

WARLORDS III DARKLORDS RISING



USER'S MANUAL



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Developed by
Strategic Studies Group

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to the reader

One of the great things about having created Warlords is getting to read letters and emails from people who obviously love the game. A large proportion of our correspondents also include suggestions for subsequent versions of the game. Someone at SSG reads all these suggestions and a large number of them are circulated among our Design and Development Team.

Each time we finish a new version of Warlords we think “that’s it”. All our ideas and creativity have gone into that version and it’s hard to conceive of what we could possibly do to keep Warlords new and fresh. Usually it’s an idea from a player that plants the seed for the next version. A new area to extend the game into. A new way to handle an existing part of the game. Once that first new idea has started the creative process moving, you can’t stop us.

So, to all those people who have played Warlords III: Reign of Heroes, to a great extent this is your game. Thank you for making that game such a success and we hope that you appreciate the work and creativity that has gone into this new version. We’re committed to expanding the Warlords universe. Our goal is to create deeper and better Warlords products so, keep those messages coming in. One of you will come up with a suggestion that will have me up all night writing the design document for the next version of Warlords.



Steve Fawkner



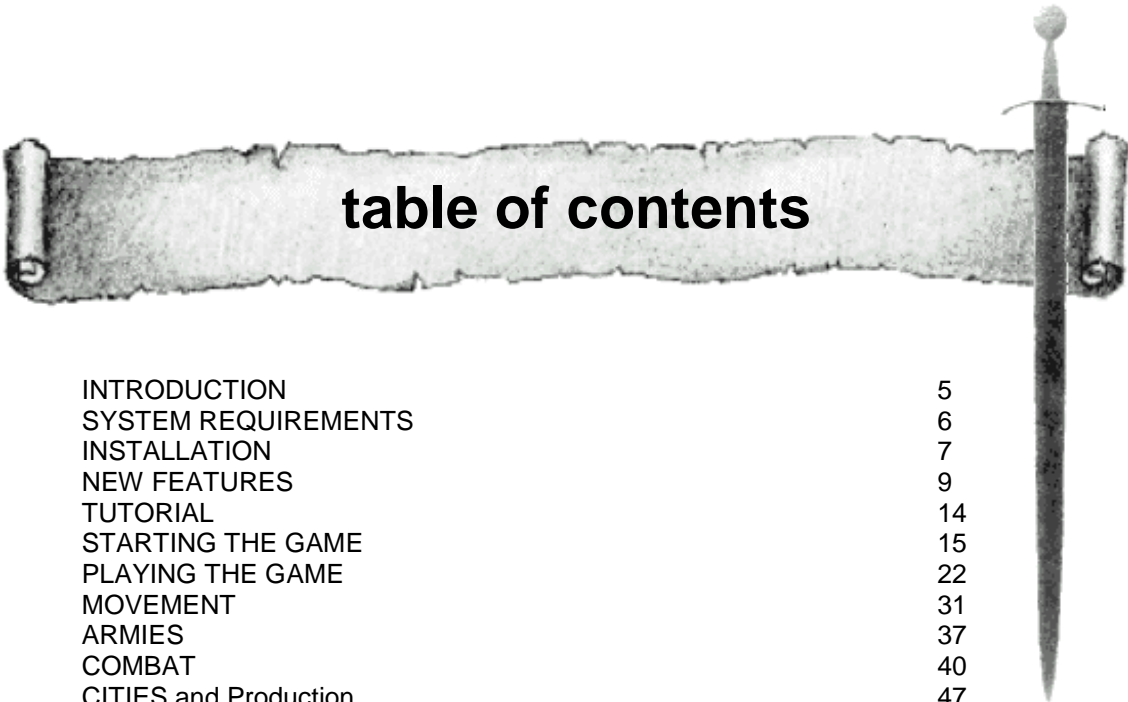


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Note: Game editor instructions are located in the directory Darklords Rising is installed too and is called Game Editor Instructions.doc in the folder called editor.

PREVIEWS OF FUTURE RED ORB ENTERTAINMENT TITLES

Take a look at the hot new games coming soon from Red Orb Entertainment. From the Window, Start menu, select Programs\Red Orb Entertainment\ Warlords™ III: Darklords Rising\Preview\Red Orb Preview. This will launch a special movie trailer showcasing Baja 100 Racing™, Extreme Warfare™ and Prince of Persia 3D™.






