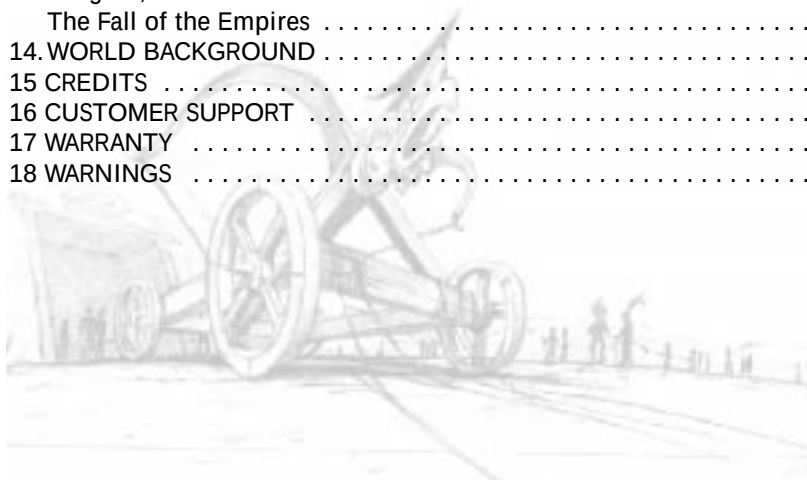


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1. INTRODUCTION

Is there anyone who never heard of the ancient American civilizations? Never heard of the Olmeks, the Mayas and the Aztecs who built their astounding cities and temples in the deep wilderness of the rainforest?

Similar to us, if you delve deep into the mysteries of Mexico and the Yucatan peninsula, you will also become addicted to this uniquely ravishing, enigmatic but also cruel culture whose unexplainable knowledge of the world is legendary. After becoming familiar with the myths, mighty heroes, priests and fanatic armies of this land, you will join the side of those many who all raise the same question: How could have this world been so easily overrun by the handful army of Cortez?

We gave the question a second thought and agreed that this respectable civilization deserves a second chance.

We had no intention of depicting the accurate status of land and development in Central America at the time: this would have been an inaccomplishable venture. Theocracy is a fantasy world with its own features and characters, happening after the fall of the Aztecs and Mayas that have long been devoured by the dark holes of history. In the world of Theocracy the art of gods, Magic is still known, feared and rather effective. Sometimes the hands of gigantic flying dragons darken the sky and the darkest nights bring the demons that are thirsty for human souls. By Playing Theocracy you will be given a chance to save this curious world. A whole folk and a whole century are at your hand to fulfil the mission: save your civilization from the return of the revengeful Feathered Snake...



2. GETTING STARTED

SYSTEM REQUIREMENTS

Minimum Requirements

Pentium II, 233 MHz,
32 Mbytes RAM,
10x CD-ROM
800x600 high-color video card
200 Mbytes Hard Disk space
DirectX 7.0 or Linux

Strongly Recommended:

Pentium II 300 MHz,
64 Mbytes RAM,
20x CD-ROM

Optimum Configuration:

Pentium II 400 MHz,
128 Mbytes RAM
32x CD-ROM

INSTALLATION GUIDE

Follow the Install shield instructions.



3. GAMEPLAY

MAIN MENU

The Main Menu appears on the screen after starting the program.



Tutorials

With the help of the Tutorials you can become familiar with the basic elements and controlling the game.

Chronicles

In the Chronicles you can apply the knowledge you earned in the Tutorial and this sequence of eight missions will show you the events leading up to the main game.

Prophecy

In the Prophecy, as an Emperor, you will be given the opportunity of building an entire empire out of a single province. From time to time, the entirely free flow of game is coloured by missions whose completion leads you closer to your final aim: build an empire that would be the equal match of the returning Feathered Snake.

Multiplay

Multiplayer gives you the chance of playing against other joining players.

Intro

Intro button features the logo of the developers and editors of the game and then gives an introduction on the screen creating the atmosphere of the game.

Load Game

Option Load game makes it possible to load an incomplete game into your computer to continue playing.

Credit

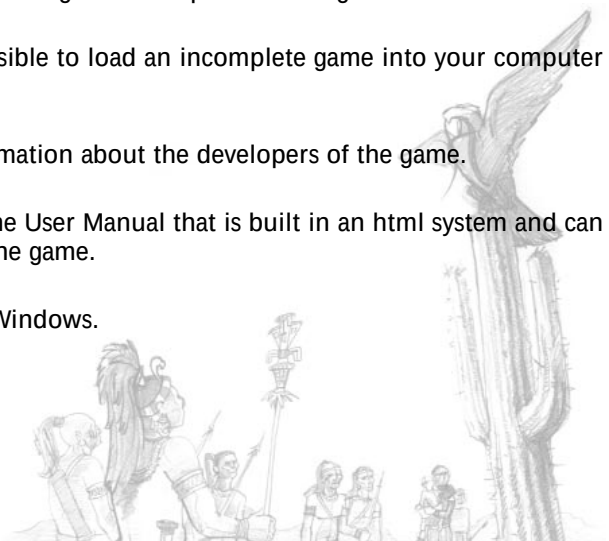
Choosing Credit gives you information about the developers of the game.

Help

Help is a simplified version of the User Manual that is built in an html system and can be found in the main menu of the game.

Exit

Clicking Exit takes you back to Windows.





TUTORIALS

After starting the game, on the **Main Menu** screen choose the **Tutorials** option.

In the **Tutorial Menu** there are 7 different Tutorials, each of them showing one basic part of the game. After clicking one of the 7 buttons you will get the outline of the game section that is displayed in the certain Tutorial. With the button **Start** you will be able to run the Tutorial.

3.3. SINGLE PLAY

There are two opportunities in the game that enable you to play against the computer:

CHRONICLES



If you already wish to apply the knowledge you gained in the Tutorial, click the **Chronicles** option of the **Main Menu**.

In the **Chronicles Menu** there are 8 different Chronicles, each of them gives you the opportunity to learn one basic part of the game.

We advise you to play the Chronicles in the given order, because the missions are becoming more and more complex and difficult. After clicking a Chronicle, you will be given a short outline of the mission. Before starting any Chronicle you have the opportunity to look at the corresponding Tutorial.

To make it easier, a mission briefing introduces you to the game and the dangers that need your closer attention.

Now, with the **Start** button, you can start playing the game.

PROPHECY



If you already feel familiar with the game, you may start as an Emperor and attempt to draw the whole empire under your reign. In the **Main Menu** click the **Prophecy** icon and read the introduction.

Command **OK** will start the game. You have to build a strong Empire with a flourishing economy that can either crush or ally with other empires. Also, you need to build an army of experienced Warriors, Priests and Heroes to be able to stand fast in the final, greatest battle, at the Spanish Arrival.

SAVE GAME



Saving a game is possible only in Realm View with the help of the **Save** icon. You cannot exit the Realm View while completing a mission or in combat, so first you have to complete your mission or your battle to have the possibility to save the game.



LOAD GAME



If you wish to continue a once begun, saved game (even Chronicles or a Prophecy) select Load option in the **Main Menu** to display a list of the saved games. If you click the desired phase of the game the game loads and you can continue playing.

QUIT GAME



To quit the game you click **Exit** icon or press the **Esc** key, in Realm View. Now you enter the **Main menu** where pressing **Exit** or, pressing **Esc** will quit the whole game.

MULTIPLAY

After clicking the button Multiplay in the main menu you get into the Server Options Menu. Here you will find a server list where you can select the server you wish to use, or start your own server.

There are two types of servers:

- **Game server:** The server is started from the Multiplay section by a player who will become the host of the game. If he/she exits before starting the game, the server will automatically disconnect.

- **Dedicated server:** This server can be created by starting the server.exe program. There is no primary host to the game, but the first player to start the game will become the host server. If he/she exits the game, the right of hosting the game will pass on to the next player.

In both cases, the right to host the game exists only until starting the game. After starting the game, any of the players may quit the game without making the others quit. Only the host of the game can change settings (maps, spells, and money).

Options:



- **New entry:** You can make a new server note. (name of the computer or IP address can be given/see below)
- **Modify entry:** Modification of an already existing note. (Changing the name /IP address/ of the server/see below)
- **Delete entry:** Deleting the selected note.

- **Create server:** Starting game server and connecting instantly.
- **Join server:** Connecting to the selected server.
- **Back:** Back to main menu

We can see the server's IP address in the following way:

- Click on the Start icon in the Windows.
- Select "Run" option.
- Type the following line: winipcfg.exe.
- Click on "OK" button.
- We can read the IP address in the menu we get.

If the game cannot accept any more players or the game has already started, you will get a message of war. If you have managed to join the game, you have to set your name.

The Configuration menu consists of three basic parts:

- **Player list:** The list of the players that have connected to the game can be found in the top left part of the menu. by A star marks the name of the server, while a pipe will appear before the names of the players ready to play the game.

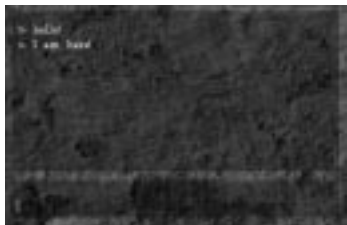


Here you can find the button **Change** where, in the corresponding window, you can change the name and colour of your tribe. The head in the top right corner indicates your original colour (if you have one) and by clicking on this head you can reset the original colour.

Another button here is **Settings**, that can be activated only if you are the host of the game. Here you can set the maximum of the accessible money or banish the use of Magic. Also, you can choose the site of the game (Map selection)



- **Map Selection:** In this window you will find the list of the map types that belong to the Multiplay. Behind the name you will find the Player number limit. On the right there is a small picture of the map with the description of the map.



Chat window: Chat window is located under the Player list. This is the means of communication between the players. In the list you will find the previous couple of messages as well. In the bottom you will find the editor row where you can write your own messages that can be sent by pressing the ENTER key. There are two types of messages: Broadcast that is received by all the players, and Private that is only to the eyes of the addressee. Private messages can be sent in the format 'name> Message'.



- Customize Army: Right side of the menu shows the Customize Army menu where, using the 'drag and drop' method, you can drag warriors into your army after paying their wages. With a right click you can buy ten fighters at a time, but maximum the number you can still pay. The warriors can be arranged into teams, when they are dragged under their commander, to let you see who is in charge. Except jaguars, all warriors can be out of a team. Jaguar Masters must command jaguars. If Magic is permitted in the game, under the warriors you will see the Mana Jars where, if you can afford it, you may buy mana for each sphere. Of course, you have to buy priests as well to be able to use the mana. Buying a priest is impossible if Magic is not permitted in the game.

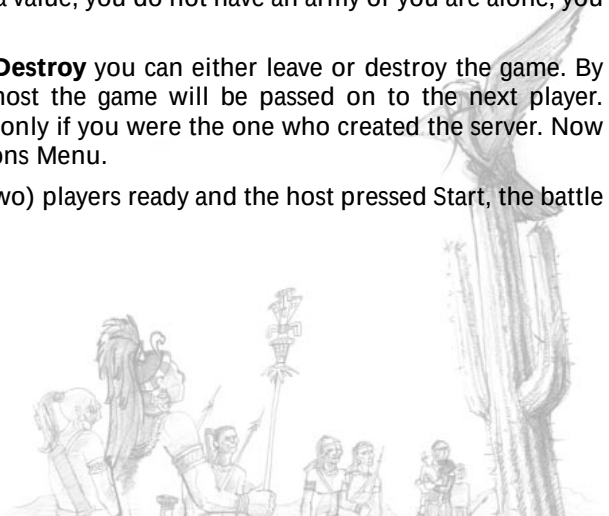
Finally you can see the amount of money you still own.

If you are not the host of the game by activating the button **Ready**, you can signal that you are ready to begin to play. The button's text changes to **Cancel**. By releasing this button you can withdraw, and continue setting. (The text changes back to Ready.) In case you do not have an army, you will get a warning message.

If you are the host of the game by activating the button **Start**, you can start the game. In case you had forgotten to set a value, you do not have an army or you are alone, you will get a warning message.

By activating the button **Leave/Destroy** you can either leave or destroy the game. By leaving the game the right to host the game will be passed on to the next player. Destroying the game is possible only if you were the one who created the server. Now you get back to the Server Options Menu.

If there are enough (minimum two) players ready and the host pressed Start, the battle is on...



CONTROLS

MOUSE COMMANDS

Action	Description
Commands in the Realm	
2 left clicks on the caravan	Caravan info
Left click on the icon Province Info then a left click again on the selected province.	Province info panel
Left click on the icon Storage Limit then left click again on the selected province.	Adjusting Storage Limit
Left click on the Caravan, then right click on province	Caravan Command Panel
Left click anywhere else in the Realm while you have a selected caravan	Deleting assign command
Right click an own province	Entering the province
Commands on province	
Left click	Select a unit
Right click	Command given after a selection
Left click anywhere in the Province while you have a selected unit	Deleting selection
Left click on a building	Info about the building
Left click on the unit and then left click on the picture of the unit	Character Panel

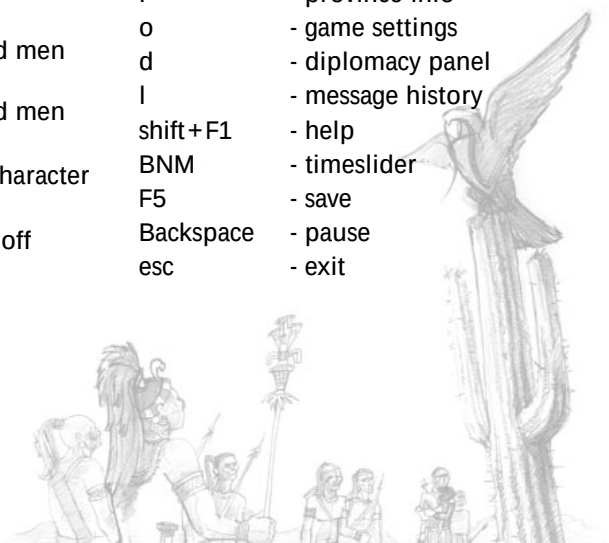
HOT KEYS

Province

F1 - normal view
F2 - bird view
F3 - strategic view
t - team handler
i - province info
o - game settings
m - mission objective
l - place tent
b - building panel
s - stop
h - hold position

p - patrol
x - spread
c - character info
insert - spell 1
delete - spell 2
home - spell 3
end - spell 4
page up - spell 5
page down - spell 6
Shift+F1 - help
f - focuses on selected unit

Alt+Space	- selects all previously selected types of unit	1-9	- selects the previously selected team
Alt+u	- selects all non-working slaves	Alt+1-9	- selects more teams at the same time
Alt+s	- selects all slaves	w	- shows the battle in the province
Alt+w	- selects all workers	g	- group
Alt+y	- selects all scouts	u	- ungroup
Alt+p	- selects all priests	F9	- formation 1
Alt+t	- selects all traders and llama masters	F10	- formation 2
Alt+f	- selects all fighters	F11	- formation 3
Alt+l	- selects all leaders /commanders, heroes/	F12	- formation 4
Alt+m	- selects all military units	=	- turning the formation right
Alt+d	- selects all wonderbows	-	- turning the formation left
Alt+j	- selects all jaguar masters	\	- reorganizes the formation /people with more hp stand in front of a default formation/
Alt+a	- selects all people	Space	- side panel
Alt+h	- selects all heroes	F8	- screenshot
Alt+n	- selects fighters with less than 50% hp	Backspace	- pause
Alt+i	- selects people assigned to a certain building	ESC	- back to Realm View
With pressing		Alt+v	- chat line (open)
SHIFT	- more people can be selected	Alt+b	- chat line (close)
(for example: pressing the alt+d and then a shift+alt+j selects all wonderbows and jaguars)		Realm	
TAB	- jumps on selected men forward	p	- storage limit
CTRL+TAB	- jumps on selected men backward	i	- province info
Ctrl+d	- kill the selected character	o	- game settings
Ctrl + right click	- forced command off	d	- diplomacy panel
Ctrl+1-9	- selects a team	l	- message history
		shift+F1	- help
		BNM	- timeslider
		F5	- save
		Backspace	- pause
		esc	- exit



USING THE INTERFACE

In the Province:

-  Back to the Realm - Exit to Realm View
-  Game Settings - You can set specific parameters of the game
-  Normal View - It gives the closest possible view
-  Bird View - Part of the province in middle view
-  Strategic view - It gives you an overview of the whole province
-  Province Information - Information about the current province
-  Teamhandler Panel - You can arrange your military units into formations here
-  Mission Objective - Short description of the current mission's goal
-  Place Tent- Placing down a caravan camp
-  Building Pane - List of the buildings
-  Side Panel- Show or hide Side Panel

Mana - The amount of mana the different spheres own

Date - It shows the actual date

Jewel - The amount of Jewel you owns in all of your provinces

In the Realm:

-  Exit - Exit the game
-  Save - You can save your current game stage
-  Game Settings - You can set specific parameters of the game
-  Province Information - Information about the selected province
-  Storage Limit - Minimizing the amount of resources staying in a province
-  Diplomacy Panel- Calling Diplomacy Panel

Date - It shows the actual date

Time Scale - You can slow down, speed up or stop time

Jewel - The amount of Jewel you owns in all of your provinces

Mana - The amount of mana the different spheres own

HELP

MESSAGE BAR

Both in the Realm and in the Province View you can find a help bar at the bottom of the screen where you can see the helps. The help always defines what the cursor is pointing at. Messages and warnings will also appear in the help bar.

