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Installing *Rival Realms*

To install *Rival Realms*, you must be using Microsoft Windows 95 or later. The game also requires Microsoft DirectX5, and can install it for you if you don't already have it.

To install *Rival Realms* on your computer:

1. Turn on your computer and start Windows.
2. Place the *Rival Realms* CD into your CD-ROM drive.
3. If AutoPlay is enabled, wait for the Setup window to appear; otherwise, browse to your CD drive and double-click 'Gsetup'.
4. Click the 'Install' button then follow the instructions that appear on the screen.

Uninstalling *Rival Realms*

1. Turn on your computer and start Windows.
2. Place the *Rival Realms* CD into your CD-ROM drive.
3. If AutoPlay is enabled, wait for the Setup window to appear; otherwise, browse to your CD drive and double-click 'Gsetup'.
4. Click the 'Uninstall' button then follow the instructions that appear on the screen.

Starting *Rival Realms*

You must have a *Rival Realms* CD in your CD-ROM drive to play single-player games or use the Scenario Editor. If you installed *Rival Realms* but do not have a CD, you can only create and join multiplayer games.

To start Rival Realms

Rival Realms places a program group on your Programs Menu.

If the *Rival Realms* CD is already in your CD-ROM drive, click the Windows Start button, point to Programs, point to Link Arts Studio, and then click *Rival Realms*. Remember that you need the CD in the drive to play single-player games.

You can skip the opening cinematics by clicking the mouse or pressing ENTER, SPACEBAR or ESCAPE .

Learning to play

The best way to learn the basics of *Rival Realms* is to play the Introductory Levels provided with the game. You'll learn how to use wizards, fire masters, thieves or knights, and engage in combat.

To select these levels from the *Rival Realms* main menu, click Introductory Levels.

Choosing a game

Based on a conflict between three different races: Humans, Greenskins and Elves, *Rival Realms* allows you either to fight alone, against up to eight computer opponents, and also strategise and struggle against up to eight other people over a network, direct link, or the Internet.

The Elven race is the most advanced from the technological point of view; they are also skilled in the domain of magic. While not particularly hardy in close combat, they are dangerous from a distance.

The Greenskin race is the most primitive of the three, but troops are resilient in close combat.

The Human race lies between the other two. Human sorcerers have average magical skills and troops are reliable in both close and long-distance combat.

1. Campaign – Single player – A pre-designed series of related scenarios for each race in the game: mighty Humans, ferocious Greenskins and noble Elves. [Each campaign has 20 scenarios]
2. Custom game – Single player – A pre-designed scenario that is not part of a campaign. You can create your own custom scenario by using the Scenario Editor, which is provided with *Rival Realms*.
3. Multiplayer game – A custom scenario in which two or more human players share control of a single race.

Note: Before beginning a Multiplayer Game, if any of the participating computers has less than 32Mb of RAM and a Pentium 166Mhz processor (or equivalent), you are advised to set all the computers to the 640 x 480 screen mode.





Resources

The progress of each race in the game depends on successful management of three basic resources: gold, wood and food. *Gold seams* can be found across the land and, once mining begins, has three states of excavation: full, medium, and poor. Continued mining of a seam eventually leaves behind only bare rock.

Wood is gathered by chopping *trees*, as you might expect. Trees are soon reduced to timber, and henceforth pass into memory. All members of a race have specific costs based on gold and wood resources.

Food is harvested from *Cropland* areas. Each troop consumes a food unit per minute. *Cropland* passes through five states: Unharvested; lightly harvested; heavily harvested; fully harvested; and re-growth. Food may only be collected from *cropland* during the first three stages; the last two stages allow the fields to re-grow and return to the first stage, given time. *Cropland* can be destroyed by artillery or special spells.

Only Human *peasants*, Greenskin *servs* or Elven *yeomen* harvest these three resources. The quantity of collected resources can be increased by building a *Gold Mill*, *Hoard Keep* or *Treasury* and carrying out the *Increase Wood Production* upgrade. Bear in mind that your resource-gathering units are vitally important to the strength of your communities and armies. Protect the workers well as they toil to support you.

Interface Description

Main Menu

This menu is activated by pressing 'Escape', or by clicking its button on the control panel that runs along the bottom of the screen. Upon clicking the button (the top button of the column located to the immediate right of the Mini-map), the Main Menu plaque appears and lists the following seven options, each a clickable button:

1) Settings

Displays the Options menu, from which you can set up your favoured map scroll speeds, sound volume levels, and other miscellaneous options.

2) Load / Save

Displays a File Selector window with which you can save your current game, or call up previously saved games.

3) Play / Record

Displays a File Selector window with which you can record the progress of your current game, or playback a previously recorded game.

4) Help

Displays an information browser, with which you can look at the goals set out for your current scenario and review keyboard short-cuts, general gameplay information and suggestions which may help you.

5) Restart

Click this button if you wish to restart the current scenario from its starting point. A confirmation window appears, for safety.

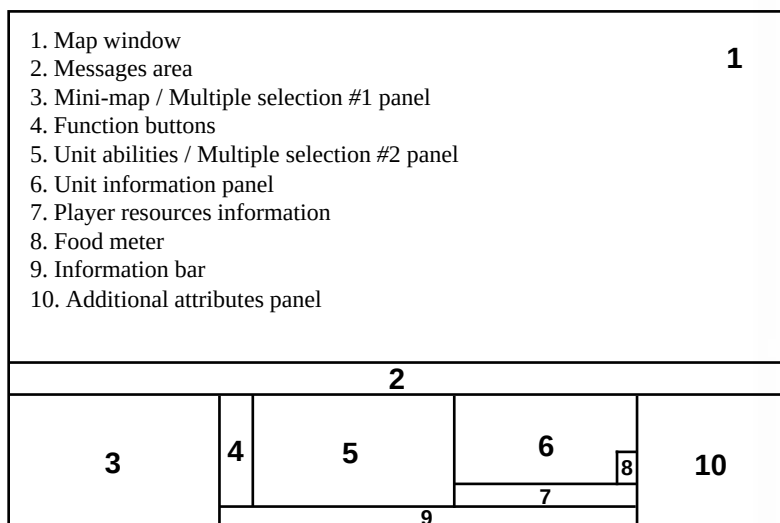
6) Quit - Surrender

Selecting this option ends the current scenario at its current state, after you answer the confirmation prompt, and displays the statistics of the game to the point to which it was played.

g) Return to Game

Click this button when you finish using the Main Menu and wish to return to your game.

The screen is split in two main areas: the active screen, or *Map Window*, which occupies the upper three-quarters of the screen, and the *Control Panel* in the remaining quarter below it. Orders that generate implicit actions do not have push buttons in the *Control Panel*.



Control Panel





Control Panel

Messages area

- *Not always visible; attaches to the top of the control panel*

This area displays useful information and short messages about game events; also used to edit various commands;

Mini-map / Multiple Selection #1 panel

- *At the far left of the control panel*

The *Mini-map* displays a reduced scale image of the whole landscape. The land is revealed to you as you explore it. The area currently shown in the *Map Window* is indicated by a white rectangle. Your units are always shown in the *Mini-Map*, but enemy units are not shown unless they enter territory surveyed by yours. Left-click on the *Mini-Map* to order selected units to journey to that location; right-click to move the viewpoint of the *Map Window* to the clicked location without moving your units.

This area can be switched, via the *Mini-Map / Multiple Selection* function button, to display *Multiple Selection panel #1*, which allows you to quickly select groups of troops so that they may be viewed and manipulated with *Multiple Selection panel #2* (described below).

Function buttons

- *the column of buttons to the immediate right of the Mini-map display*

This column consists of several buttons. From the top-down, they are: Call Main Menu; Map Window Zoom toggle; 8 buttons to save and recall Selection Groups; Mini-Map / Multiple Selection toggle.

The last of these buttons is worthy of special note: Clicking the *Mini-Map / Multiple Selection* button replaces the *Mini-Map* and the *Unit Abilities* (described below) panels with *Multiple Selection panels #1 & #2*, respectively. *Multiple Selection panel #1* was described above, *Multiple Selection panels #2* is described below. When these panels are on display, clicking the button again will return to the *Mini-Map* and *Unit Abilities* panels.

