

# King's Bounty

## Theft of the Sceptre

Un Jeu d'Aventure  
De Jon Van Caneghem

While King Maximus ruled the land, life was good in the four continents. The Sceptre of Order rested safely in his hands, keeping at bay the forces of darkness that infested the world. Children were happy. Merchants prospered. Honest folks made honest livings. And nobody complained much.

But far across the waters, Arech Dragonbreath, leader of the Dark Legions, looked enviously upon the wealth and splendor of the four continents. With the aid of great magic, Arech stole into the chambers of King Maximus and wrested the Sceptre from the grip of the sleeping King. He then released his evil forces, ordering his minions and lieutenants to seize the land in whatever manner they pleased (as long as it involved considerable amounts of pain and terror). Arech retired to his new lair on the four continents and waited for King Maximus's certain resistance. The King and his forces, however, offered none. Fearing some kind of trickery, Arech peered into his prophetic crystal to see what Maximus was up to. The crystal showed the King lying in bed, his face pale and gaunt like death itself. Over the King stood a noble young knight with the strength and resolve of great leader. The King was speaking. "Come here" he gasped, "I am weak and breath is a luxury. Please." He extended his hand and the great leader drew close. "You must restore my kingdom. I, too, must be restored. I am tied to this land and as it dies, so do I. My days here are numbered. You must recover the Sceptre if I and my land are to live." Arech watched this exchange and quickly buried the Sceptre somewhere on the four continents. He drew a map of its location, then shredded it into 25 pieces. He gave one to each of his 16 villainous nobles, kept one for himself, and the other eight he hid with powerful artifacts around the four continents. Your time grows short, leader. You have your quest and King Maximus's last hope. May you be guarded in your journey by the Spirits of Order. Good luck!

## Character Classes:

See the information boxes in each character's section to see their starting vitals. To learn more about each character's advancement, see the *Character Advancement Chart* in APPENDIX C.

### SIR CRIMSAUN THE KNIGHT

The Knight starts his quest with the best troops of any of the four classes. His leadership ability is paralleled only by the Barbarian, and his starting gold and commission per week are among the highest.

### LORD PALMER THE PALADIN

A Paladin's leadership ability and initial troops are strong. A Paladin's Spell power is second only to a Sorceress's, as is his spell retention capability.

### THE SORCERESS TYNNESTRA

The Sorceress is the only leader who starts the game knowing how to use magic. Her spell retention is the highest, but she has a difficult path to success because of her weak leadership ability. Her starting troops are among the most feeble.

### MAD MOHAM THE BARBARIAN

A Barbarian's leadership skills are equal to a Knight's, and his starting troops are strong. He advances in rank more rapidly than any other class, but has weak magic skills. He must be taught the basics of spell-casting and even then he has trouble reading a rune. The Barbarian is the most successful of the four classes in battle.

|                        | KNIGHT       | PALADIN     | SORCERESS | BARBARIAN |
|------------------------|--------------|-------------|-----------|-----------|
| Name                   | Sir Crimsaun | Lord Palmer | Tynnestra | Mad Moham |
| Leadership             | 100          | 80          | 60        | 100       |
| Maximum Spell Capacity | 2            | 3           | 5         | 2         |
| Spell Power            | 1            | 1           | 2         | 0         |
| Commission per Week    | 1000         | 1000        | 3000      | 2000      |



## Difficulty Menu

Pick a skill level to play. Each level requires a different number of days to recover the sceptre of order for King Maximus.

## THE PLAYSCREEN

Name / Days Left

Current Contract

Siege Weapon Availability

Spell-casting Ability

Miniature Puzzle Map

Gold on Hand

## THE FIVE STATUS PANELS

### Current Contract

This panel shows which villain you currently hold a contract for. If you have no contract, the square shows an empty shadow. Get a new contract or exchange a current one in any town. You can only carry a contract for one villain at a time. There are five contracts to choose from. Contracts are always free.

#### To carry your contract:

1. Find the villain in a castle somewhere on the continent
2. Conquer their troops in that castle
3. When you have conquered their troops and caught the villain you'll be asked if you want to garrison the castle. For more information, see *Castle Siege* under *Combat* in *GAMEPLAY*

### *Siege Weapon Availability*

This indicates your siege weapon availability. When you have siege weapons, the catapult moves. When you don't, it appears as a shadow. They are necessary to attack a castle. If a siege attempt is unsuccessful, your siege weapon is destroyed. Siege weapons are always 3000 gold.

### *Spell-casting Ability*

When you begin play, this panel is not active (changing colours) unless you are playing as the sorceress Tynnestra. Visit

Archmage Aurange for magic capability in Continentia at coordinates 11,19. Lessons from Aurange cost 5000 gold.

### *Miniature Puzzle Map*

This is a miniature representation of the Puzzle Map. When you find a piece of the map, a square is removed. For more information about the Puzzle Map, see *Look At Puzzle Pieces* under *Field Menu* in the *MENUS* section.

