I TABLE OF CONTENTS 9

INTRODUCTION.I
MAIN MENU.I
New Game.I
Save Game, Load Game.2
DeleteGame.2
QuitGame.2
Message Delay.2
Great Achievements.2
BeginPlay.2

MOVEMENT.3
Terrain.3

THE OVERHEAD VIEW.4
CHARACTER CREATION.4
Attributes.4
Races & Classes.5
Alignment.6
Name Your Character.7
Place YourCastle.7
Create Party Members.7

CONSTRUCTING BUILDINGS...8

Undeveloped Land.8 Trees, Rocks and Swamps...9 Construction In Progress...10 Automatic Expansion.10
The Common Fund.10

COMPLETED BUILDINGS.I I
Information.11
Repair.II Upgrade.12 Salvage.12
Demolish.12
Change Active Party.12 Change Owner.12
Done.12

CONTROLLING THE GAME.13

Pyramids.13 Setting Multiple Pyramids Simultaneously.14 Moving Units.14
Main Menu Button.14

Speeding up Time.14 Pausing the Game.15

VIEWING UNITS.15

Ready-Home-Unassigned... 16

VIEWING THE LEADER.I 7

Population-Food-Housing... 17
Gold & Income.18
Fund Access.18
Popularity.18
Census.19
Property.19
Baron.19
Next Leader.20

COMBAT.20
Combat Thermometer.20
Spellcasting.21 Spells.21

OPPONENTS.22
GAME PLAYING HINTS.25

Advancing in the ranks

I INTRODUCTION

Stronghold is a kingdom simulator
based in the DUNGEONS &
DRAGONS' game. You can civilize
and conquer vast new lands by
leading a party of up to five
characters who create and maintain
a growing empire. You choose when
and where to build your castle,
build housing, or clear land. You
take care of existing buildings and
try to acquire more. You recruit
units to your "stronghold" and train
them for combat. You defend your
land from evil enemies. And, you
even have the power to speed up or
pause time in your kingdom.

Where will your people live?
How will they survive? Will they
prosper? Will history record your
name to be forever remembered
and revered by all?

Take a small party of adventurers
and set forth. The wilderness
awaits you I

| MAIN MENU

Press ESC to exit the demo

New Game

Starts a new game If you have
an auto-saved game (you had a
game in progress and quit playing
previously), a mess.tyc will ask il
you're sure you want to get ild of
that game. Starting a new game
deletes the auto-saved one lor
ever. To preserve an auto-saved
game, select Save to assign it a
permanent saved game position.

NOTE: press ESC to return to the
main menu. The ESC. key always
backs up to the previous menu.
Clicking the right mouse button
also returns to I he previous menu

Choose World

After selecting New Game, pick
which world you want to play in.
Stronghold comes with five
pregenerated maps. If you wish to
play on one of those, click on the
button alongside the name of the
map you prefer. Select Random to
create a completely new map.

Choose Hostility
After choosing a world, you deter¬
mine how hostile an environment
that world will be. In Stromghoid.
difficulty is governed by the intel¬
ligence of the monsters. The more
hostile the world, the more enemy
strongholds appear, and the more
intelligent the enemies are.

The CUSTOM option allows you
to determine for yourself how
many opponents appear in the
world. The limit is sixty total,
including all intelligence levels
and a second wave of enemies
that appears later.

After choosing a hostility level,
select BEGIN PLAY to start your
game. All new games start in early
spring to give you plenty of time to
prepare for winter.

Save Game, Load Game

These options allow you to save a
game in progress or load a
previously saved game.

Delete Game

If you want to delete one of your
saved games, use Delete Game to do so.

Quit Game

Selecting Quit performs an "auto¬
save" and returns you to DOS.
Stronghold automatically saves the
game in progress when you quit,
and reloads that saved game the
next time you play. This eliminates
the need to save each time you
exit the game.

Message Delay
Adjusts the time the program
pauses to allow you to read text
messages. Remember, longer
delays slow the game down,
because it's pausing for longer
periods. Select Message Delay to
increase or decrease the delay
time, or to test the delay to see
how long the pause is.

Great Achievements

Flayers may make the Great Achieve¬
ments board. The board maintains
the top five players, by name, title
(Baron, Lord. Ring, etc.), and number
of enemies destroyed. At the bottom
of the list is a record of the player's
last game, and whether it ranks
among the top five or not.

Begin Play
Start playing Stronghold.

9 MOVEMENT

After selecting Begin Play, your first
task is to choose a location for your
main castle. This is what you see:

There are two views: the large
window, which shows a close-up of
the terrain, called the "postcard
view." and the small window in the
upper right, which displays an
"overhead view" of a portion of the
map. Between the two windows is a
button with an arrow on it. Click on
the button to swap the postcard and
overhead views, in this way you can
see more of the wilderness map.

In the overhead view is a small
yellow rectangle. This is the map
spot, or 'block', the postcard view
is displaying. To display a different
block, point to a different place in
the overhead view, and click. The
yellow rectangle moves, and the
postcard view changes. You may
also use the keyboard cursor keys
to move around the map:

Arrow Keys move up, down. left,
or right one block.

Page Up and Page Down: move
up or down 16 blocks.

Home and End: move left or right
8 blocks.

Underneath the small window is a
compass. Another way to explore
the wilderness is to click on com¬
pass points: you move one block in
the direction you click on. Only
north, south, east, and west are
legal; you may not move diagonally.

You will also see two numbers
in parentheses, separated
by a comma. These are the
X (horizontal), Y (vertical)
coordinates of the location
currently displayed in the
postcard view. The upper-left
corner of the map is (0,0).

