



# Beasts and Bumpkins™

## **WARNING: TO OWNERS OF PROJECTION TELEVISIONS**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

## **EPILEPSY WARNING**

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

## **Precautions To Take During Use**

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.





# INTRODUCTION

## EXILE NOTICE:

*My Treacherous Subject*

By your inability to follow the protocols set down many years since, culminating in your insolence at the King's Ball, you have shown yourself to be both unworthy of his most excellent majesty's affections and unreliable as a loyal subject. It is with heavy heart that I send this missive to you. We have no alternative but to place this Exile Notice upon your head and the estate of Mildew.

You are banished henceforth from this kingdom. If you dare return to our green and pleasant land, thyself and thine ill-mannered subjects will be sentenced to death.

Although, initially, 'twas our desire to have you horribly tortured, sending you out into the wilderness seems far more apt. Since you have the manners of an ape you will have no trouble creating rude life for your own self amongst the many, varied and uniformly cruel beasts that inhabit that cursed land.

You and your insignificant band of ne'er-do-wells, have been exiled to the remote and savage island of Aorta. Using your skills, you may manage to eke out a subsistence standard of living but, from this point forward, you may not count upon any help. In our beneficence we have issued you a portion of your fortune; do with it what you will but never darken our sumptuous door again.

*God Save The King.*





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Whether beast or bumpkin you be, here is the text written by your forefathers for the management of your subjects and their economy. Use it wisely and you may yet rise to a level at which you may once again challenge the narcissistic King Roland. Failure will, however, lead you into the jaws of death. Good luck and may your sons and daughters grow strong and straight.





# LOADING & INSTALLATION INSTRUCTIONS

These details, along with information on how to start playing Beasts & Bumpkins, can be found in the Reference Card.

## THE ENTRANCE HALL



This is where you begin the game. Here all must declare their intentions before proceeding into the realm of Lokyadore itself.

### NEW GAME

Start your everyday tale of country folk.

### LOAD GAME

If you have previously saved a game, you may select it here. Left-click and the Load Game screen appears. Select the desired saved game slot and left-click. There are ten slots where you can save your progress.

### INTRO

Roll the introduction sequence giving a glimpse into the strange and fantastical world around you. On completion, the Entrance Hall screen reappears.





## CREDITS

See the minds behind the mayhem.

## QUIT

Exit to Windows.

## QUICK START

The following part of the manual tells you everything you need to know to play the first level and get well into the second level. As the game becomes more complex, you need to know more. This is covered in the *In Depth* section of the manual.

## CONTROLS

Use the mouse to move the cursor around the screen. To activate an item, **left-click**. To de-activate it, right-click. For more detailed information, read on.

The cursor normally appears as an arrow. Over certain objects where an action can be performed (or forbidden), the cursor changes shape to reflect that action.

## AIMS AND MISSIONS

You are given your mission as you begin each level. To begin with, the missions involve simple survival, growth and maintaining an economy. Later missions become steadily more challenging as your abilities as a wise and just leader of men improve.

## FACTORS FOR YOU TO CONSIDER

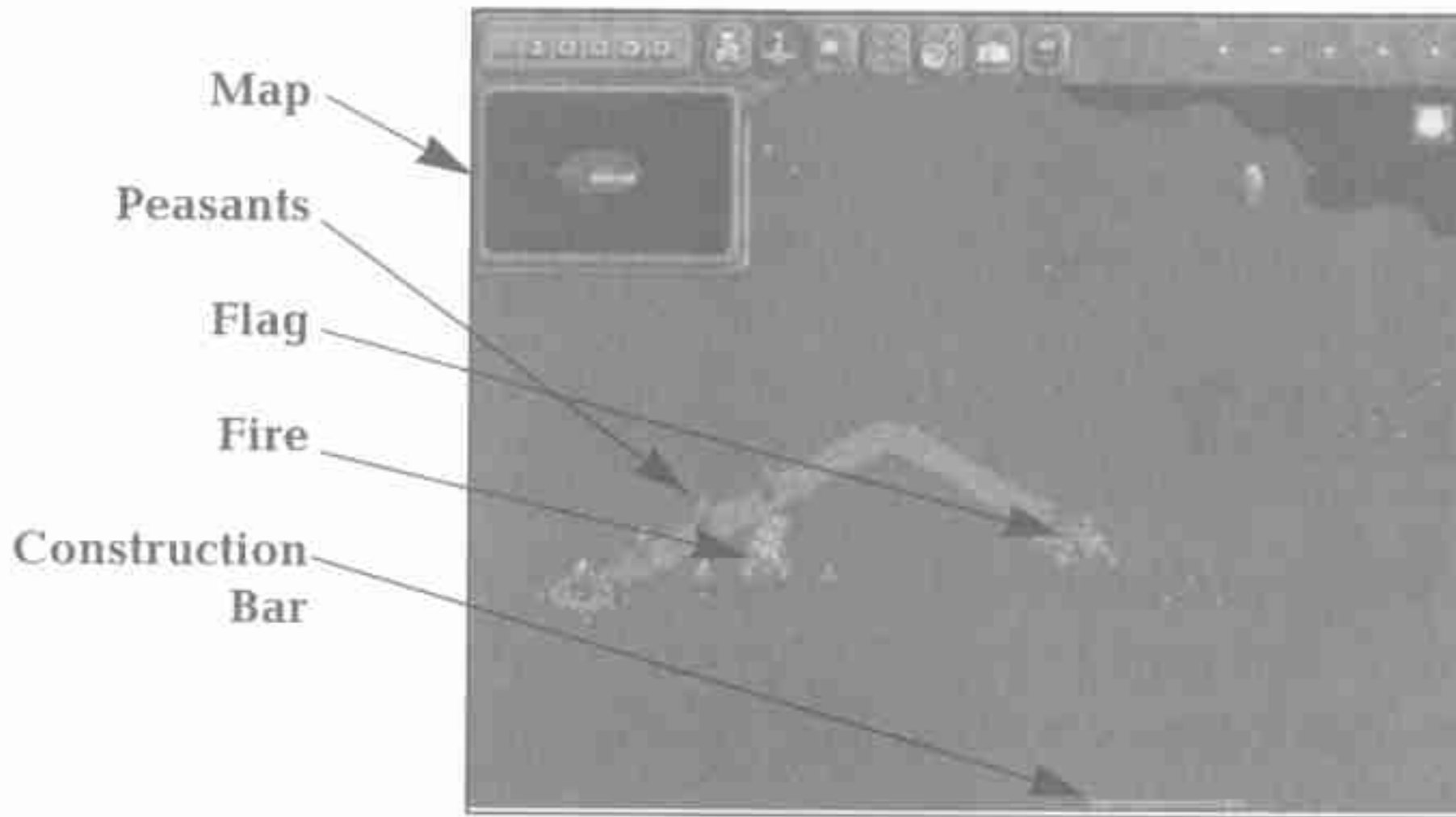
Survival depends on a number of things. The happier your subjects are, the longer they live and the more they participate in their local economy. Those who are sad are more likely to stand around doing nothing and become ill. Ill subjects often become dead subjects so keep an eye on their health. You must find as many ways as possible to keep your people alive.

