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 ANDROMEDA CONQUEST  --  PLAYER'S MANUAL
 Amstrad CPC 464 conversion
 Original game (C) 1982 The Avalon Hill Game Company
 CPC conversion 2026 SRS
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GOAL OF THE GAME

Conquer and colonise the galaxy. The first player to OWN 10 STAR SYSTEMS wins the game.

1 to 4 players take turns, each controlling one alien life form.

GETTING STARTED

1. Enter the NUMBER OF PLAYERS (1-4).
2. Each player chooses a LIFE FORM (1-9):

1 Reptilian	4 Molluscan	7 Aquatic
2 Amphibian	5 Humanoid	8 Insectoid
3 Mammalian	6 Robotic	9 Avian

   Your life form affects COLONY COST: settling worlds whose star type is unlike your own costs more.
3. The GALAXY IS CREATED - systems with coordinates, resources, a star type and sometimes native life. Each player receives one home system.

A TURN

Each turn begins with "Player N / hit any key". You then see the FLEET LIST and statistics on the left, and the MAIN MENU on the right.

During a turn you can:
- found new COLONIES (needs an Echo ship in the system),
- build SHIPS and DEFENCES from your resources,
- MOVE, ATTACK, PROBE and JOIN your fleets.

End the turn with menu option 8.

THE THREE SHIP TYPES

NOVA	combat / system destruction	cost 12	War Power +5
ECHO	colonisation + scouting	cost 10	needed to colonise
RAMA	light combat / fast	cost 2	War Power +1

DEFENCE 1 resource each, raises a system's defence.

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  FLEET WAR POWER = (Nova x 5) + Rama.

  MAX FLEET SPEED (squares per turn):
    Rama only ....... 5
    contains Nova ... 3
    contains Echo ... 2
  (the slowest ship type sets the pace.)

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THE MAIN MENU
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  1  Tactical      Close-up view around the active fleet
  2  Strategic     Full galaxy map ("press any key to return")
  3  Attack        Attack a SYSTEM or an enemy FLEET
  4  Probe         Scout a system or a fleet
  5  Navigation    Move the active fleet
  6  Join Fleets   Merge two of your fleets at the same place
  7  Fleet Control Select the active fleet
  8  End Turn      Finish your turn

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NAVIGATION (menu 5)
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Move with the NUMBER KEYS; the digit is the direction:

     7 8 9       7=up-left   8=up    9=up-right
     4 5 6       4=left      5=STOP  6=right
     1 2 3       1=dn-left   2=down  3=dn-right

Enter up to "Max Speed" moves. Press 5 to STOP early. A fleet
may move OR attack once per turn - after that its power is
"expended".

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ATTACK (menu 3)
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1. Choose target: S = System, A = Alien fleet.
2. Damage dealt = INT(random x WarPower/2 + 1).
3. Against FLEETS: destroys Rama first, then Nova; Echo ships
   are lost on a hit.
4. Against SYSTEMS: lowers its "pliability" (resistance). When a
   system's defence reaches 0 and you have a NOVA ship present,
   you may DESTROY the system completely (prompt "Destroy? Y/N").

Needs at least War Power 2, otherwise nothing happens.

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PROBE (menu 4)
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  System probe: shows star type, life form, tech level,
    pliability, defence, resources and the COLONY COST.
  Fleet probe: shows the size and make-up of enemy fleets at
    the fleet's location.
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COLONISING

Requirements: an ECHO ship in the target system, and the native defence (Tech + Pliability) must be pushed to 0 or below (soften it first by attacking if needed).

  COLONY COST = |star type - your life form| + system resources.
  -> similar worlds are cheap, exotic ones expensive.

In the turn setup you get "Establish a Colony? Y". Then pick the target via the Echo report. If you can afford it, the system becomes your colony (Tech 6, your life form settles in).

RESOURCES & BUILDING

At the start of a turn you are allocated resources equal to the resource value of all your systems ("Allocate N resources"). Spend them on:

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     Nova ship : 12
     Echo ship : 10
     Rama ship :  2
     1 Defence :  1
     Colony    : variable (see above)
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After building, say WHICH SYSTEM the new defences go to, and distribute the new ships across your FLEETS.

MANAGING FLEETS

  Fleet Control (7): choose the active fleet (1-9). Empty fleets
    "do not respond".
  Join Fleets (6): merge two of your fleets at the SAME location
    into one (ships are added together).
  Each player has up to 9 fleet slots.

MAP SYMBOLS (CPC graphics)

sun glyph	star / your system (Tactical)
digit	system number or star type (Strategic)
filled disc	enemy fleet
double circle	your active fleet

WINNING

  OWN 10 STAR SYSTEMS -> you win, fanfare, game over.

Lose every system and you are out of the running and skipped on the turn change.

QUICK STRATEGY

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1. Probe early to find cheap, resource-rich worlds near home.
2. Build Echo ships and bring them to suitable systems.
3. Soften defended worlds with Nova/Rama before colonising.
4. Expansion beats war: 10 systems win, not 10 battles.
5. Use Nova ships sparingly - expensive, but the only way to
   wipe out an enemy system entirely.

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