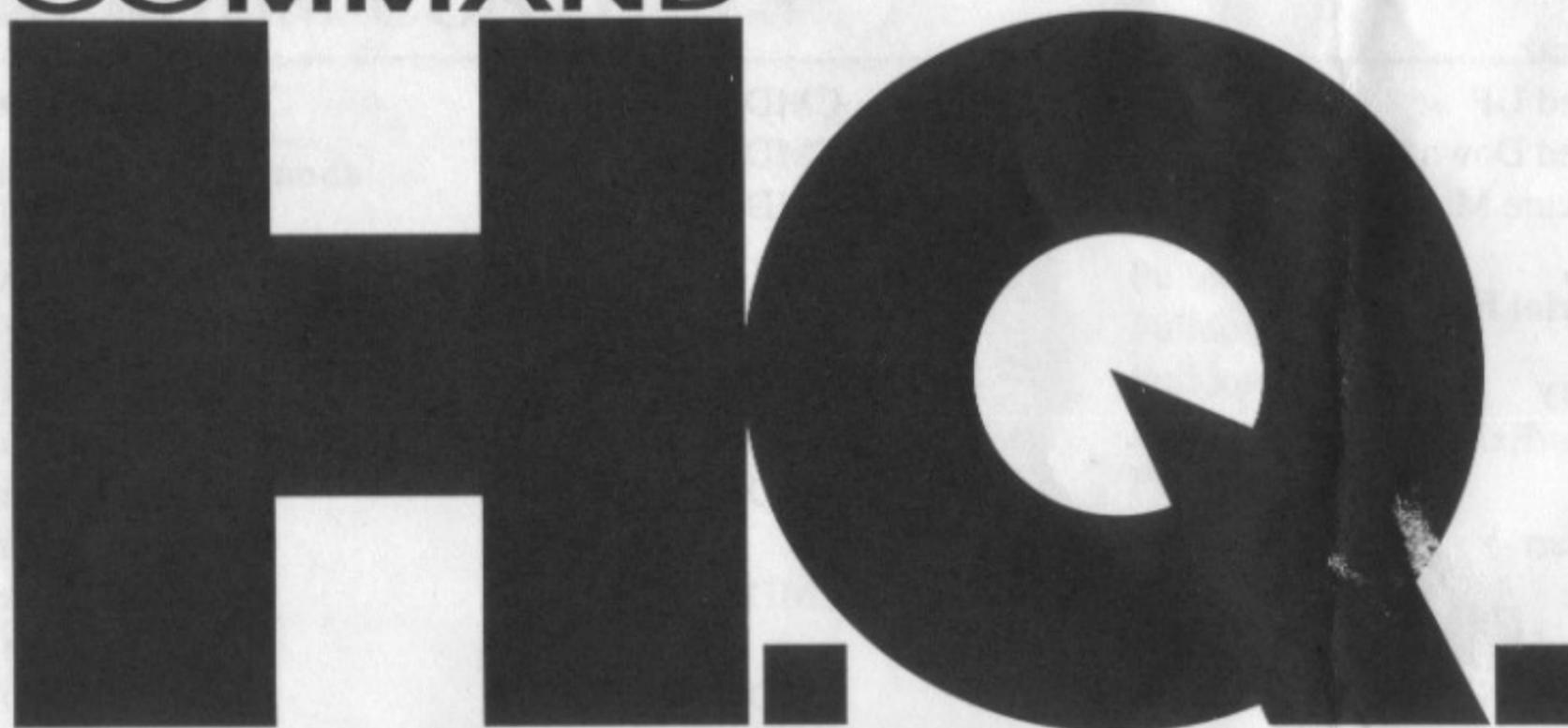


# COMMAND™



## *Technical Supplement* for Apple Macintosh Computers

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### Contents

Your copy of *Command HQ* should contain a manual, this technical supplement, five 3.5" disks, a registration card, and an order card for backup disks.

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### Required Equipment

**Computer:** This simulation requires an Apple Macintosh Plus, SE, SE/30, LC, II, IICx, IICI, IISI, or IIFx, and one 3.5" disk drive. A hard disk is required.

