



# AGGRESSION MANUAL - ver 4/24/03

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## QUICK START (so you've played Aggression like games before, eh?)

### Installation:

Currently, because of the large size of the game Aggression, it is broken into several different files depending on the type of Palm you have. You must install TWO files to play Aggression. First, install the file, "Aggression.prc" -> all versions of the game use this prc. Then, install the file "AggressionPart2.prc" that corresponds to your type of Palm:

As of the current version, Aggression will only run on color PalmOS devices, although this is a high priority and should change with the next major release. Be sure to read the README.TXT file to see any known compatibility issues.

"Classic" or "Low Resolution" palms have a screen that is 160 x 160 pixels. If your Palm is NOT a Sony CLIE or a Palm Tungsten, this is the file you must install.

"High Resolution" palms have a screen that is 320 x 320 pixels. If your Palm is a Palm Tungsten, or most Sony CLIEs, this is the file you must install.

"CINEMA Resolution" palms have an extended long screen that is 480 x 320 pixels. If your Palm is a Sony NR-70, NX-70, or any of the newer deluxe Sony CLIEs that has a screen that is longer than it is wide, than congratulations! The Cinema version is for you.

NOTE: You CANNOT play Aggression DIRECTLY from a CARD. If you copy Aggression to a removable card, in order to play it you must first COPY Aggression from your card to your device.

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### Unlocking the game:

If you have downloaded the free trial version of Aggression, then you will not have all of the features of the full product, and you will only be able to play it a certain number of times before you will no longer be able to play. (For example, the trial version NEVER has the advanced AI opponents.) This is because the free version of Aggression is JUST A TEST DRIVE. If you enjoy it, then for about the price of a movie ticket you can own the full version and play it forever, including free software upgrades.

When you buy Aggression, you will get the latest version of the game plus a secret code to unlock the game. (If you ordered from **Handango** you must first go to [ww.blitgames.com](http://www.blitgames.com) and convert your Handango 5 digit code to an official Aggression secret code.) Once you have the code, [install](#) the latest version of Aggression and select "REGISTRATION" from the main menu. If you enter your code successfully it will unlock your game. If you cannot get it to unlock, send an email to [support@blitgames.com](mailto:support@blitgames.com).

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### Calibration:

**IMPORTANT! Before you attempt to play Aggression for the first time, you MUST recalibrate your Palm** by launching System/Welcome. All Palms slowly move out of calibration, and a game like Aggression requires the highest pen accuracy you can get, so really concentrate during the calibration. If buttons don't seem to work right, or the wrong country keeps highlighting, it is very likely that your calibration is off. Bad calibration can make Aggression unplayable. Custom in game calibration will be released in future versions of Aggression.

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## Game Options:

You can select two to six players. For each color, you can select no player (**0**), a human (**H**), a neutral (**N**), or a computer opponent - beginner (**B**) or medium (**M**). Advanced AI (**A**) will be in the next release of Aggression.

**Random Start:** [Deal](#) out territories [randomly](#), skipping that aspect of the pregame strategy.

**Quick Populate:** In the [pregame](#), each player gets three moves per turn instead of one.

**Max 12:** No territory can ever hold more than 12 men.

**Limit Values:** [Aggression Points](#) are never worth more than 40 men.

**Limit Undos:** Normally, Players get unlimited [UNDOS](#) within their turn.

**Initial Screens:** First time through gives additional information on playing the game. Automatically turns off once your read them once.

**Reset Help:** Show the most basic game playing tips again.

**Advanced Defaults:** When selected, sets default options to what is preferred by experienced players. When deselected, sets default options to what is preferred by beginners.

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## Pregame:

? button -> pull up [context help](#)

O button -> toggles between beautiful mode and opaque mode

C button -> shows reminder of continents, continent values, and adjacent territories.

Menu silk button -> return to the main menu.

tap on territory -> claim empty [territory](#), or [add](#) another man to territory

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**Game:** Note that you can play with just tapping, but you really [cruise](#) once you start using the Arrows, the Jog Dial and/or the function keys!

**UNDO / DONE button** -> [undo](#) accidental move / [finish](#) turn

**Arrow Keys / Jog Dial** -> increase or decrease by one for [move/fortify](#), up **repeats** an [attack](#) on a territory

**attack** -> once you tap on the territory to [attack](#) from, you can **repeatedly** attack on adjacent countries to repeat attack - you don't need to keep [tapping](#) on the source. When you defeat a territory and [move](#) into it, that becomes the new source.

