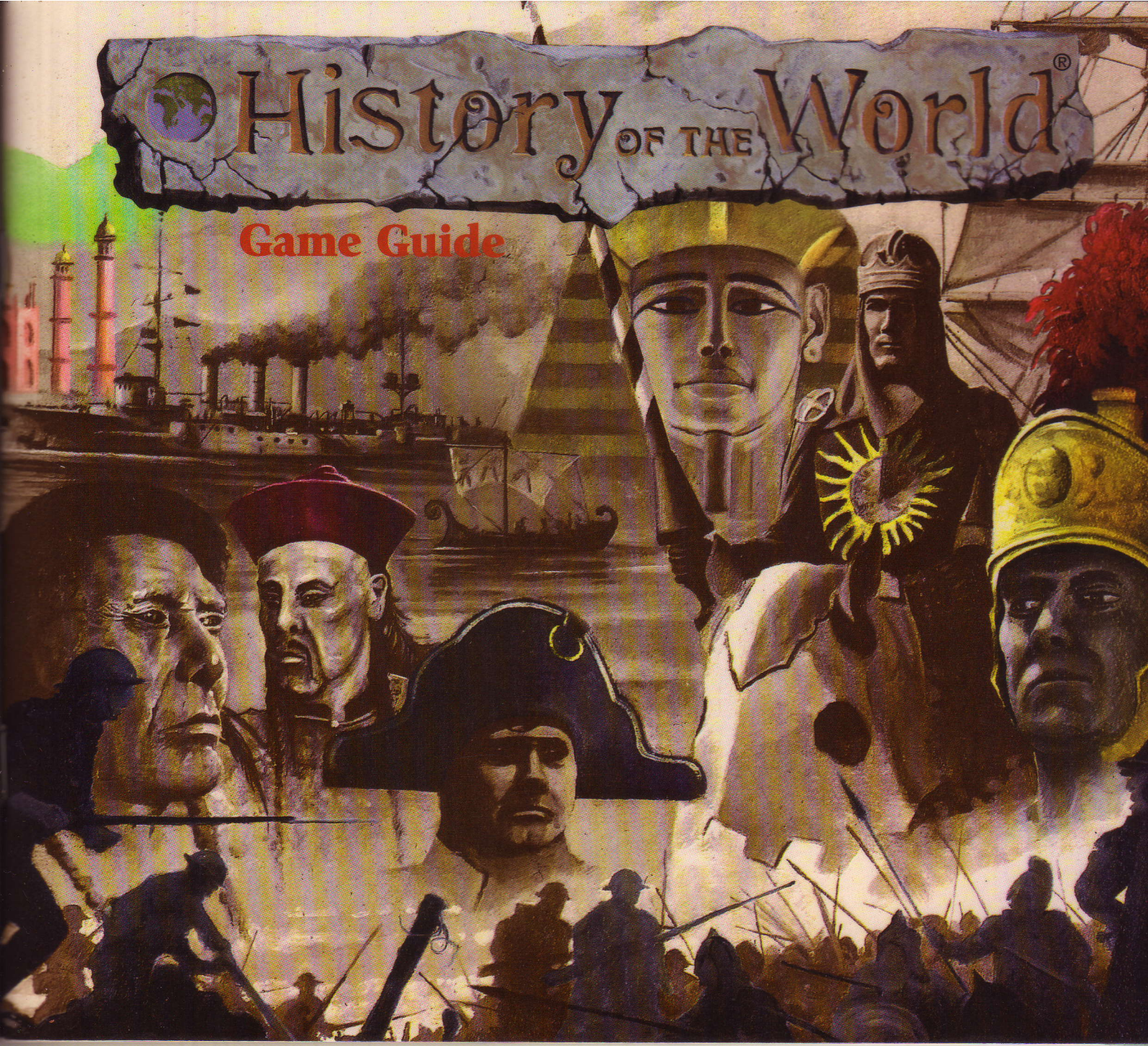




History OF THE World[®]

Game Guide



HISTORY OF THE WORLD

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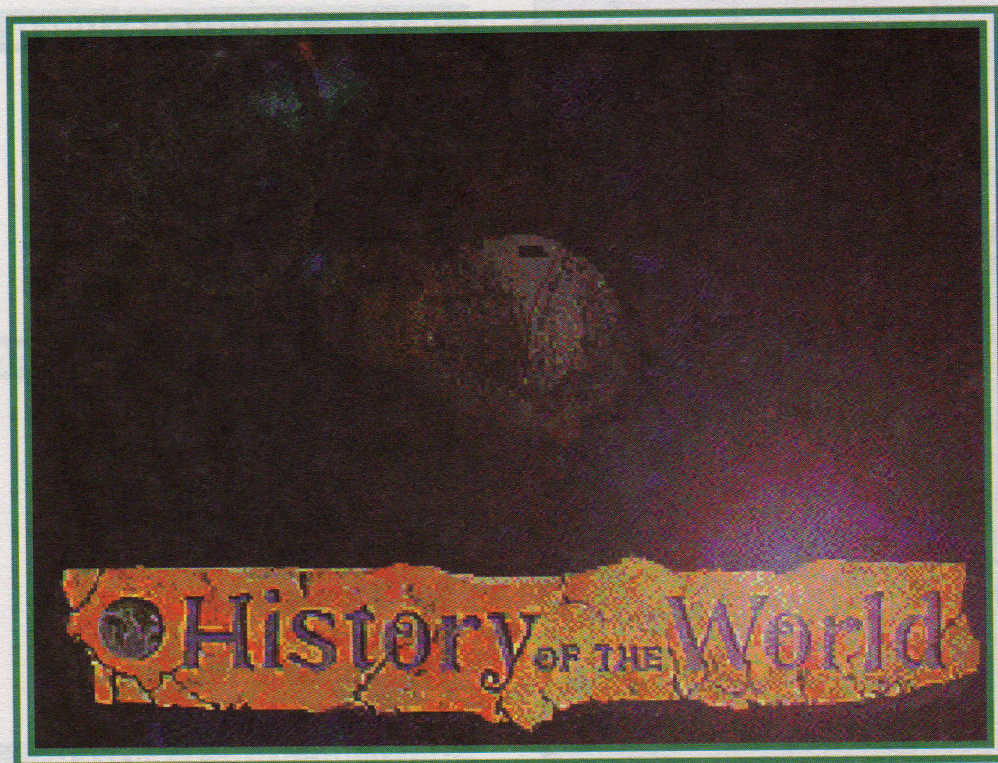
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PART I: BASIC FEATURES



1. INTRODUCTION

Thank you for purchasing *HISTORY OF THE WORLD*. Please take a moment to complete and mail the game's Registration Card to ensure that you receive timely updates and product information. If you have any problems or questions concerning this or any other Avalon Hill computer game, please use our Technical Support services detailed on the last page of this manual.

HISTORY OF THE WORLD traces the progress of mankind from the dawn of civilization to the threshold of modern times. Starting 5000 years ago with the ancient Sumerians, a succession of 49 empires rise and fall with the rapidly passing centuries across the entire width of the globe in a panoramic view of the history of man.

HISTORY OF THE WORLD is a game of world conquest with a difference. No single power can conquer the world. Instead, each player commands seven different empires—one per Epoch—during their all too brief day in the sun. Each empire, in turn, rises to its fullest height of power only to fall before the sands of time and the next emerging, dominant nation. Empires vie with armies and fleets to spread their culture and build lasting monuments to their glory,

Package Contents

***HISTORY OF THE WORLD* Game Guide**
***HISTORY OF THE WORLD* Reference Map**
***HISTORY OF THE WORLD* Registration Card**
***HISTORY OF THE WORLD* CD-ROM**

The CD must be in the drive to play.

while events such as earthquakes, civil wars, barbarians, plague, treachery, and great enemy leaders conspire to tear asunder past achievements.

This manual has been designed to be read while playing your first game. After a brief summary of play in Section 2, the rules are presented in the order you will encounter them in play.

QUICK START

For those who wish a quick start, an interactive tutorial has been provided in the game itself. This tutorial can be started by left clicking on the Help menu of the Tactical Map Window (displayed just after the opening sequence finishes), and then selecting Interactive Ttutors.

2. SUMMARY OF PLAY

In *HISTORY OF THE WORLD*, the player who scores the most Victory Points (VPs) by the end of the game wins. VPs are earned by occupying Lands or Seas on the map at the end of the player's turn. This may be achieved peacefully or through means of combat with another player's Armies or Fleets. VPs are scored for each of the following in the player's occupied Lands:



Capital - 2 VPs



City - 1 VP



Monument - 1 VP

Players also earn VPs for occupying Lands in the different Areas. The map is divided into 13 color-coded land Areas. Each Area is composed of a number of Lands of the

Summary of Play

same color. For example, ten yellow Lands form the Area of *India*. Each Area has a base Victory Point value for each Epoch. The Area Value Table is shown in Appendix C and is also available from the View menu in the game. A player receives Victory Points for each Area that is occupied as follows:

Presence: A player occupying at least one Land in an Area receives that Area's base Victory Point value.

Domination: A player occupying at least three Lands in an Area *and* more Lands in that Area than any other player scores double the Area's base Victory Point value.

Control: A player occupying every Land in an Area scores triple the Area's base Victory Point value.

VPs are accumulated from Epoch to Epoch by any unit belonging to that player, including units of Empires that were played in prior Epochs. However, each Area is scored only once per player per Epoch. A player cannot score for a Presence twice in the same Area in the same turn. Additionally, 1 VP is scored for each Sea (not Ocean) that is occupied by a player's Fleet.

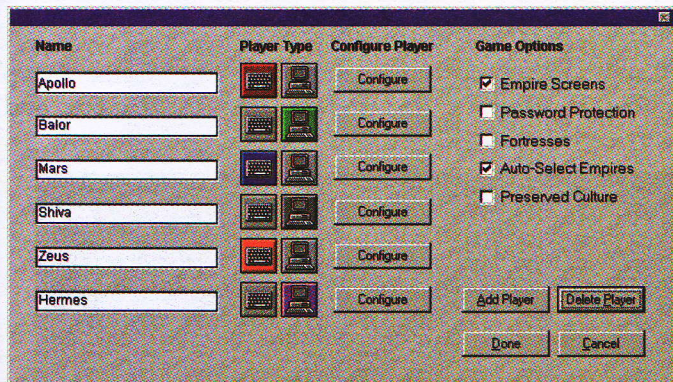
Lastly, each player may play up to two Events in each turn. The Events in *HISTORY OF THE WORLD* range from Minor Empires to disasters and disease. These Events generally have restrictions as to when they can be played. Judicious use of a player's Events can mean the difference between victory or defeat.

3. STARTING THE GAME . . .



After the opening sequence (which you can skip by pressing ENTER or clicking the left mouse button), you are presented with a full screen view of the Tactical Map Window. The Tactical Map Window shows a portion of the entire world map, and can be scrolled by using the scroll bars on the right and bottom. Double-clicking anywhere on the map will center the map on that spot. Some players will prefer to play the entire game from the Tactical Map Window; other players will prefer a more "global" view and will want to play the game from the Strategic Map Window. Both of these options are discussed in detail in Section 5.

Before the start of the game, most of the menu items in the Tactical Map Window are not available. For now, left-click on the Game menu item, and you are presented with three options: New Game, Load Game, and Exit. Selecting New Game will display the New Game Setup Window.



At this point, the game parameters should be reviewed and changed if desired. When finished, selecting the Done button will start the game. Cancel can be used to return to the Tactical Map Window.

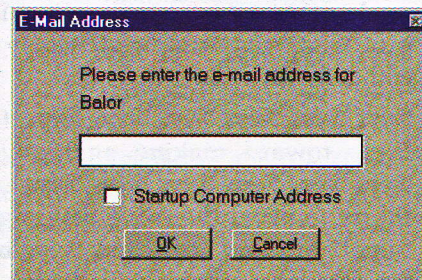
Player Parameters

The game parameters can be classified into two groups: Player Parameters and Game Options. Player Parameters allow you to define the number of players and player characteristics.

- Add Player - Increment the number of players by one to a maximum of seven.
- Delete Player - Decrement the number of players by one to a minimum of two.
- Name - Change a player name by selecting the player name text box and typing a new player name. Press ENTER to complete the player name change. The seven names provided as defaults are the names of gods from various mythologies.
- Player Type - Each player can be either human or computer. A human player is selected by clicking on the key-

board icon to the right of the player name. A computer player is selected by clicking on the computer icon to the right of the player name. Any number of computer players or human players can be specified as long as the total number of players is in the range from two to seven. Player color can be changed by clicking on the already selected keyboard or computer icon. This will cycle through the remaining colors available to the player. If seven players are already displayed in the New Game Setup Window, there are no remaining colors.

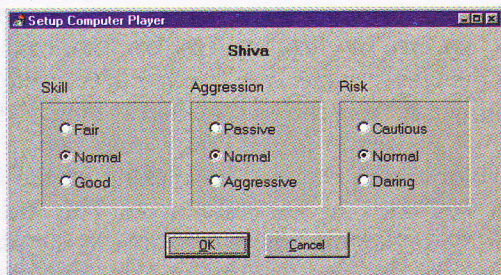
- Configure Player - The configure player options are different for human players and computer players. For a human player, selecting Configure Player will display the E-Mail Address Window.



When setting up an e-mail game, the e-mail address for the human player should be typed in the text box in this window. When playing the e-mail game, a reminder box will be displayed when it is time for a new human player to start his turn. The information that is typed into this text box will be used in the reminder box.

The human player who starts the game should place a ✓ next to Startup Computer Address.

Starting the Game



For a computer player, selecting Configure Player will display the Setup Computer Player Window. In this window you can define the characteristics of the individual computer players.

Skill: This defines the quality of the computer player: Fair, Normal or Good. The default setting is Normal. A setting of Good is recommended only for those players with a fast computer.

Aggression: This defines the propensity of the computer player toward making aggressive moves. Given two moves of equal value, a Passive computer player will try to avoid the move that might irritate an opponent or lead to combat, whereas an Aggressive computer player will do the opposite. With Normal, the default setting, the computer player will show no consistent trend toward either of these two extremes.

