



STRATEGIC SIMULATIONS, INC.®

511631

Dungeons & Dragons™
COMPUTER GAME

STRONGHOLD



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Advancing in the ranks

■ 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!

■ 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 message will ask if you're sure you want to get rid of that game. Starting a new game deletes the auto-saved one forever. 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 the 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 determine how hostile an environment that world will be. In **STRONGHOLD**, difficulty is governed by the intelligence 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

Players may make the Great Achievements board. The board maintains the top five players, by name, title (Baron, Lord, King, 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**.

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 compass 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 increases where irrigation is easy and plentiful. Water is also a natural line of defense. Enemies may not be able to cross lakes, rivers, and streams. You may build bridges to cross water.

Plains or valleys (green) are best for farming. Crops grow strong and produce best in the rich soil there. However, these areas are the worst locations for mines; they run dry quickly.

Mountains (brown) are best for mines; they last longest if placed 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.

THE OVERHEAD VIEW

As your stronghold grows, white dots accumulate on the overhead map. Each of these dots represents 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 locations and monster strongholds. At first, the only ones on the 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.

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 is just 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. Now 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 & Classes

To choose a class for your character, press one of the labeled buttons on the right. Not 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 demihumans with great combat abilities. Dwarves are better at finding minerals than any other character race or class, but dwarves are the worst at cultivating trees. High-level dwarves take only half-damage from magical attacks. 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 demihumans. 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 specialize in sneaking, spying, and reconnaissance. They make excellent scouts, as they can see 15 blocks around themselves on the overhead map. Their primary attribute is Dexterity.

Halflings

Halflings are short demihumans with many abilities similar to human thieves. Halflings are 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 NEUTRAL baron must fulfill both the LAWFUL and CHAOTIC victory conditions.

At all costs, defend your main castle. If it is destroyed 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 placement 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 further spaced 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 for these keeps quickly, create the other members of your party, and get them started building. The monster hordes are growing! Try to create a balanced party. Each of the character classes has advantages and disadvantages, 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 sometimes 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.

Note: 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: "Fighter House: provides more housing. It will cost Anthony the Fighter 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 discussed later in "The Common Fund" on page 10.

If you click on the PLACE button, Anthony's people will start constructing a Fighter House. It will be built at the location you clicked on, and cost Anthony 10 GP. 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 of four squares of land — the far left, the middle left, middle right, and far right. Each is a potential spot for a building. Some may be covered with water, and therefore be unavailable for building. Some steep slopes can only have farms 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 clicked 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

Not 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. If 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 minerals in rocks; the chance that they will find one is greater than that of the 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 construction. 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 Fighter." 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 construction, and the gold you spent on the building will be lost.

Click on DONE to continue construction.

The owner of a 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 or she receives the benefits from it, and pays any maintenance costs. The active party is the one who will take the next construction action; he or she will build the next building, even though other structures on the screen may be owned by someone else.

Automatic Expansion

As more units join your stronghold, they will move out into untamed land. Houses 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 Fighter to use up to 30% of the 200, or 60 GP. So, if the Fighter House 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. Next 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 generates or costs and if it 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. Note: 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 marketplaces, collapse almost immediately when left alone or fought over. The higher a structure's durability, the longer it lasts. Refer to the building card for 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 valuable. 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 building from one leader to another. Sometimes a building would better serve a party member other than the owner. For example, an impoverished 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.

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; the dark red area will get bigger.

Recruit

The yellow portion of the pyramid represents the amount of recruiting 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 pyramid is for training. A high percentage 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 combat: 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 construction is complete. A setting of 100% building will do no recruiting or training.

If a pyramid is set to a combination which includes 0% building, construction of buildings will NEVER be completed.

Once construction is underway, only the units on the screen will help to complete it. So, if a building is being built for Anthony the Fighter, Seline the Mage will work on it if some of her mages are on the screen. To complete a building 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. Now enclose the units whose pyramids you want to set. 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. Go 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.

After you 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 movement 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 passage 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 development. This "turns off" the passage of time; game events do not occur when the pause button is depressed. Buildings under construction will never be completed; 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.

VIEWING UNITS

The cursor becomes an eye when it is over people on the postcard view. Click on people to get information about their units, to hear them describe the living conditions 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 representation of the unit changes as the unit goes up in level. For 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 information 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 the unit decreases by one, and the next member will receive the combat damage.

Next 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 1 is excellent.

The status of the 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.

Next 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 all 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 automatically on each block. Homed units cannot be attracted away by magnets.

Unassigned

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 unassigned units can be attracted. Homed units stay home.

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 character 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:

Population-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 unit 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 population exceeds housing, some people will have no place to live. If your people run short of housing, 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 stay in touch with the needs of your people, compare population to food and to housing often for each leader. If you are aware of how each party member is doing, you will be able to maintain constant growth and happiness for all of the 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 available. 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.

Near 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	48%	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 of 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 population 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.