Terrain

The various terrains help your
people develop In some ways and
hinder them in others

Water (blue) is good near farms;
food production!n< rc.iM-* where
irrigation is easy and plmlllul. Water
is also a natural line ol defense.
Enemies may not be aid* In c ross
lakes, rivers, and *1 reams You may
build bridges to cross wain

Plains or valleys (green) are best for
farming. Crops grow strong and pro¬
duce best in the rich soil there. How¬
ever, these areas are the wont loca¬
tions for mines; they run dry quk kly.

Mountains (brown) are best lor
mines; they last longest If plat ed
there. But crops grow poorly In
cold, harsh climates. Also, building
in the mountains can be difficult,
because of the steep faces and
severe cliffs.

Hills (tan) are the middle ground
between the plains and the
mountains. Both mines and farms
do well, producing average
amounts of minerals and food.
Just as in the mountains, steep
hills can be difficult to build on.

9 THE OVERHEAD VIEW

As your stronghold grows, white
dots accumulate on the overhead
map. Each of these dots repre¬
sents at least one of your units.
Other dots and blocks on the map
mean different things:

White dots indicate your units.

Brown dots are enemies you can
see. Units "see" a certain distance
into the wilderness.

Flashing red and white dots
mean combat is occurring
between your units and enemies.

Yellow dots indicate at least one
of your units is infected with
disease.

The large red square is the
location of your main castle.

Small red squares are Keep loca¬
tions and monster strongholds.
At first, the only ones on I he map
are your own. Later, as your units
explore and build towers to better
survey the land, red squares
indicating enemy strongholds
will appear.

Brown lines are where you have
placed a wall.

9 CHARACTER CREATION

Once you decide on the best spot
for your main castle, go to that
location and click on the button
labeled Create baron or baroness. This
button isjust outside the bottom-
left corner of the large window.

Attributes

First you roll up your leader's
attributes - Strength, Intelligence,
Wisdom. Dexterity, Constitution,
and Charisma. Units have the same
attributes as their leader. The
maximum (best) attribute rating in
any category is 18. Press the REROLL
button as many times as you like to
regenerate a new set of attributes.

Character attributes affect game
play as follows:

Strength: Units with high Strength
do greater damage to opponents
in combat.

Intelligence: High Intelligence is
useful for mages and elves in
casting spells.

Wisdom: Aids clerics in casting
clerical spells. High Wisdom also
gives a bonus for defending
against spell-casting monsters.

Dexterity: Higher Dexterity units
attack First.

Constitution: High Constitution
gives units extra hit points when
they advance levels.

Charisma: Higher Charisma units
attract followers more quickly.

Hit Points

Hit points (HP) are the amount
of damage that a character can
take before dying, for example,
your fighter may have 12 HP. A
hobgoblin hits him for 4 HP worth
of damage. How the fighter has
only 8 HP remaining between him
and death.

Experience Points / Levels
Characters can go up in "level"
from level one (rank amateur) to
36 (supreme expert) based on
experience. The higher level a
character is, the better spells he
can cast, the more HP he has, etc.
Experience is gained by defeating
monsters or by building places to
study in the stronghold, such as
Magic Schools or Thieves' Guilds.

Races Se Classes

To choose a class for your char¬
acter, press one of the labeled
buttons on the right. Hot all
classes are always available. Each
character class has a primary
attribute associated with it. If the
displayed attributes are too low,
you may not be able to select
a certain character class. To
generate a new set of attributes,
press REROLL.

Unless otherwise noted, a race or
class sees up to five blocks around
itself on the overhead map.

Fighters
Fighters are humans whose main
skill is prowess at arms. A leader
who is a fighter attracts two types
of units: archers and fighters. The
difference is whether the unit
specializes with the sword or the
longbow. Fighters are average at
everything else: they farm and
mine well enough. Their primary
attribute is Strength.

Dwarves

Dwarves are sturdy short demi-
humans with great tombill abili¬
ties. Dwarves are better al finding
minerals than any other t haracter
race or class, but dwarves are
the worst at cultivating trees. High-
level dwarves take only hall
damage from magic al altac ks.
Their primary attributes are
Strength and Constitution,

Mages
Mages are humans who specialize
in magic. They have little or no
weapon ability or battle prowess.
As mages gain experience levels,
however, they gain powerful magic
spells that can destroy monsters
that would defeat almost any other
class or race. Their primary
attribute Is Intelligence.

Elves

Elves are graceful, lean demi-
hurnans. They have some of the
abilities of both fighters and
mages -they are adept with the

longbow and cast limited magical
spells. Elves are better than any
other race or class at cultivating
trees, but worst at Finding valuable
minerals in rocks. High-level elves
take only half-damage from dragon
breath. Their primary attributes are
Intelligence and Strength.

Thieves

Thieves are humans who special¬
ize in sneaking, spying, and recon
naissance. They make excellent
scouts, as they can see 15 blocks
around themselves on the over¬
head map. Their primary attribute
is Dexterity.

Halflings
Halflings are short demihumans
with many abilities similar to
human thieves. Halflings arc-
better at farming than any other
class or race. They see up to
eight blocks around themselves
on the overhead map. High-level
halflings take only half-damage
from magical attacks or dragon
breath. Their primary attributes are
Strength and Dexterity.

Clerics
Clerics are humans who devote
their lives to great and worthy
causes. Clerics cast spells in
combat, and are also adept at
hand-to-hand Fighting. Their
primary attribute is Wisdom.

Alignment
Character alignment determines
the victory conditions of the game.

The goal of the LAWFUL baron is to
advance through the nine
promotion levels to the rank of
Emperor or Empress.

The CHAOTIC baron must destroy
all enemy strongholds to win.

The HEUTRAL baron must fulfill
both the LAWFUL and CHAOTIC
victory conditions.

Al all costs, defend your
main castle. Ifit is des¬
troyed by opponents, you
lose the game.