MESSAGES

The computer will send a reminder message in the Realm map. The message will appear in the Help Bar and a reminder sound indicates its arrival. In the Game Settings Panel the player can set the message that would slow down or stop the time of the game.



It is possible that you receive more messages at one time and you are not capable to react at once. Now you can use the **Message History Panel** that will show all messages you received so far. This panel can be accessed from the Help Bar using an envelope shaped icon. If you click a message in the Message History Panel, the camera will change to the province and jump to the corresponding part of the province that is affected by the message.

Message could arrive if store capacity is full or a province was attacked...etc.

WARNINGS

A reminder sound is played and a short text indicates if you try to do something in the game that is not possible.

PROVINCE INFO

This is an information panel that can be rolled down from both in the Realm and in Province View.

You can receive information about a province under your control.

The panel will give you information about the following:

- The number and variety of buildings in the province
- The number and variety of people present in the province
- Health state (HP) of the Villagers and Military Units present in the province
- The number of people born per year
- The number of Slaves or Craftsmen working on the exploitation of the certain resource.
- The number of the units that can still work on the exploitation of the certain resource.



- The monthly production of the resource in the province.
- The stored amount of resources in the province.
- The number of buildings under construction in the province and the number of Builders or Slaves working on these.
- The number of Slaves without any work
- Capacity of the stores in the province and the parts of these that are still free
- In case of overproduction by using the button Trash you can throw out parts of the selected and stored resource, thus providing more storing capacity
- The level of the food supply of the people, jaguars, llamas in the province.
- The number and type of people being trained in the barracks and schools.

In case you have a Governor in your province, you can set the number of people that should work on the exploitation of one resource.

If you upgrade your Palace to be an Education Center and you have a Governor in the province you can set the number and type of people you wish to train.

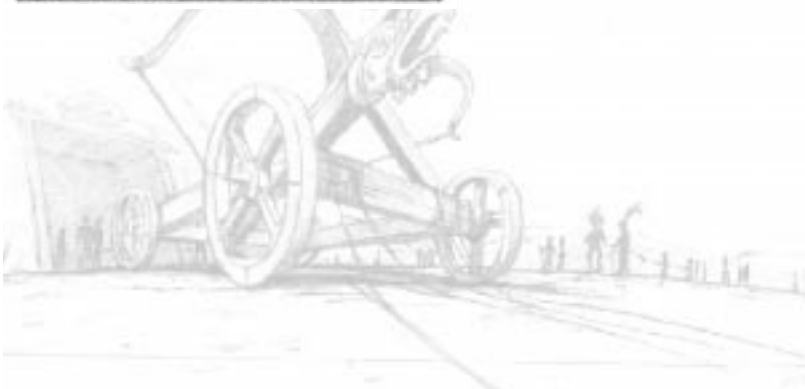
In the following cases the values will turn red, indicating that there is an operation error of the economy:

- Shortage of food for the units in the province (Food Bar)
- There is a Governor in the province and more people are assigned for production or construction than the maximum of the people that can be sent there
- Stores are full

HELP



A simplified version of the User Manual built in an html system and can be found in the Main Menu of the game.



4. MAPS

There are two types of maps in Theocracy, and the use of both is essential to be able to play the game.

PROVINCE MAP



In the Province map you will see your province from the inside. Here you can build, produce, train your people and battles will also take place in the Province Map. Time will not run in the Province Map, so without exiting to the Realm View you will be unable to construct your buildings or to educate your people.

Terrain types

There are several terrain types in Theocracy that influence both the movement of the units and the opportunities of construction:

Grassed plain

Only these areas can be used for construction.

Swamp

Units become slower in these areas.

Desert

Units become slower in these areas.

Forest

Units become slower in these areas and lose part of their visibility.

Mountain

Like a barrier you cannot trespass a mountain if it has a closed contour, but if the contour is open, you can pass through.

River

The units cannot step into the river.

Bridge

Bridges are of strategic importance since the number of the crossing units is strongly limited.

REALM MAP

Time will run only in the Realm View where a Time Scale enables you to stop, to slow down or speed up the flow of Time. In the Realm View you can see the whole of your province, other tribes' provinces and the neutral provinces.

Also, in the Realm you can move your caravans, do the transportation between the provinces, attack other tribes. In other words, moving between the provinces is possible in the Realm View only.



5. UNITS

What is a Unit?

A unit is a figure in the province (a slave, a priest, a governor, etc). All units can move and has abilities like experience, stamina, attack, etc.

VISIBILITY

VISIBILITY IN PROVINCE VIEW



In the provinces unexplored areas are of a darker shade. Here the enemy units are invisible unlike buildings that can be seen in unexplored areas as well. Moving a unit into a darker area reveals the map, but if you happen to enter the visibility sphere of an enemy unit, it starts to attack at once. The Scout has the greatest visibility.



VISIBILITY IN REALM VIEW

In the Real Map you can see all the provinces of the empire. Different tribes are marked with different colours.

ABILITIES



If you click on a unit, you will see a side panel where you can see the most important qualities of your unit. Villagers have only Hp values and hold no other ones.

XP (experience):

It shows the level of military experience of your unit. This level has a great effect on other qualities, too: the higher the level of XP is the higher the maximum of the Stamina, Attack, Defense of the unit is. XP will increase as a result of combat.

HP (Hit Points)

It shows health condition of the unit that corresponds to the level of XP. The level of HP is decreased if the unit is wounded or is starving.

St (Stamina)

It shows endurance of the unit. The maximum of the Stamina depends on the experience of the unit. The current level of Stamina depends on how much the unit moves or fights in battle. Resting the unit can increase Stamina. The level of Stamina has a strong influence on speed and on combat abilities.

Att (Attack)

It shows the value of the unit in combat that depends on the level of XP. This combat value will decrease the HP of the enemy.

Def (Defense)

It shows defensive value of the unit given in percentage. Higher percentage of Def means higher percentage of fenced attacks.

UNIT TYPES

There are two types of units in the game: Villagers and Military Units. Villagers exploit and produce resources, construct buildings, while Military Units take part in battles.

Character Panel

The **Character Panel** will give you information on all your units. You can reach the panel by selecting the unit you wish to be informed of, and left clicking on the picture of the unit that will appear on the Side Panel.



In the Character Panel you will see the magnified picture of your unit, its values and a short description. In case the unit has a Magic Item, the description of the item will also be in the Character Panel. The panel will tell you how the values of the owner of the item will change. With a left click you can activate or inactivate the Magic Item. If you wish to inactivate the item, its picture will turn gray, similar to the case when the unit is unable to use an item (e.g. Swordsman cannot use a bow).

Promotion – Demotion



Some of your units can be promoted or demoted. If you demote your educated units, in most cases, they will turn back to slaves. Except the commander and the priest who, when demoted, will turn back to the type of unit or the ordinary priest of his sphere he had been promoted from. In case you want to demote more people at a time, simply assign the units you wish to demote. If you promote, your units will become commanders but only Swordsmen, Spearmen or Archers can be promoted. Promotion and Demotion icons can be found in the Side Panel, under the values of your unit.

After selecting the unit and clicking the appropriate icon, promotion or demotion is done after a safety question.

Stop – Hold – Patrol

In the Side Panel of the units (depending on the type of the unit) you will find icons that give commands to the unit.



Stop - By clicking the Stop icon you can bring the assigned units to a halt.



Hold – By pressing Hold you will be able to stop your units but in this case the unit will hold its position even if an enemy unit enters their visibility sphere.



Patrol – Using the icon Patrol you can set your units to patrol. Select the unit or units, click the Patrol icon and assign point on the map. The Unit will patrol between its actual position and the assigned point.

VILLAGERS-

People who are incapable of fighting belong to this group, namely the ones that contribute only to production.

Slaves



They are basic units of the Empire. In the Empire everyone is born to be a Slave, and it is the Emperor's will that defines the future of the Slave. They can be trained to be Fighters (Swordsmen, Spearmen, Archers), Craftsmen (Farmers, Lumberjacks, Miners, Builders, Jewellers), Priests, Scouts, Llama and Jaguar Masters, Traders or even Governors. The Slave is capable of any Craftsmen's work but with a lower efficiency. Within the borders of the province the slave is the only one who is able to complete transportation. Consequently an active building always requires slaves to be able to operate.

Farmers



They are producers of food. Farmers can work on Farm, Ranch or in Fishing Hut. They are educated in Schools out of Slaves.

Lumberjacks



Lumberjacks lumber wood and work in Lumberyards. They are educated in Schools out of Slaves.

Miners



Miners can work in three different types of mines: stone, gold, jade. They are educated in Schools out of Slaves.

Jewellers



Jewellers make Jewel (made from gold and/or jade). Jewellers work in Jewelries and are educated in Middle and Large Schools out of Slaves.

Builders



They are the construction experts. They shorten the building construction time and some building construction cannot begin without them. These kinds of buildings are the Large School, Large Store, Large Barrack, Heavy Armory, Large Hospital, Palace and the Pyramids (both size). They are trained in the Medium and Large School out of Slaves.

Llamas



Means of transportation between the Provinces, under the control of the Llama Master. Llamas are born in the Llama Lair if there is enough corn in the province and the Llama Master is present in the Llama Lair.

Llama Masters



They are the only ones who are capable of driving the llamas. Llama Masters are not able to fight. They are educated in the Llama Lair out of Slaves. The llamas will follow the orders of the Llama Master only if on the Side Panel you group the llamas and their master into one unit.

Traders



Traders are necessary for advanced transportation. This means that if there is a trader in the caravan, transportation will be continuous and it is unnecessary to repeat the orders. You need to give the type and quantity of the resource to be transported between the two provinces only once, and the caravan containing Trader, Llama Master and llamas will transport the goods between the two provinces continuously. Traders are educated in the Palace out of Slaves.

Governors



They help to govern the Provinces. If there is a governor in the Province, he will coordinate the works there and using the sliders in the Province Info Panel, you can set the rates of construction and exploitation of the six resources (corn, gold, stone, jade, wood, meat) in the province. Governors are appointed out of slaves in the Palace and this will cost some Jewels, too.

MILITARY UNITS

People who are capable of fighting belong to this group. Therefore the Army consists of your Heroes, Priests, Commanders, Swordsmen, Spearmen and Archers (and also the Wonderbows, in case you build them later on). Note that Scouts also belong to the Army, although they cannot fight.

Swordsmen



They are basic units of the Army. Swordsmen are excellent in close combat and are trained in barracks out of Slaves.

Spearmen



They are basic units of the Army. They have a medium skill in close combat and in long range attack. Spearmen do not attack as far as the Archer, though the wounds caused by them are more severe. They are trained in barracks out of Slaves.

Archers



They are basic units of the Army. Archers are incapable of close combat but they are excellent in long range combat. They can shoot further than the Spearmen, though the wounds caused by them are less severe. They are trained in barracks out of Slaves but to be able to train Archers you will need to build a Weaponsmith's Workshop in the province first.

Commanders



Commanders of the Army lead the troops to battle. They have the ability of handling the troops. Commanders are able to arrange the units into formations and to change formations in battle. They are fighters who are promoted to the position of Commander.

Scouts



Although they are incapable of fighting, Scouts have the ability of excellent observation and can detect the lurking enemy.

Jaguar



Tamed wild beasts that are extremely effective and strong units in battle. Note that they are tame only under the control of the Jaguar Master and in case of his death the hunt instinct of the jaguars overcomes their tameness and they tear any creature to pieces standing too close. Jaguars feed only on meat. If they are short of meat, jaguars starve and then die. They are born in the Jaguar Lair if there is enough meat in the province and the Jaguar Master is present in the Jaguar Lair.

Jaguar Masters



Leader of Jaguars and also capable of fighting. They are trained out of Slaves in the Jaguar Lair. The Jaguars will follow the orders of the Jaguar Master only if using the group icon on the Side Panel you group the jaguars and their master into one unit.

Wonderbows



A fearful weapon made of wood that can shoot gigantic arrows and has a devastating power. To be able to build a Wonderbow you will need five slaves and after the completion the structure will require also five slaves to operate. Wonderbows are produced in the Hall of Wonders out of wood.

Priests



Priests are the users of Magic. Their magic power derives from the heavenly mana and is able cast four different types of spells. Each of the five spheres have their own priest. Priests are trained in the Pyramids out of Slaves.

High Priests



Priests of the greatest powers that are able to cast six different types of spells. You can promote them in the High Pyramids out of experienced priests whose promotion will cost some Jewels, too.

Heroes



They are fearful fighters who have great influence on the result of battles. A Hero is God's bliss on your Empire. They join you after the completion of a mission or the expansion of the Empire. Beside their tremendous strength they have Magic Items and the team handling abilities of the commanders, too.

6. BUILDINGS

CONSTRUCTION



Mines do not need to be built, unlike other buildings that need to be constructed. Buildings are made out of three basic resources: wood, stone and jewel. The construction of basic buildings like the lumberyard and farm requires only wood. For larger buildings stone is also necessary. The construction of enormous and decorated buildings like the High Pyramid or the Palace requires jewels as well. Slaves carry the resources necessary for construction to the base of the building.

BUILDING TYPES

Wooden buildings



Lumberyard



Farm (small)



Farm (Medium)



Fishing Hut



Ranch



Provisions Store

Buildings made from stone and wood



Llama Lair



Jewelry



Weaponsmith's Workshop



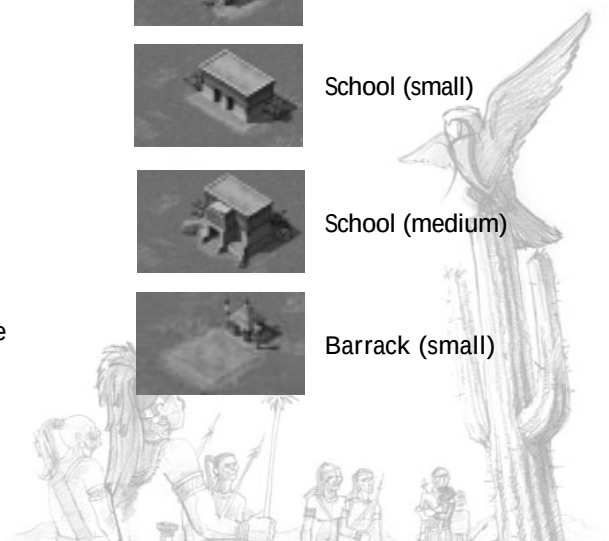
School (small)



School (medium)



Barrack (small)





Barrack (medium)



Hospital (small)



Store (small)



Hospital (medium)



Store (smedium)

Buildings made from wood, stone and jewel



School (large)



Jaguar Lair



Barrack (large)



Hall of Wonders



Hospital (large)



Palace



Store (large)



Pyramids (both size)

The construction procedure



Buildings can only be built on grass terrain. Consequently you can build neither in desert, on swampland, forest nor water. Lumberyards can only be built near a forest, while Fishing Huts only near water.

