



KNIGHTS & KINGS

The Middle Ages Strategy Game

Handbook

TURNING POINTS
KNIGHTS & KINGS

The Middle Ages Strategy Game

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TURNING POINTS **KNIGHTS & KINGS**

The Middle Ages Strategy Game

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Blaze forth the death of Princes

Julius Caesar, Act II, ii

Fight for the crown! In *Knights & Kings* the future of the Middle Ages rests in your worthy hands. Choose a character and a side. Lead the Rogue masses in their quest for power or align yourself with the ruling Barbarians who are desperate to hold onto the throne. It's up to you. Will you bring forth peace and prosperity? Or will you start a new reign of terror?

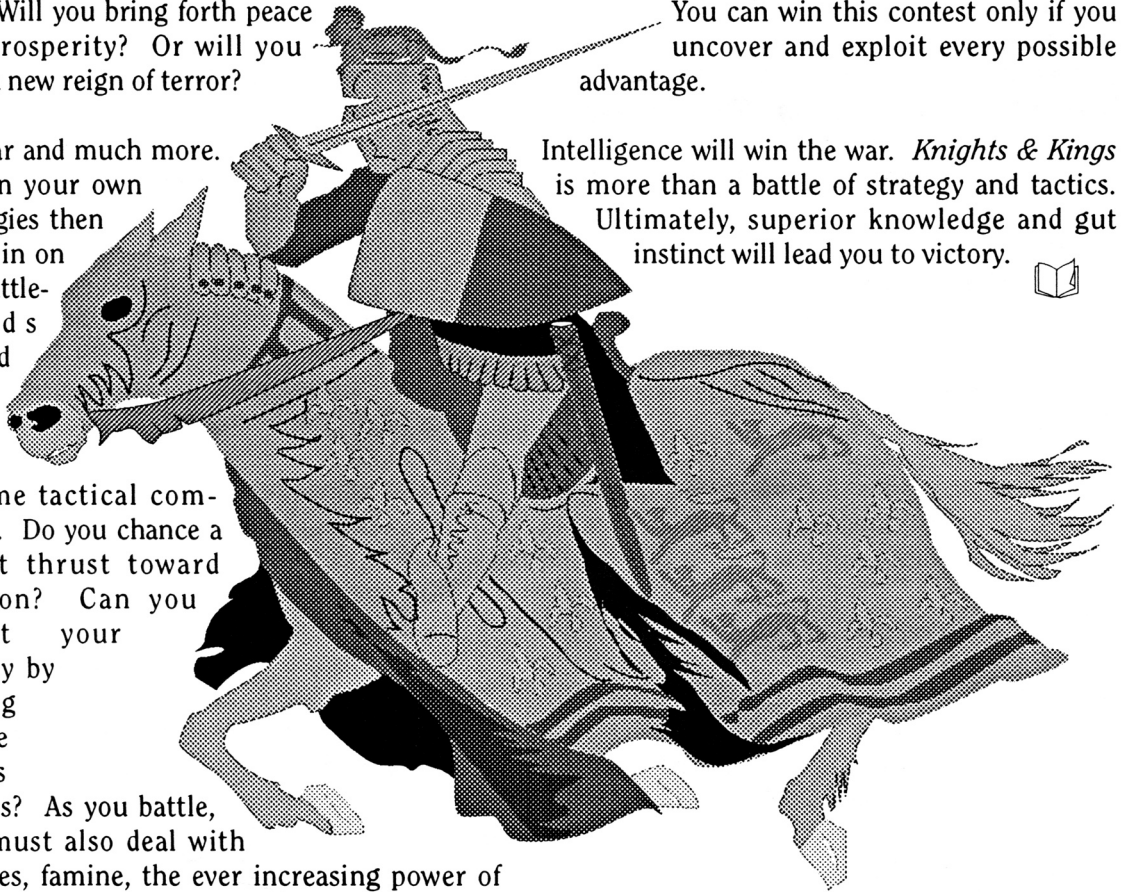
It's war and much more. Design your own strategies then zoom in on the battlefields and

assume tactical command. Do you chance a direct thrust toward London? Can you defeat your enemy by laying siege to his castles? As you battle, you must also deal with plagues, famine, the ever increasing power of the church and much more.

See the lay of the land through your enemy's eyes. What are their weaknesses? Where are

their strengths? Are there any vulnerabilities you might take advantage of? Each side must play within the historical realities of the Middle Ages. Your motives are like those of William the Conqueror and King Harald of Norway, or of King Harold and King Stephen of England. You can win this contest only if you uncover and exploit every possible advantage.

Intelligence will win the war. *Knights & Kings* is more than a battle of strategy and tactics. Ultimately, superior knowledge and gut instinct will lead you to victory.



Armored Knight on Horseback
-artwork by J. Michael Dlugos

Let me have war, say I

Coriolanus, Act IV, v

Let me have war, say I; it exceeds peace as far as day does night; it's spritely, waking, audible, and full of vent. Peace is a very apoplexy, lethargy: mulled, deaf, sleepy, insensible; a getter of more bastard children than war's a destroyer of men.

While the words above do not reflect a modern contemplation of war, they may epitomize your desires to use this program. Thus, the following information will help you install the program and start to use it as quickly as possible.

System Requirements

Macintosh

- 1 MB RAM (black & white)
- 2 MB RAM (color)
- 800K Floppy Disk Drive
- Hard Disk Drive (recommended for black & white, required for color)
- Color Monitor (optional)

IBM and 100% Compatibles

- 640K RAM
- Hard Disk Drive (strongly recommended)
- Mouse (optional)
- VGA, EGA or MCGA monitor and card

Back Up Your Disks

Read the license agreement (printed on the disk envelope) carefully. It permits you to make one backup copy of each *Knights & Kings* disk.

Before you play the game or load it on your hard disk, make a copy of each disk and label it as the original disk is labeled. Store the original disks in a safe place, separate from the backup disks.

Installing on a Hard Disk

Macintosh

- Ensure you have at least 3.5 MB of free space on your hard disk.
- Insert Disk 1 into your disk drive.
- Drag the *Knights & Kings* folder onto your hard drive, then open the folder and click on the Installer icon.
- If you do not have a color monitor, uncheck the color graphics option by clicking on the check box.
- The installer program will prompt you to insert one or more of the other disks. Click the OK button after you have inserted the disk or click CANCEL if you wish to halt the installation process.

Please check your Installation Guide for more detailed instructions on loading the program.