Risk: This defines the computer player's inclination toward taking risks. A Daring computer player will attack at low odds if the payoff is high. A Cautious computer player would not consider such an attack. With Normal, the default setting, the computer player will show no consistent trend.

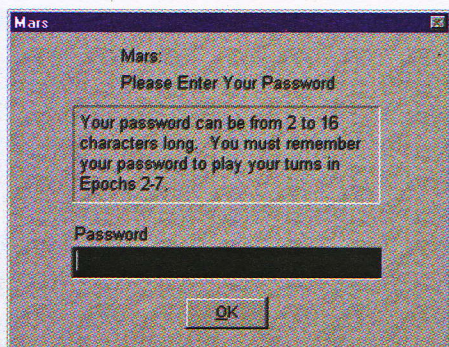
More information concerning the computer artificial intelligence can be found in Section 18.

Game Options

Game Options (available from the New Game Setup Window) allow you to add optional rules to the game, and specify certain game characteristics.



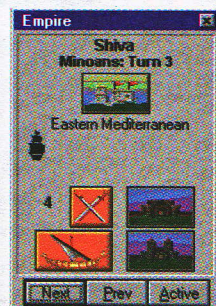
- ✓ **Empire Screens:** Checking this option causes screen images to be displayed between each player's turn. These images show characteristics of each Empire and help to set the flavor for the turn to come.



- ✓ Password Protection: Choosing this option places password protection into effect. Each human player will be prompted to enter a password, and players cannot begin their turns without entering their password.
- ✓ Fortresses: Checking this option places into effect the optional rule for Fortresses. See Section 15.
- ✓ Auto-Select Empires: If selected, the Empire Draw-Pass-or-Keep Phase of play will be skipped, and Empires will be automatically selected for each player at the beginning of each Epoch. This option is especially useful for e-mail play, when multiple players at different locations may not wish to exchange files just to draw and pass or keep an Empire card.
- ✓ Preserved Culture: Checking this option places into effect the optional rule for Preserved Culture (see Section 15).

4. SELECTION OF EMPIRES

There are 49 Major Empires and 7 Minor Empires in *HISTORY OF THE WORLD*. Seven Major Empires become available in each Epoch, and one Minor Empire can be played in each Epoch as an Event (see Section 9 for a discussion of Events). For a complete listing of the Empires and the order in which they are played, see Appendix A.



Much of the information about each Empire appears in the Empire Window. The first two lines list the owning player, the name of the Empire, and the turn within the Epoch in which the Empire is played. Icons appear in the Empire Window as follows:



The Empire has a Capital city.



The Empire does not have a Capital city.



The Empire has Navigation. The names of the Seas and Oceans the Empire can navigate are listed next to the ship symbol. If no symbol and Sea/Ocean names appear, then the Empire does not have Navigation.

Unit icons for the Empire are shown in the bottom half of the window. These unit icons are described in Section 6. Sometimes a player will be required to build certain units.

Selection of Empires

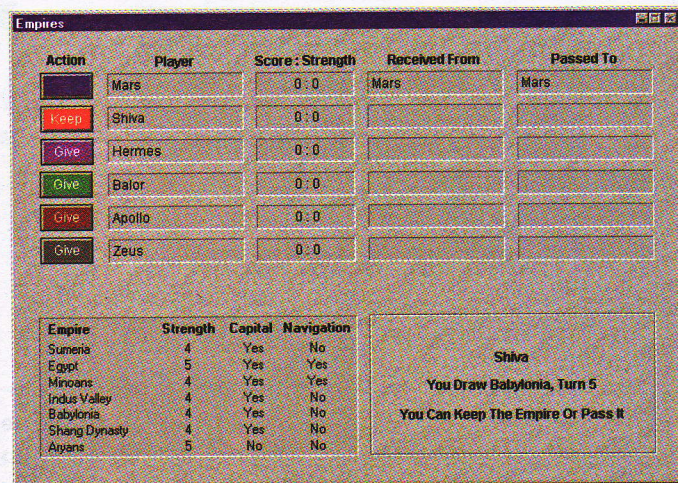
When this is the case, the number of required builds is displayed in the upper right corner of the icon.



Building these units requires the expenditure of a given number of Strength Points. The number to the left of the square unit icon is the number of Strength Points that the Empire possesses at any given time. This number decreases every time a unit is built. The number of build points can also increase due to the play of certain events. Building of units is discussed in Section 11.

There are three buttons at the bottom of the Empire Window. Pressing the Next or Prev (previous) buttons lets the player page through the Empires that are available in the current Epoch. Pressing the Active button displays the active Empire for the current player.

At the beginning of each Epoch all players obtain an Empire. This occurs automatically if the Auto-Select Empires option has been turned on in the New Game Setup Window. Otherwise, the players' drawing order will be determined (see Section 8), and players will randomly draw Empires, privately inspect the Empire they have drawn, and then decide to either keep the Empire or pass it to another player who has not yet received an Empire for that Epoch. This procedure takes place in the Empire Selection Window.



When each Empire is drawn, a message is displayed in the lower right corner of the window. This message lists the current player's name, the Empire that has just been drawn, and the available options for the current player. A player will have one of three options:

- The Empire must be kept.
- The Empire must be passed to another player.
- The Empire can be kept or passed.

Information about each of the Empires available in the current Epoch is shown in the lower left of the window to aid the player in making a decision.

The upper half of the window lists the player names, total score and accumulated Strength Points (more on this in later sections), from whom the player received the Empire, and to whom the player passed the Empire that was drawn. If a player keeps the Empire that is drawn, the last two columns will contain that player's own name.

To the left of the player names is a column of color-coded buttons. The Keep button next to the player's own name should be selected to keep the Empire that was drawn. The Pass button can be selected to pass the Empire to another player. A blank button is not selectable and indicates that that player has already received an Empire. Note that players who have been passed an Empire will not know which Empire they have received until it is their turn.

After each player has obtained an Empire, a message appears informing the player that the Empire selection phase has finished. Click the OK button to continue.

5. THE MAPS

The map used in *HISTORY OF THE WORLD* covers the entire world, distorted in order to expand the great belt of civilization that stretches from Japan to Britain and which receives the bulk of the play in the game. The continents are divided into 92 Lands and 8 Barren Lands. These Lands and Barren Lands are named on the Tactical Map (see also the printed reference map provided with the game). The Lands are further grouped into 13 color-coded Areas. These Areas are also named. Barren Lands appear in a dark orange color.

The border between two Lands can be clear or separated by Difficult Terrain. Difficult Terrain is represented on the map by a line of mountains, trees, or the Great Wall of China. It is important to note in which Land the Difficult Terrain lies, as this affects combat odds when attacking across the border into that Land. For example, an Army attacking from Middle Tigris to Zagros is attacking across Difficult Terrain, but not vice versa.

Sixteen Lands contain Resources, which are represented on the map by a pick and shovel symbol. Empires must acquire Lands with Resources in order to build Monuments.

An Empire must acquire two Resource Lands to build one Monument.

A distinction is also made between Seas and Oceans. There are nine Seas (colored light blue) and three Oceans (dark blue). There are ten Straits, depicted by a crossing arrow which serves as a land bridge linking two Lands as if they were adjacent (for example, Crete to Morea).

Tactical Map Window



The Tactical Map Window shows a portion of the entire world map. Use the scroll bars to scroll to any position, or double-click on any spot to center the map on that location. Right-click on any spot to bring up a menu box for that Land, Sea or Ocean. Select "Land Info" from this menu to view information about that location and its markers, if any.

There are several information boxes above and below the map area, and there is a button bar of commonly used functions just below the menu bar.

Tactical Map

INFORMATION BOXES

Barbarians

Leader

Event Information: In the upper right portion of the window are two information boxes that display the status of any events that have been played in the current player's turn. Events that have been **completed** are shown in blue; events that are still **in play** are shown in red. These boxes are only available in screen resolutions of 800x600 or above.

Wei River

No Presence

1-2-3-3-3-3-3

Land Status Information: In the lower left portion of the window are three boxes that display information about a region that is being pointed to by the mouse cursor. The first box shows the name of the Land, Sea or Ocean. This box is only available in screen resolutions of 800x600 or above. When the mouse cursor is positioned on a Land, the second box displays information about the current player's status in the Area:

No Presence: The current player does not occupy any Land in the Area.

Presence: The current player occupies at least one Land in the Area.

Domination: The current player occupies at least three Lands in the Area *and* more Lands than any other player has in that Area.

Control: The current player occupies every Land in the Area.

The third box shows the number of VPs the Area is worth in the current and each subsequent Epoch.

The background color of the Land Status Information box is the color of the dominant player in the Area. If no

player is dominant or if two or more players are equally present, the background color is a neutral gray.

Player Score, Strength and Resources: The lower right portion of the window is occupied by the Score, Strength and Resources information box. The up and down arrows allow the player to individually display each of the three selections.

Score 3 6 0 5 0 0

When the area next to the arrows reads Score, the information box shows a row of color-coded rectangles, each containing a number. These numbers are the current VPs acquired by each player in the game. Numbers shown in black indicate that the player's turn has been completed in the current epoch. Numbers shown in white indicate that the player's turn has not yet been started. The flashing number indicates the current player.

Strengths 4 4 0 5 0 0

When the information box displays Strength, the numbers are the total accumulated Strength Points for each player in the game. As before, numbers shown in black indicate that the player's turn has been completed in the current Epoch. Numbers shown in white indicate that the player's turn has not yet been started. The flashing number indicates the current player.

Resources 2 2

When Resources is selected, the information box displays the number of Lands with Resources occupied by the current player's Empire. A Monument must be built at the end of the current player's turn for each pair of Resources (see Section 13).

BUTTON BAR



From left to right, the functions on the Tactical Map Window button bar are:

- *Save Game* - Save the current game state to a disk file. The game may be saved at any time except during the turn of a computer player.
- *Next Turn* - Advance to the next player's turn.
- *View Strategic Map* - Bring the Strategic Map Window to the foreground.
- *Summon Advisor* - Display the Advisor Window (see Section 7). The Advisor can be used to give hints for the best next play.
- *Hide/Show Markers* - Toggles the display of markers on and off.
- *View Atlantic Ocean Fleets* - Centers the map on the area where the Atlantic Ocean Fleets are displayed.
- *View Indian Ocean Fleets* - Centers the map on the area where the Indian Ocean Fleets are displayed.
- *View Pacific Ocean Fleets* - Centers the map on the area where the Pacific Ocean Fleets are displayed.

There are seven remaining buttons, one for each of the Empires in the current Epoch. The buttons are arranged in the order the Empires are played. Pressing one of these buttons will center the Tactical Map on the Start Land of the corresponding Empire and display that Empire's window. At the beginning of each player's turn, the appropriate button is filled with the player's color.

Strategic Map Window



The Strategic Map Window shows the complete world map. You may play the entire game from the Strategic Map Window, although the scale makes it difficult to differentiate marker types. (Because of this difficulty, the different marker types can be toggled on and off.) Normally, you will play the game from the Tactical Map and consult the Strategic Map to get a global view of the current game state.

Left-click anywhere on the Strategic Map to center the Tactical Map on that spot. You may right-click on any spot to bring up a menu box for that Land, Sea or Ocean. Select "Land Info" from this menu box to view information about that location and its markers, if any.

Most of the functions and information available from the Tactical Map Window are also available from the Strategic Map Window. Features that are different from the Tactical Map Window are discussed below.

Strategic Map

BUTTON BAR



From left to right, the functions on the Strategic Map Window button bar are:

- *Save Game* - Save the current game state to a disk file. The game may be saved at any time except during the execution of an Event.
- *Next Turn* - Advance to the next player's turn.

There are seven remaining buttons, one for each of the Empires in the current Epoch. These buttons serve the same purpose as in the Tactical Map Window.

INFORMATION BOXES

Player Score, Strength and Resources: Just to the right of the button bar is the Score, Strength and Resources information box. This box is identical to its counterpart in the Tactical Map Window.

Event Information: Two event information boxes are located to the right of the strategic map. They are identical to the event information boxes in the Tactical Map Window.

Land Status Information: The three land status information boxes are located at the bottom right of the Strategic Map Window. They are identical to the land status information boxes in the Tactical Map Window.

FEATURES UNIQUE TO THE STRATEGIC MAP



Unit Build Buttons: These buttons perform the same tasks as the unit icons in the Empire Window (see Section 11). These buttons must be used if the player wishes to build

units on the strategic map. The icons in the Empire Window are used if the player wants to place units on the Tactical Map. From left to right the buttons are:

- Build Army
- Build Fleet
- Start Empire
- Build Fort
- Build Fortress

Empire Scrolling Buttons: These buttons are used to scroll through the current Epoch's Empires.

Next: Display the next empire.

Prev: Display the previous empire.

Active: Display the empire held by the current player.



Unit Selection Box: This box allows the player to toggle on and off the display of the marker types. A mouse click in the boxes to the left of the marker type toggles the display. Buttons at the bottom of the unit selection box allow the player to select All of the types, or turn off all of the types (None).



Jump Map Window

The Jump Map Window is a small map of the entire world that can be used to position the Tactical Map with a single mouse click. Left-click anywhere on the Jump Map to center the Tactical Map at that position.

6. THE MARKERS

There are thirteen marker types used in *HISTORY OF THE WORLD*. Five of these are classified as "Units." Each Empire has a certain number of Strength Points (SPs) which can be used to build Units. Four marker types cannot be built but automatically appear on the map when certain conditions are met. The remaining four markers are hybrids of these two types.

Units



Armies

There are seven different Army Units, one for each of the seven Epochs. All Empires in the same Epoch use Armies that are identical except they are color-coded to the owning player. Armies are used by an Empire to expand from the Empire's Start Land into adjacent Lands. Each Army costs one Strength Point to build. A Land may contain a maximum of three Armies, and may never contain Armies from more than one Empire.



To conserve space on the map when multiple Armies occupy a Land, only a single Unit is displayed. The total number of Armies in the Land is indicated by the number of dots at the bottom of the Unit.



Minor Armies

Minor Armies are similar to Armies except they are used when a Minor Empire Event is played. A Minor Army can be distinguished from a regular Army by the white bar at the top of the icon.



