhaustible as each player strives for dominance over cities, rich urban areas, mountain strongholds and the open seas. You will be involved in isolated and supported attacks, in costly invasions and you will tread the thin line between nuclear deterrence and devastation.

APOCALYPSE - THE RULES

LOADING

Rewind the cassette to load the Main Program titled "APOCALYPSE". Type LOAD "" and Enter, then start the tape and the Leader Program will start loading. When the first information is displayed, press 'i' for the credits and advertisements if you want them, if not, loading continues. You will have to wait a while as the Main Program loads, so make yourself comfortable and decide which area of the world you are set on disturbing. The choices are Europe, Britain, London or the Caribbean. When loading is complete the "LOAD DATA TAPE" prompt is displayed and shrill beeps sound. You must

now select one of the map regions. Press 1 to 4 for a new or 5 for a saved game (if this is the first time you've played "APOCALYPSE", press 1 to load the European Apocalypse Map). At this point you will also see the letter 'E' on the screen - please ignore this for now (see under Miscellany). NOW TURN OVER THE TAPE, REWIND AND PLAY. The selected map and data files will now be loaded. Each region has a number of data arrays and a SCREEN\$. (For quick reference when loading the suffixes, E, B, C and L denote the four regions). STOP THE TAPE WHEN THE CHOSEN MAP IS DISPLAYED.

## INITIALISATION

Now all is ready to roll. Suggestion: APOCALYPSE is probably unlike any computer game you have played before and it will totally absorb you; play may last from 4 hours to 4 years so get comfortable and have tasty provisions at hand, BUT DON'T PANIC- the game may always be saved for another day.

### a SELECT MILLENNIUM

The scene can be set at any millennium between 0 and 7999AD by pressing a key between 1 and 8. (Press 2 and a year will be chosen).

### b NUMBER OF EMPIRES

The number of empires involved is the same as the number of players. Input a number between 2 and 4 (input 2 to learn).

### c NAME OF EMPIRE

You now assume the role of leader of a religious or power group, empire, race or species, and reflect this in your choice of Empire Name. So now type in the name of your empire (maximum of 9 letters), eg. ROMAN or ALIENS, etc, then ENTER.

### d SELECT SYMBOL

Your name will appear and a set of 10 symbols will flash onto the screen. Press any key when the symbol you want to select is flashing. Other players follow suit.

### e SELECT EMPIRE CENTRES

There are two ways of doing this:

- i The first player's name is displayed and the names of the 24 available empire centres are flashed onto the screen in quick succession. Press any key to select a centre and (if you were fast enough) your symbol will appear on the map at that centre's location. If you were too slow, your symbol will appear at another centre. Each player performs this operation in turn, repeatedly until all centres are taken.
- ii Automatic selection - press the 'a' key at any time during the selection procedure and the centres will be distributed automatically.

### f POWER POINTS

In the bottom left hand corner each player's power points are always displayed. Each location on the map has a revenue value ranging from 0 for the desert or sea areas to 9 for the largest centres. These points are the main currency of the game and with them you can construct army divisions, warships or nukes.

## THE GAME

Now that all centres have been occupied, the game really begins. There are four main phases to the game:

### i NUKE PHASE

NB THERE IS NO NUKE PHASE UNTIL EACH PLAYER HAS COMPLETED ONE TURN.

In this phase you may search for nukes that other players have deployed and launch nukes that you have built previously.

### ii DEPLOYMENT PHASE

Now you may build army divisions, warships and nukes on locations that you already occupy.

### iii MOVEMENT PHASE

Here you manoeuvre your forces and engage in conventional combat,

### iv END TURN PHASE

If you feel confident you may challenge the following player to concede.

At the beginning of each turn, EXCLUDING THE FIRST TURN OF THE GAME, you are given the following options: (for first turn go straight to ii DEPLOYMENT PHASE).

1. Concede
2. Revenue
3. Nukes

#### 1 CONCEDE

This allows you to retire from the contest. All your divisions and ships are withdrawn and the game continues with the next player. If you choose this option you will be asked if you concede. Then you will be asked to confirm.

#### 2 REVENUE

This option by-passes the NUKE PHASE to which you cannot return on this go. Your revenue will be displayed - your current power points are added to any saved revenue from the previous turn. This revenue may be used in the DEPLOYMENT PHASE (see below ii).

