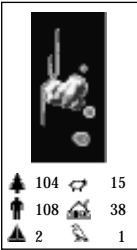


POWERMONSTER

MANUAL

MONGERING JUSTICE



The captain sat brooding in his chair, braziers flaring beside him. A frigid, howling wind buffeted his tent, causing its poles to creak. The restless air surged under the tent flaps and made the flames in the braziers dance, as men might be dancing at the end of a rope ere sunrise.

Every fortnight eve the captain passed judgment on any soldiers who had broken his laws; this was such a night. Two guards dragged in the first prisoner, who averted his eyes and stood shivering and sullen. An officer read the charge against him from a long scroll. "My liege," he intoned, "this miserable wretch is charged with committing the heinous offence of copying software in an unauthorized manner."

The captain fixed a wintry glare upon the felon. "This is indeed a reprehensible offence," the captain growled. "Perhaps you could elaborate so I might best levy justice."

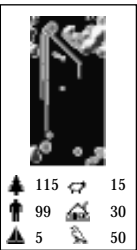
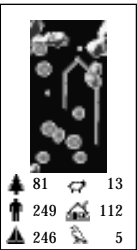
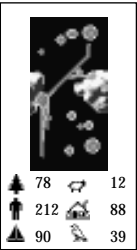
The officer continued. "As is known by all upright men, illegal copies of software, even if made for one's friends, cause software producers to raise their prices, since they are no longer able to sell enough software to cover their costs. Before thou knowest it, everyone is paying more for software, and some smaller companies cease to be.

"PowerMonger was produced through the efforts of many honest yeomen whose costs can be recovered only through retail sales. Duplicating this or any other game without authorization raises the cost of software for all legitimate users.

"Copying PowerMonger for any reason other than making backup copies is a violation of international copyright laws. Electronic Arts, as a member of the Federation Against Software Theft (FAST), supports the industry's effort to fight illegal copying of personal computer software."

The captain's face was livid as he said, "I have heard enough! Hanging is too kind for this dog. I sentence him to...tickling!" The condemned shrieked for mercy, but he would find none after such a crime. Later, his giggling went on till dawn. Few slept well that night.

If you wish to sleep well, pass any information you have to FAST
Tel: (0628) 660 377.



BULLFROG

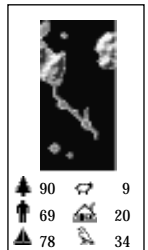
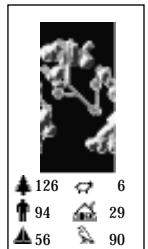
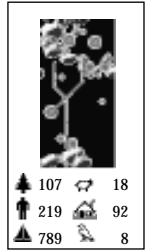
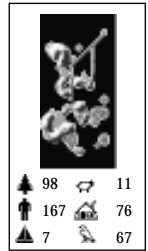
The philosophy behind our games is that we only design what we want to play. If we don't enjoy them then how can we expect anyone else to? We wanted to play a game like PowerMonger and it didn't exist. So we had to make it in order to play it.

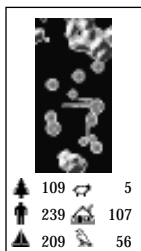
The idea for PowerMonger came while Populous was being developed. We wanted to design a game that was more than a game itself - a game that changed and played differently every time you played it. We wanted to create a game wherein you felt you are inside a world, and you are playing as part of that world.

One of the problems in producing a game which is a simulation of a real world is that you need to approximate everything. For example, in PowerMonger, as in the real world, you go out and make food. But, although you can see the farmers go out into the field ploughing you can't see them blowing their nose. In making a real world simulation everything has to be approximated and your imagination fills in the gaps.

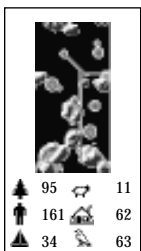
To make the game more real we wanted to give everyone their own personality; all the people have their own names, characters, and professions. We want players to build up relationships with the characters, so if there is someone you particularly like in the game you can follow his life.

PowerMonger is essentially a war game, but is unlike traditional board or computer war games, i.e. you take four moves and then it is the next person's turn. We wanted to create something that existed in real time and where you could do anything. Real time action is an important feature in all our games. We think if the game ever stops the magic is broken and any relationship built up between you and the game destroyed. In PowerMonger, the game stops for nothing.



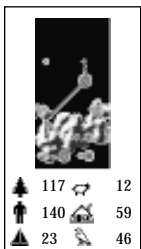
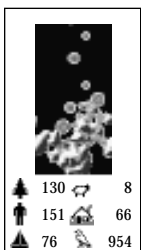


Another problem in designing such a deep game is keeping the operation as simple as possible. In PowerMonger, it is not complicated to initiate an action, but the result of that action may be complicated. For example, if you click on the Attack icon and then attack a sheep being herded by a shepherd, that won't necessarily be the only result. The shepherd, wanting to protect his sheep, may attack you. The game may react to your simple instructions in a complex way.



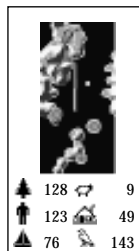
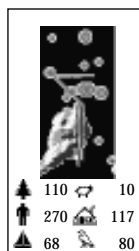
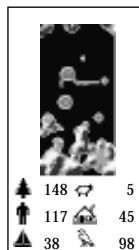
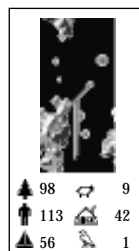
Another feature that is very important to us in all our games is a multi-player function. We feel that playing a computer game with someone else will give you maximum enjoyment.

Bullfrog have an idea of the ideal game they want to write. Populous was the first step to writing this game, and PowerMonger is further along. But our ideal game is yet to be written.



Contents

Getting Started	6
The Situation	7
The Path To Conquest	8
Copy Protection	9
The World	10
The Overview Map	11
Overview Map Controls	11
Contour, Objects, Settlements, and Food	12
Captains	12
Settlements	12
Close Up Map	13
Close-Up Map Controls	13
Changing the View	13
The Rotation Arrows	14
The Zoom Buttons	14
The Conquest Balance	14
Seasons and Weather	14
Sound	15
Symbols	16
Option, Posture, Command, & Query	16
The Option Symbol	16
Game Speed	16
Game Box Options	17
File Box Options	17
Posture Symbols	18
Command Symbols	19
Military Symbols	21
Movement Symbols	22
Food Symbols	23
Invent Symbols	24
Miscellaneous Symbols	25
Query Symbol	26
The Captains	28
Strength	28
More About Posture	29
Inventions	29
Equip Invention	31
Two Player Game	32
Symbol Summary	38

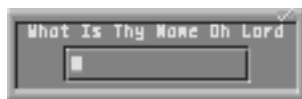


GETTING STARTED

Loading The Game

Follow the instructions in your Command Summary Card to load PowerMonger. After you have loaded the game, the introductory sequence will appear. You can either watch the sequence or click the left mouse button to go to the Name Screen.

Name Screen



After the opening sequence, a screen will appear asking "What Is Thy Name, O Lord?" Type in the name you want to use in the game, either your own or one you make up, and then press Return to begin the game. If you don't want to use a name, press Return when this screen appears.

Option Screen



Next, the Option Screen will appear. This lists the options you have at the beginning of the game.

Click on the option of your choice:

Start New Conquest: Start the conquest from the beginning. This will be the *Standard* game with a pre-set 195 territories to conquer.

Continue Conquest: Choose the next territory to conquer.

Play Random Land: Enter a random computer-generated territory. Using this

option lets you go from territory to territory without the linear development found in the *Standard* game.

Load Data Disk: Load a new Data Disk. This option can be eventually used with data disks that will complement and add to the original PowerMonger world. These data disks will be released at a future date. This option will *not* work with the original PowerMonger disk or copies of it.

THE SITUATION


Your rule was fair and just. Your fate may not be...







Your kingdom of Miremer was destroyed by a devastating seismic upheaval. Collapsing mountains and fiery, poisonous ash spared few of your subjects and none of your lands. You have plied ambivalent seas for countless weeks seeking a new home for your remaining handful of followers (and a new realm for yourself). Finally, the fickle waves grew weary of toying with you and cast your frail craft onto the unfamiliar shores of a foreign land. This land is rich and fertile, as you have dreamed it would be; but like all bountiful places, it is populated. Petty warlords and captains reign over the larger settlements and send their armies sweeping across the countryside. You could debase yourself into vassalage to these backward *nobles* and submit your followers to their misrule. But you were a king not so long ago, and you have borne enough indignity. It is they who will pay homage to you. You will gain a crown once again...or die in the attempt.


As you venture across this new domain, you will have to win the fealty of those you encounter by words of diplomacy or dint of arms. The native tribes are laggards in the art of war, but are far from helpless. You are also not the only strangers here. Other invading tribes under ruddy or azure banners mourn lost kingdoms, or yearn after new ones. Like the natives, they must be persuaded to join your cause or be put to the sword. There is no other path to kingship.







As you campaign, you will reap the fields' fair bounty and probe the deep places of the world for hidden wealth. The powers of life and death, enrichment and impoverishment, plenty and starvation, can be yours in absolute measure. But you must manage your power, like any other resource, wisely. Constant warfare will deprive you of present followers and future recruits, and continual pillaging will fill your stores for the moment but will leave the land empty of anything to fill them in the future. You must learn to balance force with restraint, and the requirements of the day with the needs of days to come. Only then shall you be the ultimate


POWERMONGER.










	127		9
	115		44
	56		75









	77		14
	161		63
	65		90



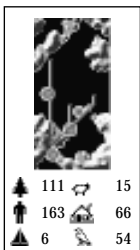
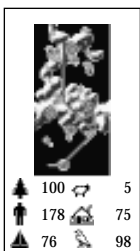
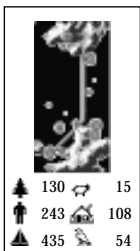
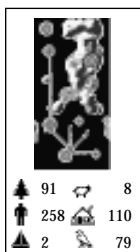
	138		4
	138		58
	76		23



	117		16
	168		69
	345		65

THE PATH TO CONQUEST

There are 195 territories to conquer in the world of PowerMonger in the Conquest mode. After the game loads, the Map Selection Chart will appear displaying the various territories you can conquer. At the beginning of the game, the *only* territory you can conquer is the island in the top left corner; if you cannot immediately find this island, move the On-Screen Pointer around in that corner of the Chart, and the red Selection Rectangle will appear when the pointer is over it. Click on this territory with the left mouse button to invade it, and then enter the correct copy protection number when prompted to begin playing the game.



To survive and prosper in a territory you will need to conquer settlements, get food and men, and invent both weapons and trading items. But keep in mind there are enemy armies prowling about who are after the same resources and doing the same things you are. These armies are as strong as yours, and some of their commanders are at least as aggressive and clever as you. When you have brought 2/3 the population of this territory under your control, you have effectively conquered it; the Conquest Balance directly beneath the Overview Map will tell you when you have reached this point. When you think you have conquered a territory, click on the Option Symbol, then on the Game box and then on the Retire box (explained under Option Symbol in the Symbol section of this manual). The computer will then tell you if you have won or lost. If you have lost, a screen will appear saying you have been defeated. Click with the left mouse button to go back to the Option Screen.


After you have conquered the first territory, you can move on to any adjacent territory. To enter a territory, place the On-Screen Pointer over its map; when the red Selection Rectangle appears around the territory, click with the left mouse button. (Note that you can only move into territories which are highlighted in red when the On-Screen Pointer is over them.) In the case of this first territory, you can move to territories to the right and below; in more centrally placed territories away from the corners, there will of course be more directions in which you can move and more territories to choose from. To help you keep track of where you've been, a dagger will appear in the map of each territory after you

conquer and leave it, and a yellow Selection Rectangle will appear around them when the On-Screen Pointer is over them.


When you move to a new territory, you will effectively be starting all over again. The Captains you recruited will stay behind to administer your conquest. You may not have as many men or as much food as you had before; building up vast armies and enormous hoards of food may help you in the territory you were in, but not in the one you're going to. You can't take your spoils with you.

To scroll the Map Selection Chart downward, place the On-Screen Pointer on the white border at the edge of the screen, and press and hold down the left mouse button. Then, with the button held down, move the mouse upwards and the Map Selection Chart will scroll up along with it. And if you hold down the mouse button and move the mouse downward, the map will scroll down as well.


