Heroes
of Might and Magic

NEW WORLD COMPUTING

Heroes of Might and Magic
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Second Edition

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Introduction

Heroes of Might & Magic is a fantasy strategy game that pits the player against three diabolical warlords in a struggle for territory and resources. Dangerous warlords and creatures roam the land and await any hero who sets out to defeat them. Players hire heroes and use them to gather men, creatures and material for the fight against the other three warlords. Victory comes to the player with the right combination of tactical skill and strategic planning.

Basic Operations

Mouse

When the manual calls for you to "click" on something, place the cursor over the desired item, press the left mouse button (or the only mouse button for a Macintosh computer) and release the button. "R-click" means click with the right mouse button. Macintosh users need to hold down the ⌘ and click with the mouse button when R-click is called for.

You can get information on most things in the game by placing the cursor over a menu, hero, map detail - just about anything - and R-clicking (⌘-click for Mac). Hold the button down while you read the information window. Releasing the button will clear the display.

The mouse cursor will change during game play to give you information or reflect the current command mode you are in. A complete list of these symbols appears in the Movement section of this manual.

File Selector

When loading or saving games, you will be presented with a standard File Selector window. To select a file, click on the name to highlight it. The name will now appear in the purple bar at the bottom of the list. Click on OKAY. Alternately, you can click on the highlighted name a second time or press the ENTER/RETURN key. Click on CANCEL to exit the menu without making a selection, or press the ESC (escape) key.

If the list is longer than the window can display, you can scroll through the list in two ways. Along the right side of the list is a slider bar and two arrow buttons. Click on either arrow button to scroll in the direction the arrow

indicates. To get to a selection fast on a really long list, drag the slider bar in the direction you want. To drag the slider bar, click on the slider button, and while still holding the mouse button down, drag the cursor in the desired direction.

Tutorial

Hate to wade through rulebooks? Want to get familiar with the basics of the game quickly and just go off and explore? You've come to the right place. This tutorial will walk you through a few turns of the Claw scenario. Once you have installed Heroes of Might and Magic, load the game and we're off.

From the Main Menu, click on LOAD GAME. Then click on STANDARD GAME from the next menu. That menu will be replaced by the File Selector. Click on the file name Tutorial, to highlight it. The name of the file will also appear in the purple bar just above the two buttons at the bottom of the File Selector. Click on OKAY.

Lots of stuff to look at. The big window on the left is the Adventure Map. That's your castle in the middle with your starting hero sitting astride a horse at its entrance. On the right are a variety of controls and indicators. Let's explore these for a moment.

In the upper right is the World Map. There's a pink box around the area of the map that is displayed in the Adventure Map window. You start off only seeing a short distance beyond your own castle. As you move

your heroes about, more of the map will become visible. You can scroll the Adventure Map in a number of ways. Move the cursor to the extreme edge of the screen and the Adventure Map will scroll in that direction. Give it a try. If you scroll too far and can no longer tell where you are, look up in the World Map. Place the cursor over the colored blob that is the territory your hero has charted and click. The castle and the surrounding environs are displayed again in the Adventure Map window.

Below the World Map is a display showing your heroes and castles. This is the hero and castle selector. The handsome blue fellow is the hero you happened to start with. There is a red outline around his box, indicating he is the "active" hero. Place the cursor over his picture and R-click and hold the button down. A window will come up displaying his name, statistics, and the type and number of troops that are accompanying him. Release the mouse button and the display disappears (you can R-click on many things in the game to get this kind of quick information). The blank boxes below Yog (your hero) and your castle are for future heroes and castles.

Beneath the hero and castle selectors are six buttons that will aid in playing the game. We'll discuss these as we go through the tutorial.

The bottom display is the Status Window. It currently shows the active hero and his army. Place the cursor over this window and click. It now shows the amount of resources, towns, and castles you control. It will automatically return to the army display after a few seconds. Click on it again a couple of times. It will now show you the month, week, and day. New recruits become available each week, so it's wise to keep track of the time. This tutorial begins a few days into the week so that several buildings could be added to your castle to get you into the thick of things faster.

Place the cursor over the castle next to your hero's icon in the castle selector and click (but not on the monochromatic castle in the group of six buttons). The castle now has the red box around it, indicating it is active. The Status Window also changes to display your resources, since your hero is no longer active. Click on the castle a second time to bring up the castle display.

Along the top of the castle window are the dwelling places of your potential recruits and the exterior of the castle. Place the cursor over any of the four dwellings and R-click (holding the button down) to see the type of troop, number available, and cost per troop. You will notice that nobody seems to be home at the moment (we already hired them into your army).

Along the bottom of the display is your hero's portrait, indicating he is in the castle. His accom-

panying troops are displayed in the row of boxes to his right. You can have up to five different troop types in any hero's army. Note that there is one space available in Yog's army, indicated by the wood-grained horse's head. Let's fill that up.

Click on the castle near the top of the screen. The upper half of the display now shows the various dwellings that can be purchased. You already have the Hut, Stick Hut, Den and Adobe dwellings (marked by the yellow check). The Shipyard and Pyramid both have prerequisites you don't currently have and are marked with a red X. You
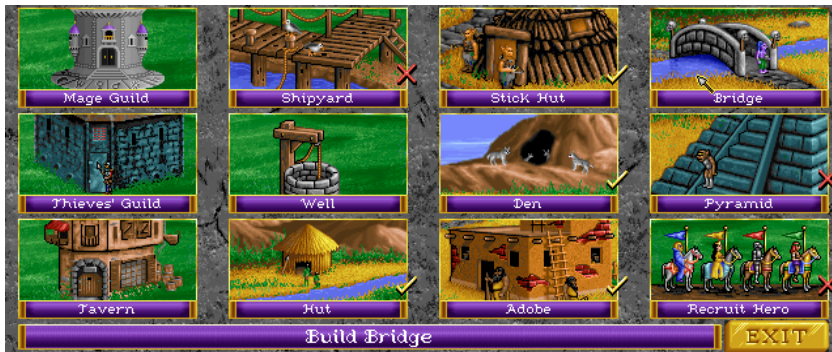
can only have one hero in a castle at a time, so Recruit Hero is also marked with an X. You can R-click on any of the buildings to get more information about them. For now, place the cursor over the Bridge and click.

A window comes up that tells you that the Bridge produces Trolls. It also requires that the Adobe dwelling was built in a previous turn (which we did for you already). It will take 20 ore and 4000 gold to build. A quick glance at the resources you have (displayed on the lower right of the screen) reveals you have the necessities. Click on OKAY.

The display shows the castle exterior again, and the Bridge is added on the far left. Let's recruit some trolls

to fill out our army. Click on the Bridge and a window entitled Recruit Troll comes up. There are three available at 600 gold each. You are down to 1480 gold, and can only afford two. You can click on the up and down arrows to select the number of troops you want to recruit, but in this case, it is easier to just click on the MAX button. That will automatically choose the maximum that you can afford, up to the limits of how many are available. Click on MAX if you haven't already done so, and then click on OKAY.

Recruit Troll

Cost per troop:

600

Available: 3

Number to buy: 2 MAX

Total resource cost:

1200

OKAY CANCEL

Two trolls have been added to your castle garrison. The garrison occupies the five boxes above the hero's army. They will defend your castle if a hero and his army aren't around, but aren't involved if a hero is there. To transfer the Trolls from the garrison to your army, first click on the trolls. This highlights them with a red outline. Now place the cursor over the empty space of the hero's army at the lower right and click. The trolls are now part of Yog's army. You can transfer troops from box to box by clicking on one troop, and then clicking on the troop that you want them to exchange places with. You may also do partial troop transfers if the need should arise.

There are no more troops available for now, and you are almost broke — it's time for Yog to go adventuring. Click on the EXIT button on the lower right.

We are back to the Adventure Window. Note that your hero Yog has the red border around his box indicating he

is the active hero. Move the cursor around a bit in the Adventure Map. The cursor will change depending on what it is over. Move the cursor over the treasure chest that is sparkling just below and slightly to the left of the castle entrance. As you move the cursor it will change to a rearing horse as it is placed over the chest. The rearing horse indicates that there is an event there that the hero can interact with. Once the horse is in the rearing position, click. A green path of arrows is now displayed. This indicates the path the hero will take. He'll avoid all events, encounters and obstacles to get to the destination you clicked on, now marked by a green X. Your hero can reach anywhere along the path where it is green. When the path or destination turns red, the hero won't reach there until subsequent turns. Once the path is set, click on the destination a second time and the hero will move along the path towards the destination. Do that now.

You found some gold! You can either keep the gold or distribute it to the peasants for experience. At the start of each turn, you accumulate 1000 gold for each castle you own, 250 for each town, and 1000 for each gold mine. Building up

Chest

After scouring the area, you fall upon a hidden treasure cache. You may take the gold or distribute the gold to the peasants for experience. Do you wish to keep the gold?

2000 or EXP 1500

YES   NO

your castle and army is an expensive proposition, so the gold is needed there. At the same time, if you take the experience, your hero's statistics will eventually improve, making him better in combat or spellcasting. Decisions, decisions. For the purposes of this tutorial, click on Yes, but learning when to choose one or the other is something your own experience and style will dictate.

Look next to your hero's portrait and you'll see a yellow bar indicating the amount of movement he has left this turn. Be aware that it doesn't start at the very top of the bar — there are items that can improve his movement beyond the normal. Yog still has some movement left, so let's set a new destination. Click on the gray obelisk above and slightly to the left of your castle, making sure you have the rearing horse symbol. Note the numeral 2 on the right of the horse. That means it will take all of Yog's movement this turn, and at least part of his movement next turn to reach there. Click to set the path. The destination is marked with a red X this time, indicating you can't reach there this turn. Move the cursor over to the button with the horse icon near the right side of the screen and click. This is the Move button, an alternate command that tells your hero to move along the path once it is set.

That's all for this turn. Click on the hourglass button. The Status Window will show the computer players thinking and the cursor will become a sundial. Once the cursor changes back and the Status Window reverts to Yog's army, you can continue.

The red X is now green. Click on the Move button and Yog continues along the path you set last turn. Read

the text about the obelisk and click on OKAY. The Adventure Map is replaced by a puzzle, with a few of the pieces missing so that you can see part of a map beneath it. This map reveals the location of the Ultimate Artifact. As you find more obelisks, more and more of the map will be revealed. If you think you are near the center of the puzzle when you are looking at the Adventure Map, you can dig for it.(See Adventure/Action Buttons) – for now, we're going to push on. Click on EXIT in the upper right where the World Map is normally displayed.
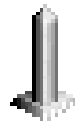
We have returned to the Adventure Map. There is a little house with a red roof just to the right of the obelisk. Click on that and move there. A troop of peasants would like to join us. Click on YES. Whoops! We filled all five slots available to our army, so the peasants can't join us. Had there been an available slot they would have joined us. Also, if one of our troop types was peasants, they would have been added to the peasants we already had (troops of the same type always occupy the same slot and cannot be split within an army). Click on OKAY.