IBM and 100% Compatibles

- Set the current directory on your computer to the directory where you want to install the program (i.e. C:\ENTREX).
- Insert Disk 1 in your floppy drive.

- Type A:INSTALL to run the install program (or B:INSTALL) if you are installing from drive B).
- When prompted, type the letter of the drive you are installing from then press ENTER (you do not need to type in a colon).
- Select the appropriate video adapter (MCGA, EGA or VGA).
- Answer YES to the "Include mouse support?" question if you have a mouse.
- Answer YES to the "Copy SOUND BLASTER sound files?" question if you have a Sound Blaster (or compatible) sound card.
- The install program will prompt you to insert one or more of the other disks. Press ENTER after you have inserted the disk or press ESC to halt the installation process.

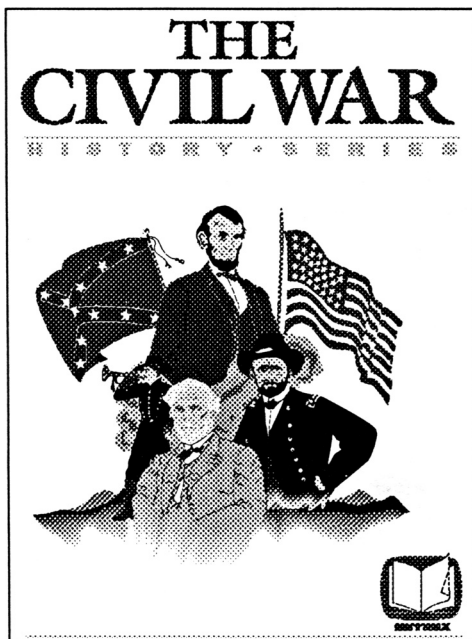
The install program will check to ensure there is sufficient disk space to load the program. If

there is insufficient space, you must exit the install program and make room for the program before trying to install again.

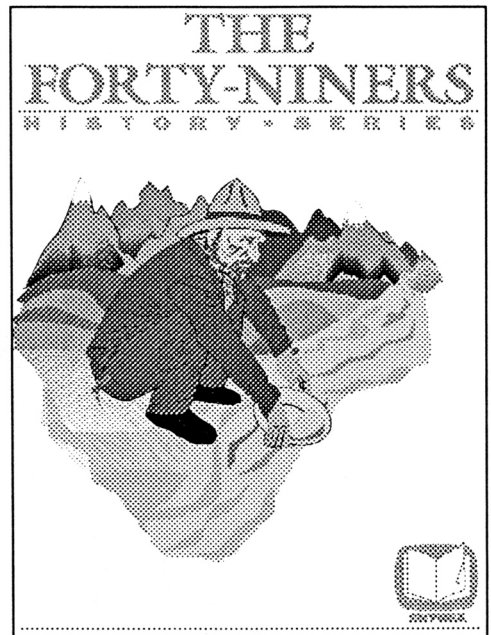
If there is enough space, the install program will automatically create a folder and place the program and all related files in that folder.

Running the Program

To start the program, open the folder and double click on the *Knight* icon, or type KNIGHTS at the DOS prompt. Use your mouse (if your computer is equipped with one) or the keyboard mouse (see: *Mouse of virtue*, p 11) to select an item or choose a command from a menu. Simply move the arrow over top of the item or command and click the mouse button.



Entrex's American history programs are fun and challenging. If you like Knights & Kings, you may want to try The Civil War or The Forty-Niners.



To be or not to be...

Hamlet, Act III,i

*To be, or not to be—that is the question:
Whether 'tis nobler in the mind to suffer
The slings and arrows of outrageous fortune,
Or to take arms against a sea of troubles,
And by opposing end them?*

Such a question confronts you when first you begin the *Knights & Kings* simulation. You may choose to play as either the Rogues or the Barbarians, you may choose to play against a friend or against the computer, and you may choose to play a specific character. Your fate will depend on your answers to each of these questions.

Rogues

The Rogues are seeking to expand their kingdom. More precisely, they desire to capture the throne of England from their base in southern Ireland.

The Rogues will not be satisfied with anything less than the defeat of the Barbarian Monarch (who presently commands the English throne). There are two ways to do this. First, they can defeat the Barbarians in battle. Second, they can capture London and crown themselves.

Barbarians

The Barbarians are not an entirely happy lot. Although they control the throne of England,

they are not entrusting of their Monarch (who seems a bit of a nervous nelly) and they are aware of the threat posed by the Rogues to the west.

The Barbarian's goal is simple: to hold onto the throne of England. They must do two things to achieve this. First, they must keep their Monarch alive (away from swords, daggers, diseases, and so on...). Second, they must retain control of the city of London. The Barbarians can also win the war by defeating the Rogue Monarch.

Friend vs. Computer

If you choose to play against a friend, you must choose sides, with first one player making a move, then the other player, as in chess or checkers. If you choose to play against the computer, you may play either side; the computer will oppose you by moving the pieces belonging to your opposition.

Characters

Your mission has a personal side to it as well. You will be prompted to choose a character (see our "Personalities" column) before you begin play. Your mission now becomes that character's mission: first and foremost, to stay alive; and secondly, to help your side to victory in any way possible. If your character dies, you lose!



Cry, 'Havoc!' and let slip the dogs of war

Julius Caesar, Act III, i

Regardless of what strategy you have decided upon, you will have to move your troops to initiate battles, capture areas, or respond to your enemy's movements. Where you move them is entirely up to you; how you move them does have a few rules, however.

Selecting Units

Units are represented by icons (small representative pictures) displayed on the map.

To select a unit, move the arrow over top of the unit's icon then click the mouse button. If you have numerous units in one area, a single icon may represent more than one unit. If so, a pop-up window will appear, listing all the units represented by the icon. Click in the check boxes beside the units you wish to select. You may select more than one unit by clicking on more than one check box.