As you get farther from the first map, the going will get tougher and tougher; the armies you face will get more aggressive and better equipped, and resources will become increasingly difficult to find and secure, let alone manage. (You can move back to easier territories you haven't conquered yet if the going gets too tough.) The most formidable territory of all, and the one you must finally conquer to rule the world, is in the lower right corner of the Map Selection Chart.




149	11
156	59
459	59



112	18
141	54
61	93



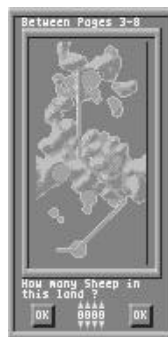
110	9
187	73
999	63



97	12
309	134
68	39







COPY PROTECTION







After you have chosen a territory to enter, a copy protection map will appear and your computer will ask you a question about it. The map appears in your manual between the pages specified on the screen, along with the numerical answer to the question. Answer the question by clicking on the triangles above and below the numbers on the screen; clicking on the triangles above the numbers will increase them, and clicking on the triangles below the numbers will decrease them. Then click on one of the OK boxes after you have entered the correct number. If you enter the wrong number, the computer will tell you so and you'll only be able to play a demo version of PowerMonger.















POWERMONSTER

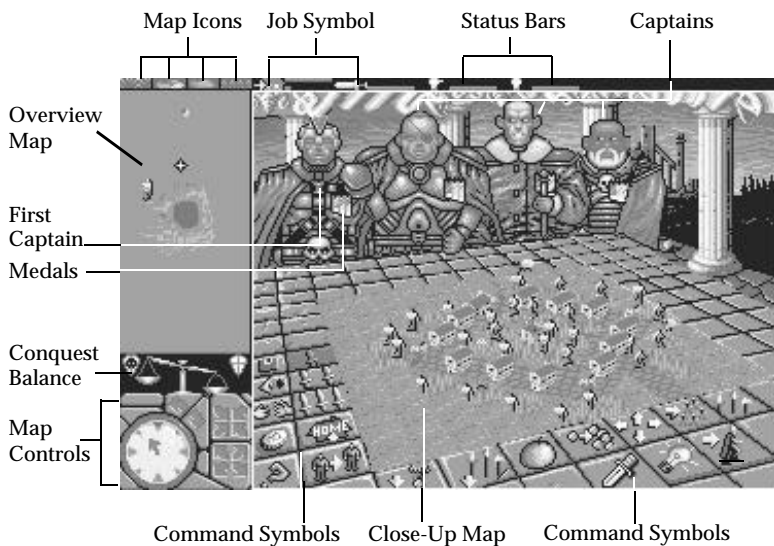
THE WORLD

	85		14
	110		45
	55		93

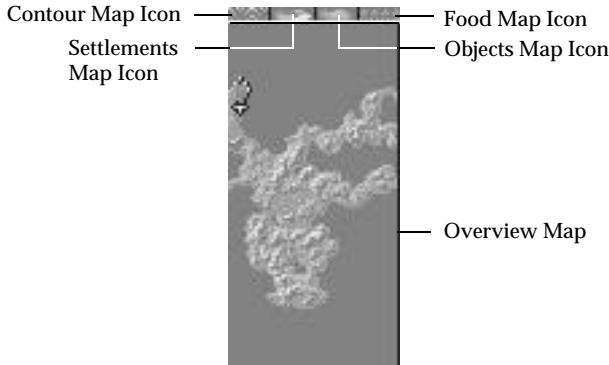
	109		5
	167		66
	723		87

	126		14
	185		86
	75		0

	143		14
	178		71
	6		72



THE OVERVIEW MAP

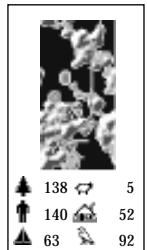
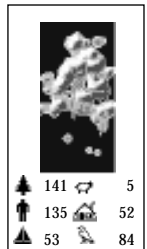
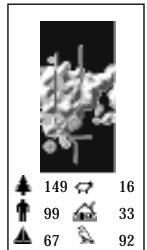
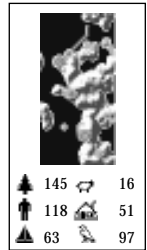


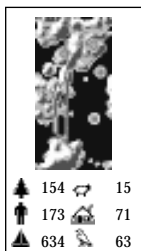
The Overview Map shows the territory you are currently attempting to conquer. On this map you can see roads, bodies of water, forests, settlements, and their occupants.

Overview Map Controls

The White Cross on the Overview Map indicates the centre of the area currently shown in the Close-Up Map. By changing the position of the cross on the Overview Map, you change the view in the Close-Up Map. You can move the White Cross in two ways:

- Click on the Compass: Use either mouse button to click on the Compass to indicate in which direction you want the White Cross to scroll. If you click with the left mouse button, the cross will move a short distance with each click; if you click and hold down the right mouse button, the cross will continue to scroll until you release the button. The Compass can move the White Cross in eight different directions: North, south, east, and west, as well as northeast, north-west, southeast, and southwest. Note that the compass itself always points north; this is important to remember if you have rotated the map.
- Click on the Overview Map: Click on the Overview Map with either mouse button to move the White Cross to whatever location you want to view.





Contour, Objects, Settlements, and Food

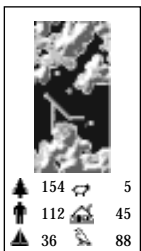
Directly above the Overview Map are four map icons. Clicking on each of these icons will show you different map information on the Overview Map:

Contour Mode Map

Hills, valleys, and plains. Dark green indicates the lowest-lying areas, while higher elevations are coloured lighter green, then yellow, then brown, and, at the highest elevations of all, white.

Objects Mode Map

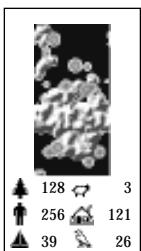
Trees, houses, workshops, men, and roads. Trees appear as red dots, roads appear as grey lines, houses appear as light brown dots, your men as white dots, and workshops appear as yellow dots in settlements.



Settlements Mode Map Settlements and roads shown in grey, and your men as white dots.

Food Mode Map

Same as the Settlements Mode Map, with settlements colour-coded according to how much food is in each. Black settlements indicate no food and white settlements indicate comestibles in massive abundance. Dots in varying shades of grey indicate food supplies somewhere in between the two extremes; the lighter the shade of grey, the more food is present. Click on the Food Map Icon again to update this map.

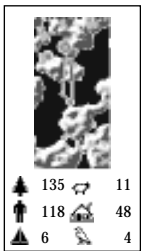


Captains

The currently selected Captain will be visible on the Overview Map as a man in a red cloak. But if he is spying, he will wear a shirt of the same colour as the army on which he is spying.

Settlements

Settlements are important sources of men, food, and inventions. When you conquer one, you may want to strip it of all of the above. But if you take all the men, there will be no one to gather food or create inventions; settlements repopulate (the stork brings them), but they do so slowly. And if you take all the food, the men will stop whatever they were doing and put all their efforts into agriculture.



CLOSE UP MAP



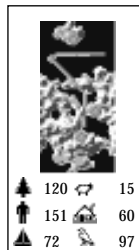
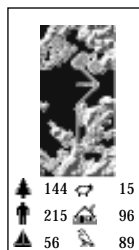
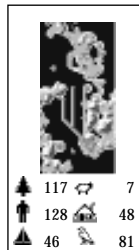
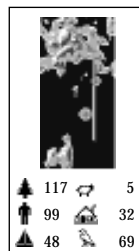
Close-Up Map Controls

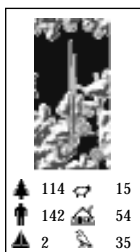
The Close-Up Map shows you details of the area where the White Cross is positioned on the Overview Map.

Changing the View

There are several ways to change the Close-Up Map to view a different area:

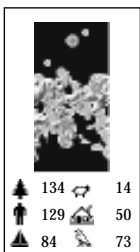
- **Click on the Overview Map:** Click on the area on the Overview map that you want to view on the Close-Up map with either mouse button. Or press and hold down either mouse button on the Overview Map, and move the On-Screen Pointer around the map. The White Cross, and thus the Close-Up Map view, will follow the pointer.
- **Click on the Compass:** Use either mouse button to click on the Compass to indicate in which direction you want the Close-Up Map to scroll. If you click with the left mouse button, the map will scroll a short distance with each click; if you click and hold down the right mouse button, the map will continue to scroll until you release the button. The Compass can scroll in eight different directions: The cardinal directions of north, south, east, and west, as well as northeast, northwest, southeast, and southwest. Note that the compass itself always points north; this is important to remember if you have rotated the map.
- **Click on any Captain:** Click on the large figure of any Captain with the *right* mouse button. (Careful not to click on his medals, nor click with the *left*.) The Close-Up Map will immediately jump to that Captain's current location.





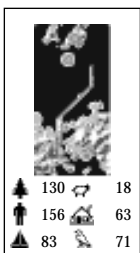
The Rotation Arrows

The Rotation Arrows rotate the Close-Up Map left or right so you can improve or just change your view. Clicking on a Rotation Arrow with the left mouse button rotates the map to the next cardinal direction (north, south, east, or west) in the direction of the arrow, for a total of 4 different view positions. Clicking on a Rotation Arrow with the right mouse button rotates the map by much smaller increments, for a total of 64 view positions. Also, if you click and hold down the right mouse button on a Rotation Arrow, the map will continue to rotate until you release the mouse button.



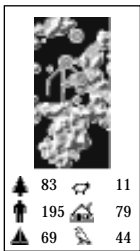
The Zoom Buttons

You can zoom the Close-Up Map view in or out by using the Zoom Buttons. Clicking on a Zoom Button with the left mouse button zooms in or out by one step. Clicking a Zoom Button with the right mouse button zooms in or out to the maximum near and far settings. Note that as you zoom in closer and closer on the Overview Map, mobile figures (people, animals, etc.) seem to move faster and faster. They aren't, really; this is an illusion created by the fact that smaller and smaller areas are being viewed as you Zoom in.



The Conquest Balance

A territory has been conquered when at least $\frac{2}{3}$ of its population is under your control. The Conquest Balance indicates when this has happened. When you start conquering a territory, the scales will be tipped toward the left. As you gain control of more and more people, your half of the balance on the right will fill with gold. When the balance is tipped in favour of the white-and-blue shield on the right, it means $\frac{2}{3}$ or more of the territory's population is under your control. Click on the Retire box in the Option Symbol (explained in the Symbol section of this manual) to move on to the next territory.



Seasons and Weather

Seasons pass in the world of PowerMonger as they do in any world. In spring, summer, and especially in the autumn, food will be plentiful; in

winter, it will be scarce, as no more will be produced in the settlements. You will notice two weather effects, rain and snow, as the seasons run their cycle. These forms of precipitation will, of course, slow an army as it moves across the land.


There is little even the First Captain can do to change the weather, but there is one way his followers and the followers of his subordinate captains can change weather patterns. When townspeople or armies are ordered to Invent (see Invent section), they will often use wood to fashion their handicrafts if there is a forest near. But they can go too far, which leads to deforestation, which in turn can disturb weather patterns. Forests will grow back, but until they do, rain and snowfall will both be above normal.

Sound


As you move about the world of PowerMonger, you will hear a lot of background noise: Sheep baaing, birds singing or taking flight, work sounds from neighbouring villages, men cheering, etc. These noises can provide important clues and can tell you what's going on nearby on the Close-Up Map. When you hear a sheep, it means one or more of them are close by, and they can be a plentiful source of food. Sounds of battle means combat is going on nearby. Birds taking flight means someone has disturbed them; that might mean there is an enemy in the forest. Hammering and sawing from a nearby settlement or wood means someone is inventing something; if this is going on in an enemy settlement, you might want to go in and put a stop to it, or at least start inventing something of your own to counter them. Birds singing means spring has returned, and wind blowing means winter is here. And when your men start cheering during a battle, it means they've won.

The First Captain and his subordinate Captains also express their level of enthusiasm concerning orders. If they like the order you give them, they will say an excited "Yeah!" If they don't like it, their "yeah" will be much more muted, or they might not say anything at all. This could be a clue that your order might not be such a good idea.


In the background, you will always hear the breathing of whichever Captain you have selected. If he is breathing evenly, everything is going well. If his breathing becomes laboured and ragged during a battle, it means that things aren't going well, and he may even be dying.