Click on the pile of wood neatly stacked to the right of your castle and move your hero there. A message will appear briefly in the Status Window saying that you have found a small amount of wood.

As you moved towards the woodpile, more of the Adventure Map was revealed to you. The hero unveils the map a set distance away as he moves about. Just above where the woodpile used to be is a wooden structure. R-click on it and you can see that it is a sawmill. The sawmill produces two units of wood each turn as long as you own it. Place the cursor over the front of the sawmill (be sure you have the rearing horse cursor icon) and click. You shouldn't have any movement left, so just click on the hourglass again.

Click on the Move button. Read the text, then click on

OKAY. Note that there is now a blue flag flying over the sawmill, indicating that you own it. It will continue to add two units of wood to your resources at the start of each turn until an opponent hero captures it.

Below the sawmill there's a gray circular item. Move to that. Text comes up telling you that it is an artifact. Unfortunately, this particular artifact was guarded by a pack of rogues. Click on OKAY to enter combat.

On the left side of the screen is the moving player's troops (the Attacker), and on the right are the encountered troops (the Defender). Thus, your troops will be lined up on the left in any combat during your turn, and on the right in any combat during another player's turn. Your troops are lined up from top to bottom in the same order that they were lined up from left to right in your hero's display back at the castle.

Combat is fought in a series of rounds, with each unit getting to move and possibly attack once each round. The faster the unit's Speed, the sooner it moves in the combat round. The computer will determine which unit gets to move first. Your wolves are your fastest unit and will have a glowing yellow outline when they are ready to be moved. R-click on them to see their statistics. Now move the cursor around the field. You can move the wolves to any position on the field where you see the yellow Running Man icon. All you need to do is click on the spot you want them to move to. A red X with a circle behind it indicates a spot they can't move to. Some terrain may be impassable (usually marked by a tree, pit, bush, the odd flow of lava, etc.). Don't move just yet.

On the extreme left is your hero's tent. Place the cursor over the tent — when the cursor changes to a yellow helmet, click. A window will pop up with Yog's lovely visage, his statistics, and a group of four buttons. These are

the Hero's Combat Options. Starting on the left is the Cast Spell button (the crystal ball). Yog doesn't have any spells. For now, the Cast Spell button is darkened and can't be selected. The next button to the right is the Retreat button (the running knight). Retreating loses all of your hero's troops, but he'll make his way back to any of your castles with his experience and artifacts intact and can be recruited again. The next button is the Surrender option (the white flag). This is similar to the Retreat option, except you must pay a penalty to the opposing hero. However, all your troops stay with your hero. The more troops, the bigger the payment. To surrender, there must be an opposing player's hero to surrender to, and these rogues don't have one. Click on the last button (four arrows) to exit the Hero's Combat Options.

Your wolves are still waiting patiently for orders. Click on the SKIP button in the lower right. All of the rogues will come charging forward, but won't be able to reach you. Time to soften them up a bit. When the goblins come up, just click on SKIP again. Your big purple troll should be glowing now. That big rock he is holding can be thrown. Place the cursor over the nearest rogue. The cursor becomes an arrow, indicating you can fire at the troop without moving. Go ahead and click. The rock is thrown (R-click on the troll to see how many shots he has left) and the rogue troop is greatly diminished or wiped out. Do the same with the orcs. Your ogre troop is the slowest, and can't get close enough to attack. Have him lumber forward a bit.

All the units have moved and a new round starts. Some of the rogues may have moved before your wolves. That's okay. There will probably be one within range of your wolves' movement in any case. Place the cursor near the closest rogue pack. It should change to a sword. The direction the sword is pointing from indicates where the wolves will be when they attack. There are definite

Attack rogue

tactical considerations, but for the purposes of this demo, it doesn't matter which direction. Choose one and click. Your wolves will leap to the attack. Any rogues that survive will then strike back. That is normally the end of that particular combat , but wolves have a special ability that allows them to attack a second time. They'll do this automatically if any rogues from the attacked troop are still standing after the first attack.

With the basics of combat under your belt, this tutorial now abandons you to your fate (don't whimper, you should be able to dust those rogues with Yog's army). Feel free to continue on with the scenario, referring to the manual as questions arise. In two more turns, new recruits will be available at your castle. It might be wise to recruit a second hero, build up his army (while staying put to guard the castle), while Yog explores the countryside. Happy adventuring!

Main Menu

New Game: Click on this option (or press the Ŋ key) to start a new game. See the next section for more details on beginning a new game.

Load Game: Click on this option (or press the L key) to open one of your previously saved games. You will then have a choice of Standard, Campaign, or Multi-Player saved games. Click on the appropriate button. From the File Selector, click on the name of the saved game you want to load. Then click on OKAY. You can also click on the saved game a second time or press ENTER/RETURN to load the selected saved game.

View High Scores: Click on this option (or press the H key) to display the highest scores that have been achieved so far playing Heroes of Might & Magic. Click on the lower left button to switch between standard scenarios and campaign high scores. Click on EXIT to return to the Main Menu.

View Credits: Click on this option (or press the C key) to display a list of the people who brought you Heroes of Might & Magic. Click anywhere to return to the Main Menu.

Quit: Click on QUIT (or press the Q key) to Exit the game and return to your operating system.

NOTE: If you start a new game or load a previously saved game, be sure to save your current game first.

New Game and Load Game

After clicking on NEW GAME or LOAD GAME, you will be presented with three types of games to play.

Standard Game

Choose from any of the scenarios. A single game is played. To win, you must take all of the opposing warlord's castles and towns, and defeat all their heroes.

Choose Game Difficulty: Click on the level of difficulty you wish to play. The level will affect the difficulty of the game overall. The settings are Easy, Normal, Hard and Expert. Default is set at Normal.

NOTE: You receive more initial resources for playing an easy level game, and receive less initial resources for playing a hard level game.

Customize Opponents: You may select the number of opponents in a game under Customize Opponents. You can also select the intelligence level of your opponent(s). Smarter computer opponents think longer about their moves and play better. You may choose up to three opponents, but must choose at least one. The settings are Dumb, Average, Smart, Ingenious and None. The default setting is three Average opponents. To change the default settings, click on each of the opponent buttons in turn.

Choose Color: A kingdom flag color must be selected by choosing one of the four colors presented. Your choices are Blue, Green, Red and Yellow. Click on the colored jewel to cycle through the color options.

Starting Resources

Easy:
10,000
30
10

Normal:
7,500
20
5

Hard:
5,000
10

Expert: 🚫

King of the Hill: Click in the box to turn this option on or off. When this option is checked, all of the computer opponents will ally against you.

Choose Scenario: Various scenarios are available to choose from. Each adventure will provide challenges and the player will encounter diverse enemies and creatures. Click anywhere on the colored bar to change the currently selected scenario. The File Selector window is now displayed. Click on the scenario you want to play. Displayed at the bottom of the window will be the map size (Small, Medium or Large), difficulty (Easy, Normal or Tough), and a brief description of the scenario.

Difficulty Rating: This number rates the difficulty of the game based on the player's level of difficulty, the opponent's level of difficulty and the scenario. The Difficulty Rating will be utilized in calculating the player's score.

Having made your selections, you can now head out for adventure, fame and glory. In your travels, your hero will engage in fierce battles, encounter hideous monsters and find breathtaking treasures. As the game begins, the player starts with one hero and can have up to eight heroes at any one time.

Each hero will have different attributes and skills. Heroes will start with a small number of creatures in their army and the following statistics:

Knight
1 Attack , 2 Defense , 1 Spell Power, 1 Knowledge.
A knight improves the morale of his creatures.

Barbarian

2 Attack, 1 Defense, 1 Spell Power, 1 Knowledge.

A barbarian suffers no movement penalties for moving over rough terrain.

Sorceress

0 Attack, 0 Defense, 2 Spell Power, 3 Knowledge.

A sorceress can move at double speed on water and starts with a spell book.

Warlock

0 Attack, 0 Defense, 3 Spell Power, 2 Knowledge.

A warlock has a larger visibility radius in the Adventure Window and starts with a spell book.

During your explorations your hero will encounter many towns and creatures. Encounters, while often filled with danger, are necessary if your hero is to accumulate experience points and gain levels. As heroes go up in levels, so do their attributes (Attack, Defense, Spell Power, Knowledge). As you encounter different types of creatures, you will become more familiar with their different powers and capabilities.

Campaign Game

The campaign game is a series of eight scenarios that differ in size, complexity, objectives, and difficulty. The starting information for your computer opponents is all preset – your only choice is the character you wish to play. Lord Ironfist starts with a Knight's castle, Lord Slayer starts with a Barbarian's castle, Queen Lamanda starts with a Sorceress' castle, and Lord Alamar starts with a Warlock's castle. You'll play that character throughout the campaign. Click on one of these to start the campaign.

The campaign scenario introduction window will give you

the background and victory conditions for that particular scenario. The victory conditions change from scenario to scenario, so be sure to read the text! Don't panic if you forget the victory conditions – you can display them at any time by clicking on the Game Options button and then the INFO button (or press the I key).

Each scenario must be won to proceed to the next, and begins on the following day. For example, if you completed the first scenario on day 6, the second scenario will begin on day 7. You will receive a rating upon completing the final scenario. This rating is based on the total time taken to complete these scenarios.

Multi-Player Game

If you want to play with human opponents, click on this. After making your selection, you will be given some more options to choose from.

Hot Seat: Each player takes turns at one computer and issues orders. You can have any mix of human and computer players, up to four total.

Network: You can play on a PC over a Net Bios compatible network or on a Macintosh via a LocalTalk compatible network with another human opponent. One player must click on Host, and the other must click on GUEST. The Host player sets up the game.

Modem: The Host player sets up the game options and calls the other player, who must be the Guest. You will need to select the appropriate port that your modem is connected to. You will then be asked to enter the telephone number of the Guest player. Type in the numbers as you would dial it normally – you don't need to include dashes or parentheses. Click on OKAY when ready. The Guest player must have already selected the Guest option and the correct port for his modem before the

Host clicks on OKAY! Once connected, the Host will select the scenario options.

Direct Connect: This is the same as the Modem option above except there is no need to type in a telephone number.

DIRECT CONNECT

Cancel

Oops! Click on this to get back to the main menu.

CANCEL

During a Multi-Player game, with the exception of Hot Seat, you may press the F1 key to bring up a chat window, allowing you to communicate with your human opponent.

Adventuring

Adventure Window

The Adventure Window is where all of the game action takes place. Here you can view the surrounding countryside, items, artifacts, towns, and enemy armies. As your hero travels, he will gain experience points as he faces numerous foes, performs tasks and overcomes other perils.