### *Gold on Hand*

This panel depicts how much money you are carrying. The three stacks of coins from left to right are gold, silver, and copper. Use this to keep a general idea of how much gold you have on hand. For an exact total, when you're roaming the continent choose **VIEW YOUR CHARACTER** from the *Field Menu*.



## OBJECTS

### **Treasure chests**

Chests are randomly placed over the continent. To open a chest, walk on it. They contain:

### **Gold**

Which you can put in your personal cache or distribute to your peasants to raise your leadership.

### **Rich Mineral Deposits**

For which the King rewards you with a raise in your weekly salary.

### **Spell Capacity Increases**

From troop shamans you meet.

### **Maps of other continents.**

You must have maps to be able to travel to other continents.

### **Signposts**

Read signposts you see along your journey to get information.

### **Artifacts**

Artifacts have been hidden in various spots over the four continents.

#### *Amulet of Augmentation*

Amplify the spell power of any class with this amulet. A boon to spell casters, especially barbarians, it is often fiercely guarded.

#### *Anchor of Admiralty*

When acquiring a boat, the rental price drops from 500 gold to 100 gold for the bearer of this artifact.

#### *Articles of Nobility*

The articles increase the commission per week a character receives. Handed out by King Maximus himself, the articles of nobility are a reward signifying extraordinary service to the kingdom through heroic action.

#### *Book of Necros*

A tome of legend, this book increases your spell memory. The exact whereabouts of the book are unknown, but a report of a minor wizard's rapid rise to power has fingers pointing...

#### *Crown of Command*

Originally crafted for a vanquished line of kings, the crown was lost long ago by the royal family's last son. When worn, it doubles the leadership ability of any character class.

#### *Ring of Heroism*

A potent bauble, the Ring of Heroism increases leadership. It improves your luck by helping you beat impossible odds.

#### *Shield of Protection*

The shield protects your entire army. Only the surest of blows can harm while the shield is in your possession.

#### *Sword of Prowess*

The bearer of the Sword of Prowess can inflict more damage per blow during battle.



## BASIC MOVEMENT

- To get in a boat, just walk into it
  - You can only fly when your army consists of one or more flying creature troops: Dragons, Demons, Vampires and Archmages (Sprites are not included because of their inability to keep up with the larger creatures)
- 
- **To enter a dwelling**, walk into it.
  - **To sail to a different continent**,
1. Find the map of the continent you want to sail to.
  2. Sail away from your current continent. Keep sailing away until the continent menu appears.
  3. Select the continent you want to sail to (only continents to which you have maps appear).

## COMBAT

For information about movement during combat, see the *Movement* section under *COMBAT*.

There are two types of combat:

### *Field Combat*

Field combat starts when you walk into a wandering troop, but wandering troops do not always want to fight.

Occasionally they want to join your army, and sometimes they flee in terror at the sight of a large army. You don't need siege weapons to engage in field combat.

**If you are victorious in field combat**, King Maximus congratulates you and gives you a reward. Rewards are based on your smarts and strength on the battlefield.

### *Castle Siege*

This starts when you lay siege to a castle. You must have siege weapons to engage in a castle siege. Get siege weapons at any town.

**If you conduct a successful castle siege**, you have the option to garrison the castle. If you garrison,

The troops you leave behind get paid once more before you leave, then live off the castle thereafter. For every castle you garrison, King Maximus increases your income.

### *Movement*

Combat movement is based on strategy – like a game of checkers or chess. Each troop takes turns moving or attacking. Your army's troops move first, then the opposing army moves a troop at a time. This pattern continues until an entire army is wiped out.

**Your army faces right. The opposing army faces left.**

- **Active Troop** is the troop whose turn it is to move or attack. A blue selection ring and yellow Active Troop Target appear around the troop.

Active Troop Target (Yellow Ring)

Active Troop (Blue Ring)

- **Active Troop Target** is a yellow targeting ring you control with the D-Pad. Place it on an empty space you want to move to, or on an enemy you want to attack.



- **Arrow Target** is a red ring that appears when a troop using bows and arrows (Archers, Elves, and Orcs) is preparing to shoot at an opposing troop.

Different troops move different. For example, most troops can only move one space at a time. But Sprites fly on their first move, so their Active Troop Target can skip to any grassy space – not just one adjacent to their current position. For a troop statistics chart that includes individual troop's movement capability, see *APPENDIX B*.

#### **To move your troop:**

1. Position the Active Troop Target on any grassy area next to the Active Troop. You cannot move to a spot occupied by water, a dirt mound, trees, or another troop.

## **COMBAT MENU**

#### **View your army**

This shows the status of each troop in your army. For more information about this option, see *View Your Army* under *Field Menu* in *GAMEPLAY*.

#### **View your character**

This option details all aspects of your character. For more information about this option, see *View Your Character* under *Field Menu* in *GAMEPLAY*.

#### **Use magic**

This option can only be used if you have magic powers. It lists the different spells and how many you have of each. To learn more about individual spells, see the *Spells* section.