**final move** -> you must **tap on the ocean** before doing a [final move](#). If you begin a final move by accident, hit **UNDO**. (The top bar will say "Final Move")

**MOVE BAR** -> [control](#) number of men to drop or move:

arrow buttons -> increase / decrease by one man in move or drop

**tap in left or right green boxes** -> choose max/min amount of men to move/drop

tap on bar -> choose exact amount of men to move/drop

tap on red line -> tap to evenly balance move between two territories

check box -> toggle "retain mode" -> how many men drop with first tap?

**Juggernaut Attack / Juggernaut Move** -> toggle **JD button**, or hold **F1(calendar)** or **Press Jog Dial** while tapping. Will completely [kill](#) enemy (or pause if you are losing.) Will move all into new territory. One tap per country is all you need.

**Juggernaut Save** -> first tap **JS Button**, or hold **F2(contacts)** and tap. Will attack enemy until there is just one man left (or pause if you're losing), but will not [capture](#).

**Attack Control** -> first tap **x1 Button**, or hold **F3(memo)** and tap. Will attack using only [one](#) man.

**Mark Territory** -> first tap **M button**, or hold **F4(to do)** and tap. Will [mark](#) a territory so you remember to deal with a situation before your turn is up.

"**AP**" -> amount of "[aggression points](#)" you currently own

"**AV**" -> the current turn in [value](#) of aggression points

(See section, "[The Game Screen](#)" below)

**I button** -> toggle the [Info Grid](#):

top delta button -> toggle entire grid between values and changes

delta buttons -> toggle between a value and its change

tap on name -> (left half / right half) change value shown in row

**Help: For constant tips while you are playing the game, use the [help box](#).**

Arrow Buttons -> See next tip or return to previous tip

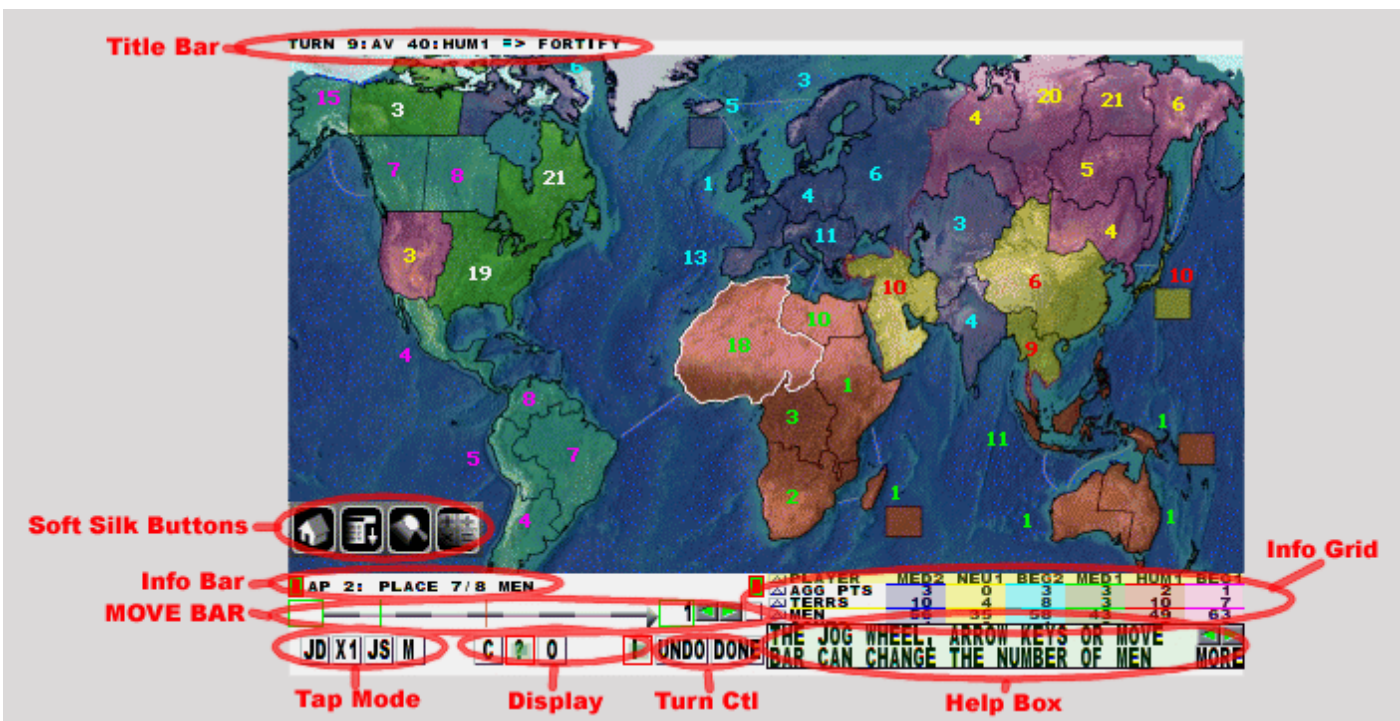
More Button -> See tip on same subject

'?' Button -> Show or hide help box.

