

VLAD TEPES DRACULA

MANUAL

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QUERIES

If you should find either the program or the documentation unsatisfactory in any way, don't hesitate to drop us a line detailing in full the reasons for your dissatisfaction. This will help us to avoid repeating any similar problems in the future. Opinions and complaints should be sent to the **Game Development Department** at ComputerHouse.

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INTRODUCTION

"In the dark ages of the fifteenth century, the Turkish army invaded the shores of Valachy. Their bloodthirsty swords struck deep into the heart of the land, which soon became a western outpost under the Turkish sultan. A loyal nobleman was placed on the throne, and the people suffered under his cruel regime.

But in the deep forests of the Transylvanian Mountains, a small number of freedom fighters were struggling to recapture their country. They were led by the former ruler of Valachy, count Vlad, furthermore called Dracula."



GETTING STARTED

SYSTEM REQUIREMENTS

Computer:

Dracula requires a 100% IBM PC compatible computer, with a 486DX4/100 or better processor and at least 8 MB of RAM. It is recommended to use at least a Pentium 100 processor for maximum enjoyment. If your system has 32 MB of RAM, Windows will automatically cache graphics and sound to minimise loading time.

Operating System & DirectX:

Dracula is designed for Windows 95. It will work on a Windows NT system. Beware, however, that Dracula will run much slower on a system that uses Windows NT. This is due to the fact that Windows NT is more protective of the system than Windows 95.

Windows needs DirectX to be able to run Dracula. DirectX 3.0a is included on the Dracula CD. You are not required to install DirectX if you already have any version of it (even Direct 1.0 will do). Take note that DirectX 5 currently won't run on Windows NT, use 3.0a instead.

You often get faster graphics and sound with the latest version of DirectX. Be warned though, that many people have experienced severe problems when installing different versions of DirectX. Some to the degree that reinstallation of Windows 95 was necessary. If you already have a working version of DirectX, and you don't wish to take any risk by installing a later version, don't bother.

Controls:

A keyboard is required. A mouse is strongly recommended if you do not wish to use the Windows Accessibility options (see your Windows 95 manual for further help).

Disk Drives:

A hard drive and a CD-ROM Reader are required to play Dracula. If you don't have DirectX on your computer, 5 MB will be taken to this purpose. There are three different installation options ranging from 0 to 80 MB of hard drive space.

Graphics:

Dracula requires a DirectDraw compatible graphic card. We strongly recommend using a local bus video card (PCI or VLB) with at least 2 MB of Video RAM.

Sound:

Dracula supports any DirectSound compatible sound card. We strongly recommend using a 16-bit sound card. If you wish to enjoy the original music during the game, you need to have your CD-ROM audio cable connected to your sound card, and Windows correctly configured for playing audio

CDs (Red Book Audio). Windows 95 will usually take care of this when you install a new CD-ROM drive. All the original music in the game will play on a regular hi-fi CD player (just make sure you skip the first track, unless you enjoy the sound of white noise).

INSTALLATION

Just insert the Dracula CD-ROM into your CD-ROM reader. The installation program will start automatically. Click "Install and play Dracula" to start installing. You will be asked if you wish to add a Dracula shortcut to your start menu.

In the event that Windows 95 AutoPlay does not work on your system, you should install Dracula by clicking on the **My Computer** icon, followed by **Dracula** (your CD-ROM Drive) and then **Set-up**.

The installation program will start and let you install Dracula. You can choose between three different installation options:

Full installation: This is the recommended configuration for all computers. This will install approximately 80 MB on your hard drive.

Typical: you need at least a double-spin CD-ROM and about 25 MB of hard drive space to run this configuration. All cinematic will stay on the CD.

Minimal: This is the way to go if you have at least a fast eight-spin CD-ROM, and don't have much hard drive space. The game will run entirely from the CD-ROM. The loading times will of course be longer than full installation.

TROUBLESHOOTING

The game won't start.

Close all programs (including the Microsoft Office Toolbar) that run in the background. There are some background program (like anti virus programs) that are known to interfere. Make sure you have some free disk space on your main drive, you need at least 20 MB. Make sure that DirectX is properly installed and working. If it is not, contact your graphic card and/or sound card manufacturer and/or Microsoft.

The game just stopped and kicked me back to Windows.