Money can be earned in order to build and expand. Produce can be farmed and then sold, taxes can be raised and treasure can be found.





## IN THE GAME



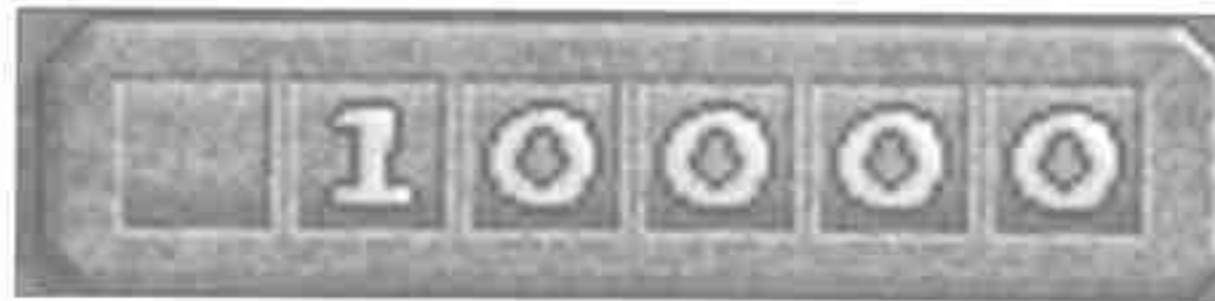
### Your view on the world

You see the world through a window. To change your view, move the cursor to the edge of the screen and the screen scrolls in that direction.

You can also move the window by right-clicking, holding and moving the mouse. This keeps the cursor in the centre of the window.

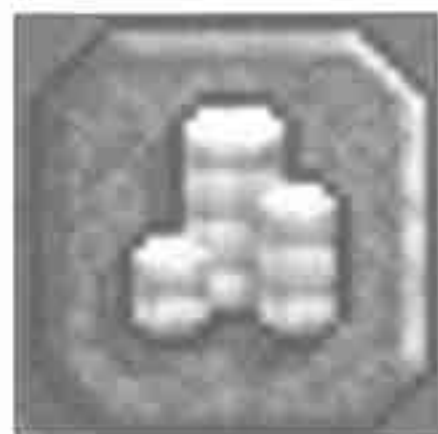
## THE TOOL BAR

### Cash



The counter keeps a running total of how much moolah you have in your coffers. Without money you will be powerless to regain a footing in Lokyadore.





### Finance

**Left-click** on the finance toggle to view your medieval management nerve centre. It is from here that you make vitally important decisions concerning prices your subjects pay for nourishment and the penalties they pay if they misbehave. In addition, there is a graphical representation of your population and the various factors that affect their health, happiness and longevity. For further information see the *In Depth* section of the manual.



### Map

**Left-click** the map toggle on/off to show or hide a small scale map of the area of Lokyadore relevant to your mission. **Left-click** on the map and you move directly to that point of the world. At the beginning of each mission only a small area of the map is exposed; the remainder is concealed by the fogs of war. This clears as and when your subjects explore the surrounding countryside.

If any one of your bumpkins is selected then you may direct them to a point outside the bounds of the viewing window by using the map.

**Left-click** on the desired point you wish the person or persons to proceed to, and proceed they do.



### Help tips

This toggle is activated by default at the beginning of the game. In effect it describes the unfamiliar sights you encounter in Aorta and Lokyadore. If you point the cursor at an object, icon or toggle for a short period of time a description appears alongside it. As you become more competent you may wish to switch off this function. To do so, left-click on the toggle





### Home

Left-click on the converging arrows toggle and you return quickly and effortlessly to your town flag.



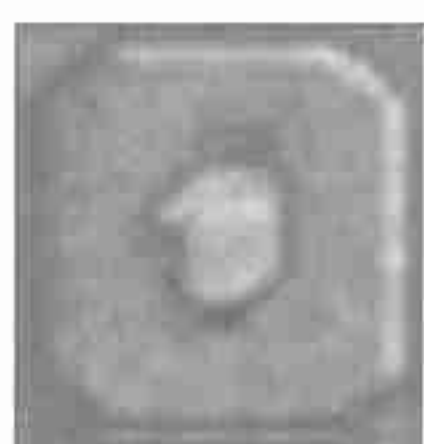
### Mission briefing

Left-click on the bugle toggle to get your mission briefing again. Useful if you happen to lose the plot at anytime during your campaign. When you have gleaned the necessary information, left-click and you return to the game screen.

### Letters

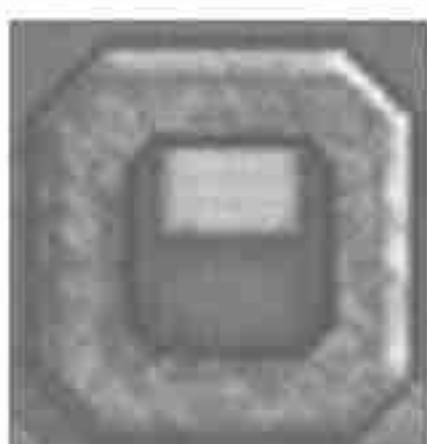


[Letters  
available for  
viewing]



[No letters  
available for  
viewing]

The medieval equivalent of e-mail! Letters contain useful, often vital advice pertaining to the mission in hand. You are informed when a letter arrives, on screen and with an audible message. **Left-click** on the Letter toggle and the latest letter unravels before your eyes. Letters are stored on a letter post to the left of the open letter. If you wish to discard a letter, **left-click** on the fire and the open missive goes up in smoke.



### Options

**Left-click** on the disk icon to go to the Entrance Hall options screen. From here you are given five choices:

**Continue** – Return to the game at the point you left it.





**Load game** – Load a saved game.

**Save game** – Saves the game you are currently playing. **Left-click** and highlight the slot you wish to save to; it turns yellow, enter a suitable name for your save game, then **left-click** or hit **ENTER** to continue. The game will restart at the point you saved displaying a 'Game saved' message.

**Restart mission** - If you feel it's time to start the mission again, **left-click** here.

**Surrender** – If you can't stand the heat get out of the cauldron. **Left-click** here to go to the Entrance Hall options screen.