An Adventure spell takes effect when you select it. With combat spells, you see a light blue ring on your troop that is about to use your spell.

#### **Pass**

This option lets a troop in your army pass on their turn at moving or attacking. When a troop in your army is selected to take their turn and their movement is completely blocked by an obstacle, choose this to skip their turn.

#### **Wait**

When you would prefer to have a troop take their turn at the end of your army's turns, choose this. For example if a troop in your army is designated to move first, choosing WAIT lets the other troops in your army move, then lets you move the waiting troop last. Pressing **A** or **C** while the Active Troop Target is on the Active Troop, has the same effect as choosing WAIT for that troop.

#### **Game Controls**

Press **B** during your turn in combat to view the Game Control Menu of the following options:

- Turn music on and off
- Turn sound on and off
- Adjust combat delay from zero to 9

The Combat Delay option controls the amount of time it takes to exchange turns during combat. Set the combat delay at zero to have the opposing army move in an instant. Set it at 9 to see opposing troops attack more slowly one by one.



## RECRUITING TROOPS

The limit for the amount of troops you can recruit is based on your leadership points. You can recruit as many troops as you can control. For example, if you have 212 leadership points and you want to recruit Trolls at 50 hit points each, you would only be able to recruit four. Five trolls would equal 250 hit points, more than your leadership points.

### King Maximus's Castle

You start the game in front of King Maximus's castle. Castle-type troops can only be recruited here. In the castle you can recruit castle soldiers or have an audience with the King.

For more information about the AUDIENCE WITH THE KING option see *At King Maximus's Castle* under *Castles* in the *DWELLINGS* section

### To recruit soldiers

troop name, cost, gold available (left to right)

At first CAVALRY and KNIGHTS won't be available because of your low rank. After your first promotion, you can recruit Cavalry. After your second promotion, you can recruit Knights.

### Troop dwellings



Hill



Covered Wagon



Dungeon



Tree House

Recruiting in troop dwellings is similar to recruiting at King Maximus's castle: If you can't recruit troops, check to make sure you have enough gold, and have room for the new troop in your army (remember, you can only have 5 troops maximum in your army).

### Wandering Troops

Usually field combat starts when you walk into a wandering troop, but sometimes they want to join your army instead of fight. When you meet up with a friendly troop, you have the option to accept or decline their service.

**BE WARNED!** Accepting a wandering troop of the same race as one you currently have in your army *could* put that troop out of control (make their hit points stronger than your leadership points). Their numbers are described with six phrases from "a few" to a "multitude". For amounts corresponding to these phrases, see the table in *Towns* under *Dwellings*.

Refer to *APPENDIX B* for information about a troop's hit points, cost, skill level, movement capability, damage capability, and morale.



## FIELD MENU

### *View your Army*

(from top left to bottom right) Troop Count, Skill Level, Movement Rate, Morale, Total Hit Points, Total Damage Possible, Weekly Cost

This shows the status of each troop in your army. You can only have five different troops in your army. Troops may not be split up. When you recruit creatures of a race already in your forces, the new recruits are added to the current troop, even if it places them out of control.

- **Troop count** is the amount and name of the troop
- **Total hit points** defines the amount of damage the entire troop can take before it is wiped out. Individual creatures in the troop die off as the total hit point level lowers. Your leadership ability must surpass this number to control the troop.
- **Skill level** is the efficiency at which the troop fights. A troop with a high skill level can easily defeat a lower skill level troop. For example, a troop with a skill level of six would easily defeat a group with a skill level of two. Two troops with equal skill levels have an equal chance to score a hit on each other.
- **Movement rate** is the total number of actions, walking, flying and attacking, that a troop can make in one turn.
- **Total damage possible** defines the damage that the troop can inflict upon an enemy.
- **Morale** effects the damage a troop can do. High morale increases the potency of an attack, low morale decreases it. A troop's morale is effected by other troops in your army. For a chart showing morale caused by different troop combinations, see the *Troops chart* and *Morale chart* in *APPENDIX B*.
- **Weekly cost** for each troop is the amount you must pay to keep them in your service. Pay troops after you receive your commission. If you do not have enough to pay a troop, it leaves your army. In order to garrison a castle you must pay the weekly cost initially to set up the troops in the castle.

### *View your Character*

This option details all aspects of your character.