#### 3 NUKES

This is the only opportunity to launch nukes during your turn. By pressing 3 you move into the NUKE PHASE.

### i NUKE PHASE

NB This phase does not appear until each player has completed one turn. You are given the following options:

- 1 Map
- 2 +Data
- 3 Nuke Map
- 4 Nuke Silo
- 5 Continue

1 Press 1 - until you get a beep two things happen:

- i A flashing cursor appears in the centre of the map.
- ii An exploded window appears in the top right hand corner of the screen (this displays vital information as you develop your forces).

The cursor is controlled by keys 'Q,W,E,A,D,Z,X and C' -see Fig 1 below. Press the appropriate direction keys in order to move the cursor. You will notice that the window scrolls with you. Place the cursor over your nearest city. Now press 0. This will return you to the options (see Zero Option under Miscellany).

2 Press 2 - in the centre of the window you will see your player symbol flashing and a number - see Fig 2 below.

Each location can accommodate a maximum of 99 divisions, 9 ships and 9 nukes - see Fig 2.

[see APOCALYP.GIF - Fig.1 & Fig.2]

The window containing this data can be scrolled during any phase of the game.

To move more quickly around the map, press 1, this will delete the data and produce a clicking sound, or press Cap-shift with any direction key and you will move 3 squares at a time. These may be done simultaneously for rapid movement.

Whilst in the Data Phase, press 'N' once, then press it again and the name of your centre is displayed.

Press 'R' once, and then again and the revenue value of the location is displayed.

Revenue value will be generally be as follows:

Desert	(Red)	0
Sea	(Blue)	0
Mountains	(Red)	1
Rural	(Green)	1 or 2
Urban	(Yellow)	2 or 3
Centres	(White)	4-9

(ie. cities, ports, etc)

Remember, use of Nukes causes a decrease in an area's revenue value.

### 3 Nuke Map

If nukes are deployed anywhere on the map, they will be revealed by flashing cursors on the nuke. If there are no nukes you are informed of the fact. Press 0 to return to options.

### 4 Nuke Silo

If after cold calculation, heart searching and rejected appeals you choose to launch a nuke then this is the option to use. You may enter this option from the option list or directly from the Nuke Map, if you press 4.

Set cursor to your nuke silo and press 0 - remember there is still time to abort!

The range of the missile in squares is displayed. Now Set cursor to the target area and press 0 - there is still time to abort.

The flight path calculation is approximately Pythagorean. If the range is exceeded you will be notified of your error. If the target is in the range the

FINAL decision to launch (press 'L') or abort (press 'B') must be committed to the keyboard.

The launched missile will devastate the target location. The blast, radiation cloud and resulting panic and chaos, will catastrophically disrupt the military and social structures of the adjacent regions and will activate nuclear sites in these locations, causing a chain reaction of annihilation. Divisions and warships within this collateral damage zone will suffer heavy casualties depending on the type of terrain (mountain garrisons will suffer least, city forces will be crippled). The revenue value of the location will be reduced and cities will often be worthless as ruin and disease strips the landscape. This will affect you as well as other players. If you have had enough, go to the options by pressing 0 and press 5 for continue. Your revenue will be displayed before you move into the DEPLOYMENT PHASE.

#### ii DEPLOYMENT PHASE

On the first turn the game starts at this phase. Your revenue points for this turn are displayed with the following options:

0 Options

1 Map

2 +Data

3 Deploy

4 Continue

Options 1 and 2 operate as the NUKE PHASE (see above i) - so set the cursor to the centre in which you wish to deploy forces and then return to the options by pressing 0.

3 Press 3 - your revenue is displayed below your name and the prompt 'Set cursor to your deployment region and press 0 when set'. The cursor should already be in position so press 0. Normally, you should move the cursor to where you wish to start deployment.

Depending on the location of the centre you will be asked to select:

\*(Cost in revenue points  
per unit)

1 DIVISION 4

2 WARSHIPS 8

3 NUKES! 12

\*(This information is not displayed on

See Fig 3 below the screen)

[see APOCALYP.GIF - Fig.3]

Press 1 - to station divisions in your chosen centre.

You are then asked for QUANTITY. Input the number to be garrisoned (maximum 9, although you may repeat the operation for larger deployments).

Press 0 - you are now asked if you have more deployments to make.