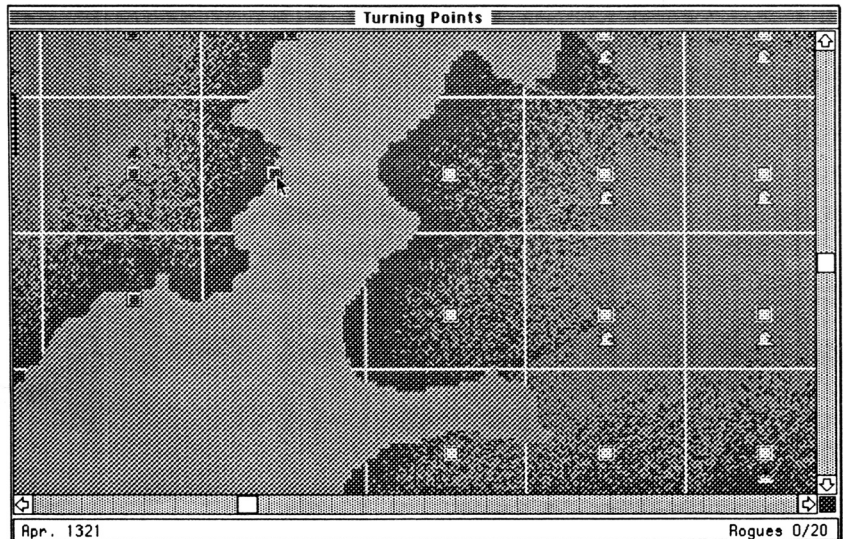
If you wish to select multiple units in the same area (each represented by its own icon), select the first unit, move the arrow over top of the second unit, hold down the SHIFT key, then click the mouse button. You may select as many units as you

like in this way. You may also use the *Select All* command.

To find out the class, strength and movement base of a unit, move the arrow over top of the unit's icon, then hold down the Command key (Macintosh) or ALT key (MS-DOS) and click the mouse button.

Moving Units to Different Areas

Areas are represented by small colored boxes displayed on the map. The color or shading of the box indicates who controls that area (red = Rogues, yellow = Barbarians).



Turning Points



To move a unit to an area, you must first select the unit you wish to move. Then move the arrow over top of the area you wish to move to (actually, over top of the area box) and click the mouse button.

Each unit may be moved once per turn, one square up, down, left or right. A unit may be moved one square diagonally only when crossing the Irish Sea.

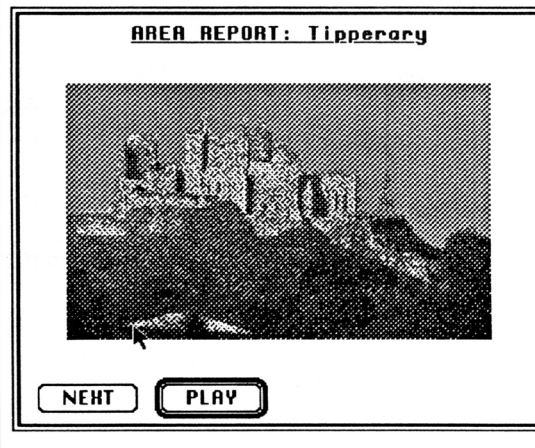
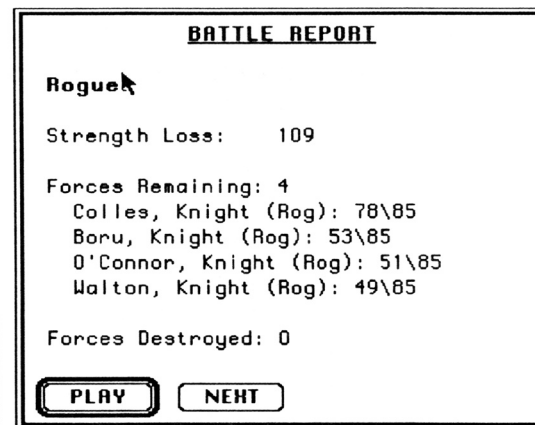
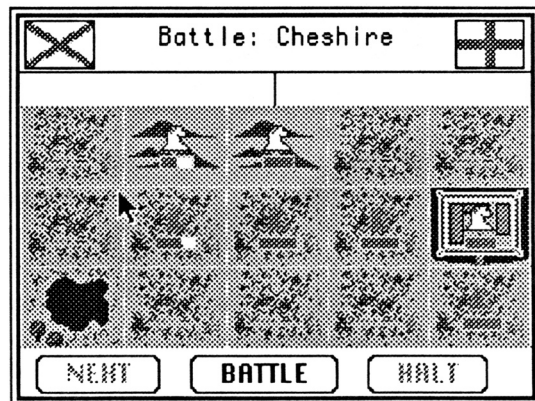
Use the *Undo* command (part of the Edit menu) to undo, or cancel, a move.

To read information about an area, and to list all units located there, move the arrow over top of the area box, then hold down the Command key (Macintosh) or ALT key (MS-DOS) and click the mouse button.

Completing Your Turn

Before you choose the *Next Turn* command, be sure you have located all your troops exactly where you want them (or as close as you can get). Check the *Status Report*, the *Profile*, and any of the other reports (as necessary). Consider saving your game (so none of it is lost in case of a power outage or other act of God).

Always end your turn by choosing the *Next Turn* command from the Turn menu.



Sieges and Siegecraft

A close up look at how to wage war

Well, now you've done it—you've got yourself into a battle and you don't know what to do. Strategy has flown out the window and tactical demands are staring you in the face. (What's the difference between strategy and tactics, you ask? Well, simply put, strategy is what you want to do, tactics is how you actually do it.) Fret not. Organizing a battle is a simple matter of utilizing your strengths to your maximum advantage, seizing opportunities, and using the terrain to reduce your losses.

Battles are always resolved at the end of a turn. After the *Next Turn* command is selected, a map will appear, displaying the terrain at the battlefield, and listing the units involved in the battle.

Units can be placed on the battlefield in the order they arrived there. Some units may be held back as reserves. A Unit will flash when it is its turn to be placed. Click on the square where you wish to place it (only one unit per square), or click on the *Next* button to hold it in reserve. Click on the *Battle* button when both sides are ready to fight.

When you place a unit on a square, a small bar graph appears below the unit. This bar graph represents the unit's strength. During a battle, the bar graph will "trickle down" to represent the unit's casualties.

On the Firing Line

(Achieving tactical superiority)

There are several factors to consider when placing your units on the battlefield. Think carefully about the following.

Range

Knight units and Monarch units do NOT have the same fighting abilities. Monarchs are equipped with better weapons and surrounded by the best fighters. Also, Monarch units have a greater range than do Knights. This means a Monarch may be placed out of a Knight's range, while still keeping the Knight within its own range.

<i>Unit Class</i>	<i>Range</i>
Knight	2 sectors
Monarch	3

Predisposition

Each class of unit has a predisposition to fight a unit of similar class. Thus, if a Knight has within its range an enemy Knight and an enemy Monarch, it will tend to attack the Knight unit first. Also, a Monarch unit has offensive advantages over Knight units. For example, if a Monarch has no enemy Monarchs



Turning Points



to engage, it will pick on the easiest target it can find—knights. Class versus class advantages are as follows:

Attacker	Defender	Advantage
Monarch	Knight	2

The number in the Advantage column means that the attacking unit is that many times as likely to score a “hit” as it would normally be. One “hit” on the opponent reduces the opponent’s strength by one point.