## PEOPLE AND PRIORITIES

You have a number of Peasants to dominate and direct. During the game you must order them to do your bidding, move them around, change their priorities, care for them and, if they are male, you need to train them in any number of professions. Oh, you also have to pit them against all manner of evil and ungodly beasts, too.

### MOVING PEOPLE

#### Selecting your minions

To select a person, **left-click** on them, or **click, hold** and **drag** and you can envelope a group of your churlish subjects so they might work as one. **Release** the mouse button and that group is selected. When a person or group is selected, a curved health bar appears above their head. The colour of the bar indicates the individual's relative health. Green, healthy; yellow, unwell; red, gravely ill.

#### Directing your minions

With a person or people selected, **click** on the point on either the viewing window or map to which you wish them to proceed. **Clicking** on certain objects or buildings when one or more subjects is selected ensures that your people go to them and perform a relevant action.





When your cursor rests on a place or object that has a function, the cursor changes shape to reflect that.

### **Deselecting your minions**

In the hurly-burly of battle, or merely in the day to day running of a lowly village, you may have to direct other members of your community in tandem. For this reason de-selecting your subjects after you have directed them is important. To do so, **right-click**; your last selected subject continues about their business (whether that be an order given by you or their own default activity). Now you may select another individual or group as described above.

## **MEET THE BUMPKINS**

On the whole your subjects are cheery folk. Their manners may be less well-honed than your own but they are hard-working and trustworthy souls; at least when you first take charge! Like humans of the 20th century, they like to fill their bellies with food and drink, live in houses with roofs on them and indulge in the beautiful act of reproduction. Whilst we call this act making love your fruity subjects call it "Nookie!" In the first few levels you need to ensure you house your subjects as they need privacy if they're to increase your population. Men and women make up the back-bone of your working population. Each gender has different tasks to perform and they generally do them without much persuasion. The elderly and the young are important members of society too but do not take on work. They can herd cows (see below) and travel about your land eating mushrooms and uncovering the fogs of war which envelope the uncharted territory outside your village. Naturally, your young subjects grow into adult workers and the elderly pass on into Bumpkin Heaven. Below is a list of the subject types you should encounter in the first three levels.



### **Male Peasants**

These hale and hearty fellows construct buildings, harvest grain and, as your mastery of farming improves, they also collect apples. To progress, training some of them in a specific profession is necessary. They are also fighting units.





### Woman Peasants



These comely wenches can milk cows, harvest grain corn and shake apples from the trees. Since much of their time is spent in the important role of raising your future workers, they cannot take a profession or join a guild. They are also fighting units.



### Girls and Boys

Very useful for exploring due to their boundless energy, they are also able to herd cattle. Look after them, though, as the beasts that roam Aorta and Lokyadore prefer young, fresh bumpkin over any other meal.

### Builders



Send a Male peasant to the builders guild and you soon have a man who is twice as able in the construction of buildings. Later on his abilities to repair damaged buildings come in very useful.



### Old Men and Old Women

Past their prime and not long for this world. They can herd cattle (slowly) and explore (slowly). However, they prefer to grumble.

### Footmen



Send a male peasant to the footman's guild and for 150 pieces of gold and you have yourself a medieval hardman. This stout but grumpy yeomen is the 'heavy' of the game's early stages. With his armour and throwing mace he gives you a fighting chance in your expansionist activities.

For more types see People in the *In Depth* section.





## PRIORITIES

As described above your subjects generally busy themselves with their allotted tasks. However, at harvest time (Autumn), for example, you may want to get all hands into the fields to reap the corn before the frosts of winter destroy the much-needed food. Using the Priority toggles on the top right of the tool bar you can prioritise each of your subject's activities.

### To prioritise an activity

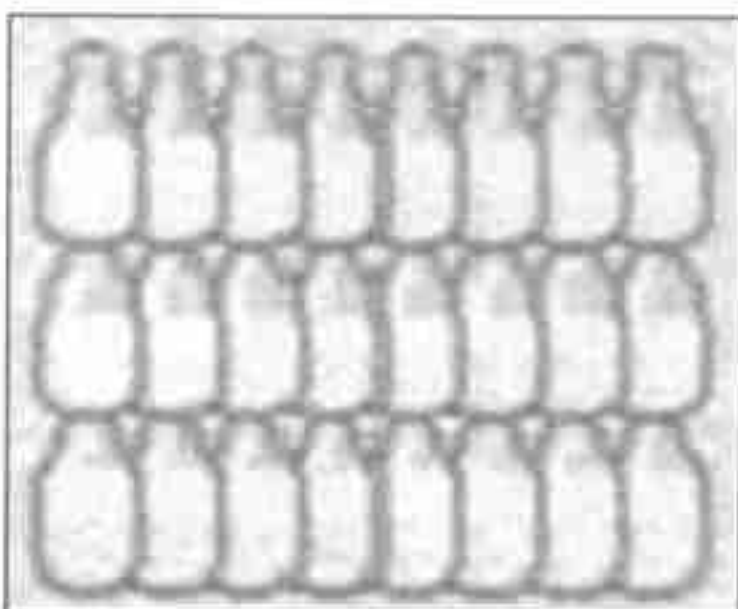
You must first select a subject. When selected, you have a number of Priority toggles to choose from. **Left-click** on the desired toggle and the selected bumpkin commences that activity.

### To remove a Priority

If you want to let the bumpkin follow their instinct after the prioritised tasks are completed, you must *left-click* on the selected toggle again. If you fail to do this your subject may not be using his or her time as efficiently as they might.

The Priority toggles vary by subject but below are those that appear in the first three levels (see Priorities in the *In Depth* section for a complete list).

### The Priority toggles



#### Milk

If you have claimed some cows, then they can be milked. Milk can be sold to the other villagers and so generates income. In addition, milk provides important nourishment for all your subjects.





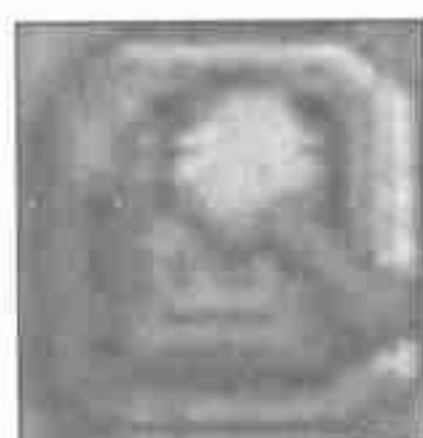
### Gather Apples

In later levels you can plant apple trees. Come Autumn, your orchard brings forth its bounteous harvest. Apples need to be shaken, collected and taken to the Brewery to make cider. Cider lessens thirst and makes people extremely happy!



