

Instructions on using the Conquest Map Editor

This guide is organized in 10 parts. The number of each part is consistent with the numbering in the Mapedit menu.

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Before you design a map, first remember the key Conquest V1.3 Map Limitations:

Number of territories:	min - 6	max - 200
Number of continents:	min - 2	max - 30
Number of territories any given territory can attack:	min - 1	max - 10

***** Function 0: Overview

The F1 key usually displays the help information for the function you are in. The following is a list of important points to remember when you are getting ready to make a map:

1. Always draw the map on paper first!
2. Start with a very simple map, and stay simple until you become familiar with the editor.
3. SAVE OFTEN!
4. Make backup copies of a file under different names as you develop it, so you have something to fall back upon.
5. Use many small segments in each line, so the territories don't look like boxes.
6. Experiment with copies of the maps included with the editor. Load one of these maps and select the 'Verify Map File' function to see what is in a typical map file.
7. In most cases, F1 will bring a relevant help screen.
8. Name your completed maps with a distinctive sign (such as beginning them with your initials) so that they will not be duplicated names of other files on a bulletin board.
9. Draw each territory large enough to contain the number of armies to 3 digits (Conquest clips them after that). Place the army value in the center, so it will not overwrite the border. Also, ensure that some space is under the army value.
10. If one territory is linked incorrectly to several others, check to see if it has a gap in it's border.

11. Complete the 9 steps (Mapedit main menu) in order. Only go back to a step if you want to reaccomplish it.

***** Function 1: Draw Map

Objective: Draw the map. IMPORTANT! - save room for the Text box, Round number, and Continent set value displays. Also, draw the lines you use to connect continents LAST, so Conquest can use a different color to draw them. If you change the map later, you will have to re-draw the continent connector lines so they will then be last. Each territory shape must be a closed figure, so it will not 'leak' when it is filled with an owner's color. Current line segment is WHITE, old line segments are CYAN.

To draw a shape, just point at the location on the screen where you want to start, and click the LEFT button. Then move the line, and click again. Continue moving and clicking, until the shape is complete. At that time, press F2 to end the current line, and show the cursor so you can draw another shape.

Conquest saves a map as a series of lines (that is why the maps take such little disk space). So it is important to press F5 now and then to see what the map lines in memory look like.

If you use hexagons, the Map Editor will automatically number them, however you will not be able to see the numbers until you select the "lable territories" function. To see the numbers the Editor used for the hexagons, select "lable territories," then select "5. Add numbers" - this will let you view the numbers on the map. Press escape to exit the lable territories function. Since the editor will number the hexagons for you, you should finish each continent before you start on another continent - this will make the territory numbering consistant with the continents. For more information, select the "Enter Continent Data" function.

Function keys:

- F1 - Help
- F2 - Complete the current line, and show cursor
- F3 - Delete the last line drawn
- F4 - Toggle Grid on and off
- F5 - Redraw map
- F6 - Draw a hexagon, and move the cursor right

Arrow keys - move around screen, and keep the current hexagon spacing

- CLICK - to start line/add segments to current line
- Esc - Done
- Backspace - Delete last line segment
- Home - erase entire map file

***** Function 2: Locate Text box, Player I.D. box, & Round Number

Objective: Position these items on the map. They all must be

placed in the blue 'ocean' outside of any territories, lines, or set values.

Function key:

Click to locate the next item

***** Function 3: Connect Continents

Objective: Draw the lines that connect the continents, so Conquest can use a different color to draw them. Do not use the connector lines to make the borders for a territory - use function 1 for that. Use the same method to draw the connectors that you used to draw the map. The function keys and mouse operate the same way.

***** Function 4: Label Territories

Objective: Locate the number of armies value in each territory, and enter the number of territories in the map file. Note: the numbers in a continent must be sequential, i.e. continent 1: territories 1-6, continent 2: territories 7-10, etc. When you complete this function, the program uses the number of the last territory labeled (which is also the highest number on the map) as the total number of territories on the map, so you don't have to enter this again.

 If you have already numbered some or all of the territories on a map, a menu will come up and ask if you want to:

1. Renumber the entire map
2. Insert a number (If you add a territory to a previously numbered map, this map be nessisary to keep the numbering consecutive for that continent)
3. Delete a number
4. Move a number
5. Continue adding numbers to the current numbering

 Select one of the above, and proceed as before.

Function keys:

 Escape - done with this function

Arrow keys - move around screen, and keep the current hexagon spacing
 If you are using hexagons, this makes it easier to lable them.

Click to locate the next value (its number will be displayed)

Backspace after Click - reposition the value
Spacebar after Click - accept the position of the value

***** Function 5: Locate Continent Set values

Objective: Position the value gained from owning an entire continent, and enter the number of continents into the map file. Put the value next to the territories in it - i.e. first value next to territories 1-5, 2cd value next to territories 6-9, etc. (NOTE: if all values are the same, and you are cramped for space, you can put the values on top of each other). The program uses the number of set values that you locate as the number of continents on the map, so you don't have to enter this again.

Function keys:

Escape - done with this function
Click to locate the next value (its number will be displayed)
Backspace after Click - reposition the value
Spacebar after Click - accept the position of the value

***** Function 6: Link Territories

Objective: Enter into the map file information on which territories a given territory can attack. The first two parts of the process are automatic (it floods the screen with gray for each territory and connector). In part one, the program checks for gaps in the territory's border. Part two links the territories together. The max number of territories a given territory can attack is 8. If a 'break' is detected, it means the program is having difficulty determining the border for a territory (it may not be a gap however). You need to check the territories the editor considers adjacent. At end of the automatic linking, you can verify the map. Each territory will be successively shown in red, and all of the territories it can attack will be shown in gray. To add or delete these 'adjacent' territories, press F2. To manually enter the adjacent territories, enter them by their number. When you have entered all of them, enter a 0 (zero).

Function keys:

Escape - abort verification
F1 - Help
F2 - manually enter the adjacent (attacking)
territory numbers for the current territory
F3/SPACEBAR - continue with verification
F4 - go back to the last territory checked

***** Function 7: Enter continent data

Objective: Assign territories to each continent, and enter the continent's set value. The number of continents is determined by the number of Continent Set values located in step 3 ('Locate Continent Set Values'). The first territory is shown in red. Just click on the highest numbered territory to complete the range of territories for that continent. At that time, all of the territories the program considers part of continent will be highlighted. After confirming this, you will then be prompted to enter the set value for those territories.

The territories in a continent have to be sequential (i.e. territories 1-6 for continent 1, territories 7-9 for continent 2, etc.). For the last continent, all remaining territories will be automatically assigned.

Function key:

Click on the highest number territory in the continent

***** Function 8: Verify Map file

Objective: Check the map file before you finish it for errors. Pay close attention to the territory linking display that shows which territories may attack each other. Also check to see if any of the borders between territories have holes or spaces which allow colors to bled across (look for missing territory numbers - indicating a neighboring territory's color leaked over).

See also the help description for Link Territories.

***** Function 9: Saving a file

No changes are made to the disk until you save the file. Up to that point the map file is changed only in RAM.

Any of the above functions can be reaccomplished, but before you do, ensure that the map has been saved. Comments on this editor are welcome! Its design evolved as a collection of tools that operate independently of each other to allow the map builder the most freedom in choosing how to build a map.

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