SARATOGA

ENTERTAINMENT

Revolutionary war strategic board game
(ages 13 and up)

by Paul Wehner

Requires: One ATARI Joystick Controller

Cassette version (1):	ATARI 410 or 1010 Program Recorder
(APX–10228)	32K RAM
Diskette version (1):	ATARI 810 or 1050 Disk Drive
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Edition B

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Program and manual contents©1983 Paul Wehner

Distributed By

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Introduction

OVERVIEW

Saratoga, a game about the American Revolution is based on events occurring in the year 1777 in the New York/New England area. In 1777, the British decided the best way to crush the American rebellion was to cut New England off from the rest of the colonies. They adopted the following strategy. Gen. John Burgoyne was to lead his army south and advance to Albany to rendezvous with two other British armies. One of these armies, under the command of Lt. Col. Barry St. Leger, was to approach Albany from the west. The other army, under the command of Gen. William Howe, was to approach Albany from the south.

Unfortunately for the British, things didn't go exactly as planned. Instead of going north to Albany, Gen. Howe decided to go south and capture Philadelphia. Out west, Lt. Col. St. Leger met stiff resistance, and was in fact was stopped at Ft. Stanwix. Gen. Burgoyne, following the plan, marched south from Canada, captured Ft. Ticonderoga, and advanced on Albany. He never quite reached Albany, however. His army was defeated in late September, 1777, by American forces under the command of Gen. Horatio Gates. Shortly after his defeat, Gen. Burgoyne surrended in a small town just outside of Albany: Saratoga.

The most significant result of this British defeat was the entrance of France into the war on the side of America.

In this simulation of the above events, you control the American forces and attempt to foil the British as they try to divide the colonies. The game is fairly complex, and it's recommended that you read all the instructions before attempting to play it. Otherwise, you may become disollusioned and frustrated by the rules.

REQUIRED ACCESSORIES

One ATARI Joystick Controller

Cassette version

One ATARI 410 or ATARI 1010 Program Recorder
32K RAM

Diskette version

One ATARI 810 or ATARI 1050 Disk Drive
32K RAM

CONTACTING THE AUTHOR

Users wishing to contact the author about SARATOGA may write
him at:

4017 Lakewood Drive
Kingsport, Tennessee 37663

Getting started

LOADING SARATOGA INTO COMPUTER MEMORY

1. Remove any cartridge from the cartridge slot of your computer.

2. Plug your Joystick Controller into the first controller jack of your computer console.

3. If you have the cassette version of SARATOGA:

   a. Have your computer turned OFF.

   b. Turn on your TV set.

   c. Insert the SARATOGA cassette into the program recorder's cassette holder, and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.

   d. Turn on the computer while holding down the START key.

   e. When you hear a beep, release the START key and press the RETURN key. The program will load into computer memory and start automatically.

   If you have the diskette version of SARATOGA:

   a. Have your computer turned off.

   b. Turn on your disk drive.

   c. When the BUSY light goes out, open the disk door and insert the SARATOGA diskette with the label in the lower right-hand corner nearest to you. Close the door (Use disk drive one if you have more than one drive).

   d. Turn on your computer and your TV set. The program will load into memory automatically.

THE FIRST DISPLAY SCREEN

During loading the copyright notice appears on the screen. When loading is complete, the following is displayed:

SARATOGA

```
SELECT    GAME NO. 1
OPTION    SAVED GAME
START     BEGIN GAME
  COPYRIGHTED 1583
```

First 1. First display screen

Getting acquainted

A guided tour of the game may help you grow familiar with it. To begin game 1, press the START key.

On the screen is a map of part of North America. In the upper left portion of the picture is a pink cursor (the exact colors may vary from what is on your set). Move the joystick to move the cursor. When the cursor gets near the edge of the picture, the whole map moves along with it. You can't move the cursor past the edge of the map.

As you roam over the map, you see symbols that represent various items. Some, like those that represent rivers and lakes, are obvious. Mountains are represented by orange triangles. Cities are shown as a series of small white bars.

Military units come in three colors and two shapes. The squares with the X's in them represent regular army units, while the ones with solid squares represent militias. The red symbols represent British units, the orange ones Hessian mercenaries who fought for the British. The American forces are white.