Construction can be done with the help of the Slave or the Builder who is a lot more effective than the Slave. However, you will always need a slave to be able to transport.

To proceed the construction select the desired type of building from the **Building Panel** in Normal or Bird View. Now after placing the cursor on the terrain the shadowed picture of the building will appear. If the terrain is unsuitable, the silhouette is red. If the terrain is suitable, the silhouette is of normal colour and you can start the construction by laying the foundations of the building.



Construction Panel



If you click a building, on the Side Panel you will see the Construction Panel.

The Bar next to the picture of the building will show the current state of the construction. Underneath you will see the number of builders and slaves taking part in the construction, the number of slaves that transport the resources to the site of the construction and the number of people that the building will be able to accept.

With the help of the arrows under the picture of the people taking part in the construction you will be able to assign more slaves and builders to the construction. Consequently you do not have to assign them in the province one by one and send them to the construction.

The scales under the Built in label will show the amount of the resources that already have been built into the construction. Under the Need label you will see the amount of the resources you still need to finish the construction. Next to the Finish in label you will see the number of the days you still need to finish the construction.

Send people out icon enables you to send your units out of the building and with the help of the Demolish icon you can pull your building down.

BUILDINGS

PRODUCTION BUILDINGS

Lumberyard



It is used for the production of wood. Slaves or the more efficient Lumberjacks do production. By sending them into the building you can start the work. Lumberyards can only be built near a forest.

Farms

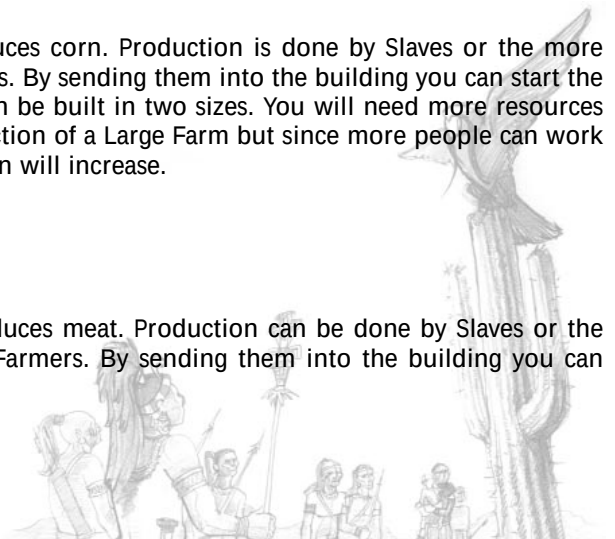


The farm produces corn. Production is done by Slaves or the more efficient Farmers. By sending them into the building you can start the work. Farms can be built in two sizes. You will need more resources for the construction of a Large Farm but since more people can work here, production will increase.

Ranch



The ranch produces meat. Production can be done by Slaves or the more efficient Farmers. By sending them into the building you can start the work.





Fishing Hut

The Fishing Hut also produces meat. Production can be done by Slaves or the more efficient Farmers. By sending them into the building you can start the work. A Fishing Hut can be built only near water.

TRANSFORMATION BUILDINGS

Jewelry



Jewels are made here by Jewellers or Slaves. You will need Jewels for the construction of numerous buildings as well as for some diplomatic transactions, promotion of a Governor or High Priest, as well as the creation of an Education Center. Jewels can either be produced from gold or jade or from the mixture of both. The combination of gold and jade will provide you with more jewels than one resource alone.

From 2 gold and 2 jade 6 Jewels are produced, but from 1 gold 1 Jewel and from 1 jade 1 Jewel is produced.

EDUCATIONAL BUILDINGS

The education and training of your people happens in these houses.

Schools

Farmers, Lumberjacks, Miners, Jewellers and Builders are educated in schools.

There are three types of Schools to build:

Small schools



Three types of Craftsmen (Farmer, Lumberjack and Miner) can be educated here slowly and only in a limited number. When you lay the foundations of the building you have to decide what type to educate there. Your choice cannot be altered later on.

Medium schools



Five types of Craftsmen (Farmer, Lumberjack, Miner, Jeweller and Builder) can be educated here but more quickly and in a greater number than in Small schools. When you lay the foundations of the building you have to decide what type to educate there. Your choice cannot be altered later on.

Large schools



All five types of Craftsmen (Farmer, Lumberjack, Miner, Jeweller and Builder) can be educated here, but you can alter later on the type you wish to educate in the school. Large Schools can host the most people and education is the fastest here, of course.

Barracks

Swordsmen, Spearmen and Archers who make up your army are trained in the barracks. Archers can be trained only after the building of the Weaponsmith's Workshop.

There are three types of Barracks to build:

Small Barracks



Three types of Warriors (Swordsmen, Spearmen and Archers) can be trained here slowly and only in a limited number. When you lay the foundations of the building you have to decide what type to train there. Your choice cannot be altered later on.

Medium Barracks



Three types of Warriors (Swordsmen, Spearmen and Archers) can be trained here but more quickly and in a greater number than in Small Barracks. When you lay the foundations of the building you have to decide what type to train there. Your choice cannot be altered later on.

Large Barracks



All three types of Warriors (Swordsmen, Spearman and Archer) can be trained here, but you can alter later on the type you wish to train. Large Barracks can host the most people and education is the fastest here, of course.

Weaponsmith's Workshop



A Weaponsmith produces bows and arrows for the Archers. Once you have built this workshop you may begin the training of the Archers in the Barracks. The Weaponsmith's Workshop provides information on the health state and structure of the army in the province (the number of Swordsmen, Spearmen, Archers and Heroes).

Palace



The Palace is the center of control and coordination of the province and also a type of educational building since Traders and Scouts can be trained here. The Governor of the province is also appointed here. It costs some Jewels to upgrade the Palace into an Education Center, which means that after having set on the Province Info Panel the number and type of the people to be educated, you do not have to send them into the educational buildings one by one.

Pyramids

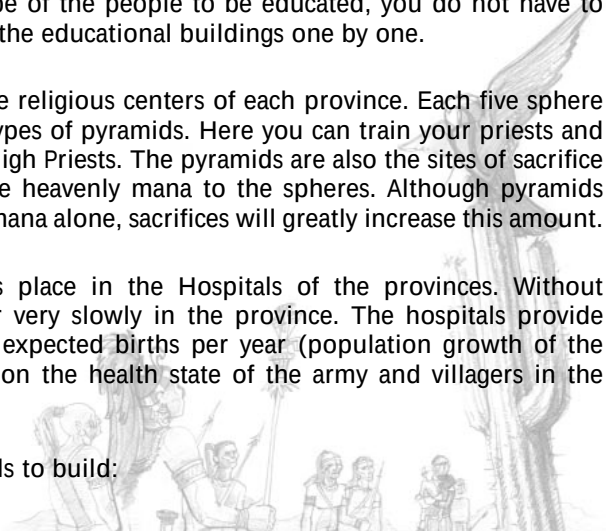


Pyramids are the religious centers of each province. Each five spheres can build two types of pyramids. Here you can train your priests and promote your High Priests. The pyramids are also the sites of sacrifice that conduct the heavenly mana to the spheres. Although pyramids produce some mana alone, sacrifices will greatly increase this amount.

Hospitals

Healing of the wounded takes place in the Hospitals of the provinces. Without Hospitals the wounded recover very slowly in the province. The hospitals provide information on the number of expected births per year (population growth of the province in a year), as well as on the health state of the army and villagers in the province.

There are three types of hospitals to build:



Small Hospital



Small Hospitals accelerate the recovering process of the wounded.

Medium Hospital



Similarly, the Medium Hospital accelerates the recovering process of the wounded, but in a lot higher rate than the Small Hospital.

Large Hospital



This type of Hospital is the most efficient in the healing of the wounded and increases population growth as well.

large

Stores

Most of the resources, that cannot be stored in the own full stores of the buildings, are stored here. These resources, however, generally make up the majority of the province's total resource stock.

You store the exploited resources in the Stores.

Four types of Stores can be built and all of these are able to host all types of resources. The building of a bigger store means bigger storing capacity.

Provisions Store



Small Store



Medium Store



Large Store



SPECIALS

Construction of these buildings is possible only after the completion of the referring mission.

Llama Lair



Llama breeding and the education of Llama Masters can be done in this house. Young llamas are born only if there is a Llama Master in the building and enough corn in the province. Slaves working in the Llama Lair can be trained to become Llama Masters. The llamas will follow the orders of the Llama Master only if you group the llamas and their master into one unit on the side panel.

Jaguar Lair



Jaguar breeding and the education of Jaguar Masters can be done in this house. Young Jaguars are born only if there is a jaguar Master in the building and enough meat in the province. Slaves working in the Jaguar Lair can be trained to become Jaguar Masters. The jaguars will follow the orders of the Jaguar Master only if using the group icon on the side

Hall of Wonders



Here you can manufacture the dreadful Wonderbows, which require five slaves to be constructed and to operate.



7. ECONOMY

BIRTH



People breed in your provinces and are always born as Slaves. The number of the newly born people depends on the number of people in the province. Construction of a Large Hospital will increase the number of births. In each province there is a point where you can find your newly born people. This is the Circle of Birth.

EDUCATION – TRAINING

All of your units are born as slaves, so you have to decide in each province, how to educate or train them later on.

You can educate

- In Schools your Craftsmen (Farmers, Miners, Lumberjacks, Builders, Jewelers).
- In Barracks your Warriors (Swordsmen, Spearmen, Archers).
- In the Palace your Traders, Scouts and promote the Governor.
- In the pyramids your Priests and promote your High Priests.

By clicking on any of the education buildings on the Side Panel you will be shown the number of the slaves that can be sent inside the building for education. With the help of the arrows you can assign more slaves at once to be educated so you will not need to assign and send them one by one in the province. After sending the slave(s) into the building the number of the days needed for the completion of the education will also appear.

The educated people can be found in each province at the Circle Of Birth.

Keep in mind that your Slaves have to be educated for the different tasks in the right proportion. Perhaps you train too many Slaves to be warriors, so production will be defected and slows down. On the contrary, if you train only Craftsmen, in case of an unexpected attack you will have no military forces to defend yourself.

In case you have a Governor in the province and you have upgraded your Palace into an Education Center, you will have the opportunity of automatic education. It is enough to set in the Province Info Panel the number and type of the people you wish to educate, so you will not need to send them into the education building one by one.

RESOURCES

Resources and Production form the basis of our empire. In the game there are seven resource, which are either mined (stone, gold, jade) or are produced (wood, corn, meat jewels).

Corn



It is raw material of Nutrition.

Slaves and Farmers produce corn on Farms.

Corn is very important since it is the only thing llamas feed on.

Meat



It is raw material of Nutrition. Meat has higher nutritional value than corn. Slaves and Farmers produce on Ranches and in Fishing Hovels. Meat is very important since it is the only thing jaguars feed on.

Wood



It is building material. Slaves and Lumberjacks produce wood in Lumberyards.

Stone



Building material. Slaves and Miners mine stone in the Stone Mines.

Gold



Gold is the raw material for Jewel, which is used as a form of money (currency). Slaves and Miners mine gold in the Gold Mines.

Jade



Jade is the other raw material for Jewel, which is used as a form of money. Slaves and Miners mine jade in the Jade Mines.

Jewel



Jewel is a form of money. Slaves and Jewellers produce Jewel in the Jewelry. Jewel can be produced out of either gold and/or jade.

MINING

You can find the mines scattered in the different provinces. You do not need to build mines, they are already standing, ready for production. By sending miners and slaves into the mine, mining begins automatically. The mines are not equipped with an endless supply of raw materials.

There are three different types of mines:

Stone mines



Stone can be mined out of it.

Gold mines



Gold can be mined out of it.

Jade mines



Jade is mined out of these mines

PRODUCTION

Production takes place in the production buildings that are either built or occupied by you. The Lumberyard produces wood, the Farm produces Corn, the Ranch and the Fishing Hut produces meat and the Jewelry produces Jewel.

Production can be done by Craftsmen or Slaves. The type of the Craftsman depends on the building: on the Farm the Craftsman is called Farmer, in the Lumberyard he is

called Lumberjack, etc. Craftsmen are a lot more efficient than Slaves, however the transportation of the goods into Stores can be done exclusively by Slaves. Consequently, an active production building will not work in the absence of Slaves.

Production Panel



After clicking on a production building the Side Panel will show the Production Panel.

Under the picture of the building you can see the number of the slaves and farmers taking part in the production, the number of slaves that transport the exploited raw materials into the stores and the number of the people the building is able to accept.

With the help of the arrows under the picture of the people you can assign more slaves or farmers for production so you will not need to assign them one by one in the province and send them to the building.

Also, you will receive information on the monthly production of the building and the amount of the certain resource available in the province.

The Transformation

In the process of transformation some resources are transformed into another resource. There is only one transformation building and that is the Jewellery where gold and jade are transformed into Jewels. Transformation is the most efficient when the Jewels are made out of gold AND jade. If you have only one of these resources, transformation will work, but with a lower efficiency.

From 2 gold and 2 jade 6 jewels are produced, but from
1 gold 1 jewel and from
1 jade 1 jewel will be produced.

Two types of people work in the Jewellery: the Jeweller and the Slave. Transformation can be done by both of them, but the Jeweller is a lot more efficient, of course. Transportation of the necessary resources can be done exclusively by Slaves, though.

Transformation Panel



Click Jewelry and the Transformation Panel will appear on the Side Panel.

Under the picture of the building you will see the number of the people taking part in the production of the Jewel, the number of slaves that do the transportation and the number of the people the building is able to accept.

With the help of the arrows under the picture of the people you can assign more slaves or jewellers for production so you will not need to assign them one by one in the province and send them to the building.

Underneath you will see the Transformation rates of the resources: how much Jewel can be made out of gold or jade alone; how much Jewel can be made out of the combination of both. Finally, the Transformation Panel will inform you of the total amount of gold and jade in the province and the monthly production of the Jewellery.

STORAGE



There could be erected four kind of stores in the Province that serve to store resources. Although the four different kinds of stores differ in capacity, all six types of resources can be stored in each. The slaves will automatically carry the exploited resources to the store that lies the closest to the site of the production. These supplies begin to run out when picking up food, supplying a caravan or constructing a building. Now you can use the free capacity again.

If you click a store on the Side Panel you will see the type and the amount of the resources stored within, the monthly production of the resources and the capacity of the store.

FEEDING YOUR PEOPLE

Each unit needs food to stay alive. There are four kinds of production buildings in the province in which you can produce two types of food. On the Small and Large Farm corn, on the Ranch and in the Fishing Hut meat can be produced. Meat has higher nutritional value than corn has, but can be produced slower. Food purchase is automatic if there is meat or corn in the province. If the stores run out of food, you will receive a message of your starving people. If you do not provide them with food, the HP of your units will decrease. If units get food, they regenerate.

On the state of the food supply of the units (people, llamas and jaguars) in the province you can get information from the Province Info Panel. If the food reaches only the half of the scale, production is optimal. If it reaches above the half the result is overproduction, if it does not reach the half and the colour turns red, people are starving.



8. TRANSPORT

CARAVANS



Caravans are necessary to be able to move between the provinces. If you want to enter one of your provinces, transport resources or attack a hostile tribe, you will need a Caravan. The units are selected and sent into the Caravan Tent in the province, and in Realm View they are set off on their way. From now on orders of the caravans are given in Realm View.

Creating a caravan

To create a caravan follow the instructions:

- Click the Caravan Camp icon in the province.
- Put the Caravan Camp down anywhere on your province
- Send the units you would like to be the part of the caravan into the tent
- Quit to the Realm view
- You can see a caravan figure appearing in the province. This figure is a Caravan.

Control of caravans

After selecting the caravan by a left click and after having clicked the destination province, you will get the **Caravan Command Panel**.



The panel includes four types of commands but active command icons are only the ones that can be ordered to the Caravan. (E.g. If you want to enter a hostile province, only Attack icon will be active.)

The four types of commands are:

1. Go There and Wait



This icon is active only if you send your units into your own province. Following the command, the unit will go above the destination province and will stop in the center of the province. You will need this command if you do not intend to enter the destination province but want only to pick up the goods. (With two left clicks you will see Basic Transport panel.)