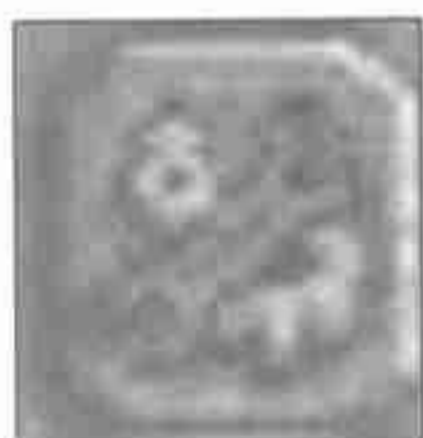
### Harvest Grain

In the Autumn, the corn you planted in the spring must be harvested and then taken to the Bakery to make bread. The bread is then bought by your villagers to fill their bellies. Money is made from the grain itself and from the sale of bread.



### Construct buildings

You can't have a village without buildings. Get out the hammers, chisels and saws - there's vital building work to be done.



### Repair buildings

A priority option of the builder alone. Allows you to repair buildings that may have been damaged by an attack from a neighbouring Lord or the forces of darkness. (Note that when you move the cursor over the Repair toggle the word 'Special' appears)



### Protect

The footman's priority option. **Left-click** on this and then move the cursor till it becomes into a beckoning hand. This indicates that the footman can protect that individual or building. **Left-click** over the individual or building to initiate the protection. (Note that when you move the cursor over the Protect toggle the word 'Special' appears)





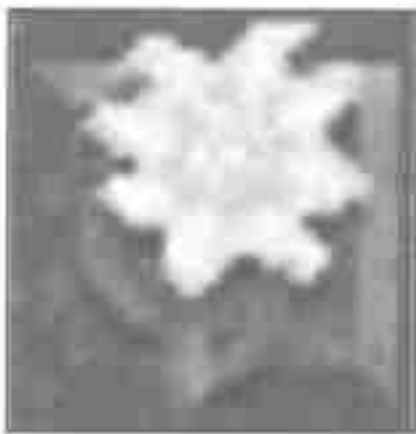
### **Stand still**

Your subject stands still if you left-click here. A static subject may be unhappy so take note of the thought bubble icon when he or she is selected so you might better solve the problem. The Stand still priority is useful if you want to make sure your youngsters don't get devoured by hungry beasts.

**Note:** Without any priorities selected, your subjects continue their daily lives.

## **THE FOUR SEASONS OF LOKYADORE**

The season can be seen by the obvious natural signs, as well as by a flora symbol.



### **Spring**

Now is the time to sow seed for wheat; the long, warm days allow it to grow tall and strong. The cows get frisky so herd them together and place them in an enclosure. Who knows, perhaps they'll breed.



### **Summer**

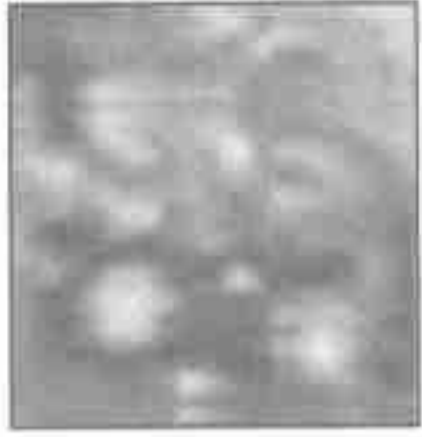
A time of plenty, if you've attended closely to the management of the village.



### **Autumn**

Bring in the harvest and store it safely away. The winters in Aorta and Lokyadore are long and harsh.





### Winter

Your people suffer in the winter if they're not undercover. Make sure they've all got enough to eat otherwise you could have a famine on your hands.

## BUILDING BLOCKS

To access the Construction bar, move your mouse onto the grey 'cornerstone' at the bottom of the window. To leave the Construction bar, move the cursor away.

Within the Construction bar are construction panels each indicating an object that you can build or add to the village. Some appear instantly, whilst others lay the foundations upon which your Peasants build the final edifice.

Initially they include:



### Chicken Coop

Laying a couple of coops down is necessary until you can start the production of bread and milk. The eggs laid provide essential nourishment for your scrawny peasants, neglecting to put a few coops around your village may see some very hungry people wandering around. Remember, a hungry worker is a bad worker.



### Peasant hut

A Peasant's hut is his castle, and serves as a family home. Many the tale has been told of a young peasant and a fair maiden, finding love under a moonlit sky in a freshly built hut. Each couple therefore need a hut to indulge





in Nookie. If they don't have a hut then your population quickly dwindles.

The building of huts should be planned carefully, so that the population increases steadily and surely. Peaks and troughs in the population can cause problems at a later date. A Peasant hut takes up nine tiles.

Huts also provide a refuge for peasants when Beasts attack.

Note: All buildings appear as foundations, upon which the building will then be built. A good sized team of builders speeds up building time.



### **Builder's Guild**

The Builders Guild teaches building skills and, for 75 gold pieces, you may turn a male peasant into a builder with twice his previous building powers. Membership, however, does seem to reduce his social skills. A Builders Guild takes up nine tiles.

**Note:** The following buildings will only become available after a Builder's Guild has been constructed.



### **Bakery**

A medieval wonder, the Bakery comprises a mill to turn harvested wheat into flour and thence to nutritious bread. The bread feeds your bumpkins and generates income. A Bakery takes up twelve tiles.



### **Farm**

A Farm, though expensive, allows you to harvest nature's bounty from the cows you have claimed. Milk generates income and makes up an essential part of the rather plain bumpkin diet. A Farm takes up twenty five tiles.





### Wheat

If planted in the spring, your land burgeons with grain come autumn. When harvested it is taken directly to the bakery to be made into bread. A unit of wheatfield takes up one tile.

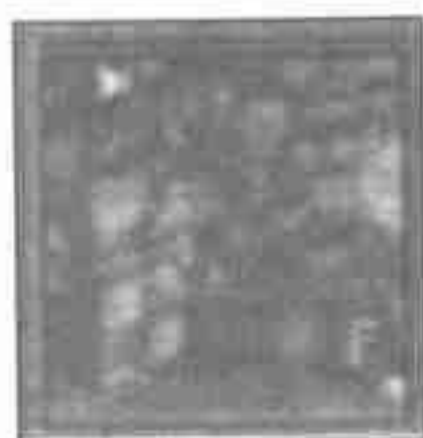


### Fence

Laying down fencing allows you to exercise a far higher degree of animal husbandry. Cows may be milked with greater ease if they are kept in an enclosure. They are also less likely to fall prey to marauding wolves and the like. Fences also offer a barrier to unwanted intruders and may be employed to offer a rudimentary form of security to a vulnerable village. They provide effective protection, though you can't keep those beasts at bay for ever. A unit of fencing takes up one tile.