	142		17
	177		69
	59		71



	133		14
	98		38
	82		5

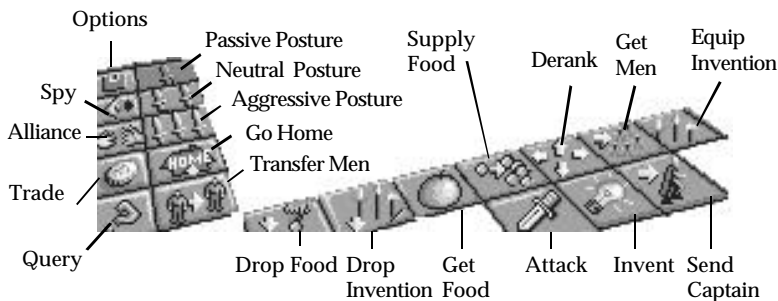
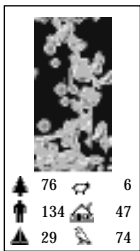
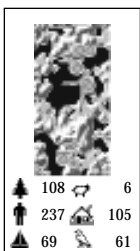
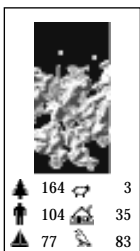
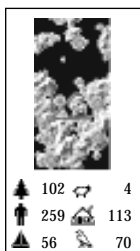


	107		6
	171		66
	22		61



	115		12
	88		32
	57		94

SYMBOLS



Option, Posture, Command, & Query

To activate a symbol, click on it with left mouse button.

THE OPTION SYMBOL

Use this multi-purpose symbol to set the game speed, initiate two player mode, save & load games to floppy disk, change maps, or retire from the game. (Two Player mode is described in a separate section near the end of this manual. Refer to your Command Summary Card for instructions on Saving and Loading games.)

Game Speed



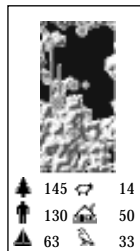
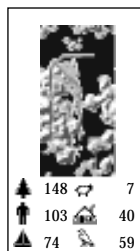
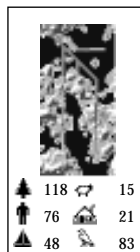
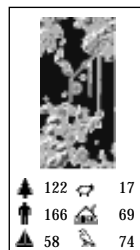
To set the game speed, click on the game speed track. The closer you click to the +, the faster the game speed will be; the closer you click to the -, the slower it will be. (If you have a faster than normal computer, you might want to slow the game down.)

Game Box Options

Click on the Game Box to access these options, then click on the appropriate box to activate its option:



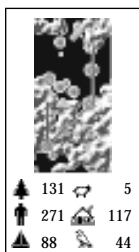
- | | |
|--------------|---|
| Retire | Retire from the territory you're in. If you are ahead (see the Conquest Balance under the Overview Map) you win; if you are behind, you lose. |
| Replay Map | Restart conquering the current map from the beginning. |
| Select Map | Leave the current territory and go back to the Map Selection Chart to choose another territory to conquer. |
| Multi Play | Begin two-player game. See separate section near the end of this manual. |
| Random Map | Call up a computer generated random map to conquer. |
| Pause | Pause the game; click on Pause again to unpause the game. Note: The Close-Up Map vanishes when the game is Paused. |
| Send Message | Send a message in two player mode. (See Two Player Game section.) |



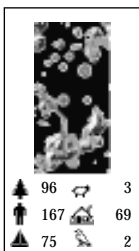
File Box Options

These options Save and Load PowerMonger games. See your Command Summary Card for instructions.




POSTURE SYMBOLS



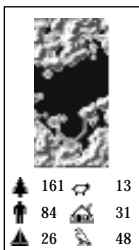
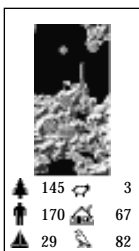
Posture determines the relative aggressiveness of a Captain, from the First Captain (you) down through all the Captains you recruit during your campaign of conquest. These icons only modify the innate aggression of any Captain; the First Captain is always the most aggressive, and the last Captain farthest to the right is always the least aggressive. A Captain's Posture effects not only his own behaviour, but the behaviour of his troops and of others nearby as well. The more aggressive a Captain is, the more food and men he will take from a village he has captured, and the more people his troops will kill in the course of battle. A Captain's aggressiveness will also affect what the people of a conquered village will invent (see Invent), and what sort of Trading deals can be made. Note that the First Captain set on Aggressive posture will take all the food and men and do his best to kill everyone when attacking a village.



To set a Captain's posture, click on the Captain (making sure the Selection Arrow is over his head), and then click on one of the three Posture Symbols:

-  Passive Posture
-  Normal Posture
-  Aggressive Posture

Note that one posture symbol will always be highlighted.

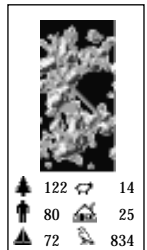
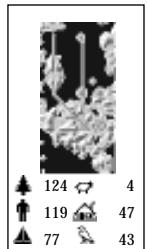
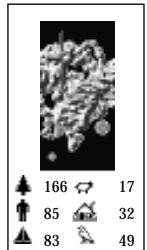
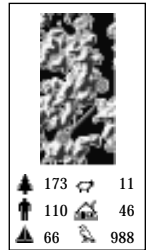


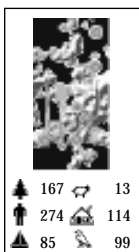
COMMAND SYMBOLS

The Command Symbols represent the different orders you can issue to yourself as First Captain, the other captains who have joined you, and indirectly the people who follow them.

To issue a command:

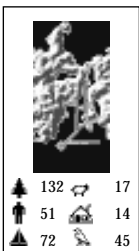
- 1 Click on the First Captain or a subordinate Captain with the left mouse button. (Click on the large figure of him standing at the table, not on the smaller images of him that appear on either the Overview or Close-Up Maps.) The bobbing arrow should appear over his head and his expression will change, meaning he is ready to give or receive a command. If the arrow doesn't appear, try clicking on the Captain again.
- 2 Click on the Command Symbol that corresponds to the order you want to give. (A Command Symbol will be highlighted green when it is active; if a symbol does not highlight, try to click on it again.) Any incomplete command can be cancelled by clicking on its symbol again, which will unhighlight it; make sure the highlighting goes out or the command will still be active. Most Command Symbols become unhighlighted as soon as the command it represents is given. Any command can be cancelled before it has been given by clicking on its Command Icon a second time. (Make sure the highlighting goes out or the command will still be active.)
- 3 Most Commands use a Direction Line when you issue them on the Overview Map. A Direction Line is a line that extends from the selected Captain to the On-Screen Pointer on the Overview Map. Use the On-Screen Pointer to point at the location you want to be the target of the command. To view an area before you decide to give a command, click with the *right* mouse button.
- 4 The location or object selected as the target of an order must be appropriate for that order. For example, an Attack command must have a settlement, a person, livestock, etc., as its target or it cannot be given. If the Direction Line is pointed at an inappropriate location or object, it will be black, you will hear a slow drumbeat, and no



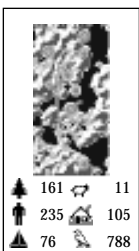


command can be issued. If it is pointed at an appropriate location, the Direction Line will be red, and the drumbeat will be more rapid. Click with the *left* mouse button to give the command.

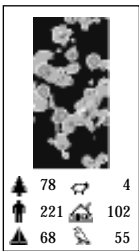
- Orders can also be issued on the Close-Up Map. You can choose targets more precisely this way; that is, you can choose a single person as the target for an Attack order on the Close-Up Map vs. choosing a whole settlement on the Overview Map. When an appropriate target is visible on the Close-Up Map, click on a Command Symbol and then on the target. The Direction Line will appear on the Overview Map when the On-Screen Pointer is over an appropriate target and the order will be issued.



- Bodies of water can prevent an order from being carried out; for example, if the target is on an island, and the selected Captain is on the mainland and does not have access to boats, an order to Get Food on the island cannot be carried out by that Captain, and he will just pace up and down once he has reached the interposing body of water.



- If you have successfully given an order to the First Captain, it will begin to be carried out immediately. A Job Icon will appear beside the Status Bars above his head and he will respond "Yeah". If an order is given to a subordinate Captain, the First Captain must dispatch it to him by carrier pigeon so it may take a while for him to react, depending on how far away he is from the First Captain. A little white pigeon fluttering beside the Status Bars above the targetted subordinate Captain's head means the order is still on its way. When a Job Icon appears over the subordinate Captain's head and he says "Yeah", the order has been successfully given. Note that in every territory you will have a limited number of carrier pigeons to carry your orders, and you can get no more in that territory. So be careful of what orders you give and what your posture is when you give them. You need to make every order count.



- Some commands do not operate in keeping with these general instructions. You'll find specific instructions about how they work under the Command Symbol descriptions given below.


MILITARY SYMBOLS







Attack


the person, place, or thing at the end of the Direction Line. Possible targets include settlements, farms, towers, individual men, sheep, and trees; click with the *left* mouse button to attack a selected target. If you attack a sheep and kill it, it automatically becomes part of your food stock. If you attack a tree and chop it down, you can prevent enemies from using it to make their own inventions. If you attack a settlement or army and win, the people left alive will become your followers, and you will have access to all their resources; watch for souls going up to heaven during such combats, because it means that casualties are occurring. Keep in mind that if your target is ambulatory, it may very well have trudged, marched, or scampered away by the time you get to where it was when you targetted it. You will then track it down, but it might be faster than you. Note also that your active Captain is free to move around during a combat (see Send Captain below).







If you click with the *right* mouse button after a target has been chosen using the Attack Symbol, and the rank is on its way to the chosen target, the Captain will scan the immediate area for men from that target. If he detects any, he will change direction and attack them. This could be used to take out people from the target area who are out inventing, or a lone wanderer.


You lose a combat when your Captain dies. If a subordinate Captain dies, he disappears from the screen, and he drops his stock and equipped items, which will be visible on the screen. (Men killed in combat drop their equipped items as well, and these will also be visible.) Another Captain can be recruited to take his place later. But if the First Captain dies, the game is over and a *You Have Been Defeated* screen will appear. Click the left mouse button to return to the Game Option Screen.










	79		14
	107		34
	72		88









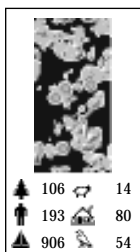
	124		10
	164		62
	22		68



	117		5
	168		62
	77		82

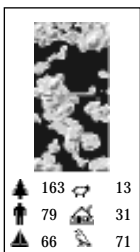


	151		13
	170		71
	56		900



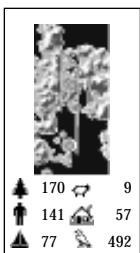
Get Men

from one of your settlements. The number of men taken is determined by the aggression rating of the active Captain; a Passive Captain will attract only a few men to his banner, a Neutral Captain will be able to recruit a few more, and an Aggressive Captain will impress almost every able-bodied man available.



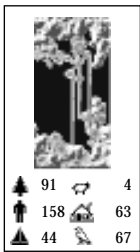
Transfer Men

reassigns men from one Captain to another. The number of men transferred will depend on the Posture of the Captain being transferred *from*: Passive posture will transfer 25%, Neutral posture will transfer 50%, and Aggressive posture will transfer 100%. Click with the *left* mouse button on the transferring from Captain, click on the icon, and then click on the Captain *to* whom the men are being transferred.



Spy

sends any Captain to gather intelligence. To enter into this intrigue, select the Captain to whom you want to assign the task by clicking on him with the *left* mouse button, then click on the Spy symbol. Now click on the neutral or enemy settlement you want him to spy on. He will go there, and if he is accepted into the community, the location of the settlement's population will show up on the Overview Map as dots of the appropriate colour (red or blue for enemies, yellow for neutral). If he is recruited into an enemy army, then dots of the appropriate colour will appear on the Overview Map showing the locations of the soldiers in that army.



Send Captain

anywhere you choose. Select the Captain you want to send, and then select a destination on the Overview Map using the Directional Line and click with the *left* mouse button, or click on the location on the Close-Up Map. Note that you can use Send Captain to get a Captain out of harm's way during combat without breaking off the battle by clicking on the Send Captain symbol and clicking on a destination a short distance away on either

MOVEMENT SYMBOLS

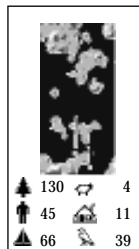
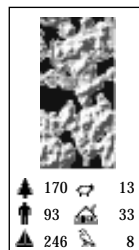
map; however, the Captain might get dragged right back into the battle. Note that an individual cannot get out of a battle while engaged in hand-to-hand combat. If you click on a location far away on the Overview Map, and the Captain is not dragged back into the battle, his men will follow him and the battle will be broken off.