When your hero accumulates enough experience, he will gain new levels. The Adventure Window consists of five separate sections: Adventure Map, World Map, Locators, Adventure/Action Buttons, and Information Box.

World Map

The topmost section to the right contains a window showing the map for the scenario. You map the uncharted world as your hero travels through it. The map is an overview of the region your hero is currently exploring. Only areas you have explored are visible on the map, the rest is blacked out until you explore that area. The pink rectangle within this map shows the current section of the entire map. Clicking within this rectangle and dragging the mouse with the button held down will cause the map window to scroll to a new area, following the movement of the mouse.

Clicking the cursor outside the pink rectangle, but within the map area, will cause the map window to display the section of the map indicated. You can also automatically scroll the screen by moving the cursor to any side of the Adventure Map.

Heroes and Town/Castle

Four hero locator buttons and four town/castle locator buttons with scroll bars are located here. The left column of the locators is reserved for the heroes you recruit. The right column of the locators is for the towns and castles you own.

Hero Locators

Portraits of your heroes are located in the left column. Alongside each hero portrait is a yellow bar, indicating how much movement the hero has remaining this turn. The + symbol(s) represent a bonus to the hero's standard movement. Clicking on the hero's portrait will make that hero the "active" hero, and the pink rectangle will jump to his location.

The active hero is highlighted by a red border around its portrait box. By R-clicking on the hero's box or icon in the Adventure Map, you can receive quick information on that hero. By clicking on the active hero or pressing the ENTER/RETURN key, you will receive more in-depth statistical information on that hero (See Hero Window). You can also scroll through the hero locators by pressing the H key.

Town/Castle Locators

The right column of the locators is for the towns and castles you own. The activated town/castle is highlighted by a red border. Clicking on a town/castle locator button will jump to that town/castle. By R-clicking a town/castle you receive quick information on that town/castle. By clicking on the highlighted box or pressing the ENTER/RETURN key, you enter that Town/Castle Window (See Town/Castle Window). You can only scroll through the town/castle locators by pressing the T key.
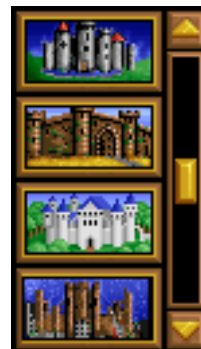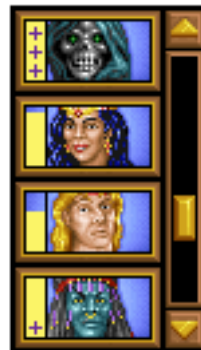
Adventure/Action Buttons

Next Hero: Clicking this option or pressing the **TAB** key will activate the next hero in your lineup (with movement points left) centering on his location.

Move: A hero who is displaying a movement path can automatically continue on the path by pressing this button or by pressing **M** on your keyboard.

Kingdom Overview: Click on this or press **K** on your keyboard to display the Kingdom Overview Window. This window lists everything you own and summarizes your Heroes, Castles, Towns, Mines, Treasury, and gold per day. Click on **EXIT** or press the **ESC** key to return to the Adventure Window.

End Turn: Click on this option or press **E** on your keyboard to end your turn. Play will proceed to the next player.

Adventure Options: Brings up a menu of actions to perform in the Adventure Window.

You can use hot-keys to go directly to any of the following: **V** - View World, **P** - View Puzzle, **C** - Cast Spell, **D** - Dig/Search.

View World: Displays a detailed view of the world map, the area your hero is currently exploring. Only explored areas are visible. The view shows a miniature position of towns, castles, mines, etc. The blinking dot indicates your active hero's position.

View Puzzle: Displays the puzzle map that leads your hero to the Ultimate Artifact. As pieces of the puzzle are replaced by the actual map sections, the location of the Ultimate Artifact will eventually be marked by an **X** near the center of the puzzle. To uncover pieces of the puzzle you must seek out the various obelisks across the region that will expose pieces of the map and the location of the Ultimate Artifact. Click on EXIT in the World Map Window or press the **ESC** key to return to the Adventure Window.

Cast Spell: Brings up the spell book, displaying only adventure spells for the current hero. Leaf through the pages by clicking the upper-left or upper-right corners of the spell book. Select a spell by clicking on its picture. Click on the EXIT bookmark or press the **ESC** key to close the spell book.

Dig/Search: This command is used when you wish to search the current hero's location for the Ultimate

Artifact. If you are not sure of the exact location of the artifact because the X has not yet been revealed, use this command to search and dig. A hero may only dig at the beginning of his turn, with full mobility. Digging for the Ultimate Artifact uses a full turn's movement.

Game Options: Click on this or press the G key to bring up the Game Options Window.

New Game: Goes to the New Game menu.

Load Game: Allows you to load a previously saved game.

Save Game: Brings up a File Selector, allowing you to save your current game. You can either click on a previously saved game and click OKAY to save over it, or click on the colored bar, type in a new name and click OKAY to save this game under a different name.

Quit: Ends your game and returns you to your operating system. All actions since your last save are lost if you do not save.

Music: Allows you to change the music volume level (off, 1 - 9, on).

Effects: Allows you to change the effects volume level (off, 1 - 9, on).

Speed: Allows you to set your hero's speed at Walk, Trot, Canter, Gallop or Jump.

Autosave: Toggles the Autosave feature on and off. If the Autosave is on, the game will be automatically saved to a file called AUTOSAVE when you end your turn.

Show Path: Toggles the Show Path feature on and off. With Show Path off, your hero's path will not be shown. Instead, clicking on the Adventure Map will immediately move the active hero to the chosen location. If the location can't be reached in one turn, the hero will move as far as possible leaving a path shown in red for the following turn's movement.

View Enemy Movement: Toggles viewing your opponent's movement on and off. If on, all enemy movement within your visible area will be shown. If off, no computer controlled movement will be shown. **This option is automatically set to off during network and modem play.**

Info: Shows the scenario starting information, including the win conditions for campaign games. You can press the I key to access this without having to select Game Options. Click on OKAY when done.

Status Window

Click in this window, located at the bottom right of the screen, to toggle between hero's army, resource summary, and date information.

Controlling Heroes

When a hero comes into contact with an object he initiates an event. Events may be fights, rewards, information, or nuisances. Mines and towns are events that can be taken over by either side. Doing this places a flag of the hero's color over the spot and begins to draw upon the mine or village for resources and money. Most mines provide one unit of the resource they generate every turn (except for gold, wood and ore).

Movement

Clicking on any area of the map causes a path to appear for the active hero. Green arrows show the path the hero will take. A green **X** shows a destination that can be reached this turn. Red arrows and **X**'s show destinations that would be reached in subsequent turns. A red **X** will appear at the final destination but doesn't necessarily mean that the hero will have exhausted his movement points when he reaches the end of the path.

If the Show Path feature is turned off, you can still see the path a hero will take by holding down the **Control** key and clicking on a location. If you like the path shown, release the **Control** key and click again, or click on the Move button.

Once a path has been marked, click on the destination again to cause the hero to begin moving along the path. You can also click on the Move button or press the **M** key. If the destination is not reached that turn, then on subsequent turns the hero's path will be shown. To clear an active hero's path, simply click on the hero.

The hero will automatically take the most direct route, bypassing all encounters and obstacles during movement. If you want to capture a mine, pick up some

resources, or otherwise trigger an event, you need to place the cursor over the location (see the Rearing Horse icon below).

As the hero moves about, the cursor can be replaced by one of seven symbols in the Adventure Map.

Horse: This icon appears when the cursor is over normal terrain. Clicking while the cursor is the horse icon causes the active hero to move to the location the cursor is over. If a number appears next to the horse icon, that is the number of turns it will take to reach that location.

Rearing Horse: This icon appears when the cursor is over locations that activate events or can be entered: mines, towns, castles, etc. Clicking with the rearing horse cursor allows the active hero to move to and enter the location the cursor is over.

Sword: This icon appears when the cursor is over an enemy camp or enemy hero. Clicking with the sword cursor causes the active hero to move and engage in battle the army or hero the cursor is over.

Arrows: This icon appears when the cursor is over a friendly hero. Clicking with the arrows cursor causes the active hero to move to and trade with the hero the cursor is over.

Castle: If the cursor is placed over a castle you own, the current cursor icon will change to a castle icon. When you click on a castle with this cursor, you will select that castle as the active castle (or open the Castle Window if the castle is already active).

Helm: If the cursor is placed over a hero you control when a castle is currently active, the current cursor icon will change to a helm icon. When you click on a

hero you control with this cursor, you will select that hero as the active hero (or open the Hero Window if the hero is already active).

Pointer: This icon appears anywhere on the map the active hero cannot currently travel to: across water, over a mountain, etc. Clicking while the pointer is displayed will not do anything.

Wandering creatures may attack or ask to join your hero. They also have a one space zone-of-control. You cannot pass within one space of an army camp without the camp attacking you. Your movements may be blocked by the presence of an army camp.

Heroes move at the speed of the slowest unit in the army. Certain terrain, such as desert and snow, will slow your hero's movement. Your hero will not be able to move as far on these types of terrain.

Ship Movement

To board a ship, place the cursor over it and click (the cursor becomes a ship if it is a legal move). Boarding a ship uses up all of a hero's remaining movement. Moving about the sea is just like moving on land. When you want to land, place the cursor over a section of coastline free of blocking terrain and click (the cursor becomes an anchor if it is a legal place to land). Landing will use up any remaining movement a hero has available.

While you are adventuring, there will be certain objects in the Adventure Map that will disappear as the hero takes them.

Resources: Various resources are strewn across the land. Gold, ore, wood, crystal, sulfur, gems, and mercury.

Chests: Give you varying amounts of gold which you can keep or turn into experience for your hero. Click on YES to get the gold, NO to get experience for the active hero.

Artifacts: Hero will pick up artifact (sometimes you have to buy or fight for the artifact).

There are also structures that only give their benefit once, but stay on the map after their use.

Heroes

Hero Window

The Hero Window can be examined by either clicking on the active hero in the Hero Locator, by clicking on the hero in the Adventure Map (as you place the cursor over the hero, the icon will change into a horned helmet), or by clicking on the hero portrait from within the Town/Castle window.

Hero Portrait: The hero's portrait is shown here.
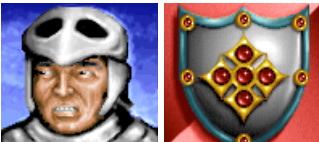
Crest: The crest represents the hero's symbol. Clicking on it will take you to the Kingdom Overview Window. Click on EXIT or press the **ESC** key to return to the Hero Window.

Hero Statistics: By clicking on any of the four skills shown, you can receive information on what each skill does. These skills can be increased by gaining a level or by special encounters and events. The last is reserved for the hero's current Morale (gold eagle), Luck (rainbow and/or cloud) and Experience (star). Click on any of these three symbols for details on each.