A map showing the entire theatre of play is included at the end of this manual. Also included at the end are maps showing the initial locations of all the units used in the game.

INSPECTING THE TROOPS

To inspect a unit, place the cursor over one of the units, and press the button on the joystick. The unit disappears, and the terrain on which it's located appears. Also, the cursor changes color. It's now blue if the unit is American, and red if it's British. In the large green text window near the bottom of the screen is important information about the unit. On the left side of the top line is the kind of unit: Regulars, Militias, and so on.

On the right side of the top line is the unit's Muster Strength. This is the maximum strength the unit can have. It can have less. The units actual Combat Strength is shown on the next line. The number represents the actual strength the unit has available for battle.

Also on this second line are three other numbers. The first of these is your score (this will be discussed more later). The

second number represents the number of American units still alive, while the third number represents the number of British units still alive. These numbers are designated S:, A:, B:.

ENTERING ORDERS

Place the cursor over one of your units and press the joystick button. Now also visible is a red pound sign(#). This new cursor shows the final location to which the unit has been instructed to go. To enter orders, push the joystick up, down, right, or left; diagonal moves aren't allowed. You hear a beep, and see the cursor move to the new location. In addition, an arrow traces out the path the unit will follow. To continue moving in the same direction, hold the joystick in that direction.

You can give a maximum of eight orders to any one unit. If you try to enter more than eight, or if you try to move a British or Hessian troop, a buzzer will sound. To cancel orders, press the space bar while over the unit.

EXECUTING ORDERS

Once you have given orders to a few of your troops, press the START key. The program now carries out you orders. You can't give orders during this combat phase, but you can scroll around the map and see what is taking place. Immediately after the combat phase, supplies are allotted and the entire sequence begins again. A game consists of 48 turns, beginning on Jan. 2, 1777, and ending on Dec. 23, 1777.

Before beginning play, it's strongly recommended that you read the rest of these instructions. They contain important information to help you score higher and decrease the probability of confusion.

GAME SELECTION

When you are at the opening screen, there are eight different games available. Press the SELECT key to choose the game you wish to play. Once you've selected, press the START key and the game begins.

Also at this screen, there's an option to play a previously saved game. To do this press the OPTION key instead of the SELECT key when you're choosing the game to play. Answer the questions

by pressing the appropriate key. DON'T PRESS THE RETURN
KEY. The name of the saved game can be any letter from A to Z.
For more information on saving games, see SAVING A GAME.

The eight games differ in the number and the relative strength of
the units involved as well as their initial locations. In Games 1
through 5, the American units always begin at the same
locations. In Games 6, 7, and 8, the American units are selected
at random from the 80 available units. In this way you never
know where your forces will start. Figure 2 lists the features of
the eight games.

Game No.	Number of British	Number of American	Overall Relative Strength
1	50	40	1 to 1
2	50	25	2 to 1
3	80	40	2 to 1
4	50	40	1 to 1
5	80	80	1 to 1
6	50	40	1 to 1
7	50	25	2 to 1
8	80	40	1 to 1

Figure 2. Relative strengh of units

Overall relative strength is approximately the total number of
British divided by the total number of Americans.

MOVEMENT

Because travel across some types of terrain is more difficult
than across others, the distance a unit can move in one turn
varies with the type of terrain on which it's travelling. Travel is
fastest on open terrain, slower through cities. Rivers and
mountains requires slightly more time to travel across. Travel in
open sea isn't allowed.

ZONES OF CONTROL

Briefly, zones of control determine how troops can move when
they're close to other units. This is especially important when
you're trying to move past enemy units. In general, a unit can't
move from one square controlled by the enemy directly to another
square controlled by the enemy.