This will occur if your computer receives a network message that takes priority focus. WinPopUp is one program that can crash Dracula. Make sure you close ALL programs before starting Dracula.

Bad memory management may also cause it. Make sure that your hard drive has much free space, and that it is not fragmented (use Microsoft Defrag or similar program).

The game pauses occasionally.

This is due to the fact that Windows 95 simulates memory on the hard drive when not enough physical memory is available. The only way to minimise this is to use at least 32 MB RAM.

TECHNICAL SUPPORT

ONLINE SUPPORT SERVICES

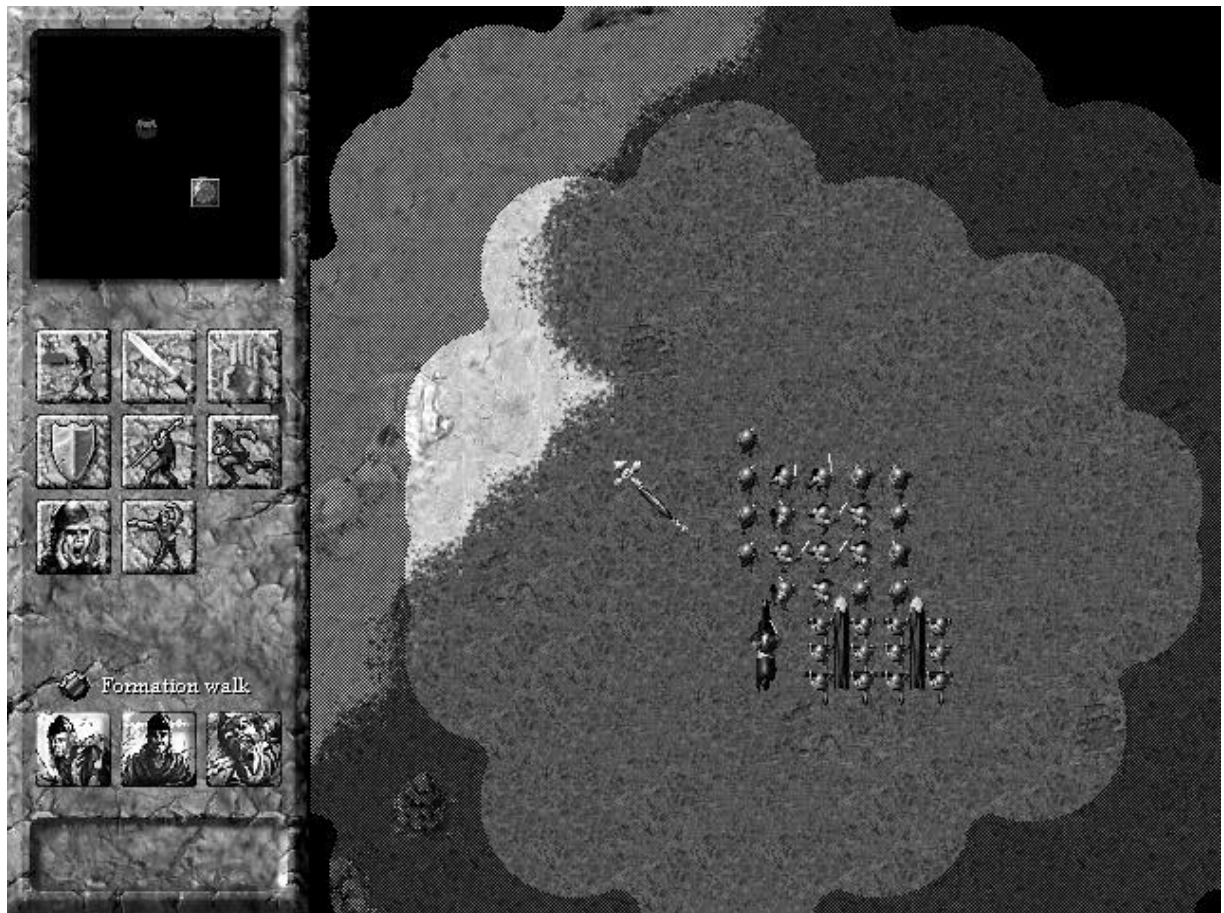
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GAME STRUCTURE

The game of Vlad Tepes Dracula consists of two different components, the Council where you take care of administration and the Battle station where you direct your troops and oversee defence.