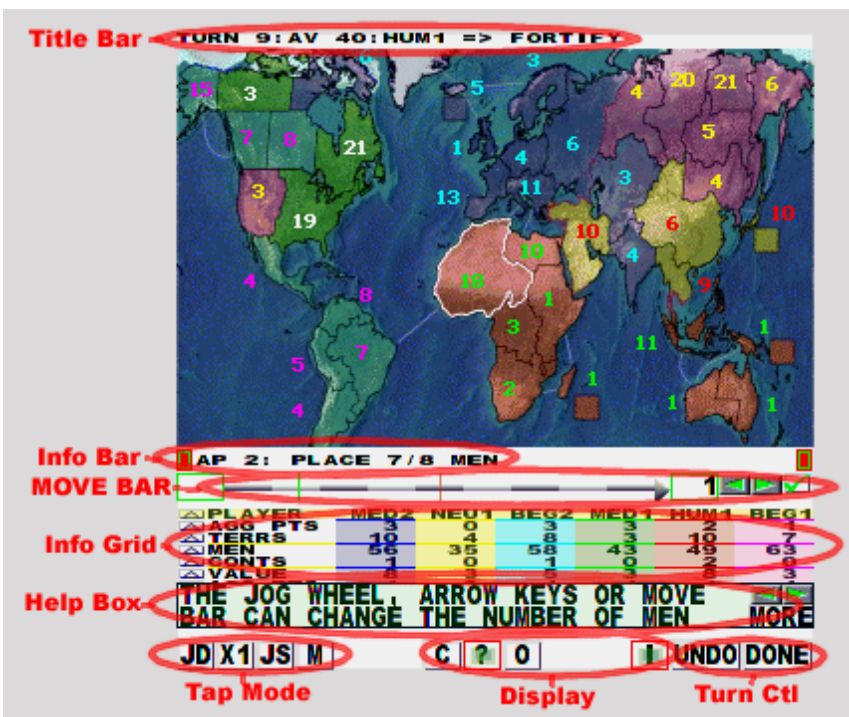
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## Detailed Screen Shots and Controls



"Cinema" version of Aggression



"Standard" layout of Aggression

Detailed Description	
<p><b>Silk Screen Buttons</b></p> <p>Click MENU at any time to go to main menu.</p> <p>Click LAUNCHER at any time to exit program.</p> <p><b>Title Bar</b></p> <p>TURN 9: AV 40: HUM1 =&gt; FORTIFY</p> <p>Player Name    Current Action</p> <p>Aggression Point Value</p>	<p><b>Help Box</b></p> <p>Press the arrows to see new helpful hints or return to a previous hint.</p> <p>THE JOG WHEEL, ARROW KEYS OR MOVE BAR CAN CHANGE THE NUMBER OF MEN MORE</p> <p>Press MORE to see a more advanced tip in the same topic as the current hint. Once you initially hit MORE to see how to use HELP, it will then automatically offer you tips even if you don't</p>



**Player Name** \ **Current Action**

**Aggression Point Value**  
(# of men you get next time  
you turn in 3 APs)

**Official Turn Number**

### Info Bar

AP 2: PLACE 7/8 MEN

**Current action** (in this case  
placing #7 OF 8 men)

**Number of Aggression Points you have.**

### Button Bar

Tap to toggle JUGGERNAUT MODE (kill all, move all)

Tap to do an attack by one. (CONTROL MODE)

Tap to kill ALL BUT ONE (JUGGERNAUT SAVE)

Tap to MARK a territory to remember later.

End your turn.

UNDO your last move.

JD X1 JS M C ? O UNDO DONE

Hold down  
to see  
continents  
and adjacent  
territories.

Show/Hide  
HELP BOX

Show/Hide  
INFO GRID

Toggle  
solid or  
transparent  
overlays.

hit MORE to see how to use HELP, it will then automatically offer you tips even if you don't hit any keys.

### Info Grid

In each row, click on the name of that row to change the value displayed.

PLAYER	MED2	NEU1	BEG2	MED1	HUM1	BEG1
AGG PTS	3	0	3	3	10	7
TERRS	10	4	8	3	10	7
MEN	56	35	58	43	49	63
CONTS	1	0	1	0	2	3
VALUE	8	3	5	3	8	3

Click on a triangle button to show how much something has CHANGED since the last turn.