Unit Abilities / Multiple Selection #2 panel

- located centrally on the control panel

Icons of available orders appear at the top of the *Unit Abilities* panel, and up to twelve may be available for an individual troop. The orders icons may occasionally be replaced to display additional information; for example: options applicable to the object exchange procedure. Selected Buildings also utilise this area to display the orders you can issue with relation to them.

Four Inventory pockets, if applicable to the selected unit, appear at the bottom of the panel. If the unit is a troop carrier, then its cargo space is shown here instead.

Multiple Selection panel #2, when selected as described earlier, replaced the *Unit Abilities* panel and is primarily composed of a grid (3x3 visible cells) in which each cell displays information on the type of units selected by you on *Multiple Selection panel #1*. The information consists of the unit number, upgrades status, health bar and, if applicable to the unit, a mana bar. A red frame around a cell indicates a currently selected unit, while a yellow frame indicates the unit currently on display in the *Unit Information* panel (described below).

Left click on a unit's cell to select that unit and display its details in the *Unit Information* panel; this does not alter your viewpoint in the *Map Window*. Right click on a unit's cell to display its details and move the viewpoint of the *Map Window* to that unit; note that this does select the unit.

To the right of the grid are six control buttons. Two are simply scroll buttons to move large group of units through the grid. The remaining four, from top to bottom, are:

Search on Map

Click this button, then click on a unit's cell in the grid to centre the *Map Window* on that unit, without selecting it or displaying its details.

Examine

Functions exactly as a right-click on a unit's cell.

Select All

Selects all units contained in the grid, including any not currently shown in the 3x3 display.





Deselect All

Deselects all units, as above.

The “How Do I...?” in-game Tutorial provides an in-depth visual run-down and usage example of the features described here.

Unit Information panel

- *On the right of the control panel*

Detailed information about the selected unit. It consists of: unit icon and name; its unit number; experience points; health bar and current value; mana bar and current value (if applicable to the unit); available upgrades buttons, and Command button (either ‘Go’ or ‘Sell’, depending on whether the unit is a troop or a Building)

Player Resources information

- *between the Unit Information panel and the Information Bar*

This area is composed of the three resources: gold, wood, and food; each displayed as an icon and value.

Food meter

- *immediately right of the Player Resources information*

Composed of 12 lights: 2 red; 3 yellow; 6 light green and 1 dark green, this meter indicates the food levels of your army.

Information Bar

- *At the bottom of the control panel, located centrally*

This area displays information about elements of the *Control Panel* that pass beneath the mouse pointer (for example, order icons and their short-cut keys);

Additional attributes panel

- *At the far right of the control panel, only available in 800x600 display mode*

When playing 800x600 display mode, this extra panel lists the ‘low-level’ attributes of the selected unit. These attributes are described in the *Troops* section a little later.

Inventory and Inventory actions

Troops have an inventory consisting of four pockets, which can be filled with items. Airborne, seaborne and machine units, however, do not have an inventory.

Friendly troops can exchange items with each other, provided both units have inventory pockets, or alternatively be told to drop and pick up items. Upon pressing the ‘Exchange’ order button of your current unit, you will be prompted to select the unit with which you want to make the exchange (the ‘target’ unit). After selecting the target, the current unit heads toward it. When the two meet, the orders icons of the first unit, along the top row of the control panel, are removed and replaced with the inventory pockets belonging to the target unit, headed “Second unit’s bag”. Items may be interchanged between the two inventories simply by clicking on them. When the exchange is complete, or you decide not to perform an exchange, click the right mouse button or press ‘Escape’.

The ‘Get’ action can be performed by simply left-clicking on a bag visible in the *Map Window*. The selected unit will move toward the bag and will automatically collect the contents, if there are free inventory pockets. You will be informed if the selected troop’s inventory is full.

The ‘Drop’ action can be performed by pressing the Get/Drop button. When clicked, the orders icons are replaced by “Bag on the ground” area. Up to four items may be dropped by clicking on object icons from the troop’s inventory pockets, and are placed into a bag so that they can be found later if necessary. When you have dropped the items you wish, or you decide not to drop anything, click the right mouse button or press ‘Escape’.

Interfaces for managing your Buildings

The Human *Castle*, Greenskin *Fortress* and *Elven Keep*, the primary Buildings of the three races, display icons of 12 Building *construction orders* (including the planting of *Cropland*) and the means to recruit *peasants, servs* or *yeomen* (in respect of each race) on the *Unit Abilities panel*. Once the icon of a *construction order* is clicked, planning and construction begins and the process is displayed as a circular progress gauge, or *evolution counter*, on the icon surface. Resources are dynamically consumed as time passes, and the process can be aborted at any time by right-clicking on the *evolution counter*. When the Building is complete its icon is framed in red, indicating it is available to be placed into the *Map Window*. The building placement can be performed





only in visible areas (not unexplored locations, or areas out of immediate sight) that are clear of obstructions.

There are three categories of harvesting based on resource types: gold, trees, and food. The *Castle*, *Fortress*, and *Elven Keep* interfaces provides the means to train up to nine *peasants*, *servs* or *yeomen* for each task. When his training is complete the new unit will exit from the Building and begin his task. *Peasants*, *servs* and *yeomen* will search for the nearest source of gold, trees, or food as dictated by their training but, unfortunately, have little sense of personal safety when asked to follow orders. Be careful, therefore, if resources grow scarce around your castle, for your resource-gatherers will begin to wander into uncharted territory in search of new resources to harvest.

The Human *Gold Mill*, *Greenskin Hoard Keep* and *Elven Treasury* buildings each display icons in the *Unit Abilities panel* only if allied units are present in the current game. Their icons consist of three numeric controls for each resource, a combo-box for a selected ally, and a transfer command button with confirmation.

Other Buildings display a common set of icons in the *Unit Abilities panel* with displays for the training of up to 3 simultaneous units, providing the Buildings have been upgraded appropriately. Progress bars appear for those troops undergoing training. Up to 9 troops may be pre-ordered per category.

Troops

Each troop order has a corresponding short-cut on the keyboard. The Help button, in the Main Menu, provides a section that describes in detail all possible actions and their short-cuts.

General Orders (specific to mobile troops):

Rest

Directs selected troops to hold position to aid healing.

Patrol

Selected troops will move continuously back and forth between their current position and the subsequent position you select.

Stand Ground

Orders troops to stand in their current position, forbidding a break of ranks to follow enemies.

Transfer (*Peasant, Serv, Yeoman* only)

Displays a special interface in the *Unit Abilities* panel composed of a combo box for a selected ally, a transfer command button with confirmation, and an exit button to abort the procedure.

Landing (troop carriers only)

Directs all units on board the troop carrier to disembark.

Special Weapon (*Human Knight, Greenskin Warlord, Elven Archer* and *Centaur, Sphinx*)

The special weapon of these units is normally used automatically, but it may be thrown against a specifically selected target. The button on the *Unit Abilities* panel displays a circular *evolution counter* to indicate the reloading period until the weapon becomes active again.

Default Weapon (spellcasters)

Establishes the default attack spell of the selected spellcaster; it may be specified by a right-click on the order button and becomes marked by a red frame. Only some of the spells may function as a default weapon.

Change Color

Changes the default color of selected troops, and is particularly effective for sneak incursions against unsuspecting human opponents...

Inventory Item Creation Orders

Troops who are able to create inventory items, for example spellcasters who can create Healing potions or Mana potions, can click this icon to produce the relevant item. The item is placed into the first available inventory pocket and can then be exchanged with allies, or retained for personal use.

Healing and Repairing

Through a left-click on the health bar of a selected unit, it can be ordered to head to its respective Building so that it may be healed, or repaired. Any damage to Buildings may be repaired by clicking on their 'health' bars too, for a cost in resources; a second click stops the repair work.





Selection

Selection and de-selection of units may be performed in various flexible ways.

Single selection

Simply click with the left mouse button on a desired unit to select it. Any previously selected units will be deselected.

Buildings can only be selected singly.

Multiple selection

To select multiple units, click and hold the left mouse button in the *Map Window* to drag a selection box over the desired units; either all of the same type, or of mixed types; a maximum of 25 units may be selected at one time. Buildings cannot be selected by dragging.