**Controls:** The simulation is run with the mouse and keyboard.

**Display:** *Command HQ* supports both color and black & white graphics. When you load the game, the program automatically chooses the best color format for your system.

**System:** You must have a copy of the System Tools disk (containing version 6.4 or later of the System file) that came with your Macintosh.

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### Installation

*Command HQ* is not copy protected. This means you can copy the game files from the original disks however you prefer – to other floppy disks, or to a hard disk. These files are normal in all respects and should not cause problems when backing up, restoring, or optimizing a hard disk. However, keep the original disks handy.

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## Installation on Hard Disk

You can copy the original (distribution) disks onto a hard disk. Drag the *Command HQ* folder from Disk A onto your hard disk and then drag the contents of the other game disks into that folder.

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## LOADING

### Loading from a Hard Disk

- (1) Turn on your machine.
- (2) Load Program: Open your *Command HQ* folder and double-click on the HQ icon. The game will then begin loading.

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## Loading Problems?

If the program doesn't load correctly, restart your computer using your system disk. We cannot guarantee that *Command HQ* will work on non-Macintosh computers running software or hardware emulation of the Apple Macintosh.

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## SAVED GAMES

Games, films and layouts are no longer saved as described in the manual. To save a game, film or layout, pull down the file menu and choose the appropriate "Save as" option. Type in the name under which it will be saved (you may also accept the default name generated by the computer), then save the it to any drive available.

To restore a saved game or film, choose "Resume Saved War" or "Load a Film" from the first pregame option menu. The program then lists all saved games and films available from the active drive. You may access other drives at this time to reach additional saved games or films.

### Customer Service

MicroProse Customer Service is ready to help with software difficulties. Telephone help is available at (410) 771-1151, Monday to Friday, between 9 AM and 5 PM. Please be in front of your computer, and have a paper and pencil handy when calling.

### Online Services

MicroProse provides Upcoming News, Latest Versions, Updates, Product Demos, Reviews, Technical Support and more on the following Online Services for modem users. All are staffed by Online Service Representative Quentin Chaney.

- MicroProse Bulletin Board Service (MPS\*BBS)** . Phone line is (410) 785-1841, with settings of 8, N, 1, and supports up to 9600 baud, 4 line, 24 hour a day, 7 days a week.
- America Online:** Industry Connection, Keyword: "MicroProse", Address: MicroProse
- CompuServe:** Game Publishers Forum, "Go GAMPUB", Address: 76004,2223
- Delphi:** GameSig, Address: MicroProse
- Genie:** Scorpia RT, Address: MicroProse
- Internet:** Address: 76004,2223@Compuserve.Com
- MCI Mail:** Address: MicroProse
- PC-Link:** Computer Forum, Keyword: "MicroProse", Address: MicroProse
- Prodigy:** Computer Club, "Other Games" Keyword: "MicroProse", Address: XHFK15D
- Promenade:** Industry Connection, Keyword: "MicroProse", Address: MicroProse
- Q-Link:** Computer Forum, MicroProse Section, Address: MPS Labs

## MACINTOSH INTERFACE

## FEATURES

The interface of *Command HQ* has been redesigned to take advantage of the Macintosh's mouse. Contrary to the manual, there is no selector #2.

The following parts of the game have been redesigned for use with the Macintosh. The Command HQ Map, Zoom, Monitors and other screens have been made into functioning Macintosh windows, and where applicable, may be dragged, closed, sized, and scrolled.

There are three main displays in *Command HQ*: the Command HQ Map, Monitors and Message Bars, and the Command Zoom window. Any of these windows may be moved on your screen as you wish. If your computer has a large screen, you may increase the size of the Command Zoom window so that you can see a larger area without using the scroll bars. Increasing the map size, however, will increase the time required to update the map, thus slowing the game.

The game menus have been redesigned to function as expected for Macintosh software.