The first mentioned is meant to symbolise the council of Vlad Dracula, from where you have to survey the twelve counties of Valachy. Here you can raise buildings, manage productions, train units and direct the movements of your troops.



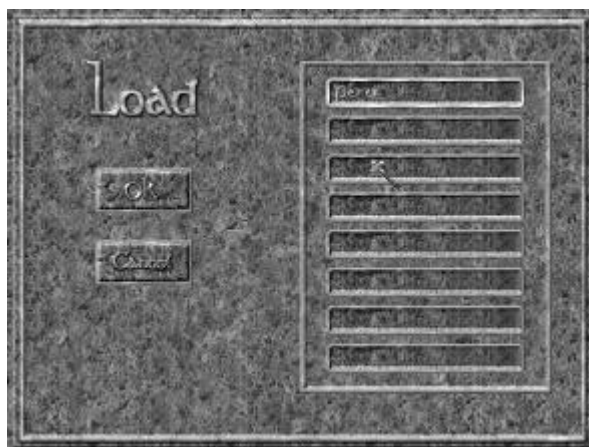
When attacking, or being attacked, you're automatically moved to the Battle station of the game. In the Battle station you're given the opportunity to lead your troops on the field in combat. You'll battle against your enemy on the strategically important points of the counties of Valachy.

MENU



ENGAGE

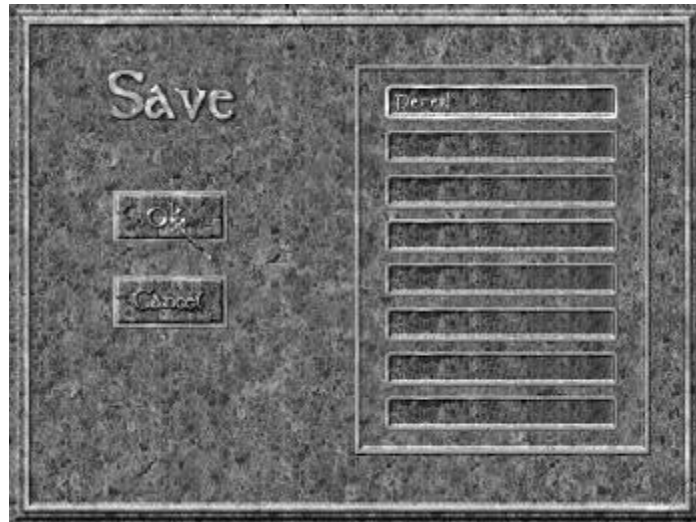
Click here to begin a game. If you already are in a game you will be questioned if you wish to Continue, Start a new game or return to the main menu.



LOAD

This will take you to the load screen. Just select one slot and click ok to load. You will then be taken back to last position of the saved game.

Shortcut for ok is **Enter**. Shortcut for Cancel is **Esc**.



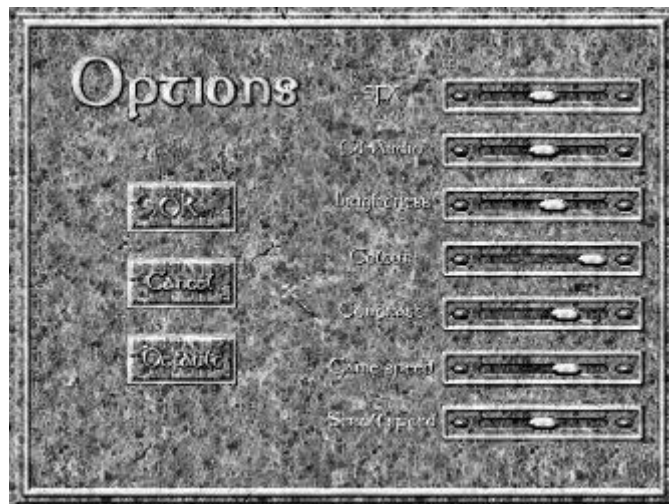
SAVE

This will take you to the save screen. Just select one slot, enter a name and click ok to save. You will then be taken back to where you were last.

INTRODUCTION

This will play the intro cinema for you. Press a key to stop playback and return to menu.

OPTIONS



SFX

This will set the volume on all sound effects.

CD-Audio

This will set the volume on all the background music.

