

CARDONIAN WARS



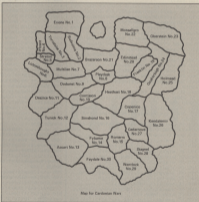
by Ian Worley

For many years, the residents of the fictional Cardonia have fought each other to gain more lands and expand their ruling territory. You have been asked to be such a power and to conquer the neighbouring countries.

The game can be played by 1 to 10 players, each with a unique country. You can only attack a country that shares a border with you. You can attack with your Army, or Airforce, or with both. It is usually easier to attack. Attacking with Army will only damage the enemy's army and slightly damage his airforce. Attacking with Airforce is more serious. Landing a missile will damage his Army, Airforce, Industries and Supplies. If you attack with Army or Airforce your supplies will decrease by one. If you have no supplies, then your attack is in vain. Once a country is beaten it is yours to control and can be used to attack neighbouring countries.

So controlling your country you can... (control) your Army, Airforce and missile troops. Get industrial support and more supplies.

Industrial support and supplies increase at a time. The other increase depending on your industries.



Map for Cardonia Wars

Industry	Army	Airforce	Missiles
1	1	1	0
2	1	1	1
3	2	2	1
4 or over	3	3	2
5 or over	4	4	3
6	5	5	4

Your maximum strength for each category is 10 troops, but when you win a country you can army of more and airforce of more to be defined.



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10 DIM area(30), air(30), ind(30), sea(30), a
up(30), red(30), rem(30,30), con4(30), col(3
0), at(30), con8(30)
20 GOSUB 1900
30 MODE 2
40 INPUT "Do you wish to load in a previo
us game file?";a$
50 IF a$="Y" THEN 1000
60 IF a$="N" THEN 40
70 INPUT "How many players?";p1
80 FOR b=1 TO p1
90 INPUT "Enter your name ";a$(b)
100 rem=INT(30*PI*2)+1:IF a$(b)=1 THEN 1
00
110 cda=(a$(b)+1)*p1:read=cda*(b)
120 PRINT a$(b)," Your country is ";(poult
read)
130 NEXT b
140 GOSUB 1900
150 t=0
160 t=t+1
170 CLR
180 IF cda(1)=1 THEN 470
190 IF a$(1)<0 AND sup(1)>0 THEN 320
200 IF a$(1)<0 THEN 330
210 IF rem=50+40 THEN a$(1)=rem*2:INT rem
Dimes(1)=1:at(1)=1:1
220 IF a$(1)=0 THEN IF rem>2+0 THEN 280
ELSE 450
230 IF a$(1)<2 AND air(1)<2 THEN 1140
240 IF a$(1)>2 AND air(1)<2 THEN 690
250 IF a$(1)>2 THEN 750
260 IF a$(1)>2 THEN 800
270 IF a$(1)>0 THEN 950
280 IF a$(1)<4 OR ind(1)<2 AND rem=200
151 THEN a$(1)=rem*(1)+CINT(ind(1)*3/10)
160 TO 330
290 IF a$(1)<4 OR ind(1)<2 AND rem=200
151 THEN air(1)=air(1)+CINT(ind(1)*3/15)
160 TO 330
300 IF a$(1)<2 OR ind(1)<4 AND rem=200
351 THEN sea(1)=sea(1)+CINT(ind(1)*3/30)
160 TO 330
310 IF ind(1)<4 OR rem=200+9 THEN ind(1)=
ind(1)+1:60 TO 330
320 sup(1)=sup(1)+1:60 TO 330
330 IF a$(1)>5 THEN a$(1)=5
340 IF a$(1)<0:0 THEN a$(1)=0+0
350 IF a$(1)>5 THEN a$(1)=5
360 IF a$(1)<0:0 THEN a$(1)=0+0
370 IF a$(1)>5 THEN a$(1)=5
380 IF ind(1)>5 THEN ind(1)=5
390 IF ind(1)<0:0 THEN ind(1)=0+0
400 IF sup(1)>5 THEN sup(1)=5
410 IF sea(1)>0 THEN sea(1)=0
420 IF sup(1)<0:0 THEN sup(1)=0+0
430 IF a$=0 THEN 450
440 IF a$(1)>0 AND air(1)>0 THEN t
H 470
450 a$(b) IF t<30 THEN 160
460 60 TO 1020
470 a$(b) CLR:PRINT con4(1):PRINT "No. ",
1); " ";(poult read):PRINT "Present status:";PR
INT " Army "a$(1):PRINT " Airforc
e"a$(1):PRINT " Missiles"sea(1):PRIN
T " Industry"ind(1):PRINT " Supplies
"sup(1)
480 PRINT TAB(20); "Please select an opti
on:-"
490 PRINT:PRINT " A Increase missile
stocks";PRINT " B Improve Army";PRINT