Of Forests and Castles (Terrain)

Some terrain types offer defensive advantages. For example, units can be hidden in forests, or can be “dug in” on hill tops; most importantly, units can hide inside castles (though you can never occupy your enemy’s castles). Use terrains to your best advantage.

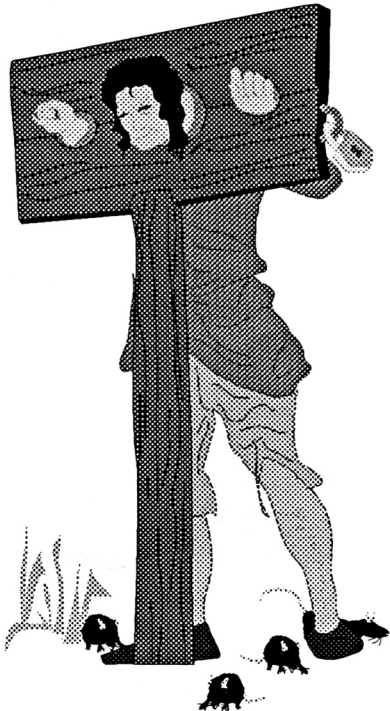
Terrain Type	Useable by	Advantage
Field	Monarch, Knight	1
Ocean	none	-
Lake	none	-
Forest	Monarch, Knight	2
Hill	Monarch, Knight	2
River	Monarch, Knight	1
R. Castle	Rogue Knight/Monarch	3
B. Castle	Barbarian Knight/Monarch	4
London*	Monarchs only	3

The number in the Advantage column means that the resident unit is that many times as likely to avoid a “hit” as it would normally be. One “hit” results in a strength reduction of one point.

Surrender

When you feel you have no hope of winning and wish to avoid a long and painful defeat, you may choose the *Surrender* command from the Turn menu. 

*The city of London is open only to Monarch class units, knights from either side are not allowed. However, only Barbarian Monarchs may use the London castle.



Alas, poor Yorick

Hamlet, Act V, i

Status and Position Reports

Alas, poor Yorick. I knew him, Horatio; a fellow of infinite jest, of most excellent fancy; he hath borne me on his back a thousand times...

Every Monarch needs accurate and up-to-date reports (called *intelligence*) from battlefields both far and near. The best leaders learn to interpret this intelligence based on their own common sense and understanding of a situation. The following reports are available any time. They will let you know who is fighting, where they are fighting, and whether they are winning or losing.

All Areas

Select the *All Areas* command from the Info menu. This report will list all areas on the map, detailing each area's point value, defensive fortifications, the number of resident units, and the total strength of those units. Areas which you control will be indicated with an asterisk.

Forces

Select the *Forces* command from the Info menu. This report will list all your forces, dividing them into three categories, Potential, Active, and Destroyed.

Potential forces are units which have not yet

entered the war. Sometimes these are units which haven't been formed up yet, others are listed as potential because the county they represent hasn't entered the war. The report will indicate the strength of the unit, what round it will be available in, and where it will appear. Potential forces cannot appear in areas controlled by your enemy.

Active forces are those forces currently available to you for attack and defense purposes. The report will indicate each unit's strength, move points and location.

Destroyed forces are those forces which have been wiped out in battle. They are lost for the duration of the war.

Status Report

This is a quick progress report. It lists the rounds completed, the points each side has, the number of points needed, the total strength of each side's forces, and the losses those units have incurred.

Battlefield Report

This report is generated after each battle. It details the total strength points lost by each side, the percentage of total strength points lost, and lists any units which were destroyed in the battle.



What's brave, what's noble

Antony and Cleopatra, Act IV, xiii

*What's brave, what's noble,
Let's do it after the high Roman fashion,
And make death proud to take us.*

At times it is hard to know whether you're winning or losing—in this program as in life. Just so you know exactly where you stand, we've included a leader profiler (under the Info menu, select *Profile*) which will grade you on various characteristics, as follows.

Style

Cautious players rarely take risks. They prefer to play defensively, counterattacking when a good opportunity arises. Cautious players' weaknesses include a reluctance to capture undefended areas (at little risk) and a hesitancy in attacking even when the situation is favorable.

Bold players are adventurous. They'll take any area you give them. Bold players usually initiate battles and rarely wait for the battle to come to them. Bold players' weaknesses include a tendency to over commit themselves and an inability to follow up their attacks with good, solid support.

Follow Up/Support

Following up and supporting your attacks is probably the most important aspect of the game. Intelligent players will always ensure

they have a few units waiting in the wings just in case a battle gets out of hand. The most common trait of players who practice good follow up and support procedures is that once they capture an area, they never lose it.

Predictability


This is a nebulous sort of graph which attempts to rate your play in terms of its predictability. Predictable players are always on the defensive (or the offensive); they never follow up and support their attacks, or they always do; and they believe in seizing opportunities, or they never do. Unpredictable players bounce from one strategy to another; they are often struck by flashes of inspiration which cause them to change tactics at a moment's notice.



**'Tis not enough to help the feeble
up, but to support him after**

- Timon of Athens, Act I, i

When you're using the program and don't have time to refer to this manual, an on-line help utility is available. Choose the *Help* command from the Apple menu (Macintosh) or the PC menu (MS-DOS).

The help menu will display a list of subjects you can investigate. Use the scroll bars to scroll through them. Move the arrow over top of the topic you wish to view then click the mouse button. 



Role Playing

How well you play the role of your character will directly affect your performance in the game. Making intelligent decisions when your character is faced with a problem will ensure his or her survival and your success in the simulation. If you make a bad decision your character could be killed—causing you to lose the game.

Mouse of virtue, answer me

- Twelfth Night, Act I, v

The Macintosh version of this program requires a mouse. If you are using an MS-DOS based computer and do not have a mouse, a keyboard based mouse has been included with the program. To use the keyboard mouse, hold down the CTRL key and then use the arrow keys to move the mouse. The mouse button is replaced by the TAB key on your keyboard.

To select a command from the menu, hold down the CTRL key and, using the arrow keys, move the mouse arrow over top of the desired command, then press the TAB key. To use a pull down menu, hold the TAB key down while you move the mouse arrow to the appropriate command, then release the TAB key.