### Hard Keys

Hold while tapping to JUGGERNAUT  
(KILL ALL or MOVE ALL)

Hold while tapping to attack by one.

Up arrow moves one more man  
into the destination or re-attacks.



Down arrow takes one man  
back again.

Hold while tapping to kill  
all but one!

Hold while tapping to  
MARK a territory

Push Jog Dial and tap to  
JUGGERNAUT (kill all).

Turn Jog Dial to change the  
number of men moved.

Press the back button to  
exit the program.

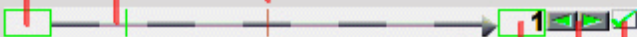


### MOVE BAR

When moving, this shows the number of men in the source country. Tap here to move or drop the minimum amount of men.

Tapping on the bar instantly moves or drops an amount of men between the minimum and maximum. The green lines marks it.

Tapping on the red line exactly  
balances men between the two.



When moving, this shows the number of men in the destination country. When fortifying, it shows the number of men you dropped. Tap here to move or drop the maximum.

Tapping these arrows changes the number of men moved or dropped by one. You can also use the arrow keys or the jog dial.

If checked, every tap on a country drops the number of men dropped on the last country. Useful for distributing large numbers of men.



Keys look different on different Palms.

## Details of game controls

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# Game Rules of Aggression (if you've never played a Aggression-like board game)

## General Rules:

The goal of Aggression is to conquer the World.  
The World is divided into 42 "territories" and six "[continents](#)."

In the "pregame", the territories are divided up among the players. Players then distribute or "fortify" their initial men across their territories. Then the real game begins.

Each turn begins with a player being [awarded](#) new men. The player then distributes or "[fortifies](#)" the new men across the territories that he occupies.

The player can then [attack](#) his enemies. Any territory the player has at least two men on it may attack an enemy territory that is "[adjacent](#)" to his, or across a marked water pathway. Every attack causes men to die from the attacker or/and the defending territory. A player can make as many attacks with as many territories as he wishes during the turn.

If a player succeeds in killing all the men in an adjacent enemy territory, he then [moves](#) his own men from the attacking territory to the conquered territory.

At the end of person's turn, he is allowed one "[final move](#)" in which he may move one set of men between two [adjacent](#) territories.

Once all of a player's men have been killed, he is out of the game. The last person standing wins.

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## Specific Strategies:

The heart of Aggression is maximizing your amount of men. This is based on two principles: you have better odds defending vs [attacking](#), and you are awarded men every turn and "[aggression points](#)" based on your actions during a turn.

At the start of a turn, you are given a minimum of three men. You are then given an additional man for every three territories you occupy.

Holding all the territories in a [continent](#) gives you a set number of extra men per continent, depending on how difficult the continent is to hold. Holding South America give you an extra two men per turn, but holding Asia gives you seven per turn. If you STILL occupy all the territories of a continent by the start of your next turn, you get the additional men for that continent.

Finally, you are rewarded for aggression. At the end of every turn in which you have conquered at least one enemy territory, you will receive an "[aggression point](#)". At the beginning of a turn, when you have five, or sometimes as few as three aggression points, you may turn in three aggression points to receive extra men. When you completely kill another player, you get his aggression points. If you have **six** or more points after killing your opponent, you get to **immediately**

cash in your points for men and [place](#) them in the current turn. The value of aggression points goes up continually during the game. If the [Limit Values](#) option is selected, then points will never be worth more than 40 men.

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## Basic Game Interface (if you've never played a Aggression-like computer game)

At any time you may return to the **title screen** by tapping the **menu** icon. From there, you can always resume your game but choosing **resume**.

### The Game Screen:

The top line of text on the screen is the **Top Bar**. It displays your current **turn number** (or "[pregame](#)"), followed by the current value of [aggression points](#), followed by the current player's **name**, followed by the current **state** of the player's turn, e.g. **fortify/attack/attack move/final move**.

The line of text under the map is the **Info Bar**. This emphasizes the current player by showing his colors. It also shows the amount of **aggression points** that player has, and a detailed description of what the player is doing, e.g. PLACE 10/10 MEN.

Below the Info Bar will appear the [Move Bar](#) when you start working with a large number of men. This is explained later.

On the bottom of the screen is the **Button Bar**, with various tap [buttons](#) explained below.

Above the Button Bar, or to the right of the screen in **Cinema Mode**, you can optionally display the **Info Grid**, which you can toggle with the **I button**.

