



## Atlantis Rules V 4.04

Ellesmere

Hullevala Abersoch

Dryck

## Atlantis v4.0.4 RulesRules for Atlantis v4.0.4

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Based on Russell Wallace's Draft Rules

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Note: This document is subject to change, as errors are found and corrected, and rules sometimes change. Be sure you have the latest available copy.

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### Introduction

Atlantis is an open-ended computer moderated fantasy game for any number of players. Players may attempt to carve out huge empires, become master magicians, intrepid explorers, rich traders or any other career that comes to mind. There is no declared winner of the game; players set their own objectives, and one can join at any time.

### Playing Atlantis

Atlantis (as you undoubtedly already know) is a play by email game. When you sign up for Atlantis, you will be sent a turn report (via email). Your report completely details your position in the game. After going over this report, and possibly communicating with other players in the game, you determine your course of action, and create a file of "orders", which

you then send back to the Atlantis server. Then, at a regular interval (often one week), Atlantis collects all the orders, runs another turn (covering one month in game time), and sends all the players another report.

#### Factions:

A player's position is called a "faction". Each faction has a name and a number (the number is assigned by the computer, and used for entering orders). Each faction is composed of a number of "units", each unit being a group of one or more people loyal to the faction. You start the game with a single unit consisting of one character, plus a sum of money. More people can be hired during the course of the game, and formed into more units. (In these rules, the word "character" generally refers either to a unit consisting of only one person, or to a person within a larger unit.)

A faction is considered destroyed, and the player knocked out of the game, if ever all its people are killed or disbanded (i.e. the faction has no units left). The program does not consider your starting character to be special; if your starting character gets killed, you will probably have been thinking of that character as the leader of your faction, so some other character can be regarded as having taken the dead leader's place (assuming of course that you have at least one surviving unit!). As far as the computer is concerned, as long as any unit of the faction survives, the faction is not wiped out. (If your faction is wiped out, you can rejoin the game with a new starting character.)

Each faction has a type; this is decided by the player, and determines what the faction may do. The faction has 5 Faction Points, which may be spent on any of the 3 Faction Areas, War, Trade, and Magic. The faction type may be changed at the beginning of each turn, so a faction can change and adapt to the conditions around it. Faction Points spent on War determine the number of regions in which factions can obtain income by taxing or pillaging. Faction Points spent on Trade determine the number of regions in which a faction may conduct trade activity.

Trade activity includes producing goods, building ships and buildings, and buying and selling trade items. Faction Points spent on Magic determines the number of mages the faction may have. (More information on all of the faction activities is in further sections of the rules). Here is a chart detailing the limits on factions by Faction Points.

Faction Points War (Maximum number of taxable regions)				
Trade (Maximum number of regions in which trade activity is allowed)				
Magic (Maximum number of magicians)				
1	10	10	1	
2	24	24	2	
3	40	40	3	
4	60	60	5	
5	100	100	7	

For example, a well rounded faction might spend 2 points on War, 1 point on Trade, and 2 points on Magic. This faction's type would appear as "War 2 Trade 1 Magic 2", and would be able to tax 24 regions, perform trade in 10 regions, and have 2 mages.

As another example, a specialized faction might spend all 5 points on War. This faction's type would appear as "War 5", and it would be able to tax 100 regions, but could not perform trade in any regions, nor could it possess any mages. Note that it is possible to have a faction type with less than 5 points spent.

In fact, a starting faction has one point spent on each of War, Trade, and Magic, leaving 2 points unspent.

When a faction starts the game, it is given a one-man unit and 5000 silver in unclaimed money. Unclaimed money is cash that your whole faction has access to, but cannot be taken away in battle (silver in a unit's possessions can be taken in battle.) This allows a faction to get started without presenting an enticing target for other factions. Units in your faction may use the CLAIM order to take this silver, and use it to buy goods or recruit men.

An example faction is shown below, consisting of a starting

character, Merlin the Magician, who has formed two more units, Merlin's Guards and Merlin's Workers. Each unit is assigned a unit number by the computer (completely independent of the faction number); this is used for entering orders. Here, the player has chosen to give his faction the same name ("Merlin the Magician") as his starting character. Alternatively, you can call your faction something like "The Great Northern Mining Company" or whatever.

\* Merlin the Magician (17), faction Merlin the Magician (27), has: leader. Skills: none.

\* Merlin's Guards (33), faction Merlin the Magician (27), has: 20 vikings, 20 swords. Skills: none.

\* Merlin's Workers (34), faction Merlin the Magician (27), has: 50 vikings. Skills: none.

#### Units:

A unit is a grouping together of people, all loyal to the same faction. The people in a unit share skills and possessions, and execute the same orders each month. The reason for having units of many people, rather than keeping track of individuals, is to simplify the game play. The computer does not keep track of individual names, possessions, or skills for people in the same unit, and all the people in a particular unit must be in the same place at all times. If you want to send people in the same unit to different places, you must split up the unit. Apart from this, there is no difference between having one unit of 50 people, or 50 units of one person each, except that the former is very much easier to handle.

There are different races that make up the population of Atlantis. (See the section on skills for a list of these.) In addition, there are "leaders", who are presumed to be of one of the other races, but are all the same in game terms. Units made up of normal people may only know one skill, and cannot teach other units. Units made up of leaders may know as many skills as desired, and may teach other units to speed the learning process. Leaders and normal people may not be mixed in the same unit. However, leaders are more expensive to recruit and maintain. (More information is in the section on skills.) A unit is treated as the least common denominator of the people within it, so a unit made up of two races with different strengths and weaknesses will have all the weaknesses, and none of the strengths of either race.

#### Turns:

Each turn, the Atlantis server takes the orders file that you mailed to it, and assigns the orders to the respective units. All units in your faction are completely loyal to you, and will execute the orders to the best of their ability. If the unit does something unintended, it is generally because of incorrect orders; a unit will not purposefully betray you.

A turn is equal to one game month. A unit can do many actions at the start of the month, that only take a matter of hours, such as buying and selling commodities, or fighting an opposing faction. Each unit can also do exactly one action that takes up the entire month, such as harvesting timber or moving from one region to another. The orders which take an entire month are ADVANCE, BUILD, ENTERTAIN, MOVE, PRODUCE, SAIL, STUDY, TEACH and WORK.

#### The World

The Atlantis world is divided for game purposes into hexagonal regions. Each region has a name, and one of the following terrain types: Ocean, Plain, Forest, Mountain, Swamp, Jungle, Desert, or Tundra. (There may be other types of terrain to be discovered as the game progresses.) Regions can contain units belonging to players; they can also contain structures such as buildings and ships. Two units in the same region can normally interact, unless one of them is concealed in some way. Two units in different regions cannot normally interact. NOTE: Combat is an exception to this.

#### Regions:

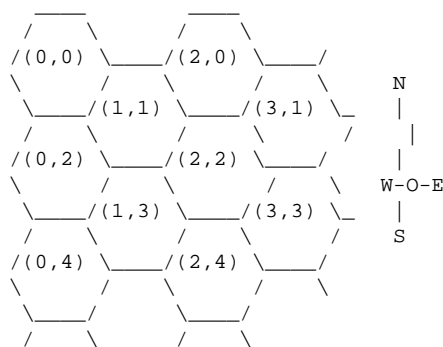
Here is a sample region, as it might appear on your turn

report:  
plain in Turia (11,15), 500 peasants (wood elves), \$2500.

Wages: \$15.  
Entertainment available: \$125.  
For Sale: 50 wood elves at \$60, 10 leaders at \$120.  
Wanted: none.  
Products: 37 horses.

\* Hans Shadowspawn (15), faction Hans and his Merry Pranksters (14), has: 1 leader, \$500. Skills: none.  
- Vox Populi (13), has: 1 leader.

This report gives all of the available information on this region. The region type is plain, the name of the surrounding area is Turia, and the coordinates of this region are (11,14). The population of this region is 500 elves, and there is \$2500 of taxable income currently in this region. Then, under the dashed line, are various details about items for sale, wages, etc. Finally, there is a list of all visible units. Units that belong to your faction will be so denoted by a '\*', whereas other faction's units are preceded by a '-'.  
Since Atlantis is made up of hexagonal regions, the coordinate system is not always exactly intuitive. Here is the layout of Atlantis regions:



Note that there are "holes" in the coordinate system; there is no region (1,2), for instance. This is due to the hexagonal system of regions.

Most regions are similar to the region shown above, but there are certain exceptions. Oceans, not surprisingly, have no population. Some regions will contain villages, towns, and cities. More information on these is available in the section on the economy.

#### Structures:

Regions may also contain structures, such as buildings or ships. These will appear directly above the list of units. Here is a sample structure:

- + Temple of Agrik [3], tower.
  - High Priest Chafin (9), has: leader, sword.
  - Rowing Doom (188), has: 10 ice dwarves, 10 swords.

The structure lists the name, the number, and what type of structure it is. (More information of the types of structures can be found in the section on the economy.) Following this is a list of units inside the structure. Units within a structure are always visible, even if they would otherwise not be seen. Units inside structures are still considered to be in the region, and other units can interact with them; however, they may gain benefits, such as defensive bonuses in combat from being inside a building. The first unit to enter an object is considered to be the owner; only this unit can do things such as renaming the object, or permitting other units to enter. The owner of an object can be identified on the turn report, as it is the first unit listed under the object.

#### Atlantis Nexus:

Note: the following section contains some details that you may wish to skip over until you have had a chance to read the rest of the rules, and understand the mechanics of Atlantis. However, be sure to read this section before playing, as it will

affect your early plans in Atlantis.

When a faction first starts in Atlantis, it begins with one unit, in a special region called the Atlantis Nexus. This region exists outside of the normal world of Atlantis, and as such has no products or marketplaces; it merely serves as the magical entry into Atlantis.