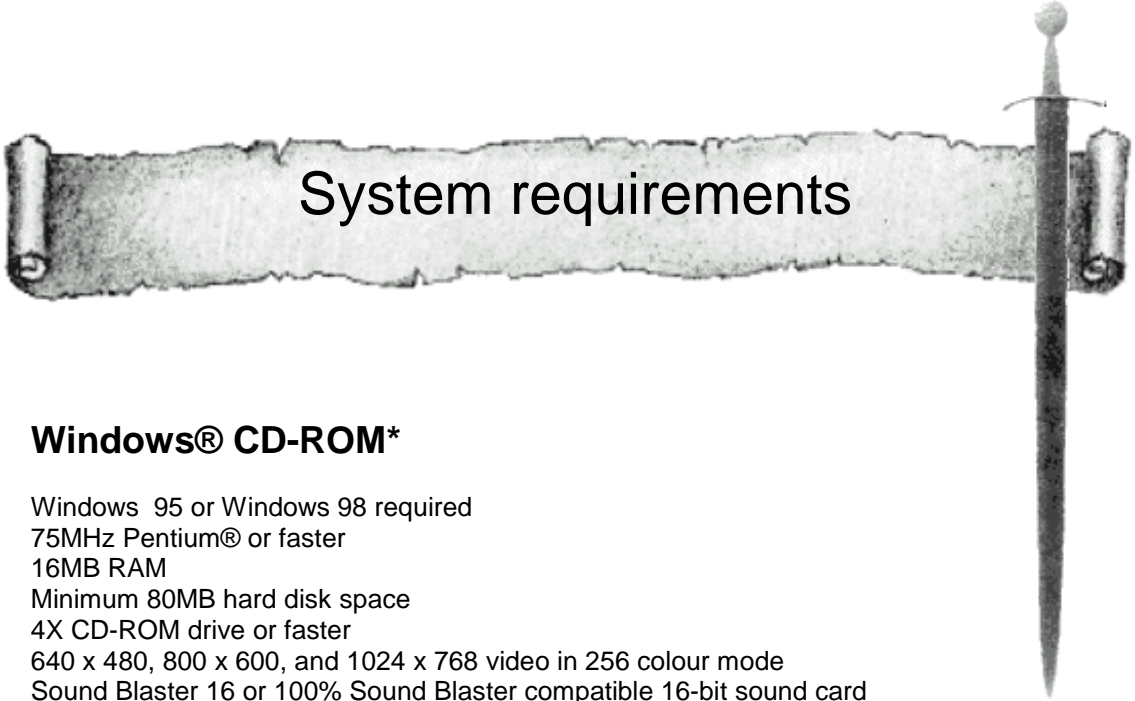
introduction

Warlords™ III: Darklords Rising™ (Darklords) is the much anticipated sequel to Warlords™ III: Reign of Heroes™. After much feedback from thousands of fans of the original, it became clear that much more than an add-on pack was needed to fulfil the desires of Warlords fans. A year later, the result is Darklords Rising. There have been substantial enhancements to the computer AI, multiplayer gameplay and game options (check out the “Choose Capital” option!), not to mention the addition of scenario and campaign editors. Darklords Rising also includes a healthy dose of new campaigns, scenarios, units, spells and of course heroes.

Darklords Rising has a strong AI customisation system so “newbies” can play with veteran Warlords, or would be, Warlords can create killer computer opponents to provide a real challenge. The Capture the Flag multiplayer game has been keeping the crack Warlords testers hooked on the game. Red Orb Zone™ and Mplayer™ support are both included free on the disc to help you find other Warlords who seek world domination. Warlords III: Darklords Rising is an eight-player game of conquest and diplomacy within the fabled world of Etheria. This mythical land is the stage for your ambitions. In the quest for final victory you will assemble vast armies, conquer and plunder mighty cities, undertake perilous quests, make and break alliances, and wield magical artifacts of great power.

For those of you who are new to Warlords, you should play the tutorial scenario after installing the game. For those who have played previous versions, see the “New Features” section.