Attack Skill: All heroes and creatures have an attack skill. The hero's attack skill enhances the creature's attack skill. Therefore, if a hero has an attack skill of 1 and a creature has an attack skill of 2, when the creature is an attacker in combat its modified attack skill is 3.

Defense Skill: All heroes and creatures have a defense skill. The hero's defense skill enhances the creature's defense skill. Therefore, if a hero has a defense skill of 1 and a creature has a defense skill of 2, when the creature is a defender in combat its modified defense skill is 3.

Spell Power: Represents the strength or duration of a spell. If a hero has a spell power of 3 and casts Fireball, the spell power (3) is multiplied by the spell's initial power (10). Therefore, our Fireball will consist of 30 points of power (3 x 10 = 30). If a hero has a spell power of 3 and casts a duration spell, such as Blind, the spell will last a total of 3 turns.

Knowledge: The knowledge skill is the number of each spell your hero is able to memorize.

Morale Detail: Shows modifiers to army's morale.

Luck Detail: Shows modifiers to army's luck.

Experience Detail: Shows level of hero, experience earned and experience needed to go to the next level.
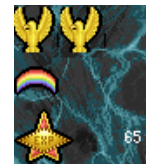
Everytime you win a battle, your hero receives a number of experience points based on the creatures defeated. When a hero acquires enough experience he gains a new level.

Army: The second row shows the five slots for the army traveling with the hero. A hero starts each game with an initial band of creatures as a part of his army. A hero can only have five different types of creatures, but can have an unlimited number of each. The order in which you place the troop will be the same order they appear in battle.

You can change their positions by clicking on a troop and then clicking on a different troop to switch their locations, or click into an empty slot (necessary if you have reached the maximum number of creature types). To view the troop's statistics, click on the troop to highlight it, then click on it again. You receive information on the number of creatures in that troop, Attack, Defense, Damage, Hit Points, Speed, Morale, and Luck. If the creatures have ranged attack, you also receive information on their Shots. If there is a number in parentheses next to a creature's attack or defense skill, that is the current skill including the hero's modifiers. To dismiss a troop, select DISMISS (this command dismisses an entire troop from your service).

Creature Window

Morale: A good morale result during combat may enable the unit to attack again, while a bad morale may freeze that unit in a state of panic.

Attack Skill: The higher the attack skill, the more damage the opponent will suffer. As mentioned above,

the hero's attack skill enhances the creature's attack skill.

Defense Skill: The higher the defense skill level, the less damage the opponent can inflict to that troop. As mentioned above, the hero's defense skill enhances the creature's defense skill.

Shots: Reflects the number of shots a unit has in battle.

Archer
Attack Skill: 5 (6)
Defense Skill: 3 (5)
Shots left: 12
Damage: 2-3
Hit Points: 10
Speed: Slow
Morale: Great
Luck: Normal

12   DISMISS   EXIT

Damage: Refers to the damage that each creature in a troop can inflict upon an enemy. Therefore, our Archer troop can inflict somewhere between 24 and 36 points of damage.

Hit Points: The amount of damage each creature in that unit can take before it is obliterated.

Speed: Refers to the order and distance a creature can move. Our Archer troop's current speed is Slow, therefore, in combat that troop would be one of the last troops to act. Likewise, if the Archer troop's speed was fast, that troop would be one of the first troops to act. Additionally, troops with a fast speed would be able to travel a greater distance than troops with a Slow speed.

Dismiss: Click on this button to dismiss the selected troop of creatures. NOTE: This command dismisses the entire troop from your service.

Now we will continue looking at the Hero Window.

Artifacts: There are fourteen slots available for the artifacts you find in your travels. All artifacts carried by the

current hero will be graphically represented in this window. The artifacts typically affect one of your hero's skills. One special artifact is the Spell Book, which contains Combat and Adventure spells. The Spell Book is the only artifact that may be purchased at the Mage's Guild in a castle. To receive more in-depth information on what an artifact does, click on that artifact.

NOTE: Artifacts, spells and creatures can be clicked on for more detailed information.

Dismiss: You can also dismiss a hero by clicking the DISMISS button. You can only have a maximum of eight heroes, therefore, you might want to get rid of a weak or out-of-position hero and replace it with a stronger or more conveniently located hero.

Heroes who are dismissed or defeated go back to the hero pool and can be recruited again, even with their artifacts (unless defeated by a hero) and experience. Heroes never die. Be aware that if a hero is defeated in combat (without surrendering or retreating) he goes back into a general pool that any warlord can recruit from!

Hero Trading Window

When you meet another friendly hero, you are able to swap troops and artifacts. You can also distribute troops between heroes.

Heroes' names, portraits and skills have been provided for convenience.

Troops: Respective hero troops and numbers are located in the slots beneath the hero's portrait. You can change the order in which your troops are positioned by clicking on a troop picture and clicking on

another troop picture or an empty slot. Click on a highlighted troop picture to go into the Creature Window (or R-click and hold the button down).

To swap units, click on a unit to highlight it and then click on the other hero's unit or an empty slot. To distribute a certain number of units between heroes, highlight a hero's unit and press and hold down the **Shift** key and click into an empty slot of the other hero. A window will come up asking you how many troops you want to transfer. Click on the up arrow to add more to the target hero, and on the down arrow if you decide you added too many. Click on OKAY when ready, or CANCEL if you don't want to redistribute troops after all. Be sure not to click into a box that already contains a unit (unless it is the same unit type) or you will replace the original unit entirely.

NOTE: A hero must have at least one unit in his army.

Artifacts: All but one artifact can be swapped between heroes. Spell Books are not permitted to be traded. To trade, highlight an artifact and click on a slot you want to move it to or on another artifact. R-click on any artifact to receive quick information.
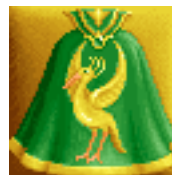
Town/Castle Window

In your travels, you will run into many towns and castles. Towns provide many valuable services and creature dwellings. Half of this window is devoted to the town itself and the other half is divided between the hero's army and the town's garrison. You receive 250 gold per town and 1000 gold per castle every turn. The hero's crest and portrait will appear in the lower left of the window when he is in town. Each town you own will allow you to build improvements. If in an undeveloped town, a tent will appear in the upper half of the window. Click on the tent to bring up a window, offering a chance to purchase a castle (your starting town already has a castle). Upgrading towns to castles has a cost of 5000 gold, 20 wood, and 20 ore.

Once you have built a castle you can expand your town by building other dwellings and structures. You may only build one building per turn (one turn equals one day). Creature dwellings make available more creatures for

recruiting every 7 days. Click on the castle to bring up the Castle Options Window. All buildings that can be built will appear in this window. Recruiting heroes also takes place here.

There are twelve options to choose from in each town: six of these options will be available at every town – Mage Guild, Thieves' Guild, Tavern, Well, Recruit Hero and Shipyard (only in coastal castles). The next six options depend upon the town.

There are four types of towns: Farm (Knight), Plains (Barbarian), Forest (Sorceress), and Mountains (Warlock). Any option with a red X at the lower right corner is currently unavailable for selection and means that a prerequisite structure(s) is required to be built first. A red slash with coins underneath it means that you are lacking necessary resource(s). Any option with a yellow   in the lower right corner indicates a dwelling that has already been built. Once a structure is built (including upgrading a town to a castle), all structures are marked with a red X for the remainder of that turn.

Remember, you may only build one structure per turn..

Crest: Clicking on the crest (on the far left in the upper row of boxes) will take you to the Kingdom Overview Window, summarizing everything you own.

Hero Portrait: Clicking on the hero portrait in the lower left of the screen will take you to the Hero Window, listing the hero's statistics, troops and artifacts (See Heroes).

Garrison Army: The top row, adjacent to the crest, are five slots reserved for the town garrison army (troops defending the castle). The town garrison, like the hero's army, can have a maximum of five different types of

creatures, and can have an unlimited number of each of the creatures. Clicking on any creature in the garrison or hero's army brings up the statistics of that creature.

The second row, adjacent to the hero's portrait, are the five slots reserved for the army traveling with the hero.

NOTE: When a hero is in town you can swap troops from the garrison army with troops traveling with the hero. Click on a garrison troop and then on a hero troop. Notice that the two creatures change places. To split the number of the same type of troops between the garrison army and the army traveling with the hero, click on the troops you want to split if it is not already highlighted. Press **Shift** and click on the destination box. A small window will come up asking how many troops you want to move from your garrison to the Hero's army, or vice versa. Click on the up arrow to increase the troops being transferred and on the down arrow to decrease the number. Click on OKAY when ready.

Resource Summary: In the lower right is the Resource Summary. It shows the amount of resources and gold the hero has to operate with. The hero pays for his army and other miscellaneous items with these resources and funds.

Common Dwellings

Mage Guild: The mage guild allows your hero to get spells. You can build the mage guild up to four levels high and each level brings better spells. Once the mage guild is built, the spells themselves are free to any of your heroes with a spell book.

If your hero does not already have a spell book, he may buy one by clicking on the mage guild after you have built it. Be aware that a spell book will cost 500 gold.

To view the spells available, click on the mage guild. To view the Combat and Adventure spells your hero has, click on the hero portrait, and then click on the spell book in the Hero Window. A spell book starts out empty. To replenish your spells, click on the mage guild. It does not automatically replenish if you simple enter the castle.

Thieves' Guild: The thieves' guild enables you to get more information about other kingdoms. The thieves' guild also shows your ranking against your opponents (Number of Towns; Number of Castles; Number of Heroes; Gold in Treasury; Wood, Crystal and Ore; Gems, Sulfur and Mercury; Number of obelisks found and Total Army Strength). The more thieves' guilds you have in various castles, the more information you receive, both on the rankings and if you R-click on enemy towns/castles.

Tavern: The tavern increases the morale of the garrison army.

Shipyard: If a town is located near water, you can build a dock and then a ship. However, only one ship can be docked at a time. Therefore, after building a ship it must be moved before another can be built. Once built, a ship can be captured by anyone, so be careful!

Well: A well increases the population growth rate of a creature dwelling by 2 per week. It also shows a summary of creatures' growth rate in this particular town per week if clicked on.

Recruit Hero: To recruit a hero, click on this option. It will cost 2500 gold. Two heroes will be randomly chosen from the hero pool for selection. You are only given two

hero selections per town, per turn. Click on the hero portrait to view the hero statistics and his army. To hire one of the two heroes, click on the RECRUIT button underneath the respective hero portrait.

If a hero is stationed at a castle, the Recruit Hero option will not be available for selection. However, If you move the current hero away from the castle, the Recruit Hero option will become available.