Fleets

There are seven different Fleet Units, one for each of the seven Epochs. All Empires in the same Epoch use Fleets that are identical except they are color-coded to the owning player. Fleets are used by Empires to expand into Seas and Oceans in which the Empire has Navigation. Each Fleet costs one Strength Point to build. If an Empire does not have Navigation, it cannot build Fleets (exception: play of the "Pirates" Event). If an Empire has Navigation, it must build at least one Fleet. A Sea may contain a maximum of two Fleets, and may never contain Fleets from more than one Empire at the end of an Empire's expansion phase. An Ocean may contain up to 14 Fleets, but each player is limited to two Fleets in an Ocean.



When multiple Fleets occupy a Sea or Ocean, only a single Unit is displayed. The total number of Fleets in the Sea or Ocean is indicated by the number of dots in the upper right corner of the Unit.



Forts

An Empire may place a Fort in any Land occupied by its Armies. A Fort adds a +1 combat modifier to each defending Army in the Land in which it is placed. Each Fort costs one Strength Point to build. A Land may contain a maximum of one Fort or Fortress.



Fortresses

Fortress Units are used only if the Fortress Option is in effect (see Section 15). An Empire may place a Fortress in any Land occupied by its Armies. A Fortress adds a +1 combat modifier to each defending Army in the Land and wins all ties. Each Fortress costs two Strength Points to build. A Land may contain a maximum of one Fort or Fortress.

The Markers

Other Markers



Capitals

When a player starts an Empire that has a Capital city, a Capital marker is placed in the Start Land. This is the only way a Capital marker can be placed on the map. A Land may contain a maximum of one Capital or City.



Cities

A City marker can be placed on the map as a result of an Event, or a Capital marker can be reduced to a City marker during the course of play. A Land may contain a maximum of one Capital or City.



Monuments

A Monument marker is placed at the end of an Empire's expansion phase for each pair of Resource symbols controlled by its Armies. The color of the Monument marker reflects the color of the owning Army also present in the Land. If there is no Army in the Land, the Monument is not owned by any player and will be colored light gray (neutral). If the Preservation of Cultures option is in effect (see Section 15), the Monument remains the color of the player who built it for the duration of the game.



Pirate Fleet

When the "Pirates" Event is played, a Pirate Fleet may be placed on the map. The color of the Pirate Fleet indicates the player who places the Fleet.

Hybrid Markers

To conserve space on the map, a hybrid marker is used when a Fort or Fortress is placed in the same Land as a Capital or City:



Capital & Fort



City & Fort



Capital & Fortress



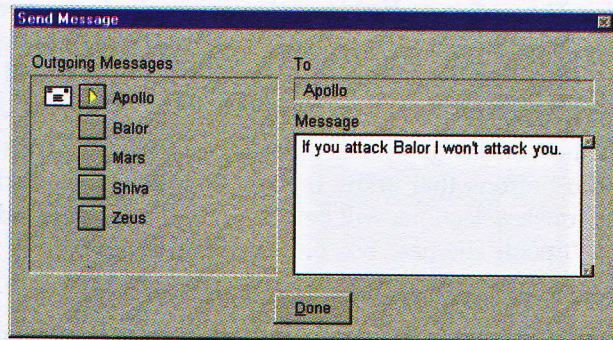
City & Fortress

7. THE MENU

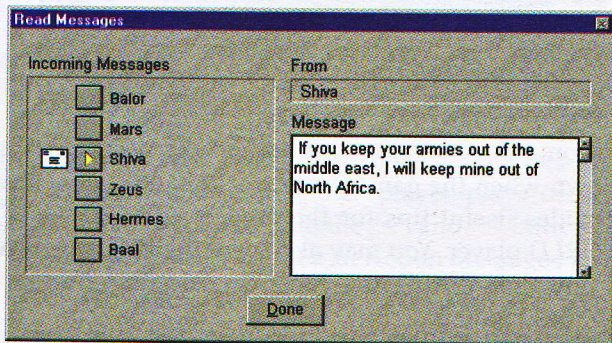
The menu is available in both the Tactical Map Window and the Strategic Map Window.

Game

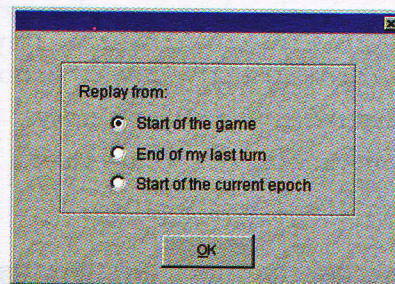
- New Game - Displays the New Game Setup Window (see Section 3).
- Load Game - Displays the Load Game Window. This allows the player to load previously saved games.
- Save Game - Saves the game state to the current file name. The default file name is "autosave.sav." A game may not be saved during a computer player's turn.
- Save Game As - Displays the Save Game Window. This allows the player to save the game to a filename of the player's choice. A game may not be saved during a computer player's turn.



- **Send Message** - Shows the Send Message Window, which allows the current player to send a private message to any other player(s). To send a message to another player, click on the corresponding player button and type the message in the Message box. The message will be delivered automatically after pressing **Done**.

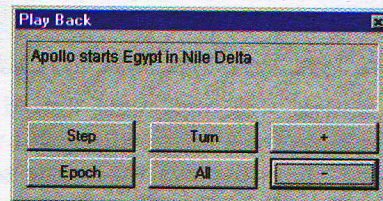


- **Read Message** - Shows the Read Message Window, which allows the current player to read any messages received from other players by clicking on their buttons. If there are no messages to read, the menu item is grayed out. If a player has messages, a notification will be given at the beginning of the player's turn, and the menu item will be available.



- **Replay** - Selecting this option first displays the Replay From Window. The player then chooses where to begin the playback from:
 - the start of the game.
 - the end of the player's last turn.
 - the start of the current Epoch.

Selecting OK vanishes this window and displays the Play Back Window, which allows the player to replay the remaining actions.



The playback buttons work as follows:

Step - Play back a single action or move.

Turn - Play back to the beginning of the next turn.

Epoch - Play back to the beginning of the next Epoch.

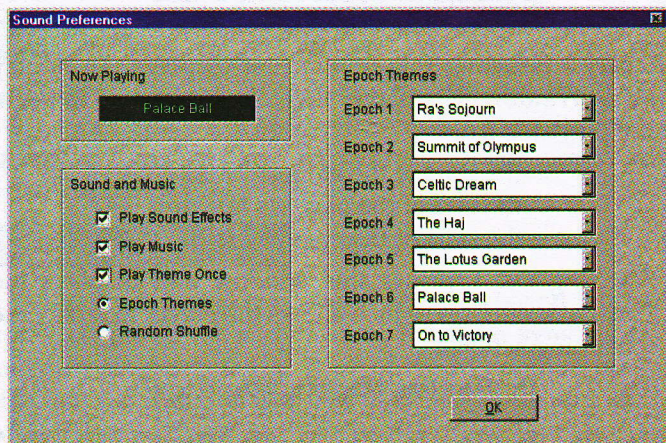
All - Play back the entire game to the beginning of the current player's turn.

Game Menu

As the game is played back, explanatory messages appear in the box beneath the buttons. Playback speed can be controlled with the "+" and "-" buttons.

- End Turn - End the current player's turn.
- Exit - Close all windows and exit the game.

Options



- Sound and Music - Displays the Sound Preferences Window. There are three boxes within this window. The "Now Playing" box displays the music selection currently being played. In the "Epoch Themes" box the player can select the themes that are played at the beginning of each Epoch. The "Sound and Music" box lets the player toggle on and off several sound and music options:

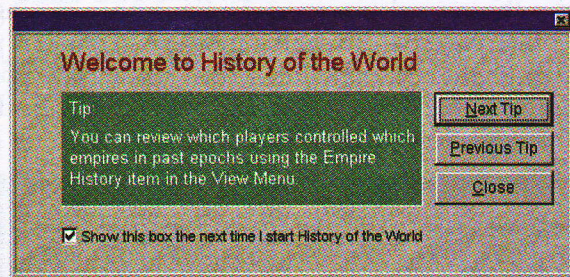
Play Sound Effects - Toggle sound effects on and off.

Play Music - Toggle music on and off.

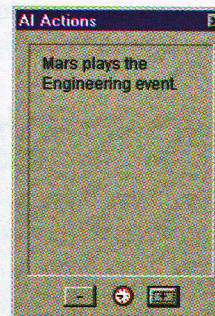
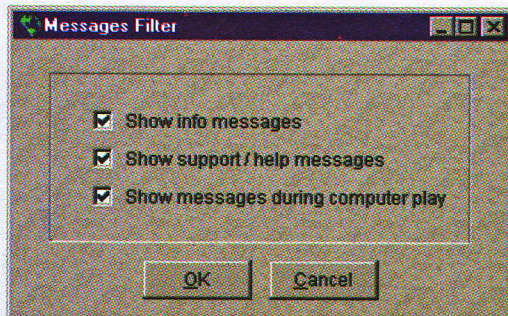
Play Theme Once - If this option is checked, the epoch theme music is played only once at the beginning of the epoch. If not checked, the epoch theme will be played during the entire epoch.

At the bottom of the "Sound and Music" box are two radio buttons that allow the player to specify whether the music selections will be played in the order listed in the "Epoch Themes" box or in random order.

- ✓ Animations - Toggle on and off animations.
- ✓ Empire Screens - Toggle on and off Empire Screens displayed between turns.



- ✓ Welcome Screen - Toggle on and off the Welcome Screen shown when the game first starts. The Welcome Screen provides useful tips for the novice *HISTORY OF THE WORLD* player. You may also view the Welcome Screen at any time during the game by selecting it from the Options menu.
- ✓ Smooth Scrolling - Toggle on and off smooth scrolling between different locations on the Tactical Map. If this option is not selected, the Tactical Map display will jump from location to location.



- **Messages Filter** - Options in this window allow the player to select different levels of message display.

Show info messages - Toggle on and off the display of information messages.

Show support/help messages - Toggle on and off the display of messages that help the novice player.

Show messages during computer play - Toggle on and off the display of messages during a computer player's turn. Note that turning on this option will stop play when a message is displayed.

- **Playback Speed** - Select from seven different speeds at which replays and computer player plays occur. This option can also be set with the "+" and "-" buttons in the Play Back Window and the AI Action Messages Window.

- ✓ **Combat Summary** - Toggles on and off the summary screen that is displayed during combat (see Section 12). If Combat Summary is turned off, combat results are updated to the maps with no notification to the player. However, if the Advisor is displayed, he will provide a brief on the combat results.

- ✓ **AI Action Messages** - Toggle on and off the display of the AI Actions Window. This window is shown during a computer player's turn, and messages in the window describe the computer player's actions. Play can be paused and restarted by mouse clicking on the clock icon. The speed of the computer player can be adjusted with the "+" and "-" buttons. This window will appear at the same location as the Event Window.

- ✓ **Empire Window Stay On Top** - If selected, the Empire Window will not be hidden under other windows that may appear.

- ✓ **Event Window Stay On Top** - If selected, the Event Window will not be hidden under other windows that may appear.

- ✓ **Keep/Pass Stay On Top** - If selected, the Keep/Pass Window will not be hidden under other windows that may appear.

- **Default Sizes and Positions** - Resets the screen to default window sizes and positions.

- ✓ **Auto Retreat** - If this option is in effect, players will not be prompted when Armies need to be retreated from the Start Land of a new Empire. The Armies will instead be automatically retreated to the best surrounding Land

Options Menu

(see Section 10 for more information about retreating Armies). This option is automatically selected for an e-mail game.

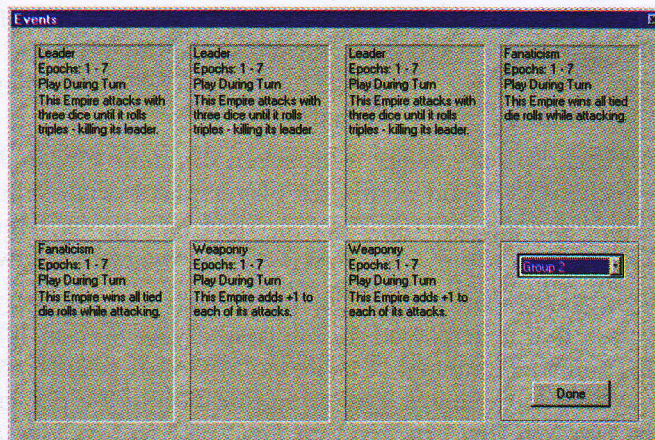
- ✓ **Auto Center** - If selected, the Tactical Map will center on a Unit when it is placed on the map.
- ✓ **Auto Save** - If selected, this option causes the game to automatically save after each human player action.

View

- **Empire Window** - Choosing this menu item will display the Empire Window.
- **Event Window** - Choosing this menu item will display the Event Window.
- **Strategic Map** - Choosing this menu item will place the Strategic Map on top of any windows that may already be displayed. This menu item is only available from the menu in the Tactical Map Window.
- **Jump Map** - Choosing this menu item will display the Jump Map Window.
- **Area Values** - Choosing this menu item will display the Area Value Table. The Area Value Table is shown in Appendix C. Section 14 explains how this table is used to calculate a player's score.



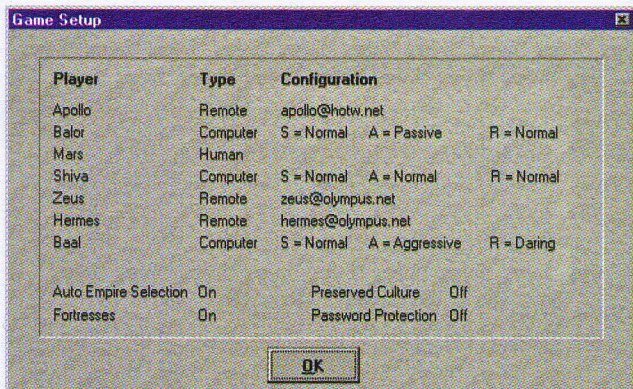
- **Empires** - Displays information about the Empires in the current Epoch. Use the drop-down list box in the Empires Window to view a different Epoch's Empires.