Promotions

A Baron is promoted if he achieves
any of the following goals:

Rises to a 55% popularity
level (requirement increases
with each level) with 50
buildings per level

Destroys the first (and only
the first) low-intelligence
enemy stronghold

Destroys the first (and only
the first) medium-intelligence
enemy stronghold

« Destroys any high-intelligence
enemy stronghold

The possible promotions are:

1. Baron/Baroness

2. Viscount/Viscountess

3. Count/Countess

4. Marquis/Marquise

5. Duke/Duchess

6. Archduke/Archduchess

7. Prince/Princess

8. King/Queen

9. Emperor/Empress

Name Your Character

Type in the name of your
character when prompted. The
name can be almost any length,
but we suggest using six or less
characters. Longer names are
automatically abbreviated in many
of the game screens.

Place Your Castle

After you have created your leader,
it is time to place your main
castle. Click on the PLACE button.

Sometimes water in the block or
steep terrain prevent the place¬
ment of a main castle. If this
happens, move to another block.
The terrain description next to the
PLACE button will indicate legal
castle locations.

Construction starts immediately;
your loyal subjects begin to
populate the land. Important: once
you place your main castle, enemy
strongholds appear on the map.

Create Party Members

While construction of your main
castle is underway, explore more
land nearby. There can be as
many as four other members In
your party. Rather than castles,
these characters build 'keeps.'
Keeps become the central points
of their own neighborhoods in
the stronghold.

Keeps have to be built within a
certain radius from the main
castle. The furthci sp.u cd apart
they are, the harder It Is for the
different neighborhoods to defend
one another in the event of a
monster attack.

Find good locations lor these
keeps quickly, create tl>e other
members ofyour party, and
get them started building. The
monster hordes are growingI
Try to create a balanced party.
Each ofthe character classes
has advantages and disadvan¬
tages, but a mixture of classes
will best be able to explore,
build, grow, fight, and conquer.

• CONSTRUCTING
BUILDINGS

As you move the cursor around the
postcard view, it changes shape:
sometimes it's an eye, and some¬
times a shovel. The eye indicates
that you can look at a unit — see
"Viewing Units" on page 15.

The shovel indicates a possible
location where you may place
buildings. Refer to the building
card for information about the
various buildings, their cost,
income they might provide, size,
and so on.

Dote: You must have a unit
present to use the shovel.

To begin construction, click on an
empty spot of land. A message will
appear underneath the postcard
window, and a menu beneath the
overhead view. Clicking on
different scenery allows you to do
the functions described in the
following sections.

Undeveloped Land

If the spot is vacant, the message
will read something like this:
Tighter House: provides more
housing. It will cost Anthony the
Tighter 10 of 96 gold. Fund is 26
gold." This means that a Fighter
House is the next building you will
build if you click on the PLACE
button. The structure will provide
more housing. Anthony the Fighter

is the leader who will pay for the
house, and whose people will get
the housing. The building costs 10
of the 96 gold pieces Anthony has
in his coffers. The Fund is dis¬
cussed later in "The Common
Fund" on page 10.

If you click on the PLACE button,
Anthony's people will start con¬
structing a Fighter House. It will
be built at the location you clicked
on. and cost Anthony 10 OP. When
the house is finished, Anthony's
people will inhabit it.

To build a different building, click
on the CHANGE BUILDING button. A
list of buildings, with the least
expensive building at the top,
appears. Select one of those to
see its cost and benefits. To begin
construction, click on PLACE.

If you change your mind and do
not want to build a building, click
DONE or the right mouse button.

Each block of the map is made
up offoursquares ofland - the
far left, the middle left, middle
right, and far right. Each is a
potential sp>ot for a building.
Some may be covered with
water, and therefore be unavail¬
able for building. Some steep
slopes can only have fanns or
walls built on them.

Some wide buildings require two
squares of land. If you intend to
build a wide structure, be sure the
square to the left or to the right of
the one you cliched on is empty so
the structure will fit. Refer to the
building list to see how wide the
various buildings are.

Trees, Rocks
and Swamps
Mot all undeveloped land is clear
and ready for construction. You
will also find trees, rocks, and
swamps. When you click on one of
these, a different message and set
of buttons will appear:

Trees

Trees can provide food and
income, but you must 'claim"
them first. When you click on a
tree, the message tells you the
harvest value of the tree and asks
if you wish to claim it. To have
Anthony claim the tree, click on
the CLAIM button. Construction
begins. When it is finished.
Anthony owns the tree, and the
food and income it generates goes
into his granaries and coffers.

If you do not want the tree, click
on the CHOP DOWN button. Your
people will remove it, allowing
construction in that square.

To leave the tree alone, select DONE.

Elves are best at cultivating trees;
they can get more food and
income from them than other
character classes.

Rocks

Within some rocks are veins of
gems, iron, or gold. When you
click on a rock, the message
reads, "Search this location for
minerals? Active party Is Anthony.'
To command Anthony's people to
excavate the rock, click on the
EXCAVATE button. It they find
minerals they will start building a
mine. If not, they will haul away
the rock, leaving the space clear
for construction.

To clear the land directly, click
the REMOVE button. The people
will take the rock away without
searching for minerals.

Click on DONE to leave the
rock alone.

Dwarves are best at locating min¬
erals in rocks; the chance that
they will find one is greaterthan
that ofthe other character classes.

Swamps

Swamps can get in the way of
construction. Clicking on one of
these brings up two buttons: FILL IN
and DONE. To command the active
party member's people to fill the
swamp with dirt, select FILL IN. This
takes a while because filling a
swamp is time-consuming. When
they are done, you will have a
clear location ready for con¬
struction. Click on DONE to leave
the swamp there.

Construction in Progress

To check the progress of the
construction of a building, click
on it with the shovel cursor. You
will see a message like this:
'Marketplace: 18% complete.
Owned by Anthony. Active party
is Anthony the Tighter.' The
structure is 18% finished, and
Anthony is the owner.