### Gate

Necessary in order to make a fenced enclosure accessible to the population, while keeping the cows from wandering off. When building a fence, take care to leave enough space for a gate; it takes up one tile. Once built, your subjects automatically negotiate the gate. However, to guide the cows into an enclosure you must operate it manually. Move the cursor over the gate so that rotating arrows appear, then **left-click**. The gate opens or closes depending upon the position it is in when you click.



### Footmans Guild

Footmen are the basis of any army. Sending a male Peasant here turns him into a footman.





### Well

A well provides a more copious supply of water than a spring. However, its supply is not instantaneous and in larger settlements you have to construct multiple wells.

**Left-click** on a well to see how abundant the water supply is; a display in the bottom right-hand corner lets you know. A well takes up nine tiles.

As you progress through the game, more and more options are made available. See Building Blocks in the *In Depth* section.

## BUILDING STATUS

Each building hides secrets within that you should examine as your proficiency increases. Buildings that produce and store foodstuffs all have limitations upon the amount they may store so, as your village grows, more than one of each type of building becomes necessary. To check a buildings' status **left-click** on it and a health bar appears. In the bottom right-hand corner the quantity of whatever item the building produces is displayed. If there is none of the product this is stated.

## MEDIEVAL MISCELLANY



### Cows

Cows can often be found roaming the fields. Each can be milked by a peasant woman, for the creamy milk they produce. But to keep them bound to you, and within easy reach, it is advisable to create an enclosure

(remembering to include the gate).

First, though, the cow must have a fetching bell placed around its neck, marking the cow in question as the property of your village. To do this, select any villager then move the cursor over the cow; a bell





appears. Left-click and the selected villager proceeds to claim the cow. When the villager gets to the cow, you may then direct the villager. The now obedient cow follows the villager. In this way you may lead cows to a safer or more convenient area. To stop the cow from following the villager, left-click on the cow again; the cow will 'moo' to confirm the action.

If you keep cows together they breed producing calves which increases your milk producing capacity. However, they are also prone to diseases, including Exploding Cows Syndrome. This may make a mess in your paddock.



### Beasts

Not only do you have to keep famine and disease at bay but you have to be on guard against the savage and deformed beasts of Lokyadore. Since Old King Roland's foolish pact with the

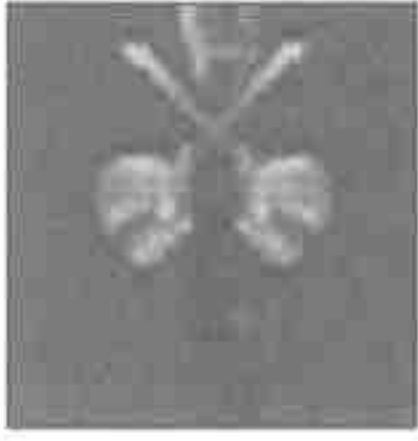
forces of evil the wolves are hungrier and more vicious, wasps grow to the size of cows (with stings to match) and all manner of nastiness may lurk behind the next rock. Beasts target all living creatures and you should remain vigilant at all times; a few giant wasps can wreak havoc in a small village.

Beasts are particularly nasty in that they target women and children in an attempt to wipe out your village, so look after the building blocks of your population.

Selecting subjects and then selecting the beast in question starts a battle. Later in the game, you are able to train warriors for such an eventuality.

Building fences impedes the path of beasts for a time while they try to break through it.





## Fighting

Only your fighting units can attack a beast or enemy subject of their own volition but their attack may not be well organised. To direct your subjects to attack, select them and then move the cursor over the beast or enemy subject and a pair of crossed swords appear. **Left-click** and the enemy is targeted.

Peasants, boys and girls all hurl rocks whilst footmen use their maces. Later other subject types are available and have differing methods of attack (See People in the In Depth section). It is up to you to discover which type of subject has what particular strengths.



## Mushrooms and Potions

Mushrooms and potions are found scattered all over the land. No one knows how they get there or what they do. Be assured that some of these impart special powers or increased health while others might have catastrophic consequences. Only experience can teach you which is which.



## Treasure

A lord who knows his land is often a rich one. The wisdom of sending some of your subjects on scouting missions should not be underestimated; aside from giving you greater local knowledge there is often booty to be had. This might take the form of a mission-specific relic necessary to complete the level, or gold which when discovered bolsters your wealth. If you find a relic, select a subject and then move the cursor over the object; the cursor changes to a grabbing hand. **Left-click** and the selected subject retrieves the treasure. To drop an object click on the arrow on the portrait of the subject holding the object.





**Note:** If one of your subjects dies whilst in possession of an item of treasure (other than gold) that item falls where he or she dies. It may then be retrieved by another of your loyal subjects.

## Finance

The finance screen is laid out in such a way that you quickly become familiar with it. However, if you want a detailed breakdown of the Finance screens read Finance in the In Depth section.

## TAKING A BREAK FROM THE ACTION

Pressing P pauses the game, allowing you to hold up action while you check the finances screens or lay down some buildings. It is a good idea to use the Pause function often until you are familiar with the interface. To Pause the game and exit to the Options screen, press Escape. You may then choose from the following options; Continue, Load Game, Save Game, Restart Mission, or Surrender.

## TIPS

**Build Peasant huts at regular intervals** – To ensure the steady growth and stability of your population, build peasant huts at regular intervals. As your population ages you need to build new homes for the young whilst the more senior members of the village hobble out the last days of their lives. If you run out of peasants of either gender, your village may soon die out and you may need to restart the mission.

**Explore your map** – You never know when a piece of treasure or a cow may come in handy. Use your subjects to explore the terrain.

**Stubborn cows** – If they won't go where you want them to go, get your peasants to keep trying.

**Plan ahead** – When building your farm ensure there is room nearby for an enclosure for your cows.





- When placing your bakery set aside room for a wheatfield. In this way you can maximise the efficiency of your village.

**When fighting beasts** – It can pay to be proactive. Sending a group of people out to fight beasts and destroy their lairs to return victorious may be your best bet.

This should help you complete the first few levels. By that stage you're into the swing of things and firmly re-established in Lokyadore. However, if you need further explanations of Beasts & Bumpkins check the following *In Depth* section.