To determine control, units are considered to control the four squares adjacent to them, and to have partial control over the four squares diagonal to theirs. For one of these diagonal squares to be considered under complete control, another unit must also exert at least partial control over it. See Figure 3 below.
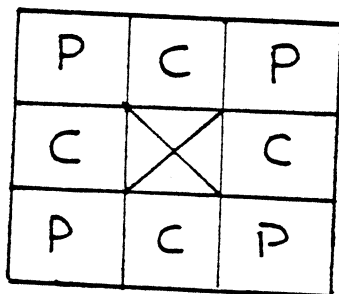
The squares marked with C's are considered to be controlled by the central unit. For a square marked with a "P" to be considered under control, another unit must also exert at least partial control over it.

Figure 3. Zones of control rules

A few examples should clarify this rule. In the examples the enemy units appear as rectangles with X's in them.

Move not allowed
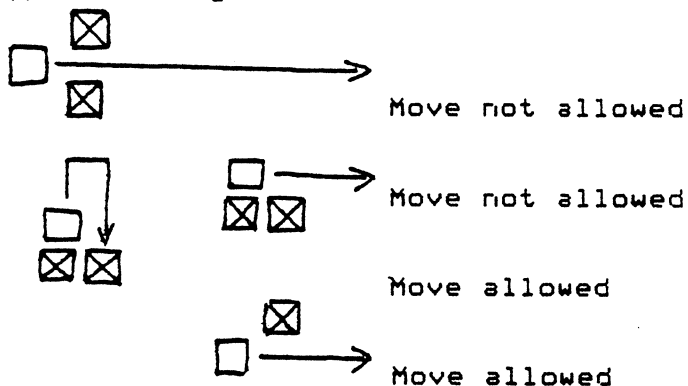
Move not allowed

Move allowed

Move allowed

Figure 4. Zones of control examples

The restrictions imposed by zones of control don't apply during combat.

Finally, no unit can move into a square already occupied by another friendly unit. If you order a unit to do so, the unit just waits until the other unit moves off the square before it moves.

COMBAT

A battle occurs whenever a unit tries to enter a square occupied by an enemy unit. The most important combat factor is the relative strength of the two units. Other factors considered are: the direction the defending unit is going in, the type of terrain the defending unit is on, and, the type of units involved. For example, rivers and mountains afford better protection than open terrain does, and army regulars fight better than militias do. Also, if the defending unit is advancing on the attacker, it puts up a better fight than if it's going in the other direction.

If during the battle the defending unit's combat strength falls below half its muster strength, and its combat strength is also less than that of its attacker, it attempts to retreat. First the unit tries to retreat directly backwards. If this direction is blocked, the unit loses 5 strength points and tries to retreat to the side. Each time the unit cannot retreat, it loses 5 more strength points.

All rules that govern movement also apply to retreating. If the unit is successful at finding a safe path for a retreat, it does so and the attacker assumes its position. The attacking unit does so regardless of zones of control.

If during the battle the attacking unit comes close to committing suicide, the battle is broken off. The computer won't allow a unit to commit suicide.

To signify that a battle is occurring, the defending unit blinks on and off, and the sound of gun shots and an occasional cannon can be heard.

SUPPLIES

Supplies are allotted at the end of each combat phase, in the form of increased combat strength. American forces get their maximum number of replacements if they're close to one of the following cities(and the city isn't occupied by the British):

Albany
Boston
Ft. Stanwix
Ft. Ticonderoga
Hartford
Morristown
New York
Philadelphia
Princeton
West Point

If the unit isn't near one of these cities, or if the city near the unit is occupied, it gets a reduced number of reinforcements.

The British and Hessian units get reinforcements only if they're near one of the following cities(and then only if the city is not occupied by American forces): Montreal, New York, Philadelphia, Boston, Hartford, and Newport. For supplies, the Tory Militia are handled in the same manner as the American units are.

No unit receives supplies if it's surrounded on three or more sides by enemy units and/or open sea.

SEASONS

The passage of time affects both the muster and combat strength of the Americans. On May 2, 1777, all American forces have their muster strengths increased by fifty, and their combat strengths increased by about fifty. On Oct. 2, 1777, this addition is removed from each unit.

No unit is allowed to die as a result of this reduction in strength, however. This seasonal strength reflects men entering the war after spring planting, and going home for fall harvest. The passage of time is reflected in the date at the top of the screen, and in seasonal color changes.