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" C Improve Airforce"
500 PRINT " D Gain industrial support"
"PRINT " E Improve supplies";PRINT "
F Send supplies to another country"
510 PRINT " G Improve another country
's army";PRINT " H Improve another co
untry's airforce";PRINT " I Launch a
missile"
520 PRINT " J Attack with Army";PRINT
" K Attack with airforce";PRINT "
L Attack with both";PRINT " M Try an
d make peace"
530 a$(b)=0:IF a$="" THEN 530
540 IF a$(b)="" AND a$(1)<0 THEN a$(1)=
a$(1)+CINT(ind(1)*3/30)+60 TO 330
550 IF a$(b)="" AND a$(1)<0 THEN a$(1)=
a$(1)+CINT(ind(1)*3/35)+60 TO 330
560 IF a$(b)="" AND air(1)<0 THEN a$(1)=
air(1)+CINT(ind(1)*3/30)+60 TO 330
570 IF a$(b)="" AND ind(1)<0 THEN ind(1)=
ind(1)+1:60 TO 330
580 IF a$(b)="" AND sup(1)<0 THEN sup(1)=
sup(1)+1:60 TO 330
590 IF a$(b)="" THEN 1260
600 IF a$(b)="" THEN 1310
610 IF a$(b)="" THEN 1360
620 IF a$(b)="" THEN 1410
630 IF a$(b)="" THEN 1450
640 IF a$(b)="" THEN 1490
650 IF a$(b)="" THEN 1530
660 IF a$(b)="" THEN 1570
670 60 TO 530
680 REM ** Attacks by both **
690 a$(b) IF a$(1)<1 THEN 700 ELSE a=CINT
(10*rem*(1)+ind(1)+sup(1)+30)
700 b=0:IF air(1)<1 THEN 710 ELSE b=CINT
(10*rem*(1)+air(1)+sup(1)+25)
710 a$(a(1))=a$(a(1))-INT(12*rem*(1)
air(1)+sup(1)+30)/30:INT(12*rem*(1)
air(1)+sup(1)+25)/30
720 print(a$(a(1))+ attacks "con4(at(1))
GOSUB 1230
730 a$(1)=sup(1)+sup(1)-1:60 TO 330
740 REM ** Army attacks **
750 a$(b) IF a$(1)<1 THEN 760 ELSE a=CINT
(10*rem*(1)+ind(1)+sup(1)+20)
760 a$(a(1))=a$(a(1))-a$(1)+a(1):0
ind(1)+30
770 print(a$(a(1))+ attacks "con4(at(1))
GOSUB 1230
780 a$(1)=sup(1)+sup(1)-1:60 TO 330
790 REM ** Airforce attacks **
800 b=0:IF air(1)<1 THEN 810 ELSE b=CINT
(10*rem*(1)+ind(1)+sup(1)+25)
810 a$(a(1))=a$(a(1))-a$(1)+a(1):0
rem*(1)+30:INT(12*
820 print(a$(a(1))+ attacks "con4(at(1))
GOSUB 1230
830 a$(1)=sup(1)+sup(1)-1:60 TO 330
840 REM ** Missile attacks **
850 a$(a(1))=a$(a(1))-2*air(1)+ind(1)+30:sup
(1)+20:sup(1)+2
860 a$(1)=ind(1)-1
870 print(a$(a(1))+ fires a nuclear missi
le at "con4(at(1))";GOSUB 1230
880 a$(1)=60 TO 330
890 REM ** Check to see if the country i
s a neighbour **