From the Atlantis Nexus, there are six exits into the starting cities of Atlantis. Units may move through these exits as normal, but once through an exit, there is no return path to the Nexus. The six starting cities offer much to a starting faction; there are unlimited amounts of many materials and men (though the prices are often quite high). In addition, the starting cities are guarded by invincible guardsmen, keeping any units within the city safe from attack (See the section on Non-Player Units for more information on city guardsmen). As a drawback, these cities tend to be extremely crowded, and most factions will wish to leave the starting cities when possible. There are three methods of departing the starting cities. The first is by land, but keep in mind that the lands immediately surrounding the starting cities will tend to be highly populated, and possibly quite dangerous to travel. The second is by sea; all of the starting cities lie against an ocean, and a faction may easily purchase wood and construct a ship to SAIL away. Be wary of pirates seeking to prey on new factions, however! And last, rumors of a magical Gate Lore suggest yet another way to travel from the starting cities. The rumors are vague, but factions wishing to travel far from the starting cities, taking only a few men with them, might wish to pursue this method.

#### Movement

There are two main methods of movements in Atlantis. The first is done using the MOVE order (or the ADVANCE order), and moves units individually from one region to another. The other method is done using the SAIL order, which can sail a ship, including all of its occupants, from one region to another. Certain powerful mages may also teleport themselves, or even other units, but knowledge of the workings of this magic is carefully guarded.

#### Normal Movement:

In one month, a unit can issue a single MOVE order, using one or more of its movement points. There are three modes of travel, walking, riding and flying. Walking units have two movement points, riding units have four, and flying units have six. A unit will automatically use the fastest mode of travel it has available. (The ADVANCE order is the same as MOVE, except that it implies attacks on units which try to forbid access; see the section on combat for details.)

Flying units are not initially available to starting players. A unit can ride provided that the carrying capacity of its horses is at least as great as the weight of its people and all other items. A unit can walk provided that the carrying capacity of its people, horses and wagons is at least as great as the weight of all its other items, and provided that it has at least as many horses as wagons (otherwise the excess wagons count as weight, not capacity). Otherwise the unit cannot issue a MOVE order. People weigh 10 units and have a capacity of 5 units; data for items is as follows:

Weight	Capacity
Silver	0
Grain	5
Livestock	500
Iron	5
Wood	5
Stone	50
Fur	1
Fish	1
Herbs	0
Horse	5020
Sword	1
Crossbow	1
Longbow	1
Chain Mail	1
Plate Armor	3
Wagon	50200

Since regions are hexagonal, each region has six neighbouring regions to the north, northeast, southeast, south, southwest and northwest. Moving from one region to another normally takes one movement point, except that the following terrain types take two movement points for riding or walking units to enter: Forest, Mountain, Swamp, Jungle and Tundra. Also, during certain seasons (depending on the latitude of the region), all units (including flying ones) only have half their normal movement points, as freezing weather makes travel difficult (in the tropics, seasonal hurricane winds and torrential rains have a similar effect). Units may not move through ocean regions without using the SAIL order.

Units may also enter or exit structures while moving. Moving into or out of a structure does not use any movement points at all. Note that a unit can also use the ENTER and LEAVE orders to move in and out of structures, without issuing a MOVE order.

Finally, certain structures contain interior passages to other regions. The MOVE IN order can be used to go through these passages; the movement point cost is equal to the normal cost to enter the destination region.

Example: One man with a horse, sword, and chain mail wants to move north, then northeast. The capacity of the horse is 20 and the weight of the man and other items is 12, so he can ride. The month is April so he has four movement points. He issues the order MOVE NORTH NORTHEAST. First he moves north, into a plain region. This uses one movement point. Then he moves northeast, into a forest region. This uses two movement points, so the movement is completed with one to spare.

Sailing:

Movement by sea is in some ways similar. It does not use the MOVE order however. Instead, the owner of a ship must issue the SAIL order, and other units wishing to help sail the ship must also issue the SAIL order. The ship will then, if possible, make the indicated movement, carrying all units on the ship with it. Units on board the ship, but not aiding in the sailing of the ship, may execute other orders while the ship is sailing. A unit which does not wish to travel with the ship should leave the ship in a coastal region, before the SAIL order is processed. (A coastal region is defined as a non-ocean region with at least one adjacent ocean region.)

Note that a unit on board a sailing ship may not MOVE later in the turn, even if he doesn't issue the SAIL order; sailing is considered to take the whole month. Also, units may not remain on guard while on board a sailing ship; they will have to reissue the GUARD 1 order to guard a region after sailing. Ships get four movement points per turn. A ship can move from an ocean region to another ocean region, or from a coastal region to an ocean region, or from an ocean region to a coastal region. Ships can only be constructed in coastal regions. For a ship to enter any region only costs one movement point; the cost of two movement points for entering, say, a forest coastal region, does not apply. Ships do, however, only get half movement points during the winter months (or monsoon months in the tropical latitudes). A ship can only move if the total weight of everything aboard does not exceed the ship's capacity. (The rules do not prevent an overloaded ship from staying afloat, only from moving.) Also, there must be enough sailors aboard (using the SAIL order), to sail the ship, or it will not go anywhere. Note that the sailing skill increases the usefulness of a unit proportionally; thus, a 1 man unit with level 5 sailing skill can sail a longboat alone. (See the section on skills for further details on skills.) The capacities (and costs in labor units) of the various ship types are as follows:

CapacityCostSailors  
Longboat200255  
Clipper8005010  
Galleon18007515

Order of Movement:

This section is probably un-important to beginning players, but it can be helpful for more experienced players.

Normal movement in Atlantis, meaning ADVANCE and MOVE orders, is processed one hex of movement at a time, region by region. So, Atlantis cycles through all of the regions; for each region, it finds any units that wish to move, and moves them (if they can move) one hex (and only one hex). After processing one such region, it initiates any battles that take place due to these movements, and then moves on to the next region. After it has gone through all of the regions, you will note that units have only moved one hex, so it goes back and does the whole process again, except this time moving units their second hex (if they have enough movement points left). This continues until no units can move anymore. Sailing is handled differently; Atlantis cycles through all of the ships in Atlantis, moving them one at a time. When Atlantis sails a ship, it sails it through its entire course, and then moves onto the next ship. Note that in either case, the order in which the regions are processed is undefined by the rules. The computer generally does them in the same order every time, but it is up to the wiles of the player to determine (or not) these patterns. The order in which units or ships are moved within a region is the order that they appear on a turn report.

Skills

The most important thing distinguishing one character from another in Atlantis is skills. The following skills are available: Farming, Ranching, Mining, Lumberjack, Quarrying, Hunting, Fishing, Herb Lore, Horse Training, Weaponsmith, Armorer, Carpenter, Building, Shipbuilding, Entertainment, Tactics, Combat, Riding, Crossbow, Longbow, Stealth, Observation, Healing, and Sailing. When a unit possesses a skill, he also has a skill level to go with it. Generally, the effectiveness of a skill is directly proportional to the skill level involved, so a level 2 horse trainer is twice as good as a level 1 horse trainer.

Limitations:

A unit made up of leaders may know one or more skills; for the rest of this section, the word "leader" will refer to such a unit. Other units, those which contain non-leaders, will be referred to as normal units. A normal unit may only know one skill. Skills may be learned up to a maximum depending on the race of the studying unit (remembering that for units containing more than one race, the maximum is determined by the least common denominator). The normal maximum skill level is 2, but every race has a list of skills that they specialize in, and can learn up to level 3. Leaders can learn every skill up to a maximum level of 5. Here is a list of the races and the skills they specialize in:

Specialized Skills

VikingsLumberjack, Shipbuilding, Combat, Sailing  
BarbariansMining, Hunting, Weaponsmith, Combat  
PlainsmenHorse Training, Carpenter, Entertainment, Farming  
EskimosHunting, Fishing, Herb Lore, Healing  
NomadsHorse Training, Crossbow, Ranching  
TribesmenLumberjack, Herb Lore, Healing, Farming  
DarkmenMining, Quarrying, Armorer, Building  
Wood ElvesLumberjack, Carpenter, Entertainment, Longbow  
Sea ElvesFishing, Shipbuilding, Longbow, Sailing  
High ElvesHorse Training, Entertainment, Healing, Farming  
Tribal ElvesHerb Lore, Longbow, Healing, Ranching  
Ice DwarvesFishing, Building, Shipbuilding, Crossbow  
Hill DwarvesMining, Weaponsmith, Armorer, Combat  
Under DwarvesMining, Quarrying, Armorer, Crossbow  
Desert DwarvesQuarrying, Armorer, Building, Crossbow  
OrcsCombat (4)

Orcs are something of an exception; they can reach level 4 in combat, but have a maximum level of 1 in all other skills. If units are merged together, their skills are averaged out. No rounding off is done; rather, the computer keeps track for each unit of how many total months of training that unit has in each skill. When units are split up, these months are divided as evenly as possible among the people in the unit; but no months are ever lost.

### Studying:

For a unit to gain level 1 of a skill, they must gain one month's worth of training in that skill. To raise this skill level to 2, the unit must add an additional two months worth of training. Then, to raise this to skill level 3 requires another three months worth of training, and so forth. A month of training is gained when a unit uses the STUDY order. Note that study months do not need to be consecutive; for a unit to go from level 1 to level 2, he can study for a month, do something else for a month, and then go back and complete his second month of study. Most skills cost \$10 per person per month to study (in addition to normal maintenance costs). The exceptions are Stealth and Observation (both of which cost \$50), Magic skills (which cost \$100), and Tactics (which costs \$200).