Press 'Y' for yes, 'N' for no. Your revenue is reduced by the cost of the divisions.

To deploy Warships or Nukes in the same centre press 0 again and press 2 or 3 respectively. To deploy in another area, simply move cursor to your chosen location and repeat deployment process.

When deploying Nukes remember that a single missile is enough to provoke a diplomatic crisis and a maniacal escalation to the nether regions of apocalyptic overkill - YOU HAVE BEEN WARNED.

Now press 'Y' if you wish to deploy more forces or 'N' if you have completed deployment.

Should you wish to save revenue points until your next turn, re-enter options and press 4 to continue to the next phase. If you have less than 4 points left, you automatically proceed to the movement phase.

#### NB. RESTRICTIONS ON DEPLOYMENT

- i DIVISIONS - may be deployed on land or in ports.
- ii WARSHIPS - may be deployed only in ports.
- iii NUKES - may be deployed on land or in ports.

#### iii MOVEMENT PHASE

You are given the following options:

0 Options

1 Map

2 +Data

3 Movement

4 Continue

Options 0, 1 and 2 operate as in the deployment phase. Remember you may change from 1 to 2 at will by pressing either key.

#### 3 PRESS 3 FOR MOVEMENT

Forces have a limited degree of movement based on the type of territory they cover and the manoeuvres carried out. Each individual force may move a maximum of six regions/squares across rural land or nine regions across open sea. Moves must be carried out one region at a time, but naturally the process may be repeated until all movement points for this turn have been used up. Set the cursor to the region where your forces are deployed. Press 0 when set (NB Nukes cannot be moved).

If you have both divisions and warships in the region you will be asked which you wish to move, otherwise these options will be displayed:

1 Movement

2 March or Sail (depending on whether you are on land or sea)

3 Occupy

4 Change

5 Options

Provided that none of the restrictions outlined below apply, forces may be moved to an ADJACENT territory in 3 ways.

Each of the movement modes first requires you to set the cursor to your destination and press 0 when set.

Possible movements are as follows:

#### Press 1 - Movement

This enables you to move as many forces as you wish from the original territory to the destination provided you do not exceed the maximum number permitted in the destination. Input the number to be moved. Press 0 to return to the movement modes. See Fig 4 below.

[see APOCALYP.GIF - Fig.4]

Press 2 - March or Sail

This moves the whole force from the original region to the destination. Often used when moving forces across the sea. Press 0 to return movement modes. See Fig 5 below.

[see APOCALYP.GIF - Fig.5]

Press 3 - Occupy

This moves all but one of your forces to the destination, leaving one occupying the original territory. Useful for expanding into neighbouring territory, and probably the most common of the movement commands. Press 0 to return to modes. See Fig 6 below.

[see APOCALYP.GIF - Fig.6]

Press 4 - Change

This allows you to change the region from which forces are to be moved. Set the cursor to your new region and repeat the movement process.

#### RESTRICTIONS ON MOVEMENT

##### i Sea

No restrictions - both divisions and ships may travel by sea. but unescorted divisions will be wiped out if attacked (see under Combat).

##### ii Coast

Only divisions may land on the coast and these must leave by ports (but see under Ports and Invasions).

##### iii Ports

No restrictions - both ships and divisions may move to and from ports.

##### iv Land

Only divisions are allowed on land.

NB NUKES CANNOT BE MOVED.

#### COMBAT

Combat will occur when a force attempts to move to a territory occupied by another empire provided that:

i The move is not restricted.

ii The territory is occupied by the same type of forces as the attacking force (ie. ships may only attack ships and divisions may only attack divisions, but see under Unescorted Divisions).

To attack a territory move to it as in ordinary movement. Either "SHIP ATTACK" or "DIVISION ATTACK" will be displayed followed by a list of the alternative types of attack available to you. See Fig 7 below.

[see APOCALYP.GIF - Fig.7]

The attacks permitted are dependent on the number of forces you are using and the type of territory you are attempting to capture. For instance, cities and urban areas require a minimum of 4 and 3 divisions respectively. Large forces cannot be thrown against mountain defences.

Select the attack to be made and INPUT ITS NUMBER. Take care not to let the defender see!

The defender now attempts to counter the attack by selecting a defence from the options offered.

If the defender chooses exactly the same number as the attacker, the defender wins. If the defender underestimates the attack, the attack wins but may suffer some casualties. If the defence overestimates the attack, the attack wins outright.