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CARDONIAN WARS

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900 FOR j=1 TO 6:GOTO 910 IF result1<=0 THEN
RETURN
910 NEXT:GOTO 1,140:st=1:RETURN
920 REM ** Input country **
930 CLR INPUT "What country ",a
940 IF a<< OR a>> THEN SOUND 1,140:st=1
950 RETURN
960 REM ** Been defeated **
970 pr#="country(1) has been defeated by "
980 IF cdat(1)=1 THEN cdat(1)=2:pr#="
990 IF cdat(1)=2 THEN cdat(1)=1:pr#="
1000 atab(1)=0:at(1)=0
1010 GOTO 450
1020 CLR PRINT "Table of players"
1030 FOR j=1 TO 4:
1040 tab(j)=0
1050 FOR k=1 TO 30:IF cdat(1)=k: THEN
tab(j)=tab(j)+1:pr#="
1060 NEXT k
1070 NEXT j
1080 FOR j=1 TO 4:PRINT:PRINT a(j) " has
a";TAB(20)tab(j) " ships":NEXT
1090 PRINT:PRINT "Enter options: -"
1100 G=0:PRINT "A Continue to play game"
1110 G=1:PRINT "B Save present game"
1120 IF G="A" THEN 1130
1130 IF G="B" THEN 1740
1140 G=0:GOTO 160
1150 pr#="country(1) want to make peace w/
1160 IF cdat(1)=1 THEN IF AND(5)=1 T
HEN pr#="They agree on terms"
1170 G=0:GOTO 450 ELSE pr#="
They don't agree on terms"
1180 G=1:GOTO 450
1190 PRINT cdat(1):"Enter your term
"
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AMSTRAD

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1180 INPUT "Enter for Army ",a:INPUT "Ent
er for Airforce ",a2:INPUT "Enter for Mi
siles ",a3
1190 INPUT "Enter for Industry ",a4:INPUT
"Enter for Supplies ",a5
1200 IF a=1:st=1:2 OR a4:st=1:2 OR a5
:st=1:2 THEN 1210
1210 IF AND(a=2) THEN pr#="They agree"
1220 G=0:pr#="
1230 pr#="They don't agree on your term
s"
1240 PRINT:PRINT "Press any key"
1250 WHILE INKEY=""GOTO 1240:END:RETI
RN
1260 REM ** Send supplies **
1260 GOSUB 930:IF st=1 THEN 470
1270 GOSUB 900:IF st=1 THEN 470
1280 IF sup(1)<0 THEN sup(1)=sup(1)+1
1290 GOTO 330
1300 REM ** Give army **
1310 GOSUB 930:IF st=1 THEN 470
1320 GOSUB 900:IF st=1 THEN 470
1330 IF ar(1)<1:5 THEN ar(1)=ar(1)+CIN
T:IND(1)=4:1:5
1340 GOTO 330
1350 REM ** Give airforce **
1360 GOSUB 930:IF st=1 THEN 470
1370 GOSUB 900:IF st=1 THEN 470
1380 IF airc(1)<1:5 THEN airc(1)=CIN
T:IND(1)=4:1:5
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1390 GOTO 330
1400 REM ** Launch missile **
1410 GOSUB 930:IF st=1 THEN 470
1420 GOSUB 900:IF st=1 THEN 470
1430 at(1)=at(1)+GOTO 650
1440 REM ** Attack with army **
1450 GOSUB 930:IF st=1 THEN 470
1460 GOSUB 900:IF st=1 THEN 470
1470 at(1)=at(1)-GOTO 750
1480 REM ** Attack with Airforce **
1490 GOSUB 930:IF st=1 THEN 470
1500 GOSUB 900:IF st=1 THEN 470
1510 airc(1)=air(1)-GOTO 800
1520 REM ** Attack with both **
1530 GOSUB 930:IF st=1 THEN 470
1540 GOSUB 900:IF st=1 THEN 470
1550 at(1)=at(1)-GOTO 870
1560 REM ** Try to make peace **
1570 GOSUB 930:IF st=1 THEN 470
1580 GOSUB 900:IF st=1 THEN 470
1590 PRINT:PRINT "court" agrees if you have"
1600 at=INT(15*AND(ar(1)-5):IF a=0 THEN
a=0
1610 PRINT "Army of "a1
1620 a2=INT(15*AND(airc(1)-5):IF a2=0 THEN
a2=0
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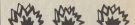
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1430 PRINT "Airforce of "a2
1440 a3=INT (RND*(maxc1)-5)IF a3<0 THEN
a3=0
1450 PRINT "Missiles of "a3
1460 a4=INT (RND*(maxc1)-5)IF a4<0 THEN
a4=0
1470 PRINT "Industry of "a4
1480 a5=INT (RND*(maxc1)-5)IF a5<0 THEN
a5=0
1490 PRINT "Supplies of "a5
1700 INPUT "Do you agree (y/n)?"a6
1710 IF a6="y" THEN a1=c1:ma1=c1:mi1=c1:ma2=c1:mi2=c1:ma3=c1:mi3=c1:ma4=c1:mi4=c1:ma5=c1:mi5=c1
1720 IF a6<"n" THEN 1700
1730 GOTO 330
1740 CLS:INPUT "Enter name for file?"a7
1750 OPENOUT a7
1760 FOR p=1 TO 30
1770 WRITE #9,a1:mi1,a1:c1,a1:mi1,a1:c1,
a1:ma1:mi1,a1:c1,a1:ma1:mi1,a1:c1
1780 NEXT a
1790 WRITE #9,p:1
1800 FOR a=1 TO p1
1810 WRITE #9,a:mi1
1820 NEXT a
1830 CLOSEOUT
1840 GOTO 1020
1850 CLS:INPUT "Enter name of file?"a8
1860 OPENIN a8
1870 FOR p=1 TO 30
1880 INPUT #9,a:mi1,a1:c1,a1:mi1,a1:c1,
a1:ma1:mi1,a1:c1,a1:ma1:mi1,a1:c1
1890 NEXT a
1900 INPUT #9,p:1
1910 FOR a=1 TO p1
1920 INPUT #9,a:mi1
1930 NEXT a
1940 CLOSEIN
1950 GOTO 1020
1960 FOR i=1 TO 30:READ a:mi1,a1:c1,a1:mi1,
a1:c1,a1:ma1:mi1,a1:c1
1970 READ a:mi1:FOR j=1 TO a:mi1:PRINT
a:mi1,j:PRINT a
1980 READ a:mi1:1
1990 NEXT i:RETURN
2000 DATA 3,3,3,3,4,3,3,3,8,0,0,0
2010 DATA 4,4,3,3,3,4,1,3,7,21,Redwings
2020 DATA 3,4,3,3,3,5,1,3,4,3,7,Torpedos
on
2030 DATA 3,3,3,2,3,2,3,3,17,Front