### Teaching:

A unit with a teacher can learn up to twice as fast as normal. The TEACH order is used to spend the month teaching one or more other units (your own or another faction's). The unit doing the teaching must have a skill level greater than the units doing the studying. (Note: for all skill uses, it is skill level, not number of months of training, that counts. Thus, a unit with 1 month of training is effectively the same as a unit with 2 months of training, since both have a skill level of 1.) The units being taught simply issue the STUDY order normally (also, his faction must be declared Friendly to the teaching faction). Each person can only teach up to 10 students in a month; addition of students dilutes the training. Thus, if 1 teacher teaches a unit of 20 men, each man being taught will gain 1 1/2 months of training, not 2 months. Note that it is quite possible for a single unit to teach two or more other units different skills in the same month, provided that the teacher has a higher skill level than each student in the skill that that student is studying, and that there are no more than 10 students per teacher.

Note: Only leaders may use the TEACH order.

### Skill Reports:

When a faction learns a new skill level for the first time, it may be given a report on special abilities that a unit with this skill level has. This report can be shown again at any time (once a faction knows the skill), using the SHOW command. For example, when a faction learned the skill Shoemaking level 3 for the first time, it might receive the following (obviously farsical) report:

Shoemaking 3: A unit possessing this skill may produce Sooper Dooper Air Max Winged Sandals. Use PRODUCE Winged Sandals to produce this item.

### The Economy

The unit of currency in Atlantis is the silver piece. Silver is a normal item, with zero weight, appearing in your unit's reports. Silver is used for such things as buying items, and unit's maintenance.

### Maintenance Costs:

**IMPORTANT:** Each and every character in Atlantis requires a maintenance fee each month. Anyone who ends the month without this maintenance cost has a one-third chance of starving to death. It is up to you to make sure that your people have enough available. Money will be shared automatically between your units in the same region, if one is starving and another has more than enough; but this will not happen between units in different regions (this sharing of money applies only for maintenance costs, and does not occur for other purposes). If you have silver in your unclaimed fund, then that silver will be automatically claimed by units that would otherwise starve. Lastly, if a faction is allied to yours, their units will provide surplus cash to your units for maintenance, as a last resort. This fee is generally 10 silver for a normal character, and 20 silver for a leader. If this is not available, units may substitute one unit of grain, livestock, or fish for this maintenance (two units for a leader). A unit may use the CONSUME order to specify that it wishes to use food items in preference to silver. Note that these items are worth more when sold in towns, so selling them and using the money is more economical than using them for maintenance.

### Recruiting:

People may be recruited in a region. The total amount of recruits available per month in a region, and the amount that must be paid per person recruited, are shown in the region description. The BUY order is used to recruit new people. New recruits will not have any skills or items. Note that the process of recruiting a new unit is somewhat counterintuitive; it is necessary to FORM an empty unit, GIVE the empty unit some money, and have it BUY people; see the description of the FORM order for further details.

### Items:

A unit may have a number of possessions, referred to as "items". Some details were given above in the section on Movement, but many things were left out. Here is a table giving some information about common items in Atlantis:

Skill	Material	Weight (Capacity)
Silver	0	
Grain	Farming	5
Livestock	Ranching	50 (0)
Iron	Mining	5
Wood	Lumberjack	5
Stone	Quarrying	50
Fur	Hunting	1
Fish	Fishing	1
Herbs	Herb Lore	0
Horse	Horse Training	50 (20)
Sword	Weaponsmith	Iron 1
Crossbow	Weaponsmith	Wood 1
Longbow	Weaponsmith	Wood 1
Chain Armor	Armorer	Iron 1
Plate Armor	Armorer	Iron 3
Wagon	Carpenter	Wood 50 (200)

All items except silver are produced with the PRODUCE order. Example: PRODUCE SWORDS will produce as many swords as possible during the month, provided that the unit has adequate supplies of iron and has the Weaponsmith skill. Required skills and raw materials are in the table above. If an item requires raw material, then one unit of material is consumed for each item produced. Thus, to produce 5 longbows (a supply of arrows is assumed to be included with the bow), 5 units of wood are required. The higher one's skill, the more productive each man-month of work; thus, 5 longbows could be produced by a 5-man unit of skill 1, or a 1-man unit of skill 5. (Plate armor is an exception; a unit must have skill 3 to be able to produce it at all, and each man can only produce 1 plate armor per month. Plate armor also takes 3 units of iron to produce.) Only Trade factions can issue PRODUCE orders however, regardless of skill levels.

The first 9 items on the list do not require raw material; they are produced directly from the land. Each region generally has at least one item that can be produced there. Shown on the description of a region is a list of the items that can be produced, and the amount of each that can be produced per month. This depends on the region type; thus, mountains are the best places to quarry stone, and herbs are most commonly found in forests and jungles. It also varies from region to region of the same type. If the units in a region attempt to produce more of a commodity than can be produced that month, then the amount available is distributed among the workers.

### Village, Towns, and Cities:

Some regions in Atlantis contain villages, towns, and cities. Villages add to the wages, population, and tax income of the region they are in. Also, villages will have an additional market for grain, livestock, and fish. As the village's demand for these goods is met, the population will increase. When the population reaches a certain threshold, the village will turn into a town. A town will have some additional products that it demands, in addition to the other common items. Also, a town will sell some common items as well. A town whose demands are being met will grow, and above another threshold it will become a full-blown city. A city will have additional markets for common items, and will also have markets for less common, more expensive trade items. Trade items are

bought and sold only by cities, and have no other practical uses. However, the profit margins on these items are usually quite high. Buying and selling of these items in a region counts against a Trade faction's quota of regions in which it may undertake trade activity (note that buying and selling normal items does not).

Buildings and Trade Structures:

Construction of buildings and ships goes as follows: each unit of work on a building requires a unit of stone and a man-month of work by a character with Building skill at least 1; higher skill levels allow work to proceed faster (still using one unit of stone per unit of work done). Again, only Trade factions can issue BUILD orders. Here is a table of the various building types:

Size	Cost	Material
Tower	1010	stone
Fort	5040	stone
Castle	250160	stone
Citadel	1250640	stone

Size is the number of people that the building can shelter. Cost is the number of person-months of labor and the number of units of stone required to complete the building. The material for all buildings is stone. There are other structures that increase the maximum production of certain items in regions; for example, a Mine will increase the amount of iron that is available to be mined in a region. To construct these structures requires a high skill level in the production skill related to the item that the structure will help produce. (Inns are an exception to this rule, requiring the Building skill, not the Entertainment skill.) This bonus in production is available to any unit in the region; there is no need to be inside the structure. The first structure built in a region will increase the maximum production of the related product by 25%; the amount added by each additional structure will be half of the effect of the previous one. (Note that if you build enough of the same type of structure in a region, the new structures may not add \_any\_ to the production level).

Cost	Material	Skill	Production Aided
Mine	10	wood or stone	Mining 3iron
Farm	10	wood or stone	Farming 3grain
Ranch	10	wood or stone	Ranching 3livestock
Timber Yard	10	wood or stone	Lumberjack 3wood
Inn	10	wood or stone	Building 3Entertainment
Quarry	10	wood or stone	Quarrying 3stone

Note that structures will not increase the availability of an item in a region that does not already have the item available. Also, Trade structures do not offer defensive bonuses (which is why they do not have a size associated with them). As for regular buildings, the Cost is the number of person-months of labor and also the number of units of raw material required to complete a trade structure. You can use two different materials to construct a trade structure; it may be build of any combination of wood and stone.

Roads:

Roads are similar to trade structures in many respects, yet they require the building skill. They do not protect units and do not aid production of resources but can aid movement and can improve the economy of a hex. Roads are directional and are only considered to reach from one hexside to the center of the hex. To gain a movement bonus, there must be two connecting roads in both adjacent hexes.

For example: If a unit is moving northwest, the hex it is in must have a northwest road and the hex it is moving into must have a southeast road. To gain an economy bonus a hex must have roads that connect to roads in two adjoining hexes. There are six road structures, one for each direction. They each require 75 stone to build. Unlike other structures, roads will decay over time if they are not maintained. Difficult terrain and bad weather will speed this decay. Maintenance involves having units with the appropriate level of building skill expend a small amount of stone and labor on a fairly regular basis in the exactly same manner as they would finish building it if it

was not completed. In other words, enter the structure and issue the BUILD command with no parameters. Once a road decays, it will give no bonuses until it is repaired.

Cost Material Skill

Road N75stone Building 3 aids movement across the north hexside

Road NW75stone Building 3 aids movement across the northwest hexside

Road NE75stone Building 3 aids movement across the northeast hexside

Road S75stone Building 3 aids movement across the south hexside

Road SW75stone Building 3 aids movement across the southwest hexside

Road SE75stone Building 3 aids movement across the southeast hexside

Ships:

Ships are constructed similarly to buildings, except that they are constructed of wood, not stone; and their construction requires the Shipbuilding skill, not the Building skill. Only factions with at least one faction point spent on trade can issue BUILD orders. Here is a table on the various ship types:

Capacity	Cost	Material	Sailors
Longboat	20025	wood	5
Clipper	80050	wood	10
Galleon	180075	wood	15

The capacity of a ship is the maximum weight that the ship may have aboard and still move. The cost is both the person-months of labor and the number of units of wood required to complete the ship. The sailors are the number of skill levels of the Sailing skill that must be aboard the ship (and issuing the SAIL order in order for the ship to sail).

Advanced Items:

There are also certain advanced items that highly skilled units can produce. These are not available to starting players, but can be discovered through study. When a unit is skilled enough to produce one of these items, he will generally receive a skill report describing the production of this item. Production of advanced items is generally done in a manner similar to the normal items.

Income:

Units can earn money with the WORK order. This means that the unit spends the month performing manual work for wages. The amount to be earned from this is usually not very high, so it is generally a last resort to be used if one is running out of money. The current wages are shown in the region description for each region. All units may WORK, regardless of skills or faction type.