## IN DEPTH

### PEOPLE

Each Guild allows only six members, so multiple Guilds may be necessary in larger towns. As stated earlier, only male Peasants are eligible for such an education and may only carry one trade at a time. The exception are Knights who are the only subjects who may become Cavaliers.

If you wish to turn a Guild member back into a peasant, select him and then *left-click* on the Guild where a scroll-ripped icon appears.

The following lists all the subject-types you have access to in the course of Beasts & Bumpkins. Do not read any further if you want to discover these chaps for yourself.

#### Wizard



A wizard is a powerful subject to have. When you select him a spell wheel appears. Initially this has only one spell but as you progress you find more spells. His spell-casting ability depends on mana. If your subjects are hungry and unhappy, mana levels regenerate very slowly, so your wizard's powers are inextricably linked to your villagers' welfare. The Wizard has one Priority Option: Protect. See *People and Priorities* section if you are unsure about the priority options.

Note: He is a non-fighting unit, and as such will flee when under attack.





## To cast a spell

**Left-click** on a wizard and his spell wheel appears. **Left-click** on the spell you wish to use. To activate the spell **left-click** on a point on the landscape. Be aware that your wizard's powers fade over distance and so you have to cast the spell close enough to him for it to work. You will be notified if his powers do not reach as far as you might wish.



### Priest

A man of the cloth created at the Church, he is a useful fellow to have in a village. He buries corpses, cures plague and can even quench fire. Like the wizard he has a spell-wheel and it functions in the same way. The

Priest has one Priority option: Bury corpses. If those corpses are piling up then select this option and he gets to work laying the dead to rest. See People and Priorities if you are unsure about Priority options.



### Pikeman

Not every villager's favourite person, this honest fellow deals with law and order in your villages and towns.

Send a male peasant to the prison and a Pikeman emerges. Positioning him strategically around your settlement keeps crime low and when a crime does occur he ensures that your will is done in the prison.



### Archer

This dandy fop is a demon with the long bow. Send a male peasant to the Archer's Guild and a fully trained bowman appears. His accuracy over a long range and ability to fire over obstacles makes him very useful in

battles and sieges. The Archer has one Priority Option: Protect. See People and Priorities section if you are unsure about the priority options.





### **Tax collector**

The most hated of your subjects, the tax collector gathers money from all your minions. Send a male peasant to the Town Hall and a lascivious money-grabber emerges.

Ensure that you don't set taxes too high or your subjects' health, happiness and will to work suffers. Set it too low and you might be bankrupt before the next summer is here. The tax collector collects taxes automatically.



### **Knight**

These heavily-armoured gentlemen are powerful allies and deadly enemies. Send a male peasant to the Knights' Guild and a high class warrior appears. They fight with their awesome but short-range two-handed broadsword. The Knight has one Priority Option: Protect.

See People and Priorities section if you are unsure about the priority options.



### **Cavalier**

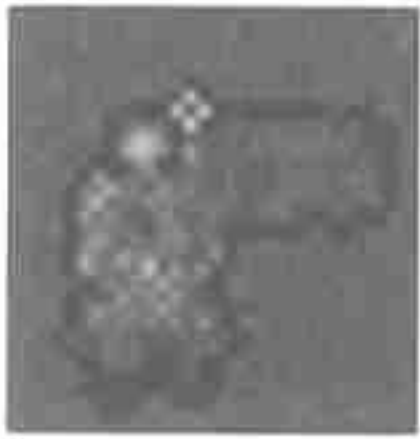
Cavaliers are the premier warrior in your Bumpkin army. In fact, due to the high levels of snobbery inherent in all things horsy, only a knight may become a Cavalier; you should send him to the stables to form a relationship with an equine. Astride a powerful war-horse this chap will wield his lance to some considerable effect at short-range. The Cavalier has one Priority Option: Protect. See People and Priorities section if you are unsure about the priority options.



### **Minstrel**

This madcap chap makes a living with his laugh-a-minute live juggling extravaganza. Positioning him on your town's thoroughfares increases your villagers' happiness immeasurably and, as such, the cost of his apprenticeship may be outweighed by the benefits his tomfoolery imparts.





### **Flagman**

Only available on a later mission. This plucky fellow is capable of capturing enemy buildings. Send him next to the target building to capture it.

## **BUILDING BLOCKS**

Many of the following buildings can teach and transform male peasants from their lowly life to new career. They can learn a craft or a profession and apply it to their village.

Remember, each trade learnt costs you money.

This is an exhaustive list of the buildings and objects you encounter in the course of Beasts and Bumpkins; if you want to discover the buildings and their qualities in your own time, read no further.



### **Wizards Guild**

Casting spells and causing magical mischief is often the only way to complete certain missions. Sending a male Peasant here transforms him into an incantation-wielding sorcerer. Selecting such a character brings up a

Spell Casting Wheel, from which a spell can be selected and cast. A Wizards guild takes up nine tiles.



### **Town Hall**

Sending a male Peasant here turns him into a Tax Collector, to gather owed tax from the villagers. A town hall takes up twenty-five tiles.





### **Prison**

With a prison in place you can keep troublesome villagers in check (see *The Punishment Fits The Crime*). The howls of the mysterious executioner strikes fear into the heart of many an unruly villager. Sending a male Peasant here, turns him into a Pikeman. A prison takes up nine tiles (available after a Town Hall has been built).



### **Archers' Guild**

For long distance combat, archers are essential. Sending a male Peasant here soon sees him getting to grips with the bow and arrow and sticking a feather in his cap, no doubt! An Archers' Guild takes up nine tiles.



### **Minstrels' Guild**

Players of music for the gentry. Send a male Peasant here leads to him enthralling the population with song and, the staple of performance artists since time immemorial, juggling. This medieval social service increases your Bumpkins happiness making them far better community members. The Minstrels' Guild takes up 9 tiles.



### **Knights' Guild**

These high-class men of iron protect your township with their lives as well as leading savage attacks upon your foes and their kin. Send a male Peasant to the Knights Guild and a fully suited medieval menace is created. A Knights Guild takes up nineteen tiles.





### **Stables**

For Knights of the Realm only. Sending a Knight here teaches him the ways of the equine world. From here on in he'll canter into battle atop an enormous horse. A stable takes up nine tiles.



### **Church**

Sending a male Peasant here transforms him into a Priest, complete with a Spell Casting Wheel. A church takes up twenty-four tiles.



### **Look-Out Tower**

A medieval early warning system. The eagle-eyed fellow atop the Look-Out Tower warns you of the imminent approach of beasts and other ne'er-do-wells.



### **Brewery**

What is a bumpkin without his cider? Less happy than he might be. Apples are gathered from the orchard you should lay down and are taken here, to brew into cider. Cider reduces thirst, generates income and makes people happy!