2. Go There and Enter



This icon is active only if you send your units into your own province. Following the command, the caravan will go to the borders of the province. The province begins to flash and with a right click you can enter the province.

3. Go There and Exchange Goods



You will need this icon in Advanced Transport, when you want to carry out the continuous exchange of goods between two provinces. Advanced Transport is active only if you have a trader included in the caravan.

4. Attack



If you send your units to an enemy province with the Attack icon, it means automatic attack. Following the command, the unit will go to the borders of the province. The province begins to flash and with a right click you can enter the province of the enemy.

MEANS OF TRANSPORTATION



Troop Transport

Troop Transport enables you to attack hostile provinces and transport units from one province into another. Two left clicks on the caravan will show you the **Caravan Info Panel**.

It provides information on the composition and health condition of the caravan, the amount of the food that should be provided to the caravan in one month. From the Caravan Info Panel you have access to Province Info Screen. We advise you to organize

only short distance transportation with the Troop Transport because food stocks of the units are limited so on a long journey they might starve to death.

Basic Transport

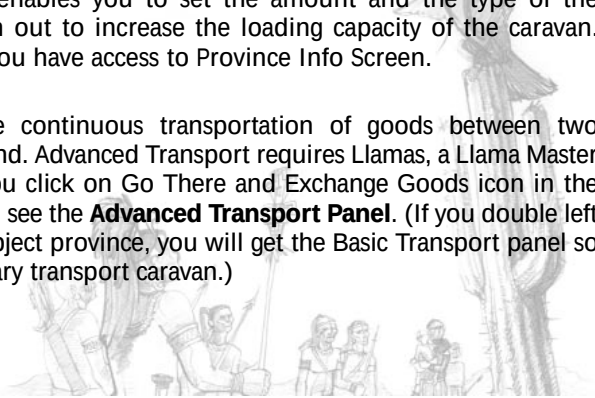


To cover long distances and to be able to transport resources between the provinces, you will need the Basic Transport. In **Basic Transport** Llamas and Llama Masters must be included in the caravans. After exiting to the Realm Map and a double left click on the caravan above the province from where you wish to transport the goods, you will see the **Basic transport panel**.

Now you can set in the Basic Transport Panel the amount of the resources that the caravan should take out of the province. Besides, the panel provides information on the composition and health condition of the caravan. Also, it will tell you the amount of the food that should be provided to the caravan in one month. In case the caravan does not have the sufficient amount of food, the indicator will turn red. If a province has all stores full it cannot receive the transported goods. However, if the caravan wants to take up and transport resources from that province, it will need its full capacity to be able to load. Here you can use the button **Trash** that enables you to set the amount and the type of the resources that should be thrown out to increase the loading capacity of the caravan. From the Basic Transport Panel you have access to Province Info Screen.

Advanced Transport

Advanced Transport enables the continuous transportation of goods between two provinces with one single command. Advanced Transport requires Llamas, a Llama Master and a Trader in the caravan. If you click on Go There and Exchange Goods icon in the Caravan Command Panel, you will see the **Advanced Transport Panel**. (If you double left click on the caravan above the subject province, you will get the Basic Transport panel so the caravan will work as an ordinary transport caravan.)





Here you can set the type of the resources to be taken up in the two different provinces. Now the caravan begins to move back and forth between the two provinces, continuously exchanging and transporting the given types of resources. Besides, the panel provides information on the composition and health condition of the caravan. Also, it will tell you the amount of the food that should be provided to the caravan in one month. You can choose that out of the two provinces, which one should provide the necessary amount of food. If you choose only

one province, the caravan will take enough food for the return journey as well. Trash button is available and you have access to both Province Info and Storage Limit Panel.

With the help of the Storage Limit Panel you can minimize the amount of the resources to be left in the province. You might need this command in case of Advanced Transport when you do not want to transport the total amount of the resources into another province. Consequently on the selected province the caravan will take up goods only to the point when the leftover reaches the minimum amount given in the Storage Limit Panel.



9. DIPLOMACY

TRIBES

There are six tribes in Theocracy. Your tribe is the Atlan. This means that beside the Atlan, five other tribes exist, all of them having special characters.

There are certain territories that are marked gray. These are under the control of several other neutral tribes to whom you cannot build diplomatic relations, but can conquer their territory.

Atlan

A reasonably young folk founded its first city on the shores of the Great North Sea sometime around the millennium. The newly born state began to develop fast and soon made contact with other tribes, too. In 1176 however, the country of promising future ended its life at the peak of its heyday. The Axocopans absorbed the Atlans thirsty for power within just a few months. The legal power of the Atlan ruler was gone and tyrannical governors were appointed instead. For long times it seemed that the young and lost folk would disappear from the scene of history and would totally assimilate. That is why most people were astonished at the attempted revolt in 1419, which was an answer to the annihilation of the institution of the Atlan royal title. This is the time of your choice: as the young ruler of your folk you are responsible for defending them from the oppression and also the one destined to lead them to triumph...

Axocopans

The tribes and city states between the two seas are grasped by the Axocopan empire just like Mother Earth with a steel collar around her neck. The Axocopan empire does not belong to the most ancient tribes but it is neither the member of the youngest empires: it was probably founded about five hundred years ago. Ever since memory can tell, the Axocopan rulers were trying to oppress the folks of the Yucatan. If they ever succeed, it is obvious that they would not halt at such a shortsighted dream... The main philosophy of the Axocopans is revenge and the firm belief of their priority: the Axocopan rulers are autocratic and cruel. They have a well-organized and excellent army but at the same time they are not excellent in organizing their economy. For long times they have been living on the taxes of their subjects and other tribes. No question that they cannot be underestimated opponents especially after the revolt of 1419 when you made them your lethal enemy- this conflict cannot be cleared up very soon.

Yaxunas

This young tribe lives in the south- eastern wilderness and arrived to the Great Earth Snake in the 600's. They are not highly civilized and in some sense they are not better than any bandit in the woods. The Yaxunas often raid the villages of the surrounding tribes and their preference of violent solutions to the more refined ones is widely known: robbery instead of trade and war instead of diplomacy. At the same time you have to admit that they do respect courageous and honest people. Although the Yaxunas are often cruel to their enemies, they would never deceive or lie to their friends. They are not addicted to the charm of money or power and hold in sovereign contempt the ones who give preference to these in contrast to other people's lives and freedom.

Iztahuacans

Mighty and ancient tribe that have accumulated an invaluable amount of knowledge in the passage of time. In the beginning of time they were already living under the charm of magic and power and knew how to use the strength of the spheres to achieve their aims. Soon the whole south- western coast was under their command. They have made and piled up dozens of Magic Items and built close contact with the world of spirits. In spite of all these not even Iztahuacan power was endless. First they have been fighting bloody wars with the Teotitlans and then the folk of mighty power, the Aztecs forced them to move back. The Iztahuacans finally managed to force back the attack of the Aztecs and though they had a serious part in breaking the rule of the latter, the Iztahuacans have not recovered from the effects of war. They had to retire to their strongest inner provinces to save the rest of their accumulated knowledge. It was only at the beginning of the 700's that they began to expand again. The once peaceful Iztahuacan tribe was reborn as a warlike, aggressive theocracy that used its magic power for the oppression of other folks.

Huatepecs

When the Maya city states that owned all trade on the Yucatan fell because of the repeated attacks of the barbaric tribes and the soil that was getting worn out, there was no significant power left in the region. The Yaxunas were the first to settle and begin their expansion and then, in the 600's, another, a more timid tribe- the Huatepecs- arrived and founded their cities in the Yucatan. They retrieved the trade routes of the Mayas and built strong relations with the other tribes. Their cities stand far in the north, enjoying the defense of the sea, the rainforest and the allied Yaxuna villages. Thousands of jewels travel across their country year by year, bringing wealth even to the darkest corners of the rainforest. The Huatepecs have no significant military force but if you attack them, you can surely count on the rage of the Yaxunas and perhaps even that of the Axocopans and Iztahuacans. Nevertheless, the short history of the Huatepecs does not recite stories of bloody wars and if they continue their successful strategy in diplomacy there will not be any reason ever to attack them.

Teotitlans

The wisest and most ancient living folk today whose memory derives from times when earth and sky were not yet divided and people were living under the light of other planets. They think themselves to be the successors of the Olmek Empire though others regard them as the destroyers of the Olmeks. The legend says that the first ruler of the Teotitlans, Pthachol was the brother of the Olmek ruler but he was driven away by his family. The reason was that Pthachol had been tempted by the dark forces of the underworld and his mind turned toward forbidden spells. Pthachol seemed to have resigned to his fate and settled down in the wilderness to found a new tribe. He taught his folk the language of the Dark but right after Pthachol's death the war that involved all existing and known tribes had broken out. When smoke flew away over the corpses and swords have descended, the son of Pthachol had taken control over the ruins of the Olmek Empire. He was the only survivor of the Olmek royal bloodline. He used the same names and titles as before but the once known grandeur and size of the empire could not be revived. The miserable survivors of the war were living in ruins and evil tyrants tortured them with the help of the underworld. The chaos gave birth to the Teotitlan Empire of the present times. The new empire is founded on strong bases, works wisely and not even the wild Aztecs were able to suppress the Teotitlans. Their rulers are always

peaceful and diplomatic but it is a widely known fact that friendship or alliance have no meaning to them- beware of the ones that tie themselves to the dark forces...

DIPLOMATIC RELATIONS

Diplomacy in the game controls the relationship between you and other nations that live in the empire. You can build different relations with the tribes that occur in the game, depending on your aims within the game.

The **Diplomacy Panel** looks like the following:



Column Tribes contains the list of the tribes that are neighbours of your provinces. Next to the names of the tribes you will see the current diplomatic relation you have with the tribe. In case you want to change the diplomatic relations, after selecting the tribe you will get the list of the possible changes you can make in your current relation. The basic principle of Diplomacy is that all diplomatic offerings are accompanied by gifts. So in case you decide to build friendly relations with the neighboring tribes, you can set the amount of Jewels to be sent as gifts. The amount of the gift will influence the acceptance of your offer.

There are three possible types of diplomatic relations:

1. Allied
2. Neutral
3. War

Allied

This means a close relationship between the two nations that includes the following:

- If the allied state remains unchanged for ten years, the tribe will be annexed to your empire and becomes a Union.
- Open Borders Statement: You can cross each other's territories without asking for a permission.

In an allied position you can change the relationship into:

- Break Alliance: If you break the alliance the relationship changes to Neutral
- Declare War: This is a drastic way of breaking the alliance. The relationship changes to War.

Neutral

It is a looser form of diplomatic relation that includes the following:

- Open Borders Statement: You can cross each other's territories without asking permission.

In a Neutral position you can change the relationship into:

- Offer Alliance: The relationship changes into Allied, if that province accepts the offer and the amount of Jewels.
- Declare War: The relationship changes into War, and war may begin!

War

In this form of relationship both partners can attack each other at any time.

In a War position you can change the relationship into:

- Request Peace: If that province accepts the offer and the amount of Jewel, the relationship changes into Neutral.

10. WARFARE

TACTICS

ENGAGING IN COMBAT

Warfare is a major part of the game. Diplomacy is no cure in some cases and you have to use the persuasive power of your weapons.

You can either be attacked or attack others. You can attack a province by sending a caravan that consists of military units. You can attack or defend only in Realm View, when Time is running. If one of your provinces is under attack:

- The province flashes
- Time will stop (you can see on the time scale)
- A message appears that informs you of the attack

In the battle you can order your troops to attack by selecting them and clicking right on the enemy. If the opposing units enter the visibility sphere of the each other, they will attack automatically.

When a battle starts somewhere in a province then a small icon will show up on the message bar. If you click on the icon the camera will jump there.

If you attack a province with superior forces, it is possible that the province will surrender and the enemy units become slaves on your side. In case you are attacked with superior forces, you may decide to surrender by clicking Esc key in the Province and choose the menu point Surrender. If you feel certain about your victory, you have the opportunity to emulate the battle.

After each battle the Battle Statistic Panel will appear where the number and type of your and your enemy's units is indicated before and after the battle. So the panel will inform you on the number of the slaves you captured.

HANDLING YOUR TEAM

Commanders and Teams

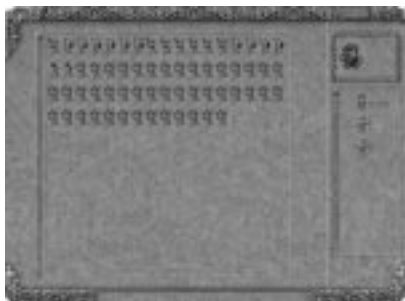
If you find the selection of the units one by one too complicated or tiring, there is an opportunity of putting the troops together under the direction of a Commander or a Hero. Commanders can be created by promoting any type of warriors (Swordsman, Spearman, and Archer). From then on, all you have to do is to assign the Commander and the team will follow the orders. Besides the easy handling, the creation of formations has the advantage of receiving Attack, Defense and Stamina bonus. A team can be created by selecting military units together with the Commander.

Teamhandler



The **Teamhandler Panel** can be activated from the province by clicking the **Teamhandler** icon.

The panel consists of two screens.



In the first you will find the warriors that have no commander. The two small bars under the warriors indicate their HP and XP. The right side of the panel contains the list of the warriors that are capable of commanding namely Heroes and Commanders. You can draw the warriors under the commander one by one, but if you had grouped the warriors on the play field, the units are already under the Commander.



If you click the Commander, you are accessed to the second screen where formations can be set. Your Spearmen, Swordsmen, Archers can be arranged in the 11x11 grid. By clicking the icons in the bar at the top, you can set four different formations that can be accessed from the game as well. Setting: click one of the four icons and using the 'drag and drop' method, you can drag warriors inside the grid.



If you do not wish to arrange the teams yourself, you may choose one of the six default formations. The default icons are also in the bar at the top. In case you wish to alter the composition of your army, you can reach back to the previous screen by clicking the Overview Army icon in the top right corner of the screen.

After exiting the Teamhandler, on the Commander Panel you will find four small icons at the bottom where you can select the desired predefined or default formations. The Turn Formation icon above will turn the selected formation by 45 degree, clockwise or anti clockwise.

Using the **Ungroup** icon you can take warriors out of the formation, or if you use Ungroup in the Commander, the formation will be disbanded.

The jaguar Master is a special type of Commander who leads the jaguars. So if you want to change the construction of the jaguars under the command of the Jaguar Master, you can do this in the Teamhandler Panel as well.

WOUNDS AND HEALING

Wounded units can be healed in three ways: Units will heal on their own, but very slowly, or you either build Hospitals in the province or call a Priest to help. Note that only Nature priests are capable of healing. Recoveries in the Hospitals take some time – the larger the Hospital is, the faster it will heal the wounded - while the healing spell has a direct effect.

STRATEGIES

ECONOMIC STRATEGY

Economy is one of the basic parts of the game. To be able to build your empire in your provinces, you have to manage your economy.

Resources must be exploited and mined, Jewels must be produced and buildings have to be built. You have to pay attention to the food supply of the people, because they may even die if lacking food. Keep the balance of production and avoid situations of overproduction or shortage. Surplus resources of the provinces can be transported with the help of Advanced Transport. At the same time it is important to keep up the training of your military units as well.

MILITARY STRATEGY

You need not to forget that beside the neutral and allied tribes, there are numerous folks that might be willing to seize the people and wealth of your empire. You must not leave a province, that is the neighbour of a hostile province, without military protection. You might be attacked at any time, so you will need barracks to train warriors. The more barracks you have, the more warriors you can train in the province at the same time. If you send a Commander to control your warriors, you can arrange your units into formations (Formation Panel) which would award you extra Attack, Defense and Stamina bonus.

In the pyramids you can train priests who can strongly influence the outcome of battles. Priests are able to perform Magic, but in battle we advise you to use not only the attack spells.

If you are so fortunate that a Hero joins your army, it is worth sending them into battle (and take care of them!), because one hero holds the strength and power of several ordinary warriors.

Magic Items provide you with extra help in battle because all of them have special military qualities.

In a hostile province (to be able to avoid unexpected assaults) it is useful to send Scouts to explore, for they can see much further than ordinary units.