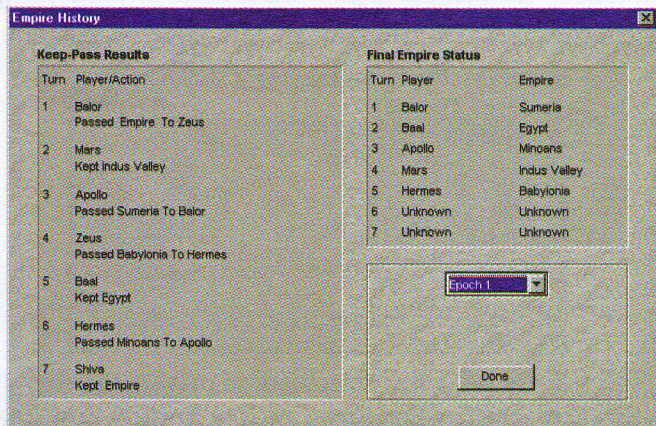
- **Events** - Displays information about the different Events (see Section 9, Events). One group of Events is displayed at any one time. The Event group can be changed via the drop-down list box.

HISTORY OF THE WORLD

View Menu

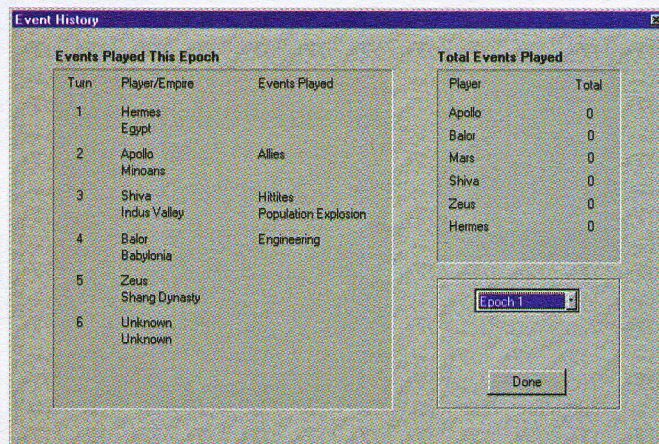


- **Game Setup** - Displays a window which lists the game setup information specified in the New Game Setup Window.



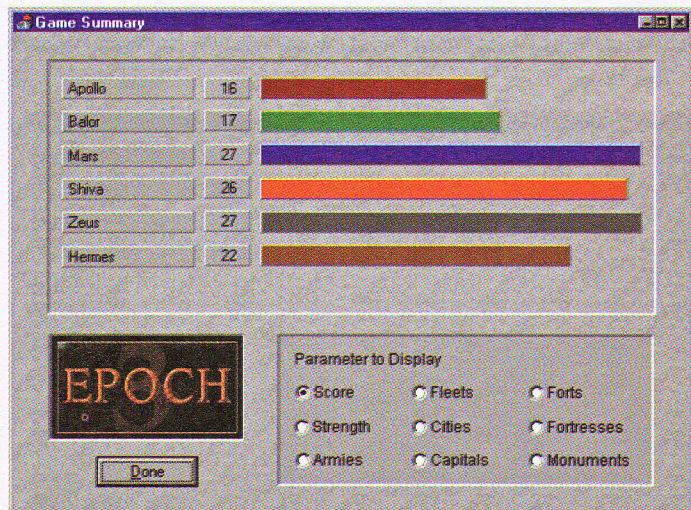
- **Empire History** - Displays the Empire History Window. The Keep/Pass Results Box shows the actions taken by each player during the Empire Draw/Keep/Pass Phase. The Final Empire Status Box shows which Empire each player received. Note that if a player's turn has not yet

been started, the player and the player's Empire is not listed. The Epoch can be changed using the drop-down list box.

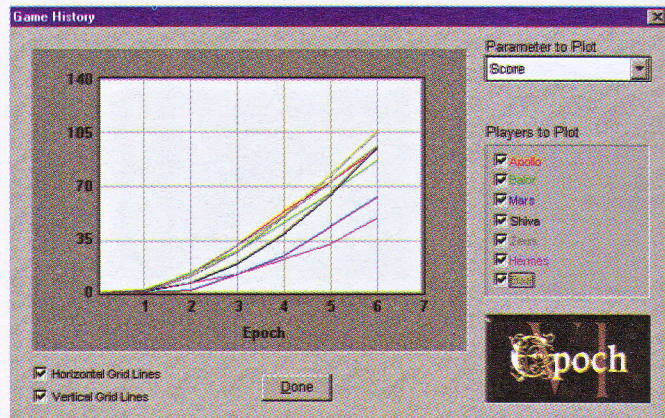


- **Event History** - Displays the Event History Window. The Events Played This Epoch box lists the players, their Empires, and the Events played during the selected Epoch. The Total Events Played box lists the total number of Events that each player has played during the game. The Epoch can be changed using the drop-down list box.

View Menu



- **Current Summary** - Displays a window which allows the player to view bar graph charts of current game parameters. Comparisons of each player's current totals are shown in each of nine different parameters.

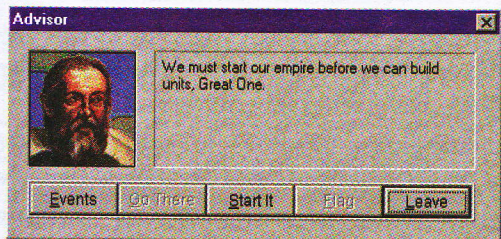


- **Game History** - Displays a window which allows the player to view graphs which show Epoch-to-Epoch progress of various game parameters. Comparisons between any combination of players are available for:
 - Score (Victory Points)
 - Strength Points
 - Armies
 - Fleets
 - Cities
 - Capitals
 - Forts
 - Fortresses
 - Monuments

Check boxes (✓) allow the choice of players to be specified, and whether horizontal and/or vertical grid lines are shown on the graph.

- **High Scores** - Tracks the top 10 finish scores from 2, 3, 4, 5, 6 and 7 player games.
- **Keep/Pass Empires** - Displays the Keep/Pass Empires Window (see Section 4, Selection of Empires).

- **Summon Advisor** - Displays the Advisor Window. The Advisor can be used to give the player advice for the next play. The player can choose to obtain advice about the next build or the play of an Event.

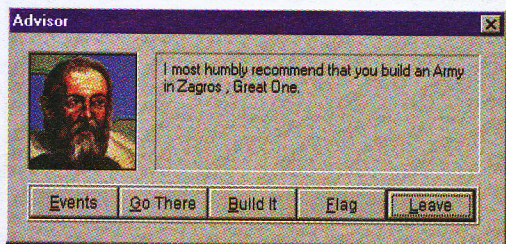


Before a player has started the Empire, the Advisor has the following options:

Events - Command the Advisor to recommend an event to play before the Empire is started.

Start It - Have the Advisor start the player's Empire.

Leave - Exit the Advisor Window.



After the player's Empire has been started, the Advisor will recommend a build. At this point, the options are:

Events - Command the Advisor to recommend an Event to play.

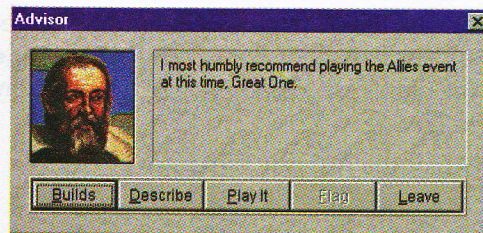
Go There - Center the Tactical Map on the recommended Land.

Build It - Have the Advisor build the Unit.



Flag - Have the Advisor flag all of the Lands in which a Unit can be legally built. The flag markers are small yellow squares with a black dot in their center. If the lands are already flagged, the button will be labeled "Unflag."

Leave - Exit the Advisor Window.



When asked to recommend an Event, the Advisor displays his recommendation, if any. Buttons along the bot-

View Menu

tom of the Advisor Window allow the player to choose from four options:

Builds - Command the Advisor to give a recommendation for the next build.

Describe - Display a description of the Event that the Advisor has recommended.

Play It - Have the Advisor play the Event.

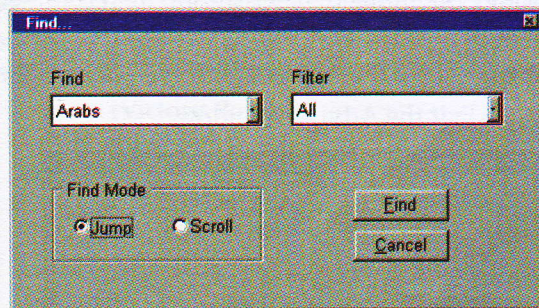


Flag - If the Event requires Units to be placed, have the Advisor flag all of the Lands that are legal choices. If the Lands are already flagged, the button will be labeled Unflag.

Leave - Exit the Advisor Window.

Map

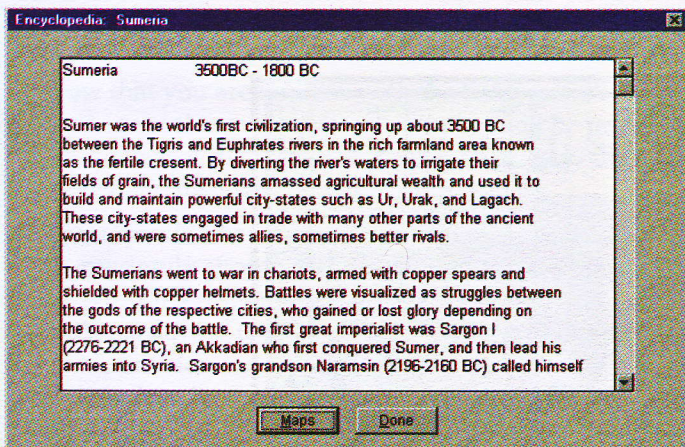
- Hide Markers - Removes all markers from the Tactical or Strategic Map. When all markers have been removed, this menu item changes to Show Markers.
- Show Markers - Restores all markers to the Tactical or Strategic Map. When all markers have been restored, this menu item changes to Hide Markers.
- View Atlantic Ocean Fleets - Centers the Tactical Map on the area where Atlantic Ocean Fleets are displayed.
- View Indian Ocean Fleets - Centers the Tactical Map on the area where Indian Ocean Fleets are displayed.
- View Pacific Ocean Fleets - Centers the Tactical Map on the area where Pacific Ocean Fleets are displayed.



- Find - Displays the Find Window. Using the Find feature, the player can center the Tactical Map on any selected Land, Sea, Ocean or Empire.

Encyclopedia

The Encyclopedia menu allows players to access historical information about the Empires and Leaders found in *HISTORY OF THE WORLD*.



- Selecting an Empire displays the Encyclopedia Text Window, which gives a brief summary of the selected Empire.

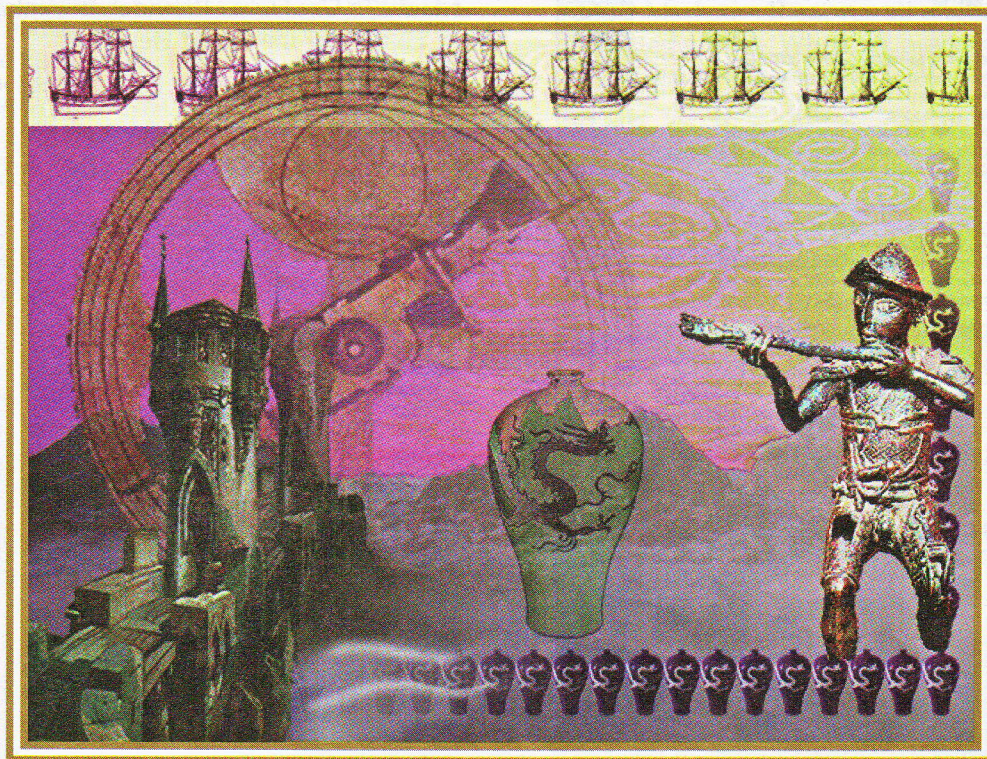


- Selecting the Map button shows the Encyclopedia Map Window.

Help

- How To Use Help - Provides an explanation of how to use History of the World Help.
- Contents - Lists a table of contents for the Help.
- Index - Lists an index for the Help.
- Search for Help On - Allows the player to search for help on a particular topic.
- Interactive Ttutors - Choosing this item starts a tutorial session for *HISTORY OF THE WORLD*.
- System Resources - Display a chart showing the current Windows System Resources.
- Product Support - Displays a window containing product support information.
- About History of the World - Displays the "About" window for *HISTORY OF THE WORLD*.
- History of the World Credits - Displays a window containing credits for all the good people that have brought you this game.

PART II: PLAYING THE GAME



8. SEQUENCE OF PLAY

Now that you are familiar with the basic game concepts, a summary of the entire sequence of play will be presented. This sequence of play covers some topics already discussed but which are included here for completeness.

1 Draw Events Phase - After a new game is started, Events are randomly chosen and distributed to each player. This phase is hidden from the player. Events can be examined by each player during that player's turn in the Event Window. See Section 9 for more information about Events and the Event Window.

2 Auto-Select Empires - If the Auto-Select Empires option has been placed in effect by checking that option box in the New Game Setup Window, Empires are randomly assigned to each player, and the sequence of play skips to step 5.