On MS-DOS machines you may also use the F10 key to select the menu bar, then use the arrows and RETURN key to select a command.



Battles Initiated

This bar graph will track the number of battles started by each side. A single battle may continue over several rounds and will not be considered as over until one side or the other is defeated or retreats from the area.

Battles Won

This bar graph tracks the number of battles won by each side. A battle is considered to be won when all your opponent's troops in the area are destroyed, or if they all retreat from the area.

Areas Won/Lost

This bar graph tracks the number of locations controlled by each player. The Rogues begin controlling fewer areas than the Barbarians; no areas are neutral.

Expertise

This graph is really a summing up of the other graphs. It shows how well you are playing by looking at the moves you've made and comparing them to the opportunities that were open to you, and by comparing how well you have played your character to how well you could have played it. In this way, even when you are losing you can find some comfort in knowing that at least you're losing skillfully.



“Once more unto the breach...”

Henry V, Act II, iii

Advice from King Henry V

I'm here to put you at ease. While I'm sure you've formulated your own strategies and tactics there are a few basic maneuvers you should know. I'll spend the next few paragraphs briefing you on them.

Henry's First Rule of Warfare — Protect your Monarch always. Do not commit him or her to battle unless absolutely necessary and never without the company of several knights.

Henry's Second Rule of Warfare — Large forces generally overcome smaller ones. Very large forces almost always defeat small ones. Try to attack when the numbers are in your favor, especially when you can obtain a 2 to 1 strength point advantage.

Corollary to the Second Rule — It is never cowardly to retreat when facing a much stronger opponent. Try to retreat to areas with strong fortifications, where numeric advantages can sometimes be overcome.

Henry's Third Rule of Warfare — Support your front line troops. If you lose a lot of strength points in winning an area, be prepared to move fresh units into the area in case your enemy counterattacks.

Henry's Fourth Rule of Warfare — Seize the day (*carpe diem*). Keeping in mind the Third Rule, when an opponent is on the run, offer

chase. Do not give your opponent a chance to regroup and re-equip themselves.

Corollary to the Fourth Rule — Look before you leap. If you capture an important area today, be prepared to defend it tomorrow.

Henry's Fifth Rule of Warfare (the red herring rule) — Never lose sight of your objectives, and never stray from your path to achieving them. There is little point in either defending or attacking Northumberland if the main battle is near London.

Henry's Inside Tips to the Rogues

Your first goal is to launch an attack across the Irish Sea. Capture Wales (Gwynedd and Dyfed),



then attack positions defended by the Barbarian Monarch. Attempt to clear a path so your Monarch can move easily to London.

Any time you have a chance to attack the Barbarian Monarch, do so! It is worth the sacrifice of a few knights if you can weaken the Monarch. It is worth the sacrifice of many knights if you can destroy the unit.

Try to lure the Barbarians to Ireland. If you do, slip past their defenses and move quickly to London. Remember, all units can move only one square at a time. This means that once you have a step on them, they can never catch you.

It may be necessary to sacrifice one or more of your knights in order to attract the Barbarian's attention. If you use your knights carefully, you can trap the Barbarians just about anywhere.

You have no need to protect your castles in Ireland. Use them if needed, but remember, to win you have to get to London. You won't lose if the Barbarians take over Ireland.

Take advantage of your superior strength. Rogue knights are stronger than Barbarian knights and should always win a battle between equal numbers of units (except where the Barbarians use defensive fortifications like castles).

Henry's Inside Tips to the Barbarians


You must defend London! If you allow the Rogue Monarch to capture the city you will lose—guaranteed. The best way to defend London is to place *your* Monarch there, and never move it (unless the Black Plague hits town).

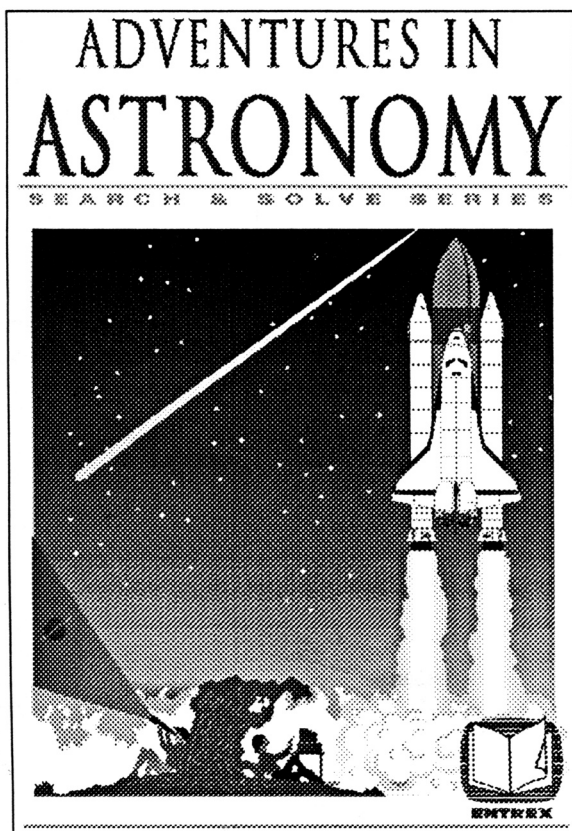


Attack the Rogue Monarch with your knights any time

you can. It is worthwhile sacrificing a few of them if you can weaken the Monarch. It is worth the sacrifice of many knights if you can destroy the unit.

Try to defend England from the safety of your castles (which provide excellent protection). You have castles in Berkshire, Gloucestershire, and Hampshire which are particularly useful; also in Northumberland, Yorkshire, Cheshire and Devon.

Take advantage of your superior numbers. You have more knights than the Rogues do. This means you should be able to surround or entrap Rogue units by cutting off their avenues of retreat. 



ODDS & SODS

Saving games and setting options

This column should fill in all the blanks. It will discuss all those mundane things that Shakespeare wasn't willing to write about. So, I'm going to make like a high-tech playwright (sic), and tell you a bit about how to start a new game, save an existing one, and restore an old one. I'll explain about the different options and about our password security. I'll show you how to zoom in and zoom out on the map and I'll even tell you about the information database.

Starting, Saving, and Restoring Games

To start a new game, select the *New* command from the File menu. Since you cannot play two games at once, you may have to *Close* any old games before you can start the new one.