Brightness, Colour and Contrast

This is the control to adjust if your monitor won't display the way you would like.

Game speed

Set the correct game speed if you feel that the game runs too fast or too slow. If you maximise the speed, be aware that you might experience choppy game play, due to slow hardware performance.

Scroll speed

This controls how much the view is moved when you use the arrow keys for example.

Default

This will reset all values. Shortcut is **D**.

EXIT

This will end the current game section.

THE BATTLE STATION

THE BATTLEGROUND

This is where you can view your troops on the battleground, at the strategic point of the chosen county. It's important to find the advantageous points on the battleground, and bring them under your dominion. For example, guarding mountain passes, bridges, and forest paths increase your ability to effectively defend your county from incursion.



THE MAP

When you first reach an enemy county, it will be covered with black areas. These blackened areas of the map represent unexplored terrain. To reconnoitre the ground you must explore it with your troops. The brightly-lit areas are those within eyesight, while the darker, shaded parts of the map represent the terrain that has been explored but are currently out of sight. You will only be able to see enemies within the brightly-lit areas.

If you check the survey map when you attack an enemy province for the first time, it will reveal your target. After you have defeated / conquered your main target, other targets will be lit on the map in descending order of importance.

You won't see any blackened areas if you own the county you are visiting, or if you have sent spies that have reported the map to you.

If you wish to scroll the view, just move the mouse cursor to any screen border, and the map will scroll accordingly. You may also use the arrow keys. An alternative is to press the ALT key and then move the mouse cursor.

The reference points for the borders between the different counties is marked with a border post,

it looks like an old road sign made of crossed planks stuck in a pile of stones. It is a good idea to post troops at these border posts from where you anticipate the next attack.



THE MOUSE

The game cursor reacts in various ways, depending on the conditions. If the cursor is placed over a Dracula soldier the game cursor becomes a selector. A click with the left mouse button will start select mode. If the button is released without changing cursor position, the soldier right under it will be selected, while all other soldiers will be deselected. If you instead move the cursor, a rectangle will be drawn. When the button is released, all Dracula soldiers within the rectangle will be selected, and all others will be deselected. This also works in conjunction with SHIFT – Add, and CTRL – Inverse. If you click the right mouse button, all your soldiers will be deselected.

If you have selected some soldiers and then click in an empty area on the map, the selected soldiers will try to walk there. Take note of the fact that there are two different walk modes, Formation walks and Assemble (or Non Formation) walks (see 18).

The health points of selected soldiers will be shown as green bar at the bottom of the selection rectangle. If the map area you click on contains an enemy, your selected soldiers will try to attack the enemy. Note that the selected troops will release themselves from the formation when they attack.

THE COMMAND PANEL

This panel consists of five different components: The survey map, the command icons, the mode icons, the walk toggle icon and quick help.

The Survey Map:

This map will give you an overview of the actual county (only, of course, the parts that have been discovered). Dracula's units are shown as small blue figures, seen from above, while the Turkish units have a red colour.

If you point the mouse cursor somewhere on the survey map, click the left mouse button and drag the mouse, the view of the large map will change accordingly.

If you have selected some troops, click somewhere on the survey map, then release the left mouse button without moving the cursor. Now all your selected soldiers will execute the default action.

The Command icons:

You can use these icons to give orders to the selected soldiers. Remember though that there exists

default actions if you just click on the map. The shortcut to each icon below equals its first letter. The icons are:

Walk:

After clicking this button, click on a point in the battleground where you'd like your selected soldiers to walk to. See Walk Toggle for further information (page 18).



Attack:

After clicking on Attack, choose an enemy you'd like your selected troops to do battle with. If no enemy is found in the selected area, the attack command will become a Walk-movement.



Stop:

By clicking this button, you order your selected troops to stop whatever they are up to, and stay where they are.



Guard:

After clicking on Guard, choose a point on the battleground that you'd like your selected troops to guard. Note that your soldiers won't leave the spot, even when they are being attacked.



Patrol:

After clicking this button, click on a place on the battleground that you'd like your selected soldiers to patrol to. Your troops will continually patrol between that spot and the spot they came from.



Flee:

When clicking this button, you order your selected troops to flee in the direction where they are least threatened.