3 Determine Empire Drawing Order Phase - If the Auto-Select Empires option has not been turned on, the player drawing order for selecting Empires is determined. At the beginning of the First Epoch, the Empire drawing order is randomly determined by the computer. Starting with the Second Epoch, players will draw in order of their current number of accumulated Strength Points, with the lowest Strength drawing first. If several players have equal Strength, they will draw in order of their Victory Points total with the tied player having the most Victory Points drawing first. If tied in both Strength and Victory Points, the player who played first in the preceding epoch goes first. This phase is automatic and hidden from the player.

4 Empire Draw/Pass/Keep Phase - In the order determined in step 3, players will randomly draw an Empire, privately inspect it, and then decide to either keep the

Empire or pass it to another player who has not yet received an Empire for that Epoch. This procedure takes place in the Empire Selection Window, described in Section 3. Players are not allowed to inspect an Empire which has been passed to them, and must wait until their turn before they see which Empire they are playing with in the current Epoch. Details of the Empire Draw/Pass/Keep Phase are discussed in Section 4.

5 Determine Order of Play Phase - The seven Empires available for play during a given Epoch have a specific order of play. This order approximates that Empire's chronological order of appearance in history. Players will take their turns in the order dictated by their current Empire. See Appendix A for a listing of the Empires and their order of play. This phase is automatic and is hidden from the player.

6 Play Before Turn Events Phase - Each player may play up to two Events in each Epoch. Events are divided into two categories: "Play Before Turn" and "Play During Turn." Before the Empire is started by the active player by placing an Army and a Capital (for those Empires that have Capitals) in the Start Land, Events labeled with the instruction "Play Before Turn" may be played. See Section 9 for a description of Events.

7 Start Empire Phase - The active player "starts" the Empire by left-clicking on the icon at the top of the Empire Window.



If a Capital icon is displayed at the top of the Empire Window, then the Empire has a Capital city, and both an Army and a Capital will be placed in the Empire's Start Land.



If a Nomadic icon is displayed, the Empire does not have a Capital city, and only an Army will be placed

Sequence of Play

in the Empire's Start Land. Any Armies already present in the Start Land must retreat to an adjacent, friendly Land. Once the Empire is started, no more "Play Before Turn" Events can be played by the current player until the next Epoch.

8 Expansion Phase - Each Empire has a certain number of Strength Points, shown in the Empire Window just to the left of the Army icon. The current player may use these Strength Points to build any units available to that Empire. Subject to certain restrictions, Armies may be placed one at a time in Lands currently occupied by the Empire, adjacent to Lands occupied by the Empire, or in Lands next to a Sea or Ocean in which the Empire has Navigation and which is occupied by a Fleet of that player. Likewise, Fleets may be placed in Oceans or Seas currently occupied by the Empire, or adjacent to a Sea or Ocean occupied by the Empire, in which the Empire has Navigation.

If the adjacent Land already contains an Army or Minor Army of another Empire, or if the adjacent Sea already contains a Fleet of another Empire, the current Empire must engage in combat with the other Empire until only his unit or the defending unit remains. After any combat, the current player continues to place units until all of the Empire's Strength Points have been used. The active player may also place Forts or Fortresses (if the Fortresses option is in effect) in any Lands occupied by the current Empire's Armies.

9 Build Monuments Phase - The current Empire may build a Monument for each pair of Resources it controls at the end of its turn if those Resources were not already used during that same turn to build a Monument for a Minor Empire.

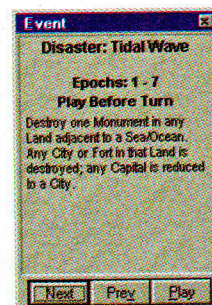
10 End of Player's Turn - A player's turn ends when he selects the Next Turn button or menu item. At this point the player's VP total is frozen for the remainder of the

turn—the player cannot lose points through the actions of any subsequent players in the same Epoch.

Steps 4 through 10 are repeated until all players have taken their turn in the current Epoch. Play then proceeds to Step 2 of the next Epoch.

9. Events

There are 63 total Events that can be played during a game of *HISTORY OF THE WORLD*. Of these, 45 are unique and 18 are duplicates. The 63 Events are categorized into nine groups, each group containing Events that are similar in nature. Appendix B lists the Events and the groups to which they belong. During the Draw Events Phase each player is randomly assigned one Event from each group.



Using the Event Window the current player can examine the Events available for play during the remainder of the game. The Event Window contains the following:

- The name of the Event.
- The Epochs during which the Event can be played.
- When the Event can be played ("Play Before Turn" or "Play During Turn").
- A description of the Event.

There are three buttons at the bottom of the window. Pressing the Next or Prev buttons lets the player page through the Events. Pressing the Play button puts the Event into play. The Play button will be grayed out and unselectable if the Event cannot be played. This can occur for one of five reasons:

- The Event may not be played in the current Epoch.
- The Event may not be played in the current phase of the player's turn (for example, the player may have started his Empire already and the Event is a "Play Before Turn" Event).
- Conditions may be such that the Event could not be successfully completed (for example, the "Disaster: Tidal Wave" Event cannot be played if there are no Monuments in a Land next to a Sea or Ocean).
- The Event modifies another Event already played in the same turn (for example, Leader and Elite Troops).
- Two Events have already been played in the current player's turn.

STRENGTH POINTS

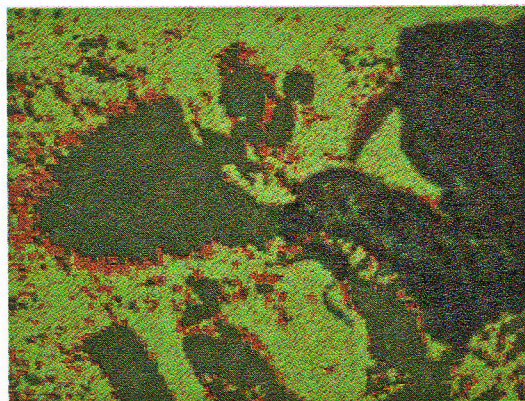
Some Events grant the player additional Strength Points for his Empire. These additional Strength Points are *not* added to the player's accumulated Strength for purposes of determining drawing order for Empire selection.

REQUIRED BUILDS

If an Event grants an Empire a certain type of unit, that unit must be built and cannot be traded for another type during the Expansion Phase. For example, an Empire playing the Shipbuilding Event must place at least two fleets in addition to the one required by its Navigation capabilities. Required builds are shown in the upper right corner of the unit icons in the Empire Window (see Section 4).

MINOR EMPIRES

When Minor Empires are played, they build Units, expand, etc., exactly like normal Empires. However, a Minor Empire is not part of the larger, active Empire for purposes of Monument builds or Expansion. To differentiate the Minor Empire Army units from those of the normal Empire, a white bar appears at the top of the Army icon. All activities of a Minor Empire (except scoring) are ended before the player's main Empire begins placement or another Event is played. The Minor Empire does contribute to the player's score at the end of the turn.



VACANT LANDS

Should the "Black Death," "Pestilence," "Famine" or "Plague" Events strip a Land of all occupying armies, any Capital, City or Monument therein remains as a neutral. They can be claimed without combat by the next player to place an army in that Land. When Barbarians destroy all Armies in a Land, they also destroy any City or reduce any Capital to a City according to the normal rules of Conquest (see Section 12).

Events

RETREAT/NO RETREAT

Although the "Rebellion," "Civil War" and "Jewish Revolt" Events allow their owner to place units directly in the affected Land, no retreat from that Land is allowed. Neither does the defender receive any Difficult Terrain advantage against the attacker who has sprung up in his midst. Any Fort or Fortress in the Land aids the defender.

If a Kingdom appears in a Start Land already occupied by another Army, the prior occupant must retreat. See Section 10 for information on how to retreat an Army.

INCAS & AZTECS

These two Empires appear together during Epoch VI. They build two Capitals but use Armies of the same type. They may play zero, one or two Events total (not two each).



10. STARTING YOUR EMPIRE . . .

After the player has finished playing any "Play Before Turn" Events, the Empire is started by left-clicking on the icon at the top of the Empire Window. If this is a Capital icon, then the Empire has a Capital, and both an Army and a Capital will be placed in the Empire's Start Land. If this is a Nomadic icon, then the Empire does not have a Capital city, and only an Army will be placed in the Empire's Start Land. In both cases, the number of Strength Points will be decremented by one to account for the placement of the Army.

RETREATS

If a new Empire or Kingdom appears in a Start Land already occupied by another Army or Armies, the prior occupant must retreat to any adjacent Land containing the same type and color of Army. If unable to do so, it is eliminated. If there is only one possible Land to which the Army can retreat, this is also done automatically. If there is more than one possible Land to which the Army can retreat, and the Auto-Retreat option is not in effect, the owner of the prior Army will be prompted to choose a retreat Land. If the Auto-Retreat option is in effect, the computer will choose what it considers to be the best Land and will automatically retreat the Army to that Land. The Auto-Retreat option is always in effect for an e-mail game.



Retreat is the only instance in which a unit can move from one Land to another.

Armies may not retreat over Seas or Oceans except across a Strait (identified by a crossing arrow). Control of the intervening Sea makes no difference.

11. USING YOUR BUILDS . .

Each Empire has a certain number of Strength Points that can be used to build Units during the Expansion Phase. Building an Army, Fleet or Fort uses one Strength Point. If the Fortress option is in effect, building a Fortress uses two Strength Points.

Armies can be placed in any Land adjacent to a Land occupied by the current Empire. Fleets can be placed in any Sea or Ocean adjacent to a Land, Sea or Ocean occupied by that Empire if that Empire has Navigation of the Sea or Ocean. Once a Sea or Ocean is occupied by a fleet of that player, Armies can be placed in any Land adjacent to that Sea or Ocean if the current Empire has navigation in that Sea or Ocean. A Fleet can support the Armies of another Empire of the same player only if the current Empire has Navigation of that Sea or Ocean.

Armies can never be placed in the Barren Lands. Fleets may not enter the Caspian Sea. No more than three Armies can occupy any Land and no more than two Fleets can occupy any Sea. An Ocean may contain up to 14 Fleets, but each player is limited to two Fleets in an Ocean.

Any Empire with Navigation capabilities MUST build at least one Fleet (even if the only Sea it may navigate is already occupied by a friendly Fleet). If unable to reach a navigable Sea or Ocean during its turn, the Empire forfeits one build.

Units are placed on the map one at a time. This can be done one of three ways:

1. Left-click on the Unit icon in the Empire Window. This allows you to drag that Unit to the map where a click on a Land, Sea or Ocean will place the Unit there. If a Land, Sea or Ocean is selected which results in an illegal move, an error message window will be displayed. After vanishing the error message window, the player may select another Land, Sea or Ocean. At any time the operation can be aborted by right-clicking.



2. Right-click on a Land, Sea or Ocean with the mouse. This displays a pop-up menu from which the type of Unit can be selected. After selecting the type of Unit, that Unit is placed on the map at that location.
3. Click on the Build It button in the Advisor Window.

VIKINGS

In Epoch V, the Viking Empire may place only one Army in North America. If the Vikings attack an occupied North American land and lose, they may not place another Army

Using Your Builds

in North America. The Vikings may not place Armies in South America or Sub-Saharan Africa.

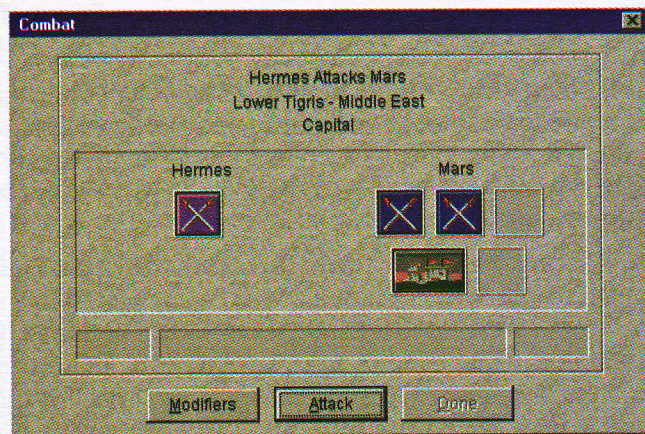
The Vikings may use the "Allies" Event to place a total of three Armies in North America. They may not use the "Allies" Event to expand into South America or Sub-Saharan Africa.

PORTS

Fleets must, at all times, have a Land controlled by their color to serve as a port adjacent to their Sea/Ocean, or they must be adjacent to a friendly-controlled Sea or friendly-occupied Ocean that is itself connected to a port. The Land that serves as a port is not required to have Navigation. Whenever a Fleet no longer has a port, it is immediately eliminated. This occurs automatically.

12. COMBAT

Empires expand from their Start Land by placing Armies in adjacent Lands (or Fleets in adjacent Seas or Oceans). They may continue to place Armies or Fleets in Lands, Seas or Oceans adjacent to their occupied Lands, Seas or Oceans until they run out of Strength Points. If the entered Land or Sea is already occupied by another Empire, a battle must be fought before more Units can be placed.



When combat occurs, the Combat Summary Window appears if Combat Summary in the Options menu has been selected. The window displays both the attacker's and the defender's units and markers.

Nominally, the attacker rolls two dice and the defender rolls one die to resolve combat. (All dice rolls are randomly determined by the computer.) Any modifiers to the number of dice and the die rolls can be displayed by clicking the Modifiers button (they will be discussed shortly). The player who rolls highest on a single die wins and the loser removes his Army or Fleet. If tied, both sides reroll until one wins. Combat continues until all defending armies are destroyed, or the attacker abandons the attack (either because the Empire has run out of Armies or Fleets with which to attack, or because the player does not wish to commit another Army or Fleet to the attack). If the attacking player conquers a Land, up to two more Armies and a Fort (or Fortress) may be placed there. If the attacking player conquers a Sea, one additional Fleet may be placed there.