- **Name** displays the name and rank of your character.
- **Leadership** represents your ability to control any individual troop. You must have a leadership ability greater than the total hit points of a single troop. If you don't, the out of control troop attacks the troop closest to it – usually one in your army. If after combat is finished the surviving troop is out of your control, the troop turns into wandering renegades never to rejoin civilized ranks again. For more information about out-of-control troops, see *Wandering Troops* under *Recruiting Troops* in *GAMEPLAY*.
- **Commission per Week** is the amount of money you receive from King Maximus at the beginning of each week. This income raised by finding new sources of wealth for the kingdom or by gaining a level of rank.
- **Gold** is the amount of money you have to operate with. You pay for your army and other miscellaneous items with these funds.
- **Spell Power** is the skill level at which your character casts spells. The higher the skill level, the more effective the spell. Spell power can be increased by gaining a level in rank or finding the Amulet of Augmentation (see *Artifacts* under *Objects* in *WHAT YOU SEE*)
- **Max # of Spells** dictates how many spells you can have in your possession at any one time. The maximum number can be increased by a rise in rank or various encounters with shamans in your quest that increase your spell power
- **Villains Caught** is the number of villains that you have captured under contract. Villains defeated for whom you held no contract are not included in this category. A caught villain increases your score. There are 17 villains to be captured, but you do not have to capture them all to rescue the Sceptre of Order. Capturing a villain under contract removes recovers that villain's piece of the puzzle map.
- **Artifacts Found** counts how many of the eight artifacts of power you have found on the four continents. Each artifact increases your current score. You do not need any of the artifacts to find the sceptre. For more information about the artifacts, see *The Eight Artifacts of Power* section in this manual.



- **Castles Garrisoned** counts how many castles you have garrisoned. After every successful siege you have the option of garrisoning a castle. A garrisoned castle increases your commission per week and your score. It also assures that the castle in question won't be repopulated by enemy creatures.
- **Followers Killed** tallies all members of your army that died in battle. For every creature killed, your score is decreased. Dead peasants count just as much as dead dragons, so lead carefully.
- **Current Score** records your progress throughout the game. It is not final until you find the sceptre or run out of time.

### ***Look at Continent Map***

A small pulsing point on this map represents your current location. As you travel across each of the four continents, you draw a map of the terrain. You may only view the map you have draw for the continent you are currently on. Look for magic orbs hidden around the continents that let you see the entire map.

### **Colours on the map represent different areas of the continent:**

- **Red** dots can be signposts, wandering troops, treasure chests, towns, or troop dwellings
- **White** squares are castles
- **Light Green** paths are places you can walk
- **Dark Green** sections are hedges
- **Brown** sections are banks of rock
- **Blue** sections are water
- **Yellow** patches are desert

### **Use Magic**

This option can only be used if you have magic powers. It lists the different spells and how many you have of each. To learn more about individual spells, see the *Spells* section.

Adventure spells happen automatically. With combat spells, you see a light blue ring on your troop that is about to use your spell.

### ***Contract Information***

This option displays a picture of the villain you currently have a contract for. The villain's name, distinguishing features, and crimes are also shown as well as his location, if you know it, and bounty offered for his capture.

### ***Wait to end of week***

This option allows you to stop all actions and wait for the current week to pass. A week lasts five days. Every week is a regeneration week for a different creature. If a creature's week arrives, that creature's dwellings are replenished. Press **A**, **B**, or **C** to view your budget. This calculates:

- Your cash on hand before paying charges
- Pay you just received from King Maximus
- Boat rental charges, if any
- Money paid out to troops
- Your resulting gold left after paying charges

Next to this information is a breakdown of your current armies and how much each costs. Press **A**, **B**, or **C** to leave the menu.

### ***Look at puzzle pieces***

This replaces the adventure window with the Puzzle Map. For each villain you catch under contract and each artifact you find, you get a piece of the Puzzle Map. It shows the portions of the map you have recovered by capturing villains and retrieving artifacts, and which remaining villain or artifact has which piece of the map.



### ***Search the area***

The sceptre is hidden under grass on one of the four continents. You must search to find it, using clues from the Puzzle Map to deduce its location. If you find the sceptre before time runs out, you save King's Maximus's life and restore order to the chaotic land. If you search for the sceptre without Arech Dragonbreath's centre piece of the map, the search lasts for ten days. If you have captured Arech, the search lasts one day.

### ***Dismiss Army***

This command dismisses an entire troop from your service. The dismissed troop disappears from the Four Continents forever. You may recruit from the troop race again.

### ***Game Controls***

**Select this option to:**

- Turn music on and off
- Turn sound on and off
- Adjust combat delay from zero to 9.

The Combat Delay option controls the amount of time it takes to exchange turns during combat. Set the combat delay at zero to have the opposing army move in an instant. Set it at 9 to watch the opposing troops attack more slowly.

## **GETTING MONEY**

There are several ways to get rich quick.

- Find gold and wage increases from King Maximus in treasure chests.
- When you're on the continent, select WAIT TO END OF WEEK from the Field Menu to receive a week's wages.
- Win field battles and castle sieges for a reward from King Maximus.

## **WINNING THE GAME**

You must find the Sceptre of Order to restore King Maximus's land before he dies.

**To find the Sceptre of Order:**

1. You can conquer villains and find artifacts to uncover pieces of the puzzle map. You do not have to uncover the puzzle map at all to search for the sceptre, but each time you guess at an area and search, it costs 10 days (If you have defeated Arech Dragonbreath, the search only lasts one day, even if your search is unsuccessful).
2. View the area exposed on the Puzzle Map and match it to an area on one of the four continents. **THE AREA DEPICTED IN THE PUZZLE MAP MUST EXACTLY FIT IN THE SCREEN FOR A SUCCESSFUL SEARCH.** For example, if you are near the correct area depicted in the puzzle map, but the view is slightly off centre, your search will be unsuccessful.
3. Once you think you are on the right spot, choose **SEARCH THE AREA** from the Field Menu. The game then tells you how many days it will take to conduct a search, and asks if you still want to search.
4. Select **YES** with the D-Pad and press **A** or **C**. Cross your fingers for luck!