**Manoeuvre:**

After clicking on this icon, you're able to create a movement/attacking-scheme of points for the selected troops. A Tip: Use the shortcut M to select the points of the scheme, and Backspace if you'd like to delete the latest chosen point. The manoeuvre will start when you press Return/Enter. An effective strategy against castles could be to assign different groups to numbers (see quick help), assign each group to an attack-scheme and then simultaneous execute the manoeuvre / attack.

**Leave:**

When clicking on this icon, a dialogue box will be shown, to ask you if you are sure. Press **Y** for yes or **N** for no. If you answer yes, your army will flee to the territory they came from. There is a great risk that some of your soldiers will die during the escape. That is the price you will have to pay. Remember that you can always come back later and give the Turks what they deserve.

*The Council icon*

This button will only be shown if you have chosen to inspect the county from the Council. If you press this button, you will be taken back to the Council.



The Walk Toggle icon

This button will toggle between formation walk and assemble walk. Formation walk will force all soldiers to keep their position relative to each other. Assemble walk will force all soldiers to walk directly to the point you click. Formation often has an advantage when moving over large areas. Assemble walk is often preferred in battle. The shortcut for this icon is the **Space bar**.



The Mode icons:

These three icons gives you the chance of deciding which state of mind the actual soldier will have. These states are only active when you're not leading your soldiers by yourself! E.g. they won't act depending on their modes if you have them selected. This setting defaults to Normal for all soldiers.

Coward:

The soldier prefers to flee rather than fight e. g. he will always run away if an arrow hits him or if he receives some damage. When selected, the soldier will have a yellow dot in the upper left corner of its selection rectangle.



Normal:

This is the default mode. The soldier will flee when he receives heavy damage. When selected, the soldier will have a blue dot in the upper left corner of its selection rectangle.



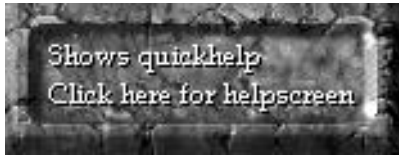
Berserk:

The soldier will attack any enemy in sight, regardless of whether he's outnumbered or not. He will fight to the death. His attack strength will increase a bit, and his defence strength will decrease just as much. When selected, the soldier will have a red dot in the upper left corner of its selection rectangle.



Quick help

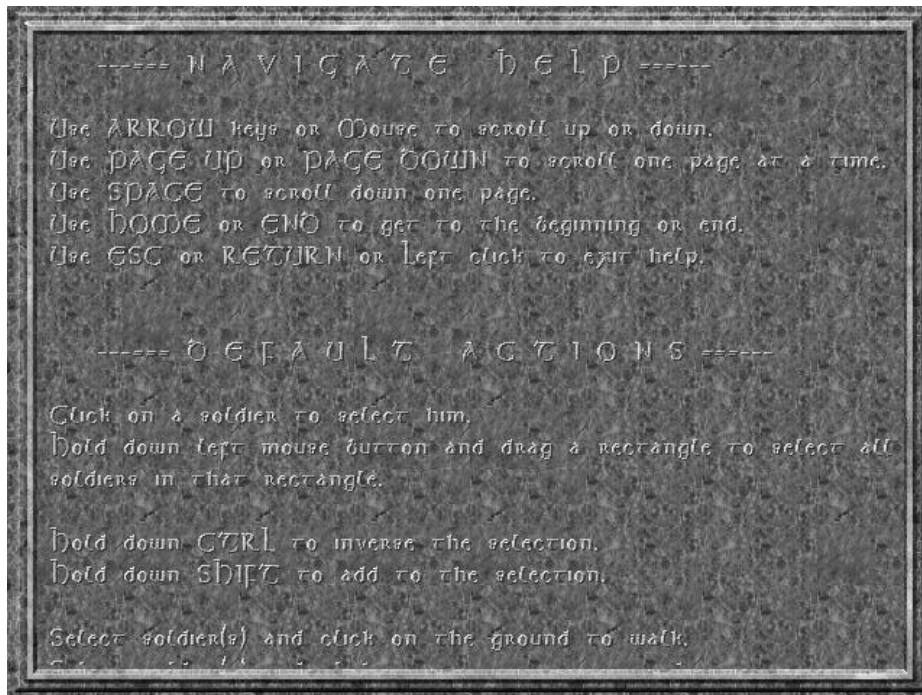
This area will show a short description of the icon you point your mouse cursor to. It also shows the shortcut for that icon, if available, between the lesser than and greater than signs (e.g. **Walk <W>** means that the shortcut for Walk is the key **W**). If you click here with the mouse cursor, or hit **CONTROL-H** you will be taken to the online help.