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### Basic Buttons:

#### "?" Button:

At the center of the buttons at the bottom of the screen is the **context help** button. {With this button depressed, you can then tap anything on the screen, or pres any button, and be told what that button does in the game. - NYI} With this button depressed, you will get helpful hints and [tips](#) about the game that relevant to what you are doing at the time. (This does not replace comprehensive help, however.)

#### "O" Button:

The game screen runs in two different modes: a visually stunning, graphically rich mode (called clear mode), and a more basic, monochrome color mode (called **opaque mode**). Advanced players usually prefer the beautiful mode, but for beginners, the opaque mode makes it very easy to see what territories are occupied and by which players. Pressing **"O"** (to the right of help) toggles the screen mode.

#### "C" button:

Aggression continents do not exactly match real continents. (For example, Australia has four territories.) To remember what the **continents** are, what territories are "adjacent", and how many men each continent is worth (when you occupy all of it for one turn), press and hold the **"C" button** to the left of the help button.

#### UNDO button:

Once you finish the pregame and start your turn, the **UNDO** button appears. Aggression has perfect UNDO logic to get



you out of trouble. You can always **UNDO** all the way back to the very beginning of your turn, even before the fortify! The **LIMIT UNDO**s option exists in multiplayer games to prevent weaker willed players from using **UNDO** to cheat. In this event, after a player has hit UNDO three times, the button disappears, and for the rest of the turn the player must live with his mistakes.

#### **DONE button:**

Once you have finished any fortifies needed on your turn, you finish your turn by hitting **DONE**. Be CAREFUL -> you **CANNOT UNDO** HITTING DONE. You also might want to first do a [final move](#), and check out any situations you [marked](#) for later review.

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### **The Game:**

When a new game starts, all the selected players are given a random order, regardless of the order they appear on the options screen.

#### **PreGame: Claim Territories**

Use **Opaque mode ("O")** if it is hard for you to see which territories are not yet claimed.

Each turn, tap on one untaken territory to claim it (and drop one man on it.) With the **Quick Start** option, you get to choose three territories each turn. With the **Random Start** option, all the territories are handed out randomly and you skip the pregame. Be careful! There is no **UNDO** during the pregame.

#### **PreGame: Initial Fortity**

In this phase of the game you distribute your initial allotment of men across your territories. In order to react to how the other players are stacking their men, you take turns, each placing one man at a time (or three men at a time with the **Quick Start** option). Be careful! There is no **UNDO** during the pregame. **Tap** on one of your territories to add a man to it. Each territory shows a **number** representing the number of men, and retains the two colors of the player who occupies that territory.

**Once all territories are claimed, and all initial men are placed on the board, the official game begins.**

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#### **Fortify:**

At the start of each turn, you are awarded men based on the amount of territories you hold, any [continents](#) you have held onto, and for any [aggression points](#) you have built up. Also, if you [wipe out](#) an enemy player and **take his cards**, you may be awarded men in the **middle** of a turn as well. During **fortify**, you decide how to distribute your new men across your territories.

Each time you tap on a territory, you drop another man onto it. If the **MAX 12** option was selected then you can never place more than 12 men on any territory. If you make a mistake, you can always hit **UNDO**.

Once you have placed all of your men, finishing the fortify phase, you can end your turn at any time by hitting **DONE**. You can also choose to [attack](#) other players, or perform a [final move](#).

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#### **Attack:**

First, tap on the territory you want to attack FROM. It must be one of your territories with at least 2 men. That territory

will highlight in white. Then, tap on the territory you want to attack. This territory **MUST** be **adjacent** to the territory you are attacking from. (Press and hold "C" for a territory [guide](#).) The first attack will occur, and one or two men will die, depending on the outcome.

You can continue to attack the same territory by [retapping](#) it. (You do NOT have to keep reselecting the source territory). In fact, you can tap **any adjacent territory** and attack it, once the source is highlighted. If you get into any difficulties, you can **tap on the ocean** (to clear the selected source and remove the white outline) or hit **UNDO**.

If you defeat a territory, you **MUST** move at LEAST as many men in as were involved in the attack (usually three), and you must leave at least one man behind to hold the old territory. Anything in between is called the [Attack Move](#).

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### Attack Move:

After you win an attack, the minimum number of men (usually three) are moved into the new territory. To move more men into the new territory, keep [tapping](#) the new territory. To move men back to the original territory, tap the original territory.

When you are finished the attack move, the new territory is considered your attack source. You can immediately tap on another adjacent territory to [attack](#) it from the new territory. You can also tap on a new territory to start a completely different attack. You can also tap on the ocean to perform a **fresh attack** or a [final move](#). Or you can finish your turn by tapping [DONE](#).