To the right SUSPEND and DONE
buttons will appear. If you want
to halt construction, click on
SUSPEND This will stop construc¬
tion. and the gold you spent on
the building will be lost.

Click on DONE to continue
construction.

The owner ofa building may or
may not be the same as the
"active party, ’ and it is
important to understand the
difference. The owner owns the
building: he orshe receives the
benefits from it. and pays any
maintenance costs. The active
party is the one who will take
the next construction action; he
orshe will build the next
building, even though other
structures on the screen may be
owned by someone else.

Automatic Expansion

As more unitsjoin your strong¬
hold, they will move out into
untamed land. Mouses will spring
up. Each of your five leaders
recruits followers, and they need
places to live, so they build. To
disable automatic expansion,
toggle the Auto Build option on the
Leader screen.

The Common Fund

Some buildings generate income.
10% of this income is taken by the
leader as a tithe to be held in
reserve for use in times of crisis.
Marketplaces allow leaders to use
this common fund. Each market
provides access to 10% of the
fund. For example, if the total fund

is 200 GP, three marketplaces
would allow Anthony the Tighter to
use up to 30% of the 200, or 60
GP. So. if the Fighter Mouse
information says, "It will cost
Anthony the Fighter 10 of 5 gold.
Fund is 60 gold." Anthony can
afford to construct the house,
because he can use his 5
remaining gold pieces, plus
another 5 GP of the 60 available to
him from the fund. This applies to
upgrades and repairs as well.

« COMPLETED BUILDINGS

You must have a unit on the same
block as a building to interact with
it. Click the shovel icon on a
building to display information
about it. A message like this will
appear: "Fighter House (8/8),
owned by Anthony. Active party is
Anthony the Fighter. Upgrade costs
150 of 926 gold. Fund is 212."

The name of the building is first.
Mext comes the condition of the
building. Perfect condition is 8;
the number to the left is the
current condition. "8/8" means the
building is in perfect condition.
After that is the owner. The
upgrade cost is next, followed by
the total number of gold pieces
you own. The Fund number is the
number of gold pieces available to
you through the common Fund.

In addition to this information,
a column of option buttons
will appear on the right side of
the screen:

Information

Clicking on the INFORMATION button
gives you additional information
about the building - specifically,
how much gold a building gener¬
ates or costs and if il provides
any housing or grain storage. Click
on the INFORMATION button again
to display the condition/owner/
upgrade information.

Repair

If a building is abandoned, combat
takes place in the block, or the
owner of a building runs out of
money, its condition degrades. The
building will look spotty and run¬
down. When the condition reaches
0, the structure collapses. Mote:
keeps and castles only collapse if
enemy units share the block with
them for a prolonged amount of
time, regardless of condition.

Buildings degrade at different rates.
Some, such as large towers, last a
long time; while others, like market¬
places, collapse almost imme¬
diately when left alone or fought
over. The higher a structure's
durability, the longer it lasts. Refer
to the building card (or each
building's durability.

To repair a building, click on the
REPAIR button. If you can afford the
repair, it takes place instantly.

Upgrade

Most buildings can be upgraded.
An upgrade is an expansion or
fortification made to a building
to make it more useful or valu¬
able. Buildings which can be
improved may be upgraded twice.
Buildings must be condition 8/8
for an upgrade to be possible. If
the condition is less than 8, the
"upgrade" option is replaced
with "repair."

To upgrade a building, click on the
UPGRADE button. If you can afford
it, construction on your upgrade
will begin.

Salvage

Click on SALVAGE to destroy a
building. You will receive a small
amount of money. You may also
use SALVAGE to destroy captured
enemy buildings, though it may be
smarter to take ownership of them
instead (see Change Owner.)

Demolish

You may not Salvage an enemy
stronghold. To destroy it (and
stop it from generating any
more monsters!) choose the
DEMOLISH option.

Change Active Party

When you click on a building, the
active party is set to the owner of
the building. If you want to change
the party, click on CHANGE PARTY. A
list of possible parties will appear.
Click on the one you want. You may
only change to a party which has a
unit on the block. In other words,
you may only change parties to
Anthony the Fighter if one of
Anthony's fighters is on the screen.

Change parties if you want a
different party to undertake the
construction, demolition, upgrade,
or repair you are planning.

Change Owner

Transfers ownership of the build¬
ing from one leader to another.
Sometimes a building would better
serve a party member other than
the owner. For example, an impov¬
erished leader may need the
income a rich leader's mine
generates. To switch ownership,
first change parties to the owner-
to-be, then click on NEW OWNER. You
may only change to a party which
has a unit on the block.

Done

When you click on a building, the
game pauses while you decide what
to do. Click on DONE to resume play.

13

I CONTROLLING
THE GAME

Pyramids

Pyramids are located to the right
of the screen, one for the Baron
and one each for the other
leaders. Use these to tell units
what combination of the three
main actions they should pursue
on each block.

Setting a pyramid changes the
priorities of the units only in the
block you are currently viewing. To
change the priority settings
somewhere else, go to that block
and set the pyramid there.

To change a pyramid, click on it. A
large version of it will appear below
the small window, next click on
the large pyramid, and drag the
apex around. To increase the area
of the pyramid for one of the
actions, you must move the apex
AWAY from the label. For example,
to tell the people to build more,
drag the apex UP the screen; I he
dark red area will get bigger.

Recruit

The yellow portion of the pyramid
represents the amount of recruit¬
ing you want the units on the
screen to do. The more yellow in
the pyramid, the more recruiting
the units will perform. Recruiting
attracts new, first level units to the
stronghold, and increases the size
of existing units.

Train

The light red part inside the pyra¬
mid is for training. A high per¬
centage of light red means more
training will occur, and existing
units will increase in level more
quickly. Higher level units are
more powerful and better in com¬
bat: they have more hit points and
better magic spells.