ONLINE HELP

This is a short form of the manual that can easily be accessed within the game. To manoeuvre in the text you use the arrow up and down keys to scroll, and page up and page down to scroll one page at a time. You can also use the mouse. Move the cursor to the bottom part of the screen to scroll down, and to the top part to scroll up.

Always look at the help at least one time, as it contains all obscure shortcuts that you might wish to use. To exit, just hit the **Esc** or click the left mouse button.



THE COUNCIL



THE MAP OF VALACHY

The land is divided into twelve counties, each of which produces a different amount of resources. The brown shaded parts are subjugated to the Turkish army, while the unmodified parts belong to Dracula.

There is always an active county that is highlighted on the map. Any instructions commands or otherwise will take place and be carried out in this in this is the county. This is done through the current tab (see the Command Tabs below). You can select the active county by simply clicking the left mouse button. It is also possible to change the active county with the arrow keys.

When double-clicking on one of your own counties (or pressing 'I' on a highlighted county), you'll inspect the Battle station of that area. This gives you the opportunity to rearrange your troops before an attack, or reconnoitre the ground.

Blue arrows on the map symbolise Draculas movements.

RESOURCES

This area contains information about the collected wealth of your realm. Beneath the pictures the are two digits. The above represents the actual amount you have collected, while the lower digit with a sign represent the each months income or cost. It also shows a graph of the development in progress. There are five different resources: **Gold** - yellow, **Grain** - brown, **Building material** - green, **Recruitable men** - blue and **Army** - red.

You can click on the picture that represents the resource, to toggle the graph on/off.

THE COMMAND TABS

By choosing the desired tab, you're able to manage the following subjects:

Training

With this tab you're able choose what kind of military units you'd like to train. The units are the following: **Swordsmen, Crossbowmen, Knight, Juggernaut, Catapult, Cannon** and **Spies** (for more information about the army, see page 24). The available assortment depends on which level of armament you have achieved (see page 23).

You will take over the troops that your enemy is training in a specific county if you conquer it.

When training a unit, make sure you've highlighted the correct county, since the chosen unit will appear at some strategic point in the selected county.

The tab of training also gives you some important facts about the proficiencies of the units, as follows:

Cost: the price in gold.

Time: how many weeks/turns it takes to train or build the unit.

Damage: the value of damage that a successful attack of the unit causes.

Accuracy: the sureness of aim.

Armour: the value to subtract from the enemies attacking points.

Stamina: the amount of attacking points the unit can stand before it dies.

Swiftness: how fast the unit can move.

Fire range: how far the attack of the unit reaches.

All units cost one grain per week to maintain. If you should not have the required amount of gold, your troops will start deserting you.

Movements

This tab shows you the stationed troops in the highlighted county. If you wish to move to or attack a county, just select any troop by clicking on them. If you move your mouse cursor over a nearby county, the cursor will change into a sword. This means that the move is valid. Just click to move. If yourself govern that bordering county, you'll just accomplish an ordinary movement of troops. If, on the other hand, it belongs to the enemy, the move is automatically turned into an attack.

An arrow on the Map of Valachy always indicates a movement of troops.

It is always possible to cancel a movement before you confirm this week's orders using the seal of

Dracula. To cancel any moving troop, just click on the troop.

The **Space bar** can be used to select/deselect all troops. The same effect is achieved by clicking the right mouse button in the movements' rectangle. **Backspace** will toggle the all the selections.



Fig.1 - free,



Fig.2 - selected,



Fig.3- moving.

Constructions

In this tab you're able to control the repairing, upgrading and building of different military constructions. You can only raise one building per county at a time. The actual types of building will always be seen in the Window of Construction.

You will take over the constructions that your enemy is building in a specific county if you conquer it. The contents of this tab are the following:

The Survey Map:

This map gives you an overview of the highlighted county. The buildings in the area are shown as red symbols. When selecting one of the modes Repair, Upgrade or Build (see below), the possible buildings will be shown as yellow symbols.