Entertainment:

Units with the Entertainment skill can use it to earn money. A unit with Entertainment level 1 will earn 20 silver per man by issuing the ENTERTAIN order. The total amount of money that can be earned this way is shown in the region descriptions. Higher levels of Entertainment skill can earn more, so a character with Entertainment skill 2 can earn twice as much money as one with skill 1 (and uses twice as much of the demand for entertainment in the region). Note that entertainment income is much less, per region, than the income available through working or taxing. All factions may have entertainers, regardless of faction type.

Taxing/Pillaging:

War factions may collect taxes in a region. This is done using the TAX order (which is not a full month order). The amount of tax money that can be collected each month in a region is shown in the region description. Only combat ready units may TAX; a unit is combat ready if it either: has Combat skill of at least 1, or has Longbow or Crossbow skill of at least 1 and also has the appropriate bow in his possession. Each taxing character can collect \$50, though if the number of taxers would tax more than the available tax income, the tax income is split evenly. Note that possession of a sword, while giving a

man an effective Combat skill of 2, does not confer the ability to tax if the unit does not also have a Combat skill of at least one. War factions may also pillage a region. To do this requires the faction to have enough combat trained men in the region to tax half of the available money in the region. The total amount of money that can be pillaged will then be shared out between every combat trained unit that issues the PILLAGE order. The amount of money collected is equal to twice the available tax money. However, the economy of the region will be seriously damaged by pillaging, and will only slowly recover over time. Note that PILLAGE comes before TAX, so TAX will collect no money in that region that month. It is possible to safeguard one's tax income in regions one controls. Units which have the Guard flag set (using the GUARD order) will block TAX orders issued by other factions in the same region, unless you have declared the faction in question Friendly. Units on guard will also block PILLAGE orders issued by other factions in the same region, regardless of your attitude towards the faction in question, and they will attempt to prevent Unfriendly units from entering the region. Only units with Combat skill of at least 1, or units with Crossbow or Longbow skill of at least 1, plus the appropriate bow, may be on guard. Units on guard are always visible regardless of Stealth skill, and will be marked as being "on guard" in the region description.

#### Combat

Combat occurs when one unit attacks another. The computer then gathers together all the units on the attacking side, and all the units on the defending side, and the two sides fight until an outcome is reached.

#### Attitudes:

Which side a faction's units will fight on depends on declared attitudes. A faction can have one of the following attitudes towards another faction: Ally, Friendly, Neutral, Unfriendly or Hostile. Each faction has a general attitude, called the "Default Attitude", that it normally takes towards other factions; this is initially Neutral, but can be changed. It is also possible to declare attitudes to specific factions, e.g. DECLARE 27 ALLY will declare the Ally attitude to faction 27. (Note that this does not necessarily mean that faction 27 is allied to you.) Ally means that you will fight to defend units of that faction whenever they come under attack, if you have non-avoiding units in the region where the attack occurs. You will also prevent stealing and assassination attempts against units of the faction, if you are capable of seeing the unit attempting the crime. It also has the implications of the Friendly attitude. Friendly means that you will accept gifts from units of that faction. This includes the giving of items, units of people, and the teaching of skills. You will also admit units of that faction into buildings or ships owned by one of your units, and you will permit units of that faction to collect taxes (but not pillage) in regions where you have units on guard. Unfriendly means that you will not admit units of that faction into any region where you have units on guard. You will not, however, automatically attack unfriendly units which are already present. Hostile means that any of your units which do not have the Avoid Combat flag set (using the AVOID order) will attack any units of that faction wherever they find them. If a unit can see another unit, but does not have high enough Observation skill to determine its faction, it will treat the unit using the faction's default attitude, even if the unit belongs to an Unfriendly or Hostile faction, because it does not know the unit's identity. However, if your faction has declared an attitude of Friendly or Ally towards that unit's faction, the unit will be treated with the better attitude; it is assumed that the unit will produce proof of identity when relevant. (See the section on stealth for more information on when units can see each other.) If a faction declares Unfriendly or Hostile as default attitude (the latter is a good way to die fast), it will block or attack unidentified units, unless they belong to factions for which a more friendly attitude has been specifically declared. Units which cannot be seen at all cannot be directly blocked or attacked, of course.

#### Attacking:

A unit can attack another by issuing an ATTACK order. A unit that does not have Avoid Combat set will automatically attack any Hostile units it identifies as such. When a unit issues the ATTACK order, or otherwise decides to attack another unit, it must first be able to attack the unit. There are two conditions for this; the first is that the attacking unit must be able to see the unit that it wishes to attack. More information is available on this in the stealth section of the rules. Secondly, the attacking unit must be able to catch the unit it wishes to attack. A unit may only catch a unit if its effective Riding skill is greater than or equal to the target unit's effective Riding skill; otherwise, the target unit just rides away from the attacking unit. Effective Riding is the unit's Riding skill, but with a potential maximum; if the unit can not ride, the effective Riding skill is 0; if the unit can ride, the maximum effective Riding is 3; if the unit can fly, the maximum effective Riding is 5. Note that the effective Riding also depends on whether the unit is attempting to attack or defend; for attack purposes, only one man in the unit needs to be able to ride or fly (generally, this means one of the men must possess a horse, or other form of transportation), whereas for defense purposes the entire unit needs to be able to ride or fly (usually meaning that every man in the unit must possess a horse or other form of speedier transportation). Also, note that for a unit to be able to use its defensive Riding ability to avoid attack, the unit cannot be in a building, ship, or structure of any type. A unit which is on guard, and is Unfriendly towards a unit, will deny access to units using the MOVE order to enter its region. Note that to deny access to a unit, the guarding unit must satisfy the two above requirements; namely, it must be able to see the unit, and also be able to catch the unit. A unit using ADVANCE instead of MOVE to enter a region, will attack any units that identify it as Unfriendly and attempt to deny it access. If the advancing unit loses the battle, it will be forced to retreat to the previous region it moved through. If the unit wins the battle and its army doesn't lose any men, it is allowed to continue to move, provided that it has enough movement points. Note that neither of these restrictions apply for sea combat, as units within a ship are always visible, and Riding does not play a part in combat on board ships.

#### The Muster:

Once the attack has been made, the sides are gathered. Although the ATTACK order takes a unit rather than a faction as its parameter (mainly so that unidentified units can be attacked), an attack is basically considered to be by an entire faction, against an entire faction and its allies. On the attacking side are all units of the attacking faction in the region where the fight is taking place, except those with Avoid Combat set. A unit which has explicitly issued an ATTACK order will join the fight anyway, regardless of Avoid Combat. Also on the attacking side are all units of other factions that attacked the target faction in the region where the fight is taking place. In other words, if several factions attack one, then all their armies join together to attack at the same time (even if they are enemies and will later fight each other). On the defending side are all identifiable units belonging to the defending faction. If a unit has Avoid Combat set, and its faction cannot be identified by the attacking faction, it will not be involved in the battle. A unit which was explicitly attacked will be involved anyway, regardless of Avoid Combat. (This means that Avoid Combat is mostly useful for high stealth scouts.) Also, all non-avoiding units in factions allied with the defending unit will join in on the defending side.

Units in adjacent regions can also become involved. This is the exception to the general rule that you cannot interact with units in a different region. If a faction has at least one unit involved in the initial region, then any units in adjacent regions will join the fight, if they could reach the region and do not have Avoid Combat set. There are a few flags that units may set to affect this; a unit with the Hold flag (set using the HOLD order) will not join battles in adjacent regions. This flag applies to both attacking and defending factions. A unit with the Noaid flag (set using the NOAID order) will receive no aid from adjacent hexes when attacked, or when it issues an attack.



Example: A fight starts in region A, in the initial combat phase (before any movement has occurred). The defender has a unit of soldiers in adjacent region B. They have 2 movement points at this stage. They will buy horses later in the turn, so that when they execute their MOVE order they will have 4 movement points, but right now they have 2. Region A is forest but fortunately it is summer so the soldiers can join the fight. It is important to note that the units in nearby regions do not actually move to the region where the fighting happens; the computer only checks that they could move there. (In game world terms, presumably they did move there to join the fight, and then moved back where they started.) The computer checks for weight allowances and terrain types when determining whether a unit could reach the scene of the battle. Note that the use of ships is not allowed in this virtual movement. If you order an attack on an ally (either with the ATTACK order, or if your ally has declared you Unfriendly, by attempting to ADVANCE into a region which he is guarding), then your commander will decide that a mistake has occurred somewhere, and withdraw your troops from the fighting altogether. Thus, your units will not attack that faction in that region. Note that you will always defend an ally against attack, even if it means that you fight against other factions that you are allied with.