Build

If you want the people to finish
buildings faster, increase the
dark red or "build" portion of the
pyramid. It is a good idea to use
maximum "build" in the beginning
of the game, so your people will
complete their castles quickly and
get off to a good start. Be sure to
change the pyramid when con¬
struction is complete. A setting of
100% building will do no recruiting
or training.

Ifa pyramid is set to a combina¬
tion which includes 0% building,
construction of buildings will
riEVER be completed.

Once construction is underway,
only the units on the screen will
help to complete it. So, If a build¬
ing is being built for Anthony the
fighter, Seline the Mage will work
on it ifsome of her mages are on
the screen. To complete a build¬
ing fastest, for each leader's units
represented on the screen, set
the pyramid to maximum build.

Setting Multiple Pyramids
Simultaneously

Occasionally, you will want to set
several of a leader's pyramids to
the same position at once. To do
this, follow these steps:

1. Make sure the overhead view is
in the large window.

2. Click on the small leader
pyramid you want to set.

3. Adjust the large pyramid to the
position that you want.

4. Click on the small leader
pyramid again.

5. How enclose the units whose
pyramids you want to sot. Click
on a point above and to the left
of the units. Move the mouse; it
will create a rectangle around the
units. When you have enclosed
the ones you want, click again.
All pyramids of the leader you
selected will be set to the same
position within the rectangle.

Moving Units

At the bottom of each pyramid is a
horizontal "magnet" bar. Use this
to attract additional units to a map
block. Qo to the block you want to
attract units to. Select the pyramid
for the leader's units you want to
attract, then click on the magnet.
The further toward the right end of
the magnet you click, the more

units you attract. The further left,
the fewer. A message will tell you
how many of this leader's units
can be attracted and the number
you are attracting. If no units are
available, the message will read,
"attracting 0 of a possible 0 units.

To move a single, specific unit,
ready the unit, then increase a
magnet. The last unit readied is
the first to be attracted.

Main Menu Button

In the bottom-left corner of the
screen is a square button. Click
here to return to the main menu.

Afteryou place your main castle
and all four keeps, it is a good
idea to save your game, just in
case things go poorly and you
want to try again.

Speeding up Time

As time passes in Stronghold,
game events occur. Game events
include city growth, unit move¬
ment and enemy movement. To
accelerate the passage of time,
press the space bar. A message
will say, "Time passes..." You will
see the white and brown dots
move around more actively on the
overhead map, and buildings will
be completed sooner.

You may not accelerate the pas¬
sage of time while watching
combat; the battle will continue
until someone wins. However, you
may view a different location, then
press the space bar. Time will
pass, and the game will resolve
the combat.

Pausing the Game

Above the pyramids is a button
labeled PAUSE. Click here to switch
off normal stronghold develop¬
ment. This “turns off" the pas¬
sage of time; game events do
not occur when the pause button
is depressed. Buildings under
construction will never be com¬
pleted; units will not move from
block to block; enemies will stay
put. Pyramid and magnet settings
will not take effect until the game
is resumed, but you may change
them. You may also place,
upgrade, repair, and demolish
buildings. Click on the RESUME
button when you are ready for
activity to continue.

You may not pause while watching
combat. If you view a combat
while paused, the game will
automatically "resume" until the
combat is finished or until you
change locations.

I VIEWING UNITS

The cursor becomes an eye when
it is over people on the postcard
view. Click on people to get infor¬
mation about their units, to hear
them describe the living condi¬
tions in the neighborhood, to
adjust their combat readiness,
and to view their leader.

Each person on the screen
represents a unit of several
individuals. Each of the members
of the unit is the same class and
level. The on-screen represen¬
tation of the unit changes as the
unit goes up in level. Eor example,
a unit of first-level mages wear
grey robes, but the robes change
to purple when the unit goes up
a few levels.

When you click on a person, a
portrait appears, along with
information about that unit. The
portrait changes as the unit goes up
in levels, showing the better armor,
weapons, etc. the unit receives as it
gains experience.

The first line of information is the
character class. Below that is
something like, “Unit of 6", telling
the number of individuals
composing the unit. The next line
tells you which party member is
the leader of the unit: for example,
it might say “Loyal to Anthony.”

When you click on the LEADER
button (see below), the informa¬
tion you get will be about Anthony.

next is the level of the unit, and
the experience points (EXP). The
number on the left is the EXP
accumulated so far; on the right is
the number needed to reach the
next level. For example. 100/4,000
means the characters have 100
EXP and need to accumulate 4,000
to go up to the next level.

Hit points are next. On the left is
the number remaining; on the
right is the maximum. “5/12'
means the unit has 5 hits
remaining out of a possible 12.
Each member of the unit has the
same number of HP, but only one
at a time takes damage in combat.
When that member is defeated,
the number of members in Ihe
unit decreases by one, and the
next member will receive the
combat damage.

Hext is AC, or Armor Class. This
indicates the quality of the armor
the unit is wearing. The lower the
number, the better. AC 10 is
pitiful, AC I is excellent.

The status ofthe unit's weapons is
last. Each character class/race is
armed with a different kind of
weapon. It might read: “Sword."
This means the members of the unit
are using standard-issue swords.

You might see “Damaged Sword."
This means their weapons have
worn down and are in need of
repair. Build a metalwork shop to
fix the damage. If you build a
swordmaker's shop, +1 weapons
will begin to appear throughout
your city. A weapons forge creates
+2 weaponry.

Hext is a description of the living
conditions in the neighborhood.
Here you can find out how well
things are going and what problems
you need to address. In general,
the people are concerned with
having enough food, housing, and
income to live.

If more than one unit is on screen,
a NEXT or PREVIOUS button will appear
to the right. Click on one of these
to see another unit. Using these
buttons, you may cycle through ail
the units (and, during combat, the
monsters) in the postcard view.