Go Home

sends the Captain and his army back to the Captain's home. This command is a handy way of getting out of a losing battle while keeping an army intact.

Derank

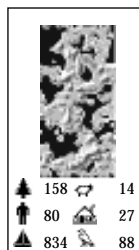
is similar to Go Home but will send a fraction of an army home while the Captain involved will stay with the portion of his forces that remain in the field. If the Captain's Posture is Passive, 25% of his troops will leave; if it is Neutral, 50% will find their enlistment is up; and if it is Aggressive, 100% will re-enter civilian life. People with the worst weapons or no weapons, or no boats, will go first, leaving the most useful soldiers to remain in the army.



FOOD SYMBOLS

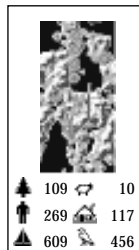
Get Food

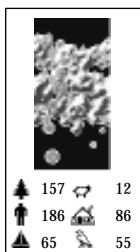
from a friendly settlement or cache (see Drop Food symbol below). The amount of available food a captain gets is determined by his Posture; if his posture is Passive he will get only a little food, if it is Neutral he will get more food, and if it is Aggressive he may take all the food there is present. So, the more gruff he grows, the more grub he grabs.



Drop Food

will cause the active Captain to drop a portion of his supply of food. The amount he drops depends on his Posture: 25% if his Posture is Passive, 50% if it is Neutral, and 100% if it is Aggressive. The Captain drops this food wherever he is standing and does not have to use the Directional Line. This food will appear on the Close Up Map as a small sack of grain. Animals, enemy armies, and passers by will not take this food since it is hidden from everyone except you and your followers.

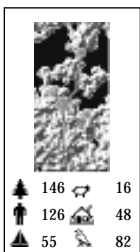




Supply Food

But if food is dropped in a settlement, it will be added to that settlement's food supply. Note: Don't drop your food into the sea! It will be unrecoverable, and would taste horrible in any case.

to anywhere that is an object. The selected Captain looks for a nearby settlement that is friendly. He will then go there, drop food (the amount he drops is determined by his Posture, just as described in the Get Food command above), go to the nearest friendly location that has food, and get more food (again, the amount he gets depends on his Posture), and return to the place to be supplied to drop more food. This process will be repeated until he gets different orders.

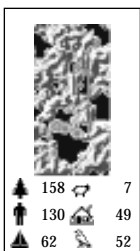


INVENT SYMBOLS

Invent

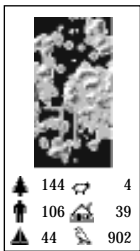
something new and wonderful in a workshop.

Workshops are found only in settlements, but they are nevertheless easily spotted on the Overview Map in Object Mode as yellow dots, and on the Close-Up Map as structures with red signs. What can be invented in a particular village depends on what raw materials are available, the occupation of certain locals, and the Posture of the Captain involved. See separate Invent section for more details.




Equip Invention equips either inventions you have ordered to be made or objects carelessly left behind by their previous owners.


To equip an Invention you have ordered made, click the Equip Invention symbol and then on the settlement where the invention was created; to equip found objects, click on the object itself. Found objects and inventions are identical, i.e., boats, swords, bows, etc. The Captain's posture determines how much is picked up: 25% if Passive, 50% if Neutral, and 100% if Aggressive. Note that picking up too much will slow down a Captain.




Drop Invention drops any surplus stock. The Captain's Posture determines how much gets dropped: 25% if Passive, 50% if Neutral, and 100% if Aggressive. Surplus stock is shown as what the Captain is carrying when you click on his Medals, and is defined as unequipped weapons or pots, but never equipped weapons or boats. These may later be picked up by the Captain who dropped them, or by another Captain using the Equip Invention command (as long as you don't drop them in the sea, since they're gone forever if you do). They will not be picked up by passers by or enemy armies. Or if you drop them in a settlement they will be added to that settlement's stock.




	152		3
	180		73
	44		688



	140		7
	137		59
	3		79



	156		4
	235		103
	55		698



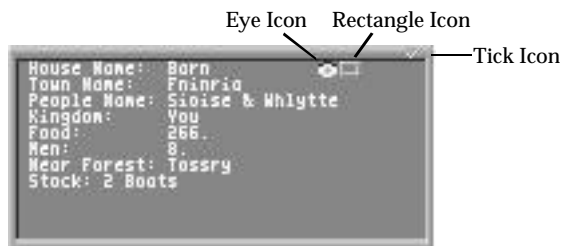
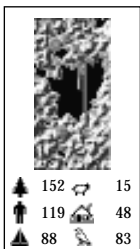
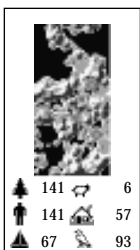
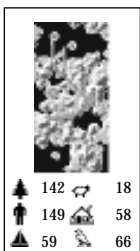
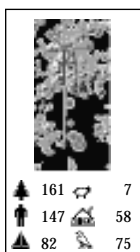
	143		14
	129		45
	93		67

MISCELLANEOUS SYMBOLS

Trade goods (weapons, pots, etc.) with a settlement in return for food, items or stock. Every item has a set *food* value that will be modified if your Captain is good at bartering, and bartering skill is in turn determined by innate aggression. The trading settlement will trade you items for food. The Captain's posture determines what he will trade for and which items he will want first. An Aggressive Captain will trade for a cannon before a Passive Captain will, while a Neutral Captain will fall somewhere in the middle; a Passive Captain will trade for a plough (for example) before he will trade for a cannon, while a Neutral Captain will prefer a boat to a cannon. Note that the weapons your army is using or carrying will not be traded.

Make Alliance with another tribe. This requires the payment of tribute from your excess stock (similar to Trade above). Once an alliance has been made, you will have access to that tribe's settlements and resources, and they will likewise have access to yours. An alliance will be broken by a violent act taken against that ally. And if an offer of alliance is rejected, you lose the tribute you offered, and you may become the object of an attack.

QUERY SYMBOL



Query

brings up information about any object, living or non-living, on the Close-Up Map by clicking on it with the left mouse button. This can bring up from 1 to 4 information windows at a time. When you click on an object, you will get information about *every* object in that square; for example, clicking on a house with two people in it will bring up three windows. All these windows will be *stacked*, one on top of the other. To separate them and make them readable, just place the on-screen pointer over the top bar of any Query window, hold down the left mouse button, and drag the window to any part of the screen. Repeat this process with every Query window until they're all separated. Click on the Query Symbol with the *right* mouse button to clear *all* Query Windows from the screen.

There are three small icons that appear in Query Windows; some windows include all three, while others contain only one or two, but the icons always work the same way in every window. Click with the left mouse button on the Tick Mark Icon in the upper right hand corner of all Query Windows to cancel the window. Click with the left mouse button on the Rectangle Icon to update information in the Query Window; this is a valuable icon to click on frequently if you have a Query Window up during a battle. And click with the left mouse button on the Eye Icon to centre the Close-Up Map on the subject of the Query Window.

Different objects reveal different ranges of information when they are the subject of a Query command:

Buildings/Settlements Building type; settlement name; names of the building's two occupants (there are never more than two, husband and wife); to what ruler the settlement belongs, Harold II, Jayne III, or Jos XVIII; the nearest forest; how much food there is in the *entire* settlement; how many men there are in the settlement and what stock (if any) the settlement has.

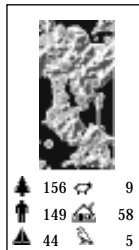
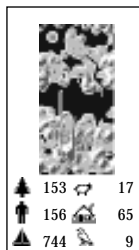
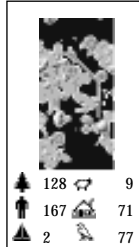
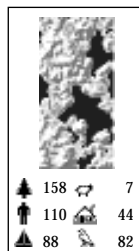
People Their name, the settlement where they live, their health, the building where they live, their spouse's name, how hard they work, their profession, what item they have equipped, who they follow, and their age.

Sheep Those woolly things that bleat incessantly. Mighty good eating.

Trees What forest it is in, what kind of tree it is, whether there are any birds in its branches, and the season.

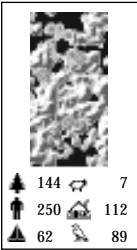
Birds Whether they're carrier pigeons and to whom they're going. (Watch out for birds carrying little bundles of joy.)

The Query Symbol will remain highlighted and active until you cancel it or until you click on another symbol.



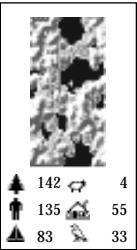
THE CAPTAINS

The First Captain will encounter other Captains along the way; he can recruit them by conquering the settlements they rule. As they are recruited, they will appear by the First Captain's side, and they are his to command. When a Captain dies, he will disappear from the screen.



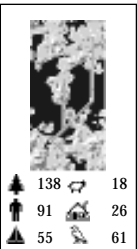
Status Bars

Three bars appear above the head of every Captain under your command, displaying his current food, men, and strength. The top blue line indicates food, the middle red line signifies men, and the bottom green line stands for strength. Keep an eye on the green strength line; when it is gone, so's the Captain. And when the First Captain's line comes to an end, so does the game.



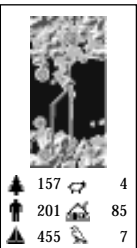
The Selection Arrow

This arrow bobs up and down over the head of the currently selected Captain. Click on a Captain to select him; he will be the Captain who will receive the orders you give.



The Medals

Click on the medals hanging on a Captain's chest to display an information box about him even if he is not the currently selected Captain. Clicking on medals will tell you the Captain's name, current job, aggression level, loyalty level, Strength, Speed, the amount of food he has, how many men he has, and how much stock (if any) he is carrying. This information box functions just like a Query Box (see Query Symbol).



Strength

Strength is the indication of how healthy people in the world of PowerMonger are. For Captains, strength is displayed in two ways. First, as the green line in the Status Bars. And second, in the following terms, from strongest to weakest, when you click on a Captain's medals: Fit, Well, Weak, Very Weak, Sickly, Very Sickly, Dead.

A Captain's normal Strength level is Fit. Being wounded in combat is the only thing that will reduce his Strength. If he is reduced below Fit, he will eventually heal back in camp. If his Strength is reduced to Dead, his stay on this planet is over (unless you Replay The Map or Start New Conquest).

More About Posture


A Captain's innate aggression is indicated by his position at the table. The Captains to the left are more aggressive than the Captains on the right, but any Captain's posture can be modified by using the Posture icons.

A Captain's actions, or even the actions of his troops, are not always predictable when his posture is set at the aggressive or passive extremes. If a Captain is camped near a battle, even a battle that does not immediately concern him, he may join in the fray if he is in an aggressive frame of mind, or he may run away if he is feeling passive. An aggressive Captain might kill someone who does no more than cross his path when that Captain is moving from place to place. Obviously, any of these actions can be avoided by changing the Captain's posture. But you might be too late unless you are paying close and careful attention.


Inventions

You won't find everything you need just lying around on the ground or in the settlements you conquer. Sometimes it pays to use your head instead of your sword to get what you need. This is where inventions come in.


The Invent command tells a Captain to have his men or the citizens of a friendly settlement to invent something. You can only invent in a village with a workshop; as mentioned previously, these show up as yellow dots in settlements in the Overview Map when it is in Object Mode. What the settlement produces depends on four factors: The Posture of the Captain carrying out the order, the available resources, the presence of a merchant and the occupations of certain locals.




151	14
202	90
82	48



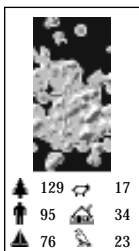
146	9
159	72
77	92



140	8
129	52
24	65

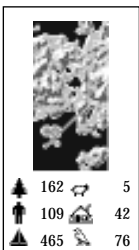


137	18
150	60
89	1



An aggressive posture generally produces heavy weapons like cannons or pikes. Neutral posture produces lighter weapons like bows or boats. Passive posture produces items like ploughs. Inventing any of these, of course, is dependent on having the correct raw materials at hand as well as the appropriate posture.