#### The Battle:

The troops having lined up, the fight begins. The computer selects the best tactician from each side; that unit is regarded as the leader of its side. If two or more units on one side have the same Tactics skill, then the one with the lower unit number is regarded as the leader of that side. If one side's leader has a better Tactics skill than the other side's, then that side gets a free round of attacks. In each combat round, the combatants each get to attack once, in a random order. (In a free round of attacks, only one side's forces get to attack.) Each combatant will attempt to hit a randomly selected enemy. If he hits, and the target has no armor, then the target is automatically killed. Chain armor gives a 1/3 chance of surviving a hit, and plate armor gives a 2/3 chance. Hits inflicted by a crossbow cannot be deflected by armor; the target is automatically killed, regardless of armor. The basic skill used in battle is the Combat skill; this is used for hand to hand fighting. If one soldier tries to hit another using melee weapons, there is a 50% chance that the attacker will get an opportunity for a lethal blow. If the attacker does get that opportunity, then there is a contest between his skill and the defender's. If the skills are equal, then there is a 1:1 (i.e. 50%) chance that the attack will succeed. If the attacker's skill is 1 higher then there is a 2:1 (i.e. 66%) chance, if the attacker's skill is 2 higher then there is a 4:1 (i.e. 80%) chance, 3 higher means an 8:1 (i.e. 88%) chance, and so on. Similarly if the defender's skill is 1 higher, then there is only a 1:2 (i.e. 33%) chance, etc. Possession of a sword confers a +2 bonus to Combat skill. (Troops fighting hand-to-hand without swords are assumed to be irregularly equipped with knives, clubs etc.) Possession of a horse, and Riding skill, also confers a bonus to effective Combat skill equal to the Riding skill level (up to a maximum of 2) provided that the terrain is one of Plain, Desert or Tundra. Missile weapons are slightly different. A soldier who has a longbow and is skilled in its use will use it; otherwise, he will use a crossbow if he has one, and skill in its use; otherwise, he will fight hand to hand. The skill check to hit with a longbow is made against an effective defense of 2; i.e., a longbowman with skill 1, having made the 50% chance of getting an effective attack, has a 1:2 chance of hitting a target. A crossbow is an easier weapon to use, so the chance to hit is calculated against a defense of 0; on the other hand, a crossbow can only fire every other round (the first, third, fifth, etc., rounds, including the free round of attacks if one's side has one). Note that the target unit's actual skills are irrelevant for bow attacks. A soldier with a melee weapon attacking a Bowman makes his attack just as if the Bowman had a Combat skill of 0, even if the Bowman is a leader who also has Combat skill. Being inside a building confers a +2 bonus to defense. This bonus is effective against bows as well as melee weapons. The number of men that a building can protect is

equal to its size. The sizes of the different types of buildings are as follows:

Size
Tower10
Fort50
Castle250
Citadel1250

If there are too many units in a building to all gain protection from it, then those units who have been in the building longest will gain protection. (Note that these units appear first on the turn report.) If a unit of 200 men is inside a Fort (capacity 50), then the first 50 men in the unit will gain the full +2 bonus, and the other 150 will gain no protection. Units which have the Behind flag set are at the rear and cannot be attacked by any means until all non-Behind units have been wiped out. On the other hand, neither can they attack with melee weapons, but only with bows or magic. Once all front-line units have been wiped out, then the Behind flag no longer has any effect.

#### Victory!

Combat rounds continue until one side has accrued 50% losses (or more). The victorious side is then awarded one free round of attacks, after which the battle is over. If both sides have more than 50% losses, the battle is a draw, and neither side gets a free round. Units with the Healing skill have a chance of being able to heal casualties of the winning side, so that they recover rather than dying. Each character with this skill can attempt to heal 5 casualties per skill level. Each attempt however requires one unit of Herbs, which is thereby used up. Each attempt has a 50% chance of healing one casualty; only one attempt at Healing may be made per casualty. Healing occurs automatically, after the battle is over, by any living healers on the winning side. Any items owned by dead combatants on the losing side have a 50% chance of being found and collected by the winning side. Each item which is recovered is picked up by one of the survivors at random, so the winners generally collect loot in proportion to their number of surviving men. If you are expecting to fight an enemy who is carrying so much equipment that you would not be able to move after picking it up, and you want to move to another region later that month, it may be worth issuing some orders to drop items (with the GIVE 0 order) in case you win the battle! Also, note that if the winning side took any losses in the battle, any units on this side will not be allowed to move, or attack again for the rest of the turn.

#### Stealth and Observation

The Stealth skill is used to hide units, while the Observation skill is used to see units that would otherwise be hidden. A unit can be seen only if you have at least one unit in the same region, with an Observation skill at least as high as that unit's Stealth skill. If your Observation skill is equal to the unit's Stealth skill, you will see the unit, but not the name of the owning faction. If your Observation skill is higher than the unit's Stealth skill, you will also see the name of the faction that owns the unit. Regardless of Stealth skill, units are always visible when participating in combat; when guarding a region with the Guard flag; or when in a building or aboard a ship. However, in order to see the faction that owns the unit, you will still need a higher Observation skill than the unit's Stealth skill.

#### Stealing:

The STEAL order is a way to steal items from other factions without a battle. The order can only be issued by a one-man unit. The order specifies a target unit; the thief will then attempt to steal the specified item from the target unit.

If the thief has higher Stealth than any of the target faction's units have Observation (i.e. the thief cannot be seen by the target faction), the theft will succeed. The target faction will be told what was stolen, but not by whom. If the specified item is silver, then \$200 or half the total available, whichever is less, will be stolen. If it is any other item, then only one will be stolen (if available).

Any unit with high enough Observation to see the thief will see the attempt to steal, whether the attempt is successful or not. Allies of the target unit will prevent the theft, if they have high enough Observation to see the unit trying to steal.

#### Assassination:

The ASSASSINATE order is a way to kill another person without attacking and going through an entire battle. This order can only be issued by a one-man unit, and specifies a target unit. If the target unit contains more than one person, then one will be singled out. Success for assassination is determined as for theft, i.e. the assassin will fail if any of the target faction's units can see him. In this case, the assassin will flee, and the target faction will be informed which unit made the attempt. As with theft, allies of the target unit will prevent the assassination from succeeding, if their Observation level is high enough. If the assassin has higher Stealth than any of the target faction's units have Observation, then a one-on-one fight will take place between the assassin and the target character. The assassin automatically gets a free round of attacks; after that, the battle is handled like a normal fight, with the exception that neither assassin nor victim can use chain mail or plate armor (the assassin because he cannot sneak around wearing metal armor, the victim because he was caught by surprise with his armor off). If the assassin wins, the target faction is told merely that the victim was assassinated, but not by whom. If the victim wins, then the target faction learns which unit made the attempt. (Of course, this does not necessarily mean that the assassin's faction is known.) The winner of the fight gets 50% of the loser's property as usual. STEAL and ASSASSINATE are not full month orders, and do not interfere with other activities, but a unit can only issue one STEAL order or one ASSASSINATE order in a month.

#### Magic

A character enters the world of magic in Atlantis by beginning study on one of the Foundation magic skills. Only one man units, with the man being a leader, are permitted to study these skills. The number of these units (known as "magicians" or "mages") that a faction may own is determined by the faction's type. Any attempt to gain more, either through study, or by transfer from another faction, will fail. In addition, mages may not GIVE men at all; once a unit becomes a mage (by studying one of the Foundations), the unit number is fixed. (The mage may be given to another faction using the GIVE UNIT order.)

#### Magic Skills:

Magic skills are the same as normal skills, with a few differences. The basic magic skills, called Foundations, are Force, Pattern, and Spirit. To become a mage, a unit undertakes study in one of these Foundations. As a unit studies the Foundations, he will be able to study deeper into the magical arts; the additional skills that he may study will be indicated on your turn report. There are two major differences between Magic skills and normal skills. The first is that the ability to study Magic skills sometimes depends on lower level Magic skills. The Magic skills that a mage may study are listed on his turn report, so he knows which areas he may pursue. Studying higher in the Foundation skills, and certain other Magic skills, will make other skills available to the mage. Also, study into a magic skill above level 2 requires that the mage be located in some sort of protected building (a tower, fortress, castle or citadel; mines, quarries, etc, do not count). If the mage is not in such a structure, his study rate is cut in half, as he does not have the proper environment and equipment for research.

#### Foundations:

The three Foundation skills are called Force, Pattern, and Spirit. Force indicates the quantity of magical energy that a mage is able to channel (a Force rating of 0 does not mean that the mage can channel no magical energy at all, but only a minimal amount). Pattern indicates ability to handle complex patterns, and is important for things like healing and nature spells. Spirit deals with meta-effects that lie outside the scope of the physical world.

#### Further Magic Study:

Once a mage has begun study of one or more Foundations, more skills that he may study will begin to show up on his report. These skills are the skills that give a mage his power. As with normal skills, when a mage achieves a new level of a magic skill, he will be given a skill report, describing the new powers (if any) that the new skill confers. The SHOW order may be used to show this information on future reports.

#### Using Magic:

A mage may use his magical power in three different ways, depending on the type of spell he wants to use. Some spells, once learned, take effect automatically and are considered always to be in use; these spells do not require any order to take effect. Secondly, some spells are for use in combat. A mage may specify that he wishes to use a spell in combat by issuing the COMBAT order. A combat spell specified in this way will only be used if the mage finds himself taking part in a battle. The third type of spell use is for spells that take an entire month to cast. These spells are cast by the mage issuing the CAST order. Because CAST takes an entire month, a mage may use only one of this type of spell each turn. Note, however, that a CAST order is not a full month order; a mage may still MOVE, STUDY, or any other month long order. The justification for this (as well as being for game balance) is that a spell drains a mage of his magic power for the month, but does not actually take the entire month to cast. The description that a mage receives when he first learns a spell specifies the manner in which the spell is used (automatic, in combat, or by casting).

#### Magic in Combat:

NOTE: This section is rather vague, and quite advanced. You may want to wait until you have figured out other parts of Atlantis before trying to understand exactly all of the rules in this section. Although the magic skills and spells are unspecified in these rules, left for the players to discover, the rules for combat spells' interaction are spelled out here. There are five major types of attacks, and defenses: Combat, Bow, Energy, Weather, and Spirit. Every attack and defense has a type, and only the appropriate defense is effective against an attack. Defensive spells are cast at the beginning of each round of combat, and will have a type of attack they deflect, and skill level (Defensive spells are generally called Shields). Every time an attack is launched against an army, it must first attack the highest level Shield of the same type as the attack, before it may attack a soldier directly. Note that an attack only has to attack the highest Shield, any other Shields of the same type are ignored for that attack. An attack spell (and any other type of attack) also has an attack type, and attack level, and a number of blows it deals. When the attack spell is cast, it is matched up against the most powerful defensive spell of the appropriate type that the other army has cast. If the other army has not cast any applicable defensive spells, the spell goes through unmolested. Otherwise, the skill level of the attack spell, and the skill level of the defensive spell are matched against each other. The formula for determining the victor between a defensive and offensive spell is the same as for a contest of soldiers; if the levels are equal, there is a 1:1 chance of success, and so on. If the offensive spell is victorious, the offensive spell deals its blows to the defending army, and the Shield in question is destroyed (thus, it can be useful to have more than one of the same type of Shield in effect, as the other Shield will take the place of the destroyed one). Otherwise, the attack spell disperses, and the defending spell remains in place. Some spells do not actually kill enemies, but rather have some negative effect on them. These spells are treated the same as normal spells; if there is a Shield of the same type as them, they must attack the Shield before attacking the army. Physical attacks that go through a defensive spell also must match their skill level against that of the defensive spell in question. However, they do not destroy a layer of the spell when they are successful.

