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Subject: Conflict in Vietnam 1986 MicroProse Software  
Posted by [Anonymous](#) on Fri, 17 Sep 2021 03:28:53 GMT  
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Originally posted by: sam

Operational Codes:

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- 01 - Jeb Stuart
- 02 - Le Loi
- 03 - White Wing
- 04 - Silver Bayonet
- 05 - Pegasus
- 06 - Muscatine
- 07 - Lamson
- 08 - Mameluke Thrust
- 09 - Attleboro
- 10 - Nevada Eagle
- 11 - Macon
- 12 - Henderson Hill
- 13 - Masher
- 14 - Cedar Falls
- 15 - Starlight
- 16 - Junction City

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GB-Version: 2  
Filename: c2\CONFLNAM\_01633\_02.zip  
Screenshot: C\Conflict\_in\_Vietnam.png  
SID:

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GAME INFO:

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Unique-ID: 1633  
Name: Conflict in Vietnam  
Published: 1986 MicroProse Software  
Developer: (Unknown)  
Coding: Sid Meier, Edward Bever, John Harris & Gregg A. Tavares  
Graphics: Sid Meier & Edward Bever  
Music: Sid Meier <?>  
Language: English  
Genre: Strategy - War  
Players: 0 - 2  
Control: Joystick Port 2  
Comment:

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VERSION INFO:

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Cracked/Crunched: Eagle Soft Incorporated (ESI)

Game Length: 444 Blocks

Trainers: 0

High Score Saver: No

Loading Screen: Yes

Included Docs: No

True Drive Emul.: No

Pal/NTSC: PAL(+NTSC?)

Comment:

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NOTES:

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Original version protection note:

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operational codes to bypass protection are also included in zip of original disk version

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Democracy: Three wolves and a lamb vote for dinner.

Republic: Three wolves and a lamb vote for dinner,  
but the lamb is armed & has the right  
to an appeal in a court of law.

Communism: Three Wolves have eaten the lamb  
and are fighting amongst themselves  
for the scraps.

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