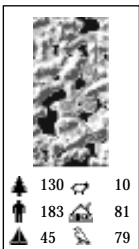
The results of the inventive urge are also dependent on the location. For example, inventing near a forest on low land near water will usually produce boats. Inventing in a town that is on high ground away from any forest usually produces swords or cannons.



Necessary resources include wood and steel. Forests are a good place to find wood; that's why they call them forests. But keep an eye on people if they take up lumbering; they can strip a forest clean, and forests take a long time to grow back. So don't leave the Invent command active without keeping track of what people are doing off in the woods. Wood can be used to make pikes, bows, ploughs, catapults, and, if you're near water, boats.

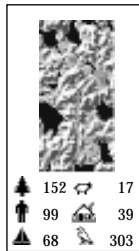
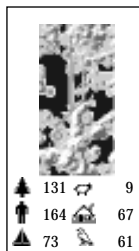
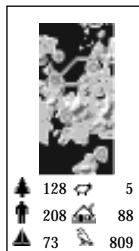
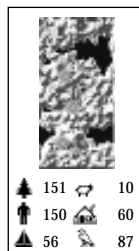
Steel is harder to come by. You have to construct a mine to extract the raw ore to forge into steel, and the mine will usually have to be situated at a high altitude. Mine construction is a time-consuming process, and any settlement that has a mine will be an inviting target; they're easy to spot since they're all marked by a tower. If you are not near any useful raw materials when you try to Invent, you'll produce pots from the local mud. Pots are valuable mainly for trade. They won't help you during battles, of course, but at least you'll have a handsome and sturdy receptacle to bleed into after you've had the stuff beaten out of you.

Note: When people in a settlement are inventing, they can't get food or other supplies. And if they run out of food, they'll gradually stop inventing and take up producing food; i.e., they can still invent if enough people are producing food.



The table below lists what posture is needed to invent particular items plus other conditions that might be necessary:

Item	Posture
Catapult	Aggressive posture & merchant in settlement
Cannon	Aggressive posture & merchant in settlement
Sword	Near a mine & no merchant in settlement
Pikes	Neutral posture
Bows	Aggressive posture
Boats	Passive posture & fisherman present
Ploughs	Passive posture
Pots	Can be made any time



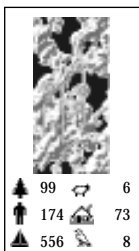
Equip Invention

Once you've invented something, you probably want to pick it up and use it. Or, you might want a loyal Captain and his men to pick up the item. In either case, use the Equip Invention symbol and modify the Captain's posture appropriately, to pick up your invention by clicking on the building in the settlement where the invention was made.

You can also equip inventions you find. Often after a battle, weapons will be left on the battlefield. You can equip these the same way you equip things made in workshops, by clicking on the Equip Invention symbol and then on the weapons. You can also equip boats you find or that belong to your settlements. But since settlements on bodies of water or rivers depend on fishing for part of their food, if you take away their boats their production of food will go down.

If the invention you equip is a hand weapon, empty-handed troops are equipped first. The Captain is equipped first of all, next the First Captain's original followers, and finally the other troops.

If troops have more than one kind of hand weapon to select from when they equip, they will choose weapons in the following order: Bow first, then sword, then pike. In camp, holders of different weapons will sit in different concentric circles around the Captain and the campfire.



Anything other than equipped weapons or boats is considered to be carried as stock by the Captain and to be used as trade or for making alliances. The more stock a Captain has, the slower he will travel, so be careful not to overload him. (The only excess items that won't weigh him down are pots.)

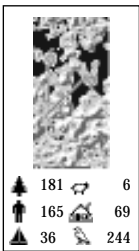
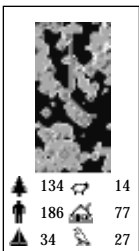
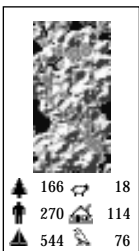
TWO PLAYER GAME

There are two ways to play against a human opponent: using a modem to connect to a remote player, or by using a null modem cable to connect the serial ports of two computers (this is *datalink mode*).

To play in two player mode, both players will need original copies of PowerMonger.

Connecting in Datalink Mode

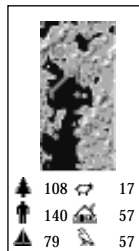
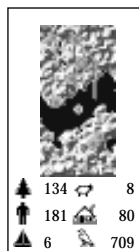
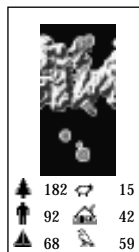
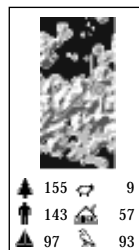
1. Get a null modem cable. You can probably find one from your local computer store.
2. Disconnect both machines from their power supply.
3. Connect the cable between the serial ports of the two computers.
4. Reconnect the power supply to both machines.
5. Boot the game on both machines and start the game anyway you like (i.e. Start New Conquest, Continue Conquest, Play Random Land or Load Data Disk). If you want to choose Load Data Disk, first ensure that both players have a copy of the same Data Disk.
6. Once the game screen appears, click on the Game Setup icon then click on the GAME button and then click on the MULTI PLAY button to bring up the Multiplayer Login window.
7. Next choose who is going to play which colour tribe, see Starting the Two Player Game below.
8. Choose a baud rate by clicking in the box next to one of the 6 choices; 300, 1200, 2400, 4800, 9600 or 19200. The box you clicked in will light up green. The baud rate must be the same for each computer.
9. Now go to Starting the two player game.

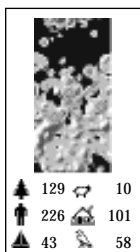


Connecting Modems in Voice Mode

If you and your opponent can plug phones into your modem, then you can connect in voice mode.

1. Disconnect both machines from their power supply.
2. Connect the modem's serial cable to the computer. Then connect the modem to the phone line; your phone should be connected to the modem.
3. Reconnect the power supply to both machines.
4. Call your friend on the phone and boot the game on both machines. Both players now start the game anyway they like (i.e. Start New Conquest, Continue Conquest, Play Random Land, or Load Data Disk). If you want to choose Load Data Disk, first ensure that both players have a copy of the same Data Disk.
5. Once the game screen appears, click on the Option Symbol then click on the Game button and then click on the Multi Play button to bring up the Multiplayer Login window.
6. Next choose who is going to play which colour tribe, see Starting the Two Player Game below.
7. Choose a baud rate by clicking in the box next to one of the 6 choices; 300, 1200, 2400, 4800, 9600 or 19200. The box you clicked in will light up green. The baud rate must be the same for both modems. For identical modems, use the fastest baud rate possible. For two different modems, determine the highest baud rate for both modems; then choose the lower value of the two. The typical baud rates are 300, 1200, and 2400. See your modem manual for details on baud rates.
8. Establish a data connection between the two computers (if you're in normal talk mode on the telephone), by clicking in the Modem Message text input box which you will see above Baud Rate labeled Modem Message.
9. One player should type ATD and press Return. The other player should then type ATA in his Modem Message box and press Return. This will cause the modem to send a carrier. (The carrier is a high pitched whine that will block out your voices.) Once the CD

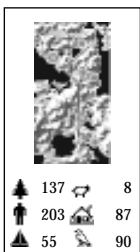




light on the modem (if it exists) lights up, the connection is established and both players should wait a couple of seconds and put their phones down. Now go to *Starting the Two Player Game*.

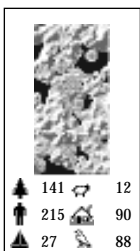
Connecting in Non-Voice Modem Mode

If you or your opponent can't plug a phone into the modem, then you will have to type in the dialing or answer command using the Modem Message box. See your modem manual for details on the commands it will accept. Normally, one player would set his modem to auto-answer by clicking on their Modem Message box and typing `ATS0=1` and pressing Return. The other player would then originate the call by clicking on the Modem Message box and typing `ATD[phone number]` or `ATDP[phone number]` for pulse dialing. The modems have connected when the CD light on the modem (if it exists) lights up.



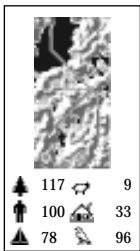
Starting the Two Player Game

First decide who will play which colour tribe. Click in one of the boxes beside the four colours (White, Blue, Red, or Yellow) in the *You Are:* section and a green light will appear beside your choice. You can only play one side, so if you change your mind then click on another colour choice and the first green light will extinguish and the new one light up. All players will start on the landscape which the player with the highest priority colour is using. The priorities are White first, Blue, Red, and finally Yellow.



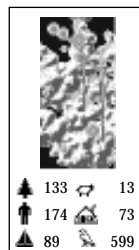
Using a Saved Game

If you play from a saved game, both players will start from the beginning of the territory that the saved game was being played on and not from the position that the game was saved at. (This is the same effect as loading in a game and then pressing the Replay Map button.) The main use of using a saved game would be to play a specific random world or to give access to later territories in the conquest series. Only the highest priority player needs to load in a saved game. Put the disk containing the saved game you want to use into the boot drive, click on the options symbol and then on the FILE button. Then select which saved game you want to load in (A through H) and click on the Load button.



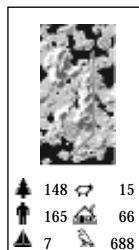
Connecting

To connect, both players should click on the Connect button on both computers. A window titled *Trying For Connect, Looking For Player* will appear and the *Try Number* section of the window will count up showing that the computer is trying to connect. When the machines are connected, the try number will freeze for a second and then a second window reading *Sending Game Info* will replace the first and the *Try Number* section indicates that the data transfer is proceeding correctly. Once the information has been sent, the window will disappear and the game will start. You can abort the connect sequence at any time by clicking on a cancel button.



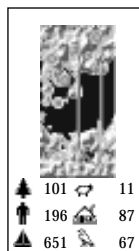
Disabled Features

Two features are disabled in the two player game once you have connected: Loading a game and Saving a game.



Computer Opponents

If you want more of a challenge then you may wish to turn on computer operated tribes. To do this, bring up the Multi Player window and select one or two Computer opponents by clicking in one or two of the unused (by a human player) boxes beside each of the four colours under the *Computer Is:* section. The computer players cannot play alongside a human player, so if you had chosen to play the white tribe and your friend was playing the Blues then you could only have Red and/or Yellow computer controlled tribes. Also, there has to be a tribe of the desired colour on the map for the computer to take control of. If there is not such a tribe, then this command will be ignored.

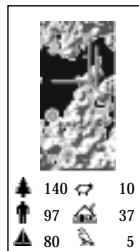


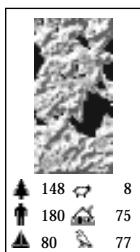
Changing Sides

You cannot change sides in the middle of a game.

Pausing

Clicking the Pause button (in the GAME section of the options symbol) will cause both players' games to pause. This can be annoying for your opponent so be considerate!

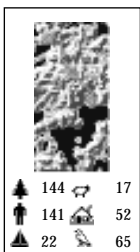




Communicating with your Opponent

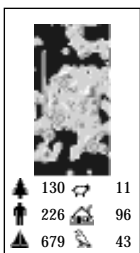
You can send a message to your opponent by clicking on the Options Symbol, then the Game box, then Send Message button at any point during the game. This brings up the *Send a Message* window. Type your message up to a maximum of 120 characters and press Return to close the window. If you find that the keyboard is too unresponsive when typing a message, pause the game first.

You can also talk to your opponent on the phone after a game has begun. Click on the Options Symbol and then click on the Game button and then select the Multi Play button. This will bring up the Multiplayer Login window on both players' machines. Note: we suggest that before doing this you alert the other player by sending a message of *+++ ATH*. Both players should put their modems into command mode at this point by typing *+++* into the Modem Message Box and pressing Return. Pick up the phone at this point and both players should type *ATH* in the Modem Message box and press Return.



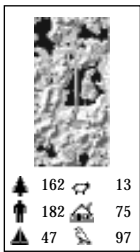
This turns off the modem's carrier so if you have a phone connected to your modem you can talk freely with your opponent. (Note: If your opponent hasn't picked up the phone at this point, the phone connection will be lost.)

To re-establish the link after bringing up this window, one player must type *ATD* first and the other must type *ATA* into his Modem Message box. Now both players should press Cancel to continue. Note: If you press Connect, the game will start from the beginning again.



Game Over

After somebody leaves the game in any way (e.g. Retire, Replay Map, Select Map, Random Map, or by winning), you'll see the Game Lost or Game Won picture depending on your standing in the game. At this point, the line will be automatically cut. If your friend got taken out by a computer player, then you may continue the fight on your own. To start another game, both players should restart the two player sequence from the start.