COMBAT MODIFIERS

- **Forts** - An Empire may place one Fort in each Land occupied by its armies. A Fort adds +1 to the die roll of defending Armies. Forts do not absorb losses in combat. They are eliminated automatically with the last defending Army in a Land (even if that Army is removed due to a non-battle Event).
- **Difficult Terrain** - If an attack is made across difficult terrain, the defender rolls two dice instead of one. An attack is made across difficult terrain if the attacking Army entered the defender's Land across a Mountain, a Forest, or the Great Wall of China inside the defender's border. Attackers entering a Land from a Sea or Ocean are also considered to be attacking across difficult terrain.

Note: The Great Wall of China was not built until the Chin Dynasty in 221 B.C. However, it was built along an already fortified line of difficult terrain and therefore is considered in effect throughout the game.

- **Straits** - A strait is depicted by an arrow which serves as a land bridge linking two Lands together as if they were adjacent. Armies may attempt Expansion across Straits. If the intervening Sea is not controlled by the attacker, the defender is entitled to difficult terrain advantages. However, if the attacker controls the intervening Sea, the attack across that strait is not considered to be made across difficult terrain.
- **Events** - Several Events modify combat. For example, playing "Weaponry" will add +1 to the attacking Army's die rolls.

AUTOMATIC VICTORY

Empires may not expand from Lands controlled by other Empires of the same color (or build Monuments with Resources controlled by other Empires). Consequently, a

player may find it necessary to attack his former Empire's Lands. Such attacks are won automatically. The defender is eliminated and all normal consequences of Conquest occur. A player may not claim Automatic Victory over the "Barbarians" if forced to attack that player's own Lands with the Event.

CONQUEST

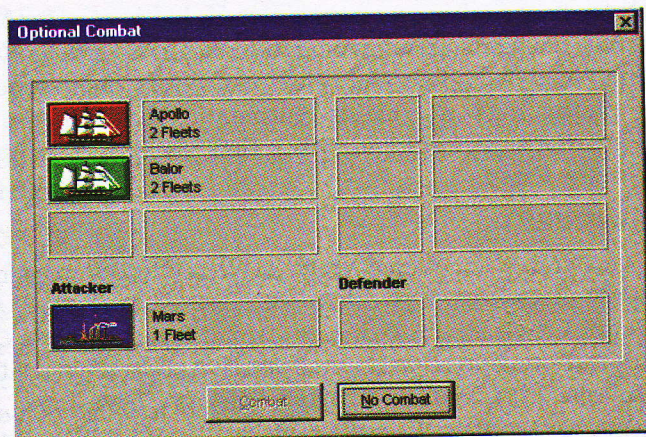
A Land is conquered when successfully occupied by a newly placed Army which is not defeated in combat. Any Fort or City is eliminated. Any Capital is reduced to a City. Any Monument remains unaffected. Lands which fall to "Treachery," "Rebellion," "Civil War" or "Barbarians" are still subject to these Conquest effects.

OCEANS & OPTIONAL COMBAT

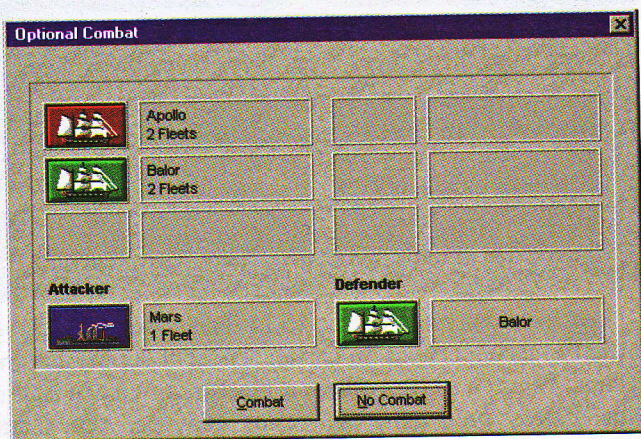


An Ocean may contain up to 14 Fleets, but each player is limited to two Fleets in an Ocean. Combat is optional in the Oceans. When a player places a Fleet in an Ocean that contains Fleets belonging to other players, the Combat Selection Window is displayed.

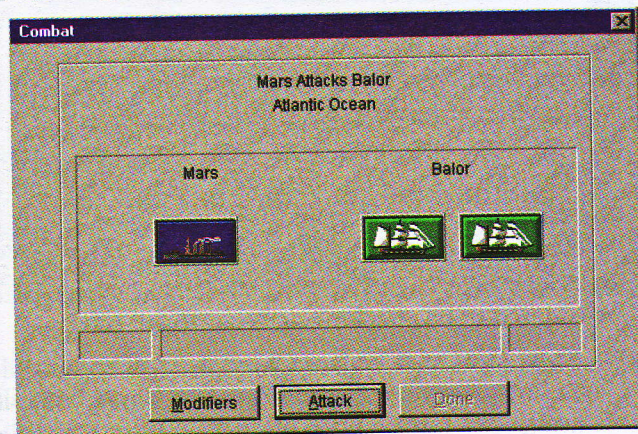
Combat



The Combat Selection Window displays the enemy Fleets that are already present in the Ocean. If the player does not wish to initiate combat with any of these enemy Fleets, select the No Combat button. If the player wishes to initiate combat with one of the enemy Fleets, a mouse click on that Fleet will activate the Combat button and display the selected Fleet in the area just above the two buttons.



At this point the player can still avoid combat by selecting No Combat. If the Combat button is selected, and Combat Summary in the Options menu has been turned on, the player is presented with the Combat Summary Window.



Combat proceeds as described at the beginning of this section. If the attacking player eliminates the enemy Fleet, and there are other enemy Fleets still in the Ocean, these may also be attacked. In this case, the player would be presented once again with the Combat Selection Window.

13. MONUMENTS

A free Monument is built at the end of an Empire's Expansion Phase for each pair of Resource symbols controlled by its Armies. Monument sites must be controlled by the building Empire and may contain no other Monuments. Sites must be chosen based on the following priority:

1. Capital of the Empire
2. City site
3. Resource site



If only one location can be chosen (for example, the Capital of the Empire), the player is notified and the monument is automatically built at that location. If more than one location can be chosen, the player is prompted to select the location for the monument. If no site is available, a Monument cannot be built.

DESTRUCTION

Monuments are not eliminated by conquest. They are removed only by Events which cite their elimination. If eliminated, they can be rebuilt by another Empire on the same location.

INCAS & AZTECS

These two Empires appear together during Epoch VI. They use Armies of the same type, and if they control two Resource symbols between them, they may build a single Monument.

14. SCORING

The player who scores the most Victory Points (VPs) wins. If the score is tied, the tied player who played last wins. VPs are updated continuously for each player who has not finished his turn in the current Epoch. This means that when a new Epoch begins, all players' scores will temporarily increase. As units and markers are removed from the map due to combat and the play of Events, a player's score can decrease. During the player's turn, his score will increase as units and markers are placed on the map during the Expansion Phase. Once a player's turn has been completed, his score is frozen for the remainder of the Epoch.

VPs are scored as follows:

LANDS & SEAS

- 2 VPs for each Capital
- 1 VP for each City
- 1 VP for each Monument
- 1 VP for each Sea (no points are scored for Oceans)

AREAS

The 92 Lands are grouped into 13 color-coded Areas. Each Area is worth a varying number of VPs during different Epochs in the game as shown on the Area Value Table in Appendix C. The Area Value Table is also available from within the game by selecting Area Values from the View menu.

As an example, China (the dark green Area on the map) has a Base Value of 1 VP in Epoch I, 2 VPs in Epoch II, and 3 VPs thereafter. Southern Europe has a Base Value of 0 VPs in Epoch I, 2 VPs in Epoch II, etc. A player with one or more Armies in an Area at the end of his turn scores points in that Area as follows:

Scoring

Presence - Occupying at least one Land in an Area gains the Base Victory Point value.

Domination - Occupying at least three Lands in an Area and more Lands than any other player has in that Area gains double the Area Base Victory Point value.

Control - Occupying every Land in an Area gains triple the Area Base Victory Point value.

COMBINED HOLDINGS

Although a player scores VPs for all of his holdings—including past Empires—each Area is scored only once per player in each Epoch. For example, a player cannot score multiple Presence points (or both Presence and Domination points) in the same Area in the same turn regardless of the number of his Empires occupying that Area. A player may combine Lands of different Empires of his faction to claim Domination or Control of an Area.

15. OPTIONAL RULES

There are two optional rules which may be selected at the beginning of a new game. These optional rules are selected by checking the appropriate boxes in the New Game Setup Window.

FORTRESSES

A Fortress may be built at a cost of two Strength Points. A Fortress adds one to the defender's die rolls and wins all ties. Otherwise, it is the same as a Fort. Neither side wins ties when a Fortress is attacked by "Fanaticism." The "Empire Fortifies," "Engineering" and "Empires Fortify" Events can be used to upgrade an already existing Fort to a Fortress at a cost of one Fort for each upgrade. This is the only situation in which a Fort can be upgraded to a Fortress.

PRESERVATION OF CULTURE

When playing this option, Monuments are built with the building player's color, and this color does not change throughout the remainder of the game. Monuments are worth 2 VPs each if controlled by Armies of the same color and 1 VP each if controlled by Armies of a different color. Monuments that are recaptured by their own color are still worth 2 VPs each.

16. PBEM: PLAY BY E-MAIL

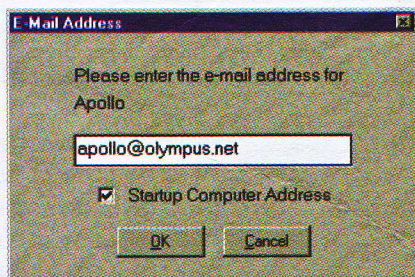
HISTORY OF THE WORLD can be played on separate computers using the built-in Play By E-Mail (PBEM) feature. The only requirement other than owning a copy of the game itself is some method of transferring a single saved game file from one player to another.

An e-mail game is set up from within the New Game window (see Section 3). One of the players must be responsible for setting up the e-mail game. This includes specifying the number of players, their names, whether the player is human or computer, player e-mail addresses, and game options. An e-mail game must have at least two human players.

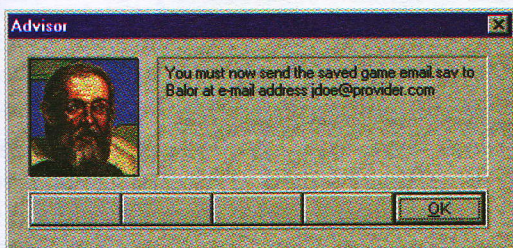
HISTORY OF THE WORLD can also be played by more than one human player at the same computer. If no e-mail addresses are specified for the human players, the game assumes that all humans are playing from the same computer. If e-mail addresses are specified for all of the human players, the game assumes that at least some of the human players are playing at different locations.

To start an e-mail game, one of the human players supplies all needed information in the New Game window. For each human player, selecting Configure will display the E-Mail Address Window. Each human player must have an e-

mail address. The human player who starts the game should place a ✓ next to Startup Computer Address.



We recommend that the Password Protection option be used for an e-mail game or a "hot-seat" game between human players. When this option is in effect, each human player will be prompted to enter a password when he receives the game to play his first turn. A player will not be able to begin his turn without entering his password, so care should be taken to remember it! The inconvenience of having to remember a password is justified in the knowledge that no other player can examine the game state out of turn.



When a player has completed his turn, the Advisor window appears with a message directing the current player to send the e-mail game file to another player. Selecting OK in the message box exits the game. At this point, the player should send the e-mail game file to the address specified in the message box. Remember that in *HISTORY OF THE*

WORLD the order in which players play their turns is not fixed; it is even possible for a given player to play two turns one after another.

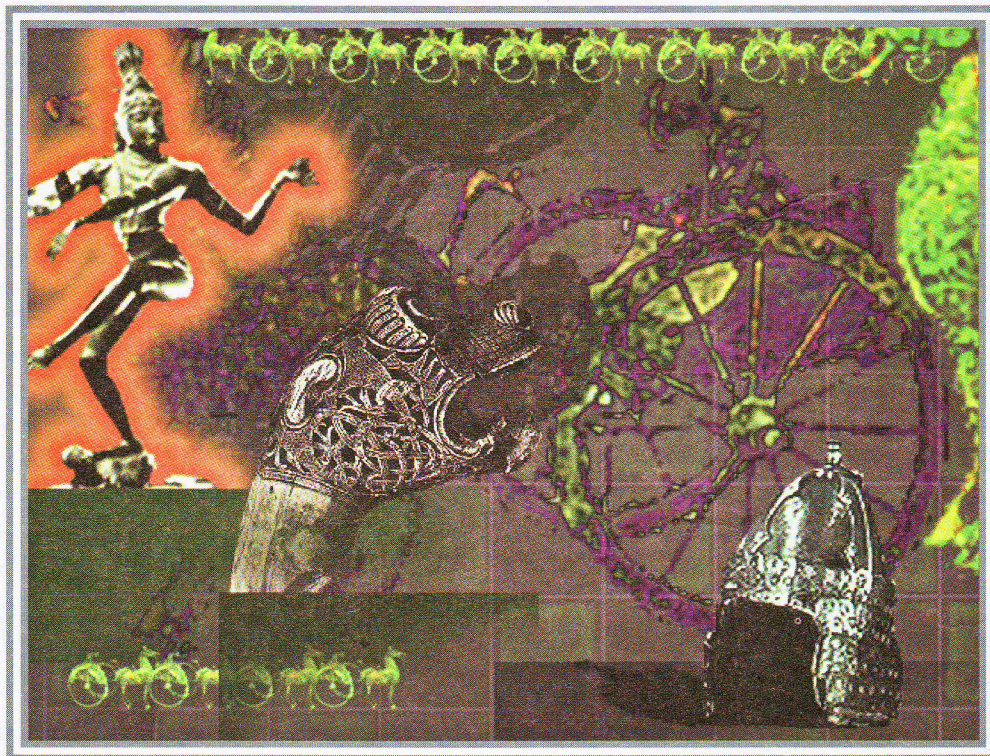
The e-mail game file is named "email.sav" and is found in the \save subdirectory. The \save subdirectory is found one level down from the directory where *HISTORY OF THE WORLD* is installed (in other words, one level down from the path that was specified during the install procedure). When receiving an e-mail game file from another player, it must be copied into this same subdirectory. Thus, the e-mail game file from the previous turn will be lost unless the user renames it before the copy is made.