## MENUS

### MENU COMMAND SUMMARY Game Menu

Game	Display	Monitors	Macros
Buy ...			⌘B
Start Game			⌘R
Game Speed			▶
Begin Hostilities			
Surrender...			
Query			⌘?
Messages			▶
Chat...			
Change Sides			⌘W
Change Film to Game			⌘G
Change Solo to Two-Player			⌘H
✓ Sound On			
Restart Game...			

There are four menus specific to *Command HQ*. Following is a summary of the menus and the commands they contain.

**Buy:** This command opens the Purchase Units menu. To exit this mode click on the cancel button.

**Resume Game:** This command is used to restart a paused game. This command will appear as "**Start Game**" at the beginning of a game.

**Game Speed:** When this command is enacted a submenu opens which allows you to alter the speed from 0 through 6, "Frozen to Blitz," as explained on page 34 of the manual.

**Begin Hostilities:** This command allows you to begin hostilities in World Wars III through V. Once hostilities have begun this selection will change to "**Cease Fire,**" allowing you to enact the Cease Fire option.

**Surrender:** This command allows you to resign from a war in progress.

**Query:** This command displays the current status of the war.

**Messages:** This command allows you to select which messages will appear in the Message Bar.

**Chat:** Allows you to type messages to the opposing player in two player games.

**Change Sides:** Allows you to switch sides during a game. (See page 35 of the manual for details.)

**Change Film to Game:** After loading a film this command will allow you to change it to a game, "jumping into" the film. The message "Game paused \_ (Cmd -R to resume)" will appear when game is ready to play.

**Restart Game:** Enacting this command allows you to restart a game currently in progress.

**Sound On:** This command allows you to toggle sound on and off.

## Display Menu

Display	Monitors	Macros
✓ Default Display		⌘U
Show Terrain		⌘T
Show Air Power		⌘H
Show Ownership		⌘O
Show Common		⌘W
Show Destinations		⌘D
Show Satellite Map...		⌘E
Zoom to Crisis Region...		⌘C
War Room Size		▶

**Default Display:** Use of this command sets the Command HQ Map display to the default setting shown at the beginning of the game, showing units only.

**Show Terrain:** Use this command to examine terrain features and ownership of cities and oil fields. (See page 32 of the manual for details.)

**Show Air Power:** Use this command to show and use all air units. (See page 32 of the manual for details.)

**Show Owner:** This command displays an ownership view of the world. (See page 32 for details.)

**Show Who:** This command switches game to "Show Common" mode. (Details found on page 35 of the manual.)

**Show Destination:** This command is used to show unit paths. (See page 32 of the manual for details.)

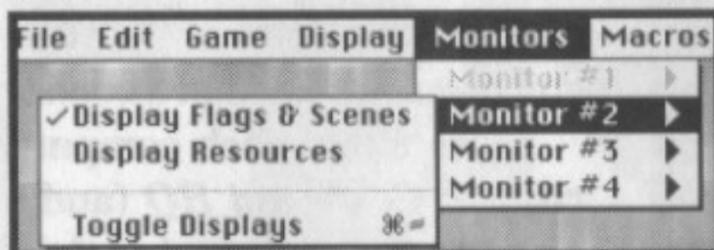
**Satellite Mode:** Use this command to show the satellite map and locations of all satellites and satellite killers. Satellites and satellite killers can be given destinations only on this screen.

**Zoom to Crisis Region:** This command opens the Command Zoom window to show the current "Crisis Area," allowing you to react quickly to attacks or other developments there.

**War Room Size:** Allows you to change the size of the Command HQ Map, as detailed in *Macintosh Gameplay Features*, below.

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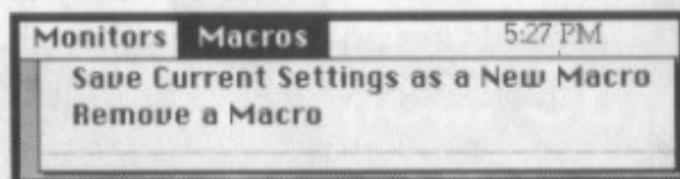
## Monitors Menu



The monitors menu allows you to change the information that the monitors display as detailed on page 18 of the manual. Select a choice by opening a submenu for each monitor and dragging the pointer to your selection.