## **Nobles of the Dark Legion**

### **Murray the Miser**

Murray is a villainous traitor who helped Arech and his army of rogues for a small reward and a castle to call his own.

### **Hack the Rogue**

Hack the Rogue is wanted for conspiracy against the crown and grave-robbing.

### **Princess Aimola**

Princess Aimola is wanted for joining a conspiracy against King Maximus.

### **Baron Johnno Makahl**

Baron Johnno Makahl is wanted for leading Arech's army into the King's castle.

### **Dread Pirate Rob**

Dread Pirate Rob is wanted for piracy in the Pond of Peril and releasing traitors from Maximus's royal dungeons.

### **Caneghor the Mystic**

Caneghor the Mystic is wanted for assisting in the downfall of the four continents by spell-casting for the dark legions.

### **Sir Moradon the Cruel**

Sir Moradon is a traitor known for chopping small rodents with an axe to keep his temper under control.

### **Prince Barrowpine**

Prince Barrowpine is wanted for trafficking stolen artifacts.

### **Bargash Eyesore**

A lumbering cyclops, Bargash is as stupid as he is strong. He's regarded as a permanent enemy of the crown.

### **Rinaldus Drybone**

Rinaldus Drybone is king of the undead.

### **Ragface**

Ragface is wanted for conspiring to steal the sceptre with Auric Whiteskin, Arech Dragonbreath, and Rinaldus Drybone.

### **Mahk Bellowspeak**

Since Arech took rule of the four continents away, Mahk has been pillaging and attacking innocent townsfolk.

### **Auric Whiteskin**

Wanted for conspiring with Arech to steal the Sceptre of Order, Auric helped plan the attack on the King's castle.

### **Czar Nickolai**

Czar Nickolai is wanted for summoning the demon king Urthrax Killspite to help keep the chaotic four continents under Arech's rule.

### **Magus Deathspell**

Magus Deathspell is wanted for deciphering the prophecy that foretold of the downfall of order on the four continents.

### **Urthrax Killspite**

Urthrax Killspite is the demon King. He was summoned to help attack and rule the four continents by Czar Nickolai.



## **Arech Dragonbreath**

Arech Dragonbreath is the leader of the Dark Legion and destroyer of order.

## **Troops**

For information about each troop's skill level, hit points, movement capability, damage ability, morale, and cost, see APPENDIX B.

## **THE KING'S PRIVATE GUARD**

Members of the private guard are the most highly trained and skillful. They fight well when allied with Plains creatures.



### **Militia**

These dependable fighters are a strong match for opposing troops.



### **Archers**

Archers wait in a lonesome corner of the battlefield and shoot down unfortunate targets. They can shoot 12 times in any battle.



### **Pikemen**

Pikemen inflict heavy damage with their pikes and are well worth their expensive wage.



### **Cavalry**

Cavalry is used for swift and hard-hitting attacks. They are available for recruit at the King's castle after your first promotion.



### **Knights**

These fledgling lords are professional soldiers. Though slow and headstrong, they are powerful fighters. They are available for recruit after your second promotion.

## **PLAINS**

Only the strongest creatures survive on the plains. Recruit Plains troop for their brute strength.



### **Peasants**

Easily influenced and guided, these hapless denizens of the plains are strongest in vast numbers.



### **Wolves**

Since they only bite for a minor amount of damage, wolves are most effective in large packs.



### **Nomads**

These crafty desert traders are savage and fierce. Good fighters, they are somewhat hard to control.



### **Barbarians**

Barbarians can be devastating fighters, however, their independent nature makes them difficult to keep in rank and file.



### **Archmages**

Archmages can fly and attack at the same time. They can cast a fireball spell twice in any combat round.



## FORESTS

Accustomed to close fighting in the woods, forest creatures are tricky and sly.



### Sprites

These flying woodland creatures fly fast and follow orders well, but they die easily and have difficulty landing a strong blow due to their small size.



### Gnomes

Dwelling in caves below the tree trunks, these underground dwellers make a stolid fighting force. Like Sprites, Gnomes have problems fighting larger opponents, who can crush large numbers of them in a single round.



### Elves

Armed with bow and arrow, Elves are an effective fighting force. They can decimate opponents of equal force with a distance strike. They can shoot arrows 24 times per battle.



### Trolls

Trolls take a long time to die and are capable of inflicting great damage on their enemies. If not killed in combat, trolls regenerate to full hit points.



### Druids

Druids have the best qualities of all the forest creatures. Cunning, yet easy to control, they can throw a lightning bolt three times in any battle.