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 of the 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

Near the bottom right corner of the large window is a narrow vertical bar. This is the "combat thermometer." 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 thermometer 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.

Spellcasting

The mages, elves, and clerics control their own spellcasting. You may not tell them which spells to memorize or to cast. During combat, they will attempt to use the best spells they can, so higher level spellcasters will be more powerful. Elves are smart – they'll either cast spells or use their bows depending on which will be the most effective in the situation.

Spells

Below are lists of spells your mages and clerics learn at each experience level. Note that low-level spells, such as *magic missile*, grow more powerful as the unit goes up in level. Elves cast from the mage spell list, but learn the spells at a slower rate.

Mage Spells

Level 1:	<i>charm person, magic missile, sleep</i>
Level 2:	<i>web</i>
Level 3:	<i>fireball, hold person, lightning bolt</i>
Level 4:	<i>charm monsters</i>
Level 6:	<i>death spell, disintegrate, flesh to stone</i>
Level 8:	<i>mass charm</i>

Cleric Spells

Level 1:	<i>cure light wounds</i>
Level 2:	<i>hold person</i>
Level 3:	<i>cure disease</i>
Level 4:	<i>cure serious wounds</i>
Level 5:	<i>cure critical wounds, finger of death</i>
Level 6:	<i>cure all</i>

OPPONENTS

Opponents in STRONGHOLD are ranked by intelligence. The higher intelligence the opponent, the more aggressive it is. High intelligence opponents are the most likely to launch campaigns against your stronghold.

Humanoid opponents (kobolds, hobgoblins, evil mages, etc.) build strongholds of their own. When you attack their castles, you may also claim ownership of their buildings to reap the benefits without the building cost.

A list of all possible opponents you may encounter in STRONGHOLD follows.

♦ BLAST SPORE

Low intelligence.

A blast spore is an aggressive fungus that shoots spores at enemies, sometimes causing Blast Spore Disease. A diseased unit must find its way to a level six (or higher) cleric or any block with a temple to be cured. If the unit is not cured, it will die and new blast spores appear. Blast spores explode when killed, damaging all nearby creatures.

♦ BLUE DRAGON

High intelligence.

Blue dragons are very dangerous, intelligent, huge-winged lizards. Blue dragons have lightning breath. Only very high-level units should attempt attacking a blue dragon lair.

♦ CARRION CRAWLER

Low intelligence.

The carrion crawler is a 9' long worm capable of inflicting paralysis with its touch. The paralysis wears off after a few turns.

♦ COCKATRICE

Low intelligence.

The cockatrice is a monster with the tail of a snake and the head and wings of a rooster. Its touch turns characters into stone. A stoned character separates from the rest of its unit and is frozen in place forever.

♦ DIRE WOLF

Low intelligence.

Dire wolves are larger and more ferocious than normal wolves, and hunt in large packs.

♦ EVIL CLERIC, THIEF, FIGHTER, MAGE

High intelligence.

Evil clerics, thieves, fighters, and mages are hostile groups of humans out to claim land as their own.

♦ FIRE GIANT

High intelligence.

Fire giants are huge humanoids with red skin. They are immune to all forms of fire.

♦ GIANT ANT

Low intelligence.

Giant black ants are extremely protective of their territory.

♦ GIANT BAT

Low intelligence.

Giant bats are large, flying mammals. They generally only attack if attacked first.

♦ GIANT SCORPION

Low intelligence.

The giant scorpion looks like a regular scorpion but it is the size of a full-grown man. It is capable of inflicting 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 halflings, 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 of 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 fire-based spells.

♦ MANSCORPION

Medium intelligence.

As the name states, this creature is a combination of man and (giant) scorpion. It uses a longbow for ranged combat. Like the giant scorpion, the manscorpion is capable of 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 frozen 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 Aggressive worlds.

♦ MINOTAUR

Medium intelligence.

A minotaur is a large, humanoid creature with the head of 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 of obsidian. It is immune to non-magical weapons and *sleep*, *charm* and *hold* spells.

♦ ORC

Medium intelligence.

Orcs are humanoids that look like a combination of 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 flame breath. Only very high-level units should attempt attacking a red dragon lair.

♦ SKELETON

Low intelligence.

Skeletons are animated undead humans. They are immune to *sleep*, *charm* and *hold* spells.

♦ 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*, *charm* and *hold* spells. They have the power of 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 *hold* spells. 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 *hold* spells. They are especially vulnerable to *fireballs*.



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

■ GAME PLAYING HINTS ■

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 at 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 at no cost. Keep an eye on them; mines eventually run dry. When this happens, replace them with other buildings.

Fill in swamps. They do not benefit your stronghold in any way, and they take up valuable land and take some time to remove. Fill 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. For 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 additional 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 farms, 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 food, 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 cross water to attack. Refer to the building card for descriptions of all the beneficial buildings.

Plan 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 condition 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.

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