The file can be sent by attaching it to an e-mail message (on ISPs that support attachments), or by encoding it into a message by a special encoding program (*not* included with the game). If you have any trouble sending or receiving e-mail games, please contact your Internet Service Provider.

After an e-mail game file is received and copied into the \save subdirectory, the game can be started. After the opening sequence you are presented with a full screen view of the Tactical Map Window. The e-mail game is loaded by selecting Load Game from the Game menu. This will display the Load Game Window. Select "email.sav" followed by OK, and the e-mail game will be loaded.

One of the most useful features that can be used in a e-mail or hot-seat game is player-to-player messaging. Players can use this feature to send private communications to other human players. Both the Send Message Window and the Receive Message Window are described in detail in Section 7.

PART III: TIPS & NOTES



17. STRATEGY TIPS

Keeping or Passing Empires

One of the most important parts of *HISTORY OF THE WORLD* is the Empire Selection round. The order of play during this round is based on some combination of the accumulated Strength Points, Victory Points and order of play in the previous Epoch (see Section 8 for a complete description). In general, players with the least accumulated Strength Points draw earlier in the round. These players have more control over the result of the Empire Selection round. This is the primary advantage of minimizing your Strength Point Total.

When you receive your Empire, you should consider its value compared with the other Empires in this Epoch. Also look at what the other players this round have decided. If a player keeps the Empire given to him, it must have been a good one. If he passed it to another player, it was probably a poorer choice. Once you have received an Empire from another player, you don't have the option to keep another Empire. At that point, if you think the Empire is a good card, don't pass it to a leading player! Try to pass bad cards to the leader instead.

Don't pass an Empire that appears early in the Epoch to a player who has lots of VPs on the board now—especially if there is a big difference between that player and the current player.

Remember that in the last Epoch, minimizing your Strength Points is not very important—get the best Empire you can get.

Events

Play Events only if they are to your advantage. In general, Events should be held until later Epochs. Each player has nine Events and can play a maximum of two in each Epoch. You should try to play all of your Events if possible.

Each player will have one of each of the following Events:

MINOR EMPIRES

Always play your Minor Empire in the appropriate turn. Be sure not to forget this important Event!

COMBAT MODIFIERS

Use these Events for larger Empires—ones with at least 12 builds. Play the Event before any combat—right after starting the major Empire is best. Remember, Combat Modifiers do not affect Minor Empires.

The best Event of this type is "Weaponry," followed by "Leader," then "Fanaticism." If you have more than one, save the best one for a stronger Empire.

REVOLTS

The "Elite Troops" and "Jihad" Events are more attack modifiers—"Jihad" is stronger than "Elite Troops." Use these events with large Empires.

"Civil War" should be used to gain territory, especially points away from your current Empire's reach—that way, you're not having to leap all over yourself. Target gains in valuable areas, such as Preserved Monuments, Monument-Capital pairs, etc. Especially target difficult terrain areas.

"Crusade" should be played when an enemy controls Palestine and surrounding lands and your control of it will help give you presence or dominance in the Middle East.

Strategy Tips

"Jewish Revolt" should be played when an enemy controls Palestine and your control of it will help give you presence or dominance in the Middle East.

KINGDOMS & MIGRANTS

The Kingdom Events should generally be played as soon as possible unless you think the Land in question might be overrun by another player. The Migrants Events should be played as early as they provide points. For "North American Migrants," play them in Epoch V or sooner; for "Sub-Saharan Migrants," play them in Epoch VI or sooner. Since the Migrants cannot build Monuments, do not place them in Resource lands. Place them in Lands that are hard to attack.

DISASTERS

Disasters should be used to weaken your opponents early in the game—especially in areas you can't get to, and especially if your opponent is ahead of you. Remember that most of the Disasters affect Capitals, Cities, Forts and Fortresses as well as Monuments.

REVITALIZATION

The "Treachery" event should be used whenever an upcoming, must-win attack is being made into Difficult Terrain or against a Fortified opponent.

Let "Rebellion" occur whenever you need to reduce an opponent's holdings—especially those you can't get to with your current Empire.

"Empires Revive" and "Empires Fortify" should be used early in the game—fortifying your holdings at the end of the game is of no value.

DISEASES & BARBARIANS

"Barbarians" should be used whenever a Barren Land is

mostly surrounded by enemies. It is good either for weakening an Area that is easy to get around (e.g., India) which you are about to go into, or for clearing up an area where your opponents have a stronghold that is out of reach.

"Black Death" can be the most important Event in the game if the dice roll the right way. Use it to attack two adjacent Areas that are controlled by your opponents. It is especially good if those Areas can be attacked by your current Empire. "Plague," "Pestilence" and "Famine" all have similar, but smaller effects.

CIVILIZATION ENHANCEMENTS

The "Allies" Event is best used early in the game, when vacant Lands are easy to find. It also works well with smaller Empires—adding two units to the Romans doesn't make a big difference, but adding two to the Minoans can be very useful. The "Civil Service" and "Population Explosion" Events are also best used with smaller Empires, but they don't have the restrictions of requiring vacant Lands.

The "Ship Building" Event is best used for an Empire with more than two Navigable Seas. The "Engineering" Event can add fortifications to the existing Empire. Use it early in the game to improve the chance of survival.

MILITARY ENHANCEMENTS

The "Naval Supremacy" Event is best used for an ocean-going Empire like Spain, Portugal or Britain. The "Pirates" Event should only be used if the current Empire can guarantee a friendly port.

"Siegecraft" and "Surprise Attack" improve the odds against fortified opponents.

"Empire Fortifies" and "Empire Revives" should be used to fortify previous Empires that are not in the way of the current Empire's expansion.

Builds & Expansion

Use your builds for offense before defense. Generally, if the last one or two Armies can't gain you any points, look for ways to defend. However, keep in mind that Forts and extra defenders are susceptible to Events.

Score points! Occupy as many different Areas as possible. It is easier to maintain a Presence or Dominance in multiple Areas than to gain/maintain Control. In games with many players, expansion is good. In games with few players, attacking your opponents' Lands rather than vacant Lands is the best strategy.

Reduce your opponents' points—especially opponents doing well. For each Major/Minor Empire, determine which Areas you can/can't touch given a straight path. Use this information to determine which Events to use. For example, if your current Empire is Indus Valley, using a Disaster Event against Egypt is a good idea. Try to target Areas where leading opponents have Control or Domination, especially if they haven't yet played this turn. Look for enemy Fleets with marginal port support—sometimes you are better off attacking the port Land to defeat the Fleet at Sea.

Whenever possible, attack into opponents' Lands containing Monuments, Capitals and Cities. Accentuate this in games with fewer players. This reduces their score and increases yours.

Maintain points for future turns through fortification. Use the natural terrain as defensive barriers. When attacking, see if you can avoid Difficult Terrain by checking multiple paths.

Remember, you won't win every combat—there is always a risk.

Recommended Reading

You can find several good strategy articles on the boardgame version of *HISTORY OF THE WORLD* in back issues of the *GENERAL*. These articles contain useful tips that apply to the computer version of the game as well. The *GENERAL* is published by Avalon Hill and is dedicated to the presentation of authoritative articles on the strategy and tactics of games published by Avalon Hill. We recommend the following articles:

- ✓ "All Kingdoms Great and Small" by Scott M. Smith, *GENERAL* Vol. 30 No. 4. Examines how to maximize the play of the Kingdoms and Migrants Events.
- ✓ "Playing the Weak Empires" by Wesley Kawato, *GENERAL* Vol. 29 No. 6. Gives advice on how to get the most out of each Epoch's weak Empires, such as the Minoans and the Aryans of Epoch I.
- ✓ "Passing in Review" by Steven J. Ulberg, *GENERAL* Vol. 29 No. 1. Offers many strategy hints based on a detailed analysis of the game.
- ✓ "The Noble Art of Self-Defense" by Charles Bahl and Philip Kurita, *GENERAL* Vol. 29 No. 1. Explores the tactical merits of defensive play.

To order back issues of the *GENERAL* or the boardgame version of *HISTORY OF THE WORLD*, please call toll-free 1-800-999-3222.

Designers' Notes

18. DESIGNERS' NOTES . . .

When we (the Colorado Computer Creations design team) played our first game of the Avalon Hill boardgame *HISTORY OF THE WORLD*, we almost immediately became excited about the prospect of creating a computer version. The boardgame has a lot going for it:

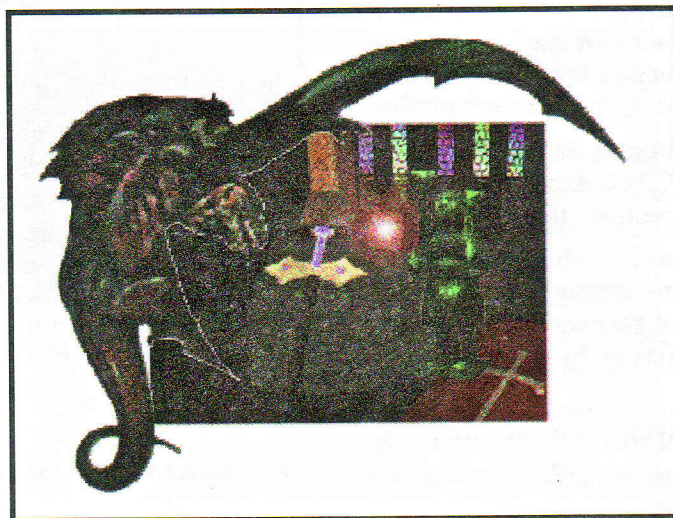
- You can pick it up quickly.
- The historical features of the game enhance the enjoyment, without crippling play.
- The strategy of the game is more complex than it looks at first glance.

That said, the single biggest problem with the board game is the length of time for a multi-player game. Completing a 6-player game in an evening requires a dedicated gaming group. However, a good portion of that time is spent doing bookkeeping—keeping score, eliminating

unsupported Fleets, determining how many Monuments a player can build (and where), determining the order of Empire card drawing, counting out Units, etc. Here the computer excels, where gamers with too little sleep tend to make errors. That is not to mention the cat wandering across the board during play.

We programmed the computer players with one key design goal—no cheating! The AI never peeks at the opposing players' Empire cards, and it does not use a different set of dice or rules. There is also no collusion of the AI players against the human opponents. We have strived to make the AI responsive—it was programmed on an 80486-DX/4 100 MHz machine, not a Pentium Pro 200—and we have left options available to make it faster or slower.

We have tried to keep the computer version true to Avalon Hill's boardgame—a game that we all enjoyed and hope that you do, too.



HISTORY OF THE WORLD—THE BOARDGAME

Every effort was made to remain faithful to the boardgame on which this computer game is based. However, some changes and enhancements were necessitated in order to improve the flow of the computer game for multiple human players and PBEM games.

- The "Trade" Event was replaced by an additional "Civil Service" Event.
- Players are limited to two Fleets in each Ocean.
- The Incas & Aztecs of Epoch VI may expand from either Capital with two Units rather than one Unit from each. In this way, the Incas & Aztecs can now expand to dominate North or South America.
- An Automatic Retreat option was added (see Section 10).
- An Auto-Select Empires option was added (see Section 3).
- The Sumerians have been restored to their rightful place as a full-fledged Empire rather than a neutral Minor Empire.

- All errata published in the *GENERAL* magazine has been incorporated into the computer game.
- The computer game updates the scores at the start of each Epoch, showing what a given player's score is under the current circumstances. These scores can be decreased by players playing before a given player, or increased when the player plays his turn (see Section 14).

ACKNOWLEDGMENTS

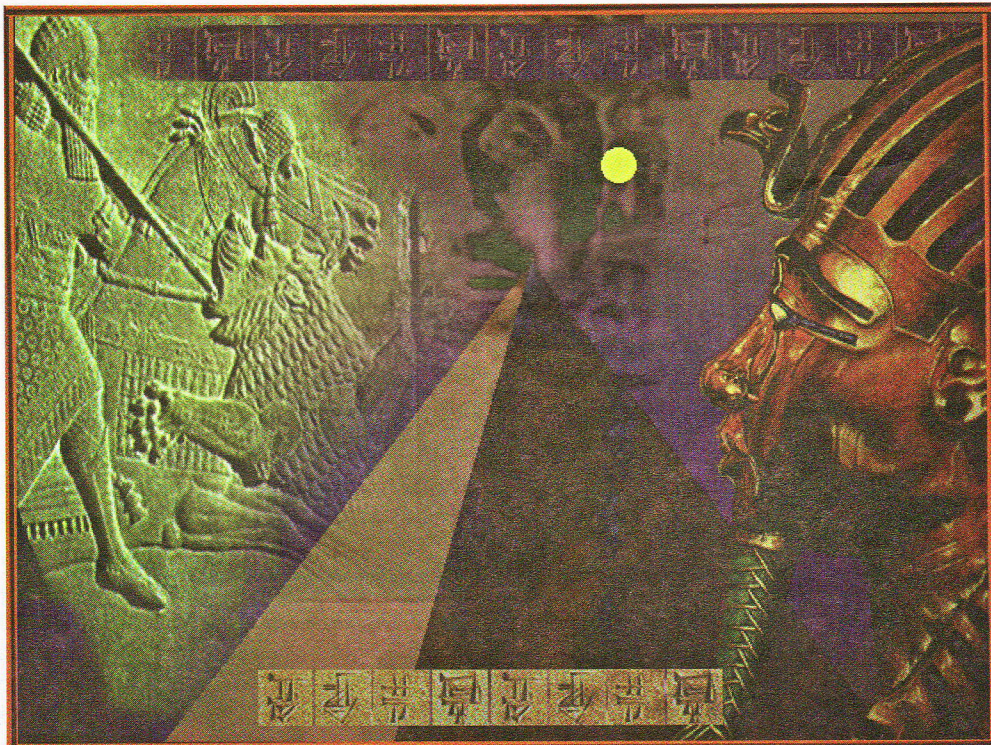
Joey would like to thank Linda for her love, patience, understanding and support. Joey would also like to thank Elizabeth, Sarah and Susan for allowing their Dad to spend so much time away from them in front of a computer.

Larry would like to thank his family and friends for their support—especially his wife Susan.