Clicking on a unit with the left mouse button *while holding down the Ctrl key* (a “Ctrl-click”) will select all the troops of that type currently visible on the screen.

“Shift-click” (click while holding the Shift key) an unselected unit to add it to a multiple selection, or “Shift-drag” an additional set of unselected units to add all of them.

When a homogeneous selection (several troops all of the same type) has been made, the Unit Abilities panel will change to show the common orders which can be applied to all troops in the selection simultaneously; very useful for the selection of special weapons and spells. The selection of units can also be ordered to return to their training grounds to get upgraded, healed or repaired.

Groups

Up to 8 selection groups can be stored and recalled using the 8 “dice” icons in the *Function Button* area on the *Control Panel*. Once you have selected some troops you can store the selection group by right-clicking on one of the eight dice buttons or by holding the Ctrl key and pressing a typewriter key from 1 to 8. The selection groups can be recalled by pressing the respective typewriter key (1-8) without the Ctrl key, or by left-clicking the respective dice button on the *Control Panel*.

Shift-click a dice icon to add its group to a current multiple selection.

Deselection

Click the right mouse button anywhere in the *Map Window* to deselect all units. Note that you must deselect any and all units before a Building can be selected.

Shift clicking a selected unit will remove it from a multiple selection.

Formation Manoeuvres

A selected group of troops can be arrayed as a front line by pressing F5 to order a tight line, or F6 for a loose line.

Tactical formations can be stepped through using F7 to fan out troops (particular groups work more effectively than others) and F8 to gather them together.

These formations, together with the *Stand Ground* order, are ideal for tactical manoeuvres.

Troop attributes

Speed

Human *Thieves* and *Light Cavalry*, Greenskin *Horde Riders*, Elven *Barks* and the flying troops of all races are fast moving; the various other war machines, ships and flying devices are slow moving; all other troops move with a relatively equal moderate speed.

Damage

All troops inflict varying damage upon enemies according to the weapons they are using.

Latency

Indicates the reload time of weapons.

Accuracy

Represents the aiming ability of a particular unit.

Armour

Represents the amount of protection a unit has against damage.





Individual Inventory

Troops have an inventory consisting of four pockets, which can be filled with items. Airborne, seaborne and machine units, however, do not have an inventory.

Experience

Troops gain individual experience in battle and can receive up to five stars, which indicate their level of experience. With experience comes increased damage ability, reduced weapon reloading times, and enhanced accuracy, armour and hit points. Obviously then, the longer troops survive in combat the more efficient they become.

When you have no particular orders for troops to carry out, you can set most of them training by ordering them to fight amongst themselves. Don't worry, they won't kill each other; they will stop the fight when they become injured and then will rest to gather their strength. Training, however, is less effective than battle, and can lead to problems if an enemy ambushes your exhausted and injured troops.

When any of your troops reach their first, third or fifth experience level they receive a Special Item. At the end of a victorious game, you can save your best troops in troop libraries. Then, at the beginning of subsequent games, you'll be able to hire your heroes, optionally changing their names and identification colours.

Upgrades

Every troop can be upgraded independently of all others. Upgrades improve the troop's attributes or endow new abilities, special weapons or spells (for example, Human *Knights* can throw their special weapons, a maces, to hit air troops). An upgrade can be 'purchased', for a cost in Resources, as it becomes available, or is awarded 'free of charge' when a new experience level is attained.

Troop upgrades are selected in the *Unit Information* area of the *Control Panel*. Click one or more upgrade icons, then click the *Go* button; the troop will head off to its training Building to upgrade.

Spellcasters

Each race is composed of 14 different units and has unique strengths and weaknesses. You'll discover that each race has various advantages over the other two, and it's your task to exploit this as effectively as you can. For example, the Greenskin *Warbat* is the only troop that can capture enemy light troops, while the Human *Chariot of War* provides speed and

armour to light Human troops, and Elven teams of *Archers* can overpower stronger opponents with frequent, powerful bolts.

Humans, Elves and Greenskins have also, through the millennia, developed their own schools of spellcasting. Even though each branch stems from the same source of power, the spells researched by each race are quite unique... and very powerful indeed!

Most attack spells can be pre-set as a 'default weapon'. For instance, select several wizards and pre-set them to the '*Fireball*' spell, then select one other and pre-set the '*Frozen Breath*' spell. Now, in combat, your '*Frozen Breath*' wizard will immobilise enemies for your '*Fireball*' wizards to destroy with ease.

Some spellcasters can store mana (magical energy) as a potion and use them automatically in battle to replenish their spellcasting ability. Others can store life energy as healing potions; any troops in possession of such a potion can use these automatically in battle.

Most of the spells are specific to a certain spellcaster:

- *Frozen Breath*, a Human spell, temporarily stuns most enemies.
- *Berserker*, an Elf spell, causes enemy troops to fight each other.
- *Hyena Howl*, a Greenskin spell, turns enemy troops almost out of control.
- *Dispel Mana* ruins the offensive power of any spellcaster.
- *Teleport* is self-explanatory: your spellcaster can teleport anywhere in your 'sight'.
- *Touch of Chaos* randomly 'throws' enemy troops some distance away.
- *Poison Cropland* is extremely effective against enemies that like to build large armies.
- *Reveal Traps*, cast over a patch of ground, uncovers any hidden traps placed by your enemies, but does not disarm them.
- *Blindness* 'steals', for a short time, the Mini-map of any enemy that walks through it (in multiplayer games).

Spellcasters can receive magic scrolls for their Special Items when they reach the first, the third and the fifth experience levels. Some of the most powerful spells are available only on these magic scrolls (such as 'Soul damnation').

Four Special Items are specific to spellcasters:

- the *Magical Efficiency Sphere* allows the owner to create 'bonus' potions





- the *Tome of Knowledge* halves the cost in mana of any spell
- the *Celestial Cloak* makes the mana regeneration three times faster
- the *Supreme Shield* doubles the efficiency of the Magic Shield

Human *Fire Masters*, Greenskin *Gnom Boomers* and Elven *Arquebusiers* are included in the spellcasters category. Essentially they are Elementalists, and use mana to:

- Channel Fire to create bombs that destroy resources and rock formations, and cause great damage buildings and troops
- Channel Water to reclaim land from the seas, or return it to the depths
- Channel Air to place traps which sense the passing of life-forms (invisible to any enemy without the *Reveal Traps* spell).
- Channel Earth to restructure small pieces of wood and metal, effecting repairs to artillery and vehicles in the field

Spies

Human *Thieves*, Greenskin *Rogues* and Elven *Scouts* have several useful abilities. They can:

- steal gold from enemy Castles or Gold Mills,
- pickpocket gold, food, magic artifacts, potions, indeed anything, from enemy troops, or even monsters!
- obtain strategic information from enemy Castles that they store in their ‘Spybooks’
- take advantage of natural cover to slip past unsuspecting enemies (if the ‘Invisibility’ training upgrade is carried out)



MAP OF THE GAME LANDS





Humans

The Humans first set foot on this land in ancient times. Nomadic tribes who roamed the central reaches of the land where pushed south, pursued by marauding hordes of Greenskins in a time that became known as the Greenskin Occupation. They were finally able to establish settlements at the edge of what is now known as Forest Haven. Hard-working and intelligent, the Humans soon raised well-fortified cities and gave birth to new nations.

During the worst times of the Greenskin Occupation soon after Humans sought refuge behind the towering Eagle Mountains the newly formed nations of Eagle Haven and Forest Haven, and a short time later Southward and Seawatch, developed rigid feudal systems in an effort to regain strength and build forces for the ongoing struggle against the Greenskins. From nobility and chivalry arose some of the bravest, deadly and most honourable warriors the world has ever known: the Corrilian Knights of Eagle Haven, the Rodene Knights of Forest Haven, the Ronan Knights of Southward and the Wavecrest Knights of Seawatch. These four Chapters of implacable and highly trained Knights, a strong symbol of unity for the four young Human nations, at last tipped the balance in their favour. The Knights headed a brave army and marched north, and this led directly to The Great Rout that saw the Greenskins forced back to their strongholds in the Dark Fire badlands.

After many years, The Great Rout had finally ended the war with the Greenskins. Human forces had pushed the creatures back to the northern extremes beyond the Four Winds Mountains, had reclaimed their lands of old, and with new found confidence established many outposts in the heart of the Mountains themselves, to give warning should the Greenskins ever attempt to fall upon their people again.

