The Main Menu

• **Tutorial:** Allows you to play the tutorial map.

Pre-War Preparations

Campaign Selection Menu

After selecting your race, a menu will pop up asking you to select which campaign you want to play. You can choose between the original Disciples II – Dark Prophecy campaign and the new high level campaigns. Depending on which pack you own you can pick either Disciples II – Guardians of The Light or Disciples II – Servants of the Dark.


The Adventure Interface

New resources interface

 When Resources is toggled, the Resource window displays the total resources that you own. Remember, this is different from the Beginning of Turn report, which only displays the resources acquired during a single turn. Once this panel is open, you have access to another button located to the right. Pressing this button displays a prediction of your incomes for the next turn. The prediction is based on the actual resources you have under your control.

Note: For convenience, there is also a resource bar that can be toggled on and off. The button is located just aside the briefing button.
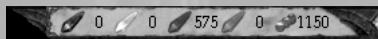
Quest Log

Click to review all the quest events messages.

The capital City

• Lock Unit Type: Clicking this button allows you to prevent a unit from upgrading into the next type of unit in its upgrade branch. The target unit will continue to gain experience, and it will move up levels, but it will not gain the abilities and attributes of the higher level unit.

Combat

New combat menu

• Instant Resolve: Click this icon to have the computer instantly resolve the fight. Note that this command cannot be cancelled.

High-Level Unit Icons

When a unit achieves a certain number of levels over its base level, an icon will appear on its portrait to indicate its experience. A unit 5 levels above its base level will have a blue sword for an icon, a unit 10 levels above its base level will have an orange sword for an icon, and a unit 15 or more levels above its base unit will have a red sword for an icon.

Exporting a Leader

Every time you finish the last scenario of a campaign you will be prompted to export one or more of your leaders. The exported leaders can later be imported into skirmishes or expansion campaigns.

Multiplayer

Chat

Inside the game, pressing Enter will bring the chat interface allowing you to communicate with your opponents. The chat window is available in the isometric view, the combat screen, and the cities screen.
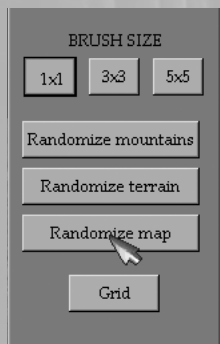
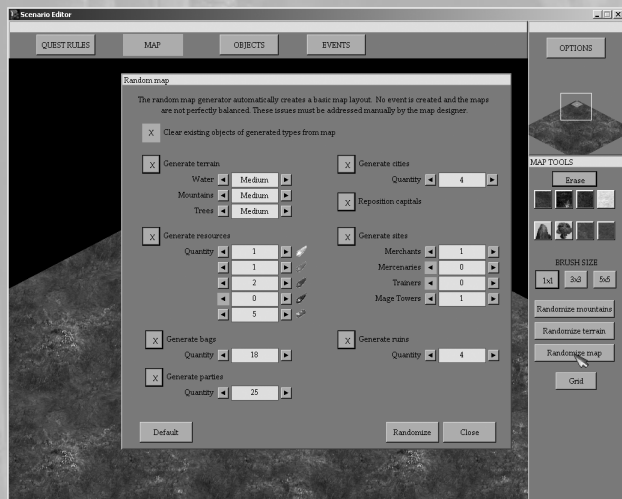## Random map generator

To access the random map generator:

• Open the scenario editor (scenedit.exe)
• Create a map and name it
• In the top menu, click on **MAP**

- In the **MAP TOOLS** menu, click on **RANDOMIZE MAP**

- **This will open the random map generator menu**

CONFIGURATION EDITOR

The configuration editor can be found in the Disciples II folder in the start menu. The configuration editor allows you to modify the following options:

Display Settings

• **Screen resolution:** Allows you to select the desired resolution for the game, from 800x600 up to 1280 x 1024.