Creature Dwellings

You are offered six creature dwellings per town. Creature dwellings are necessary to build in order to recruit creatures into the garrison army or the army the hero is traveling with. The six dwellings vary from town to town. To build a creature dwelling click on the Castle first, then the desired dwelling, if available. You will then go into the Build Improvement Window where the cost and any prerequisites that are needed for the dwelling will be provided. Click on EXIT or press ESC to leave the Castle Options Window.

The dwelling recently built will appear as part of the town. For convenience, you may R-click on a dwelling to see how many creatures are available within that dwelling. To recruit, click on the dwelling. Clicking on any dwelling causes a Recruit Window with the creature it provides to come up. The type of creature, Cost Per Troop and Number Available is displayed in this window. You can specify

the number you want to purchase or click on the MAX button to automatically choose the maximum number of creatures you can afford. To receive the troop's statistics, click on its picture (See Creature Window).

If a creature dwelling is unavailable for selection and you want to see what other dwellings need to be built first, R-click on the dwelling to receive that information.

NOTE: Every 7 days new creatures are available. At the first of the week, creature dwellings will be replenished. During some weeks or months a particular creature may get a bonus.

Combat

There are two different types of combat – field combat and castle siege. When your hero encounters an enemy hero or town without a castle, you enter field combat. To engage in a castle siege, you must move onto the castle entry of an enemy castle. If you capture a town/castle and win the battle, you may garrison the castle with some of your surviving troops or recruit more creatures.

When your troops and the enemy troops actually engage in battle, the Adventure Window changes to the Combat Window. The Combat Window consists of a background that reflects the terrain type where the battle is occurring. The attacker always begins on the left side of the window and the defender will always begin on the right. In combat, the order each troop will take action alternates and is based on their speed. For example, in the picture above the Dragon troop would act first (attacker's side and medium speed). The next troop to act would be the Pikemen (defender's side and medium speed). This order will continue to alternate from the attacker's side to the defender's side, from fastest speed to slowest speed. Units are placed from top to bottom in the order

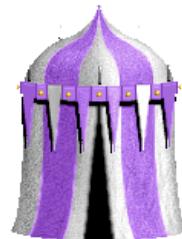they appear in either the Hero Window or the town/castle garrison.

Heroes are represented by a tent on the appropriate side of the window, behind the units. Clicking on the tent (even the opponent's) will bring up the Hero's Combat Window. This window displays the hero's statistics and up to four options that can be used in a battle.
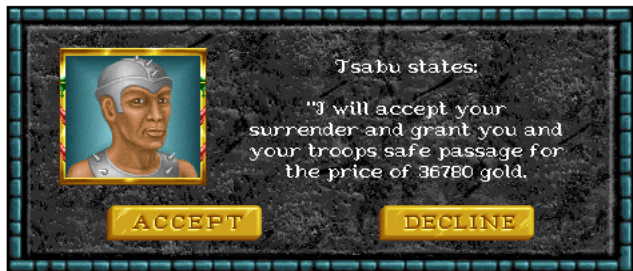
A hero may only use one action per combat round and may only act if it is his troop's turn.

Spells: Click on this command during one of your units' turns to cast a spell. The combat spells you acquire from the mage guild can be used here. Click on the crystal ball icon to bring up the spell book. The spell book will show you the combat spells available and how many of each are in your possession. To leaf through the pages, click the upper-left or upper-right corners. Click on EXIT if you do not wish to cast a spell. If you should decide after selecting a spell that you don't want to cast it, R-click.

Retreat: Clicking on this will cause your hero and army to retreat. In some cases, retreat may be your best course of action. Although your hero disappears from the map, he re-appears in the hero pool, ready to be recruited again if you want. Because he retreats, the hero loses his army, but keeps his artifacts and experience. To recruit the same hero, go into one of your castles and recruit.

Surrender: The white flag of surrender can only be used if you are surrendering to another hero, and any side can offer to surrender at any time. If a human player surrenders, a window will appear asking if he would like to offer money for his release. If the enemy hero declines, you will resume battle. However, if the hero accepts, the opponent takes the offered money. Your hero must pay a sum equivalent to the power of your army.

Tsabu states:

"I will accept your surrender and grant you and your troops safe passage for the price of 36780 gold.

ACCEPT   DECLINE

NOTE: When you accept, you will see your hero disappear. If you go back to one of your castles and click on the Recruit Hero option, you will see your hero back in the hero recruit window. Your hero, his experience points, his army and his artifacts are available to be recruited, if you choose.

In encounters with other independent creatures, the surrender option is not available.

Cancel: Clicking on this icon exits the Hero's Combat Window.

In combat, the highlighted creature is the first in your army to act in the current round. Each creature may either move and attack or skip its turn. You can skip a creature by clicking on the SKIP button or pressing the **Spacebar**.

The total damage a troop will inflict is increased or decreased approximately 10% by a per point difference between the attack and defense skills. The damage done is subtracted from the defender's hit points, resulting in the number of units killed. Damage carries over and is tracked from turn to turn (exception: trolls regenerate damage between turns).

Units with good luck have the potential to do double damage on an attack. Bad luck can cause half damage. Units with good morale have the potential to receive an extra attack during a turn. Bad morale can cause a unit to lose its turn.

When a defender has been attacked and survives, it will automatically retaliate against its attacker. Units can

only retaliate once per turn (exception: units don't get to retaliate against sprites, rogues and hydras. Griffins can retaliate an unlimited number of times per turn).

Castle Combat

The defender has two special weapons – castle walls and castle ballista. The castle walls prevent ground troops from entering or leaving the castle. The castle ballista, located in the big tower on the far right, fires arrows at enemy units once a round before the first defending unit's move. The damage of the ballista shots are based on the number of structures built within the castle walls and the level of the mage guild.

The attacker has one special weapon – the catapult. The catapult fires once per turn before the first attacking unit moves. It will damage one area of the castle wall at random. It may take two hits in a particular section of the castle wall to destroy that section – only then is the wall breached and ground troops are able to enter the castle. The defender's ballista cannot be killed by the catapult. **Castles give a bonus in defense against shots as long as the castle wall is intact.**

In combat, heroes do not become involved in the actual battle. Instead, their troops do the fighting. Troops must either move, attack or pass each turn. To move a unit in combat, move the running man or flying man cursor (see

below) to a location in the Combat Window. To attack, position your cursor (until it becomes either a sword or an arrow) over your target, then click. **Note that the sword direction will change, defining the location from which the attack will occur.** Click on the SKIP button in the lower right corner or press the **Spacebar** to pass the current troop's action. If you prefer not to control your troops manually, you may click on the AUTO button in the lower left.   AUTO will allow the computer to fight for you. Seven combat cursors are listed below.

Running Man: This symbol allows the unit to move to the location of the cursor.

Flying Man: Same as Running Man, but this symbol represents flying creatures.

Sword: This symbol allows a unit to move to and attack the enemy unit the cursor is set on.

Arrow: This symbol allows the unit to fire a ranged attack at the enemy unit the pointer is over. This is only for units with a range attack capability.

Red "X": This symbol means the unit cannot move to the selected area or cannot attack the selected unit.

"?": This symbol appears over friendly units and will show the statistics of a friendly unit.

Helmet: This symbol appears over both friendly and enemy tents and will bring up the General's Window.

NOTE: Troops with ranged fire, such as Archers and Druids, cannot utilize their ranged fire capabilities if an enemy troop is in an adjacent location. If so, they must attack an enemy troop in an adjacent location, but only doing half their normal damage (using a secondary attack mode, such as stabbing).

Combat ends with victory only when all members of the opposition have been eliminated, surrendered or fled.

If you are defeated in combat, you are left without a hero or army and your artifacts go to the victor. However, this does not mean you are eliminated from the game if you have another hero, town or castle.

Defeated heroes go back to the hero pool with experience intact and can be recruited again, even by your opponents. Heroes never die.

Letters From Lord Ironfist

23rd Day of the Month of the Raven, Common Year 632

To my great and munificent lord, King Ragnar, from his loyal cousin Lord IronFist - Greetings.

It has been thirty days since I crossed through the mysterious gate which opened in the Varnal Hills and thus found myself in this strange and uncharted land. I wish my dear lord and cousin, through this missive, to dispel the ugly rumors about me, which I fear you might believe.

I was deeply shocked, dear cousin, by the attempt of the wizard Guthbert to slay you. I heard that upon the rack of pain, shortly after you had his arms torn from their sockets, that he cried out my name as the one who had paid him. Dear cousin, it has injured me grievously to hear that you believed him. You know my loyalty to you is undying. Even though you took the hand of fair Ewine to be your queen, though I loved her dearly, still it is wrong to think I would wish harm upon you. That wretch Guthbert must have forged my signature to the letter you found in his chambers. As for the satchel of gold bearing my mark, I know not how it came to be in Guthbert's possession. I believe some dark enemy must have planted it to cast blame upon me for such a dastardly crime.

Please trust me on this.

I was sorely grieved to hear that your barons had set out to arrest me. I am deeply hurt to hear it being said that I fled like a coward up into the Varnal Hills to escape your justice. I was merely going on a hunting expedition, dear cousin - an innocent trip to escape the heat of summer accompanied by a few trusted servants. The fact that I took my family jewels with me was simply to keep them safe, for there is always the problem of thievery on the part of servants while the master is away.

How I came into this strange land is still somewhat of a mystery to me. While wandering in the Hills, I, and my few retainers, stumbled into a narrow pass on the borders of your realm. As we walked into the pass, a strange glowing light engulfed us for a moment. We turned to go

back from whence we came, but an invisible barrier was now in place. Try as we might, we could not penetrate it.

So we continued on, passing out of the Hills down into a strange uncharted land. All seemed different in this new place. The sun is not like the red of our lands, but rather has a strange yellow hue. It seems that objects do not fall quite as fast when dropped and the air holds more moisture to it.

We wandered for many days and found no trace of pillars marking boundaries, no rulers, or any hint of kings and laws. All was wilderness, untamed, and untouched by the hands of thinking beings.

Of course, my dear cousin, I immediately realized that here was an opportunity to extend your realm and win for you greater honors and treasure. Thus did I erect boundary markers and raised up your banner to lay claim to, in your name, all the lands as far as my eyes could see. Please accept this as a sign of my fealty and family loyalty and ignore any disparaging rumors about earlier events.

My dear cousin and liege lord, after wandering for many days I bethought it appropriate to try and return through the gate and inform you of my great discoveries in your name. I wished to bring word of my discoveries to you personally, before other barons tried to do so first. But my lord, the mysterious gate was still closed and I could not pass through it. Thus did I erect a pillar next to it, and shall place there this letter and those that I will write afterwards, to show my service to you in extending your realms. I shall keep you informed of my progress in service to you and your undying glory.

