

# THE IMPROBABLE WAR

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for the Commodore VIC 20



## Water Tanks

*"Water douses Fire"*

Water Tanks attack with jets of water to extinguish any fire-based weapons including Fire Tanks. They are made from lightweight copper and are only vulnerable to the brute force of Earth Tanks.

### GAME PLAY

The player-controlled Blue army is in formation at the bottom of the battle field protecting the fortress. The army is composed of a random selection of the three tank types.

The enemy Red Army also has such tanks, but because of the differences in their technological development it is not possible to identify the class of unit until you are engaged in battle.

### Objective:

The Blue Army can win only by defeating all invading war machines.

The invading Red Army can win by reaching the Fortress or destroying all Blue units..

### Controls:

Select a skill level at the beginning of the game. 1 is easy. 4 is the most difficult.

Use the joystick fire button to select a tank. Tanks can move one lateral space in any direction per turn. Each side must move a tank every turn.

**Fire defeats Earth**

**Earth defeats Water**

**Water defeats Fire**

*Equally matched forces are both destroyed*

### INTRODUCTION

The Improbable War is a retro-futuristic, turn-based strategy game.

Your objective is to defend your fortress from the invading army.

In an alternative history of warfare, this game takes place in an era where militaries are composed of steam powered war machines.

Three such war machines are employed:



## Fire Tanks

*"Fire scorches Earth"*

Armed with Flame-throwing cannons, ironclad Fire Tanks will instantly burn all wooden structures and vehicles including Earth Tanks. As coal burners, their only weakness is exposure to water. Water Cannons can destroy them.



## Earth Tanks

*"Earth absorbs Water"*

Large wooden Earth Tanks simply overpower their opposition. They are waterproof and therefore impervious to water attacks. However, their wood frame makes them vulnerable to fire. Fire tanks can destroy them.