## DUNGEONS

Dungeon creatures are the undead class. Watch them carefully – they have nothing to lose by turning on you.



### Skeletons

Age-old corpses rambling across the four continents in search of a final resting place, skeletons are the least powerful of the dungeon class.



### Zombies

Stronger and more durable than skeletons, zombies are slow and pack a substantial punch. Lead them in packs of seven to 12 for an effective attack.



### Ghosts

Skillful combatants and highly mobile, ghosts are excellent fighters. Defeated enemies join the ghost troop. Beware, ghosts can easily get out of control. If the Week of the Peasant falls while Ghosts are serving you, they transform into peasants.



### Vampires

The aristocracy of the night, vampires are formidable troops. A vampire can heal himself by striking an enemy.



### Demons

The lords of the dungeons, demons can cut an enemy troop in half with one blow. They are skillful warriors that can defeat anything but a dragon.



## HILLS

Creatures bred in the hills are tough, and make strong fighters. You'll need luck on your side to defeat them. Count yourself honoured if they ask to join your legions.



### Orcs

Numerous and capable of strong attacks, it's hard to go wrong with an orc legion. Orcs have six shots in any battle.



### Dwarves

Kept in practice by defending their homes from Orc hordes, Dwarves are able warriors. Though small, they deliver an outstanding blow.



### Ogres

Ogres live for destruction and destroy enemies easily. Ogres are slow, so position them for maximum effect with minimum movement.



### Giants

Their fearsome boulder attacks and crushing hand-to-hand blows allow giants to rampage across their lessers. Giants can throw boulders six times in any battle.



### Dragons

A dragon can endure and inflict more damage than any other creature. They can fly during battle and are completely immune to magic. Only the mighty can control a flock of dragons in an army.

### Dwellings

For information about recruiting from dwellings, see *Recruiting Troops* under *GAMEPLAY*.

## CASTLES

### At King Maximus's castle:

- You can recruit
- Militia
- Archers
- Pikemen
- Cavalry
- Knights

The supply of these troops is virtually unlimited, but they are costly. As you gain rank, more powerful soldiers become available for hire. For trait descriptions of these different troops, see the *castles* section under *TROOPS*. For instructions about how to recruit troops see *King Maximus's Castle* under *RECRUITING TROOPS*.

### You can request an audience with the king

If you are worthy, rank is increased at an audience with the king. If you are not worthy, you are informed of your current rank and sent to capture more villains to gain worthiness.

### At other castles:

If inhabited, a castle contains either one of the 17 villains or a rag-tag group of marauders who are based here. If you have siege weapons, battle begins. If uninhabited, you may assign a troop to garrison the castle, thereby increasing your score and weekly income. When you garrison a castle, you pay for the troops for one week. After that they live off the castle. If you return to a castle and remove the troops, you must begin paying them again.



If you win a battle, you may garrison the castle with some of your surviving legions. This increases your commission per week and your current score. If you hold a contract for the defeated lord of the castle, you receive a piece of the puzzle map. If you do not hold a contract for the defeated lord, the lord is set free and eventually relocates to a new castle. If you do not garrison a castle, it can repopulate.

## TOWNS

**In a town you can:**

- **Get a new contract.** You may only carry a contract for one villain at a time. Contracts may be exchanged at any time in any town. To carry out your contract:
  1. Track down the villain
  2. Conquer their troops

**There are five villains's contracts to choose from.**

- **Rent a boat or cancel boat rental.** Rent a boat for 500 gold a week (when you find the Anchor of Admiralty, boat rental charges go down to 100 gold). After renting a boat, it appears in the water next to the town. Cancel boat rental in any town.
- **Gather Information** about the local castle. Learn who rules it and what troops are in their army. Descriptions of those troops begin with phrases like "A few..." or "A multitude of...". These phrases correspond to the following amounts:
  - A Few = 1-9 creatures
  - Some = 10-19
  - Many = 20-49
  - A Lot = 50-99
  - A Horde 100-499
  - A Multitude = 500+
- **Buy a spell.** Each town sells a different type of spell – whatever the local specialty is. Spells change towns from game to game. Buy as many spells as you can carry. Spells can only be used once.
- **Buy siege weapons** for 3000 gold. Siege weapons are necessary to attack a castle. If a siege attempt is unsuccessful, your siege weapon is destroyed.

For information about troop dwellings (Hills, Dungeons, Covered Wagons, and Tree Houses), recruiting troops from them, and pictures of their dwellings, see *Troop dwellings* under **RECRUITING TROOPS**.

### *Spells*

Spells can only be used once. For information about how to use spells, see *Use Magic* under **FIELD MENU**.

## ADVENTURE SPELLS

These spells can be cast whenever you are able to move. They cannot be cast:

- While searching an area
- While in a town or castle
- During combat

### **Bridge**

This spell allows you to build a bridge going north, east, south, or west. Use a bridge spell to cross a stream or river. Multiple bridges may be attached to one. Another. Bridges created are permanent.