But the warnings never came; the Greenskin presence had effectively disappeared and the years of peace after The Rout stretched into centuries. Without strife, the Humans regained their power. Guarded by their strong fortresses, the new nations enjoyed a time of happy and carefree living.

But in the northlands an evil king began to war against the other nations. He was helped by the Chaos Gods and in time took the whole northern region under his control. He raised a strong army of foul servants of Chaos and started to move against his southern neighbours. His name was King Bardus, whom history records as The Dark King.





The nations fell like ripe apples before the Dark King's army. Only a hero could save what was left of the human nations. And he came; a Corrilian Knight named Garand. He united the beleaguered nations under one rule, and forged what would mature into the Eagle Kings Dynasty. The united southern nations developed well-trained armies and marched to Forest Haven to stand against the Dark King.

The Eagle King asked the wizards of Evergreen Forest for help, knowing that without their magic he would not prevail over the Dark King's superior numbers. Stories told that in ancient times, the Grand Mage Pertas has saved a Blue Dragon hatchling from Greenskins hands. As a reward, Kador, the King of Dragons, had taught Pertas the secrets of two powerful spells, known to wizards now as "Frozen Breath" and "Cursed Rain", to help him protect the human race against all evil creatures. Pertas retired after this to the Evergreen Forest and took with him trusted disciples to pass on his knowledge of the ways of magic to future generations.

Taking advantage of his faster troops, the Eagle King marched on Evergreen Forest and there, protected by the trees, he prepared for the dark army. The battle was hard and the death toll was high on both sides. After months of fighting, the Mages of Evergreen Forest led a magical assault that ultimately slew the Dark King Bardus. And so the battle ended, and Garand took the wounded back to the southern temples, where priests tried to heal as many as they could.

After that, finally all human nations were united, North and South, East and West. Many Eagle Kings have since ruled with Garand's wisdom and a desire for peace. But suddenly, the Greenskin Horde returned with lightning raids against the borders of Human land, destroying several settlements.

Another war began. An interminable war that would endure until all Greenskins were destroyed.

Human Land Troops



Peasants

Deprived the peaceful life of providing for their villages and communities by these troubled times, the loyal peasants of the human nations have willingly redirected their toil towards bolstering the war effort. Despite their low social status and possession of an education gained solely in the University of Life, these

hardy men and women remain the backbone of the human armies. Without their skills in gathering resources from the land, no gold could be mined, no crops tended and harvested, and no wood collected. Mineworkers, farmers and lumberjacks provide the obvious resource gathering abilities, but do not overlook the stonemasons and carpenters who build the communities, training grounds and construction facilities vital to the war and the troops who fight in it, nor the blacksmiths who forge their weapons.



Bowmen

The bowmen of the Human armies are drawn primarily from the youth of the noble families of each nation, particularly Ferryn and Forest Haven. Many of the youths, admittedly misguidedly, see the role of an Eagle King's bowman as a somewhat romantic translation of a traditional hobby and sport. Though the young nobles tend not to be as physically strong as other ranks of the army, leaving them vulnerable in close combat situations, their practised skills require little additional training. Little financial outlay is required, therefore, to build quite large teams of bowmen who, in numbers, pose a serious threat to various enemies.



Knights

History records how the formation of four noble Chapterhouses of Knights in the first human nations, instated during the Greenskin Occupation, turned the tide of struggle against the Greenskins and directly led to their eventual banishment. In those times, the Knightly Chapters were the bastions of Human nobility and chivalry, and it is a testament to the Humans that little has changed to this day. The Knights are the pride of the army, and undergo extensive and lengthy training to hone their skills. Each Knight is partnered with a huge war-horse, with which they will fight for the duration of their tour with the army. Interestingly, it is the horse that chooses its rider, rather than the reverse. The horses, whose ancestors were first found roaming wild in the foothills and plains on the southern side of the Eagle Mountains, will not tolerate other riders once they accept their first, and it is common for aspiring Knights to be rejected. Novices are, therefore, partnered sooner rather than later, so that those refused can be redirected to other ranks of the army, usually as cavalrymen.





Light Cavalry

Teamed with the gentler and less temperamental mounts from the prairies near Southward, many Cavalrymen originally began training as Knights. Often, aspiring novices would not find a suitable warhorse, but other factors such as injuries incurred in training, or lack of physical strength, intelligence, or chivalry meant that their plans to join the elite Chapterhouses were curtailed. Of course, not every Cavalryman harbours resentments of some kind; their sleeker, faster horses and less armoured riders lend the Light Cavalry towards the so-called 'Scout & Skirmish' missions essential to the army, and it is for these activities that many aspiring Cavalrymen enlist.



Priests

The ranks of Priests generally form from those who formerly followed pursuits such as herbalism and shamanism, although many do come from the clergy of the various Human nations, believing they can better serve their Gods in the front lines. Through various means, Priests can concoct healing potions for themselves and other troops, and have access to low-power magic with which they can perform useful tasks.



Wizards

The seat of magical power amongst Humans has traditionally lain with the Mages of Evergreen Forest. The order was formed by the Grand Mage Pertas after The Great Rout wiped the scourge of the Greenskins from the land in ancient times. During the conflict with Bardus, The Dark King, the Mages fought side by side with the first of The Eagle Kings, and developed a branch of their number to form the first order of Battle Wizards; specialists in magical combat.



Thieves

Skilled at pick-pocketing, they are your means to infiltrate enemy territory to steal resources and information. They move swiftly and their study of stealth and disguise can make them practically invisible to all but the most alert eye.



Fire Masters

If their name implies a limitation it is unjustified: these scholars are Elementalists, who, for most of their lives, have learned the ways and means to channel the universal elements of Fire, Water, Air and Earth. With these forces under their control, they are able to perform many wondrous feats: creating land where there is only water, and returning that land to the sea; creating explosive devices for use against enemy or for forging paths through sheer rock; or laying deadly traps that sense the passing of any who stray too close.



Ballistas

The Ballista is an immensely powerful vehicle of war; it looks almost like a giant's crossbow, stolen from its owner and strapped to wheels so that weaker peoples may move it with them. The Ballista fires large, steel-capped, spear-like poles which are very effective against Buildings and groups of enemy troops alike. Unfortunately, their cumbersome size and weight makes them very slow moving, and costs prohibit them being any more than lightly armoured. Their major weakness is that they are very slow and easy to destroy in close combat.



Chariots of War

An inspired invention from the Armouries of Eagle Haven, the Chariot of War was created as a swift, lightly armoured means of transportation for up to four ground troops. Troops capable of using projectile weapons and spells can launch them from within.

Human Seaborne Units



Sea Barges

These nondescript vessels provide the means to transport small platoons from one landmass to another. They make neither particularly swift nor slow progress, and are vulnerable to attack if launched without a battle escort. Troops are carried below decks and cannot be used until they disembark.





Battleships

The shipyards are the heart and soul of the nations of Seawatch and Abenar, and it is within these docks and yards that the keels of the mighty Human Battleships are laid. The wind-driven Battleship is a match for any seaborne ship of war, and in numbers are easily capable of sustaining coastal attacks on enemy troops and installations.

Human Airborne Units



Pegasus Riders

The tale of the origins of the Pegasus, the beautiful winged horse capable of flight as graceful as any bird, is a strange one indeed. After discovering the of teams of wild horses living on the Southward prairies, a group of Human wizards began to ponder over ways of enhancing the useful qualities of the animals such as their speed and stamina. Years of research followed, as the wizards strove to develop methods that, rather than 'alter' in any harmful way, would gently enhance the animals through 'conditioning' in which a horse would effectively evolve itself, through a form of natural willpower. What resulted, after the first experiments were made, stunned all involved. During what came to be understood as the augmentation of the horses own will for freedom and its wishes to run unrestricted wherever it wished, the power of magic manifested itself through a sudden evolution of their anterior shoulder muscles, and the formation of magnificent and perfectly natural wings, like those of a great bird. When it was seen that the alteration did not cause the animals distress, quite the opposite in fact, a decision was made to develop a program in which specially trained riders could train with the beasts, each now known as a *Pegasus*, and function as scouts. Over time, as the flight-teams of Pegasus' grew more trusting of their handlers, their use was extended from carrying out simple scouting expeditions to training as full-fledged aerial combatants, their riders armed with deadly one-handed crossbows. Today the Pegasus Riders, a partnership of strong and swift-flying horse and a skilful rider trained as an archer, make excellent aerial combat troops; especially effective for destroying unprotected war machines.