Please extend as well my most humble respects to the fair, gentle and lovely Queen Ewine. Tell her that out of my loyalty to you I think of her each morning and night and wish her happiness at your side. Loyally, Ironfist

4th Day of the Month of the Dragonfly, Common Year 632

My dear lord, King Ragnar,

It has been more than a month since my last missive was sent up to where the mysterious gate was located. There,

my most trusted servant waits in hope that the barrier preventing our return dissipates and he may deliver my pronouncements of fidelity and news of your growing estates here personally. I have moved my headquarters a dozen leagues down out of the hills and into a fair valley filled with game, great trees and swift running streams.

It is a curious place and at first I thought the lands were devoid of all those who walk upright and can speak. For days I pondered what next to do. I wondered if all around me was thus. And then on the seventh day after arriving in the valley, a wandering peasant came through the woods and I thought, here at last is your first new minion.

I tried to put him to work chopping down trees so that he might plant grain to make my bread for me, but he was recalcitrant, as are most peasants. Finally I deemed it necessary to lower myself to speak to him at length. We had here a great problem. My retainers, being men of arms, of course could not be asked to work and our one peasant refused to labor. Though tempted to kill him I realized we would starve next winter, if there is a winter here, if we did not reason with him.

I asked him where were the people and creatures I needed to serve me. He bargained long and hard for the secret, something I found distasteful. Finally I agreed to pay him if he would tell me the secrets of this place and reveal a way to bring in those who would serve me. He then gave me this cryptic answer:

"If you build it, they will come."

I was angry at such a stupid saying and prepared to slay him and then he explained.

The following day I set the peasant and my men to building huts. It took some reasoning with my men to convince them that this was not peasant labor, but rather was the simple building of shelters in the same way that they would prepare an encampment. Even with this logical explanation, many were reluctant to work beneath their station. I was forced at last to bribe them with some of my jewels to convince them of the dignity of what they had to do.

Lo and behold, on the morning after the huts were completed I awoke to find a deputation of peasants outside my tent, begging me for the right to occupy the homes that had been created.

I thought long and hard upon this before lowering myself to speak to them. I explained to them that by living upon the land I had claimed and living in the huts I had made for them, that they owed me the obligation of their liege lord. They were to cultivate the ground, offer a tithe to me and that the men were to serve in time of war. In exchange I would offer them the protection of my sword. They willingly accepted. Marks were made upon a piece of parchment and the agreement was struck. The peasants moved in that same day and began to work.

This set my mind to thinking and I asked the crafty peasant for more advice.

Heeding him, the next day I set my men to building huts of straw and huts of sticks. This cost me more money in payments, but that was offset in a small amount when I demanded of the peasants and received rent payments, even if it was but a few coppers. The huts of straw and sticks were finally completed and to my utter amazement

goblins and orcs appeared from out of the woods, willing to serve me in exchange for the places of dwelling. We struck the same agreement as I had made with the peasants.

Frankly my lord cousin, these seem to be foolish creatures who are in need of a leader and hero to provide them with places to live. They seem not self-reliant at all but expect some form of liege to provide everything for them. I heard them exclaim that such a thing was their right and their ruler should provide to them all things. I gladly gave it to them and easily convinced them that I am their all-knowing leader. Now they are mine to use as I see fit, for they are fearful of losing what I have given them.

Thus I have started the building of a town, which we are considering naming after you. My only fear is that it will not become great enough to be worthy of the name. To ensure you would not lose faith we have chosen our family name, so that should the town fail all will think it was named for your humble servant. It cost much to begin, but even now a small but steady amount of money is starting to trickle back, for these creatures do have pieces of copper in their pockets, though I wonder who out there is minting the coins.

I will keep building all sorts of structures and I will see what else will come.

Please extend to Lady Ewine my warmest thoughts and tell her I have many fond memories of times I spent with her. She'll know what I mean.

18th day of the Month of the Unicorn, Common Year 633

Dear Cousin Ragnar,

It has been nearly a year since my last missive to you, but I have been preoccupied with many things. I should add that my messenger reports that the gate is still barred shut and no one may pass it. After some months he felt it necessary to cease his vigil. He told me as well that the last two letters I left for you atop the boundary pillar I erected have not been taken, but I shall continue to write you nevertheless.

Through my leadership and strength much has changed in

this valley which I now control and have named the Valley of Ragnar in your honor. Where once forest stood, now there is a thriving town. I continued to build things, using all my wealth, but I know my lord that you will be pleased with what I have done to honor you, and that when the time comes you will pay me back the difference in what I have spent here so far. A full accounting of the cost is enclosed. All income has gone to maintenance.

As to the management of my barony, I felt it important to build the population of the realm first. Therefore, I set out to construct many different dwellings to bring under my banner a great host. With the building of a brick house mighty ogres came to live in the valley. When I commanded that a bridge be placed over the River Morglin, I returned there the next day to find a troll having taken up residence beneath it. As each of these creatures came I presented them with parchments to sign, recognizing me as their liege, which they gladly did.

Wolves are always worthy allies and they can scent trouble from afar, therefore I commanded that dens be made. The following day massive, intelligent beasts came out of the woods and offered onto me their service.

Next I sought men of skill. The peasants had spoken of wizards and such many times. With the digging of a well, to provide cooling spring water for the tempering of steel, a blacksmith and then a rank of pikemen came into my service. A field was then cleared and the grass cut short. Target butts were set up and archers appeared to offer their services. A tavern near the bridge was built and from within its rooms swordsmen drink their fill and have fun bloodying each other as they argue about dice and mates.

There are more plans afoot here as well, my lord. Even now I am building a most curious structure, tiny houses set up in the trees to rally the fairy sprites to my side. Cottages near the side of the mountains are being hewn of stone so that dwarves will serve me, while in the woods I have been advised to set up targets so that elven archers may come to try their sport.

Once the elves and dwarves serve me, I am told that they will help to make such things as great stone circles for the pleasure of druids, fenced meadows for unicorns and fearful red towers for the mighty phoenix.

Already I have created a dwelling place for users of magic and one is now in my service. He is expensive though, my lord, for to master his spells is a costly process. My funds have run short and I have made the decision to let the arcane arts of magic wait. For the price of but one spell I can marshal a host of peasants. I remember as well the fool Guthbert, your court magician. He wasn't worth very much if memory serves me well.

Speaking of money I should point out to you the tens of thousands in gold that I have spent so far in this venture, which was started solely to glorify your name. My pockets are not bottomless, cousin, and though my servants now bring in some small income, still it is not enough. Therefore, if you read this letter, I would ask of you to send more money to me, for after all this has become quite an expensive proposition. Your flag does not fly over this realm, cousin, without incurring some obligation in return.

Oh yes, I should add that I did erect a modest dwelling place for myself, which I call Morglin's Keep. I have tastefully appointed it as befitting the honor of one of your servants.

Once the spring planting has been finished I plan to take part of my new host and go adventuring, for I am told that this land is vast and that if one looks carefully there are riches to be found and glory to be won. Of course, my lord, whatever I find shall be for the glory of your name.

Do send my best to Lady Ewine.

29th Day of the Month of the Aarvark,,
Common Year 635

Cousin,

It has been more than two years since I sent my last missive up into the hills to be placed near the gate where I first came through into this world. I am informed that my previous letters are gone but that no reply was waiting. I am not sure if you or a servant of yours found the gate and came through, or if thieves violated the boundary pillar placed there.

I embarked on my expedition to explore new lands and have endured two long and hard years of campaigning. At

First all was uneventful, though by careful looking I found occasional deposits of rare metals, burial mounds containing treasures, and other such things. I also met strange and terrible creatures. Near an ancient graveyard I did battle with ghosts. I met wandering beasts with fearsome skills and bested them in single combat to the glory of my name.

After wandering for many weeks I came at last upon another town. As I approached it the inhabitants barred the gates. They then climbed upon the battlements and made rude gestures. They made strange noises while sticking out their tongues and said many coarse and vulgar things about your lineage. Of course I attacked them at once. At first I was thrown back, losing many of my peasants and some swordsmen. Then I laid siege to the place, having my men construct engines of war. The catapults I constructed finally cast down the walls of the town. I was tempted, since my honor had been insulted, to burn the filthy place to the ground and slay all within. Before I could give such an order my advisor, formerly the old peasant and now an honored chamberlain, pointed out that I could turn the town to my use and wealth.

It was there that I discovered much about this land. The town I had thus taken was a barbarian town and was filled with creatures unique to such a place. There I brought into my service more orcs, wolves, ogres and trolls, along with a powerful cyclops. I found out as well that there are many other towns scattered about the lands. Some are towns of humans alone. Others are controlled by a sorceress and magical creatures reside there. A few towns, which are hard to find, are ruled by warlocks and have within their walls powerful and dreadful creatures such as minotaurs, gargoyles and even dragons. I am not yet prepared to deal with such and shall avoid these boroughs.

I found out as well that there are other kings who lay claim to all the lands and wage war. They have heroes of great skills in their service and I am warned now that my power is considerable, attention will be drawn onto me in an attempt to block the growth of my strength. It appears I have no choice but to act against others before they cause me grievous harm.

I plan now to go forth and seek out these other kingdoms,

to humble them, and place your standard upon their battlement walls.

Say hello to Ewine for me and ask her if she still has that curious birthmark.

3rd Day of the Month of the Mongoose, Common Year 638

Ragnar,

It has been three years since my last note and I have heard nothing of you. I wonder if you know of my existence in this realm and do not wish to reply. The bill for my initial costs stands and I have a copy attached should the first have not reached you.

I have fought three long and hard campaigns since last I wrote. Marching out from the first town I captured, I wandered across strange lands of mountains, deserts, swamps and deep woods. There were many creatures to contend with, some of great strength, some willing to rally to my banner, some wishing to tear it down. Of those who stood in my way, their bones now lay bleached in the sun.

After long weeks of wandering I met an opposing army that had come to smite me and had a long and difficult battle with it, losing more than half my host. Finally, I bested in single combat the hero leading the enemy army and took him as my prisoner. Shortly afterwards I received a missive from the hero's liege lord, offering ransom, which I refused, for the amount offered was insulting. I then received another offer, which was far more munificent. I agreed to accept the ransom payment and thus refilled my empty coffers. The hero I released parted from me in good spirits, promising we would meet again, to which I replied that I prayed it would be so for I would undoubtedly need more money.

I came onto a town next to an open sea and took it after difficult battle. There I captured another hero and this one pledged service to me. Now with this leader to serve me I made a fateful decision. I split my army, sending half of it with him. Purchasing boats, my hero took his army and led them great distances, exploring many strange and wondrous lands. I received information from him and was

able to draw up maps of all that I thought I now owned, and was well pleased. Unfortunately my hero met with an evil magician who destroyed him and my army.

Then came dark and difficult days. The great prince of another realm sent a powerful army against my capital city, which you will recall I named after you.