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### Final Move:

You only have one "final move" in a turn, and once you begin it your only choices are to finish your turn with [DONE](#), or abort by hitting [UNDO](#).

First, **tap on the ocean** (clear source). Then tap on one of your territories with at least two men. It will highlight white. Then, tap on an [adjacent](#) territory you own. You will begin to move men between the two territories, exactly as in an [attack move](#). When you are satisfied, tap **DONE** and your turn will end.

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## Advanced Game Interface (when you get tired of all the tapping)

The advanced game interface is the very reason Aggression was developed. It provides the fastest, most streamlined way to play. An early version of the interface used intelligent contexts so that anything you wanted to do could be done with a single tap. However, beginners found this confusing, so the interface was made a little more consistent, with the effect that occasionally you need to tap twice to do something, such as a **final move**.

After the game progresses a bit, you start to deal with a lot of men. It is no longer practical to fortify, attack, and move them one at a time. There are **MANY OPTIONS** to help you, so choose whichever feels the most comfortable for you.

## Arrow Keys and Jog Wheel:

When [attacking](#) a territory, you can hit the **UP key** or roll your **Jog Dial** up to repeat attack. When [fortifying](#) a territory, you can hit the **UP key** and **DOWN key** or **Jog Dial** to change the number of men you are placing on a territory. When you do an [attack move](#) or [final move](#), you can again use the **arrow keys** or **Jog Dial** to change the number of men moving from one territory to another. This allows for greater control, and is faster and lesss monotonous (or damaging to your screen) than repeated tapping.

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## The Move Bar:

There is a way to control exactly how many men you wish to [drop](#) or [move](#) onto a territory with a single tap. When you start dealing with a lot of men, the **MOVE BAR** appears. This is a set of controls that shows the amount of men [moved](#) to or fortified onto a territory. You can tap on the **green arrow buttons** to change the amount by one, just like the [arrow keys](#).

If you tap on the **green square** on the right of **MOVE BAR**, you will move ALL YOUR MEN onto the new territory with one tap. If you tap on the **green square** to the left of the MOVE BAR, you will remove ALL THE MEN you had moved into the new territory. This is usually the very first thing that beginner players do besides tapping on the screen.

If you tap on the **MOVE BAR** itself, you will choose the amount of men transferred based on where you tap. A **green line** shows the current amount of men transferred. During a **move**, a **red line** shows where to tap such that the men are evenly divided between the two territories. (**balance men**.)

If you select the **check box** on the far right of the move bar, you enter **advanced fortify mode**. Normally, during fortify, each time you tap on a **new** territory, you only add one man (or all). In **advanced fortify mode**, each time you tap on a new territory, you **initially** drop the same amount of men you dropped on the previous territory. For advanced players, this works extremely well, because they usually strengthen territories for defense first, then add lots of men to the attack territories. This provides a similar (but not identical) function to other games in this genre that let you drop 1, 5, or 10 men with each tap. Try both modes and choose what works for you.

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## Juggernaut Mode: (Hold Jog Dial, Hold F1, toggle JS button.)

In **Juggernaut mode**, a single tap replaces all the taps needed to see an operation to completion. If you [attack](#) a territory in juggernaut mode, you will automatically keep attacking until you have defeated him and then you will [move](#) all available men into the new territory ready to attack again. (Although the juggernaut attack will pause to warn you that you are losing.) If you are placing men ([fortifying](#)) or [moving](#) men, in juggernaut mode you will drop or move ALL REMAINING men to that territory. There are many ways to use juggernaut modes, depending on which is most comfortable.

### Juggernaut Mode: Pressing the Jog Dial while tapping:

If you hold the jog dial in and tap, you will do a juggernaut attack, fortify, or move. A very handy combination is to press the jog dial to attack someone, then turn the jog dial to control how many men moved into that territory.

### Juggernaut Mode: Holding Down F1(calendar) while tapping:

If you hold down F1 (calendar) and tap, you will do a juggernaut attack, fortify, or move. For an advanced player, it is convenient to hold down F1 and then continually tap on adjacent enemies, killing them and moving all men to the new

territory. In this way, taking over an entire continent just takes one tap per territory!

### Juggernaut Mode: Tapping on the "JD" button and THEN tapping:

When you tap on the leftmost button, **JD**, you enter "**juggernaut default**" mode. From this point on, EVERY TAP YOU DO will cause a juggernaut attack or move. To leave this mode you must again tap **JD**, dehighlighting it. If **JD** is selected, and you use another technique for **juggernaut**, such as holding **F1** or the **jog dial**, the effect will be to **NOT** juggernaut. In this sense, **JD** is a toggle. **JD** is the **ONLY** way to juggernaut if it's not convenient to press any of your Palm's keys.