Zeppelins

A comparatively recent Human invention, the appearance of the Zeppelin has dramatically altered the war strategies

employed by the generals of the Eagle King. Zeppelins are air transports that can carry up to four light troops. Obviously, the ability to transport otherwise land-locked troops across otherwise impassable territory brings major tactical opportunities, which cannot be overlooked or squandered. Although possessing no weapons of its own, Bowmen and spellcasters on board can shoot from it, providing it remains stationary.

Human Buildings



Castle

The Castle is the representation of your communities, your primary base of operations, and is responsible for the planning of other Buildings, surveying Cropland, and the recruitment and training of Peasants. Only the Peasants can build a new Castle; you therefore require at least one Peasant before you can

begin a community. Once constructed, the Castle symbolises the strength of the community and its army. Within its sturdy walls, guards and spycatchers can be trained to protect the population from enemy attack and infiltration. The Castle also functions as the commercial centre of the town or city, and contains facilities such as a treasury, corn exchanges and bakeries, sawmills, timber yards and smithies with which raw resource materials can be channelled towards the support of the war effort.

Further information on the facilities of the Castle, and how to use them, is provided in the Interface Description sections, above.

Upgrades:

Your castles can be upgraded in the following ways:

Defense: Installs armed guards who open fire against enemy units when in range.

Detect thieves: Trains spycatchers who can detect enemy thieves, even if they are 'invisible', preventing the loss of gold and other resources, and protecting the information gathered in your charts of the landscape from enemy eyes.





Gold Mill

While not essential to gold mining in the lands, the Gold Mill houses equipment and skilled workers that enable gold to be processed in a much purer state, thus increasing the overall value of the gold mined by the communities' peasants. In recent times, the Gold Mills have, by necessity, expanded their operations to

encompass more than just gold refining; production lines are housed which accept reclaimed wood and produce building materials such as variously sized planks. Resources may also be transferred between allied troops at the Gold Mill.

Upgrades:

Increase Wood Production: Extends the simple lumbar productions lines, equipping them with more efficient equipment to increase the quantity of usable wood harvested by peasants.



Archery Range

Requisitioned from their previous use as recreational grounds and tourney venues, the existing Archery Ranges have been militarised for use in training up the army's ranks of Bowmen.

Upgrades:

Train three units: Adds additional equipment to the Range so that up to three bowmen, rather than one, may be trained per *evolution cycle*. An evolution cycle refers to the time taken for one particular troop of the relevant type to pass through training; the evolution counter that appears on the icon of the troop undergoing training indicates this time.



Barracks

Originally the bases and training grounds of the Light Cavalry, the design of the Barracks has been recently expanded to provide quarters and training facilities for Knights stationed away from their Chapterhouses. Sufficient officers and instructors always reside in the Barracks to enable the recruitment and training of new

Cavalrymen and Knights, and provisions exist to give further training and upgrades to the existing ranks.

Upgrades:

Train three units: Adds additional instructors and builds quarters for them, and extends the Barracks' training grounds allowing it to fully train two or three units, instead of one, per cycle of evolution.



Armoury

Armouries are the heavy construction yards from where vehicles such as the Ballista and the Chariot of War are constructed. Skilled workers, importantly those experienced in use of the vehicles during battles, are required to build these machines so that they will operate as successfully as possible on the field on

combat. Armouries also provide facilities for the repair and upgrade of both Ballistas and Chariots of War.

Upgrades:

Train three units: Provides additional workers to increase the production rate of the Armoury from one unit to a maximum of three per evolution cycle.



Holy Stables

Built by the finest stonemasons in all the Human nations, the Holy Stables provide accessible, yet protective, places of rest for the flight-teams of majestic Pegasus' and their skilled archer handlers. Within these towering structures are stables and paddocks in which the animals rest and congregate, as well as

training grounds where prospective Riders learn their balance and crossbow skills. Instructors residing in the Stables are themselves all, by necessity, accomplished veteran Pegasus Riders; the only people capable of providing the help and guidance required by new recruits. For those interested, the 'Holy Stables' were originally named a more prosaic 'Pegasus Stables', the latter name being used by the common peoples who often stood in awe of the almost angelic appearance of the majestic Pegasus. Use of the label became widespread, and it stands to this day.



Upgrades:

Train three units: Extends the facilities of the Holy Stables, and drafts additional instructors, effectively trebling its training capability.



Temple

Places of contemplation and meditation, Temples provide aspiring Priests with opportunities for study and learning, and for self-discovery and self-improvement. The Temples also have on-hand healers who can tend the wounds of the community: Peasant, Bowman, Cavalryman and Knight, Fire Master,

Thief, Wizard, Pegasus Archer and Priest alike; all are welcome within the peace of the Temples.

Upgrades:

Train three units: Enlarges the Temple libraries and provides resources for up to three Priests, rather than the usual one, to study per evolution cycle.



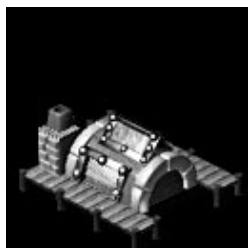
Mage Tower

There is no mistaking the surreal and jaw-dropping appearance of a mage tower. The design dates back to the times of the first Eagle King, when, stories tell us, the Grand Mage Pertas journeyed south from Evergreen Forest to live for a time in Eagle Haven whilst working as advisor to King Garand after the

war against The Dark King. Unhappy with his lodgings, Pertas used his magic to construct an amazing tower, a stone structure which spiralled, physically unsupported, up to a height of at least a hundred feet, at the top of which perched a circular frame of solid stone, ethereal magical light visible from within. Since then, orders of mages have recreated Pertas' Tower as a reminder, and perhaps a personal reassurance, of their own power. Within its private sanctuary, their research and training can progress undisturbed.

Upgrades:

Train three units: Trebles the training capability of the Mage Tower over a single evolution cycle.



Shipyard

It creates, upgrades and repairs the Sea Barge and Battleship.

Upgrades:

Train three units: it provides the support of training three units in parallel;



Watch Tower

It creates, upgrades Zeppelin and Thieves.

Upgrades:

Train three units: it provides the support of training three units in parallel;

Defense: Installs armed guards who open fire against enemy units when in range.



Fire Guild

It trains and upgrades the Firemaster.

Upgrades:

Train three units: it provides the support of training three units in parallel;



Human Wall

City walls, built around your most sensitive settlements, can provide excellent tactical advantage. Enemies are forced either to break through the walls or attempt to raid through entrance and exit-ways you have specifically planned and protected. Both of these approaches lay enemy forces open to counter-attack. While the walls are not able to withstand determined assault, they are excellent for use in delaying tactics, and for redirection of enemies as outlined above.





Greenskins

There was a time when the Greenskins existed more or less everywhere in the world. From their secluded hideouts they raided and rampaged over the surrounding territory. There were few places in the world that had not fallen prey to a Greenskin raiding party at least once.

But this had not always been the way of things. Greenskins don't have kingdoms or countries in the same way as men do, they were and are a generally nomadic race, but historically the northern regions had always held their largest numbers. In the beginning, the Greenskin tribes living in the harsh Dark Fire badlands were nothing more than squabbling warbands, fighting amongst themselves and with anybody they met. The great nemesis of the Greenskins at this time were a race of paleskins known as Humans, whose exploring tribesmen the Greenskins had encountered in skirmishes along the southern borders of Dark Fire. Though physically weaker, the Humans were better equipped and more intelligent than the belligerent Greenskins. During this age of primitive warfare, mighty Warlords arose among the warbands. Through natural selection they were the strongest and most cunning of the Greenskins, and naturally they became the leading class. Through constant combat, the Greenskins made a discovery that would alter the balance of power for years to come: they learned how to create crude metal weapons. Until that time, the Humans were a dangerous foe, with their Ballistas, archers and swords.