SCORING

Points are awarded for occupying cities, or for keeping the
British from occupying a city. If an American unit occupies a
city, full credit for that city is obtained. If an American does not
occupy a city, but neither does a British unit, half credit is
earned. The following cities are worth points:

Albany	40
Boston	15
Ft. Stanwix	25
Ft. Ticonderoga	35
Hartford	15
Newport	15
New York	40
Philadelphia	30
West Point	15

The score is displayed in the lower left corner of the large green
text window at the bottom of the screen. and is shown as "S:__."

END OF GAME

The game automatically ends after the Dec. 23. 1777 turn. If at
this time, American units occupy Philadelphia, Albany, Ft.
Ticonderoga, and West Point, or if all the British have been
defeated, the Americans are victorious, and the message,
"FREEDOM IS AT HAND" is displayed in the bottom window. In
addition, you hear "Yankee Doodle."

If after the Dec. 23 turn, American units don't occupy all four
cities and at least one British unit survives, the rebellion is
crushed and the message "LONG LIVE THE KING" is displayed.
You hear "God Save the King."

BRITISH MOVEMENT

The program determines how the British should move while
you're entering orders for the American units. It takes the
program at least six seconds from the time the message "PLEASE
ENTER ORDERS" is displayed to determine British movements.

HINTS ON STRATEGY

The British are difficult to defeat when they're near the coast.
Once inland, however, they no longer receive supplies and they
can be defeated more easily. Also remember that even near the
coast the British receive supplies only if the nearest city isn't
occupied by an American unit.

Plan your moves and attacks carefully. Try to avoid traffic jams
and moving your units into positions where they're surrounded on
more than two sides by the enemy. Remember, a unit first tries
to retreat directly backwards, and then to the side.

Finally, take advantage of the increased strength you enjoy from
May 2nd to Oct. 2nd. During this time you should try to destroy
as many British troops as you can.

SAVING A GAME

If during play you wish to save a game, press the OPTION key
while the message "PLEASE ENTER ORDERS" is displayed.
Answer the questions by pressing the appropriate key. DON'T
PRESS THE RETURN KEY. You can save a game under any one
letter, A through Z. If you're saving to the diskette, you must
use a DOS-2 formatted blank diskette.

If you're using a program recorder, make sure a blank tape is
inserted and the recorder is set up in the RECORD mode before
you enter the name of the game. When the console speaker sounds
twice, press the RETURN key and the game will be saved.

To play a game you've saved press the OPTION key when you're
selecting the game you wish to play. Answer the questions by
pressing the appropriate key. DON'T PRESS THE RETURN KEY.
If you're using the disk drive, make sure it's on, and the diskette
containing the game is inserted. If you're using a cassette
recorder, make sure the PLAY button is down and the tape
containing the game to be played is inserted at the right counter
location. When the console speaker sounds once, press the
RETURN key and the game will load into computer memory.
Whether using a diskette or cassette, you must insert the media
containing the game before you answer the question "Name of
Game?" or an error results.

AUTHOR'S NOTES

I have had my ATARI computer for approximately a year and a half now, and have enjoyed it immensely. One of the first programs I purchased for my computer was EASTERN FRONT (1541) by Chris Crawford. Because I enjoy this type of game, and few are available, I decided to try my own hand at writing one. After six months, and a number of false starts, SARATOGA is the result.

One final note. This game is difficult to win, especially games 5 through 8. Don't be discouraged if the first time you play you get defeated. After playing a few times you will start to develop strategies which will win.