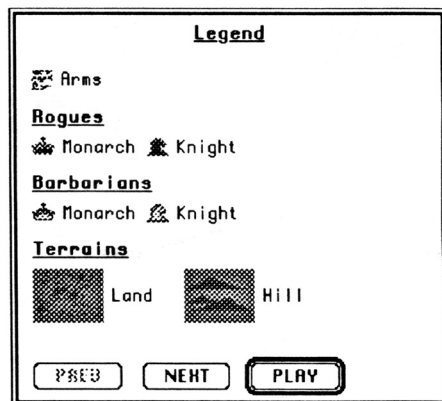
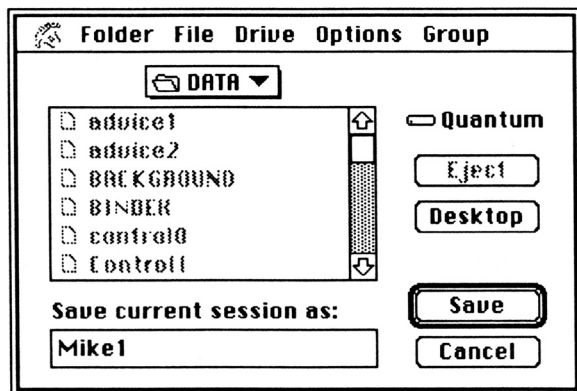
To save a game, choose the *Save* or *Save As* commands from the File menu. If you have not saved the game previously, choose the *Save As*

command. This will allow you to select where to save the game (i.e. to a floppy disk or to a hard disk) and will ask you to give your game a name (try using your name and a number, i.e. Mike1). If you have saved your game previously, use the *Save* command to update the saved game file on your disk.

Use the *Open* command from the File menu to restore a saved game. This will allow you to select where to restore the game from (which disk drive or directory) and will ask you which game file you wish to restore. Double click on your saved game file to open it. An alternate method to select the file is to use the arrow keys to highlight the file, then press RETURN.

Symbols & Advice

These two commands, available under the Info menu, provide information about the icons



used by the program and tips on different strategies and tactics for each side. It is vital to understand the differences between the terrains shown on the battlefield maps (see: *Terrain*, p. 8).

Setting Options

There are seven different options for you to play with. Clicking on the check box beside an option will activate that option.

SETTING OPTIONAL FEATURES

- ☐ Secrecy
- ☒ Undo
- ☐ Role Playing
- ☒ Retreat
- ☐ Sound
- ☐ One Player
- ☐ Time Clock (min.)

OK
CANCEL
SAVE

Secrecy

If you want to make life difficult for yourself (and your opponent), check the secrecy box. When secrecy is turned on, you will not be able to see where your opponent's forces are, unless they are placed in the same area as your forces. (Of course your opponent won't be able to see your forces either.)

Undo

Undo allows a player to undo mistakes in unit movements. For example, say you want to move a knight into Cheshire but mistakenly click on Nottingham. If the Undo option is checked, you can simply undo the move. However, if you want to be tougher on yourself, uncheck the undo box—then you'll have to live with any mistakes you make.

Role playing

Checking this box activates the character events and role playing aspect of the program. If you want to focus exclusively on the strategy and tactics elements of the game and not bother yourself with the humdrum realities of living day to day during the Middle Ages then make sure this box is not checked.

Retreat

If you want to make life difficult for yourself (and your opponent), uncheck the retreat box. When retreat is turned off, you will not be able to withdraw your forces during a battle, even if they are about to be destroyed. If retreat is turned on, you will be given an opportunity to withdraw severely damaged units before they are destroyed.





Sound

If you find our sounds annoying, turn them off by making sure the sound box is not checked. (Note: sound is available for IBM and 100% compatibles if they are equipped with a Sound Blaster card, or a card that is 100% compatible with Sound Blaster.)

One Player

Checking the One Player option will allow you to choose a side and play against the computer. You will not be able to switch sides once the game has begun. If you wish to play against a friend, ensure this box is not checked.

Time Clock (min.)

Check the Time Clock option if you want to play a game with a specific time limit. Click on the input box to the right of the check box and type in the total time of the desired game in minutes (i.e. 60 minutes for a one hour game). The computer will allocate half of the total time to each player. If a player runs out of time before the game is finished, that player loses the game automatically.

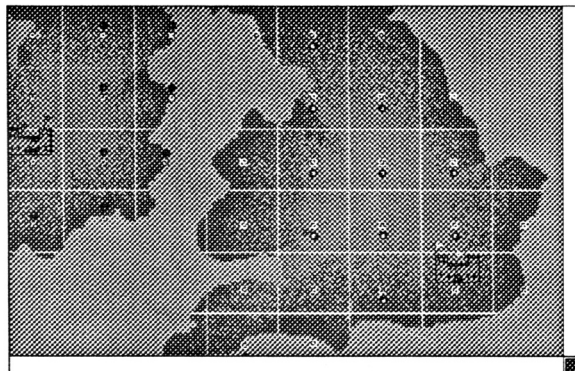
The Time Clock option is available if you are playing against the computer, or against a friend.

Security

If you want to set the options so that other people can't change them, choose the *Security* command from the Utilities menu. Enter a password that you won't easily forget and check the Security On box.

Zoom

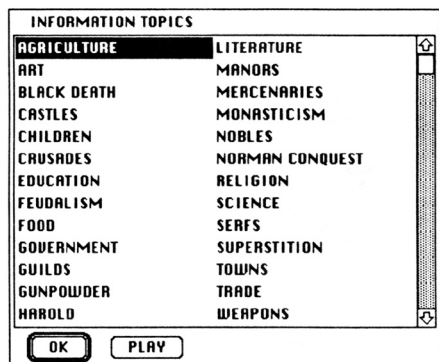
Use the *Zoom* command to zoom in on and away from the player map. Zoom is particularly useful for players using MS-DOS based computers equipped with MCGA video cards and monitors (i.e. some PS/2 models 25 and 30). In zoom mode, all unit icons will be replaced by smaller icons with red (Rogue) or yellow (Barbarian) centers. You may select and move these troops just as you would in the normal mode.




In Zoom mode, shown above, the map is reduced in scale and units are represented by small circular icons.

The Information Database

For those of you with an interest in history, we have included a database of information focus-



ing on the Middle Ages. To view this information, select the Subjects command from the Info menu. This will display a list of subjects covered. Use the scroll bars to scroll through them. Move the arrow over top of the topic you wish to view and double click the mouse button.

An ASCII version of this material has been included, which you may import into most word processors. 



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- ☐ Europe: September 1, 1939
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- ☐ Civil War

due for release Spring '93

Events in the womb of time...

Othello, Act I, iii

There are many events in the womb of time which will be delivered.