Ready-Home-Unassigned
At the bottom of the portrait
screen are three buttons: READY,
HOME, and UNASSIGNED These refer
to the combat status of the unit.

Ready

Ready means the unit is prepared
for combat. Readied units will be
the first attracted by magnets.

Home

Home sets the unit on 'sentry duty'
on a block. The unit will not budge
from that block for any reason
as long as it is 'homed' here. As
they explore the wilderness, units
will move into new territory. When
they arrive at unoccupied blocks,
one unit will home itself auto¬
matically on each block. Homed
units cannot be attracted away
by magnets.

Llnassigned

Unassigned units are "not ready'
and "not home." These are surplus
units, free to be called away with
magnets. They are next in line for
duty behind readied units.

For example, you have four
readied, five homed, and three
unassigned fighter units. You
wish to attack a block, so you
increase the magnet there. The
message reads, 'Attracting 5 of
a possible 7 Fighter units." The
four readied units and one of the
unassigned units go to the block.
The total available number of
fighter units is seven, not twelve,
because only readied and un¬
assigned units can be attracted.
Homed units stay home.

I VIEWING THE LEADER

One of the buttons on the portrait
screen is LEADER. Click here for
information about the party
member leader of this unit. You
can also click on the leader's
name on the main screen.

Along the top of the screen is the
name, alignment, and character
class of the leader. Also the charact¬
er attributes: Strength, Intelligence,
Wisdom, Dexterity, Constitution,
and Charisma. These attributes are
translated directly to the leader's
units - the attributes of every unit
under the leader will be the same as
the attributes of the leader.

The body of the screen contains
population, housing, food, food
storage, gold, income, fund, and
popularity information:

PopuIation-Food'Housing

Leaders are responsible for
feeding and housing their people,
and food and housing are the
biggest concerns of the people.
Their complaints or compliments
on the portrait screen usually refer
to these basic needs.

To see if a leader is providing
enough food, compare population
to food production. If population
is greater than food production,
people are going hungry. Stored
food can alleviate this problem for
a while. Surplus food is placed

into storage to be used when
needed. People will not starve
until all stored food is exhausted.

"Food stored" is the amount of
food in storage. One unil of stored
food will feed one population unit
for one turn. 'Food storage" is the
maximum amount of food the
leader can store.

Granaries not only store food,
but also distribute the surplus
to starving leaders.

To check on housing, compare
population to housing. If popula¬
tion exceeds housing, some
people will have no plate to live.
If your people run short ol hous
ing, city growth stops.

In general, to maintain steady city
growth, leaders must provide
more food and housing than the
people need. This will encourage
them to have children and to
recruit more people.

To slay in touch with the needs of
yourpeople, compare population
to food and to housing often for
each leader. Ifyou are aware of
how each party memberis doing,
you will be able to maintain
constant growth and happiness
for all ofthe people in the city.

Gold & Income

Some buildings produce income.
After 10% of this income is put
into the common Fund, the
remainder is credited to the
leader. GOLD is the amount of
money accumulated so far.
INCOME is the number of gold
pieces produced each turn.

Some buildings cost money to
maintain. This cost is subtracted
from the income each turn. If a
leader's expenses exceed the
revenues, income will be a
negative number. A negative
income will drain a leader's gold
until it reaches 0. then buildings
which require money to maintain
will start to degrade.

Fund Access

Refers to the amount of money
a leader may draw out of the
common fund at any one time.
For each marketplace the leader
owns. 10% of the fund is avail¬
able. COMMON FUND is the total
amount of money in the fund.

Popularity

Popularity is determined by the
morale of the people in the
stronghold. A popular Baron is
one who feeds and houses the
population well, and one who
makes sure there is enough
money to go around.

Hear the center of the leader
screen is a popularity chart.

Remember: the chart refers to
the Baron's popularity, not the
popularity of the leader you
are viewing.

As a city grows, the Baron will be
promoted if the popularity is high
enough for the given city size
shown, for example:

_POPULARITY CITY BLOCK

Current 26
To Promote 55% 50

This means that to get promoted,
the Baron must attain 55%
popularity (currently it is 48%) and
the city must reach a size ol 50
blocks (right now. it's 26).

Increasing city size and popularity
go hand in hand. The more food
and housing the people have,
the easier it will be for them to
expand, and the more popular
the Baron will be.

Census
Click on the CENSUS button to see
a breakdown of this leader's popu¬
lation by experience level. For
each level, characters are listed
by the number of units and the
total number of people in those
units. Press the corresponding
buttons to see the placement of
the units on the overhead map.
Click on the overhead map to
move to a new location.

Property
Click on the PROPERTY button to
get a count of all the buildings a
leader's people have constructed.
The buildings are listed by type and
by number of upgrades, numbers
in parenthesis are buildings under
construction. To see where each
of a certain building is located,
click on the appropriate button
on the right. The overhead map will
replace the building list, and the
locations of the building you
selected will be highlighted in red.
Click on the overhead map to
move to a new location.

Baron

One of the party members is the
'leader of leaders." When the
game begins, this is the Baron or
Baroness. As time passes, he or
she is the one who is promoted.
Clicking on the BARON button when
viewing a leader, or clicking on one
of the Baron's people brings up a
slightly different leader screen.

The population, food, housing,
gold, and popularity information
works the same way it does for a
lesser leader. All the numbers
refer to the Baron's people, not to
the entire city population.

Remember that the CENSUS and
PROPERTY buttons refer to the
Baron's people and buildings, not
to the entire population and city.

Total Census

Lists the experience levels of all
the people of the city combined.
You may click a button to the right
to see the location of all the units
of every type.

All Property

Displays a list of all the buildings
of the city, here, too, you may
click on a button to the right
to see the locations of all the
buildings of this type.

