NO RAM EXPANSION REQUIRED

VIC‑20

THE IMPROBABLE WAR

JEFFREY DANIELS

FOR THE UNEXPANDED

VIC‑20

THE

IMPROBABLE WAR

GAME CASSETTE

C⸗ commodore
DENIAL

INSTRUCTIONS:

Defend your castle from approaching invaders!
Use strategy and deduction to stop the enemy.

Each side has three types of war units:
Water (blue), Fire (red), and Earth (green).

WATER douses fire.
FIRE scorches earth.
EARTH absorbs water.
Equal units are mutually destroyed.

You win only when all invaders are destroyed.
The enemy wins by either occupying the castle
or destroying all player units.

Use the Joystick or Keyboard:
FIRE button or SPACE bar: highlights each unit
(tap to rotate between all available units).
JOYSTICK or W,A,S,D keys: moves the unit.

Adjust difficulty by holding SHIFT or CTRL at start.

Made by Jeffrey Daniels in 2016.

sleepingelephant.com/denial