As you play the game, you'll find there are all sorts of events you have to deal with. These events can be divided into two categories: character events and military events. Character events may be turned on or off by changing the role playing option (see: *Options*, p. 15). Military events will occur whether you want them to or not.

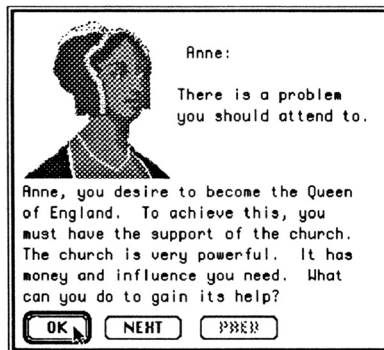
Character events are events you play a role in. These events affect your character directly, and sometimes may give your character a chance to affect the war. When a character event occurs, the character affected is displayed on screen, with a short paragraph detailing the event.

Read the text carefully, then click on the *Next* button or press RETURN. With most events, there will be three or four possible actions that you can take. Double click on the action you think most appropriate (an alternate selection method is to use the arrow keys to highlight your selection, then press RETURN).

A short paragraph will provide you an immediate response to your action. Other events, further down the road, may be triggered by your reaction to this event. Be warned, some actions may lead to your character's death! And if your character dies, you lose.

Military events result from happenings in the war. Most events are triggered by unit move-

ments and victories in battle, such as *Anne Crowned*, *Henry is Dead!*, etc. Some events have a random chance element—such as the outbreak of a plague. 



Military Matters

The Rogues

UNIT	CLASS	STRENGTH	MOVES	LOCATION
Rogue Monarch	Monarch	90	1	Clare
Blarney	Knight	85	1	Cork
Boru	Knight	85	1	Dublin
Colles	Knight	85	1	Wicklow
Emmet	Knight	85	1	Waterford
Holland	Knight	85	1	Down
O'Connell	Knight	85	1	Tyrone
O'Connor	Knight	85	1	Kildare
Walton	Knight	85	1	Tipperary

Military Matters

The Barbarians

UNIT	CLASS	STRENGTH	MOVES	LOCATION
Barbarian Monarch	Monarch	90	1	Hampshire
Pitt	Knight	70	1	Northumberland
Grenville	Knight	70	1	Yorkshire
Perceval	Knight	70	1	Cheshire
Canning	Knight	70	1	Lincolnshire
Wellesley	Knight	70	1	Gloucestershire
Peel	Knight	70	1	Berkshire
Stanley	Knight	70	1	Devon
Temple	Knight	70	1	Lancashire
Disraeli	Knight	70	1	Hertfordshire
Gladstone	Knight	70	1	Nottingham

ASK KING CLAUDIUS

Answers to many questions

Q What do the Rogues need to do to win?

A The Rogues must do one of two things: either capture London using their Monarch unit, or eliminate the opposing Monarch unit in battle.

Q What do the Barbarians need to do to win?

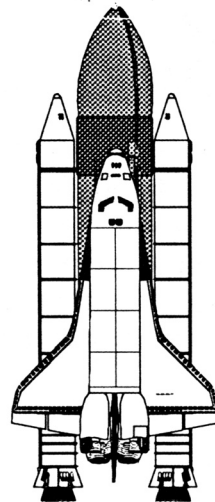
A The Barbarians can win by defeating the Rogue Monarch in battle. This battle can occur anywhere on the map and need not take place in London (although many game winning battles pit Monarch vs. Monarch for control of London).

Q Can the Rogues conquer all of England? Is there any point to it?

A It is possible to conquer all of England, but hardly worth the effort. Because the Rogue's focus should be on London, there is little point diverting attention to the north. However, sometimes the easiest route to London can be obtained by sweeping down from the north.

Q Can the Barbarians conquer all of Ireland? Is there any point to it?

A The Barbarians will probably have little difficulty conquering Ireland while the Rogues are busy attacking England. Unfortunately, this is a losing strategy unless you can find a way to defend London while attacking Ireland. Remember, if the Rogues capture London, you lose. If you capture Ireland you will have achieved a small something, but nothing more.



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Turning Points



Q Is there a best way to defend England?

A Defending England will prove difficult only if you scatter your forces across the country. Instead, try to concentrate your defense in two or three places (preferably where you have castles) and always stay between your enemy and London.

Q Is there a best way to attack England?

A Attacking England will depend entirely on how the Barbarians choose to defend it. Generally, you want to beat a path to London with your Monarch, avoiding battles whenever possible. Also, try to avoid fighting in areas where the Barbarians have castles.

Q How can I increase the strength of my knights? Can I hire new ones?

A There is no way to strengthen, replace, or add to your units. You must work with what you start with, and expect no more.

Q Are there any short-cuts across the Irish Sea?

A Not really. Every unit can move only one square up, down, left or right, each turn. However, you may move any unit one square diagonally across the Sea (i.e. from Dublin to either Cumbria or Gwynedd, or from Wicklow to Dyfed).

Q Is there any way to win the game by making the right choices in the character events?

A No, but you can do quite a bit to help your side. A happy, healthy, well-fed country produces a much better fighting force than a country with uncertain leadership, poor food supplies, etc.

Q What happens if I kill my character by making the wrong choice in one of the character events?

A You lose. Start again and try a different plan of attack.


Q Is there a right way of dealing with superstition in the Middle Ages?

A Probably not. But there *are* definite “no-nos.” For example, never ignore superstitious people or events. When you encounter superstition, act normally, and react as any Middle Ages Monarch would—then no harm can come to you.

Q Is there any way the Barbarians can build their cathedral before the game ends?

A It is possible, yes (especially if you are playing a long game). Cathedrals took many years and much money to build. If you are to finish the cathedral you will have to live a long time, raise taxes, and quell peasant uprisings.

Q Is it possible to raid the food supplies of the enemy?

A Certainly. Within the character events there are a number of opportunities to raid your enemy. If you choose the right plan, make the right decisions, you will be successful. 

Personalities

Has Anne lost her head?


One of the most famous Annes of the Middle Ages was Anne Boleyn. She was the second, and best known, of King Henry VIII's six wives. She first



caught Henry's eye at his marriage to Catherine of Aragon, where she was a maid of honor. Later, Henry would prevent her marriage to Lord Henry Percy (presumably to keep her available for himself).

It is unsure when Henry fell in love with Anne, but regardless, it presented him a problem: while married to Catherine, he could not marry Anne, and under the rules of the Roman Catholic Church, he could not get a divorce. This led Henry to establish the Church of England, and appoint himself head of it. Newly separated from the Catholics, Henry quickly had his first marriage annulled and announced his marriage to Anne.