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## Other Features:

### Juggernaut Save: (Hold F2 while tapping or first tap JS button)

A special situation happens during a juggernaut in which you may wish to weaken countries in your path as much as possible first, so that your powerful country can [juggernaut](#) through with minimal resistance. You can do this in a single tap using **juggernaut save**. When you tap on a territory to **attack** while holding down **F2** (contacts), or by first tapping on the **JS button** and then tapping on the territory, you will automatically repeat attack the country until there is **ONLY ONE MAN REMAINING** on it. Like with juggernaut, the process will pause if you are losing. Note that unlike **JD**, the **JS** button is NOT a toggle -> it goes off after the attack.

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### Attack Control: (Hold F3 while tapping or first tap x1 button)

In Aggression, the more men you attack with, the more you [risk](#) losing, but the better your odds are to win. The most men you can attack with are three, which risks losing up to two of them, but also can kill up to two of your enemy's men. This is the default way an attack occurs in Aggression, unless you have less than four men on your territory. (Three to attack, one to stay behind to hold the old territory.) There is a special case, similar to **juggernaut save**, in which an enemy territory has two men on it, and you wish to WEAKEN it, but not actually take it over. When you tap on a territory to **attack** while holding down **F3** (To Do), or by first tapping on the **x1 button** and then tapping on the territory, you will do an **attack by one**. This gives you the least chance of winning the attack, but ensures that neither you, nor the enemy can lose more than a single man, so you are not at risk of taking it over.

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### Marking Territories: (Hold F4 while tapping or tap M button)

Often, early in a turn you make a minor assault that will necessitate using your **final move** to protect a [continent](#). However, you then may go on to do major campaigns in other continents. By the time you have finished your turn, you may hit [DONE](#), only to realize you forgot that you need to do that [final move](#) from the beginning! At any time during your turn, you may hold down **F4 (Memo)** and tap a territory, or first tap on the **"M" button** and then tap on a territory, and that territory will be **marked**, i.e., have a cyan highlight around it. This feature exists solely to aid you in your thought process, and your memory. By **marking** territories early on, you can remember to look at that situation before finishing your turn. You can **unmark** a territory by marking it a second time. When your turn ends, all marks vanish.

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## The INFO GRID: (toggle I button)

Advanced players like to easily know about their state in the game. The most critical piece of information is how many [aggression points](#) each player has and if they are about to turn them in for a lot of men, or to see if it is a good time to wipe them out and take their points. It is also useful to see how many total men other players have, to judge if you can wipe them out, and to see how many territories your opponents have, to make sure you haven't missed one of them. You can see all this information and more by turning on the **Info Grid** by hitting the **I button** (to the left of UNDO.) If you don't use the Info grid, you can get a much less cluttered screen by hitting the **I button** again to turn **off** the Info Grid.

### Customizing the Info Grid:

You can customize the Info grid to show what you want, where you want it. Your settings are then saved for future games. The left most column of the table shows the name of what's being shown in each row, and to the left of each name is a **Triangle (Delta) Button**. If you hit the **first delta button** (next to PLAYER) in the upper left corner of the grid, all of a sudden, instead of seeing absolute amounts of the grid, you will see the amounts **CHANGED** since the last turn for all values. Hit this first delta button again to return to seeing absolute amounts. If you highlight the delta button in a given **row**, then that row will show changes in values from the last turn. (And then highlighting the **first delta button** will switch that row to absolute values.) This is good if you want to be on alert if a player suddenly got a lot stronger or weaker, or just to infer what he did on his turn.

You can also choose what value is displayed in each row by tapping on the **NAME** for that row. This will cycle through all possible statistics Aggression can display. Note that if you pass a name you like, tapping on the **RIGHT HALF** of the **NAME** cycles in the opposite direction as the **LEFT HALF** of the name.

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## LOGIC DETAILS

### Attack Odds:

In a common [attack](#), the attacker will have 4 or more men, and the defender will have 2 or more men. Each attack only involved 3 attackers and 2 defenders. Each attack, two men will die. The odds in this case slightly favor the attacker, with a 37% that the defender loses two men and the attacker goes unscathed, only an 11% chance that the attacker loses two men and the defender is unscathed, and a 34% chance that both players lose one man (tie). Or on average, the attacker loses .56 men, and the defender loses 1.08 men per attack.