#### Non-Player Units

There are a number of units that are not controlled by players that may be encountered in Atlantis. Most information about

these units must be discovered in the course of the game, but a few basics are below.

#### City and Town Guardsmen:

All cities and towns begin with guardsmen in them. These units will defend any units that are attacked in the city or town, and will also prevent theft and assassination attempts, if their Observation level is high enough. They are on guard, and will prevent other units from taxing or pillaging. The guards may be killed by players, although they will form again if the city is left unguarded. Note that the city guardsmen in the starting cities of Atlantis possess Amulets of Invincibility, and may not be defeated.

#### Wandering Monsters:

There are a number of monsters who wander free through Atlantis. They will occasionally attack player units, so be careful when wandering through the wilderness.

#### Controlled Monsters:

Through various magical methods, you may gain control of certain types of monsters. These monsters are just another item in a unit's inventory, with a few special rules. Monsters will be able to carry things at their speed of movement; use the SHOW ITEM order to determine the carrying capacity and movement speed of a monster. Monsters will also fight for the controlling unit in combat; their strength can only be determined in battle. Also, note that a monster will always fight from the front rank, even if the controlling unit has the behind flag set. Whether or not you are allowed to give a monster to other units depends on the type of monster; some may be given freely, while others must remain with the controlling unit.

#### Orders

To enter orders for Atlantis, you should send a mail message to the Atlantis server, containing the following:

#ATLANTIS faction-no

UNIT unit-no  
...orders...

UNIT unit-no  
...orders...

#END

For example, if your faction number (shown at the top of your report) is 27, and you have two units numbered 5 and 17:

#ATLANTIS 27

UNIT 5  
...orders...

UNIT 17  
...orders...

#END

Thus, orders for each unit are given separately, and indicated with the UNIT keyword. (In the case of an order, such as the command to rename your faction, that is not really for any particular unit, it does not matter which unit issues the command; but some particular unit must still issue it.) IMPORTANT: You MUST use the correct #ATLANTIS line or else your orders will be silently ignored.

If you have a password set, you must specify it on you #atlantis line, or the game will reject your orders. See the PASSWORD order for more details. Each type of order is designated by giving a keyword as the first non-blank item on a line. Parameters are given after this, separated by spaces or tabs. Blank lines are permitted, as are comments; anything after a semicolon is treated as a comment (provided the semicolon is not in the middle of a word). The parser is not case sensitive, so all commands may be given in upper case, low case or a mixture of the two. However, when supplying names containing

spaces, the name must be surrounded by double quotes, or else underscore characters must be used in place of spaces in the name. (These things apply to the #ATLANTIS and #END lines as well as to order lines.) You may precede orders with the at sign (@), in which case they will appear in the Template at the bottom of your report. This is useful for orders which your units repeat for several months in a row.

#### Abbreviations:

All common items and skills have abbreviations that can be used when giving orders, for brevity. Any time you see the item on your report, it will be followed by the abbreviation. Please be careful using these, as they can easily be confused.

#### Order Summary

To specify a [unit], use the unit number. If specifying a unit that will be created this turn, use the form "NEW #" if the unit belongs to your faction, or "FACTION # NEW #" if the unit belongs to a different faction. See the FORM order for a more complete description. [faction] means that a faction number is required; [object] means that an object number (generally the number of a building or ship) is required. [item] means an item (like wood or longbow) that a unit can have in its possession. [flag] is an argument taken by several orders, that sets or unsets a flag for a unit. A [flag] value must be either 1 (set the flag) or 0 (unset the flag). Other parameters are generally numbers or names. IMPORTANT: Remember that names containing spaces (e.g., "Plate Armor"), must be surrounded by double quotes, or the space must be replaced with an underscore "\_" (e.g., Plate\_Armor).

#### ADDRESS [new address]

Change the email address to which your reports are sent. Example: Change your faction's email address to atlantis@rahul.net.

ADDRESS atlantis@rahul.net

#### ADVANCE [dir] ...

This is the same as the MOVE order, except that it implies attacks on units which attempt to forbid access. See the MOVE order for details. Examples: Move north, then northwest, attacking any units that forbid access to the regions.

ADVANCE N NW

In order, move north, then enter structure number 1, move through an inner route, and finally move southeast. Will attack any units that forbid access to any of these locations.

ADVANCE N 1 IN SE

#### ASSASSINATE [unit]

Attempt to assassinate the specified unit, or one of the unit's people if the unit contains more than one person. The order may only be issued by a one-man unit.

Example: Assassinate unit number 177.

ASSASSINATE 177

#### ATTACK [unit] ..

Attack a target unit. If multiple ATTACK orders are given, all of the targets will be attacked.

Example: To attacks units 17, 431, and 985:

ATTACK 17  
ATTACK 431 985

or:

ATTACK 17 431 985

#### AUTOTAX [flag]

AUTOTAX 1 causes the unit to attempt to tax every turn (without requiring the TAX order) until the flag is unset. AUTOTAX 0 unsets the flag.

Example: To cause the unit to attempt to tax every turn.

AUTOTAX 1

#### AVOID [flag]

AVOID 1 instructs the unit to avoid combat wherever possible. The unit will not enter combat unless it issues an ATTACK order, or the unit's faction is attacked in the unit's hex. AVOID 0 cancels this. The Guard and Avoid Combat flags are mutually exclusive; setting one automatically cancels the other. Example: Set the unit to avoid combat when possible.

AVOID 1

#### BEHIND [flag]

BEHIND 1 sets the unit to be behind other units in combat. BEHIND 0 cancels this.

Example: Set the unit to be in front in combat.

BEHIND 0

#### BUILD

BUILD [object type]

BUILD given with no parameters causes the unit to perform work on the object that it is currently inside. BUILD given with an [object type] (such as "Tower" or "Galleon") instructs the unit to begin work on a new object of the type given.

Example: To build a new tower.

BUILD Tower

#### BUY [quantity] [item]

Attempt to buy a number of the given item from a city or town marketplace, or to buy new people in any region where people are available for recruiting. If the unit can't afford as many as [quantity], it will attempt to buy as many as it can. If the demand for the item (from all units in the region) is greater than the number available, the available items will be split among the buyers in proportion to the amount each buyer attempted to buy. When buying people, specify the race of the people as the [item].

Examples: Buy one plate armor from the city market.

BUY 1 "Plate Armor"

Recruit 5 barbarians into the current unit. (This will dilute the skills that the unit has.)

BUY 5 barbarians

#### CAST [skill] [arguments]

Cast the given spell. Note that most spell names contain spaces; be sure to enclose the name in quotes! [arguments] depend on which spell you are casting; when you are able to cast a spell, the skill description will tell you the syntax.

Examples:

Cast the spell called "Super Spell".

CAST "Super Spell"

Cast the fourth-level spell in the "Super Magic" skill.

CAST "Super Magic" 4

#### CLAIM [amount]

Claim an amount of the faction's unclaimed silver, and give it to the unit issuing the order. The claiming unit may then spend the silver or give it to another unit.

Example: Claim 100 silver.

CLAIM 100

#### COMBAT [spell]

Set the given spell as the spell that the unit will cast in combat. This order may only be given if the unit can cast the spell in question.

Example: Instruct the unit to use the spell "Super Spell", when the unit is involved in a battle.

COMBAT "Super Spell"

#### CONSUME UNIT

#### CONSUME FACTION

#### CONSUME

The CONSUME order instructs the unit to use food items in preference to silver for maintenance costs. CONSUME UNIT tells the unit to use food items that are in that unit's posses-

sion before using silver. CONSUME FACTION tells the unit to use any food items that the faction owns (in the same region as the unit) before using silver. CONSUME tells the unit to use silver before food items (this is the default).

Example: Tell a unit to use food items in the unit's possession for maintenance costs.

CONSUME UNIT

#### DECLARE [faction] [attitude]

#### DECLARE [faction]

#### DECLARE DEFAULT [attitude]

The first form of the DECLARE order sets the attitude of your faction towards the given faction. The second form cancels any attitude towards the given faction (so your faction's attitude towards that faction will be its default attitude). The third form sets your faction's default attitude.

Examples: Declare your faction to be hostile to faction 15.

DECLARE 15 hostile

Set your faction's attitude to faction 15 to its default attitude.

DECLARE 15

Set your faction's default attitude to friendly.

DECLARE DEFAULT friendly

#### DESCRIBE UNIT [new description]

#### DESCRIBE SHIP [new description]

#### DESCRIBE BUILDING [new description]

Change the description of the unit, or of the object the unit is in (of which the unit must be the owner). Descriptions can be of any length, up to the line length your mailer can handle. If no description is given, the description will be cleared out.

Example:

Set the unit's description to read "Merlin's helper".

DESCRIBE UNIT "Merlin's helper"

#### DESTROY

Destroy the object you are in (of which you must be the owner).

The order cannot be used at sea.

Example:

Destroy the ship or building the unit is in.