**Time Stop**

use Time Stop when you have a high Spell Power to give you more time to find the sceptre. You still get paid at the end of a week, but your amount of days to find the sceptre stays the same.

**Find Villain**

This reveals the location of the villain whose contract you are currently holding. Only the villain's location is revealed, not his troop type and size.

**Castle Gate**

This spell allows you and your army to teleport to any castle previously visited. Go to a castle you have garrisoned and recruit the troops back into your army to replenish your fighting power with this spell.

**Town Gate**

This allows you and your armies to move instantly to a previously visited town.

**Instant Army**

Instant Army adds another troop to your ranks. The size of the troop depends on your spell power and the type of creature recruited is based on your class and level ranking.

**Raise Control**

This spell raises your leadership ability. Use it before combat with a powerful villain for strength, or just before you recruit troops for higher recruitment numbers. This spell lasts one week.

## COMBAT SPELLS

Use these in combat.

**Clone**

This allows you to add creatures to troop in your army through cloning. The actual number of creatures cloned is proportional to your spell power.

**Teleport**

This allows you to teleport a troop, friend or foe, to any unoccupied grass on the combat screen. You can manipulate troops to destroy enemy archers, displace strong enemy troops, and insert your own forces in key locations.

**Fireball**

This arms you with a fireball which you can hurl at any single enemy troop. The damage you do depends on your spell power - the higher your spell power, the stronger the damage.

**Lightning Bolt**

Weakest of the three offensive-weapon spells, the lightning bolt allows you to throw a bolt at any single enemy troop. The higher your spell power, the more destructive the spell.

**Freeze**

This spell restricts an enemy troop's movement, holding it in place for one combat round. The enemy troop can, however, attack adjacent troops and can retaliate if attacked.

**Resurrect**

This spell restores creatures destroyed in combat, one per unit of your spell power. Creatures may only be restored if some of the original troop remains.

**Turn Undead**

Strongest of the three offensive-weapon spells, Turn Undead targets an enemy troop of undead creatures and unleashes a torrent of destruction on skeletons, zombies, ghosts, and vampires.



## HINTS AND STRATEGY

### **Boats**

If you dock your boat and walk far across the continent, save some time by finding a town close to you, canceling the boat rental, then re-renting a boat. Your new boat conveniently appears in the water close by. Be warned: it'll cost you another 500 gold, so you might want to rent at the end of a week (when you would have been charged for weekly boat rental anyway).

### **Recruiting troops**

When you are recruiting from a troop dwelling or the King's castle, don't recruit all the members of a troop. If you empty a dwelling and take your army into a losing battle, you won't be able to recruit from the dwelling or castle again until that creature's week passes.

### **Combat with Ghosts**

Only attack ghosts with troops of a stronger hit strength. Ghosts absorb fallen foes into their troop and get incredibly strong. Keep your peasants, Militia, and other weak troops out of their reach.



## APPENDIX A - CASTLE AND TOWN LOCATIONS

### Continentia

#### Castles

|             |       |
|-------------|-------|
| Azram       | 30,27 |
| Cancomar    | 36,49 |
| Faxis       | 22,49 |
| Irok        | 11,30 |
| Kookamunga  | 57,58 |
| Nilslag     | 22,24 |
| Ophiraund   | 6,57  |
| Portalis    | 58,23 |
| Rythacon    | 54,6  |
| Vutar       | 40,5  |
| Wankelforte | 40,41 |

#### Towns

|              |       |
|--------------|-------|
| Bayside      | 41,58 |
| Fjord        | 46,35 |
| Huntermville | 12,3  |
| Isla Vista   | 57,5  |
| King's Haven | 17,21 |
| Lakeview     | 17,44 |
| Nyre         | 50,13 |
| Path's End   | 38,50 |
| Quiln Point  | 14,27 |
| Riverton     | 29,12 |
| Xoctan       | 51,28 |

### Forestria

#### Castles

|              |       |
|--------------|-------|
| Basefit      | 47,6  |
| Duvock       | 30,18 |
| Jahn         | 41,34 |
| Mooseweigh   | 25,39 |
| Quinderwitch | 42,56 |
| Yeneverre    | 19,19 |

#### Towns

|                |       |
|----------------|-------|
| Anomaly        | 34,23 |
| Dark corner    | 58,60 |
| Elan's Landing | 3,37  |
| Midland        | 58,33 |
| Underfoot      | 58,4  |
| Wood's End     | 3,8   |

### Archipelia

#### Castles

|         |       |
|---------|-------|
| Endryx  | 11,46 |
| Goobare | 41,36 |
| Hyppus  | 43,27 |
| Lorshe  | 52,57 |
| Tylitch | 9,18  |
| Xelox   | 45,6  |

#### Towns

|           |       |
|-----------|-------|
| Centrapf  | 9,39  |
| Japper    | 13,7  |
| Overthere | 57,57 |
| Simpleton | 13,60 |
| Topshore  | 5,50  |
| Yakonia   | 49,8  |