DIPLOMATIC STRATEGY

To have better chances of winning the game, it is worth building good diplomatic relations with the other tribes. We advise you to avoid having War relations with all of the neighbouring provinces. The Neutral relation ensures that the tribe will not attack you unexpectedly. After offering the adequate amount of Jewels to the friendliest tribes, you may build alliances and after ten years, the territories of these allied tribes will be annexed to your empire.



11. MAGIC

Priests and Magic play a significant role in the game. There are five different religious spheres, each of them having two types of priests and two types of pyramids.

PRIESTS

All spheres can have any number of priests and high priests. The priests' weapons are their spells. Only priests and some other special characters are able to perform magic.

Ordinary Priests can cast four, High Priests can cast six types of spells. Priests are educated in both types of the pyramids but High Priests can be promoted only in High Pyramids out of the Priests that already have the sufficient level of XP. The promotion will cost some Jewels, too.

SACRIFICE - MANA

Priests gain their power from the heavenly mana. You will need mana to be able to cast spells, because each spell costs more or less amount of mana. Although pyramids produce some mana on their own, this amount can be increased by human sacrifice. To do the Sacrifice, send the people into the pyramid and click Sacrifice icon.

Both in the Realm and Province View the amount of the mana is indicated in its total amount in the empire. So, on any province, if you increase your mana by sacrifice or decrease your mana by spells, both of them will change the same value.

PYRAMIDS



Pyramids are intermediary channels between the Earth and the Skies. In the pyramids and High Pyramids you can educate priests or sacrifice people. Both types of pyramids can educate ordinary priests, but the High Priest can be promoted only in the High Pyramid.

SPHERES

SUN SPHERE

Father Sun is the greatest god of all. He is the one to grow the plant out of the grain hidden in the ground and also the one to bring them up with his gentle rays and the one to destroy the old stems. He is respected and feared as well as loved in all lands so there is not a single land where people would miss showing him sacrifices on the sacred feast.

His priests command the unrestrained and destructive heat of sunbeams to burn their opponents alive.

Priests of Sun Sphere:

The Priests of the Sun worship Cardezalca, the God of the Sun who is the master of fighting and destruction. His priests can cast spells of attack.



Pyramids of Sun Sphere:



Spells of the Sun:



1 Sacred Fire: The inextinguishable fire of the Sun burns the victim from the inside. This is the basic form of assault used by the priests of Sun.



2 Arms of the Father: This is the basic form of defensive spell used by the priests of Sun. Two tiny balls of fire appear around the priest and begin to whirl swiftly around him, giving him perfect protection against all close combat attacks. The ring moves together with the priest and anyone who attempts to attack the priest, walking in the protection of the Arms of the Father, will die instantly.



3 Demon Ball: The priest conjures a powerful servant of Father Sun who, in the form of a ball in flames, destroys everything in his way. The ball is often bigger than a house and its immense heat brings everything in way to ashes and causes horrendous wounds all around.



4 Cloud of the Dragon: The warrior honored with the opportunity of fighting in the Cloud of the Dragon will be granted the courage and power of the Dragon. Many legends mention warriors who gained their greatest victories under the protection of the Cloud of the Dragon.



5 Flash of Sun: The cloud cover of the sky opens and the blinding rays of the Sun spread over the region. The units present in the territory are blinded for a short time and stagger around, incapable of fighting. Winning chances of the attacking units are greatly increased if the targets are blinded by the Flash of Sun before beginning the assault.



6 Ring of Flame: Scorching flame of heat blows out These flames of gigantic force spread in all directions and anyone in way will burn to death at once. Beside the Demon Ball this is the most devastating magic of the priests of the Sun.

MOON SPHERE

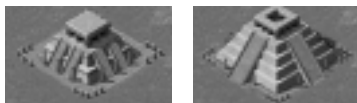
The obscure light of this mysterious wanderer of the sky astounds everyone. He is the unrestrained sovereign of Night and is willing to aid the ones that let themselves be cast by his magic and surrender to his power. These are the priests of the Moon who offer their sacrifices at night in the shrines of the pyramids and in return they receive the power of their Lord.

Priests of Moon Sphere:

The Priests of the Moon serve Althana, the Sun of the Night. She provides light at night and she is the goddess of security. Accordingly, her priests' strength lies in their protection spells.



Pyramids of Moon Sphere:



Spells of the Moon:



1 Anger of the Moon: A meteor will strike the ground on the spot assigned by the priest. From the site of the impact tiny fragments of stone fly off causing severe and sometimes lethal wounds to the ones standing too near. Anger of the Moon works effectively against units in light armor because in this case, besides the targets, several other units may be destroyed.



2 Shield of the Sky: A shield shining in bluish colour covers the body of the priest that protects him from most of the physical wounds. This aura is exclusively of physical nature so it will not protect against spells of psychic origin. Despite, the Shield of the Sky is a very useful and a frequently used spell.



3 White Wind: A chilling wave of cold air starts off from the priest, freezing everyone getting in its way. Although the wind works only in a thin belt, there is no warrior able to overcome the freezing cold of the White Wind. If applied in an adequate way it can be the equal opponent of the massive murdering spells of other spheres.



4 Skin of Stone: Members of the unit assigned by the priest experience a mystic transformation: their skin freezes and becomes hornified thus forming a natural shield that protects the warrior.



5 Shroud of the Moon: An invisible veil covers the unit assigned by the priest and hides the unit from the eyes of the enemy. The spell is broken only if the unit engages into combat, otherwise there is no physical or magic way of detecting it. Legends tell about many battles whose outcome was reversed by a Shroud applied at the perfect time.



6 Gray Death: A unit of stone fighters materialize around the priest and during the time of his ability to keep them in the material world they will follow all orders of the priest. The stone warriors are stronger than any earthly fighter is and in case of emergency their protective ring can save the life of the priest.

STAR SPHERE

Stars are the gates of sky. They are the mystic wanderers of the sky who whisper future and judge over empires. The stars are constantly moving on their firm orbit defined at the beginning of Time and with their light they spread even the cold secrets of open space in the world. Scientists, but more importantly magicians respect the stars and some of them even know the way of using their magic power.

Priests of Star Sphere



The Priests of the Star serve Eptahkal, the master of the cold and unpredictable night sky. He is the patron of black intentions who is glad to be mischievous and takes part in small thefts. His priests are masters of black art.

Pyramids of Star Sphere:



Spells of the Star:



1 Charge of the Stars: A shining group of stars twinkles in the hands of the priest and heads toward the spot assigned by the priest. With their cold light the stars freeze their victims but cause no lethal wounds.



2 Cloud of Sparks: An electric cloud that produces discharges on the ones standing around covers the priest. Evidently, the priest himself is not wounded by the cloud and until the electricity lasts it will be impossible to get near the priest.



3 Night Vortex: The priest conjures a black whirlpool of space that shines in a dim light and absorbs all people getting too near.



4 Dark Flower: In the hand of the priest appears a flower of dark calyx and intoxicating odor, filled with poison. If the priest spreads the poison onto the target, the whole unit is effected. The poisoned people become weak, fight poorly and their skin shines in a blue light. When the effect of the poison has passed, the unit will regain its forces.



5 Eyes of the Snake: Magic lights flash on the assigned spot astounding the person that watches the phenomenon. Anyone who catches sight will stop and stare into the Eyes of the Snake until the spell lasts.



6 Black Death: The priest conjures a group of mystic shadow warriors who follow all commands under the effect of the spell. The Shadows are extremely strong fighters and have helped the priests of the Stars in several hard battles. However, their appearance will cost a great deal of mana in comparison to the reasonably short time they spend in the real world.

NATURE SPHERE

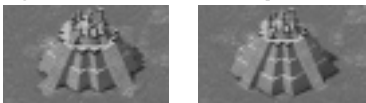
It is headstone of life and the basis of the existence of all living creatures. It is Nature that feeds you day by day, grows the woods and children too are born with his help. The warm love of Father Sun seems too little for Nature is the most popular sphere among ordinary people. Some priests have experienced the secret channels of life and are able to win healing, growing or destroying forces out of the Nature Sphere.

Priests of Nature Sphere:

The Priests of Nature are in the service of Tlaloc, the God of Forests. Tlaloc, who is the God responsible for life and revival, endows his priests with the ability of healing, summoning of animals and controlling of plants.



Pyramids of Nature Sphere:



Spells of the Nature:



1 Winged Eye: The priest calls a wild eagle out of the wilderness and begins to hover around the assigned spot. Throughout this time the priest is able to see with the eyes of the eagle and can detect any concealed enemy. It is an extremely useful scouting spell.



2 Ring of Love: A ring of faint green colour appears around the priest. The ring is constantly healing the priest whose wounds are instantly healed and he is a lot more difficult to kill.



3 Rise of Roots: On the spot assigned by the priest wild roots will grow from the ground and begin to grow apace. If someone gets into the range of the evil plant, it will grab him, and choke to death - three or four roots will kill even the most well armored warrior.



4 Aid of Nature: The greenish twinkle that appears around the ones assigned by the priest will heal all wounds during the time of the spell and makes them immune to poisons. Your winning chances will be greatly increased if you send your warriors into the greatest battles under the protection of the Aid of Nature.



5 White Collar: A ball striking from the hand of the priest will turn the target into an ordinary llama. From then on, the tamed target will serve the priest, however, it will be unable to wound anyone. The legends tell about many priests who, with the help of this spell, gained their wealth as llama traders.



6 Yellow Death: The priest calls a small unit of jaguars out of the wilderness that will follow all his commands during the time of the spell. They will not attack the priest's friends and will desperately attack his enemies. With the effect of the spell the wild cats will also be gone.

SOUL SPHERE

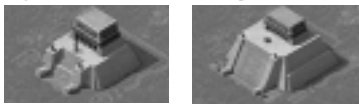
The world of Souls, which is the empire of the dreadful demons and disembodied spirits, has always waken terror and fear in the hearts of ordinary people: they cannot conceive the earthly manifestations of the powerful spirits. But there are some which ally with the unearthly and use its frozen energy to reach their aims. They are called the priests of the Soul Sphere: feared and respected in the whole world.

Priests of Soul Sphere:

The Priests of Soul worship Gaargalac, the Lord of Spirits. Gaargalac has power over all the spirits of simple objects and living creatures. He possesses the mystery of death and he is the governor of the souls of the death as well. Soul priests are equally accomplished in all the fields of magic.



Pyramids of Soul Sphere:



Spells of the Soul:



1 Demon of Blood: A disembodied Demon of Blood flies out of the hands of the priest, heading toward the assigned target. The demon slowly sucks the vitality of the victim and his loss will be gained by the master of the demon. Since the Demon has no body, the victim is unable to get rid of him – the Demon of Blood is the most devastating spell of the primary attack spells and, last but not least, it is also the cheapest spell of all.



2 Protecting Veil: The energy of the priest's aura will be strengthened and so he will be able to protect himself from the stronger physical attacks. Wounding spells, spears or arrows will hurt the priest less.



3 Charge of Souls: The priest conjures a herd of lost souls who order themselves in a wide row and overrun the enemy. Since the souls are bodiless, it is impossible to fight against the Charge of Souls. On the other hand the lost souls can stay in the material world for a short time so they cause less severe wounds than the Demon of Blood, though on more targets.



4 Spirit of Braveness: The warrior appointed by the priest will receive the Spirit of Braveness. During the time of the spell the warrior will attack more fanatically and will become better at defense. If the warrior is a member of a unit his braveness will spread on his pals as well.



5 Mouth of Nothing The priest and his pals enter the world of the Soul for a second and then return to the material world on any intended spot. The spell is very good at teleporting even armies from one edge of the city to the other. However, the range of the spell is limited: the Mouth of Nothing works only within the borders of the province.



6 Souls of Betray: The spirits flying away from the priest will target the opposing units standing near and then fly down on the enemy. The Souls of Betray will suck the spirit of the victim out of his body and from then on the victim will serve the folk that conjured the Souls of Betray.

Casting Spells

To be able to cast a spell, you have to assign the priest you wish to use for the spell. Now in the side panel you will see the Spell list of the priest.

There are four courses of casting a spell, depending on the type of the spell:



1. Click on the icon of the spell to activate. (E.g. defense spells that work on priests.)
2. Click on the icon of the selected spell and then activate by clicking on the play field. (E.g. certain attack spells.)
3. Click on the icon of the selected spell and then activate by clicking on the enemy unit. (E.g. certain attack spells.)

4. Click on the icon of the selected spell and then activate by clicking on your own unit. (E.g. defense spells that work on teams.)

MAGIC ITEMS

Magic Items are objects of some special quality that modify the values of your units and dress them with special abilities. One unit can pick up and use maximum two Magic Items. If your unit has a Magic Item, a golden sphere will appear above his head and in the side panel, under the values of the unit you will see the picture of the item(s). Left click on the item, the unit will throw the item away. If the unit is unable to use the item he owns, the picture of the item will turn green in the side panel.

The Character panel will provide you information on Magic Items. You will have access to this panel as soon as you assign the unit that carries the Magic Item and then left click the picture of the unit in the side panel.

Here you can see the magnified picture of the item and its short description. The panel will tell you how the values of the unit will change if he uses the item. Here you can activate or inactivate the item.

In case you do not intend to use the item, its picture will turn grey like in the case when the unit is unable to use the item (e.g. Swordsman cannot use a bow).

The below listed items are one and all deriving from the ancient past and are the works of gods, high priests or heroes of immense strength who made them to convey part of their power to the owner of the item. All Magic Items hold magic qualities and convey special abilities to their user. All of them exist in only one specimen, each with special attributes. The location of some of the Magic Items is known but most of them have never been seen and you have to rely on the vague recollections of legends. Who would be the person whose hands will hold the power of the unknown items next time? No one knows...

MASKS

These masks are shaped after the faces of the most powerful entities of the universe whose mere sight often frightens ordinary people to death. Anyone to put these masks on will be like newly born: he would be imbued with the power of the maker of the item, his eyes get hardened and a simple blink of them could create or ruin worlds.

Mask of Death



It is the most dreadful mask whose owner is the Teotitlan royal family. It derives from the darkest corner of the underworld and its substance imprisons a blood demon. Anyone being in the range of the mask will slowly become numb, weakens as the demon sucks his vital energy. If he fails to leave the range of the mask in time, he might as well die.

Mask of the Eagle



The magic mask of the God of Eagles will sharpen the eyes of the wearer. He will be able to see much further than his normal sight though he cannot detect invisible or lurking units.

Mask of Desert Lion



As the thick and bushy fur of the desert lion protects its owner, the ancient god of fire and desert so protects the wearer of this magic mask its wearer against physical attacks.

Mask of Protection



This mask functions as a combination of a helmet and a magic armor. Swords are unable to wound the wearer but the mask will not give protection against wounds of any other nature.

SHIELDS

These magic armors are generally the works of the followers of the Sphere of Moon and give only a passive protection to the wearer. The shields protect either from a specific form of attack or weaken wounding in general. The difference between ordinary and magic shields is obvious at first sight and their magic qualities are soon revealed in battle...

Shield of the Moon



This magic shield holds the protective power of the Moon. Killing its wearer is almost impossible since the shield automatically shuns every second sword strike.

Shield of Immortal



The shield increases the vitality of the user who will bear more strikes without wound.

Shield of Four Wind



This shield gives protection against weaker physical wounds and neither spears nor arrows will be able to wound the user. On the other hand the shield will not protect against spells or swords.

Shield of Reflection



This shield holds a special quality: the sword strikes received by the user are reflected back to the enemy.

Ghost Shield



This shield derives from the mystic world of Spirits and hardens the muscles of the wearer whose strikes will be much more accurate and he can shun the attacks of the enemy more easily.

RINGS

These magic jewels had once been made by gods or creatures of immense strength who gifted the rings to their allies. The one to know the true power of gods can remind the ally of his oath of faith by showing the ring and thus wakes the powers hiding within the ring. These tiny rings are the owners of the greatest forces in Central America.

Dragon Ring



This item has been created exclusively against the flying snakes of old times. The wearer will bear the strength of the wild beast and his strikes will become equal to the largest battle-axe. Additional quality of the ring is that if placed into the nest of the dragon it will be able to kill the dragon.

Salamander Ring



This ring gives complete protection against the magic of the Sun. Flames will not hurt the wearer, neither light will blind him, nor heat will daze him. However, the ring will not protect against any magic or physical wound.