But now the weaker humans tribes were no match for the Greenskin warriors, and so started a period the Greenskins knew as the Winning Time. The Humans were forced to abandon the lands they wandered and were pushed south under constant pressure of the Greenskin Hordes.

A long and ruthless war between the two races raged across the land. On numerous occasions massive Greenskin armies swept down from the northern badlands, destroying towns and cities and occupying the plains and forests of the central mainland. They also destroyed many Dwarf strongholds deep in the Four Winds Mountains that separated the badlands from once-Human land, and spent many years driving the Centaurs from their homes along the northeast coast. The power of the Greenskins' Gods was spread across much of the land. Marauding Greenskin Hordes roamed the world and no place was safe from their attacks.

Eventually the Humans passed behind the protective peaks of a southerly mountain range and there, unbeknownst to the Greenskins, raised





fortified cities, built strongholds and united in nations to face the threat of war. Fatally, the primitive Greenskins squandered years in exultation of a perceived victory over the Humans. When the Humans again appeared it was with a new unity and with deadly force. Brave warriors riding beasts unknown to the Greenskins led the assaults against them, and during the years that became spoken of within the warbands as The Losing Time, the human nations were able to push the Greenskin Hordes back beyond the Four Winds Mountains.

After this great defeat, the strength of the warbands was seriously diminished; many even destroyed entirely. During the many years that followed, resentment towards the Humans grew. The more intelligent and cunning of the Greenskin Warlords inflamed this anger and, through time, turned it into religion; a religion based around the injustice of Humankind and advocating their complete destruction. Among the warbands rose powerful wielders of magical power, the Priests of Doom. They preached the will of the Greenskins' Gods, expressing the Gods' desire for the warbands to wage war against all the paleskins until none should remain.

They also found some powerful allies, the fearsome Necromancers. The Necromancers were the undead incarnations of wizards who fought in the army of the Dark King Bardus. Eternal enemies of all the subjects of the Eagle King, they swore to do anything to revenge their defeat.

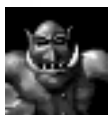
A new Horde is forming. This time the tide of the Greenskin warriors will be unstoppable and a new Winning Time will be everlasting.

Greenskin Land Troops



Servs

The humble workers that provide support for the army.



Rock Throwers

They are the toughest projectile-firing troops anyone will encounter. Very powerful, they carry large rocks and hurl them at the enemy.



Horde Riders

Cheap and fast light cavalry troopers, they become dangerous in great numbers.



Warlords

The perfect killing machines for close combat, with their great toughness and their huge strength, they can batter any opponent lifeless.



Gnom Boomers

Without anyone quite knowing how or why, not least themselves, certain Greenskins discovered that simply by straining their concentration in certain directions, they could cause peculiar disturbances in their immediate surroundings. Though it took time, the Greenskins finally learned to control their abilities, and found to their delight that could create and direct fire, produce water or earth where previously there was none, and even cause objects to break apart and buildings to fall down. All of these abilities were great sources of amusement to the careless Greenskins, who without realising it, had stumbled upon what the Humans called Elementalism. Of course, many Greenskins suffered unfortunate accidents whilst playing with the manipulation of fire, earth, water and air; both the channelers and the mundanes. Eventually, a new clan was formed from those who found themselves with the mysterious abilities, and its members named the *Gnom Boomers*, Greenskin words that roughly translate to 'big disaster makers'. Other Greenskins generally give them a wide berth, mainly through fear of upsetting them and the repercussions thereof. Through time, the Gnom Boomers have developed enough skill to produce reasonably stable 'boom bags', which they use to clear paths through rocks or, occasionally, blow up other Greenskins, and 'spike floor' traps to injure the unwary. Most Gnom Boomers can even be trusted to reliably form small land bridges across water and, if necessary, return the land afterwards. After all, it has been some time now since the 'island of big tallness' incident, now legendary among the Greenskins.



Rogues

Loving to play dirty, these little scumbags like to pickpocket anybody as well as robbing gold from the enemy. They play sneaky too, when they turn invisible.



Priest of Doom

One of the meanest spellcasters, no one should mess with a bunch of these guys.





Necromancers

Undead spellcasters who can drain life from any living enemy and throw the feared Curse Land spell.



Storm Troopers

Greenskin sword fodder, good for keeping busy the powerful enemy troops.



Catapults

Powerful rock-throwing devices capable of flattening Buildings and ground troops alike.

Greenskin Seaborne Units



Troll Galley

The naval combatants of the Greenskins, they are the most powerful and effective of all warships.



Landing Crafts

The only way to transport warband members across water.

Greenskin Airborne Units



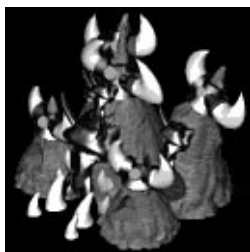
Warbats

The warbats were originally wild creatures created by the Chaos Gods as part of their plans to spread entropy across the world. Somehow the Greenskins were able to, if not tame these creatures, at least convince them to join their cause. Warbats are small beasts, comparatively weak but possessing subtle intelligence. They are capable of steady flight and are usually used by the Greenskins to harry enemies and capture them with their powerful claws, whereupon the unfortunate can be thrown to waiting Greenskins and be chopped to pieces.



Balloons

Air transports that can carry up to four light troops. Rock Throwers and spellcasters can shoot from it if it is not moving.



Greenskin Buildings

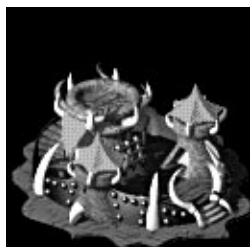
Fortress

The same functions and uses as the Human *Castle* but, of course, it provides the means to plan each of the unique Greenskin Buildings, and to draft and train their *Servs*.



Hoard Keep

The same functions and uses as the Human *Gold Mill*.



Fort

The same functions and uses as the Human *Archery Range* but trains *Rock Throwers* and *Storm Troopers*.



Blacksmith

The same functions and uses as the Human *Armoury* but it constructs *Catapults*.



Battle Quarters

The same functions and uses as the Human *Barracks* but it trains *Warlords* and *Horde Riders*.





Black Nest

The same functions and uses as the Human *Holy Stables* but raises *Warbats*.



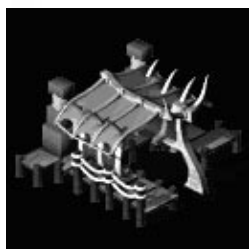
Unholy Chapel

The same functions and uses as the Human *Temple* but it houses *Necromancers*.



Altar of Doom

The same functions and uses as the Human *Mage Tower* but it trains *Priests of Doom*.



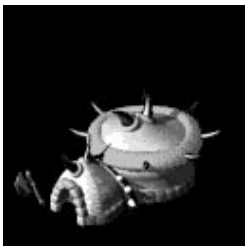
Docks

The same functions and uses as the Human *Shipyards* but builds *Landing Crafts* and *Troll Galleys*.



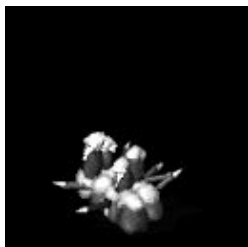
Guard Tower

The same functions and uses as the Human *Watch Tower* but it constructs *Balloons* and provides training for *Rogues*.



Weird Workshop

The same functions and uses as the Human Fireguild but it trains *Gnom Boomers*.



Orc Wall

The same functions and uses as the *Human Wall*.





Elves

The Elven people lived, since the beginning of their times in the forests of warm Islands of the Rising Sun. Elves are thin and tall, weak in appearance but majestic and proud people.

Elves are excellent fighters, well trained from an early age. It is an Elven tradition that every youngster should learn the way of mastering weapons, their favourite being the traditional Elven bow, specially made from a magical wood essence. The secret of bow-making is one of the most treasured secrets of the Elven people, and was revealed to their ancestors by the Forest God, as a reward for their great love of the woods.

The Forest God taught the druids the magic of the green forest, the wisdom of the Spirit Tree and the serenity of the blue waters of the forest springs. After this, the Druids shared the knowledge among the Elven people. Inspired by these wonders, some of the Elves secluded themselves from their own kind, living in isolation with the trees. When their descendants finally returned to the main community they brought with them a great gift: the art of Healing. And they became known as Enchanters.