I wish to thank Jon Moore for providing the routines which are responsible for the music at the end of the game.
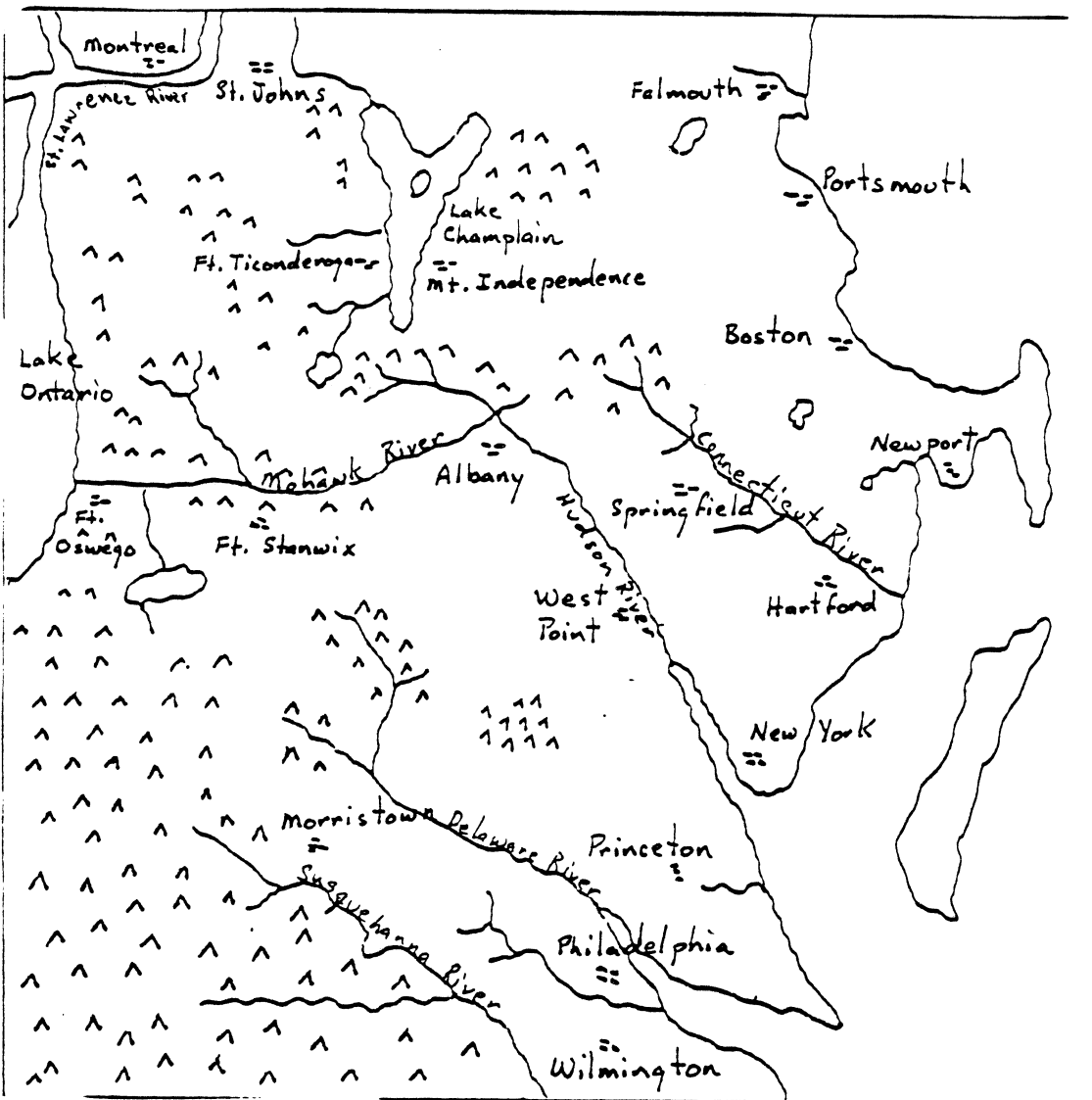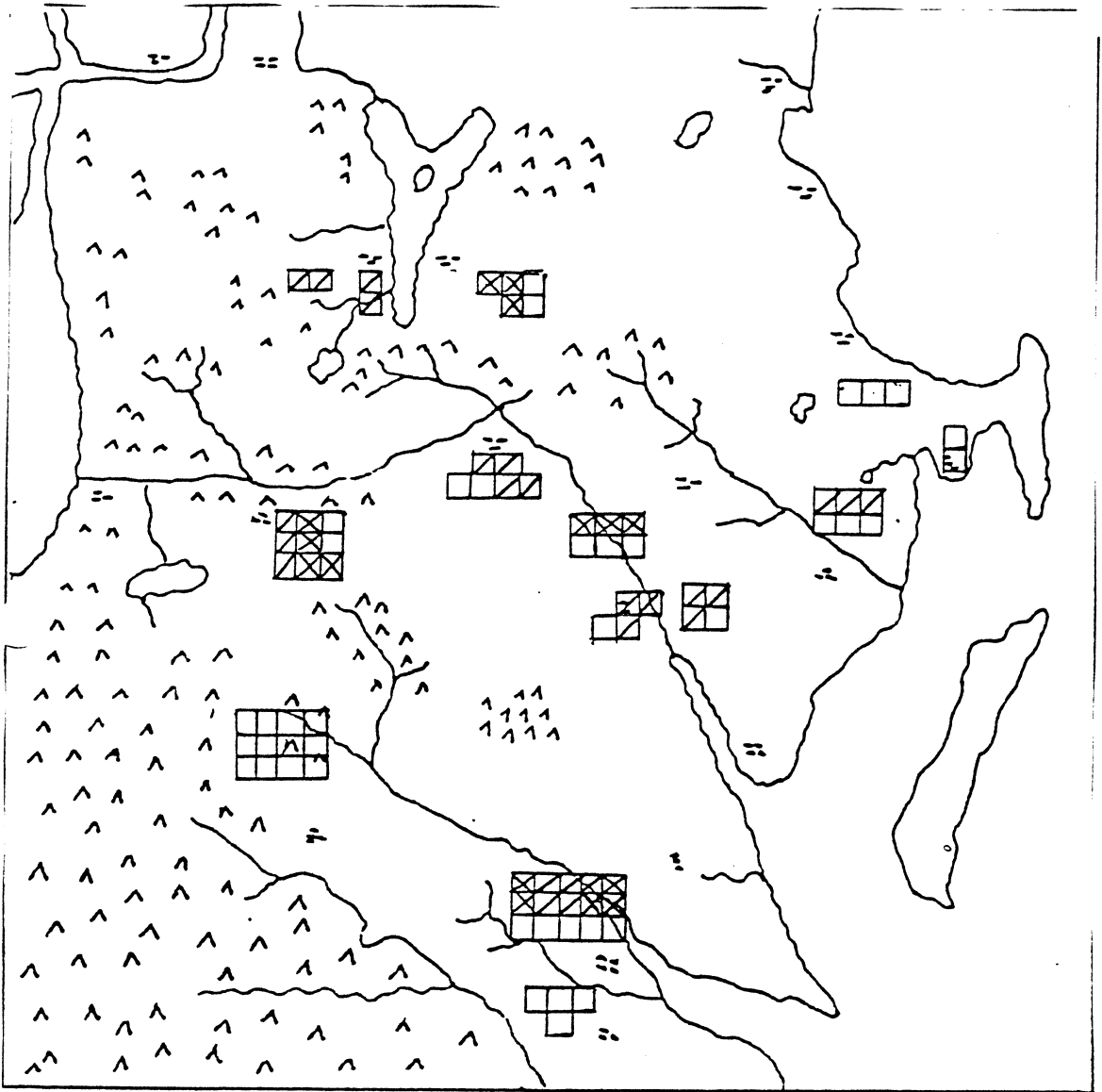
In Game number 2, the American units start near where the squares
with slashes in them, ▱, are on the above map. In Games 1,3, and
4, units begin near these locations as well as near those marked
with squares with X's in them, ⊠. Units start near all the
indicated positions in Game number 5. The starting locations of
the units involved in Games 6,7, and 8 are chosen at random from
