

Conventional Strategic Battlefield by Dr. Herman Fridsma

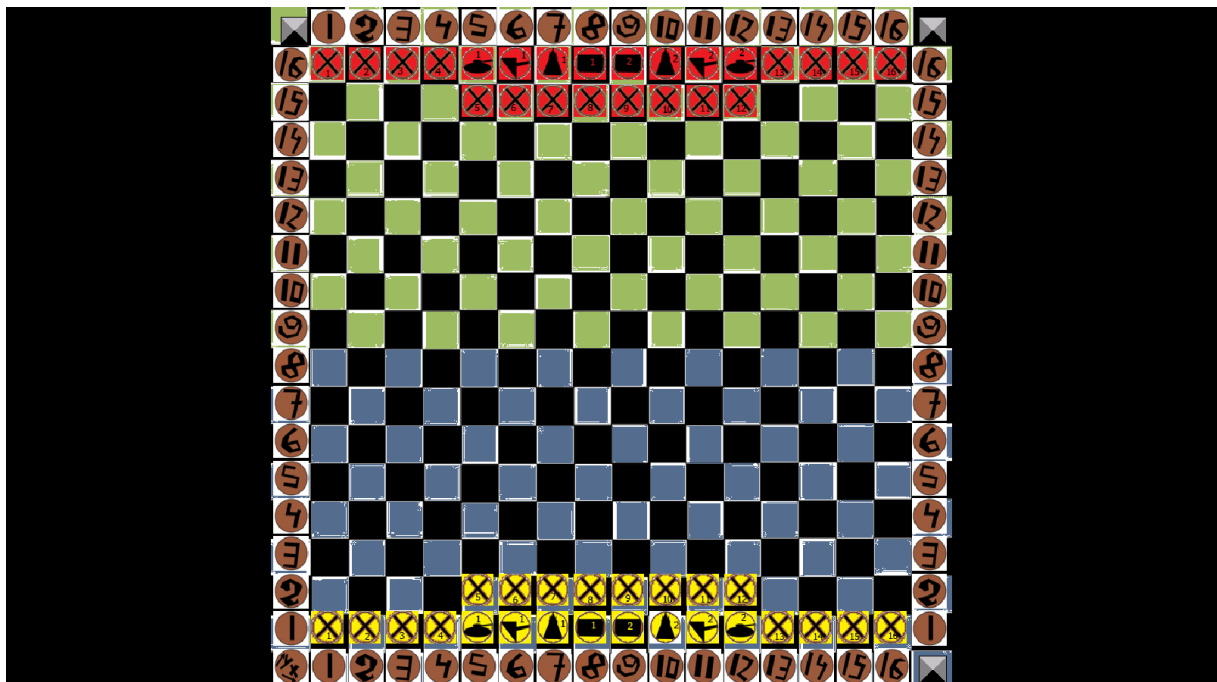


IMPORTANT:

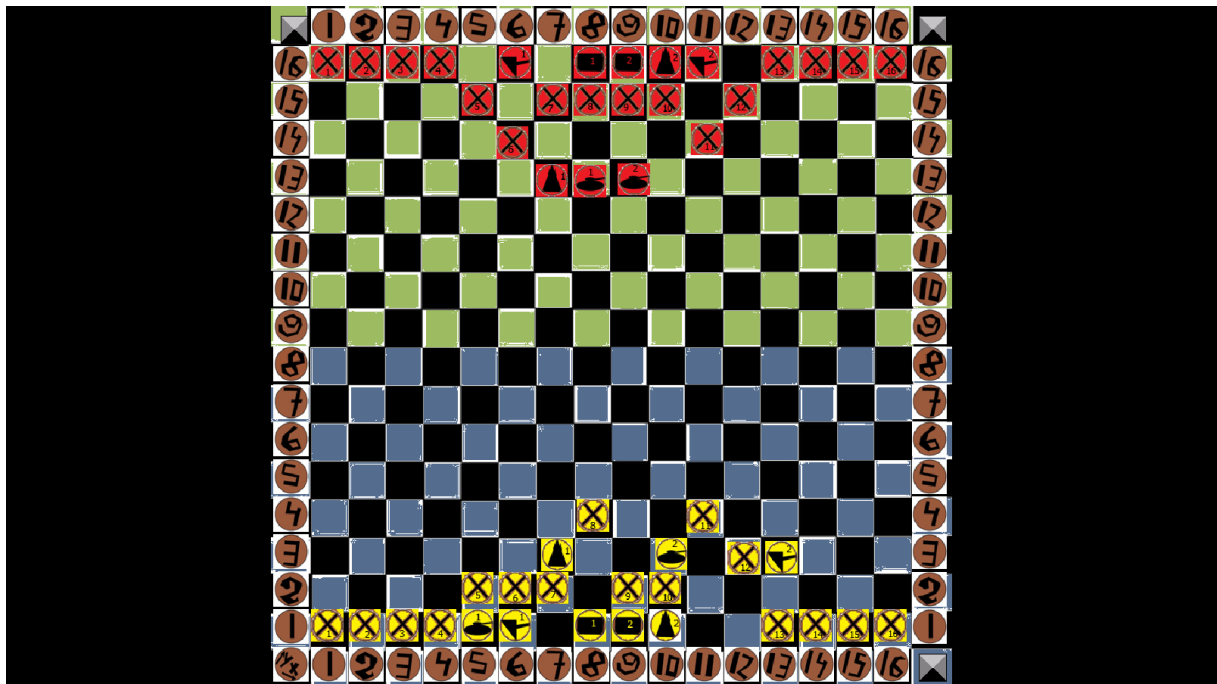
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Game pictures:



**CONVENTIONAL STRATEGIC BATTLE FIELD OPENING SCREEN -
DR. HERMAN FRIDSMA**



CONVENTIONAL STRATEGIC BATTLE FIELD PLAYING SCREEN - DR. HERMAN FRIDSMA

Conventional Strategic Battlefield by Dr. Herman Fridsma

Brief Conventional Strategic Battlefield keynotes:

Conventional Strategic Battlefield developed by Herman Fridsma is a strategy war game which could be used as a simulation game or a real-time war game played by 1 or two players. The game represents two parties (a red military party and a yellow military party). The yellow military party opens the game. The game is played by one military piece movement with firing action at the time executed by the player whose turn it is to play. The game ends formally when one or two Head-Quarter(s) is (are) destroyed (at level one or two of personal game playing) or when a player surrenders or makes military unit related detonation mistakes. Remise is a mutual player related agreement in which case no player wins the game. Take advantage of your own battlefield strategies in order to win the game. Follow the movements and actions of the pieces of yourself and the enemy by taking notes and take advantage of the knowledge if one wants to destroy a enemy military unit by means of fire range related detonation power which authorizes you to use the computer keyboard to detonate the enemy military unit.

Goal:

Destroy one (level one Conventional Strategic Battlefield gaming) or both (level two Conventional Strategic Battlefield gaming) of the enemy Head Quarters in order to win the game by defeating the enemy.

Players play sequence (action - reaction):

- A- First yellow military party makes one piece movement action with firing action.
- B- Secondly red military party makes one piece movement with firing action.
- C- Repeat A and B till the game ends by surrender or defeat of a party.

General Conventional Strategic Battlefield table related to a single red or yellow military party:

Military piece:

- A = Infantry unit
- B = Artillery unit
- C = Tank unit
- D = Bomber unit
- E = Head Quarter unit

Firing power:

Conventional Strategic Battlefield function key F1 info and play instruction scrolling screen

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Military piece:

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C = Tank unit

D = Bomber unit

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Firing power:

A = 2 fields maximum

B = 3 fields maximum

C = 4 fields maximum

D = 6 fields maximum

E = 2 fields maximum

Movement:

A = 2 fields maximum

B = 3 fields maximum

C = 4 fields maximum

D = 5 fields maximum

E = 2 fields maximum

Piece value:

A = 1 point

B = 3 points

C = 6 points

D = 10 points

E = infinite

Total pieces:

A = 16

B = 2

C = 2

D = 2

E = 2

Total: 24

Important:

-A game stone (piece) will be set into motion by left button mouse-clicking at them. Right mouse clicking is stop.