The Elves love for magic grew, and a new branch of spellcasting formed, whose founder members called themselves the Mage Lords. They researched and trained in the use of magic for combat, always close guiding eyes of the Forest God Himself.

Unfortunately for the Elves, the gifts and guidance bestowed by the Forest God unintentionally became a double-edged sword. The Chaos Gods, frightened and distrustful as only the very powerful can be, fretted over the rise of magic among the Elven people, and the Mage Lords in particular. The Chaos Gods drew together dark legions of Daemons and sent them against the Elven people to destroy their spellcasters and weaken their people, but the proud Elves were not about to stand meek in the face of conflict. So began the Great Crusade against the dark Chaos Hordes; during this time of war the druids were taught new battle spells: the secret of the “Touch of Chaos” and the powerful “Magic Barrier”, and among the Mage Lords new and terrifying spells such as those known today as “Firestorm” and “Berserker”, the feared mind spell, came into existence. Forged in the heat of battle, the Mage Lords brought forth the mightiest warriors of the Elven nation, the only ones who could defeat the beasts of darkness. And beat them they did!





Furious over their defeat, the Chaos Gods retaliated with terrible anger. The Forest God was banished, and in an act of unparalleled evil, the Chaos Gods invoked the Power of Disaster, torturing the land on which the Elves lives and eventually pulling the entire main island of the Elven community beneath the sea. The Elves were forced into their military and civilian ships as earthquakes and tidal waves hammered their remaining land and, one by one, the rest of the islands on which they had lived for centuries were slowly swallowed by the angry ocean. With their homeland destroyed, the Elves began the Great Migration. Under the rule of the Mage Lords, the Elven people fled by their thousands to find new lands on which to settle.

Elf Land Troops



Yeomen

Elves of the worker caste who toil to provide support for the army.



Archers

Elven archers are true masters of their vocation. Practically born with a bow in their hands, almost all Elves are capable in their use, but the Archers hone that latent skill with a regimen of training that sees their skill unequalled among all three races. Elven archers are capable of firing large, steel-banded arrows from their high-tensioned bows and can reload and reset themselves very quickly. This combination of strength and speed make them formidable foes.



Centaur

Important allies of the Elves, the Centaurs make up the only close combat troops in the Elven armies though they are usually no match for the Human *Knights* or the Greenskin *Warlords*.



Dwarf Miners

Dwarven Elementalists, teaming their passion for experimentation and invention with the ability to manipulate the elements of Fire, Earth, Water and Air. The Miners are skilled at bombing and laying traps, and also know the secret of water and land creation.



Scouts

Familiar with the subtleties of pick-pocketing, Scouts are very good for acquiring essential information about enemies movements, and for stealing their money too.



Arquebusiers

The skilled Dwarf metalworkers only recently stumbled across a mysterious new powdery substance with volatile capabilities. Through painstaking (and explosive) experimentation, the Dwarfs created a new weapon in the shape of a long tube with a trumpet-like opening at one end, and a handle, powder container, and flint & steel arrangement at the other. Through a small controlled explosion, metal pellets can be propelled along the tube, which is aimed towards a target, inflicting considerable damage.



Bombards

Made by Dwarf smithmasters, they are the most powerful of all war machines. Basically a development of the arquebusier, a Bombard is a huge iron cylinder set on a wooden chassis. At one end is the powder container, this time connected to a fuse which carries a flame into the power; this reacts violently and hurls a large iron ball down the tube and towards a target, hitting for massive damage.



Mages

They have the power to drive enemy troops insane, making them fighting each other. They posses also the ability teleport anywhere within charted territory.



Druids

Posses the knowledge of the spell 'Touch of Chaos' and can cause significant damage to enemy troops with the Magic Barrier.



Enchanters

The protectors of life, they master the art of Healing.





Elf Seaborne Units



Warship

The naval combat vessels of the elves.



Bark

The only way to transport ground troops across water.

Elf Airborne Units



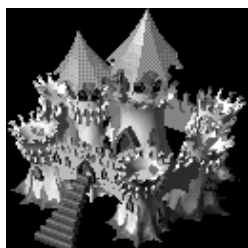
Sky Rider

Very fast, in large numbers they are good aerial support troops, effective against slow-moving targets.



Magic Chopper

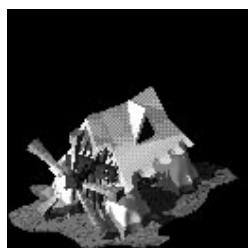
Noted Elven inventor and hobbyist painter Vincel Vah'Gorrel recorded in his diaries that the inspiration for his master creation, the Magic Chopper, appeared to him in a dream after he accidentally bashed himself unconscious against a tree whilst engaged in boisterous play with an unnamed Elf maiden. He wrote that he envisioned a flying machine that worked by channelling ambient magical energy to power a system of winches and pulleys that, in turn, spun carved wooden planks, or 'rotors', around a central shaft to provide lift. After several unfortunate and generally fatal tests, a second, smaller set of rotors was added to the rear of machine to aid stability. The finished machine worked perfectly, and has since been enlarged enough to be used as an air transport capable of carrying up to four light troops. The design of the Magic Chopper enables archers and spellcasters to shoot from it, provided it is not moving; magical feedback can upset the Chopper's delicate channelling systems if attempts are made whilst in motion. For the inquisitive, the name of Vah'Gorrel's wonderful machine comes from the observed results of those unfortunates who strayed too close to its whirling rotors...



Elf Buildings

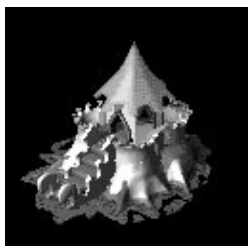
Elven Keep

As a Human *Castle* but it manages Yeomen.



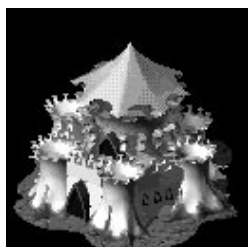
Treasury

As a Human *Gold Mill*.



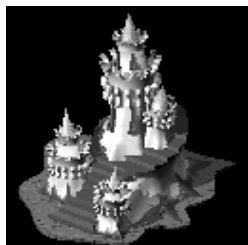
Combat Camp

As a Human *Barracks* but it manages Elven Archers.



Arsenal

As a Human *Armoury* but it manages Bombards and Arquebusiers.



Duel Range

As a Human *Barracks* but it manages Centaurs.





Holy Nest

As a Human *Holy Stables* but it manages Sky Riders.



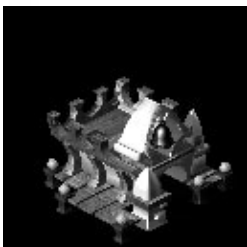
Abbey Tower

As a Human *Temple* but it manages Enchanter and Druid.



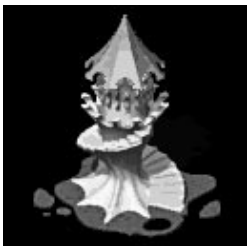
Council of Runes

As a Human *Mage Tower* but it manages Magi.



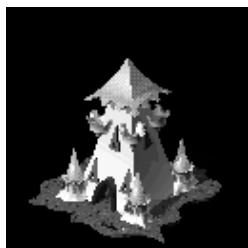
Harbour

As a Human *Shipyards* but it manages Barks and Warships.



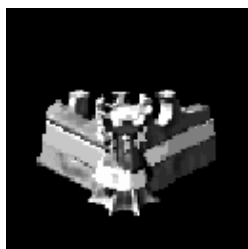
Warning Tower

As a Human *Watch Tower* but it manages Magic Choppers and Scouts.



Miner Guildhall

As a Human *Fireguild* but it manages Dwarf Miner.



Tree Wall

As a Human *Wall*.



Artifacts influence troop attributes in a various ways; they may be earned by experience (upon reaching the first, third and fifth experience levels) or can be found hidden in treasure chests, left on the ground after a battle or in the inventory of the enemy or the monsters.