Lizard Ring



Just like the cut tail of the lizard grows back, the Lizard Ring will grow the vitality of the wearer. The ring is able to regenerate health state and even to some extent increase strength.

Ring of Concordance



This magic item had been made by the hands of the Goddess of Nature herself who created the Ring to be the token of an ancient alliance. It is deeply saturated with the essence of Nature so the wearer will be protected against parts of physical wounds.

BATTLE AXES

A warrior esteems the battle-axe of adequate size and weight higher than anything else in the world. Many battle-axes have been made throughout history better and worse) but not one of them can rival these magic weapons that are the works of gods and heroes. These axes are the most powerful weapons of Central America and in proper hands may decide the outcome of wars.

Axe of Flame



The blade of this frightful weapon is saturated with the magic of the Sun and the encaved signs hold it in constant glow. Due to the extreme heat for the Axe of Flame flesh and bones are like butter under knife. One strike has three times the strength of an ordinary weapon.

Axe of Nature



User of the Axe is a favorite of Nature. Until the Axe of Nature is in his hands, muscles harden and he will become healthier and stronger. The weapon itself will not wound greater than an ordinary axe but the owner will strike greater and dies only after heavy fight.

Shark Axe



Also, a weapon saturated with the power of Nature that lends the user the strength and flexibility of the shark. The user will become better in battle: the strikes are heavier and more accurate. He himself will have a higher chance of shunning enemy strikes.

Headcutter's Axe



It is the dreadful weapon of the God of Execution. The user's strike is so strong that no creature has survived its attack so far - that's where the name derives from- and the wide blade of the axe protects the user against physical attacks.

SPEARS

Just like an excellent battle-axe a good spear is also in the high respect of warriors. A good spear flies far, can target accurately and is an excellent tool in close combat as well. These magic spears all hold these qualities but besides, have some extra ones that make them rise high above ordinary spears.

Spears of Lightning



It is a weapon of horrifying strength that strikes the enemy to the ground with the force of lightning. It had once been made by the God of Lightning who gifted the spears of Lightning to a golden eagle that aided him in his fight against the God of Clouds. The mighty weapon is now in the hands of an Axocopan noble family, the Stark Brood, whose members are all descendants of the golden eagle.

Spears of Thunder



It is a pair to the Spears of Lightning and had been made by the God of Clouds against his opponent. After his defeat however, the weapon has disappeared and ever since no one knows its location. Legends hint that the Spears of Thunder is just as terrible in strength as the Spears of Lightning.

Jaguar Killer



Its name derives from the fact that this magic weapon is able to kill even the thick furred and bloodthirsty animals of the jungle at one strike. Among people there are only a few to be able to survive the lethal strike of the Jaguar Killer. Actually, this is one of the most dangerous weapons of the continent.

Flame Spears



The dreadful weapon of the Sphere of Sun is an equal match to any of the magic spears. Holds no special qualities but its strikes result instant death.

Grappling Spear



This magic weapon increases the strength and skill of the user who will be able to strike much heavily and avoids attacks more successfully.

BOWS

These weapons attract attention at first sight, unlike ordinary bows. All of them are the masterpieces of ancient bowmakers; they shoot the arrows right into the middle of the target, but most of them are very rare –unlike other magic weapons- so many legends surround the vague figure of bows.

Jade Bow



This bow has been made out of the sacred stone of the Sphere of Nature and shoots the heavy arrows pliantly and into far distances. Jade Bow wounds the priests of the Sphere of Nature and jaguars with extreme efficiency but also result in death when used against ordinary people.

Snake Bow



Shoots arrows saturated with extremely strong poison. The poisoned person – if not a hero- will slowly weaken, become paralyzed and finally die. The especially strong bodies of the heroes, high priests, demons and other similar creatures are stronger than the effect of the poison so they will not die but suffer only the wound of an ordinary bow.

Vulture Bow



It is extremely strong and dangerous weapon: the gigantic, heavy bows penetrate the body like the sharp beaks of vultures and in most cases result in instant death.

SWORDS

Making a good and famous sword requires skilled hands and great talent. However, the one who wants to saturate the sword with magic as well, must be extremely special: an experienced hero and great magician. For these weapons have not only razor-sharp blades and heavy spines but also, special qualities that rise them into the rank of the most dangerous items.

Sword of Might



This special sword is exceptionally easy to handle. It is a heavy and very sharp weapon that wounds extremely deep.

Demon Blade



This weapon is one of the most ancient Magic Items of Central America and has not been made by human hands but demonic claws. Holds the ability of bloodsucking demons: all hits on the enemy increase the vitality of the user.

Axitar's Blade



This blade has been smeared with the same lethal poison as the Snake Bow. Anyone wounded by the Axitar's Blade will slowly weaken and finally die; the only exceptions are the heroes, high priests, demons and other similar creatures: Axitar's Blade wounds them as an ordinary blade.

Stark Blade



The user of the blade will become similar to lightning: He will be able to avoid or shun most of the attacks with the help of the blade that is carved with magic signs.

Falcon Blade



Wounds like an ordinary sword but helps the user to avoid unexpectedly raiding units and lurking snipers: the Falcon Blade lends him the eyes of the falcon so he will be able to see much further.

Blade of Death



Although heavy, this blade is very easy to handle. One of the best swords on the Earth Snake and the user is also helped by its magic that makes him stronger and protects him against physical attacks.

MAGIC JEWELS

These items have once been parts of the decoration of the clothing of famous priests and no one would have guessed their magic quality until the wearer got into trouble. Truly, they are combined with magic of great force and if activated, the jewels are capable of wonders that no other item can follow.

Earring of Life



This Magic Item of the Sphere of Nature holds an extremely useful quality: slowly sucks the vitality of the environment transferring it to its wearer and healing him continuously.

Earring of Balance



This jewel covers its wearer with a magic shield that is completely impenetrable for swords but gives no protection against long range weapons or spells.

Earring of Shielding



During the time of wearing the user will be a lot more flexible and skilled: better at assault and shun.

Warp Medallion



This disc had once been created at the dawn of our world's birth; it had been made by the creatures of a previous plane of existence, before the mighty Nothing has swallowed then. The terrifying strength of the medallion creates a curve in space around the wearer and gives complete protection against all spells. At the same time the magic skills of the wearer are not hindered.

Symbol of Power



It is a monstrous Magic Item that is probably capable of greater things than any mortal creature of the Earth could ever think of. However, thousands of years have passed without a single priest born who could be able to apply the Symbol of Power. In the present time only one quality of the item is known: it serves as some kind of a protective field of force against physical attacks.

Symbol of Magic



This Magic Item is a pair to the Symbol of Power and like the latter probably holds more energy than you could think of. Its widely known double-edged characteristic is the blunting of all magic: no magic will work on the wearer but he will be also deprived of his magic skills.

12. SPECIAL

MISSIONS

With the completion of missions, which can be found in the Prophecy, you come closer to the final aim of the game, the building of a complete empire.

It can happen that you will be given information about the mission in advance, sometimes you have no implications of the mission, but after entering the province you will find a mission there. If you fail during the mission, you cannot complete it later, because the next time you enter the province it will work as a normal, neutral province. The tasks are various and sometimes complex: defend a province, conquer a building, find a thief or kill a dragon. With the successful completion of the mission you will always be given a reward that can either be the opportunity of constructing a building, a Hero, a Magic Item, mana, Jewel or the combination of these.

HEROES

Akrisi



He is the powerful high priest of the temple of Time. The temple of Time serves the Soul sphere but its priests are the owners of a curious ability. They rule not only the rough and demolishing energies of souls but also they are able to contact even their minds and with their help to see the secrets of Past and Future. No wonder that the temple of Time is extremely popular on the whole continent and year by year rulers, servants, vagabonds and traders come to see the oracle and ask for the advice of souls. The power of the priests of Time is great but the greatest power of all belongs to Akrisi.

He was born in 1146 and it was after his 100th summer that he entered the service of Time. Within 50 years Akrisi became the High Priest of Time. For long times he had been the most powerful magician of the region though in 1332 came a powerful spell on him: an evil spirit cursed Akrisi so all his magic power was gone forever. However, Akrisi is not only a great magician but also a wise leader of his temple, so despite his losses of power he is still the head of priests of Time. The past decades made him the master of all weapons so the mighty magician turned into a mighty warrior – one of the most dangerous men of the North.

Chimoki



Chimoki is the legal Teotitlan ruler, the greatest support of his folk. He was born in 1315 and at the reasonably young age of 33, after having proven his wisdom and prudence, strategic and diplomatic skills, he took the throne of his aged father. He soon turned out to be an excellent fighter as well as an excellent and just ruler. He has always been present at the landmark battles of Teotitlan history.

Chimoki is not of extreme strength or endurance but is incredibly swift and the Mask of Death turns him into a lethal opponent. The dark Mask derives from the deepest edges of the underworld and its mere sight weakens and consumes the enemy. No spell has effect on the owner of the Mask of Death. This fearful tiara, the cursed heritage of the Teotitlans makes Chimoki the most dangerous warrior of the northern mountains.

Fakhuma



Dumb, slow but very tenacious and strong as a bull, no wonder that he is often compared to Koloth, the Iztahuacan warrior of secret origin. However, there is no mystery in the origin of Fakhuma: he was born in 1358 in small village in the back of beyond and he only became stupid when a Yaxuna warrior struck him his head. There must be some truth in the story because as soon as Fakhuma catches sight of a hostile swordsman he flies into a rage and attacks instantly. Not surprisingly Fakhuma ended up in the army where he was trained to be an excellent fighter. Raiders can easily cheat him so he is more efficient and used in the defense of cities than in the defense of caravans.

Garkuna



Garkuna was born in 1364 in a small village of the thickest forests on the southern shore. He is the member of the tribe of the masters of Jaguars and became their head at the age of 22. Masters of Jaguars are not ordinary people for they have been living in a special friendship or even alliance with the wild giant cats of the rainforest since the beginning of Time. They live together in their villages and feed the Jaguars from their hands. Jaguars and men help each other in hunting and even in defense against the intruders. Human brain and the eyes of green light, heavy swords and firm claws together rule over the forest. Garkuna is the leader and best fighter of the extraordinary tribe. He is not only very strong and tenacious but also an excellent fighter, he has the sharp eyes of an eagle. Ever since he has been the leader of his people, no outsider knows anything promising: there has not been a single soul to return from the woods for more than fifty years...

Huormuah



He is the Chief commander and greatest warrior of the Yaxunas. He came to world in 1378 and took the seat of the chief around the fire at the age of twenty. Within a few years Huormuah was already causing serious losses to the Axocopan Empire that was unable to prevent his raids at the border provinces. There were no large battles fought against the Yaxunas but even the small ones caused serious damages to the Axocopans. Whenever Huormuah appeared the Yaxunas regained strength and the enemy fled in horror. Soon he became a hero feared in the whole world- except the Yaxuna empire where Huormuah is worshipped almost like a god and the people respect his immense strength, tenacity but more importantly his courage and honour. Some say that Huormuah is not even human but a demon and the sacred aim of the Iztahuacan priests is the annihilation of Huormuah. Human or not, Huormuah is one of the most dangerous warriors living on the body of the Great Snake of Earth so beware!...

Jarakhi



Jarakhi was born in 1399 as a member of the Atlan ruling dynasty. Your fates have soon met for it was the same nurse that brought you up so Jarakhi has become your milk brother. The dawn of your youth has seen your close friendship but your father has soon parted you: Jarakhi was sent to serve in the army. His extraordinary qualities have soon become clear: almost inhuman tenacity and dexterity. He excelled in the wars fought against the Yaxunas raiding out of the eastern forests and has always been the irreconcilable opponent of the Axocopan ruler and his commander, Kathapi. Soon after your heir to the throne he returned to the Atlan capital to become a member of the royal guard. Jarakhi

has always been your best support in trouble and his unyielding faith has become legendary among the warriors. When you and your folk were fighting your war of independence in 1419 Jarakhi was the only one to stand by you outright, taking the risk of an instant execution but at least imprisonment. Jarakhi is the hero and firm supporter of the Atlán warriors in all misfortune and is surely one of your most valuable men.

Kathapi



Kathapi is the commander of the Axocopan army, the lethal enemy of your milk brother, Jarakhi. He was born in 1325 and his fanatic faith, cruelty and resolution have soon won the approval of the Axocopan ruler. During the heyday of the Axocopan Empire he caught every opportunity to torture the oppressed and to make them pay more and more taxes. In the eve of the 1419 war of independence it was his task to organize the defense of the revolting province so the success of the revolution meant a deep cut on his self-esteem. Since then he has been desperately pursuing the Atláns and his resolution is that of a wounded bull. Kathapi regards the Atláns as a herd of bandits who are the enemies of the Axocopan ruler and order. His views of the Atláns are popular in the Axocopan army so the desperation and murderous fanaticism of Kathapi infects the warriors in battle as well.

Koloth



Guesses and fancies that tried to find the true identity of Koloth have all been in vain. No one knows the time or the place of his birth but when he joined the Iztahuacan army in 1354, he had the same features he has today. That is why many people think that he was also conjured by the priests from the world of spirits, just like Shibiri. However, several facts refute this belief. Unlike Shibiri, Koloth has an extremely strong and tenacious physique though his brains...well, the mental abilities of this warrior are unbelievably poor, he is slow, and not even the trace of individual thoughts was ever discovered in him. That is why he had been the target of many evil tricks in the army but since Koloth is lacking sense of humour as well, the ones trying to tease him suffered an evil death for their evil jokes. Since that time the figure of Koloth has been surrounded by deep honor and he is respected both as a friend and an opponent.

Kukurbuki



Kukurbuki is the king of an ancient but nameless and forgotten tribe. His tribe is older than the Teotlians's, Aztec's and even more ancient than the legendary Olmeks. According to the legend the members of the tribe are the children of the goddess of Nature and have always been favorites of her but hundreds of years ago a terrible disaster brought the downfall of Kukurbuki's folk. The magic ring, which had been the gift of the goddess, was broken in a local wrangle. The two halves lost and Kukurbuki was unable to find them. The revenge of the goddess was a powerful spell she cast on Kukurbuki and his tribe: they had to stay on the top of a mountain to suffer the cold of rain and wind and to stand the torrid rays of the sun. Members of the tribe could not die except by weapons. The spell can be broken in one single way: the two halves of the ring must be united in the shrine at the foot of the mountain. The centuries have seen endless numbers of attempt to free the cursed but almost invulnerable and enduring folk. None of them succeeded though it is obvious that Kukurbuki and his subjects would mean a serious military addition to an army. They would be the grateful servants of their savior for all time.

Morhamum



Morhamum is the dark son of the ally between the Teotitlan priests and the underworld. He seems to be human but really is a demon who has inhuman strength and is a master of archery. No one but Morhamum is able to stretch his legendary bow whose arrows are like spears and are able to shoot to extreme distances. The demolishing force of the arrows is similar to that of the legendary Wonderbows. Throughout the tests and ceremonies that selected Morhamum's body and prepared him to receive the demon, his body was hardened to bear the naked flames. However, this fantastic war machine is controlled by a weak mind. It is a widely known fact that the demon that seized Morhamum's body is rather dull and stupid. He controls the earthly body in a reasonably unskilled way. So though Morhamum is able to shoot far, his shots are very inaccurate. Consequently he is more useful in the attack of squads than in the attack of lonely warriors.

Quetzalcoatl: Hernando Cortez



The most ancient and most widely known legend of Central America is the story of the Feathered Snake. He used to be the charitable god of knowledge and lived together with the other gods and goddesses on the Great Snake of Earth. However, some hundred years ago the other gods and the people have exiled him so the Feathered Snake has gone on board and traveled to the edges of the eastern ocean. Many believed -or, rather hoped, fearing his revenge- that he has died and fallen off the edge of the Earth or, if alive, has begun a new life and has no intention to return. But soon there were specific signs of the survived god: he did not forget his old folk and is working on secret plans. The offended god is now aiding another civilization that was at the time settling on the ruins of the Roman Empire, thousands of miles away.