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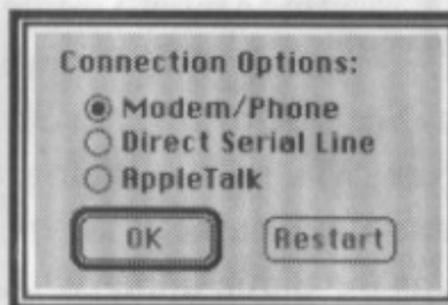
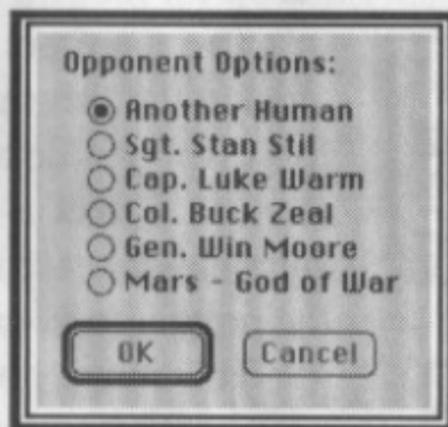
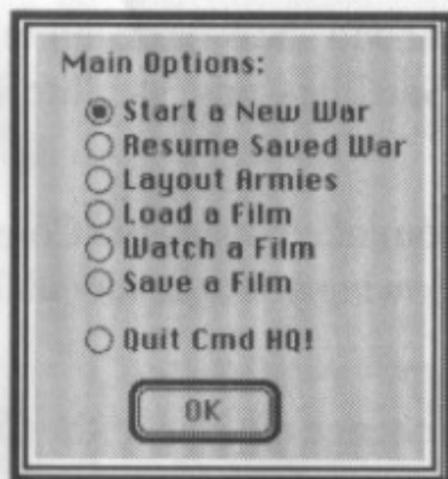
## Macros



This menu gives you the ability to both create and remove macros. To define a macro, center the Command Zoom window to the area you like, size it and

set up the display as you wish (such as Show Air Power or Show Ownership). Then select "Save Current Setting as a New Macro." A dialog box will then appear allowing you to save the macro under a default name or to type one of your own. The macro will then appear on the menu as the name under which it was saved, along with the command key combination which defines it.

## MACINTOSH GAMEPLAY FEATURES



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COMMAND™  
**HQ.**

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can earn you a free backup disk!  
Details on Backup Order Form.

Macintosh

**Modem Play:** *Command HQ* can be played by two players via direct serial or modem link between two Macintosh computers, or between a Macintosh and an IBM computer. To play *Command HQ* in this manner, first make sure that the modem or serial link is connected, then load the game. From "Main Options" select "Start a New War," then select "Another Human" from "Opponent Options." This will bring up a series of dialog boxes allowing you to select your connection choice (either Modem/Phone or Direct Serial/Line). Once all selections have been made the computer will attempt a connection.

**Note that each computer must be running a copy of *Command HQ* (and an IBM computer of course, must be running the IBM version).**

**Game Speed:** Contrary to the manual the game speeds are no longer numbered, but are replaced with the descriptive names Frozen, Slow, Default, Moderate, Fast, Faster, and Blitz.

**Maps and Displays:** The Command Zoom window is no longer accessed as stated in the manual. To zoom a particular section of the *Command HQ* map, position the cursor over the area or unit and double-click. The Command Zoom window should open and can be scrolled, moved, or sized as mentioned previously. Unlike the IBM version, the Command Zoom window may be scrolled so that the entire *Command HQ* Map may be seen. Simply use the planet icon on the latitude bar to scroll left or right until the view reaches the end of the *Command HQ* Map.

The *Command HQ* Map may be sized using the menu selection "War Room Size" in the game menu. Moving the cursor to this will open a submenu with the selections "Large" and "Small." Drag the pointer to your choice to make the selection.

Contrary to the manual the Status Bar is now the uppermost bar below the monitor window, with the message bar just below it.