Ring of Protection – level one - increase armour by three



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Gauntlet of Might – level three - increase damage by eight



Necklace of Dragons – ultimate - increase damage by twenty



Ring of Power – level one - increase damage by four



Ring of Skill – ultimate - doubles the total damage

Life



Amulet of Life – ultimate - rest three times faster



Necklace of Blessing – ultimate - increase hit points by 200



Ring of Life – level three - increase hit points by 100

Magic



Celestial Cloak – ultimate - faster mana regeneration (*3)

Magical Efficiency Sphere – ultimate - spellcasters can create mana bonus





Supreme Magic Shield – ultimate - doubles the efficiency of the Magic Shield



Tome of Knowledge – ultimate - all spells cost is reduced by 50%

Speed



Bracelet of Fanaticism – weapons fire 30% faster



Boots of Windspeed – increases troop movement speed



Ring of Fury - weapons fire 20% faster

Monsters

Many monsters populate the *Rival Realms* world, which the Chaos Gods created in an attempt to take the whole world under their control. Ferocious devils, terrifying dragons, golems and gryphons, all were meant to destroy the civilized world.

The smallest of these monsters, the warbats, became Greenskin allies, and assist them to destroy the other races. Not very powerful, but clever, they have the ability to capture human size warriors and throw them in the middle of the greenskin hordes to be chopped to pieces.



Dragons

Powerful creatures using breath weapons with devastating effect against any possible enemy.



Devils

Extremely dangerous monsters, they use fire spells and have been the doom of many would-be heroes.



Golems

Huge servants of the Dark Gods, they are able to squash a rider and his horse with one blow.



Hydras

Devious creatures with four heads, they are deadly in close combat because of their ability to strike anyone around them.



Skeletons

Wandering spirits of long-dead wizards, they use strange spells to overcome their enemies in battle.



Gryphons

Basically just a predatory beast, they become a real threat when encountered in groups.



Air Snakes

Strange winged snakes that use spells in combat.



Sea Monsters

Roaming above and below the surface of the water, these monsters attack anyone trespassing into their territory.

Notes

The AI Player

1. Employs various strategies relating to land, sea, magic, air
2. Manages resources and troops in a different manner according to the type of strategy chosen in the scenario editor: offensive or defensive.
3. Offers four different levels of challenge





4. Uses special troops efficiently:
 - Most of its troops train while you are wandering ... so don't waste your time!
 - Spellcasters:
 - Always use their magic shield to protect themselves in combat,
 - Make use of the appropriate spells to attack their enemies,
 - Store mana and healing potions; and give the latter to 'regular' troops,
 - Elementalists:
 - Place traps to protect their base,
 - Create and use bombs - to create direct paths through the landscape features, to destroy enemy buildings or to blow up your traps!
 - Air units search for and survey other players.
5. Realistic manoeuvres in combat: range from fanatical combat to tactical retreats according to the specific situation on the battlefield. Tactical regrouping of smaller combat units and smart ambushes.

Alliances

In a single player custom game, you can have computer controlled allies and/or fight against several allied computer players. Within a scenario, press F11 and click on the *Map Window* to indicate where you need the help of an allied computer controlled player. Computer controlled players will fight each other if they are not allied.

In the multiplayer mode, up to 8 players can join the battle.

Alliances are very important:

- you see everything that your allies see
- you can transfer resources or peasants
- your troops can be healed/repaid by allied buildings and they can be transported by allied transporters
- you can transfer peasants to your allies

Scenario Editor

Create your own custom games either by using one of the built-in maps or editing your own maps with the supplied Scenario Editor: maps up to 210x134 tiles can be hand-tooled, making them some of the largest scenarios of any real-time strategy game.

The Scenario Editor also contains a facility to randomly generate new landscapes based on your selection of basic settings and landscape features.

Full instructions for the use of the Scenario Editor can be found from its on-line Help menu.

Game recording and playback

Record your game while you are playing it by calling up the Main Menu from the Control Panel, clicking “Play/Record” and selecting a file in which to record the game.

Later, you can Play the recorded file (at the same screen resolution), interrupt it at any moment by pressing Escape and continue from any point.

You can also watch the whole game from a ‘Gods Eye’ view and see what everybody was doing at any moment. Use this ‘Gods Eye’ feature after a multiplayer game to see why you lost!

Before recording the game, you might want to decrease the Fighting speed if you feel you can’t keep up, however this doesn’t modify the game’s speed!

The Troop Libraries screen:

After finishing a scenario you are able, if you wish, to save individual troops from your army so that they may be recalled to fight in later battles. You can create your own *Troop Libraries* and build them up into formidable fighting forces. A default library exists for each of three races from which troops can be called upon in certain campaign missions. Be careful not to lose the troops from this library – you should always create a library of your own before saving your troops. Libraries are race-specific: you cannot save Greenskin troops in a ‘Human’ library.

Call up the Troop Libraries screen by clicking ‘Save Troops’ from the Battle Statistics screens which appear after a scenario is concluded, or by clicking the ‘Hire Troops’ button which can appear during the introductions of some campaign missions.





To create a troop library

Press the 'Create' button, enter a name for your library and press Enter. The newly created library will open for use.

Saving troops to a library

The two sets of 14 *unit icons* allow you to view troops of each type. The upper set control the Library Troops and allow you to view troops already present in the library; the lower set control the Game Troops and let you view your current troops. Choose the type of the troop you want to view by clicking on its icon.

Select each of the troops, one by one, that you want to save in your library by clicking its *troop button* (in the 4x3 grid to the right of the unit icons) and press the small 'Save' button located by the lower set of unit icons. As each troop is saved in the library you can click on it to review its Statistics at the far right of the *Library Troops* area. If you wish, click on the troop's designation (above its Experience meter) to give it a unique name.

Once you have saved all your 'heroes', save the library as a whole by pressing the large 'Save' button situated in the upper part of the screen.

Hiring troops from a library

Choose a library from the list at the top left of the screen then click the large 'Open' button to activate it. Choose the type of troop you want to hire by clicking on its unit icon in the *Library Troops* area of the screen. Units not applicable to the current scenario are obscured by a red cross.

Select each of the troops, one by one, that you want to hire from your library by clicking its *troop button* (in the 4x3 grid to the right of the unit icons) and press the small 'Hire' button located by the unit icons. As each troop in the library is selected you can review its Statistics at the far right of the Library Troops area and note its cost. Your resources are shown at the lower right corner of the screen.

Once you have hired all your troops, exit from the screen to proceed with the scenario.

Customer Support

If you have any questions regarding Rival Realms or any of our other products, please contact our customer support at:

Write: Digital Integration Limited, Watchmoor Trade Centre,
Watchmoor Road, Camberley, Surrey GU15 3AJ

Phone: 01276 678806

Fax: 01276 21541

Website: <http://www.digint.co.uk>

Credits

PRODUCERS - David Gillard, Roger Soimosan

GAME DESIGN - Story and Design - Roger Soimosan, Astianax Tiberius "Taz" Lazar, Valentin "Dodo" Antonescu, David Gillard

PROGRAMMING - Game Programming - Mircea "Teddy" Teodorescu, Sorin Dancescu, Bogdan Matea, Cornel Nitu, Marius Demian. **Scenario Editor Programming** - Bogdan Matea. **Setup Programming** - Mircea "Teddy" Teodorescu

GRAPHICS - Leading Artist - Valentin "Dodo" Antonescu
3D Artwork - Valentin "Dodo" Antonescu, Mihai Gheorghiu, Geo Marian Perte, Olga Avramov, Astianax Tiberius "Taz" Lazar, Razvan Sultana, Claudiu "Clauss" Maniga, Florin "Max" Moldoveanu, Stefan Buzea. **2D Artwork** - Florin "Max" Moldoveanu, Olga Avramov, Geo Marian Perte, Valentin "Dodo" Antonescu
Special Effects - Mihai Gheorghiu

SOUNDS - Music Composition and Sounds Effects - Constantin Fleancu, Cristian Tarnovetchi, Mihai Gheorghiu
Voices - Serban Celea, Adrian Pintea

U.K. PRODUCTION - Production - Rod Cobain, **Marketing** - Steve Tagger, **Additional Story** - PaulJon Bowron, **Game Testing** - Paul Burrows, Anthony Redfern, **Manual Design** - Wendy Christoforato, **Packaging Artwork** - Nick McMahon, Phil Warner

Very Special Thanks To - Florence Ogrin Silvia & Gligor Soimosan, JMD & JD & AS, Jean Pierre Protin & Cristina Ogrin.