Thank to the support of the Feathered Snake, this crude, barbaric, hot blooded folk has begun to flourish and developed the art of war and production to a high level so there were no enemies remained to surpass them. Meanwhile, the civilization of Central America experienced a halt in its development and bloody wars have weakened the ancient civilization. Is there still a chance of winning against the reincarnation of the vengeful Feathered Snake, Hernando Cortez? He is an excellent tactician and warrior, with a demonic army. Will there be someone to believe the legend that is murmured already only by the oldest priests by the fire? The die is cast...

Pocotli



Pocotli is the living legend of the rainforest. No one knows his true identity, his nationality or his aims; every vagabond returning from his region told different legends of this independent bandit who admits responsibility only to himself.

Pocotli is the nightmare of traders and a curse to vagabonds. With his forty companions he is hunting his victims in the deepest wilderness and no one has been able to overcome him so far. He is as cunning as the coyote and he has the eyes of the eagle. He is the master of survival; Pocotli jumps out of the protection of the woods for only a few minutes and instantly disappears with the stolen goods leaving behind only the dumb corpses and useless wrecks. He has been raiding the caravans for more than fifty years and ever since many tribes have attempted to annihilate him. However, both him, and his legendary headquarters have remained undiscovered.

Shaloc



Born in 1301 Shaloc is the youngest descendant of an ancient noble family, the Stark Brood and as a member of the family he is the owner of the Spears of Lightning. According to the tradition the God of Lightning himself made this weapon and gifted it to a golden eagle who aided the god in his fight against his enemy the God of Clouds. The sons of this golden eagle were later called the children of Stark Brood and the spears descended from father to son. Soon Shaloc has also learned the use of the mystic weapons. Many believe that he would be nothing without the magic power of the Spears of Lightning and with an ordinary spear he would be easily overcome. However, it is beyond doubt that with the spears he is as dangerous as any. Although Kathapi is the official commander of the Axocopan army, Shaloc is the true soul of the warriors- just like all other sons of the Stark Brood since the beginning of Time. This line of blood has survived the honour and decline of empires and mystic heroes- it will not be easy if you want to tear the thread of their never-ending generations.

Shibiri



This dreadful warrior and bloodsucking demon that calls himself Shibiri had been conjured by the Iztahuacan priests hundreds of years ago to defend them from the attack of the Aztecs. Since then the time of the Aztecs had long gone- and the contribution of the demon must have been significant- but Shibiri decided not to return to the world of spirits since the wars of the Iztahuacans ensured his ample foods in the material world. And ever since that time Shibiri is the most famous figure of legends, the spirit of destruction and death. Consequently he is immune to the attacks of the Soul Sphere. Although his earthly body is not too tenacious, the fresh blood of his victims gives him abundant supply. Besides, he has magic skill in the use of earthly weapons. However, the most dreadful weapon of Shibiri is the Jaguar Mask: when he throws himself into the whirlpool of the battle with his two bloody spears and this Magic Item of dark past on his face, even the bravest warriors catch their breath and shiver in fear. Think twice before attacking the Snake of Shibiri since for hundreds of years neither the Aztecs, nor any magic, warrior, weapon, violence nor trick was able to force him back into the world of demons...

Skalaki



Skalaki was sometime born around the middle of the 1300's in the middle of the continent. He had a miserable childhood because his land kept changing lords: the Axocopans, the Iztahuacans or the Teotitlans got hold of Skalaki's birthplace and he had to serve in all three armies. There were times when all three tribes were lethal enemies of him. That is why he soon became a master of survival and concealment. His eyes are as sharp as a hawk's eyes and his arrows never miss their target. Skalaki himself invented the poison he smears on the arrows. One drop of this lethal poison causes torturing death. Skalaki's name soon became well known in the land: emperors fear while people adore him. Most of the times he is an independent fighter but even if he joins some army he might as well leave the next day to continue his free life. However, if someone manages to oblige him, Skalaki's gratitude is guaranteed and the nobility of his soul is widely known.

Tlechlal



He was born some time in the early 1200's in a nameless village of the deep forest. In his youth he was already the greatest hunter of his tribe and shone out in his courage, figure and strength. In his twenties his village was demolished by the Yaxunas and Tlechlal was the only one to survive. He was adopted by the Huatepec tribe that was at the time engaged in war with the Yaxunas. Tlechlal swore an oath against all forms of tyranny and from then on he was wandering along the borders fighting the Axocopans or the Yaxunas. Sometimes he was guiding the caravans of the Huatepecs so he is familiar with all of the provinces. Throughout the years he has gained many friends; like the priest of Nature who accompanied the hero in all his missions and the fifteen veteran warriors who fought on the side of Tlechlal for decades. They would follow their leader even into the underworld. The most famous action of Tlechlal – whose description you can find even in the Theocracy Chronicles-was undoubtedly the elimination of the labyrinth in the Rat Fields. This labyrinth had been built by one of the high priests of Star who created his shadow warriors in the center of the labyrinth. The priest attempted to seize the power over the world with his warriors so Tlechlal was probably preventing the world from a tragedy.

Toomoo



Toomoo is the son of ancient mystic times. He was born in the 8th century and lived his first life in the heyday of the once flourishing Olmek empire. He was the high priest and leader of a tiny land in the southwestern mountains, but his knowledge of magic was so great that he was able to suppress a flying snake of gigantic strength and forced him to serve his selfish power to fulfil evil wishes. In the beginning Toomoo tortured only his folk, abusing his power over the Flying Snake, but later attacked other lands and became the tyrant of the whole region. Toomoo's high flying conceit was humiliated when he finally aimed at the annihilation of the Olmek empire. Not even Toomoo was invincible. The Wonderbows of the Olmek ruler helped him to victory and his enchanted Dragon Ring chased the Flying Snake away forever. Toomoo was left unprotected and received a well deserved punishment: his soul is closed into a stone statue and the Olmek ruler ordered him to stay there for 600 years suffering from the cold of rain and the harsh blow of wind. After 600 years the spell can only be broken by a magic formula. The one who first utters the mystic words would be the ruler and commander of Toomoo forever.

Turmoth



Turmoth was born in 1373 as the son of a wealthy merchant. In his childhood he already shot his arrow farther than anyone else and he was only fifteen when he alone defended his father's caravan against half a dozen bandits. When he joined the army at the age of twenty his bows flew farther than anyone else's throughout history.

He excelled many times in the battles fought against the Yaxunas so his name has soon become famous in the whole eastern peninsula. It took not long and Turmoth was already guiding the precious caravans of jewels all alone and although there were sometimes more than one raids in a day not a single ring was missing when he delivered the cargo. No wonder that Turmoth is the hero of his folk and a favorite of

the traders. The richest merchants of the East bow their heads smiling in front of Turmoth and pay him enormous amounts just to make him guide one of their caravans. However, you must not believe that Turmoth is only a soft nobleman who knows only the rules of the court but a sword makes him shiver: the proof could be the testimony of the Yaxunas who survived a collision with Turmoth.

Umochi, the Demon King

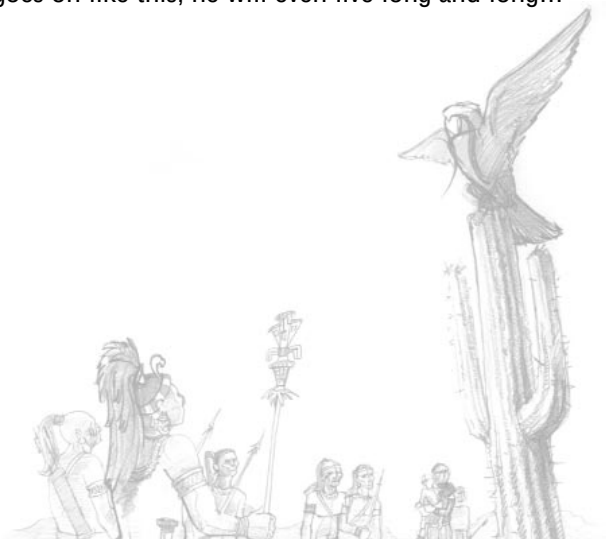


Umochi is of the same dark and cursed origin as Shibiri of the Iztahuacans: he also derives from the world of Blood sucking spirits. Shibiri had been forced by magic to come to earth while Umochi joined the human race on his own accord, accompanied by many of his companions. They settled on the slopes of the southeastern mountains and after building their bloody shelter they often attacked the surrounding villages – and they had been doing the same ever since. There is too many of them and all very strong, but the most dangerous of them is their leader Umochi. He is not only stronger and more tenacious than Shibiri but also, Umochi is a lot more skilled warrior and what is more, he is able to gain new power from the blood he drinks. He is also immune to the Soul sphere. The past centuries have seen lonely heroes, warriors and magicians and even empires trying to destroy Umochi all in vain. You can only hope that you would be the one to succeed.

Vatlar



Perhaps he is the oldest and wisest man of the East; no one knows exactly when he was born. He used to be the greatest hero of the Yaxunas and his body is covered with the wounds of the many battles he fought in, but today he is more willing to sit by the fire telling his children tales of his heroic missions. However, if his home is in danger, he puts his armory on and is ready to fight in the first place. He might seem a weak opponent but do not be deceived! Though he is slow and easily fatigued, in close combat Vatlar is a most lethal enemy. Even more, throughout the fights against the Axocopans he has gained full immune to the spells of the Star sphere. This quality of him has made him able to survive so long and if it goes on like this, he will even live long and long...



13. HISTORICAL BACKGROUND

EVERY DAY LIFE

Aztec culture was highly developed. Education was widespread, while religion, which included art and science, was rather barbaric since it required a constant flow of human sacrifice. The society was divided into three distinct classes: the free, slaves, and nobility.

The free:

The majority of the Aztecs lived in small communities or clans with their own judges and priests. These communities were the owners of their land. Certainly this did not mean that they were really free on their farms for the state could order them to provide services at any time (for example to help at construction sites or fight in wars). However, outstanding fulfillment of these tasks sometimes meant a chance of moving up the social ladder.

Generally the members of the clan were farmers. They grew corn, bean, artichoke and chili mainly, with fishing as another important food source (the Aztec capital itself was built in the middle of a lake that does not exist any more). The Aztec had no objections against eating dog flesh and they were the ones who first made pop corn.

Farmers dressed very simply. Men wore 'tilmantli', a colorless agave cloth tied up on their shoulders. Women dressed in blouses and skirts made of similar fabric. The small communities basically lived on their own provisions considering both clothing and feeding. Certainly they were the ones who fed the upper classes as well.

The slaves:

Slavery was not a hereditary title. The slaves' descendants were free men and women. If the slaves had the money, they could even buy and keep their freedom. Of course, there was a need to maintain this class from outer sources: captured troops of enemy tribes and even Aztecs could be made slaves as a punishment.

The nobility:

The members of the upper layers of society, craftsmen, merchants and the aristocracy leading the Empire, were superior to the other classes in their social rights, opportunities, and also in the way they dressed. They decorated their clothing with precious jewels and gold. They had a special right that probably wakes the envy of many men today: they could have more than one wife.

They had privileges in education, which was a key element of the Aztec culture. Each child above the age of three was obliged to go to school. Boys and girls were taught separately for the simple reason that later on in life they had to do different tasks. Boys received religious, military and cultural education while girls learned how to dance, sing, tell stories, and do simple handicraft. Talented youngsters (but only if they had noble origins) were taken to the capital where they continued their studies under the leadership of priests.

On the top of the Aztec hierarchy stood the king with infinite power. However, the title of king, unlike in Europe's monarchies, was not hereditary in this ancient Indian culture. A supreme council made up of members of the highest aristocracy elected the king for

life. Both the ecclesiastical and the secular powers concentrated in his hands. He was called 'the Only One to Speak' by his people because he talked to all of his subjects and his words were unquestionable. Still he listened wisely to his prelates and counselors.

RELIGION, ART AND SCIENCE

Aztec gods

The Aztec gods are in several aspects similar to the totems of the primitive shamanistic religions, commonly practiced by Central American Indian tribes. The gods' pictures show animals whose species indicate the tribe's origins.

At the dawn of their religion the Aztec worshipped Huitzilopochtli, the Left-Handed Humming Bird, and Tlaloc, the God of Forests and Storms most. Later they turned to the God of the Sun. He was considered as the protector of the world's unity who sees everything and who gave fire to mankind. The most famous Aztec rituals were held for his name. Perhaps most famous, or let us rather call them infamous, are the stories of human sacrifice.

The Aztec, similar to other Mexican tribes, possessed a calendar system based upon and essentially identical to the Maya calendar. They divided the solar year into 18 months of 20 days each. But this is only 360 days altogether. The remaining five days bore true cultural significance. They were distinguished from the other days of the year and the people referred to them as the 'Empty Days'.

Work was forbidden, people were not even allowed to light fires. These were the days of sacrifice when priests danced rituals in order to win the favors of the God of the Sun. They showed the warm bloody hearts of the victims towards the face of this majestic celestial body and prayed to the gods whose acquisition they attributed to the Sun's benevolence and power. According to religious teaching, such sacrifice could also contribute to saving the world's unity. Therefore, in Aztec minds a victim was regarded as a hero, and anyone could offer himself to be one. At the end of the rituals fires appeared again all across the Empire signaling the beginning of the new year and giving new momentum to the Eternal Cycle.

Regularity and monumentality were the dominant characteristics of Aztec architecture. These features are strongly emphasized in the game as well, mainly on the temple buildings, which rendered each town a characteristic spirit. Their sizes and forms were in harmony with their social importance.

Aztec writing and arithmetic system

The Aztec, similarly to many cultures of the ancient times, used picture writing. In this system one sign or icon-like picture symbolized one word. The Indians wrote books of this format, 'picturing' their knowledge of history, religion and even poems.

The Aztec arithmetic system was a rather simple one, built on the base 20. They marked the numbers 1-19 with dots, the next 'digit', which was the number twenty, with a flag, bird feathers stood for the number 400, and sacs for 8000. This way the arithmetic system became part of the picture-writing system.

The basis of the religious system

The Indians' way of thinking and beliefs are well illustrated by their manner of solving diplomatic conflicts. Once such a disagreement, which potentially could not be solved easily, appeared on sight, the two rivaling parties formed a small team and tried their strength in a simple ball game. The winner of the game became the winner of the argument as well.

You may ask what lurks behind all this. Why would the two parties accept the outcome of a game as the final decision in their rivalry? Most of us would say that a ball game of ability and strength has nothing to do with the factors of a complex economic or political decision. However, the Aztec had a different approach, which is worth taking a closer look at.

The beginning of this chapter already threw light on the fact that art, science and religion are closely related in the Aztec culture. First of all, all areas of science from the very bases of writing and arithmetic were centered in the priests' hands. Still, there is more to this firm connection than the mere dominance of priesthood. Aztec religion is a highly developed version of totemic beliefs. Such primitive religions have the common characteristic that they give personality to objects and phenomena. They consider the world as a one complex living organism, and behind every event they see the intervention of higher intentions: those of spirits and demons. Provided that these beings exist, it is evident that gifts and sacrifices can manipulate them.

Still, what does all this have to do with art and science? To find the answer you merely have to turn to primitive religious thinking. According to this, all created objects, buildings, social positions are (at least partly) regarded as donations of higher powers. In this sense the knowledge of the Aztec artists, astrologers and healers are the gifts of upper spheres. Therefore, all of the areas of life originate from, and so should be controlled by the 'divine' class, i.e. priesthood. Moreover, science and art are important devices to maintain a strongly religious way of thinking and the power of the ecclesiastical class.

This review perhaps provides adequate explanation why the result of a ball game is accepted as a serious decision. The outcome was considered, as a divine will. The Aztec believed they could not have chosen any other way to decide about important matters, the result would always mirror higher intentions (at least in a ball game they could have some fun!)

From this point of view the Indians' thoughts and actions are just as logical as those of the economists of the 20th century.

THE FALL OF THE EMPIRES

The history of the Aztec Empire dates back to the years of 1200. The Tenocha tribe, surrounded by many hostile tribes, enters the territory of what we now call the Valley of Mexico. According to the legend the Left-Handed Humming Bird, the great Aztec spirit, told his people: 'March until you see a cactus, with an eagle on its top holding a snake fast in his claws. Settle, my people, on that land and a grand empire will grow on those meadows'.

So it happened. The tribe settled down on an island in the middle of the Lake Texcoco, meaning the Lake of the Moon. This place, where today Mexico City stands, was home for one of the strongest states of earlier times.