Possible Communication Problems

If you're playing in Modem Mode and you get the message *You are both <colour>* even after you have tried selecting different colour options several times, this means your modem has not established a connection to the remote modem and is merely echoing back to the computer whatever selection you have made. You can stop the echoing by typing ATE0 in the Modem Message box. To fix the problem, you will have to redial your opponent.

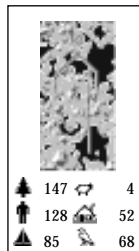
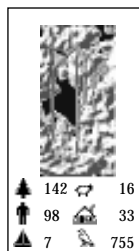
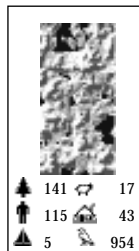
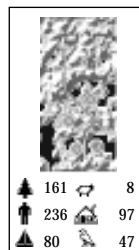
During communication, the program checks the data to see if it has been corrupted. If it is corrupted, the computer will resend the data until it gets through. This can cause the game to pause momentarily. If the game pauses for more than 10 seconds for no apparent reason then both players should press Shift ESC to break out and continue their games independently.

If the line is lost, there is a serious communication problem or your opponent quits from the game by cutting his line, the game may freeze. Press Shift ESC to break out of two player mode and allow the players to continue their games independently.

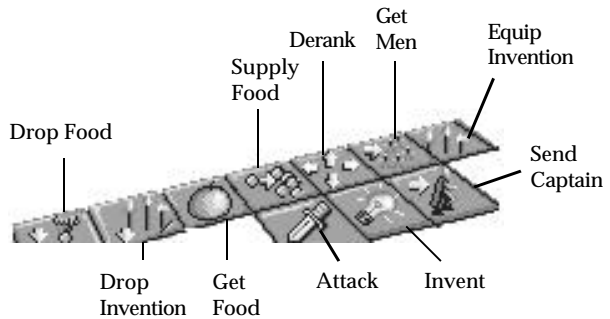
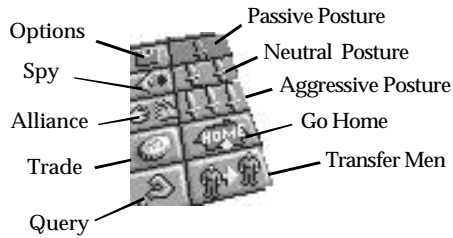
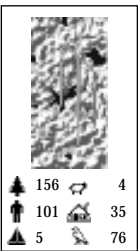
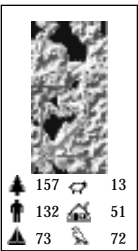
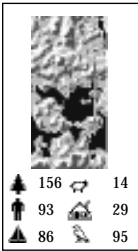
Messages in Two Player Mode

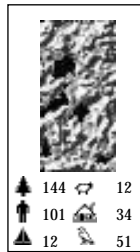
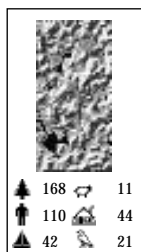
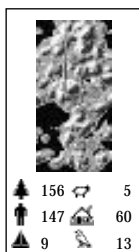
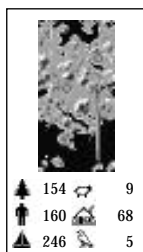
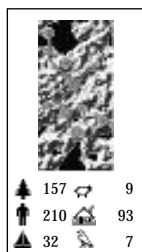
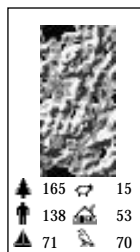
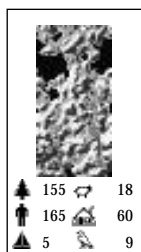
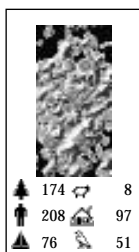
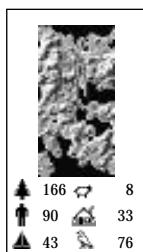
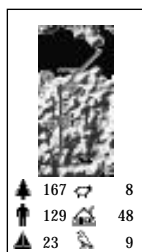
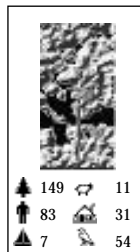
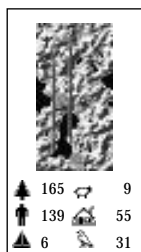
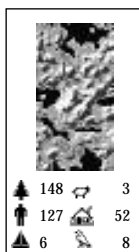
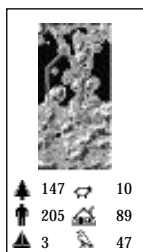
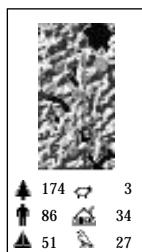
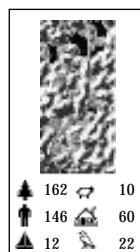
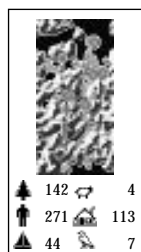
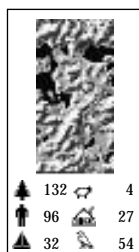
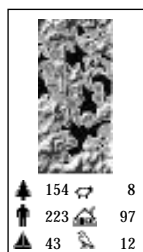
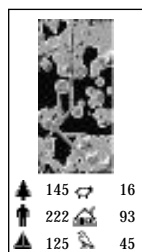
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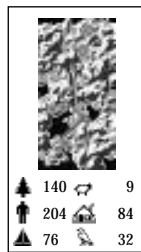
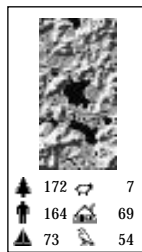
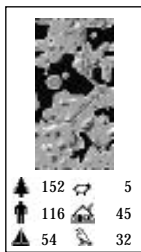
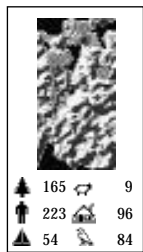
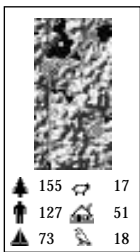
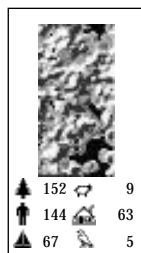
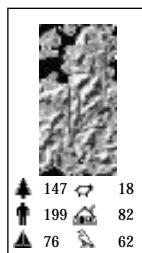
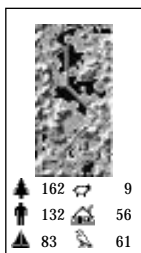
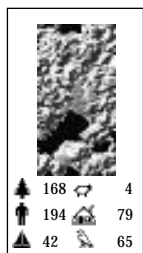
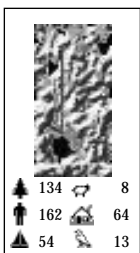
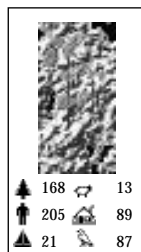
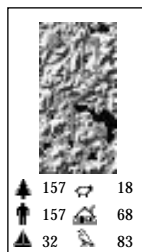
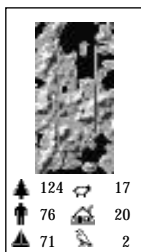
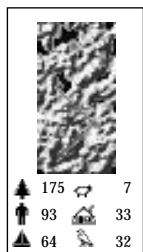
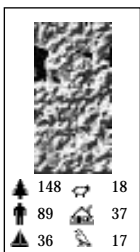
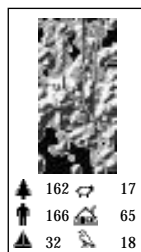
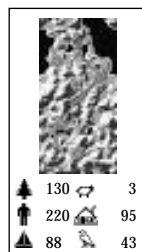
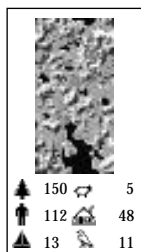
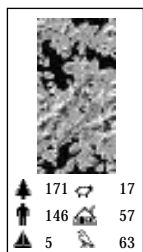
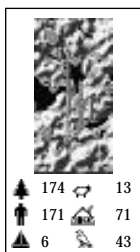
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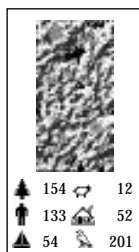
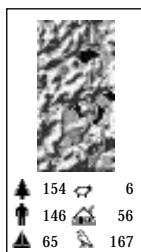
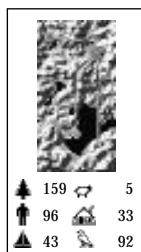
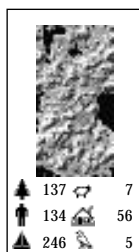
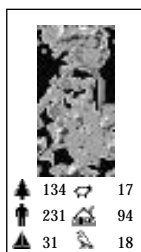
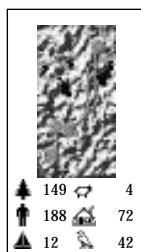
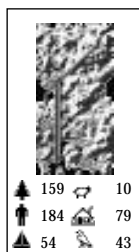
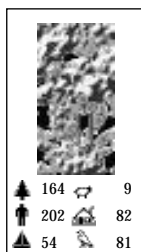
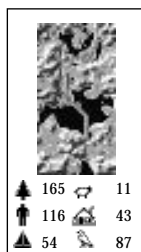
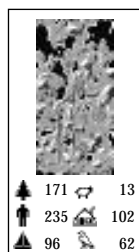
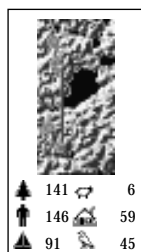
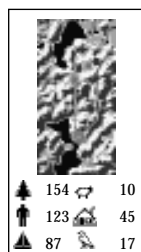


SYMBOL SUMMARY









CREDITS

Producers	Jocelyn Ellis
Assistant Producers	Scott Probin and Rupert Easterbrook
Product Management	Chris Thompson and Lesley Mansford
Art Direction	Nancy Fong
Package Design	Spiegelman & Associates
Package Illustration	Pete Scanlan
Testing	Jeff Haas and Kevin Shrapnell
Documentation	Michael Humes

PowerMonger

Command Summary Card For IBM & Compatibles

Welcome

The manual included in your package was written as a general guide to all versions of *PowerMonger*; however, certain features in the IBM version may differ slightly from those described in the manual. Please see *Amendments To The Manual* on this Command Summary Card for information specific to the IBM version.

Installing PowerMonger On A Hard Disk

To play *PowerMonger* you need a hard disk and a minimum 560K of memory. The program will *not* let you install *PowerMonger* unless you have at least 560K memory free. If you're playing in VGA 256 mode, your hard disk must have a minimum of 2.4 MB of free space on it — in any other mode you need at least 1.2 MB. Your system must be running on DOS 3.3 or higher.

To install PowerMonger:

1. Insert the Install _PM1 disk into drive A or B.
2. If you inserted Install _PM1 in drive A, type A: and press Enter. If you inserted it in drive B, type B: and press Enter. Note: You *must* switch to the floppy drive before you execute the INSTALL command — you *can't* simply type A:INSTALL or B:INSTALL.
3. Once you've switched to the drive containing Install _PM1, type INSTALL and press Enter. The Configuration Screen appears.
4. The onscreen options let you configure *PowerMonger* to your computer. Use the up and downcursor keys to highlight an option, and then press Enter. The various settings for the option appear. Highlight the new setting and press Enter again. If you have a mouse you can simply point to an option or setting and click the left mouse button to select.

Option Settings

Graphics	Choose EGA, VGA 16 Colour, or VGA 256 Colour.
Sound FX	Choose MT 32, LAPC-1, Soundblaster, Adlib, PC Speaker, or No Sound. If you have a CM32L or CM64 module, select LAPC-1 as your setting. Note that sound effects are not available for the Roland SCC1 card.
Music	Choose Roland, Adlib/Soundblaster, PC Speaker, or No Music.
Mouse	Choose Microsoft Mouse or High Resolution Mouse.
Mouse COM	Choose the port the mouse is plugged into: COM 1 or COM 2. If you're not using a mouse at all, choose No Mouse Used.
Drive	Choose the drive you want the game located on: C:, D:, E:, F:, or G:.
Directory	The install program automatically creates a directory and places the game in it. The default name for this directory is POWER; its default location is at the root level of your hard drive. If you like, you can change the name and/or location of the directory. Select Directory, type a new name and path for the game, and press Enter.