(Next Leader
Click on the NEXT LEADER button to
view the information of another
leader, notice that the yellow
rectangle on the overhead map in
the upper-right corner moves from
castle to castle as you go from
leader to leader.

9 COMBAT

When dots on the overhead view
flash red and white, combat is taking
place. Combat occurs between your
units and their enemies when they
both occupy the same block of the
map. Monsters do not fight each
other. You may watch the combat
take place in the postcard view, or
ignore it and find out the results
later as they are printed in the text
area ofthe screen.

To attack an enemy, go to it in the
postcard view, then turn up the
magnets. The readied units will be
the first to attack, followed by the
unassigned. To attack with a single,
specific unit, ready the unit, then
increase a magnet. The last unit
readied is the first to be attracted.

Combat continues in a block until
one side is defeated. Units cannot
be attracted away from combat
with magnets.

Combat Thermometer

Wear the bottom right corner ofthe
large window is a narrow vertical
bar. This is the "combat thermo¬
meter.' It indicates how well the
combat is going. White is for your
forces; red is the enemy’s color. If
the white portion of the thermo¬
meter grows during the battle, your
side is winning. If red starts to
dominate, the enemy is defeating
your forces. When not in combat,
this thermometer is replaced by an
hourglass indicating how far along
you are in the current season.

GIANT SCORPION

Low intelligence.
The gianl scorpion looks like a regular scorpion
but it is the size ol a lull-grown man. It is capable
ol indicting a deadly poison, and only very
fortunate characters escape instant death when
poisoned by a giant scorpion

GIANT TOAD

Low intelligence.
Giant toads are capable of pulling trainings,
elves and dwarves into their mouths with
their tongues.

GOBLIN

High intelligence.
Goblins are small, ugly humanoids

GRIFFON

Low intelligence.
The griffon is a monster with the body and
hindquarters ot a lion, and the head, wings,
and front claws of an eagle. It is a dangerous
flying monster.

HOBGOBLIN

High intelligence.
Hobgoblins are larger, tougher relatives of
goblins. They attack with long spears.

HARPY

Medium Intelligence.
Harpies have the lower body of an eagle and the
upper body of a wild woman Their enchanted
songs can charm a character during combat
Charmed characters turn against their fellows
fighting on the side of the monsters until the spell
wears off or they are damaged.

KOBOLD

High intelligence.

Kobolds are small, dog-like humanoids

LESSER PHOENIX

Medium intelligence.

The lesser phoenix is a magical creature that
appears as a large, red eagle surrounded by
flames. It can only be hit with +2 weapons.
They are immune to charm, hold, and all
lire-based spells

« MANSCORPION

Medium intelligence.

As the name states, this creature is a combination
of man and (giant) scorpion II uses a longbow for
ranged combat Like the giant scorpion, the
manscorpion is capable ol inflicting a deadly
poison Only very fortunate characters escape
instant death when poisoned

MEDUSA

High intelligence.

Medusae look like human females but have
green snakes instead of hair The gaze of a
medusa can turn characters into stone. A stoned
character separates from the rest of its unit and is
Irozen in place forever

MINDARK

Very high intelligence.
Your nemesis, an evil mage named Mindark, is
obsessed with your destruction Mindark only
appears in Hostile or Agressive worlds.

MINOTAUR

Medium intelligence.

A minotaur is a large, humanoid creature with the
head ot a bull. It is extremely tough, and does
extra damage with every hit

OBSIDIAN STATUE

Medium intelligence.

This creature Is an enchanted animated statue
made ol obsidian It is immune to non-magical

weapons and sleep, charm and holdspells,

ORC

Medium intelligence.

Ores are humanoids that look like a combination
ol animal and man

PURPLE WORM

Low intelligence.

Purple worms are huge, slimy worms that live
beneath the ground. They only surface to attack
Combat with purple worms is extremely
dangerous because you never know where
they will attack from next

RED DRAGON

High intelligence.

The red dragon is a very dangerous, intelligent,
huge-winged lizard. Red dragons have (lame
breath Only very high-level units should attempt
attacking a red dragon lair.

SKELETON

l ow intelligence.

Skeletons are animated undead humans. They

are immune to sleep charm and holdspells

STONE GIANT

High intelligence.

Stone giants are huge humanoids with rock-like
skin They throw boulders as missile weapons,
and use stalactites as clubs.

TROLL

Medium intelligence.

Trolls are tall, carnivorous humanoids They
have the power of regeneration, meaning they
can heal themselves even as combat progresses

VAMPIRE

High intelligence.

Vampires are powerful undead creatures immune to

non-magical weapons, and sleep, charmand hold
spells They have the power ol regeneration, so
they too can heal themselves in small amounts as
combat progresses. Their attack can drain two
levels from their victim, and they can also cast
charm spells.

WIGHT

Medium intelligence.

Wights are undead spirits immune to non-magical

weapons and sleep, charm, and holdspells Their
attack can drain one level from their victim

WOOD GOLEM

Low intelligence.

Wood golems are wooden constructs animated
by magic. They are immune to all missiles.

magic missiles, non-magical weapons, and sleep charm, and holdspells They are especially vulnerable to lireballs.

This leader's stronghold was destroyed.
To avoid a similar fate, read the hints below.

9 GAME PLAYING HINTS 9

Placement is everything. Take the time to find a strategic location for your stronghold. Keep an eye on the terrain. Mountains and hills are good for mining and towers, but are bad for farming. Green is best for farming, and placing farms adjacent to water doubles their output. When the game begins, do not worry about enemies massing before you place your main castle. Enemies do not start their own construction and expansion until after you place the castle. After that point, quickly find good locations for your keeps. Remember, enemies are expanding now.

Create a balanced party. The most powerful strongholds have fighters for combat, mages for attacking hard-to-hit monsters, clerics for healing, and thieves for spying. They might also include some of each of the various races - elves who reap extra benefits from trees and attack as archers and spell casters; dwarves who are better at locating minerals and attack as fighters; and halflings who farm better and see farther than humans.