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2040 DATA 3,2,3,2,2,4,3,4,4,7,Stratos
2050 DATA 4,4,3,4,4,4,3,7,9,11,Lotsofthou
ght
2060 DATA 5,4,3,4,3,7,3,3,5,6,9,11,21,Mo
bilian
2070 DATA 4,4,2,4,2,3,9,19,18,20,21,Play
deck
2080 DATA 5,5,3,3,3,7,6,7,8,10,11,12,21,
Bastard
2090 DATA 4,4,3,4,2,3,8,9,12,16,18,Conti
ween
2100 DATA 4,4,4,5,4,3,6,9,12,Swatow
2110 DATA 3,5,3,3,3,4,9,10,11,13,14,16,T
urack
2120 DATA 4,3,3,4,4,3,12,14,16,Accort
2130 DATA 3,4,3,4,3,5,13,15,16,18,30,Fyb
er
2140 DATA 4,4,3,4,3,6,14,16,17,28,29,30,
Rangers
2150 DATA 5,5,3,5,3,7,10,12,14,18,17,18,
27,Silverd
2160 DATA 3,4,3,4,3,8,14,18,24,26,27,Cop
erica
2170 DATA 3,3,3,3,3,7,8,10,16,17,19,20,2
4,Heatst
2180 DATA 3,4,3,4,2,3,18,20,24,Franklin
2190 DATA 3,4,3,4,3,6,8,18,19,21,22,24,E
dinstead
2200 DATA 5,5,3,4,3,5,3,7,8,9,20,Brass
on
2210 DATA 4,4,3,3,4,3,20,22,24,Newallig
er
2220 DATA 4,4,4,3,5,3,22,24,25,Overstea
2230 DATA 3,4,3,4,3,8,17,18,19,20,22,23,
25,26,Swash-18,igh
2240 DATA 3,3,3,3,3,23,24,26,Hobbesd
2250 DATA 3,5,3,4,5,5,17,24,25,27,38,Ken
dallmer
2260 DATA 4,3,3,3,3,5,15,16,17,26,28,Ced
arnave
2270 DATA 4,4,3,4,4,4,15,26,27,29,Stagwe
l
2280 DATA 3,3,3,3,3,15,28,30,Warwick
2290 DATA 4,4,3,4,4,13,14,15,29,Faydal
e

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