### Saharia

#### Castles

|           |       |
|-----------|-------|
| Spockana  | 17,39 |
| Uzare     | 41,12 |
| Zyzzarzaz | 46,43 |

#### Towns

|           |       |
|-----------|-------|
| Grimwold  | 9,60  |
| Vengeance | 7,3   |
| Zazoizu   | 58,48 |



### APPENDIX B - TROOP STRENGTHS CHART

| MONSTERS       | Skill Level | Hit Points | Movement | Damage Attack, Shoot | Recruitment Cost | Morale Group |
|----------------|-------------|------------|----------|----------------------|------------------|--------------|
| <b>Castle</b>  |             |            |          |                      |                  |              |
| Militia        | 2           | 2          | 2        | 1-2                  | 50               | A            |
| Archers        | 2           | 10         | 2        | 1-2/1-3              | 250              | B            |
| Pikemen        | 3           | 10         | 2        | 2-4                  | 300              | B            |
| Cavalry        | 4           | 20         | 4        | 3-5                  | 800              | B            |
| Knights        | 5           | 35         | 1        | 6-10                 | 1000             | B            |
| <b>Plains</b>  |             |            |          |                      |                  |              |
| Peasants       | 1           | 1          | 1        | 1                    | 10               | A            |
| Wolves         | 2           | 3          | 3        | 1-3                  | 40               | D            |
| Nomads         | 3           | 15         | 2        | 2-4                  | 300              | C            |
| Barbarians     | 4           | 40         | 3        | 1-6                  | 750              | C            |
| Archmages      | 5           | 25         | Fly+1    | 2-3                  | 1200             | C            |
| <b>Forest</b>  |             |            |          |                      |                  |              |
| Sprites        | 1           | 1          | Fly+1    | 1-2                  | 15               | C            |
| Gnomes         | 2           | 5          | 1        | 1-3                  | 60               | C            |
| Elves          | 3           | 10         | 3        | 1-2/2-4              | 200              | C            |
| Trolls         | 4           | 50         | 1        | 2-5                  | 1000             | D            |
| Druids         | 5           | 25         | 2        | 2-3                  | 700              | C            |
| <b>Hills</b>   |             |            |          |                      |                  |              |
| Orcs           | 2           | 5          | 2        | 2-3/1-2              | 75               | D            |
| Dwarves        | 3           | 20         | 1        | 2-4                  | 350              | C            |
| Ogres          | 4           | 40         | 1        | 3-5                  | 750              | D            |
| Giants         | 5           | 60         | 3        | 10-20/5-10           | 2000             | C            |
| Dragons        | 6           | 200        | Fly+1    | 25-50                | 5000             | D            |
| <b>Dungeon</b> |             |            |          |                      |                  |              |
| Skeletons      | 2           | 3          | 2        | 1-2                  | 40               | E            |
| Zombies        | 2           | 5          | 1        | 2-2                  | 50               | E            |
| Ghosts         | 4           | 10         | 3        | 3-4                  | 400              | E            |
| Vampires       | 5           | 30         | Fly+1    | 3-6                  | 1500             | E            |
| Demons         | 6           | 50         | Fly+1    | 5-7                  | 3000             | E            |



## MORALE CHART FOR ALL TROOPS

### Units Morale Group:

|          |   | A | B | C | D | E |
|----------|---|---|---|---|---|---|
| Other    | A | N | N | N | N | N |
| Units    | B | N | N | N | N | N |
| In Army: | C | N | N | H | N | N |
|          | D | L | N | L | H | N |
|          | E | L | L | L | N | N |

L = Low morale (if any low in army).

N = Normal morale.

H = High morale (only if all units are H).

## APPENDIX C - CHARACTER ADVANCEMENT CHART

| Character Advancement | Villains caught | Leadership | Maximum # spells | Spell Power | Commission /week |
|-----------------------|-----------------|------------|------------------|-------------|------------------|
| Knight                | -               | 10         | 2                | 1*          | 1000             |
| General               | 2               | +100       | +3               | +1          | +1000            |
| Marshal               | 8               | +300       | +4               | +1          | +2000            |
| Lord                  | 14              | +500       | +5               | +2          | +4000            |
| Paladin               | -               | 80         | 3                | 1*          | 1000             |
| Crusader              | 2               | +80        | 3                | 1*          | 1000             |
| Avenger               | 7               | +240       | +5               | +2          | +2000            |
| Champion              | 13              | +400       | +6               | +2          | +4000            |
| Barbarian             | -               | 10         | 2                | 0*          | 2000             |
| Chieftain             | 1               | +100       | +2               | +1          | +2000            |
| Warlord               | 5               | +300       | +3               | +1          | +2000            |
| Overlord              | 10              | +500       | +3               | +1          | +2000            |
| Sorceress             | -               | 60         | 5                | 2           | 3000             |
| Magician              | 3               | +60        | +8               | +3          | +1000            |
| Mage                  | 6               | +180       | +10              | +5          | +1000            |
| Archmage              | 12              | +300       | +12              | +5          | +1000            |

Must learn magic to cast spells