This is the **long term average**, but in Aggression, the **standard deviation** is huge, and this is what makes the game interesting. It is not impossible for an attacker to lose 20 men in a row to a single defender! This is not a "bug" in the game, but the expected outcome of an extremely novel random formula that maximizes standard deviation and allows for the unexpected. (It is also far less often for a person to make a special note that he has just wiped out an opponent with ease.) But there are no **biases** whatsoever in this game (see section on [Random Number Generation](#)), and no aspect of the game logic ever makes a distinction between a human player and a computer player.

However, if the attacking country has less than 4 men, his odds of winning diminish. Similarly, if the defender has just one man, his odds diminish. However, involving less men means that less can die. If the defender has just one man, or the attacker has just 2 men, then in each attack only **ONE** man can die, because only 2 participate in the battle. Just as an example, if 4 or more men attack a single defender, the odds are 66% that the defender will die, and 33% that the attacker will lose one man (no tie scenario). If the attacking country has only 2 men and attacks a defender with 2 or more men, the attacker only has a 26% chance of killing one of the defenders. With such low odds, vast losses are common.

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### Aggression Points:



Every turn in which you conquer at least one enemy territory you are awarded an **aggression point (AP)**. In reality, aggression points come in three types: red, green, and blue. You are randomly awarded an aggression point of a given type. At the beginning of a turn, if you have three APs of the SAME type (pure red, green, or blue), or three APs of DIFFERENT types (pure white), you may cash them in for the amount of men listed as the current AP VALUE. What this means is that the **MINIMUM** number of APs you need before you can cash them in is three, and if you get 5 APs, you are **guaranteed** to turn them in. So in short, you never know ahead of time if you will get to turn in your cards at 3, 4, or 5 points.

The current AP value increases every time someone turns in their APs. A common game option to use is "LIMIT VALUES" -> this currently sets the maximum AP value to 40. Otherwise, the AP value gets so large that it becomes the only factor in the game to matter.

**When you wipe out the last territory of a player, you IMMEDIATELY add that player's APs to your own.** If this brings your total to **SIX** or more points, then you get to TURN THEM IN IMMEDIATELY, [get](#) the men for them, and continue your turn. It is this factor that can allow a person to completely conquer the entire world on a single turn. If your total points are 5 or less, then you must wait until the start of your next turn to cash in your points.

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## Random Number Generation:

People who are not use to the standard deviation in the algorithm in Aggression may believe that there is a flawed random number generator, or that the program cheats and is biased towards the computers. Nothing could be further from the truth. With so many random events going on in a game, it is not unlikely that at some point in the game a long string of unlikely outcomes can occur. There is also observer selection (bias) involved -> players are far more likely to notice unusual outcomes against them than unusual outcomes for them.

In fact, the random number generator used in Aggression is one of the most advanced and unbiased algorithms known -> it is exponentially more accurate than the random algorithms used in most computers operating systems and standard libraries. For starters, it is a fully 32-bit algorithm, meaning it selects from a pool of 4 billion random numbers. Many computer algorithms are 16 bit and only select from a pool of 32,768 random numbers. (Also, the algorithm in common use for random numbers does a "swap" operation in the algorithm with is in error and actually decreases the randomness of the algorithm.) Secondly, the algorithm used in Aggression provides a 32-bit random number with quality comparable to the 64-bit random number generator invented by Lewis, Goodman, and Miller, sorting the bits to maximally increase local randomness. In short, it has very close performance to the most optimum random number generator known.

In order to reduce the amount of cheating using [UNDO](#), great attempts are made such that the outcome of a give battle will always occur the same way as before when repeated after an UNDO. This feature is expected to improve in the next release of Aggression to insure that no outcomes can be altered by "creative use" of UNDO. This is also why for competition play there is a LIMIT UNDO option in the game.

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## GAME HELP

In addition to this manual, there are features to help you within the game itself. For example, holding down the 'C' [key](#) displays a diagram showing what territories can attack each other and which territories make up each continent as well as the value of that continent.

## The Help Box:

Hitting the ‘?’ [button](#) shows or hides the Help Box. This box intelligently watches what you are doing and tries to give you helpful advice as to how to play the game. Pressing the ‘MORE’ button in the help box will take you to another tip on the same subject (if available). Pressing the right arrow button in the help box will give you the next tip for your situation. Pressing the left arrow rereads the previous tip.

Note that more important tips will show up more often than less important tips, but in general, you will see different tips depending on what you are doing in the game. For example, while you are attacking an enemy you will see tips regarding better ways to attack. When you are moving men you will see tips on how to better move your men.

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