## **FINANCE**

Clicking on the Finance (gold coins) icon takes you to a world of statistics, prices and punishments for you to adjust as you see fit.

### **THE BARTER CHART**

You can change the price of available commodities and charges for services, where and when they become available. Later, when the Town Hall option appears, you can levy a hut tax and when the



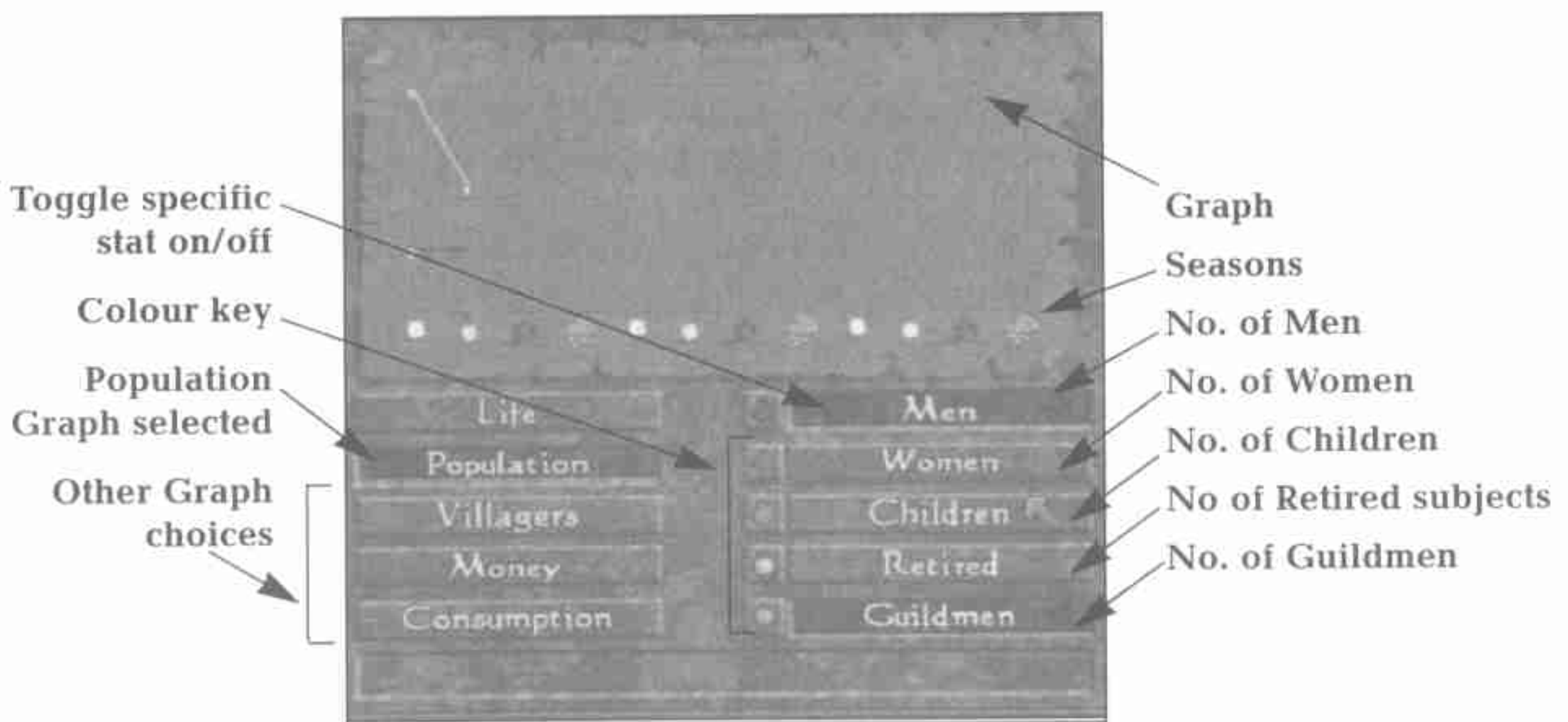


Church option appears, there is a donation tax (how Christian!). **Left-click, hold** and drag the price toggle to adjust the product or service price. Alternatively, **left-click** at a point on either side of the price toggle and the toggle jumps to that point. The commodities are Eggs, Water, Bread, Milk and Cider.

**Note:** Cheap products make people happy, so they buy more but could leave you strapped for cash. High prices may bring in revenue but depress the populace, so they perform badly and die sooner. It is your job to strike a balance, so the Medieval graph section could be of some use to you.

## THE MEDIEVAL GRAPHS

In your infinite wisdom, you employ a statistician to plot all manner of statistics on Graphs. By consulting these you can see how the decisions you make affect the village, the villagers and your coffers. Below is an example of one of the Charts (Population).



**Left-Clicking** an option from the left hand column brings up four (Life) or five different available statistics as line graphs. You may then **left-click** on the right-hand toggles to turn each plotted statistic on and off.





### **Life**

Select this to study the highs and lows of total population, births, deaths and retirements. Useful for checking the balance of your populace.

### **Population**

Select Population to study the make-up of your populace: Men, Women, Children, Retired and Guildmen. Extremely useful for ensuring a balanced population since a shortage of women of child-bearing age could spell disaster for your fledgling town.

**Note:** The figure for men only refers to your peasant population. All other men (i.e. those in Guilds or professions) are included in the Guildmen figures.

### **Villagers**

Select villagers to view statistics of your subjects happiness, health, crimes, convictions and age. It is important to view this to check they are getting enough food and water, that they are happy with their lot and ultimately that they are making an efficient contribution to your village.

In addition, you can see whether the punishments you have set on the Crime and Punishment table are having the desired effect and if your Pikemen are getting the guilty parties brought to justice at the hands of the dreaded gaoler.

### **Money**

Select Money to study the nitty-gritty of cash flow. Included are Total Cash, Income Generated, Outgoings, Tax Raised and Amount of Trade.

### **Consumption**

Select Consumption to examine the amount of produce your villages are consuming. This should give you a good idea of whether your prices are prohibitively high and thus causing depression or too low and so costing you money. Consumption breaks down into Eggs, Water, Bread, Milk and Cider.





### **Statistics schmatistics!**

Clearly, statistics have been used throughout the ages to prove one viewpoint or another. But that's not to say that they're not useful. In fact, examining the statistics can help you decide where you need to change your strategy, which items should be more expensive than they are or whether you need more buildings.

However, since you're the one making the decisions, it's up to you whether you look at these tables. Bear in mind that your progress is likely to be faster if you do get to grips with the Finances section.