If your attack did not remove all of the enemy then your cursor will still be above the enemy. So, if you wish to attack the same target again, simply press 0, followed by 1, 2, or 3, then 0 again and the sequence will be repeated.

If the defence forces are reduced to zero, the attacker occupies the defender's territory. Press 0 for movement options.

If you wish to move and attack a new target, then move the cursor back to your original territory, press 0 and continue movement.

#### COMBAT VARIATIONS

##### i Invasions

If divisions attack from the sea onto land or into ports the attack is an invasion and may be opposed by two defences. If the defender's first choice fails, a second line of defence is offered.

##### ii Unescorted Divisions

Divisions are transported in troop carriers and are unable to engage in battle when at sea. They should be escorted by warships in order to protect them. Attacks on unescorted divisions are always successful.

##### iii Computer Override

Both players may enter the world of future combat where the computer automatically launches its own attack and defence systems. Press Cap-shift and 'p' instead of choosing an attack or defence and the computer decides for you.

When ALL movements and attacks are completed return to the options by pressing 5 and then press 4 to Continue to the END OF TURN PHASE.

#### END OF TURN PHASE

You are given the following options:

1 Map

2 +Data

3 Movement

4 Contest?

5 End Turn

Options 1 and 2 operate as in other phases. Press 3 and you return to the Movement Phase and may continue movement.

#### 4. Contest?

If you feel that you are in a winning position and wish to issue a

challenge to the other players press 4. The next player is asked whether they concede defeat or wish to battle on. If player 2 answers 'N' the game continues. If the answer is 'Y', player 2 is asked to confirm, by pressing 'C', otherwise they escape by pressing 'N'. All this player's divisions and warships are now withdrawn.

BUT BE WARNED, IF YOU ARE NOT IN A NATURALLY COMMANDING POSITION THIS SIMPLE ACT MAY BE YOUR DOWNFALL

#### 5. End Turn

This completes the player's turn and moves through to a display of the player's power points. This is the end of one quarter. To continue the game press any key - you now enter a new quarter and the next player's turn.

After EACH player has completed one turn, touch any key and an 'S' will flash in the bottom right hand corner of the screen.

If the evening has grown too long, or your provisions have run too short you can freeze game time and SAVE. Press Cap-shift and 'S' and prepare a tape for recording. The DATA FILES may be saved automatically by pressing a key as prompted (approximately 12 Data Files and the screen are saved). When this is completed, you will see 2 Data on the screen. This allows you to survey the map. Press 0 to continue. You now see C Continue - this allows you to continue the game. To LOAD a Saved Game: press 5 (SAVED GAME) when the "LOAD DATA TAPE" prompt is displayed after loading the main program.

#### MISCELLANY

The players have a reduced amount of revenue points to deploy on their first round.

Zero Option - when in doubt press 0. This is a technique used to prompt the computer into continuing action.

The 'E' that appears during loading is for use with Expansion kits only. By pressing 0 at this point you are able to merge in your Expansion kit.

#### SUMMARY OF PHASES (for 2 Empires)

a Selecting Empire Centres

b First Player           Deployment  
                                  Movement  
                                  End Turn

      Second Player       Deployment  
                                  Movement  
                                  End Turn

d First Player           Nukes? <-----+  
                                  Revenue            |  
                                  Deployment         |  
                                  Movement           |  
                                  End Turn            |

e Second Player         -----+

#### VICTORY CONDITIONS

There are three basic sets of Victory Conditions:

##### 1 CENTRE CHOICE

This is a fast and furious game.

Each player writes down the names of the centres that they feel they can gain. The number of centres each player chooses is as follows:

No of players	No of centres (to be chosen by each player)
4	7
3	9
2	13

See list below for names of available centres for each map.

NB Each player then shows their list of chosen centres to the other players before the centres are allocated by the computer.

Now each player must attempt to gain control of the centres they have chosen. The player who achieves this by the end of their turn wins.