• **Refresh rate:** Allows you to select the desired refresh rate. WARNING: These refresh rates are reported by your video card. Your monitor may not actually support all the ones listed. Setting the refresh rate to an unsupported setting may damage your monitor. Use default setting if in doubt.

• **Display game in a window:** Allows you to display the game in a window. Much slower, desktop must be set to 16 bit unless using Direct 3D.

• **Use Direct 3D:** Enable 3D hardware acceleration. Note that this is an unsupported feature.

• **Stretch to full screen:** Use it in conjunction with the Direct 3D option to display the game window in fullscreen when using a resolution higher that 800 x 600.

• **Compatibility mode:** When using Direct 3D, check that option if the game runs too slow. Note that this is an unsupported feature.

Audio settings

• **Custom MP3 soundtrack path:** Here you can put the path to your preferred MP3 music tracks.

• **Pause Audio Environment While AI is Playing :** Increase the performance.

• **Play sounds:** Turn on or off the sound effects.

• **Play music:** Turn on or off the music.

Preferences

• **Delay before you can close an event pop up message:** Time must be put in milliseconds.

• **Accumulate AI action points for smoother animation playback during AI turn:** Improve game performance.

• **Play intro when game starts:** Turn on or off the intro movie played when you launch the game.

• **Use persistent encyclopedia mode:** Check this to make the encyclopedia remain open after releasing the right mouse button, eliminating the need to hold the button down. A second click or a key press (Esc, Enter or Space) closes the encyclopedia.

• **Display turn count in paths :** Allows you to see the number of turn required to reach a destination.

• **Snap mouse to Cursor :** Turn this option on to Automatically snap the mouse cursor over the OK button in dialogs.
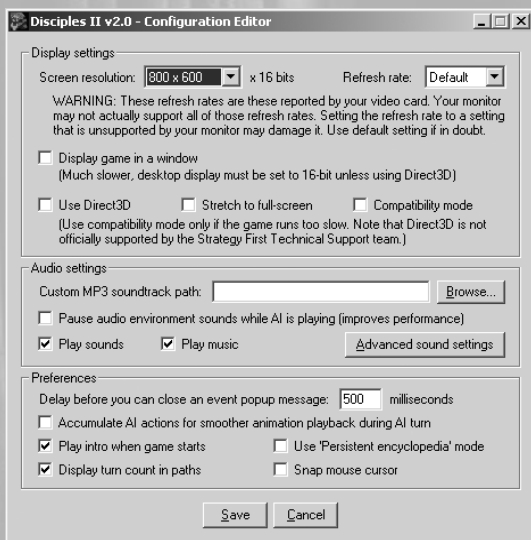
Hotkeys

Iso :
[CTRL+L]: Allows you to quick-load the save game from QuickSave, does not work in multiplayer (except in hotseat play).

Credits

Production

Producer
Ariel Gauthier

Lead Designer/Project Leader
Danny Bélanger

Lead Artist - 2D Character Art
Alexandre Rodrigue

Lead Programmer
Frédéric Ferland

Programming
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Environment Art
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Michel Therrien
Raphaël Beaupré
Elie Rocray
Alex Gingras

Writing/Manual
Calvin Campbell

Sound

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Karl Gerhardt Graap
Orla Johannes
Kersti Kass
David Lawson
Will Licari
Robert Saigec Taylor

Sound Engineer
Simon Lamoureux

Music Designer/Composer
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Quality Assurance

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Prokopios "Pro" Sotos

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Steve Milburn

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Philippe Brindamour

Web Designer
Hugo Trépanier
Serge Mongeau

Senior PR Associate
Kelly Ekins

Assistant Product Manager
Ryan Bastien

President
Don McFatridge

Senior V.P.
Brian Clarke

V.P. Business Development
Steve Wall

V.P. Product Development
Richard Therrien

V.P. Systems
Dave Hill

V.P Finance
Sonia Langlois