-A activated game stone (piece) can move in every direction depending on the way it's activated so it is important to move the stone in the wanted direction and then you must fixate it so it stands still at the desired place at the game board.

-The stones related to the red and yellow parties have all a number corresponding with the special actions related to detonation actions as stated in the table below. When pressing the corresponding key the stone detonates and is gone.

Generals:

All the military unit pieces can move in all directions in a straight line. A player has to move first and fire than if needed and if possible (fire range). The game contains a war battlefield board with 256 fields related to X and Y axis coordinates.

The war battlefield board (16 X 16 fields) is divided into two sections namely the bleu section for the yellow military party and the green section for the red military party.

Military pieces may walk over other pieces during a movement but there may not place a military unit piece on a field that already contains an active military unit.

Movement and firing can only take place horizontally, vertically and diagonally in all directions. Use your strategic battle capabilities for

movement and fire power tactics for attack and defence in order to defeat your enemy on the war battlefield board of Conventional Strategic Battlefield. Find your own battlefield solutions and develop your own military strategy related to the war board situations.

Important notes:

One has to make X and Y axis related coordinate notes of playing movements and actions in order to record the game and in order to know where to the military pieces have moved related to the detonation factor when hit by the enemy. This is important because a hit military piece has to be removed by execution of the detonation key related to that military piece that is destroyed by then. You can only fire and destroy a enemy military unit when in range of your horizontally, vertically or diagonally fire power range after movement (a strategic movement of zero steps is accepted and thus also valid) if an enemy is in range of one's fire power than the enemy unit can be destroyed and in order to do so one may take the enemy military unit out of action by executing the keyboard detonation button at the computer keyboard in which case the enemy unit is destroyed after pressing the button. Please verify first the right button related to the enemy military unit one wants to destroy, one could use one's personal game related notes in order to do so. If one destroys a unauthorized military unit which is not in range of one's fire power range, one loses automatically the battle and thus the game. In exceptional occasions when the enemy is in range of one's own fire power one could fire and destroy multiple enemy military units if it is of strategic significance for oneself because it is not a must to destroy the enemy if it is part of your military war board strategy.

Conventional Strategic Battlefield operating manual:

Conventional Strategic Battlefield PC information:

Generals:

Esc = end of the Conventional Strategic Battlefield game.

Function key F1 is general gaming info and instructions to end it use Esc.

Function key F4 is full or non-full gaming screen.

MOVEMENT OF THE MILITARY PIECES:

Mouse: Left and right buttons clicking at the MILITARY piece for direction and movement.

Keyboard: KEYBOARD ENTER is stop.

Note related to movement:

The military pieces can and will move and fire in all directions (horizontally, vertically and diagonally) so one has to guide the military unit piece one wants to move to the rightful place which one had in mind related to the battle area at the war battlefield board.

Dr. Herman Fridsma, Netherlands, March 2010

Game information of essential Conventional Strategic Battlefield game functions:

Red military party:

SETUP APPEARANCE AND DETONATION FACTOR SEEN FROM COORDINATES (X.Y) ON THE WAR BATTLEFIELD BOARD:

- (1.16) Infantry unit 1: detonation keyboard letter Y**
- (2.16) Infantry unit 2: detonation keyboard letter Z**
- (3.16) Infantry unit 3: detonation keyboard digit 1**
- (4.16) Infantry unit 4: detonation keyboard digit 2**
- (5.15) Infantry unit 5: detonation keyboard digit 3**
- (6.15) Infantry unit 6: detonation keyboard digit 4**
- (7.15) Infantry unit 7: detonation keyboard digit 5**
- (8.15) Infantry unit 8: detonation keyboard digit 6**
- (9.15) Infantry unit 9: detonation keyboard digit 7**
- (10.15) Infantry unit 10: detonation keyboard digit 8**
- (11.15) Infantry unit 11: detonation keyboard digit 9**
- (12.15) Infantry unit 12: detonation keyboard UP ARROW**
- (13.16) Infantry unit 13: detonation keyboard DOWN ARROW**
- (14.16) Infantry unit 14: detonation keyboard LEFT ARROW**
- (15.16) Infantry unit 15: detonation keyboard RIGHT ARROW**
- (16.16) Infantry unit 16: detonation keyboard digit 0**

- (5.16) Tank unit 1: detonation keyboard FUNCTION KEY F2**
- (6.16) Artillery unit 1: detonation keyboard FUNCTION KEY F3**
- (7.16) Bomber unit 1: detonation keyboard FUNCTION KEY F7**
- (8.16) Head Quarter unit 1: detonation keyboard FUNCTION KEY F8**
- (9.16) Head Quarter unit 2: detonation keyboard FUNCTION KEY F10**
- (10.16) Bomber unit 2: detonation keyboard PAGE UP**
- (11.16) Artillery unit 2: detonation keyboard PAGE DOWN**
- (12.16) Tank unit 2: detonation keyboard SPACE BAR**

Yellow military party:

**SETUP APPEARANCE AND DETONATION FACTOR SEEN FROM
COORDINATES (X.Y) ON THE WAR BATTLEFIELD BOARD:**

- (1.1) Infantry unit 1: detonation keyboard letter A**
- (2.1) Infantry unit 2: detonation keyboard letter B**
- (3.1) Infantry unit 3: detonation keyboard letter C**
- (4.1) Infantry unit 4: detonation keyboard letter D**
- (5.2) Infantry unit 5: detonation keyboard letter E**
- (6.2) Infantry unit 6: detonation keyboard letter F**
- (7.2) Infantry unit 7: detonation keyboard letter G**
- (8.2) Infantry unit 8: detonation keyboard letter H**
- (9.2) Infantry unit 9: detonation keyboard letter I**
- (10.2) Infantry unit 10: detonation keyboard letter J**
- (11.2) Infantry unit 11: detonation keyboard letter K**

(12.2) Infantry unit 12: detonation keyboard letter L

(13.1) Infantry unit 13: detonation keyboard letter M

(14.1) Infantry unit 14: detonation keyboard letter N

(15.1) Infantry unit 15: detonation keyboard letter O

(16.1) Infantry unit 16: detonation keyboard letter P

(5.1) Tank unit 1: detonation keyboard letter Q

(6.1) Artillery unit 1: detonation keyboard letter R

(7.1) Bomber unit 1: detonation keyboard letter S

(8.1) Head Quarter unit 1: detonation keyboard letter T

(9.1) Head Quarter unit 2: detonation keyboard letter U

(10.1) Bomber unit 2: detonation keyboard letter V

(11.1) Artillery unit 2: detonation keyboard letter W

(12.1) Tank unit 2: detonation keyboard letter X

The Conventional Strategic Battlefield game is in phase 1 related to a opening game phase situation in which case one has to develop a strategic opening situation. In phase 2, the game is related to a middle game phase in which case one attacks and defended from out of settled battlefront lines in order to enforce a breakthrough. In phase 3, the game is related to a final phase battle situation in which case one fights for the final solution of victory or defeat.

Conventional Strategic Battlefield is designed and developed and produced by Herman Fridsma related to an equal Conventional Strategic Battlefield board game he designed in 2007.

Herman Fridsma, Netherlands, March 2010.

Reactions:

NMG:

Dr. Herman Fridsma, Netherlands

E-mail address: dr.herman.fridsma@gmail.com

<mailto:dr.herman.fridsma@gmail.com>

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Dr Herman Fridsma, Netherlands