all of the positions indicated by the squares.
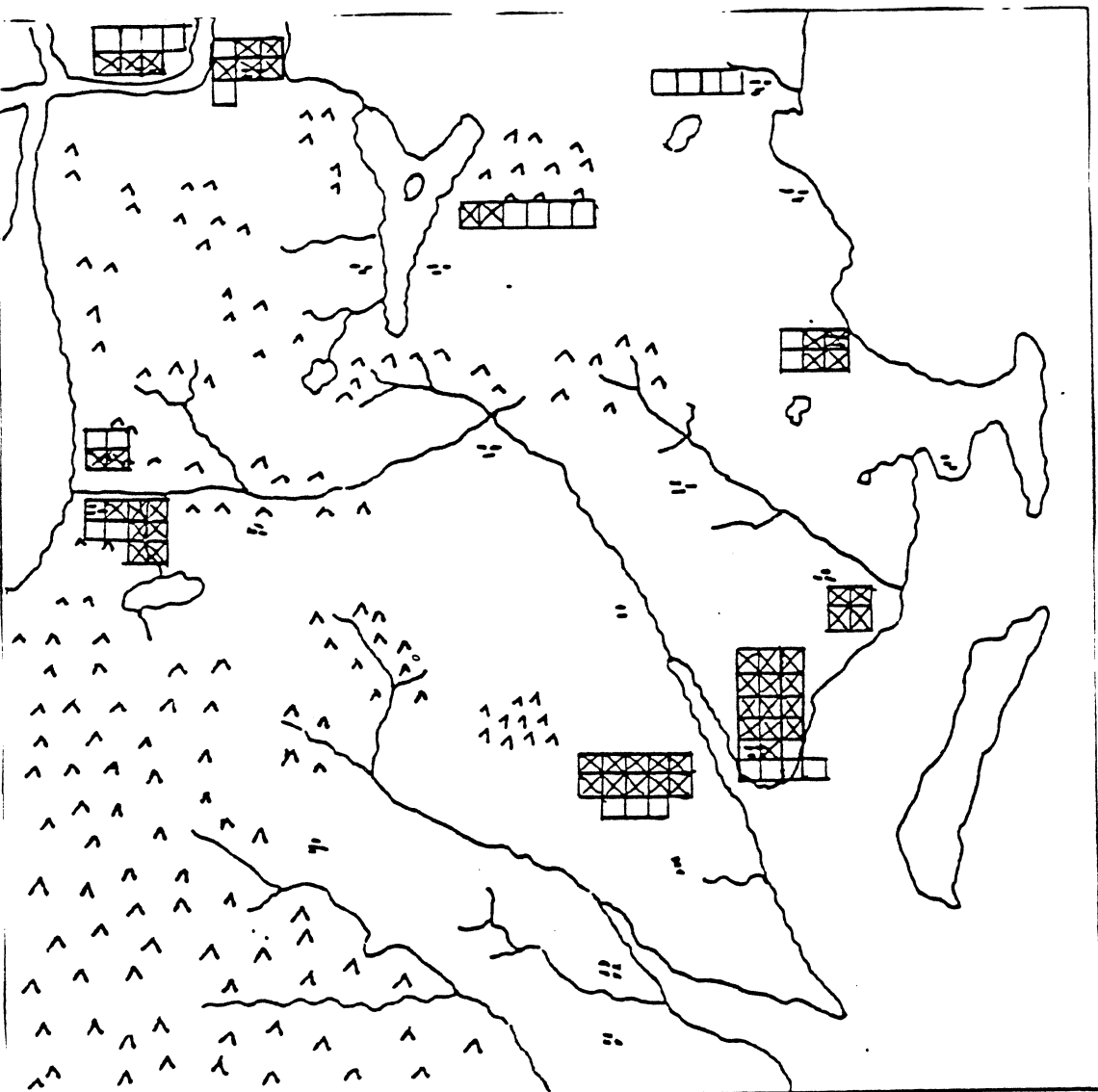
The approximate initial locations of the British units in
Games 1,2,4,6, and 7 are shown as squares with X's in them,
⊠ , on the above map. In Games 3,5, and 8, units start at
all of the indicated positions.

7. Describe any technical errors you found in the user instructions (please give page numbers).

_____

_____

_____

8. What did you especially like about the user instructions?

_____

_____

_____

9. What revisions or additions would improve these instructions?

_____

_____

_____

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

_____

_____

11. Other comments about the program or user instructions:

_____

_____

_____

From

_____

_____

_____

STAMP

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[seal here]

Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

   Saratoga (228)

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

   _____ Easy to use
   _____ User-oriented (e.g., menus, prompts, clear language)
   _____ Enjoyable
   _____ Self-instructive
   _____ Use (non-game programs)
   _____ Imaginative graphics and sound