**Peace:** Unit transfers and setting destinations no longer function as stated in the manual. During the 1986 and 2023 scenarios, to transfer a unit, click on it once, then click on its new location. Setting unit destinations is achieved by holding down the "Shift" key while clicking on the unit, then clicking on its destination. All other peacetime functions remain true to the manual.

**Undo Command:** The undo selection in the "Edit" menu allows you to cancel display and unit selections and purchases.

*Please Note:* While playing the game, you may notice many small islands along the coasts of some continents. Some of these islands will appear as water terrain and units will not land on them. This is not an error: these islands have been added for aesthetic purposes only and aren't really "there."

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## COLORS USED IN THE GAME

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### *Unit type*

units

ready air units

unready air units

unready production city

ready production city

### *Big map*

red or blue hollow square

red or blue solid square

white solid square

yellow or red square

green square

### *Zoom view*

icon with red or blue border

red or blue icon

white icon

yellow or red outline

green outline

### *Terrain Colors*

capitol

black square

large grey square  
with red or blue center

city

black square

large grey square

oil well

black cross

black icon

desert

tan

tan

forest

dark green

dark green

jungle

cyan (blue green)

cyan (blue green)

mountain

gray

gray

ocean

light cyan

light cyan

plains

light green

light green

polar

white

white

wasteland

large black circle

large black circle

# ICONS USED IN BLACK & WHITE MODE

## Unit type

Unit type	Big map		Zoom view	
	white	black	white	black
units				
ready air units				
unready air units				
unready production city				
ready production city				

## Terrain Colors

capitol			
city			
oil well			
desert			
fores			
jungle			
mountain			
ocean			
plains			
polar			
wasteland			

# WAR ROOM CONTROLS

<i>Command</i>	<i>Key</i>	<i>Mouse</i>
<b>Function Key Commands</b>		
Message Level		Pulldown Menu
Show Prior Message	CMD-M	Pulldown Menu
Start War/Pause	CMD-R	Pulldown Menu
Begin Hostilities		Pulldown Menu
Show Terrain	CMD-T	Pulldown Menu
Show Air Power	CMD-A	Pulldown Menu
Chat Mode	CMD-I	Pulldown Menu
Buy	CMD-B	Pulldown Menu
Show Ownership	CMD-O	Pulldown Menu
Show Common	CMD-K	Pulldown Menu
Show Destinations	CMD-D	Pulldown Menu
Show Satellites	CMD-E	Pulldown Menu
Default Display	CMD-U	Pulldown Menu
Zoom TO Crisis Region	CMD-L	Pulldown Menu

## **Movement/Placement Commands**

Move Unit	Click on Unit, Click on Destination
Show Unit Path	Cursor on Unit
Designate Air Mission	Cmd-A, Click on Unit, Click on Target
Place New Unit or Nuke Attack	Click on Target

## **Monitor Commands**

<b>Alternate Function</b>		
Monitor One	OPT/CMD-Z	Click/Pulldown Menu ( <i>Opponent's oil</i> )
Monitor Two	OPT/CMD-X	Click/Pulldown Menu ( <i>Resources</i> )
Monitor Three	OPT/CMD-C	Click/Pulldown Menu ( <i>Ownership</i> )
Monitor Four	OPT/CMD-V	Click/Pulldown Menu ( <i>Incomes</i> )

## Customization Commands

Zoom		Double-Click
Speed UP	CMD- =	Pulldown Menu
Speed Down	CMD- -	Pulldown Menu
Execute Macro	CMD-1-0	Pulldown Menu

## Special Functions

Query	CMD-?	Pulldown Menu
Undo/Exit Current Mode	CMD-Z	Pulldown Menu
Quit	CMD-Q	Pulldown Menu
Restart		Pulldown Menu
Save	CMD-S	Pulldown Menu
Sound		Pulldown Menu
Change Sides	CMD-J	Pulldown Menu
Change Film to Game	CMD-G	Pulldown Menu

## CREDITS

Command HQ Apple Macintosh Version

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