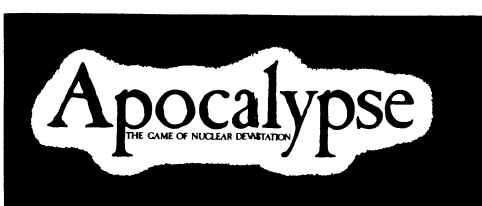


RED SHIFT



EXPANSION KIT

volume 1

NOVA MAPS

INTRODUCTION.

On this cassette there are a further six maps for APOCALYPSE. Each provides a quite unique stage on which to act out the role of Emperor, President, King, Warlord, Tyrant or Galactic Overlord. Attempt to expand your territory as far as possible before the nuclear curtain falls.

LOADING INSTRUCTIONS.

Insert the APOCALYPSE cassette and load the Main Program (see the rule book to APOCALYPSE, P.2). When loading is complete the 'LOAD DATA TAPE' prompt is displayed and shrill beeps sound. Remove the APOCALYPSE cassette and insert the NOVA MAPS cassette and rewind. If you have inserted side 1, then press 1 for the U.S. map; press 2 for the South Africa map; or press 3 for the South East Asia map. If you have inserted side 2, then press 1 for the Nether Earth map; press 2 for the Galactic map; or press 3 for the Arctic map. Press PLAY on your tape-recorder and the selected map and data files will now be loaded. Each region has a number of data arrays and a screen \$. STOP THE TAPE WHEN THE CHOSEN MAP IS DISPLAYED.

Side 1

Side 2

- press 1 for U.S.
- press 2 for South Africa.
- press 3 for S.E. Asia.

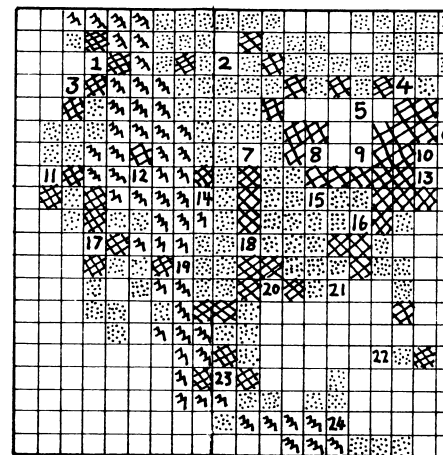
- press 1 for Nether Earth.
- press 2 for Galactic.
- press 3 for Arctic.

1. U.S.

- (a) The unique feature of this map is that there are two sea areas which are not connected. This allows two individuals to dominate different coastlines, forcing conflict into the centre of the Continent. The West coast (west of the Rockies) is the most secure area for creating a power-base.
- (b) Chicago, Detroit and Toronto are difficult inland cities to capture because of their dual role as ports.
- (c) Boston is very significant for the defence of the Great Lakes.
- (d) The total revenue on this map is 370. So the target revenue is 240 if you decide to use Revenue Control as the Victory Condition (see page 14 of the APOCALYPSE rule book).

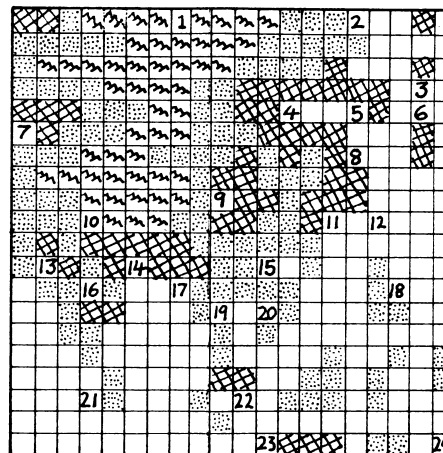
2. SOUTH EAST ASIA.

- (a) Initially ports are of major strategic importance, but one must always bear in mind the massive land-mass of Asia. A player centering his empire on Tashkent and Ulan Bator can safely await a preferential position in the game before striking. He need not fear nuclear attack nor army assault upon his cities.
- (b) This map more than any other is capable of sustaining four player Empires.
- (c) The total revenue is 553 making it THE most revenue-orientated game. A game using Revenue Control as the basis for assessing victory is almost impossibly long. The target though is 370!



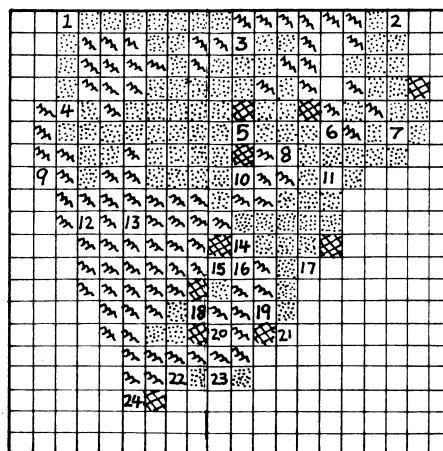
1.