DESTROY

#### ENTER [object]

Attempt to enter the specified object. If issued from inside another object, the unit will first leave the object it is currently in. The order will only work if the target object is unoccupied, or is owned by a unit in your faction, or is owned by a unit which has declared you Friendly.

Example:

Enter ship number 114.

ENTER 114

#### ENTERTAIN

Spend the month entertaining the populace to earn money.

Example:

ENTERTAIN

#### FACTION [type] [points]...

Attempt to change your faction's type. In the order, you can specify up to three faction types (WAR, TRADE, and MAGIC) and the number of faction points to assign to each type; if you are assigning points to only one or two types, you may omit the types that will not have any points. Changing the number of faction points assigned to MAGIC may be tricky. Increasing the MAGIC points will always succeed, but if you decrease the number of points assigned to MAGIC, you must make sure that you have only the number of magic-skilled leaders allowed by the new number of MAGIC points BEFORE you change your point distribution. For example, if you have 3 mages (3 points assigned to MAGIC), but want to use one of those points for WAR or TRADE (change to MAGIC 2), you must first get rid of one of your mages by either giving it to another faction or ordering it to FORGET all its magic skills. If you have too many mages for the number of points you try to assign to MAGIC,

the FACTION order will fail.

Examples:

Assign 2 faction points to WAR, 2 to TRADE, and 1 to MAGIC.  
FACTION WAR 2 TRADE 2 MAGIC 1

Become a pure magic faction (assign all points to magic).  
FACTION MAGIC 5

FIND [faction]

Find the email address of the specified faction.

Example:

Find the email address of faction 4.  
FIND 4

FORGET [skill]

Forget the given skill. This order is useful for normal units who wish to learn a new skill, but already know a different skill.

Example: Forget knowledge of Mining.  
FORGET Mining

FORM [alias]

Form a new unit. The newly created unit will be in your faction, in the same region as the unit which formed it, and in the same structure if any. It will start off, however, with no people or items; you should, in the same month, issue orders to transfer people into the new unit, or have it recruit members. The new unit will inherit its flags from the unit that forms it, such as avoiding, behind, and autotax. The FORM order is followed by a list of orders for the newly created unit. This list is terminated by the END keyword, after which orders for the original unit resume. The purpose of the "alias" parameter is so that you can refer to the new unit. You will not know the new unit's number until you receive the next turn report. To refer to the new unit in this set of orders, pick an alias number (the only restriction on this is that it must be at least 1, and you should not create two units in the same region in the same month, with the same alias numbers). The new unit can then be referred to as NEW in place of the regular unit number, e.g.

```
UNIT 17
FORM 1
  NAME UNIT "Merlin's Guards"
  BUY 5 Plainsmen
  STUDY COMBAT
END
FORM 2
  NAME UNIT "Merlin's Workers"
  DESCRIBE UNIT "with dirty overalls and carrying shovels"
  BUY 15 Plainsmen
END
CLAIM 2500
GIVE NEW 1 1000 silver
GIVE NEW 2 2000 silver
```

This set of orders for unit 17 would create two new units with alias numbers 1 and 2, name them Merlin's Guards and Merlin's Workers, set the description for Merlin's Workers, have both units recruit men, and have Merlin's Guards study combat. Merlin's Workers will have the default order WORK, as all newly created units do. The unit that created these two then pays them enough money (using the NEW keyword to refer to them by alias numbers) to cover the costs of recruitment and the month's maintenance. You can refer to newly created units belonging to other factions, if you know what alias number they are, e.g. FACTION 15 NEW 2 will refer to faction 15's newly created unit with alias 2. Note: If a unit moves out of the region in which it was formed (by the MOVE order, or otherwise), the alias will no longer work. This is to prevent conflicts with other units that may have the same alias in other regions. If the demand for recruits in that region that month is much higher than the supply, it may happen that the new unit does not gain all the recruits you ordered it to buy, or it may not gain any recruits at all. If the new units gains at least one recruit, the unit will form possessing any

unused silver and all the other items it was given. If no recruits are gained at all, the empty unit will be dissolved, and the silver and any other items it was given will revert to the lowest numbered unit you have in that region.

GIVE [unit] [quantity] [item]

GIVE [unit] UNIT

The first form of the GIVE order gives a quantity of an item to another unit. The second form the the GIVE order gives the entire unit to the specified unit's faction. If the target unit is not a member of your faction, then its faction must have declared you Friendly, with a couple of exceptions. First, silver may be given to any unit, regardless of factional affiliation. Secondly, men may not be given to units in other factions (you must give the entire unit); the reason for this is to prevent highly skilled units from being sabotaged with a GIVE order. There are also a few restrictions on orders given by units who been given to another faction. If the receiving faction is not allied to the giving faction, the unit may not issue the ADVANCE order, or issue any more GIVE orders. Both of these rules are to prevent unfair sabotage tactics. If 0 is specified as the unit number, then the items are discarded.

Examples: Give 10 swords to unit 4573.

GIVE 4573 10 swords

Give 5 chain armor to the new unit, alias 2, belonging to faction 14.

GIVE FACTION 14 NEW 2 5 "Chain armor"

Give control of this unit to the faction owning unit 75.

GIVE 75 UNIT

GUARD [flag]

GUARD 1 sets the unit issuing the order to prevent non-Friendly units from collecting taxes in the region, and to prevent any units not your own from pillaging the region. Guarding units will also attempt to prevent Unfriendly units from entering the region. GUARD 0 cancels Guard status. The Guard and Avoid Combat flags are mutually exclusive; setting one automatically cancels the other.

Example: Instruct the current unit to be on guard.

GUARD 1

HOLD [flag]

HOLD 1 instructs the issuing unit to never join a battle in regions the unit is not in. This can be useful if the unit is in a building, and doesn't want to leave the building to join combat. HOLD 0 cancels holding status.

Example: Instruct the unit to avoid combat in other regions.

HOLD 1

LEAVE

Leave the object you are currently in. The order cannot be used at sea.

Example: LEAVE

MOVE [dir] ...

Attempt to move in the direction(s) specified. If more than one direction is given, the unit will move multiple times, in the order specified by the MOVE order, until no more directions are given, or until one of the moves fails. A move can fail because the units runs out of movement points, because the unit attempts to move into the ocean, or because the units attempts to enter a structure, and is rejected.

Valid directions are:

1) The compass directions North, Northwest, Southwest, South, Southeast, and Northeast. These can be abbreviated N, NW, SW, S, SE, NE.

2) A structure number.

3) OUT, which will leave the structure that the unit is in.

4) IN, which will move through an inner passage in the structure that the unit is currently in. Multiple MOVE orders given by one unit will chain together, so:

MOVE N

MOVE NE IN

is equivalent to:  
MOVE N NE IN

Note that MOVE orders can lead to combat, due to hostile units meeting, or due to an advancing unit being forbidden access to a region. In this case, combat occurs each time all movement out of a single region occurs.

Example 1: Units 1 and 2 are in Region A, and unit 3 is in Region B. Units 1 and 2 are hostile to unit 3. Both unit 1 and 2 move into region B, and attack unit 3. Since both units moved out of the same region, they attack unit 3 at the same time, and the battle is between units 1 and 2, and unit 3.

Example 2: Same as example 1, except unit 2 is in Region C, instead of region A. Both units move into Region B, and attack unit 3. Since unit 1 and unit 2 moved out of different regions, their battles occur at different times. Thus, unit 1 attacks unit 3 first, and then unit 2 attacks unit 3 (assuming unit 3 survives the first attack). Note that the order of battles could have happened either way.

NAME UNIT [new name]  
NAME FACTION [new name]  
NAME OBJECT [new name]

Change the name of the unit, or of your faction, or of the object the unit is in (of which the unit must be the owner). Names can be of any length, up to the line length your mailer can handle. Names may not contain parentheses (square brackets can be used instead if necessary), or any control characters.

Example: Name your faction "The Merry Pranksters".  
NAME FACTION "The Merry Pranksters"

NOAID [flag]

NOAID 1 indicates that if the unit attacks, or is attacked, it is not to be aided by units in other hexes. NOAID status is very useful for scouts or probing units, who do not wish to drag their nearby armies into battle if they are caught. NOAID 0 cancels this. If multiple units are on one side in a battle, they must all have the NOAID flag on, or they will receive aid from other hexes.

Example: Set a unit to receive no aid in battle.  
NOAID 1

OPTION TIMES  
OPTION NOTIMES  
OPTION TEMPLATE OFF  
OPTION TEMPLATE SHORT  
OPTION TEMPLATE LONG  
OPTION TEMPLATE MAP

The OPTION order is used to toggle various settings that affect your reports, and other email details. OPTION TIMES sets it so that your faction receives the times each week (this is the default); OPTION NOTIMES sets it so that your faction is not sent the times. The OPTION TEMPLATE order toggles the length of the Orders Template that appears at the bottom of a turn report. The OFF setting eliminates the Template altogether, and the SHORT or LONG settings control how much detail the Template contains. The MAP setting contains the LONG descriptions for units, but also includes an ASCII map of the region and its neighbors. The region identifiers are:

(fixed font required)

```
#### - BLOCKED HEX (Underworld)
~ ~ ~ ~ - OCEAN HEX
      - PLAIN HEX
^^^^ - FOREST HEX
/\ /\ /\ - MOUNTAIN HEX
vvvv - SWAMP HEX
@@@ - JUNGLE HEX
... - DESERT HEX
' ' ' - TUNDRA HEX
```

PASSWORD [password]  
PASSWORD

The PASSWORD order is used to set your faction's password. If you have a password set, you must specify it on your #ATLANTIS line for the game to accept your orders. This protects your orders from being overwritten, either by accident or intentionally by other players. PASSWORD with no password given clears out your faction's password. IMPORTANT: The PASSWORD order does not take effect until the turn is actually run. So if you set your password, and then want to re-submit orders, you should use the old password until the turn has been run.