Repair button:

When clicking on Repair, the damaged buildings of the county will be highlighted. If you move the mouse cursor over a symbol, you'll see the price for repairing the building under The Icons of Cost. When clicking on the symbol, you'll be executing the reparation.

Upgrade button:

When clicking on Upgrade, the Icons of Architecture will be activated. If you select one of the icons, the buildings on the survey map will be highlighted, if they are available for upgrading to the actual type of building. If you move the mouse cursor over the highlighted building, the price of the operation will be shown under the Icons of Cost. When clicking on a highlighted building, the upgrade will be executed.

Build button:

When clicking on Build, the Icons of Architecture will be activated. If you select one of the icons, the possible locations where you can build the construction in the county will be shown as highlighted buildings. If you move the mouse cursor over a building, the price of the operation will be shown under the Cost icons. When clicking on it, the building will be executed.

Remember that any operation can be cancelled before you use The Seal of Dracula, by clicking on the hourglass that appears over the Repair/Upgrade/Build button.

Information

This tab gives you information about a selected county. To access facts concerning an enemy territory, you need to have spies in the area (for more information about spies, see page 26).

There are three different types of information:

Resources:

These are **Gold, Building Material, Grain** and **Recruitable Men**. The numerical data is put in terms of the income of the resources in one week. Note that these facts only consider the highlighted county, in contrast to the area of **Resources** always seen in the Council.

Army Units:

These are **Swordsmen, Crossbow men, Knights, Juggernauts, Catapults, Cannons** and **Spies**. Here you're simply shown the number of stationed troops in the county.

Constructions:

These are **Bridges, Towers, Fortifications** and **Strongholds**. This area gives you the number of constructions built in the highlighted area.

Administration

There are two kinds of administrations that affect the properties of units and buildings, respectively.

Armament

Represents the skill and technical level of your military organisation.

Architecture

Represents the skill and technical level of your qualified architects and engineers. The higher level you have achieved in these ranges, the more possibilities you'll get.

To upgrade these domains takes a lot of money and time. The precise amount is shown above the upgrade button.

TIME AND DATE

This area tells you what year the game is set in, and how many weeks/turns have passed that year. At the start of the game you'll find yourself in the first week of the year of grace 1456.

THE SEAL OF DRACULA

By pushing the **Seal of Dracula**, you're confirming all orders given for the current week, and automatically move on to the next turn. At the beginning of the next week, you'll be informed about what has happened. All soldiers heal a bit each week.

QUICK HELP

This is similar to the quick help in the Battle station (see page 18).

THE ARMY

The army consists of several different units, which are available according to the level of **Armament** (see page 23) you have achieved. Each of them will be upgraded one step at a time, which happens automatically when reaching the right level of **Armament**.

The price for training one unit depends on its value, but the weekly payment for the units is the same for all except juggernauts, catapults and cannons. The weekly price is one **Grain**. The types of units are seen below:

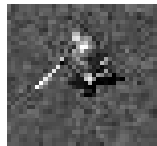
In the heat of the battle, it can be advantageous to know that all units with distance weapons will receive 25% better hit chance when the target is within half the maximum range.

A soldier that survives a long time and performs well gets a veteran award, which means that they become more accurate and inflict higher attack damage.

Units that get severely hurt will walk slower.

SWORDSMEN

These men-at-arms are often simple farmers or scoundrels, who fight for bounty more often than out of patriotism. When you're training swordsmen, you'll do it in troops of five men, and likewise when you're executing a movement of troops (note that in the Battle station, you're able to move soldiers individually).

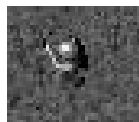


The swordsmen are of course not as harmful or fast moving as the knights, but they are on the other hand more flexible and can move in smaller spaces than their mounted companions. Furthermore, they are quite cheap, if you consider that one unit of five swordsmen costs as much to support, as does one knight.

CROSSBOWMEN

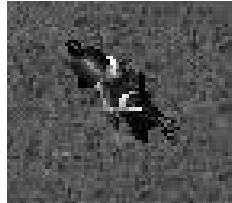
These men are much like the Swordsmen; maybe a little bit more sophisticated. This unit is also trained and is moved in troops of five men (on the movement tab of the Council section of the game).

You'll soon find the men with crossbows very useful, for keeping knights and swordsmen at a distance, and to be sentries of the watchtowers and stationed on the walls of the strongholds.