5. Once you've configured the game to your computer, highlight Continue and press the spacebar. You'll have to swap disks from time to time. Note to 3.5 inch users: Depending on which graphics mode you select, you may not need to use all of the disks during installation.

Playing From A Hard Disk

To play PowerMonger:

1. Boot your computer as you normally would.
2. If you have a Microsoft™ compatible mouse, make sure that the driver is loaded.
3. Switch to the drive you installed the game on. For example, if you installed the game on the C drive, type C: and press Enter.
4. Type CD\ and the path to the game. For example, if the game were in POWER (the default name of the directory), you'd type CD\POWER. Press Enter.
5. Type PM and press Enter. The game loads, followed by an animated introduction to the game. To continue and go straight to the game, press the spacebar.

Control Devices

For the most part, you control the game by moving a pointer to an option and selecting it. If you have a mouse, this is simply a matter of pointing and clicking. If you don't have a mouse, you can move the pointer using the keypad. Once the pointer is over an option, press Enter to select.

Most options also have a keyboard equivalent — a keystroke that serves as a “shortcut” for pointing and selecting. You'll find all the keyboard equivalents under *Keyboard Commands* on this Command Summary Card. Even users with a mouse will probably find that the most effective way of playing is to use *both* control devices.

THREE

Saving Games

1. Click on the Options symbol or press O on the keyboard. The Speed/File/Game box appears.
2. Select the File button. The Load/Save box appears.
3. Select the file button with the letter you want to save the game under (A - H). Make sure the button you choose is highlighted green.
4. Select the Save button.

Loading Games

There are two ways you can load previously saved games. You can use the Option Screen *before* the start of a game, or you can use the Option symbol from *within* a game.

From the Option Screen:

1. When the Option Screen appears, select Continue Conquest. The File box appears.
2. Click on one of the file buttons (A - H). Make sure the button you choose is highlighted green. Click on the Load button.
3. When the Map appears, select the next territory you want to conquer.

From within the game:

1. Click on the Options symbol or press O on the keyboard. The Speed/File/Game Screen box appears.
2. Click on the File button. The Load/Save box appears.
3. Click on one of the file buttons (A - H). Make sure the button you choose is highlighted green.
4. Click on the Load button. You're returned to the game at the exact place you saved.

Exit To DOS

To exit to DOS, select the Option Symbol. When the Speed/File/Game Screen appears, select the Game button. Select Exit to DOS at the bottom of the box.

Amendments To The Manual

Copy Protection (p.9)

In the IBM version, you can click on the arrows to enter copy protection answers (as stated in the manual) OR simply type in copy protection answers from the keyboard (*not* the keypad). Note that you can't *delete* numbers using the keyboard — if you enter an incorrect digit, just type 0 to fill up the available spaces and then enter the number again.

Once you've entered the correct number, select OK.

Sound (p.15)

You need a Roland, Sound Blaster, or Ad Lib card (or compatible) to hear the sounds mentioned in the manual.

Game Speed (p.16)

This works slightly different than how it's described in the manual. The closer the slider is to the left, the more game turns are processed between each screen update. If you have a slow machine, this should help the game progress quicker.

The closer the slider is to the right, the slower the frame rate for the whole game. If you have a fast machine with a fast graphic card, you may want to slow the game down to give you some thinking time before being overrun by computer armies!

The default position is in the middle, suitable for most machines.

The Medals (p.28)

In the IBM version, Captains have red medallions instead of medals. You can click on the medallion to see a Captain's Status Box. This box functions just like a Query Box but with some extra features:

1. If the Captain is inventing, the item he is working on appears in the "Job" field.
2. "Surplus" is the amount of extra equipment your captain is carrying that cannot be distributed to your troops. For example, troops cannot carry a cannon, pots, or more than one bow each.
3. "Troops Using" tells you exactly what your men are carrying.

Disabled Features (p.35)

All load and save features are disabled during two player games, as is SelectMap. If you want to change maps, press Shift-Esc to quit two player mode, select the map you want to play and then reconnect.

Computer Opponents (p.35)

This option is only available in two player Random Map games. To utilise it, one player selects a Random Map to play. Both players then connect, making sure to switch the correct Computer Opponents on/off.

FIVE

Additional Notes On Quitting Two Player Games

Once you're connected, either player can quit a two player game by pressing Shift-Esc. Also, if you are experiencing any communication problems and one or both of your computers has frozen, press Shift-Esc to return to single player mode, and then check your cables or modem for faults.

Note: PCs, Amigas and Atari ST's cannot be linked in any way in order to play *PowerMonger*. You can only link an Amiga with an Amiga, a PC with a PC or an ST with an ST.

PowerMonger Tutorial

This tutorial is designed to take you through the first two landscapes of *PowerMonger*, pointing out and explaining many of the options along the way.

- Load the game and type in your name at the prompt. Choose Start New Conquest.
- Pick the first territory in the upper left corner of the Map Selection Chart. This is the only territory you can pick — once you've conquered it, it's marked with a dagger, and you can then attempt to conquer territories next to it.

This first territory is a small island. You and your group of followers start in the Northeast section of the island; there are two small towns — one in the south and the other in the northwest. The towns are the flat, grey areas on the Overview Map.

- To look at the southern town, Ropmmer, point to the town on the Overview Map, and then click the left mouse button or press Enter.



Ropmmer

It's a typical *Powermonger* town: a small group of buildings, with people busily going about their lives. This town is near the sea, so most of the people there are fishermen. They wear blue shirts, unlike your men who wear white.

- Select the Query symbol in the lower part of the screen so it is highlighted, and then click on one of the buildings in the town.

A Query Box appears, telling you the name of the building you clicked on, what town it's in, which couple live there, which ruler the town belongs to, how much food is in the town, and — most importantly — how many people live there.

If a Query Box is blocking your view of the game, you can move it out of the way. If you have a mouse, simply point at the bar at the top of the box, hold down the left mouse button and drag the box to a new location. If you're using a keyboard, press Shift-Tab to move the pointer to the

SIX

drag bar. Hold down Enter, and then press any of cursor keys to move the box.

- Notice that Ropmmmer only has ten men in it. Close the box by selecting the check mark in the upper right corner or pressing Esc. (If any other boxes popped up, close them too.)
- Click on the medallion on your Captain's chest, or simply press Shift - F1.



Medallion

A Captain's Status Box appears telling you the name of the Captain, how much food he has and the number of troops with him. (There is other information, but we'll ignore it for now.) Notice that you have 26 troops with you so your force significantly outnumbers Ropmmmer's population! Close the box by clicking the checkmark in the upper right corner or press Esc.

Now, you're going to take over the village without killing the people who live there.

- Select the single sword to set your posture (level of aggression) to "passive."



Passive Posture

- Select the large sword symbol at the bottom.

SEVEN



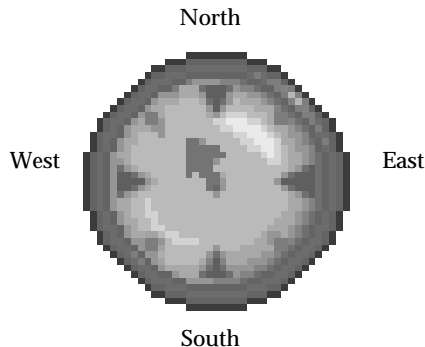
Attack Command

This is the Attack command; you are telling your men you want them to attack at the minimum level of aggression. Now, you need to tell them where.

- Select the centre of Ropmmer.
- Move the pointer to your Captain and click the right mouse button, or simply press Ctrl - F1. This automatically shifts your view to your Captain' position on the Overview Map.

The Close-Up Map will now follow your Captain as he travels. (When you want to clear this mode, click the left mouse button or press Enter.)

When your Captain and his troops get near Ropmmer, his troops will seek out all the people of the town and “convince” them to join your side. Since you clearly outnumber them, and are fully trained soldiers armed with pikes, you will eventually win. You might want to shift the Close-Up Map to watch the town battle more closely. Click on the zoom buttons to get a good viewing distance and click on the compass to shift the view.



As each member of the town surrenders, they return to their home. When your troops have made a person surrender, they look around for other people to attack. Once everyone in the town has surrendered, you will have won the battle and your troops will come back and sit in a circle around you. Now when the people of Ropmmer venture out of their homes, they'll be wearing a white shirt instead of the blue one they wore before.

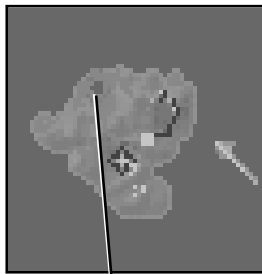
EIGHT

Notice the Conquest Balance at the left of the screen.



Once you take over a section of the population in a territory, the balance shifts to indicate the change. At the start of the territory, the balance was all the way to the left. Once you took over Ropmmer, the balance shifted all the way to the right which means that even though there's still another town (Tossogy) that's not under your control, you still control enough people in the territory to claim it as your own! Despite this, we'll take Tossogy over in the same way we took over the first town as anything less than total dominance just wouldn't be fitting for a Powermonger.

- Move the pointer to the northwest town on the Overview Map and click the left mouse button or press Enter.

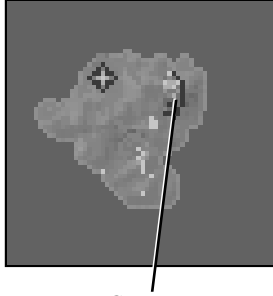


Tossogy

- Select the Query symbol and click a building in Tossogy and you'll see that this town also only has 10 people in it. Your level of aggression is still set to "one sword", or passive, so just select the Attack symbol, and then select Tossogy.

You and your troops will cross the landscape and attack Tossogy. On the Overview Map, you'll see a man in a red cloak that indicates your Captain's position.

NINE



Captain

After a short fight, your troops will win, and you now control the entire territory.

- Select the Options symbol, and then select the Game button.

In Powermonger, when you have control of a territory, you retire from the battlefield. The people in the territory continue to live their lives, but you and a small group of soldiers move on to get control of more land.

- Select the Retire button and a screen will appear heralding your victory. Click the left mouse button or press Enter to continue.

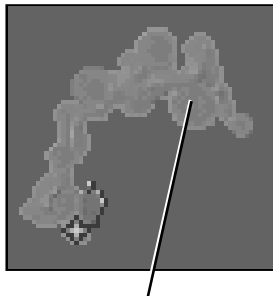
That's the first territory. This tutorial will end with a brief look at the second.

- Select Continue Conquest and the Map Selection Chart will appear.

Notice that the first territory now has a dagger in it, indicating that you have control of it. Move the cursor arrow to a section of the map to the right of the first territory. If you point to the territory you have conquered, it's surrounded by a yellow square; if you point to a territory that you can attempt to conquer next, it is surrounded by a red square. If you can't reach a territory yet, no square surrounds it.

- Select the territory to the right of the first one.

This is a slightly larger island, with several towns on it. Most of them have fewer people in them than you have with you. However, there is one really big town.



Dwarsh

- Move the pointer to Dwarsh on the Overview Map and click the left mouse button or press Enter; now select the Query symbol.
- Once the Query symbol is highlighted, select one of the buildings.

TEN

A Query Box appears and tells you, among other things, how many people are in this town. It's big — there are 34 people there. You're outnumbered, but you can increase the size of your army.

- Select the checkmark in the upper right of the box to close it, or simply press Esc.
- Move the pointer to your Captain and click the right mouse button, or simply press Ctrl - F1 — this returns your view to your Captain.
- Scroll the Close-Up Map to the North (select on the North compass arrow five times).

There is a small town there called Finbetth. If the Query symbol is still highlighted, click one of the buildings and you'll learn that this town only has 10 people in it.

- Set your aggression to passive and attack Finbetth.

You will see your men come into view and fight the people in the town. After a short battle, Finbetth is yours.

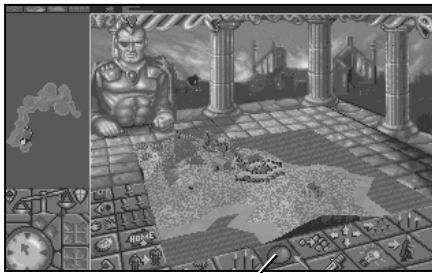
Now you can use the resources of the town to increase your army. First, get all the food in the town.

- Set your aggression to Aggressive.



Aggressive Posture

- Select the “Get food” symbol.