- 1. VANCOUVER.
- 2. WINNIPEG.
- 3. SEATTLE.
- 4. MONTREAL.
- 5. TORONTO.
- 6. BOSTON.
- 7. OMAHA.
- 8. CHICAGO.
- 9. DETROIT.
- 10. NEW YORK.
- 11. 'FRISCO.
- 12. S.L. CITY.
- 13. WASHINGTON.
- 14. DENVER.
- 15. ST. LOUIS.
- 16. ATLANTA.
- 17. L. ANGELES.
- 18. DALLAS.
- 19. EL PASO.
- 20. HOUSTON.
- 21. N. ORLEANS.
- 22. HAVANA.
- 23. MEXICO CITY.
- 24. BELIZE.



2.

- 1. ULAN BATOR.
- 2. VLADIVOSTOCK.
- 3. TOKYO.
- 4. PEKING.
- 5. SEOUL.
- 6. OSAKA.
- 7. TASHKENT.
- 8. SHANGHAI.
- 9. CHUNKING.
- 10. DELHI.
- 11. HONG KONG.
- 12. TAIWAN.
- 13. BOMBAY.
- 14. CALCUTTA.
- 15. HANOI.
- 16. HYDERBAD.
- 17. RANGOON.
- 18. MANILLA.
- 19. BANGKOK.
- 20. SAIGON.
- 21. COLOMBO.
- 22. SINGAPORE.
- 23. JAKARTA.
- 24. DARWIN.



3.

- 1. LUANDA.
- 2. DAR.
- 3. LIKASI.
- 4. BENGUELA.
- 5. LUSAKA.
- 6. BLANTYRE.
- 7. MOCAMBIQUE.
- 8. HARARE.
- 9. MOCAMEDES.
- 10. BULAWAYO.
- 11. BEIRA.
- 12. WALVIS BAY.
- 13. WINDHOEK.
- 14. PRETORIA.
- 15. KRUGERSDORP.
- 16. JO'BURG.
- 17. MAPUTO.
- 18. KIMBERLEY.
- 19. PIET'BURG.
- 20. BLOEM'TEIN.
- 21. DURBAN.
- 22. ELIZABETH.
- 23. E. LONDON.
- 24. CAPE TOWN.

3. SOUTH AFRICA.

- (a) The northern area of this map, although of low revenue, will form a substantial barrier to attack. An Empire based in the deep south of the Continent can achieve a revenue value equal to a huge Empire based in the depths of the bush, but is awfully susceptible to rapid conventional attacks, or single nuclear attacks.
- (b) The total revenue is 277. The target revenue is 180 in a game where Revenue Control is the deciding factor.

4. ARCTIC.

- (a) Look to staying one side of the North Pole. Concentrate your effort in one area. Don't get trapped into conflicts over isolated outposts. Build one large power-base, then look for revenge.
- (b) The only use for the North Pole area is for the establishment of long-range missile-sites, BUT watch out for the few routes on the ice from North America.
- (c) The total revenue is 307, so you have to get 201 to win a game based on Revenue Control.

5. GALACTIC.

- (a) The danger of planet-busting missile attacks is ever-present. Players should take extraordinary measures to defend their territory. If this means fighting an ally, then fight. Stealing an empty planet can often be used effectively as a system-stealing base.
- (b) Never use troop-ships floating alone in the void.
- (c) The total revenue is only 229. The target is only 150, but the nature of the map is such that achieving this total requires all the resources of an expert APOCALYPSE game-player.

6. NETHER EARTH.

- (a) Play this one by the book! It is a classic APOCALYPTIC landscape. Empires can spring from anywhere, but those based in the south will always be the strongest.
- (b) Players may be tempted to ignore the northern edge of the map. DON'T. This can be fatal. The fact that there are a few ports only heightens their significance.
- (c) Control of Pelagia is very important.
- (d) The total revenue on this map is 489. In order to win a game decided by Revenue Control you have to amass a revenue total of 330.

THE CREDITS

ERIC for the Digitation.
 JOE CAPRICORN for the program.
 DINO for the boots.
 ANDROYD for testing
 NIKOLAI, WOOF, SIMON THE STAPLER, MR. PRINT and the PRINTETTES,
 THE OFFICE DOOR, 728½ CUPS OF COFFEE, PHILIP MORRIS INC., THE PIPE.
 ALBA without whom all of this would have been possible several months ago!