KNIGHT

The knight is most often a nobleman, who fights to obtain privileges for his own family. He gets paid by the acre and does not have to pay taxes (nevertheless, he demands an ordinary payment five times bigger than the swordsmen do).



The strength and the speed of these mounted warriors are indispensable in the heat of battle.

JUGGERNAUT

It's easy and cheap to build a juggernaut, but it has some weak points, compared to the Catapults and the Cannons. To begin with, you can only use it for breaking through the gates of fortifications and strongholds, but not for crushing through stone walls. However, until you've reached the higher levels of **Armament**, which give you the option of building catapults and cannons, the juggernauts are a must.



CATAPULT

Compared to the juggernaut, the field of application of the catapult is much wider. You can use it for destroying stone walls, as well as gates, and of course you can assail enemy troops with the devastating rocks of the catapult.



CANNON

The qualities of the cannons are the same as for the catapults, apart from some advantages. For example the rate of fire is much higher, and the same goes for the swiftness. Its firepower is also a step more effective. There is one disadvantage, though; the technology of gunpowder isn't that well developed yet. Especially at the first level of the cannons, there's a risk that the cannon will explode. Keep your troops away from it, in case it does.



SPIES

These undercover agents are never seen on the battleground. You should send them into an enemy county, to gain information about its resources, its military forces and buildings, and its terrain. The higher the level of your spies, the more accurate the information you'll receive.

When you have produced a spy, just move him into an enemy county. It is then possible that you'll receive a message, a week or so thereafter. Depending on how many spies you have and how good they are, you may gain information. The information is available in four levels: **Resources**, **Army**, **Buildings** and even a **Survey Map**. When gaining a Survey Map, you will automatically be shown the stationed enemy troops on the minimap in Battle mode, when you're attacking the actual county.

The Information and Construction tabs will automatically change, so that you can view the gained information if you select an enemy county where you have spies.

It is important to keep sending new spies if your old ones get caught. You won't decrease your gained level of information as long as you still have spies in the province, but you will lose it all if they all get caught.



CONSTRUCTIONS

You'll soon find the raising of buildings very important, not only from a military point of view, but also in other ways. To begin with, the impact of a great stronghold on the population of a county is huge. It's easier to collect taxes and recruitable men, because of the fact that when you build a fortification or a stronghold, you engage an administrative staff. The bigger the building is, the greater the increase in income of resources in that county. It will also be easier to find enemy spies in that area.

The first time you enter an enemy province all buildings will have their roofs on. The roofs will disappear and reveal all enemies within when you place a soldier in the entrance. During an attack it can be to your advantage to place soldiers that you wish to spare in a house, since the walls are impassable.

It's easy to climb the castle walls. Just click on the spot you wish to go to. All soldiers will see and shoot further when on the walls or a tower.

The different types of buildings are the following:

BRIDGES:

Can be built from wood or stone, and in different sizes.

WATCHTOWERS:

These constructions are indispensable at strategic points on the battleground. You can station four sentinels on each tower.

FORTIFICATIONS:

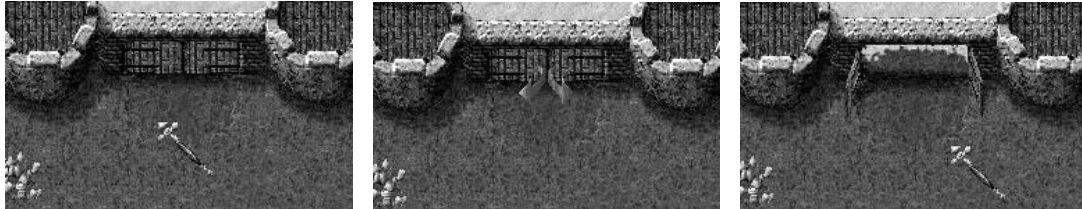
Can be built in different sizes.

STRONGHOLDS:

Like the fortifications, but more powerful. The walls are larger, and give you the opportunity of stationing soldiers on them. You can also choose to build a moat around the stronghold.

OPENING/CLOSING GATES:

To open or close the gates of a fortification or a stronghold, you first need to deselect your soldiers (easily done with a right mouse click) and check that no soldier is standing in the way of the gate. When this is done, you simply click on the gate to open/close.



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