I regret to report that the small garrison I left there was overwhelmed and the city taken. This created great difficulties since one of my main sources of income was thus denied me. It forced me to march back, bringing my depleted host with me to retake the town. This I succeeded in, but then I lost the other towns in my possession as well.

Ragnar, I am fighting a difficult battle here and you have not helped one bit. Twenty or thirty thousand in gold would be a great help right now if you wish me to keep this realm in your name.

By the way, do ask Ewine about the interesting time we once had and both fondly remember as "the night of madness."

11th day of the Month of the Lizard, Common Year 641

Ragnar,

I have survived the last three years, no thanks to you. I thought for a time that all was lost. I had but one town, my capital, that the residents insist on calling Ironfist Keep. Twice I was besieged and twice I repelled the attacks.

Both times I captured the hero leading the attacking hosts. The first of these heroes was the same one I had captured before. Thinking that I could gain great wealth I held him for ransom. I received a paltry offer the first time and reasoned that I had but to hold out and his master would offer a great sum. I never heard from that skin flint of a king again. I asked the hero to then serve me but he refused. I was bound by the code of royal blood and could not execute him and thus had to let him go. I had lost a hero and had no ransom money to show for my effort.

The second time I was wiser and upon capturing the hero of the next attacking host I immediately made an offer to him and he gladly accepted the right to serve me. He has become a powerful ally. While still protecting the source of my power I sent him out and he recaptured the town I once held to the south. I built my wealth up, investing in yet more structures to bring various creatures and brave warriors into my service. I had found that moving forward aggressively at the start of things might win great glory and honor, but also left one vulnerable to attack from the rear.

The next time I was attacked I repulsed it easily, driving my enemies before me and hearing the lamentations of their loved ones.

At great expense I built jousting arenas to attract great and powerful knights into my service and then at even greater expense I erected a holy cathedral so that mighty paladins would rally to my banner.

I did not neglect the realms of magic either, for it was due to a weakness in such spells and powers that I had nearly been bested the first time I ventured out into the broad and dangerous world. Though they are expensive to develop, they are worth the investment.

The powers of those who wield magic are many. They have mastered arts here that your useless court magicians can barely imagine. There are various spells of protection and attack. There are spells that can burn an opponent into cinders or turn them into ice. My magic users have spells that can enchant and spells that can block the strikes of swords and spears, while there are yet other spells than can aid greatly in the difficult art of siege craft.

At great expense I commissioned my magic users to master such subtle arcane arts as the ability to turn undead, to provide protection against the magic of others, to cure, to bless my warriors so that their strength increased, and to blind my opponents so that they could not see where to attack.

I think I should add here that the pathetic wizard, Guthbert, who caused me so much trouble in your realm with his loose tongue and could not strike a mouse dead,

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would have been burnt to a crisp by the rivals he would face here.

I also developed my contacts with the thieves' guilds and thus learned many secrets from them to help me in the campaigns I now planned.

After thus consolidating my powers I set out on an expedition that brought another hero into my service. I now had three armies. One, under the command of a trustworthy hero, I left to protect my homeland. The other I sent south to sweep back down to the sea, while I marched eastward across broad open plains.

My hero in the south reached the coast where I had first marched years before, and taking a town there, he greatly strengthened it. A lighthouse was constructed to aid in the sailing of ships. I commanded him to move upon the flowing waters with caution for there were many dangerous creatures, brigands, and rival heroes upon the sea.

He guided his ships up the coast, taking the town of a sorceress and thus did my power wax greatly. Islands were next taken and their wealth added into my coffers, denying at the same time such wealth to rivals.

And then disaster struck yet again. A shower of great stones, trailing fire, plummeted from the heavens, smiting down the host of my hero. It seemed as well that as I grew more powerful an alliance was formed between the rival kings to turn their combined strength against me. As a result all that I won in the south was lost.

I knew that if I stayed on the defensive the enemy would march to my gates. Therefore, I set out to meet the new threat. But this time I did not make the foolish move of stripping my capital and the towns close to it of their defenses. My reasoning was proper, for through some great and powerful magic an enemy army appeared, materializing out of thin air, near my capital. They were repulsed but at great loss of the city's warriors, wizards, and wealth.

I now realize as well that I had neglected to build up strength with the great and dark creatures such as Gargoyles, Minotaurs, Hydras and the dreaded king of

all, the Dragons. Thus I set out to bring the towns of warlocks under my control.

I found that though a Paladin was indeed a mighty warrior he was, as they say, 'burnt toast' when confronting an army with dragons. I shall work hard in these areas and then all shall tremble before me.

I am curious to know, is Ewine's breath as disgusting as I now remember it to be?

21st day of the month of the Rat, Year One of the New Age

Ragnar the Usurper,

It has been five years since my last missive. I can imagine how things must fare you there, sitting fat and blotted like a corrupt spider upon your cheap web of a throne, which you wrongfully assumed and which you have wrongfully held.

My strength here has indeed risen like a phoenix from its earlier ruin. Many and great battles have I fought. Citadels have I cast down, cities have I taken and raised MY banner over. Heroes aplenty now flock to my cause. I wonder what you have done of late, sitting safely behind your castle walls. While bards shall sing of my name, your memory will be nothing more than sayings and drawings about you and your so-called queen carved on latrine walls.

After long years of consolidating my strength in all areas, raising levees of peasants and pikemen, mounting warriors on horse, legions of ogres, goblins and trolls, marshaling the strengths of magic users and placing in the van the great creatures such as hydras and dragons, I set forth to sweep all before me.

Three of the high kings of this realm united against me. They laid cunning traps for me and placed great strengths in their cities. Many were the heroes they arrayed against me so that at one time I faced six different armies closing in upon me from all points of the compass.

It was then that the great investment I made in magic was rewarded. Twice I was able to teleport entire armies

clear across my empire, placing them behind the advancing foes to crush them. I was able to control an Oracle and through her and by way of the thieves' guilds I learned the secrets and intentions of my enemies. This was no small thing, for it enabled me to place my armies to parry their thrusts, and throw my armies into lands where they were weak.

The cost of such campaigns was great. I spent in a month what but a short time ago I would have believed to be undreamed of wealth. But if one wishes all, they must risk all.

I cast down two of my great rivals and finally there was but the great Lord Alamar to face my powers. Ragnar, you are but a groveling beggar compared to such as he. Long we struggled. He launched one attack that swept all the way into the heartland of my realm, forcing me to teleport back to deal with the threat.

Finally I was before his great and wondrous capital city. My siege engines smashed down his high towers. Dragons struggled in the air overhead. Hydras wrestled upon the ground. Great legions of swordsmen, archers, dwarves, orcs, and peasant levees gave battle so that the ground was covered with the slain. With my magic welders about me I gained the wall and there did I fight with spells, fire and sword against the great Lord Alamar, and his wizards that has already become a myth told by peasants around camp fires. He was cunning, mighty was his sword arm, great his magic, and brilliant his strategies. But they availed him for naught, for in the end I cast him down and my only disappointment was that he was able to flee into distant realms.

So now, Ragnar the pig, I own all this land of Heroes. All creatures within it acknowledge me as the rightful king. I shall rule it with justice and wisdom. I shall guard its borders well for I have heard yet more rumors of wars in distant lands, and evil kings that plot their return to overthrow me.

Let me add here that I view it as fortunate now that the fool Guthbert failed so miserably in his attempt on your life. If the plot had succeeded I would have but been a petty lord, in a petty realm, which is all that you now have. Your father murdered his brother, my father, to

take the throne and you then took it from him. I was forced to flee, with but a handful of retainers into unknown lands, and here in the realm of Heroes I have carved out an empire to which a few paltry counties pale in comparison. To those who risk all, all may come as the reward. This shall be the last of the letters I will post at the gate. If you hear from me again it will be because the gate has opened and I shall come through it, sword in hand, seeking justice.

Farewell Ragnar.

PS. If Ewine is still with you tell her I have married and am quite content. My companion has all the attributes that she did not, trustworthiness, intelligence, beauty and kindness. Beyond that, she bathes more than once a year and is not surrounded by a cloud of flies, something I find to be most refreshing after having known Ewine.

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Mines and Resources

Gold Mine

1000 gold per day

Crystal Mine

1 crystal per day

Alchemist

1 mercury per day

Gold

Ore

Ore Mine

2 ore per day

Sulfur Mine

1 sulfur per day

Wood

Crystal

Sulfur

Sawmill

2 wood per day

Gem Mine

1 gem per day

Gem

Mercury

Farm Castle Construction Hierarchy

Knight Castle

Thatched Hut

Tavern

Well

Armory

Blacksmith

Archery Range

Jousting Arena

Cathedral

Plains Castle Construction Hierarchy

Barbarian Castle

Hut

Den

Stick Hut

Adobe

Bridge

Pyramid
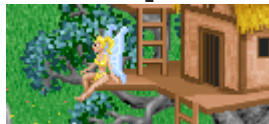
Forest Castle Construction Hierarchy

Sorceress Castle

Treehouse

Tavern

Archery Range

Cottage

Mage Guild

Stonehenge

Red Tower
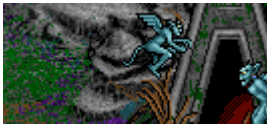
Fenced Meadow

Mountain Castle Construction Hierarchy

Warlock Castle

Cave

Crypt

Nest

Maze

Swamp

Black Tower

Common Dwellings

Mage Guild

Lvl 1: 5 🪵 5 🪨 2000 🪙
Lvl 2: 5 🪵 5 🪨 4 💎 🟠 🔵 🧪 1000 🪙
Lvl 3: 5 🪵 5 🪨 6 💎 🟠 🔵 🧪 1000 🪙
Lvl 4: 5 🪵 5 🪨 10 💎 🟠 🔵 🧪 1000 🪙

Thieves' Guild

Displays ranking of players. More information is available for each guild built in various castles.

5 🪵   750 🪙

Tavern

Increases the morale of the castle's garrison army.

5 🪵   500 🪙

Shipyard

Can only be built if the castle is located near water. Once built, a ship may be purchased for 10 wood and 1000 gold.

20 🪵   2000 🪙

Well

Shows the summary of a creature's growth rate and availability. Increases the population growth rate of creature dwellings by 2.