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Volume 2 Chapter 2 WAR IN THE PACIFIC – 1984

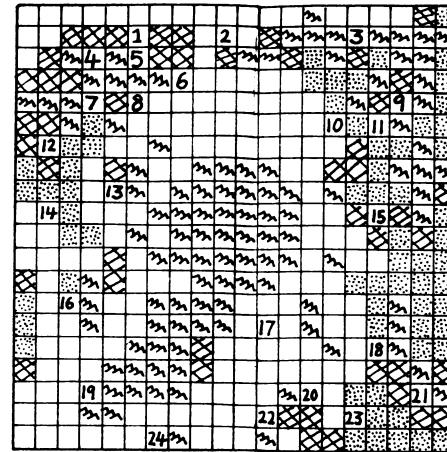
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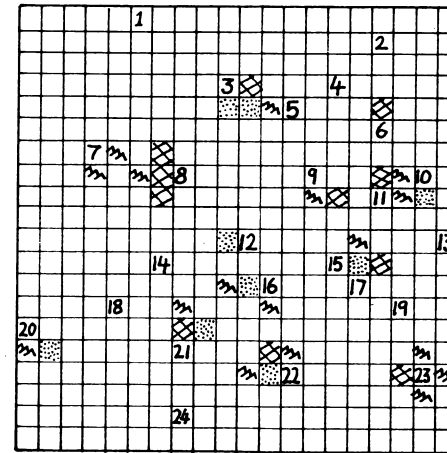
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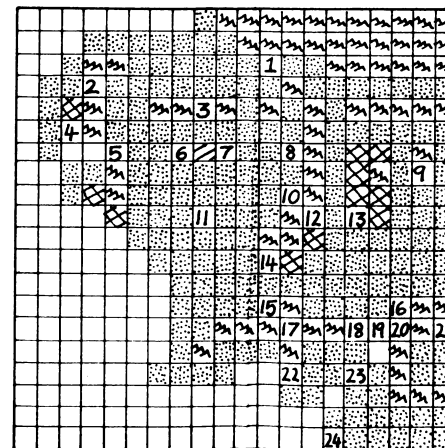
4.

- | | |
|------------------|-------------------|
| 1. ANCHORAGE. | 13. CAMBRIDGE. |
| 2. KIVAK. | 14. RANKIN INLET. |
| 3. MAGADAN. | 15. NORILSK. |
| 4. WHITEHOUSE. | 16. FROBISHER. |
| 5. FAIRBANKS. | 17. SVALBARD. |
| 6. C. LISBURNE. | 18. KARA. |
| 7. NORMAN WELLS. | 19. GODTHAAB. |
| 8. INUVIK. | 20. MURMANSK. |
| 9. YAKUTSK. | 21. SEROV. |
| 10. TIKSI. | 22. NARVIK. |
| 11. SANGOR. | 23. ARCHANGEL. |
| 12. YELLOWKNIFE. | 24. REYKYAVIK. |



5.

- | | |
|-----------------|---------------|
| 1. FORMAHAUT. | 13. SIRIUS. |
| 2. MENKAA. | 14. VEGA. |
| 3. MARKAD. | 15. CASTOR. |
| 4. PLEIDES. | 16. MERAK. |
| 5. ALGOL. | 17. POLLUX. |
| 6. ALDERARAN. | 18. GEMMA. |
| 7. ALTAIR. | 19. PROCYON. |
| 8. DENEK. | 20. ANTARES. |
| 9. CAPELLA. | 21. ARCTURUS. |
| 10. RIGEL. | 22. REGULUS. |
| 11. BETELGEUSE. | 23. SOL. |
| 12. POLAR STAR. | 24. SPICA. |



6.

- | | |
|-----------------|-------------------|
| 1. CAIRN DUN. | 13. GUL DOLDUR. |
| 2. EDER NUII. | 14. IGENSARD. |
| 3. NORFROST. | 15. DELMS HEEP. |
| 4. ROFLAND. | 16. IMEN SOUTH. |
| 5. GREYHABOURS. | 17. EREC. |
| 6. MOBBITON. | 18. MINES TRONEY. |
| 7. BROO. | 19. OSGARTH. |
| 8. ELVENDELL. | 20. MINES MURGOL. |
| 9. ESGAROTT. | 21. DARAD-BUR. |
| 10. MARIO. | 22. MOL DAMROTH. |
| 11. BADTHAR. | 23. FELAGIA. |
| 12. THOLGORIEN. | 24. RUMBAR. |