Example: Set the password to "xyzyz".  
PASSWORD xyzyz

PILLAGE

Use force to extort as much money as possible from the region. Note that the TAX order and PILLAGE order are mutually exclusive; a unit may only attempt to do one in a turn.

PRODUCE [item]

Spend the month producing as much as possible of the specified item.

Example: Produce as many crossbows as possible.  
PRODUCE crossbows

PROMOTE [unit]

Promote the specified unit to owner of the object of which you are currently the owner. The target unit must have declared you Friendly.

Example: Promote unit 415 to be the owner of the object that this unit owns.  
PROMOTE 415

QUIT [password]

Quit the game. On issuing this order, your faction will be completely and permanently destroyed. Note that you must give your password for the quit order to work; this is to provide some safety against accidentally issuing this order.

RESTART [password]

Similar to the QUIT order, this order will completely and permanently destroy your faction. However, it will begin a brand new faction for you (you will get a separate turn report for the new faction). Note that you must give your password for this order to work, to provide some protection against accidentally issuing this order.

REVEAL

REVEAL UNIT

REVEAL FACTION

Cause the unit to either show itself (REVEAL UNIT), or show itself and its faction affiliation (REVEAL FACTION), in the turn report, to all other factions in the region. Used to reveal high stealth scouts, should there be some reason to. REVEAL is used to cancel this.

Examples: Show the unit to all factions.

REVEAL UNIT

Show the unit and its affiliation to all factions.

REVEAL FACTION

Cancels revealing.  
REVEAL

SAIL [dir] ...

SAIL

The first form will sail the ship, which the unit must be the owner of, in the directions given. The second form will cause the unit to aid in the sailing of the ship, using the Sailing skill. See the section on movement for more information on the mechanics of sailing.

Example: Sail north, then northwest.  
SAIL N NW

or:

SAIL N

## SAIL NW

### SELL [quantity] [item]

Attempt to sell the amount given of the item given. If the unit does not have as many of the item as it is trying to sell, it will attempt to sell all that it has. If more of the item are on sale (by all the units in the region) than are wanted by the region, the number sold per unit will be split up in proportion to the number each unit tried to sell.

Example: Sell 10 furs to the market.

SELL 10 furs

### SHOW SKILL [skill] [level]

#### SHOW ITEM [item]

The first form of the order shows the skill description for a skill that your faction already possesses. The second form returns some information about an item that is not otherwise apparent on a report, such as the weight.

Example: Show the skill report for Mining 3 again.

SHOW SKILL Mining 3

Get some information about Iron.

SHOW ITEM Iron

### STEAL [unit] [item]

Attempt to steal as much as possible of the specified item from the specified unit. The order may only be issued by a one-man unit.

Example: Steal silver from unit 123.

STEAL 123 SILVER

Steal wood from unit 321.

STEAL 321 wood

### STUDY [skill]

Spend the month studying the specified skill.

Example: Study horse training.

STUDY "Horse Training"

## TAX

Attempt to collect taxes from the region. Only War factions may collect taxes, and then only if there are no non-Friendly units on guard. Only combat-ready units may issue this order. Note that the TAX order and the PILLAGE order are mutually exclusive; a unit may only attempt to do one in a turn.

Example: Attempt to collect taxes.

TAX

### TEACH [unit] ...

Attempt to teach the specified units whatever skill they are studying that month. A list of several units may be specified. All units to be taught must have declared you Friendly. Subsequent TEACH orders can be used to add units to be taught. Thus:

TEACH 1

TEACH 2

is equivalent to

TEACH 1 2

Example:

Teach new unit 2 and unit 5 whatever they are studying.

TEACH NEW 2 5

## WORK

Spend the month performing manual work for wages.

### Sequence of Events

Each turn, the following sequence of events occurs:

Instant orders.

FORM orders are processed.

ADDRESS, AUTOTAX, AVOID, BEHIND, CLAIM, COMBAT, CONSUME, DECLARE, DESCRIBE, FACTION, GUARD 0, HOLD, NAME, NOAID, OPTION, PASSWORD, REVEAL, and SHOW orders are processed.

FIND orders are processed.

LEAVE orders are processed.

ENTER orders are processed.

PROMOTE orders are processed.

Combat is processed.

Steal orders.

STEAL and ASSASSINATE orders are processed.

Give orders.

DESTROY and GIVE orders are processed.

Tax orders.

PILLAGE orders are processed.

TAX orders are processed.

Instant Magic

Old spells are cancelled.

Spells are CAST (except for Teleportation spells).

Market orders.

GUARD 1 orders are processed.

SELL orders are processed.

BUY orders are processed.

QUIT and RESTART orders are processed.

FORGET orders are processed.

Movement orders.

SAIL orders are processed.

ADVANCE and MOVE orders are processed (including any combat resulting from these orders).

Month long orders.

BUILD, ENTERTAIN, PRODUCE, STUDY, TEACH and WORK orders are processed.

Teleportation spells are CAST.

Costs associated with these orders (such as study fees) are collected.

Maintenance costs are assessed.

Where there is no other basis for deciding in which order units will be processed within a phase, units that appear higher on the report get precedence.

### Report Format

The most important sections of the turn report are the "Events During Turn" section which lists what happened last month, and the "Current Status" section which gives the description of each region in which you have units. Your units in the Current Status section are flagged with a "\*" character. Units belonging to other factions are flagged with a "." character. You may be informed which faction they belong to, if you have high enough Observation skill. Objects are flagged with a "+" character. The units listed under an object (if any) are inside the object. The first unit listed under an object is its owner. If you can see a unit, you can see any large items it is carrying. This means all items other than silver, herbs, and other small items (which are of zero size units, and are small enough to be easily concealed). Items carried by your own units of course will always be listed. At the bottom of your turn report is an Orders Template. This template gives you a formatted orders form, with all of your units listed. You may use this to fill in your orders, or write them on your own. The OPTION order gives you the option of giving more or less information in this template, or turning it off altogether. You can precede orders with an '@' sign in your orders, in which case they will appear in your template on the next turn's report.

### Hints for New Players

Make sure to use the correct #ATLANTIS and UNIT lines in your orders. Always have a month's supply of spare cash in every region in which you have units, so that even if they are deprived of income for a month (due to a mistake in your orders, for example), they will not starve to death. It is very frustrating to have half your faction wiped out because you neglected to provide enough money for them to live on. Be conservative with your money. Leaders especially are very hard to maintain, as they cannot earn enough by WORKing to pay their maintenance fee. Even once you have recruited men, notice that it is expensive for them to STUDY (and become productive units), so be sure to save money to that end. Don't leave it until the last minute to send orders. If there is a delay in the mailer, your orders will not arrive on time, and turns

will NOT be rerun, nor will it be possible to change the data file for the benefit of players whose orders weren't there by the deadline. If you are going to send your orders at the last minute, send a preliminary set earlier in the week so that at worst your faction will not be left with no orders at all.

#### Special Commands

These special commands have been added to the game software to help you control the game files and send times. Please read over these new commands and their uses.

##### #Create "faction name" "password"

This will create a new faction (add it to players.in), with the desired name and password, and it will use the player's "from" address as the email address of record (this, of course, can be changed in the game).

The "" characters are required. If they miss some, it'll do interesting things to your registration.

So, if you wanted to join the game, you would send an email which only contained the message:

```
#create "Mighty Ducks" "quack!"
```

##### #Resend (faction num) "password"

The faction number and your current password (if you have one) are required. The most recent turn report (that can be found) will be sent.

Please note: Due to space limitations, only a certain number of turns of reports may be kept available. Thus, the command is limited to the most recently run turn. If the report is available, it'll be sent to your email address of record (whatever was set for the most recent turn).

So, if you want a copy of last turn's report (because the cat danced on the keyboard and toasted your "original"):

```
#resend 999 "quack!"
```

##### #Times faction number "password"

body of times

```
#end
```

Everything between the #times and #end lines is included in your article. Your article is prefaced with the name and number of your faction, so you needn't worry about adding that. And, assuming that the GM has turned on the rewards for Times, you'll get a small bonus for making your submission.

So, if you wanted to make a proclamation, you might submit:

```
#times 999 "quack!"
```

The Mighty Ducks declare war on the world!

Quack!

```
#end
```

And it would appear something like:

---

Mighty Ducks (999) writes:

The Might Ducks declare war on the world!

Quack!

---

##### #Rumor faction number "password"

Now, you may be wondering — won't people know I submitted the item because it appears in faction-number order? Nope — because it's not done that way. The list of rumors is randomized a bit — so there's no telling who submitted which item, in what order. Just don't depend on specific placement of your rumors. =)

So, if you were malicious, you might do:

```
#rumor 999 "quack!"
```

Oleg is a fink!

```
#end
```

And it would appear somewhere in the Rumors section of the Times, without your faction name or number on it.

##### #Remind faction number "password"

This special order will have the software find your last set of orders and mail them to you. Note: don't try to get someone else's orders — you'll be surprised when the person sends you a nasty-gram about the activity. All bad password attempts are forwarded to the faction owner, so beware.

Example:

```
#Remind 999 "quack!"
```

And it would remind you of your last orders you sent in.

##### #Email (unit id)

[ text of email ]

A new diplomatic email command has been added to Realms of the Arcane! #email

(unit id) [ text of email ] There is no need for a "#end" line — the entire

email message you send will be forwarded to the unit's master. Yes, this does mean that your email address will be forwarded along with the note. So, if you sent: #email 9999 Greetings. You've entered the Kingdom of Foo. Please contact us. Lord Foo foo@bar.com Faction X, owner of 9999, would receive: From: Foo foo@bar.com Subject: Greetings! #email 9999 Greetings. You've entered the Kingdom of Foo. Please contact us. Lord Foo foo@bar.com