500 🪙

Knight Castle

Thatched Hut
200 🪙

Peasant: 20 🪙

Attack:	1
Defense:	1
Damage:	1
HP:	1
Speed:	slow
Growth:	12

Archery Range
1000 🪙

Archer: 150 🪙

Attack:	5
Defense:	3
Damage:	2-3
HP:	10
Speed:	slow
Growth:	8
	12 shots available

Blacksmith
5 🪨 + 1000 🪙

Pikemen: 200 🪙

Attack:	5
Defense:	9
Damage:	3-4
HP:	15
Speed:	medium
Growth:	5

Farm Town

Cost:
20 🪵 + 20 🪨
+ 5000 🪙

Farm Castle

Swordsman 250 🪙

Attack:	7
Defense:	9
Damage:	4-6
HP:	25
Speed:	medium
Growth:	4

Armory

10 🪵 + 10 🪨 + 2000 🪙

Cavalry: 300 🪙

Attack:	10
Defense:	9
Damage:	5-10
HP:	30
Speed:	fast
Growth:	3

Jousting Arena

20 🪵 + 4000 🪙

Paladin: 600 🪙

Attack:	11
Defense:	12
Damage:	10-20
HP:	50
Speed:	fast
Growth:	2

Attacks twice per round
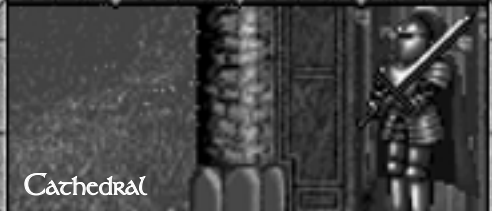
Cathedral

20 🪨 + 20 💎 + 5000 🪙

Barbarian Castle

Hut

300 🪙

Goblin: 40 🪙

Attack: 3
Defense: 1
Damage: 1-2
HP: 3
Speed: medium
Growth: 10

Stick Hut

5 🪵 + 800 🪙

Orc: 140 🪙

Attack: 3
Defense: 4
Damage: 2-3
HP: 10
Speed: slow
Growth: 8

8 shots available

Den
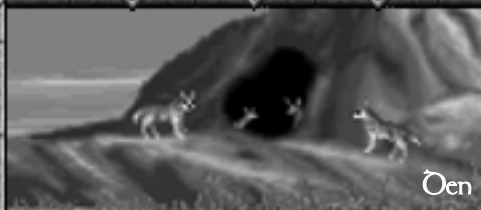
1000 🪙

Wolf: 200 🪙

Attack: 6
Defense: 2
Damage: 3-5
HP: 20
Speed: fast
Growth: 5

Attacks twice per round

Plains Town

Cost:
20 🪵 + 20 🪨
+ 5000 🟡

Plains Castle

Ogre: 300 🟡

Attack:	9
Defense:	5
Damage:	4-6
HP:	40
Speed:	slow
Growth:	4

Adobe

10 🪵 + 10 🪨 + 2000 🟡

Troll: 600 🟡

Attack:	10
Defense:	5
Damage:	5-7
HP:	40
Speed:	medium
Growth:	3

8 shots available; regenerate hit points

Bridge

20 🪨 + 3000 🟡

Cyclops: 750 🟡

Attack:	12
Defense:	9
Damage:	12-24
HP:	80
Speed:	medium
Growth:	2

20% paralyzation; attack spans 2 spaces

Pyramid

20 🪨 + 20 🔴 + 6000 🟡

Sorceress Castle

Treehouse
5 🪵 + 500 🪙

Cottage
5 🪵 + 1000 🪙

Archery Range
1500 🪙

Sprite: 50 🪙
Attack: 4
Defense: 2
Damage: 1-2
HP: 2
Speed: medium/fly
Growth: 8

Enemy can't retaliate

Dwarf: 200 🪙
Attack: 6
Defense: 5
Damage: 2-4
HP: 20
Speed: slow
Growth: 6

25% magic resistance

Elf: 250 🪙
Attack: 4
Defense: 3
Damage: 2-3
HP: 15
Speed: medium
Growth: 4

24 shots available; 2 shots per round

Forest Town

Cost:
20 🪵 + 20 🪨
+ 5000 🪙

Forest Castle

Druid: 350 🪙

Attack:	7
Defense:	5
Damage:	5-8
HP:	25
Speed:	fast
Growth:	3

8 shots available

Stonehenge

10 🧪 + 10 🪨 + 2500 🪙

Unicorn: 500 🪙

Attack:	10
Defense:	9
Damage:	7-14
HP:	40
Speed:	medium
Growth:	2

20% to blind

Fenced Meadow

10 🪵 + 10 💎 + 3000 🪙

Phoenix: 1500 🪙 + 1 🧪

Attack:	12
Defense:	10
Damage:	20-40
HP:	100
Speed:	fast/fly
Growth:	1

Attack spans 2 spaces

Red Tower

20 🧪 + 30 🪨 + 10000 🪙

Warlock Castle

Cave
500 🪙

Crypt
10 🪨 + 1000 🪙

Nest
2000 🪙

Centaur: 60 🪙

Attack:	3
Defense:	1
Damage:	1-2
HP:	5
Speed:	medium
Growth:	8

8 shots available

Gargoyle: 200 🪙

Attack:	4
Defense:	7
Damage:	2-3
HP:	15
Speed:	fast/fly
Growth:	6

Griffin: 300 🪙

Attack:	6
Defense:	6
Damage:	3-5
HP:	25
Speed:	medium/fly
Growth:	4

Unlimited retaliation

Mountain Town → Mountain Castle

Cost:
20 🪵 + 20 🪨
+ 5000 🪙

Minotaur: 400 🪙

Attack:	9
Defense:	8
Damage:	5-10
HP:	35
Speed:	medium
Growth:	3

Maze

10 💎 + 3000 🪙

Hydra: 800 🪙

Attack:	8
Defense:	9
Damage:	6-12
HP:	75
Speed:	slow
Growth:	2

Attacks all adjacent spaces; enemy can't retaliate

Swamp

10 🟡 + 4000 🪙

Dragon: 3000 🪙 + 1 🟡

Attack:	12
Defense:	12
Damage:	25-50
HP:	200
Speed:	medium/fly
Growth:	1

Attack spans 2 spaces; immune to spells

Black Tower

30 🪨 + 20 🟡 + 15000 🪙

Miscellaneous Dwellings/Creatures

Rogue: 50 🪙
Attack:	6
Defense:	1
Damage:	1-2
HP:	4
Speed:	fast

Enemy can't retaliate

Nomad: 200 🪙
Attack:	7
Defense:	6
Damage:	2-5
HP:	20
Speed:	fast

Genie: 650 🪙 + 1 💎
Attack:	10
Defense:	9
Damage:	20-30
HP:	50
Speed:	fast/fly

10% chance to halve the size of an enemy group

Ghost: may not be recruited
Attack:	8
Defense:	7
Damage:	4-6
HP:	20
Speed:	medium/fly

For each creature killed, a ghost is created

Attack:	Used to determine the ability to inflict damage in combat.
Defense:	Used to determine the ability to sustain damage in combat.
Damage:	Used to calculate how much damage will be inflicted in combat.
HP:	The amount of damage each creature can take before dying.
Speed:	Used to determine the order, distance and manner a creature can move.
Growth:	The rate at which a creature multiplies per week.

April '95

Spells

Anti-Magic

2

Protects a troop from all spells

2

Blind

Blind troops can only retaliate; damage to a blind troop cancels spell

Armageddon

4

Does 50 x spell power damage to all troops

2

Cure

Cures all friendly troops of all negative spells

Berzerker

3

Berzerked troops will attack the nearest troop for one round

1

Curse

Cursed troops inflict minimum damage

Bless

1

Blessed troops inflict maximum damage

4

Dimension Door

Moves active hero to any space visible in the adventure window

Spells continued

Dispel Magic

Removes all active spells

1

2

Lightning Bolt

Does 25 x spell power damage to one troop

Fireball

Does 10 x spell power damage to all adjacent squares

3

4

Meteor Shower

Does 25 x spell power damage to all adjacent squares

Haste

Hasted troop's speed becomes 'fast'

2

3

Paralyze

Paralyzed troops cannot retaliate; damage to paralyzed troops cancels spell

Identify Hero

Displays an enemy hero's statistics and exact troop size

3

1

Protection

Protected troops gain +3 defense

Spells continued

Resurrect

Heals 50 x spell power to a single creature in a single troop

3

1

Teleport

Move one troop to any unoccupied space

Slow

Slowed troops can move only one space and act last

1

4

Town Gate

Teleports active hero to nearest friendly castle or town

Storm

Does 25 x spell power damage to all troops

3

2

Turn Undead

Destroys one troop of undead creatures

Summon Boat

Summons nearest unoccupied boat

2

4

View All

Displays the entire map

Spells continued

View Artifacts

Displays the location of all artifacts

2

View Towns

Displays the location of all towns/castles

3

View Heroes

Displays the location of all heroes, friend or foe

3

View Mines

Displays the location and type of all mines

1

View Resources

Displays the location and type of all resources

3

Combat Spells

Adventure Spells

Level 1

Level 2

Level 3

Level 4

Keyboard Commands

Adventure Window Keys

Tab   **Next Hero:** activates the next hero in your lineup with movement points left, centering on his location.

M   **Move:** automatically continues movement for a hero who is displaying a movement path.

K   **Kingdom Overview:** displays the Kingdom Overview Window, summarizing your heroes, castles, towns, mines, treasury, and gold per day.

E   **End Turn:** ends your turn and proceeds to the next player.

A   **Adventure Options:** brings up a menu of actions you may perform in the Adventure Window. (See below)

G   **Game Options:** brings up a menu of options for gaming preferences. (See below)

Adventure Option Keys

V   **View World:** displays a detailed view of the world. Only explored areas are visible. Shows the position of towns, castles, mines, etc. The blinking dot is your active hero.

P   **View Puzzle:** displays the puzzle map that leads your hero to the Ultimate Artifact.

C   **Cast Spell:** brings up the spell book, displaying only Adventure spells for the current hero to cast.

D   **Dig/Search:** the active hero will dig/search his current location for the Ultimate Artifact. Digging requires full mobility of a hero and takes a full turn's movement.

Game Option Keys

N   **New Game:** inquires if you would like to quit your current game and begin a new game. If you choose YES, the New Game menu will appear. Click on NO to cancel.

L   **Load Game:** inquires if you would like to quit your current game and load a saved game. If you choose YES, you may load a saved game. Click on NO to cancel.

S   **Save Game:** brings up a File Selector, allowing you to save your current game. You can either save over a previously saved game or as a new saved game.

Q   **Quit:** inquires if you would like to quit your current game. If you choose YES you will be returned to your operating system. Click on NO to cancel.

I   **Info:** shows the scenario starting information, including the win conditions for campaign games.

Hero and Town Keys

H   **Hero Locator:** makes active the first hero in the hero locators. Further H keystrokes will scroll through the hero locators.

T   **Town/Castle Locator:** makes active the first town or castle in the town/castle locators. Further T keystrokes will scroll through the town/castle locators.

Enter/Return   **Enter/Return:** brings up the Hero or Town/Castle Window for the hero or town/castle that is currently active.

General Keys

ESC   **Escape:** will function as CANCEL, EXIT or NO when any of these options appear

Enter/Return   **Enter/Return:** will function as OKAY, ACCEPT or YES when any of these options appear.

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