It could have been a match made in heaven—but it wasn't. Anne was arrogant and unpopular. Also, although she gave birth to a daughter (later to become Queen Elizabeth I), she could produce no sons, which Henry desperately wanted.


Soon Henry lost interest in Anne. His attentions turned to other women, particularly Jane Seymour, and he had to find an end to his second marriage. This he achieved by charging Anne with adultery. She was found guilty and was beheaded at the age of 29. 

"He was a terrible man..."

Perhaps the most famous of the Middle Ages Ivan's was Ivan IV, also known as Ivan the Terrible. Ivan was the Czar of Russia during the late 1500s. He was a cruel man—he killed his own son, he spread terror throughout his country with his secret police, and he reduced nobles and merchants to mere servants of his government.



But Ivan was also forward thinking. He invited foreign experts to improve Russian military techniques and craftsmanship. He opened diplomatic relations with the west, particularly through an alliance with Queen Elizabeth I (Anne's daughter). He conquered the lands of Kazan and Astrakhan, thereby making Russia a world power. Ivan also established the Russian national church, and by refusing to accept overtures from the pope, he kept the influence of the Roman Catholic Church at a minimum.

Ivan was almost certainly a genius. But he was also unbalanced. Some historians believe he was insane. Nonetheless, Ivan's rule was a long one. Before he died, eight popes had succeeded each other to the Holy See, and four monarchs each to the thrones of France, Poland, Portugal, Germany and England. Eventually, he died an old man, bloated and riddled with disease. 

Personalities

Henry weds Eleanor of Aquitaine

Although there were many famous kings named Henry during the Middle Ages, perhaps the



most interesting was Henry II. Henry married Eleanor of Aquitaine, the most famous woman of his time; his knights murdered Thomas Becket, the Archbishop of Canterbury; and he introduced the practice of trial by jury and the use of circuit courts.

The very succession of Henry II to the throne was a curiosity. He won the throne only because his mother, Empress Matilda (daughter of Henry I) was unable to gain the throne herself. Matilda fought her cousin King Stephen for twenty years without winning, but eventually Stephen gained peace with the promise that Matilda's son would be his successor.

In fact, Henry II ruled far more successfully than Stephen, who was weak and indecisive. His rule was also more comprehensive than anything his mother attempted, as she could never find support amongst nobles and knights.

Henry was succeeded by two of his sons, first Richard the Lionhearted and then King John.



Mary assumes throne—Scottish Queen only one week old

Probably the best known Queen Mary, was Mary, Queen of Scots. Despite the fact she was only one week old when her father, James I, died she was immediately proclaimed the new monarch.

While her court governed her country, Mary was sent to France to be educated. There, at the age of 16, she married the French crown prince, but he died shortly after becoming king. Returning to Scotland, she found the country falling into the hands of powerful protestant lords. Her marriage to Lord Darnley, a Catholic, led them to revolt. Although the revolt was quickly defeated, it marked the beginning of her troubles.



Her marriage to Darnley produced one son, who later became King James I of England. But the marriage was not a happy one. Mary's private secretary was killed by a band of Scottish earls who believed he and the Queen were too close. Later her husband was found dead after rumors

stated she was paying too much attention to the Earl of Bothwell.

The rumors must have been true, as three months later, Mary married Bothwell. The marriage was a mistake. Mary was forced to abdicate. She became a prisoner, escaped to England, then was imprisoned again, for 19 years, before being beheaded by Elizabeth I.



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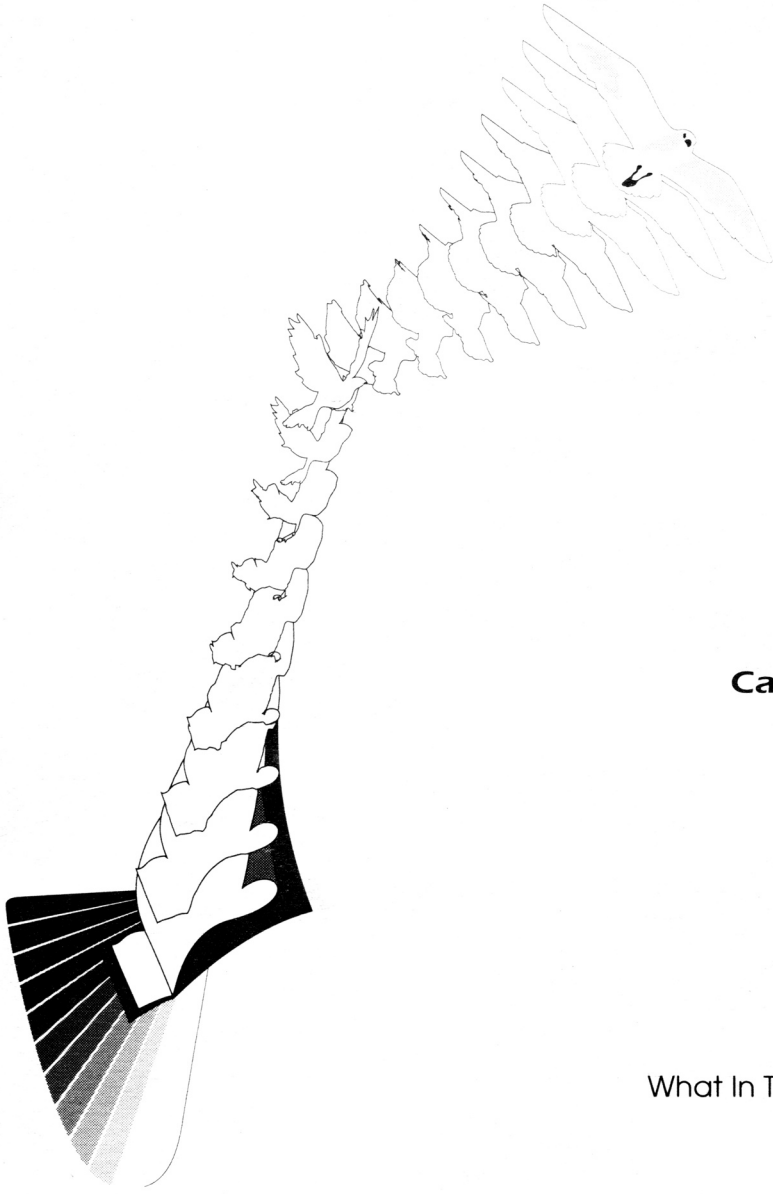
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