Make good use of pyramids. When building something, set build to maximum. They will finish much sooner. When the block is filled, or when construction has finished, reset the pyramids to recruit or train, or a combination of both. Remember: a pyramid set on 0% building results in no construction in that area. The same applies to training and recruiting.

Pay attention to trees. Units in new blocks will not claim or chop down trees automatically. You must decide what to do with them. Claiming a few trees generates immediate income and food al no

expense. Chopping trees down will clear new land for development. Either way, don't just leave them there. Unclaimed trees take up space your people could use more profitably.

Mine every rock you can. Mines are a good way to generate income, and you can start one.it no cost. Keep an eye on them; mines eventually run dry. When this happens, replace them with other buildings.

till in swamps. They do not benefit your stronghold in any way. and they take up valuable land and lake some time to remove. Till swamps in as soon as possible, and use the land for buildings.

Keep an eye on expanding units. As your stronghold grows, units will push out into unexplored territory. They will immediately start housing construction. When this happens, check their leaders. Maybe they have enough housing already. If that is true, get them started on farms or other buildings they might need.

Watch out for stagnating party members. Eor units to recruit new members, they must have surplus housing and food. Populations will not grow if there is nothing to feed new people or nowhere for addi¬ tional people to live. Units will build housing themselves, but you must tell them to start farms.

Build markets. Marketplaces not only increase the production of your larms, but also allow your leaders access to the common fund. The more markets you build the better your economy will run. You may build a maximum of ten markets.

Plan for winter, farm production of food and gold drops to 25% of normal during the winter months. People will starve if they run out of lood, so be sure that their houses, keeps, and granaries can store enough to get them through the winter. The granaries should fill during autumn, when the harvest comes in, and farm production goes up to 125% of normal.

Upgrade buildings. Upgraded buildings bring great benefits. Larger houses and keeps hold more people, store more food. Upgraded farms produce more food per unit area; bigger granaries will help the people get through winter.

Build beneficial buildings. The various training halls help your units become more powerful. Weapons forges repair damaged swords and create magic weapons. Inns house many people and bring income to the stronghold. Walls keep enemies out; bridges let units c ross water to attack. Refer to the building card for descriptions of all the beneficial buildings.

Flan for wide buildings. Some buildings require two squares. If you intend to construct a wide building (such as an inn or a social hall), be sure to leave enough space for the building.

Build towers. Thieves see fifteen blocks out into the wilderness, but towers have a viewing range of at least twenty. Build towers on hills or mountains to increase this range. When your people can see an enemy stronghold, it appears as a small red square on the map.

Unattended buildings will degrade. To keep buildings in top condi¬ tion at least one unit must be on the screen with the buildings at all times. Buildings also degrade if combat occurs on the screen. If a building is in less than perfect condition when you click on it, 'repair" will replace "upgrade" in the menu to the right. Repair a building to restore its condition to 8.

Leaders own buildings, units do not. A leader reaps the benefits from a building, and also must pay the maintenance cost. But the leader does not have to have one of his own units on the screen to keep a building in top condition; any units can do that - as long as the owner-leader has the money. So a building may degrade, even though units are on the screen if the owner of the building runs out of money.

Attack with armies. Battles are won by overwhelming your enemies. Superior numbers can overcome more powerful monsters. When you go on the offensive, attract a big party of units to a block, and when they have all arrived and have defeated all nearby enemies, move on. Try to avoid sending an army on a long, non-stop trip. If the destination is far away, units may adventure away from the pack, thereby thinning your fighting force.

Defend bridges. If you build a bridge to cross water, be sure to station a unit there for maintenance, and a few more for defense of the structure.

Watch your income. It is easy to get caught up in building and expanding then suddenly find out you are out of money, and your buildings are deteriorating. Build enough farms to generate a steady income. Have elves claim and upgrade trees. They are as good as farms, but cost nothing to build. Keep an eye on mines; they run dry over time, and the income they generate dries up as well. Build inns when you can. Don't build large, expensive-to-maintain buildings too quickly. It is possible to have a negative income; the maintenance cost of buildings might exceed the leader's income. If this happens, destroy or change ownership of some of the expensive buildings, change ownership of income-producing buildings (such as mines) to the leader who needs the money, or claim trees and mine rocks. Trees and rocks are free, and generate money quickly.

iCREDITSI

Hiiu iruiiioi ii Developed by Stormfront Studios, Inc.

Stormlront Studios. Inc.

Uwm* Design

Programming
Character Animation

Graphics

Opening Sequence
Project Director
Art Director

Technical Director

Original Music & Sound effects
Resource Archivist

Additional Game Design

Mark Itiicliignani. David Bunnett,
Don Daglow, Chris Green,
Cathryn Mataga
Cathryn Malaga
Crispy Green
Kenn Berry. Delphine Louie,
David Bunnett, Kim Moriki,
Marina Goldberg, Al Koughton.
Chris Green, Arturo Sinclair,
John Keester. William M. Sullivan.
David Clemons

Arturo Sinclair, David Clemons

Don Daglow
David Bunnett

Mark Buchignani
Steven Scherer
Sean Carson

Mark Manycn. Hudson Piehl

Strategic Simulations, Inc.

Rule Book Writers Stormfront Studios: Mark
Buchignani. SSI: Rhonda Van

Rule Book Editors Eileen Matsumi. Andre Vrignaud.
Al Brown

Producer Bret Berry
Associate Producer Rhonda Van

Testers Brian Lowe. Matt Vella,
Tommy Petrovic, Tom MacDevitt,
Jeff Shotwell

Test Support Kym Goyer
Graphic Design and DTP Louis Saekow Design:
David Boudreau. Leedara Sears

Printing Afira Printers and Lithographers