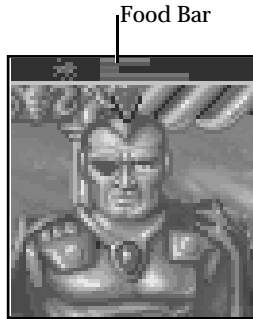


Get Food

- On the Close-Up Map, move the pointer over Finbetth and click the left mouse button or press Enter.

You and your troops will go into town and get all the food there. You can tell at a glance how much food your Captain has by the blue bar over his head.

ELEVEN



You've grabbed a lot of food, and now it's time to increase the size of your army.

- Select the Get Men symbol.



- On the Close-Up Map, move the pointer over Finbetth and click the left mouse button or press Enter.

Because you were still set at "high aggression" you gave the command to get ALL the men in Finbetth. The red bar over the Captain's head indicates how many troops he has with him. If you select his medallion, you will see that you now have 30 or more people in your army. This is better, but it's still not enough to outnumber the people of the Capital to the northwest.

Here, we leave it to you. Use your army and what you know about the game so far to gather a big force, and attack the Capital. Once the Conquest Balance has shifted completely to the right, you will have conquered the territory.

Here's one important idea to know:

The three Posture (level of aggression) commands modify whatever command you give after it. Think of them as "Some/Half/All", respectively. If you attack with one sword highlighted, it is an attack to subdue and "persuade" the people you attack to join your side. If you attack with two swords highlighted, it is an attack which uses violence to convince people as necessary. Some may die during your attack. If you attack with three swords highlighted, it is an attack to wipe out as many people as possible.

It works similarly for the other commands in the game. If you have one sword highlighted and click "drop food", your captain will drop some of the food he is carrying. If you have three swords highlighted and click drop food, he will drop all food he is carrying. And so on.

Keyboard Commands

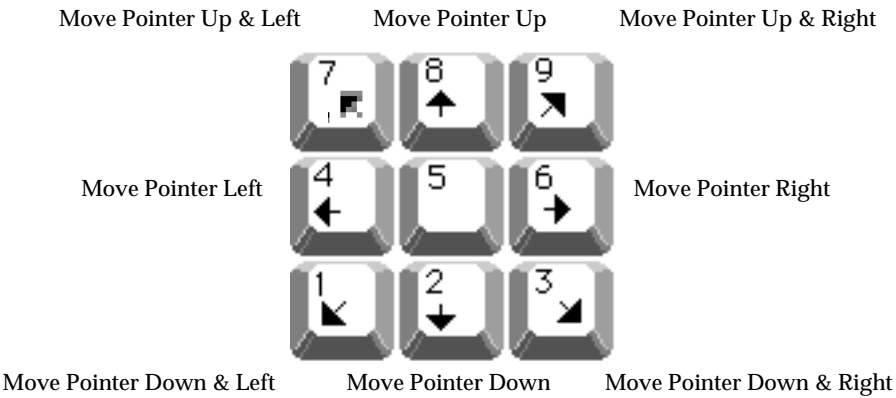
Map Selection Chart

Scroll Page Up	Up Cursor (↑)
Scroll Page Down	Down Cursor (↓)

General Commands

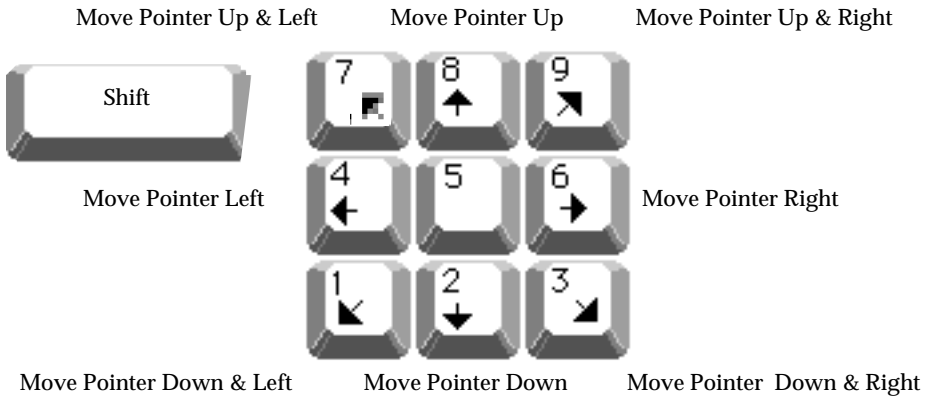
Move Between Menu Options	Shift - Tab
Select Option	Enter/CR
Move Pointer To Drag Bar (When no option buttons are on the screen.)	Shift - Tab
Close All Boxes	Esc
Quit Game	Ctrl - Q
Sound On/Off	Grave (`)
Quit Out Of Two Player Game	Shift - Esc

Pointer Movement — Small Increments



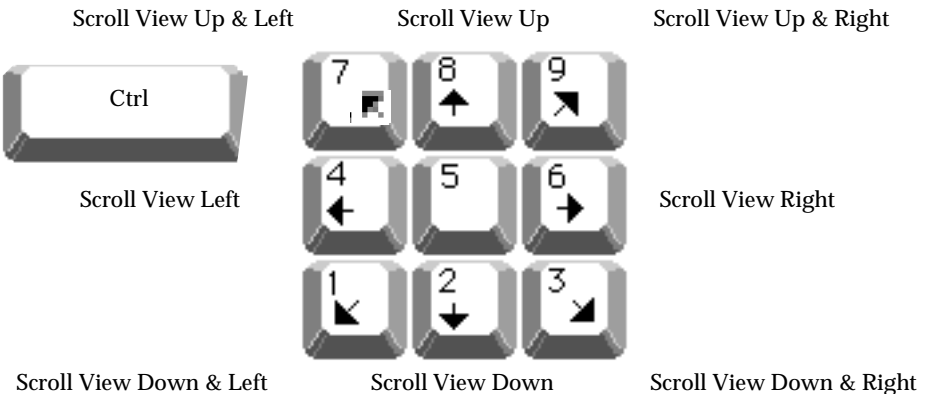
THIRTEEN

Pointer Movement — Large Increments



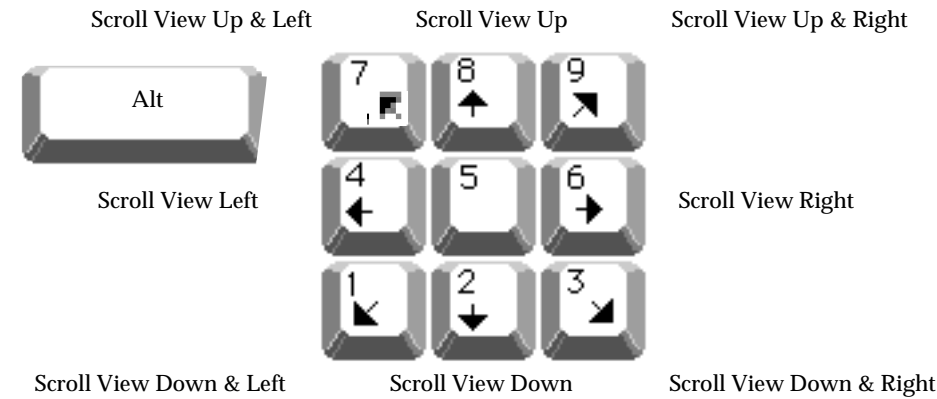
The cursor keys have the same function as the large increment pointer movement keys.

Overview Map Movement — Small Increments



FOURTEEN

Overview Map Movement — Large Increments



Symbol Keys

Passive Posture	1	
Neutral Posture	2	
Aggressive Posture	3	
Query (?)	Shift - /	(?)
Get Food	F	
Drop Food	Shift - F	
Supply Food	Shift - S	
Equip	E	
Drop Equipment	Shift - E	
Attack	A	
Invent	I	
Get Men	G	
Send Captain	M	(Move)
Derank Men	Shift - D	
Trade	T	
Home	Shift - H	
Drop Equipment	Shift - E	
Transfer Men	X	(Xfer)

FIFTEEN

Spy	S	
Alliance	P	(Pact)
Options	O	
Select Captain	F1 - F6	
Select Captain Medallion	Shift - F1 - F6	
Follow Captain View (Click on any symbol or press Enter to turn off Follow Captain View)	Ctrl - F1 - F6	
Switch View To Contours	F7	
Switch View To Forests	F8	
Switch View To Towns & Roads	F9	
Switch View To Food	F10	
Move Between Maps	Tab	
Left Mouse Button Equivalent	Enter/CR	
Right Mouse Button Equivalent	plus (+)	(numeric keypad)
Zoom In	comma (,)	
Zoom Out	period (.)	
Zoom In (Large Increments)	Shift - comma (,)	
Zoom Out (Large Increments)	Shift - period (.)	
Rotate Left	[
Rotate Right]	
Rotate Left 90°	Shift - [
Rotate Right 90°	Shift -]	

Credits

Designed and developed by Bullfrog Productions Ltd.

PC version by Phillip Trelford

Producer: Joss Ellis

Associate Producer: John Roberts

Technical Assistance: Colin McLaughlan

Game Testing: Jason Whitely, Matthew Webster, Rupert Easterbrook

Product Manager: Ann Williams

Special Thanks to: Jeff Haas

Quality Assurance: Chris Johnson

PROBLEMS WITH THE GAME?

If you are having a problem installing or playing the game, we want to help.

First, please make sure you have read the installation and start-up section of your manual thoroughly, and make sure you have at least 1.2 megabytes free on your hard disk (2.4 MB if you're playing in VGA mode). If you have followed the directions in the documentation, and are still having trouble installing or operating the software, here are some hints that might help solve the problem. Before attempting any of the following suggestions, please make sure you are familiar with the DOS commands being used. Consult your DOS manual for more information.

TSRs/Device Drivers/DOS shells

TSR stands for Terminate Stay Resident. A TSR is a program, like SideKick® that automatically executes itself when you start up your computer from a hard drive. They are generally installed in your *autoexec.bat* file. Device Drivers and DOS shells also are loaded automatically. They are usually installed in your *config.sys* file.

These TSRs or Device drivers sometimes interfere with games, or take up valuable memory the game may need, and it is generally recommended that you not run any such programs, device drivers, or shells when attempting to install or play a game.

SEVENTEEN

DOS Boot Disk

If you are having trouble installing, experiencing unusual lockups, or other problems that do not appear normal, we suggest you try starting up your system with a DOS Boot disk. Here are the steps for creating a DOS boot disk. Please follow these steps exactly.

1. To create a DOS disk you will need a blank disk the same size as your A: drive.
2. Type C: and press Enter.
3. Place the blank disk into drive A:
4. Type `FORMAT A: /s` and press Enter. Note: If you are formatting low density disks on a high density drive, use the following commands:

5.25 inch low density disk: `FORMAT A: /s /n:9 /t:40`

3.5 inch low density disk: `FORMAT A: /s /n:9 /t:80`

You will be prompted to insert a blank disk into drive A. Do so if you haven't. Press the Enter key when you are ready.

5. Once the disk is finished formatting you will be asked whether you wish to format another or not. Answer N and press Enter.
6. You now have a DOS boot disk. You can start your computer from this disk by inserting it into the A: drive and restarting your machine. Your computer will boot up to the A: prompt. This boot disk bypasses the *autoexec.bat* and *config.sys* on your hard drive and starts up your computer in as clean a DOS environment as possible. Try re-installing the software if you were having trouble doing so, or try starting the software from the drive and directory you installed to. If the software you are trying to run requires a sound driver or mouse driver, don't forget to execute those before starting your game.

Technical Support

If you have any queries about this product, Electronic Arts' Customer Service Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Customer Service,
P.O. Box 835,
Slough,
Berkshire,
England. SL3 8XU.

Please be sure to include the following information in your letter:

- Type and model of computer you own
- Any additional system information (e.g. make and model of printer, hard disk, video card/ display etc)
- Type of operating system or DOS version number
- Full description of the problem

If you need to talk to someone immediately, call us on (0753) 546465 Monday to Friday during normal business hours. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside Europe, you can contact one of our other offices.

- In the United States contact Electronic Arts, P.O. Box 7578, San Mateo, CA, 94403-7578. Tel (415) 572-ARTS
- In Australia, contact Electronic Arts Pty. Limited, P.O. Box 539, Ashmore City, Queensland 4214, Australia. Tel (008) 074-298