List of available centres for each map:

Europe	Britain	London	Caribbean
-----	-----	-----	-----
Stockholm	Inverness	PM's HQ	Dallas
Oslo	Aberdeen	Tottenham	Atlanta
Glasgow	Glasgow	Highgate	Houston
Dublin	Edinburgh	Red Shift	N. Orleans
Copenhagen	Londonderry	Hampstead	Miami
London	Newcastle	Wembley	Nassau
Amsterdam	Belfast	Hackney	Monterrey
Gdansk	Donegal	LiverpoolSt.	Havana
Berlin	Hull	Paddington	S. Domingo
Brest	Liverpool	TrafalgarSq.	San Juan
Warsaw	Manchester	Tower	P A Prince
Paris	Leeds	Games Wkshp	Mexico City
Zurich	Dublin	Buck'hamPal.	Kingston
Vienna	Sheffield	Isle of Dogs	Vera Cruz
Lisbon	Limerick	Victoria	Belize
Madrid	Cork	Westminster	Guatemala
Marseille	Birmingham	Waterloo	S. Salvador
Trieste	Cardiff	London Br.	Caracas
Belgrade	London	Hammersmith	Managua
Rome	Bristol	Greenwich	Panama City
Gibraltar	Southampton	Battersea	San Jose
Athens	Dover	Brixton	Bogata
Palermo	Plymouth	Wimbledon	Cali
Tunis	Calais	Crystal Pal.	Quito

## 2 REVENUE CONTROL

This is a long and tortuous game.

The aim is to amass revenue at the end of your turn, in excess of the following figures:

Map	Target revenue	Total available revenue for victory
Europe	340	509
Britain	170	250
London	225	338
Caribbean	270	407

HINTS ON PLAY

## 1 NUKES!

The most effective size of Nukes are those with a value of 3+. It is advisable to build up Nukes deep within your territory and well defended. Ports are ideal locations. This makes the Nukes difficult to capture. Always remember that Nuke Silos are prime targets for a long range nuclear attack.

Size 1 Nukes can be effectively deployed to secure a defensive line. If an opponent overwhelms your line, one well aimed long range missile can soon set off a chain reaction that can provide welcome breathing space.

WARNING! One sneakily launched pre-emptive strike can annihilate the most secure defensive line.

REMEMBER! Deploying nuclear weapons is the most aggressive act an empire can undertake, short of all out devastation.

REMEMBER! Poorly defended Nukes can be easily annexed by unscrupulous empires.

## 2 ALLIANCES

Diplomacy is a vital element of the game. In the Centre Choice game you may well find after the allocation of centres that certain natural alliances will be formed as well as obvious areas of conflict.

A powerful empire can be an immense force for stability or instability, but must handle allies with care. From these allies' point of view the major power could, after a period of uncertainty, become unstoppable; therefore allies should always try and assess the optimum time to break away and join a united opposition.

BEWARE THE NUKE IN THE BACK!

## 3 STRATEGY & TACTICS

### a General Strategy

Establish power bases surrounded by a defence in depth.

### b General Tactics

Always try to weight the odds HEAVILY in your favour.

When invading always aim for high revenue areas.

### c European Map

i It is surprising how often successful empires follow the lines of historical and current frontiers. Don't be afraid to use the lessons of European History.

ii Areas of strategic importance: Gibraltar; the English Channel; the Skagerrack.

iii Eastern Europe may look unexciting but can be a powerful power base: remember Russia.

### d Caribbean Map

i Ships are the major weapon in this area, therefore control of ports is vital.

ii Areas of strategic importance: Panama; Cuba; Southern USA.

iii Tip: try capturing all the Pacific coast ports.

### e Great Britain Map

i This often becomes a North, South, West conflict.

ii Areas of strategic importance; The Midlands; Ireland.

iii The advent of nuclear escalation on such a small island is TERMINAL.

f London Map

- i The battle for London is concerned with STREET FIGHTING, revolving around Trafalgar Square.
- ii Empires should leave by the main roads.

g The Last Word

The successful 'APOCALYPSE' player will need to be able to experiment and innovate.

WARNING!

The indiscriminate proliferation of nuclear weapons courts disaster.

If you have any problems please phone Dr Strange-Love on 01-800 1333.

APOCALYPSE Expansions available from RED SHIFT LTD:

Volume one - Nova Maps

USA

SE Asia

S Africa

Arctic Circle

Star Systems

Nether Earth

Volume two - Histories

Fall of Rome

Napoleon's Campaigns

War in the Pacific

1984

Others soon to follow.

Apocalypse Rules published by:

RED SHIFT LTD

12c Manor Road

London N16

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