This huge empire, however, had a miserable end. It was invaded and completely destroyed within two years by the Spanish conquistadors. In 1519 Cortez arrived at the coasts of Central America. While the priests of the ruling king, Montezuma, saw corruption and destruction in the stars, the people started talking about a white man who was wearing hear on his face. They became very excited about this news, and for good reason. According to their sacred legend, in the far-passed times a mystical spirit had left their land but promised to come back. His physical description was the same as that of Cortez, so the king, the priests and the common people all believed that their grand god was coming back.

They paid too much for their mistake. The Spanish grew bold when they saw the Aztec treasures: gold, silver, and precious jewels. The Indians bravely put down the first Spanish attack, but they could not hold their position for long with their simple weapons (obsidian-headed arrows, spears, golden maces) against the more developed European ones (crossbows, gunpowder, trained infantry). The Aztec did not wear armors, they fought only with their woven shields and simple swords called 'macas'.

In June 1520 the Spanish executed Montezuma. By 1521 they held the whole empire in their hands, and degraded the land into a colony. Most of the former population left and scattered around in Central America. Many of them became slaves.



14. WORLD BACKGROUND

Central American historiography defines five historical eras that are divided by the landmark events of world history. These are the four ages of Chaos, not counting the infinite night of the primeval chaos that preceded the creation of the world and also not counting the similarly incomprehensible night of the times following the Quintiary. There is not a single oracle that would be able to see into these black whirlpools of Time. Many people believe that the return of the Feathered Snake would end the Quintiary whose fall will bring upon the dwellers of the Earth Snake either the age of eternal peace or the age of eternal night...

Priminary Around 6000 B.C.- around 2000 B.C.

The world of Athemizial was already million years old when it ceased to exist. It used to be inhabited by immortal creatures who were formed together with the creation of world and throughout their development they gained more and more power. They were the ones to create Life in Athemizial, turning it into a flourishing Paradise. However, in the end their power grew so great that they found the world too small and limited. During the battle that they were fighting against each other the sky of Athemizial was shattered and the Chaos hiding behind the arch of the sky dashed down on Athemizial whose people were swept away by the chaos and disappeared in Nothing. There is one single proof of their existence: the Warp medal whose unique quality - it is able to repulse magic and chaotic forces - helped the world through the ancient chaos that whirled between Athemizial and the Earth for thousands of years. So, the world of Athemizial ceased to exist, but two settlers survived whose bodies drifted together in the infinite darkness. The two bodies slowly drifted closer and closer until they were no longer separate but formed a closed space that would protect from the Chaos everything inside. And so the Earth was formed: the male Athemizial became the Sky and the female Athemizial became the Earth. The mind of the Sky was the Moon and the mind of the Earth was the Sun: it took them ten thousand years of revolving around each other to decide what to do next. They decided to clear up the shame of their species: instead of the Athemizial they would create a new world out of their bodies and populate it with a new life. Then the Earth begun to create the new life and that would be Nature. The sky was watching her with thousand eyes that would become the Stars. These were the first four spheres: the Sun, the Moon, Nature and the Star. Slowly they begun to lead separate lives and each of them wanted to populate the New World in his own way. The Moon created cold people out of stone whose mind was always occupied by war and so eradicated their own folk within a couple of centuries. The Stars created gray shadow people who never looked into each other's eyes and in the dark nights they kept making evil plans. Finally they trapped and betrayed each other one by one and the last shadow warrior was already walking happily, without enemies, when he fell into a long forgotten trap. Nature made hairy, four legged creatures whose life was all about hunting: although they were of noble heart, their brains degenerated and finally they turned into bloodthirsty predators called Jaguars. The mightiest of all were the creatures of the Sun who became the gods of today: they own great powers but hardly any of them is able to use his power wisely. These gods soon broke with their father and decided to make their own intelligent creature. Thanks to

Nature, by this time the earth was already full of life so the gods had no hard times. They carefully designed the new creature and shared the tasks among themselves: Who would be the one to warn him of sowing and harvest, who would look after the health of the creature, etc. Finally they gave him the name: man and settled the tribes on different parts of the Earth. However, the gods cared the most for the people they settled in Central America, on the Great Earth Snake. These people of noble heart and wisdom called themselves Olmeks built a mighty empire and were masters of Magic.

Expulsion of the Feathered Snake

Around 2000 B.C.

One of the gods was Quetzalcoatl whose name means Feathered Snake. At the time of the creation he was given the task of teaching traditions to people. However, the Feathered Snake did more than that: he taught the Olmeks the art of making better tools, machines and the art of becoming better than their ancestors. The other gods thought the Feathered Snake to be too dangerous: they were scared, because if the Olmeks do not follow the traditions, the gods can no longer influence them. That is why they decided to drive the Feathered Snake away, forbidding him from the Olmeks for all times. The revengeful Feathered Snake sailed to the East and no one had seen him from then on, although later he turned out to be alive, preparing for his return.

Secondary Around 2000 B.C. - 256 B.C.

Although in other parts of the world people were killing each other, the empire of the Olmeks flourished unharmed for centuries. No enemy hurt the Olmeks who raised higher and higher buildings to worship the spheres and also their own grandeur. The capital of their empire lied in the north where most of the stone buildings were standing, although other parts of the Earth Snake were also inhabited by Olmeks. These southern Olmeks were called Mayas who built many city-states and became masters of trade and agriculture. There was another folk that built its cities in the west: the Iztahuacans were calm, peaceful priests and scientists who, using their great knowledge, made a lot of Magic Items.

Toward the end of the Secondary came the first attack on the Olmek Empire. The ruler of a Maya city-state, Toomoo, got hold of a magic Iztahuacan ring. With this Dragon Ring he was able to conjure a smaller Flying Snake, a dragon, into his service and under the protection of the beast he managed to capture some of the provinces. Toomoo was already heading toward the capital of the Olmek Empire when the Olmek ruler ordered his priests to make a new weapon called Wonderbow. The Wonderbows were used only once throughout history, namely in the battle where the Olmeks crushed Toomoo's army. Following the battle, the Dragon Ring helped the Olmek ruler to drive the dragon out of his empire and Toomoo received an exemplary punishment: closed into the body of a stone statue, he is standing as the decoration of some temple even today.

Not long after the war with Toomoo, alarming signs doomed the minds of the Olmek priests. The dark sphere of the Soul, that grows its strength from the souls of the dead, grew so strong during the war that stronger demons were already able to delve into the dreams of some people and so collected numerous believers. The worst news was that one of the doomed people was Pthachol, the heir to the throne of the Olmeks. He wanted to rule with the aid of the Soul, showing him rich sacrifices. Pthachol was sent to exile and peacefully retired to the woods with his followers and founded his city called Halls of Souls. From then on, followers of Pthachol called themselves Teotitlans and spend most of their time with the research of Magic. For a long time - mainly under

the reign of Pthachol - they seemed to be building a state of priests similar to that of the Iztahuacans. Unfortunately, after the death of Pthachol, war broke out.

Fall of the Olmek Empire

256 B.C.

It seems obvious that by this time the Teotitlans had very good relations with the Underworld, otherwise they could not have been able to demolish this ancient empire so quickly. There are other signs, too that imply that this war was not the fight of the Teotitlans and the Olmeks but the war of the Dead against the Living. It is hardly only a coincidence that the fifth day of the fourteenth month had been assigned by the Teotitlans to be the Fiest of Souls which is celebrated by the sacrifice of hundreds of people year by year...Chronicles tell that this was the very day when - in the year of Pthachol's death - the Iztahuacan high priest saw the dream that requested the declaration of a sacred war on the guilty Olmek empire. The same day the center of the allied Maya City states was also attacked by a small squad of bandits who, for some mysterious reason, disguised themselves as Olmek warriors. At the same time, an unknown epidemic raged the Olmek barracks and killed most of the warriors within a week. And finally, this was the day when Pthachol's son set his army to overrun the Olmek Empire...

The following years are the dark ages of Olmek history, but we know that the Olmek empire crushed like a rotten nutshell in the triple twist of the armies. Finally the Iztahuacans and Mayas returned to their cities and it was Pthachol's son who took over the reign on the ruins of the Olmek Empire - since he was the only living descendant of the ancient royal bloodline.

Tertiary

256 B.C. - 600's A.D.

The Teotitlans declared to have cleaned the Olmek Empire and this time they build it even larger, stronger and mightier. The truth however, was distressing. The weird epidemicsy was still in rage, people were famined and even the sacrifice stones of the Soul yelled thirsty for blood. The few people who survived were driven into the mines and worked till their last breath to mine enough stone for the building of the gigantic pyramids. In these times the Mayas and the Iztahuacans regarded the Teotitlan Empire as the upper level of the Underworld.

However, the Teotitlans gradually passed through the crisis and begun to organize their empire. They strongly stressed the worship of the Soul that had pyramids in almost each province. The other thing they held important was the defense of the empire. The Teotitlans raised enormous fortifications and expanded the borders of their empire only slowly. From this time on, it was almost a miracle when another empire got hold of a Teotitlan province - even if for the shortest period.

By this time the Iztahuacan controlled territory was about the same size as the Teotitlan, although the Iztahuacans did not organize their territory into a united empire. They continued their research in Magic and made more and more Magic Items: they were not afraid of a conquest. The Iztahuacan priests practised the Magic of the Sun and Soul at an advanced level, which gave them adequate protection - at least they believed so.

They Mayas changed the least. They rested in the cool halls of their palaces and practised only the magic of Nature a little. They had no reason to fear: the ocean, the mountains and the endless rainforests raised the safest walls around their allied cities. No savages ever penetrated these walls and the Teotitlans expanded slow enough to ease the hearts of the Mayas.

The Great Migration

600's A.D.

The situation changed only at the dawn of the Quatiary when armies of the savages arrived unexpectedly from the unknown lands of the southeast and nothing was able to stop them. The Aztecs were coming first, overrun the peaceful Maya City states and it were only the Teotitlan fortifications that were able to stop them. Although the savages aroused great worries, the actual damage of the Teotitlans was very little, unlike the Iztahuacans': The Aztecs captured the Iztahuacan provinces one by one and dozens of priests were unable to tame the tides of the hostile warriors. Only the capital, the Halls of Power managed to persevere and here, a new hero arrived in the Iztahuacan army: he called himself Shibiri and was able to gain new forces out of the blood he shed. Shibiri was a demon of the Underworld, closed into a human body and it were the priests who conjured him in their final despair. Under his command the Iztahuacan army plunged into battle with regained spirits and in the end managed to drive the Aztecs out of the empire. The Aztecs settled in the nearby forests and it took centuries until they recovered from the defeat. Later they called themselves Axocopans and competed for the rule over the whole world —but this is a different story.

In the footprint of the Aztecs another tribes arrived, too: the Yaxunas and the Huatepecs. The latter settled in the northern corner of the eastern peninsula and built their small but secure and flourishing empire. The Yaxunas found their new homeland on the slopes of the southern mountains where they formed their own confederation of tribes that consisted of scattered, tiny villages. The Mayas became almost entirely extinct, except for two tribes, the Jaguar Masters and the Scouts. The Jaguar Masters, who are the favorites of Nature, managed to defend their city with the help of their wild, spotted friends. The Scouts were able to betray their enemies by perfectly merging with their environment so that no one could trace them. With the passage of time both tribes became allies to the Yaxunas.

Quatiary

600's A.D. - 1419

A new order of the world shaped slowly and independent of the presence of the Aztecs the Teotitlans continued their life and slow expansion. During the time of the Aztec crisis the Iztahuacans realized their true powers and the peaceful, theocratic country was reborn as a warlike, aggressive empire. Many times they conflicted with the Yaxunas who slowly formed their safe and stable empire and often raided the borderlands. In the beginning the Yaxunas were engaged in war with the Huatepecs, too, but later they realized that an ally is a lot more beneficial and safer than the pillage of the Huatepec caravans. By now, the Huatepecs have become a folk of peaceful trade. In the middle of the Quatiary, around the turn of the millennium, the Axocopan Empire was beginning to emerge. In the first place, it is important to note that the Axocopans are not a tribe but only a confederation that was founded by the dwellers of some forest villages: the only thing the Axocopans share in common is the Aztec blood in their veins. They did not deny the spirit of their ancestors: their methods of merging the provinces of the Earth Snake into one Empire were extremely violent and cruel. The measures of their expansion astounded everyone: by the year 1200 the territory they owned was as big as the empire of the Teotitlans and they drove a wedge between the ever-wrangling Yaxunas and Iztahuacans. The Axocopans themselves cared only for the drilling of warriors and within the borders of their empire they practised the ruthless exploitation of the resources: food, gold, stone, etc. all was collected from the conquered provinces

in the form of taxes, as well as the people to be sacrificed. This happened because of the extensive system of religion, since many Axocopan victories were the consequence of the faithful service of the priests that worshipped the Sun.

By the beginning of the 1400's the Axocopan Empire owned half of the Earth Snake and was the neighbour of every tribe. The number of the independent provinces decreased dramatically and tribes were all terrified. The Teotitlans and the Iztahuacans began to construct enormous temples to be able to overcome the Axocopans in the fields of Magic. This was the time when the Iztahuacans got hold of their first pyramid of the Star and the Teotitlans built the biggest pyramid in the world to court the favour of the Soul. The Huatepecs kept paying higher and higher taxes to the Axocopans in return for peace. The Yaxunas detested the Axocopans and did everything in their power to weaken them, however, they never managed to reach a significant victory. In reality, by this time there was no outer force that could have been able to overthrow the Axocopan Empire.

Eve of the Axocopans

1419

Under these conditions not only the Axocopans but everyone else received the unexpected news in awe: One of the oppressed tribes of the empire, the Atlans, revolted against the Axocopan rule in 1419 and liberated their capital city. This Atlan war of independence was followed by many others and the Axocopan army was unable to restore order in so many provinces. In a couple of weeks' time the empire was already half in size and the Yaxunas did not hesitate: the weak prey seemed too tempting. To tell the truth it was only the grace of the gods and the talent of the governor Itzilcatza that saved the Axocopan Empire to be able to live through to the Quintiary.

Quintiary

1419 – Return of the Feathered Snake

At the beginning of the Quintiary, empires of the Earth Snake are living the worst times of their existence. The Axocopans are trying to balance themselves on the two edges of one blade: the Yaxunas attack them from the east and the Iztahuacans from the west. The war destroyed the trading routes of the Huatepecs and now they have to rebuild their empire right from the bases. So far the Iztahuacans have not recovered from the last clash they were fighting with the Axocopans and the Yaxunas are trying to gather the last troops to be able to settle their accounts with the enemies. The Teotitlans are calm and strong as always but the gigantic constructions of the past years have tried their forces, too. The Atlans have just founded their new empire and there is no one who would have the potentials to be able to stop the return of the Feathered Snake. Because the Feathered Snake will return soon...

When, more than three thousand years ago, he sailed to the east, many of his enemies hoped that he had fallen off the edges of Earth or, if alive, he has no intention to return. But soon, certain signs of the sky proved that he is alive and did not forget his folks. At the moment the Feathered Snake is working on secret plans. The offended god now supports another civilization whose first tribes had just arrived in premedieval Europe. Under the protection of the Feathered Snake this barbaric, coarse and hot blooded folk developed with utmost speed and advanced to unbelievably high levels of warfare and production, until no other tribe remained to resist their expansion. The time is no longer far when they will be able to cross the ocean that divides them from the Earth Snake. Then a man called Hernando Cortez will appear as their commander, but his real name is Quetzalcoatl... and he will also bring the end of the Quintiary...

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16 CUSTOMER SUPPORT

If you are experiencing problems with either the installation or running of Theocracy, you can ring our Technical Support line on 020 89449000. You **MUST** be able to provide the following information:

Type and speed of processor
Amount and type of Memory
Soundcard specifications
Graphics card specification
CD-ROM type and speed
Hard Drive capacity and space remaining
Operating System
Direct X driver information.

This information is necessary for our technical support staff to deal effectively with any problems you may be having installing and running the game.



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PRECAUTIONS:- Always play in a well lit room and sit as far away from the monitor screen as possible. Avoid playing if you are tired or have not had much sleep. Rest for at least 15 minutes in every hour of playing.