## **CRIME AND PUNISHMENT**

When you have built a prison, you have another group of options to manipulate in the Finances screen. As a town grows problems arise, people start swearing, pushing and shoving and being generally unpleasant to each other. Things may escalate due to lack of food, high taxes or plague and an unhappy populace are far more likely to commit crimes. You can keep the population in line with a number of punishments ranging from fines up to the death sentence meted out by the mysterious and universally feared executioner. The crimes your Bumpkins may commit are:



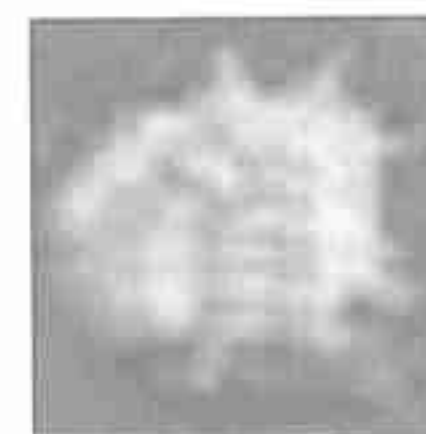
### **Swearing**

Medieval filth that would make any decent person's toes curl. Disgusting!



### **Thievery**

Hungry people may be driven to theft. But as any thinking Lord knows, that's no excuse, rotting the moral fibre of a community. Heinous!



### **Assault**

After a few too many flagons of cider, bumpkin altercations may escalate to the level of assault. Now a beating sanctioned by you is no bad thing but the thought of your lowly subjects attacking each other is not a pretty one. Evil beggars!





## **Murder**

The most awful crime of all. A bumpkin who commits this crime clearly has no fear of death. Therefore it's in both your interests to execute him, until he or she is dead. Marvellous!

**Note:** Outward displays of pleasure brought on by your Bumpkins' misdemeanours are not recommended. You sick individual!

Clearly, crimes need to be dealt with swiftly and surely. You need to have enough Pikemen to enforce the law and you should station them strategically around your village as a precaution. It's up to you to choose the punishment that you feel fits the crime. However, harsh Lords have been known to lose the support of their subjects so, again, you should exercise a firm but fair hand in matters of justice.

The punishments you can issue are as follows:

### **Fine**

A monetary fine may be enough to correct the wayward Bumpkin.

### **Shackles**

A spell in the prison may be effective against persistent offenders; allowing them to see, first hand, the horrors of the executioner's habits.

### **Thumbscrew**

A spell of good, old fashioned torture might be deemed necessary for particularly troublesome Bumpkins. I'm sure that your executioner can be persuaded to oblige.

### **Execution**

Off with his head! Sometimes these Bumpkins just don't learn; you may think capital punishment is barbaric, so now's your chance to let the executioner prove it!

### **Too severe or too lenient**

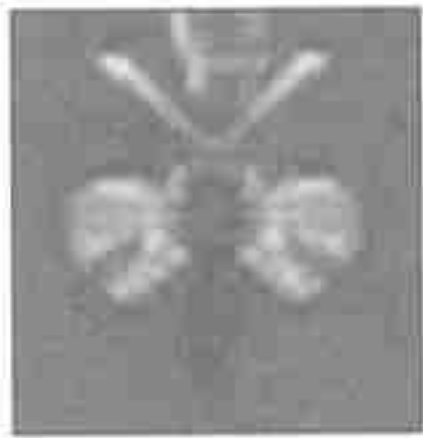
A successful punishment policy makes people feel secure and happy. A policy seen as too lenient leads to a rowdy, unmanageable society.





Condemning every wrong-doer to death for even minor transgressions will create an atmosphere of fear and misery. As well as reducing your population quite considerably.

## FIGHTING



By building up a village, and building the right guilds, you can train your male peasants to be warriors. This gives you a far greater chance of vanquishing your foes than employing your peasants to throw rocks.

Some missions entail you fighting a rival village or town. Some pit you against the Beasts of the forest, Giant Bees, Wolves, Zombies, Demons and more horrors than you could shake a wooden spear at. In all cases using the hardest subjects you have is a wise policy.

## PURE DESTRUCTION

You can also send your villagers' destructive force on inanimate object. For example, you may wish to build a farm and enclosure and that damn copse is in the way. Select an individual or group then **hold CTRL** and **left-click** on the desired object. You can destroy Giant Bee Hives, chop down trees and even burn down buildings.

It is also useful if you build something and later decide you no longer need it. Make sure there is no one inside at the time, however, or they meet an untimely end.

### Ring Of Power

Look out for this special artifact. If you happen to come across it, the lucky individual will be blessed by having his armour and attacking attributes increased.

## IT'S A KIND OF MAGIC

Both Priests and Wizards have magical abilities. When they find a spell, it is displayed on their Spell Casting Wheel. Spells often get around otherwise unsolvable problems and can be found in the most unlikely of places. Pick up a spell in the same way you would any other artifact.





## GROUP MANAGEMENT

At points in the game, you may want to split villagers into different action groups that you can easily toggle between.

### To designate a group

**Left-click, hold** and drag a window around the individuals you wish to group so they are all selected. Then Press **CTRL** and a number key (for this example, we'll use the number 1). This then designates these subjects as Group One.

### To select a designated group

Press **SHIFT** and **1** together (or whatever number you chose for the group) and that group is selected and zoomed to. Press **1** if you wish to select the group only.

You can designate up to 10 groups, giving each a number between 0 and 9.

## DISASTERS!

You may come across a number of Acts Of God that appear in a random and slapdash way. As the game continues, they become more common. Some can be mildly annoying, others can spell doom.

### Fire

Buildings, land, chickens and your subjects can all catch fire. Anyone inside a burning hut dies in agony and villagers may catch fire if they get too close to the flames. Fire does eventually burn itself out but you may use a priest to extinguish flames using his spell-calling.

### Exploding Cows

A much-feared disease that can strike fear into the heart of even the hardest milkmaid. It can destroy a herd in seconds by the nature of its knock-on effects and the flammable emissions cows tend to produce. Large herds should be kept in more than one enclosure to avoid such epidemics wreaking irresolvable havoc.





### **Illness**

Flu, Disease, Plague as well as the old stalwarts, farting & burping may be visited upon your subjects to varying degrees. Illness impairs work and makes people unhappy. And as any psychologist can tell you, unhappy people are more likely to fall ill. Don't let the cycle start, it's up to you to break it and break it you can using the powers of a Priest.

## **A MEDIEVAL AFTERWORD**

There are many surprises that await you in Beasts and Bumpkins, and they are not all revealed here. You have to use your own guile and cunning to solve the many problems that face you and your subjects. May the sun shine long on you and yours!

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