Gregg would like to thank Ann for her support and understanding during the many long hours he had to spend at the computer during the development of the game. He would also like to thank his uncles, Hoose and Aggie, for inspiration and great game designs for at least 45 years now. Keep it up, boys—we've got to get some of those on the computer!



APPENDICES



APPENDIX A

EMPIRE LIST

Turn & Empire	Start Land	Cap. SP	Navigation
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Epoch I, 3000-1400 BC

1. Sumeria	Lower Tigris	△ 4	—
2. Egypt	Nile Delta	△ 5	Red Sea, E. Med.
3. Minoans	Crete	△ 4	E. Med.
4. Indus Valley	Lower Indus	△ 4	—
5. Babylonia	Middle Tigris	△ 4	—
6. Shang Dynasty	Yellow River	△ 4	—
7. Aryans	Turanian Plain	- 5	—

Epoch II, 1400-450 BC

1. Assyria	Upper Tigris	△ 8	—
2. Chou Dynasty	Wei River	△ 6	—
3. Vedic City States	Upper Indus	△ 6	—
4. Greek City States	Morea	△ 9	Black Sea, E. Med., W. Med.
5. Scythians	Caucasus	- 7	—
6. Carthania	Shatts Plateau	△ 8	E. Med., W. Med.
7. Persia	Persian Plateau	△ 15	Black Sea, E. Med., Red Sea

Turn & Empire

Start Land

Cap. SP

Navigation

Epoch III, 450 BC - 300 AD

1. Celts	Central Europe	- 8	—
2. Macedonia	Pindus	△ 15	E. Med., Red Sea
3. Maurya	Ganges Delta	△ 10	—
4. Han Dynasty	Great Plain	△ 12	Sea of Japan, S. China Sea
5. Hsiung-Nu	Mongolia	- 7	—
6. Romans	Southern Appenines	△ 25	E. Med., W. Med., Red Sea, North Sea
7. Sassanids	Zagros	△ 9	—

Epoch IV, 300-750 AD

1. Guptas	Eastern Deccan	△ 8	Bay of Bengal
2. Goths	Danubia	- 10	—
3. Huns	Western Steppe	- 14	—
4. Byzantines	Balkans	△ 12	Black Sea, E. Med., W. Med.
5. T'ang Dynasty	Yangtze Kiang	△ 11	Sea of Japan, S. China Sea
6. Arabs	Arabian Peninsula	△ 18	Red Sea
7. Khmers	Mekong	△ 5	S. China Sea

Epoch V, 750-1300 AD

1. Franks	Northern Gaul	△ 10	W. Med.
2. Vikings	Scandinavia	- 9	W. Med., North Sea, Atlantic *
3. Holy Roman Empire	Central Europe	△ 10	—
4. Chola	Eastern Ghats	△ 8	Bay of Bengal
5. Sung Dynasty	Szechuan	△ 9	S. China Sea
6. Seljuk Turks	Turanian Plain	- 12	—
7. Mongols	Mongolia	- 20	Sea of Japan

Empire List

Turn & Empire Start Land Cap. SP Navigation

Epoch VI, 1300-1550 AD

1. Ming Dynasty	Chekiang	△ 10	Sea of Japan, S. China Sea
2. Timurid Emirates	Turanian Plain	△ 8	—
3. Incas & Aztecs	N. Andes, Mexican	△△ 4	—
4. Ottoman Turks	Western Anatolia	△ 15	Red Sea, Black Sea, E. Med.
5. Portugal	Western Iberia	△ 10	Atlantic+, Indian+
6. Spain	Pyrenees	△ 15	Atlantic+, Indian+
7. Mughals	Ganges Valley	△ 12	Bay of Bengal

Epoch VII, 1550-1914 AD

1. Russia	N. European Plain	△ 12	North Sea, Sea of Japan, Black Sea
2. Manchu Dynasty	Manchurian Plain	△ 12	S. China Sea, Sea of Japan
3. Netherlands	Lower Rhine	△ 8	Indian+, Atlantic+, Pacific+
4. France	Western Gaul	△ 15	Indian+, Atlantic+, Pacific+
5. Britain	Albion	△ 20	Indian+, Atlantic+, Pacific+
6. United States	Appalachia	△ 10	Caribbean
7. Germany	Baltic Seaboard	△ 10	Indian+, Atlantic+, Pacific+

* The Vikings of Epoch V may only place one Army in North America, and none in South America or Sub-Saharan Africa.

+ An Empire whose Navigation capabilities include Oceans with a "+" may place Fleets on any Sea adjacent to that Ocean.

APPENDIX B

EVENT LIST

At the start of Epoch I, each player randomly receives one Event from each of the nine groups below. No player will receive the same Event, except where an Event is a duplicate within its own Group. Events preceded by a "•" must be played **before** your Empire's turn. You cannot play them after your Empire has begun. The other Events may be played during your turn.

Group 1: Minor Empires

Epoch & Empire	Start Land	Cap.	SP	Navigation
• I Hittites	Eastern Anatolia	△	3	—
• II Phoenicia	Levant	△	3	E. Med., W. Med.
• III Mayans	Central America	△	2	—
• IV Anglo-Saxons	Baltic Seaboard	-	3	North Sea
• V Fujiwara	Hokkaido	△	3	Sea of Japan
• VI Safavids	Persian Salt Desert	△	3	—
• VII Japan	Honshu	△	5	Sea of Japan

Group 2: Combat Modifiers

I-VII	LEADER: Your Empire attacks with three dice until it rolls triples. Any triples roll kills the Leader, after which your Empire attacks with two dice.
I-VII	LEADER: As above.
I-VII	LEADER: As above.
I-VII	FANATICISM: Your Empire wins all tied die rolls while attacking.
I-VII	FANATICISM: Your Empire wins all tied die rolls while attacking.
I-VII	WEAPONRY: Your Empire adds +1 to each of its die rolls while attacking.
I-VII	WEAPONRY: As above.

Group 3: Revolts

- I-VII ELITE TROOPS: Your Empire attacks with three dice until it loses an Army or Fleet, after which it attacks with two dice.
- I-VII ELITE TROOPS: As above.
- I-VII JIHAD: Your Empire attacks with three dice *and* wins all ties until it loses an Army or Fleet. Once defeated, your Empire attacks with two dice and wins all ties until it loses its second Army or Fleet, after which it gains no extra attack benefit.
- II-VII CIVIL WAR: You may place one Army (of the type used by your last Empire) in each of three Lands of an existing enemy Empire. No Difficult Terrain applies. The rebel Armies attack in their placement Lands until victorious or defeated.
- II-VII CIVIL WAR: As above.
- II-VII JEWISH REVOLT: One Army (of the type used by your last Empire) attacks Palestine using three dice. No Difficult Terrain applies. If the Land is conquered, a City and Fort will appear therein.
- V-VII CRUSADE: Three Armies (of the type used by your last Empire) attack from the E. Med. with a +1 to their die rolls for Weaponry. Once ashore, these Armies may attack into adjacent Lands. If Palestine is conquered, a City and Fort will appear therein. The E. Med. need not be under your control to use this Event.

Group 4: Kingdoms & Migrants

- II-VII SUB-SAHARAN MIGRANTS: Place two Armies (of the type used by your last Empire) in Sub-Saharan Africa. They must occupy vacant Land(s). They may not build Monuments or attack.
- II-VII NORTH AMERICAN MIGRANTS: Place two Armies (of the type used by your last Empire) in North America. They must occupy vacant Land(s). They may not build Monuments or attack.
- II-VII UPPER NILE KINGDOM: One Army (of the type used by your last Empire), City and Fort appear in the Upper Nile. Any Army already there must retreat.
- III-VII SOUTHERN IBERIA KINGDOM: One Army (of the type used by your last Empire), City and Fort appear in Southern Iberia. Any Army already there must retreat.
- IV-VII MALAY PENINSULA KINGDOM: One Army (of the type used by your last Empire), City and Fort appear in the Malay Peninsula. Any Army already there must retreat.
- IV-VII GOLD COAST KINGDOM: One Army (of the type used by your last Empire), City and Fort appear in the Gold Coast. Any Army already there must retreat.
- IV-VII HIGHLANDS KINGDOM: One Army (of the type used by your last Empire), City and Fort appear in the Highlands. Any Army already there must retreat.



Event List

Group 5: Disasters

- I-VII VOLCANO: Destroy one Monument of your choice in any Land containing Mountains. Any City or Fort in the Land is destroyed, and any Capital is reduced to a City.
- I-VII VOLCANO: As above.
- I-VII EARTHQUAKE: Destroy one Monument of your choice. Any City or Fort in the Land is destroyed, and any Capital is reduced to a City.
- I-VII EARTHQUAKE: As above.
- I-VII EARTHQUAKE: As above.
- I-VII TIDAL WAVE: Destroy one Monument of your choice in any land adjacent to a Sea or Ocean. Any City or Fort in the Land is destroyed, and any Capital is reduced to a City.
- I-VII DISASTER AT SEA: Destroy all Fleets in one Sea of your choice.

Group 6: Revitalization

- I-VII TREACHERY: Play this Event and automatically win the combat in the next Land you attack.
- I-VII TREACHERY: As above.
- I-VII TREACHERY: As above.
- II-VII REBELLION: One Army (of the type used by your last Empire) appears in an enemy Land of your choice and attacks with two dice. No Difficult Terrain applies, but the defender benefits from any Fort in the Land.
- II-VII REBELLION: As above.
- III-VII EMPIRES REVIVE: Place four free Armies (of the same type used by past Empires) in Lands currently occupied by two Empires. They may not attack or expand into vacant Lands. At least one Army must be placed in each Empire.
- IV-VII EMPIRES FORTIFY: Place three free Forts in Lands still occupied by two past Empires. At least one Fort must be placed in each Empire.

Group 7: Diseases & Barbarians

- I-VII BARBARIANS: A Barbarian Army attacks out of a Barren Land into any adjacent Land of your choice. It continues to attack occupied Lands adjacent to the Barren Land until it is eliminated in battle or until it conquers all Lands adjacent to the Barren Land, at which point it is eliminated.
- I-VII BARBARIANS: As above
- I-VII BARBARIANS: As above
- I-VII PLAGUE: Any one Land of your choice rolls four dice for each Army therein. Each Army that rolls a "1" is eliminated.
- I-VII PESTILENCE: Any target Land of your choice rolls three dice for each Army therein. Each Land adjacent to it rolls two dice for each Army therein. Each Army that rolls a "1" is eliminated.
- I-VII FAMINE: One Area of your choice eliminates all Armies in excess of one per Land.
- VI BLACK DEATH: Two adjacent Areas of your choice roll one die for each Army therein. Each Army that rolls a "1" is eliminated.

Group 8: Civilization Enhancements

- I-VII CIVIL SERVICE: Your Empire starts with two extra Armies if it has a Capital.
- I-VII CIVIL SERVICE: As above.
- I-VII ALLIES: You may place one extra Army each in two vacant Lands adjacent to your current Empire.
- I-VII ALLIES: As above.
- I-VII POPULATION EXPLOSION: Your Empire starts with two extra Armies to build.
- I-VII SHIP BUILDING: You may build two extra Fleets if your Empire has Navigation. This Event does not cancel the Empire's one required Fleet build.
- I-VII ENGINEERING: You may build two extra Forts if your Empire has a Capital.

Group 9: Military Enhancements

- I-VII SURPRISE ATTACK: Negates Difficult Terrain and Fort or Fortress effects in the next Land you attack.
- I-VII SURPRISE ATTACK: As above.
- I-VII NAVAL SUPREMACY: Your Fleets attack with three dice and add +1 to each die roll.
- III-VII SIEGECRAFT: Cancels the effects of Forts and Fortresses you attack for the rest of your turn.
- I-VII PIRATES: You may build a Pirate Fleet in any Sea, regardless of your Navigation or Ports. However, the Pirate Fleet is eliminated if it cannot trace to a Port Land at the end of your turn.
- III-VII EMPIRE FORTIFIES: Place two extra Forts in Lands still occupied by a past Empire.
- III-VII EMPIRE REVIVES: Place three extra Armies (of the same type used by a past Empire) in Lands currently occupied by that Empire. They may not attack or expand into vacant Lands.

• Play before turn

APPENDIX C

AREA VALUE TABLE

AREA	EPOCH						
	I	II	III	IV	V	VI	VII
Middle East	2	3	3	3	2	2	1
North Africa	1	2	2	2	2	2	1
India	1	2	3	3	3	3	3
China	1	2	3	3	3	3	3
Southern Europe	-	2	3	3	3	2	2
Northern Europe	-	-	1	2	2	2	4
Southeast Asia	-	-	1	2	2	2	2
Eurasia	-	-	-	-	1	1	2
North America	-	-	-	-	1	1	3
South America	-	-	-	-	-	2	2
Sub-Saharan Africa	-	-	-	-	-	1	2
Nippon	-	-	-	-	-	1	2
Australasia	-	-	-	-	-	-	1

TECHNICAL SUPPORT

1-410-426-9600

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Avalon Hill Game Company

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#408935901



Minimum Requirements

486-33 MHz (486-DX-4 100 MHz recommended)
8 MB RAM (16 MB recommended)
256-color SVGA graphics
2x CD-ROM drive (4x recommended)
Microsoft™ compatible mouse
30 MB free space on hard disk
Windows 3.1 w/10 MB Swap Space (Windows 95 recommended)
16-bit sound card recommended

To Install History of the World

WINDOWS 95

1. Place the History of the World CD in your CD-ROM Drive.
2. Click on the Install button
3. Follow the on-screen instructions.

WINDOWS 3.1

1. Place the History of the World CD in your CD-ROM Drive (usually "d").
2. In the Program Manager window, pull down the File menu and choose Run.
3. Type in "d:\install\install" and press Enter. (If your CD-ROM Drive is a letter other than "d," insert the proper letter.)
4. Follow the on-screen instructions.

To Run History of the World

1. Place the History of the World CD in your CD-ROM Drive. The CD must be in the drive to play.
2. WINDOWS 95: Click on the Play button. WINDOWS 3.1: Double-click on the History of the World program group, then double-click on the History of the World icon.

Screen Resolution

We recommend game play at 800x600 resolution or above, running 256 colors. To change your resolution, go to Control Panel Display option.



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