System requirements

Windows® CD-ROM*

Windows 95 or Windows 98 required

75MHz Pentium® or faster

16MB RAM

Minimum 80MB hard disk space

4X CD-ROM drive or faster

640 x 480, 800 x 600, and 1024 x 768 video in 256 colour mode

Sound Blaster 16 or 100% Sound Blaster compatible 16-bit sound card

Video and sound cards compatible with DirectX 5.0a** or higher

Full Multiplayer Support***

8 Player support via IPX Local Area Network connection

4 Player support via 28.8Kbps or faster connection to the Internet

2 Player support via 28.8Kbps or faster modem and null modem cable

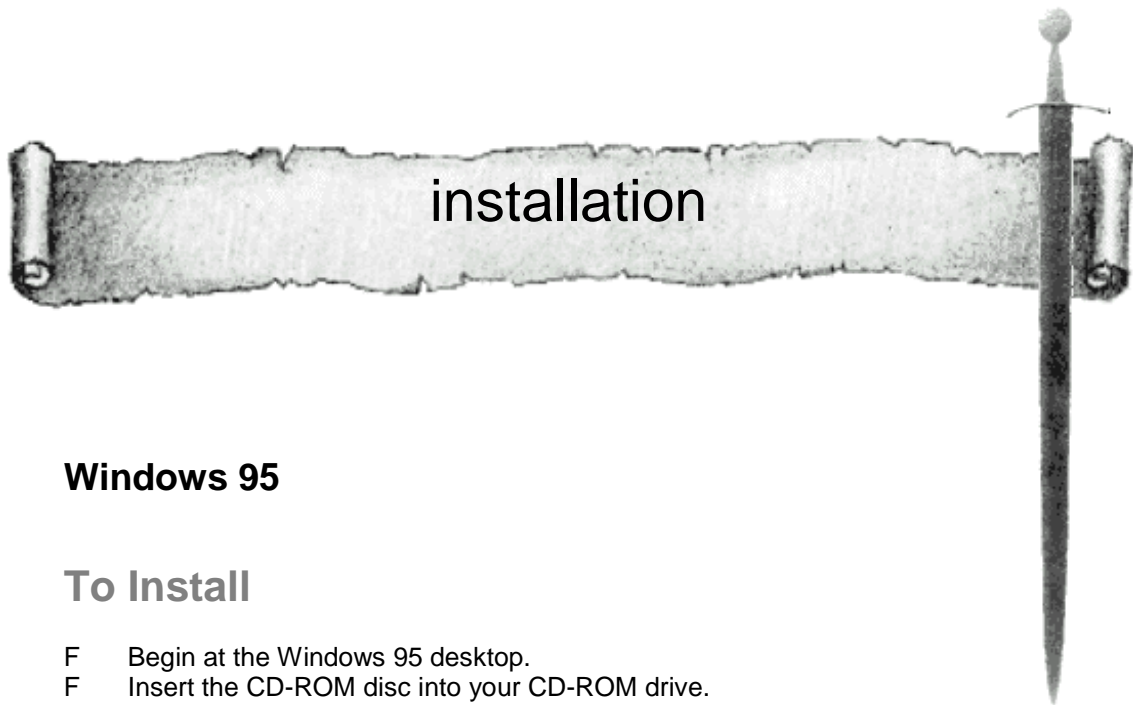
* System Configuration: May require minor adjustments to the configuration of your operating system and/or updates to the hardware component drivers.

** If you experience problems with installation, or compatibility with DirectX on your computer, please contact the hardware manufacturer of your video or sound card. You may also want to check Microsoft's Web page for latest driver information.

***User is responsible for all Internet access fees and phone charges.

Note: Each Darklords Rising disc supports 2 players in multiplayer play. For 4 players, 2 discs are needed in order to start a multiplayer game. It is necessary for the applications to be fully installed on all systems.





Windows 95

To Install

- F Begin at the Windows 95 desktop.
- F Insert the CD-ROM disc into your CD-ROM drive.
- F The Darklords Rising Startup window will appear.
- F Click the Install button and follow the on-screen instructions to install the program.

If the Darklords Rising Startup window does not appear automatically on screen, you can install the program manually:

- F Click the Start button on the taskbar and choose Run.
- F Type D:\SETUP.EXE in the line labelled Open. (If your CD-ROM drive uses a letter other than D, substitute that letter for D.)
- F Click the OK button and follow the on-screen instructions to install Darklords Rising.

To Play

After successfully installing the program, click the Run button at the Startup window to start the program. The Startup window will usually appear each time the CD-ROM disc is inserted into the CD-ROM drive.

If the Darklords Rising Startup window does not appear automatically on screen:

- F Begin at the Windows 95 desktop.
- F Click the Start button, point to Programs, and then Red Orb Entertainment.
- F Click the Warlords III: Darklords Rising menu item to start the program.



To Remove

If you need to remove Warlords III: Darklords Rising, begin at the Windows 95 desktop. Click the Start Button, point to Settings, and then Control Panel. Double-click the Add/Remove Programs icon. Click the Install/Uninstall tab and select Darklords Rising from the list of programs. Click the Add/Remove... button and then click the Yes button to remove the program. Click OK to clear the screen.

Mplayer

Mplayer from Mpath™ Inc. can be installed on your drive in order to provide easy access to other Darklords Rising players. Technical support via the Web by contacting Mplayer at www.mplayer.com.

Red Orb Zone

Red Orb Zone from Red Orb Entertainment™ can be installed on your drive to help you easily meet other Darklords Rising players for combat. A maximum of four players can play from Red Orb Zone. If you have problems running Red Orb Zone, see pages 74-75.

Note: Electronic Error Message: "Transmission Failed. Registration problem." If you will be registering your software via an Internet connection, you may encounter a message indicating that an error occurred, "Transmission Failed. Registration Problem." YOU MAY DISREGARD THIS MESSAGE. Simply click OK to dismiss the error message. This error is incorrectly generated due to some incompatibilities with the messaging software used to perform the electronic registration. This issue only occurs if you are registering via the Internet (modem users are OK), and we have experienced it when using Windows®98. Rest assured, although an error message is generated, we have determined that the information gets sent to us correctly and intact without any complications.





New Features

What's new in Warlords III: Darklords Rising?

New Armies

Thirty one new armies have been added. For full details see Appendix 8.

New Hero Types

There are five new Hero types, Summoner, Alchemist, Monk, Bard, and Barbarian. Their details are given in Appendix 2.

Game Editor

The Warlords III Game Editor allows you to create your own scenarios and edit existing ones.

Campaign Editor

A Campaign Editor allows you to link scenarios together into multi-scenario campaigns.

New Skills and Abilities/Animations

A number of new skills and abilities have been added in Warlords III: Darklords Rising.

Banding: Units with the banding skill increase their strengths (up to a maximum of the banding bonus) for every similar unit in the stack. For example, one peasant (with Banding +3) is Strength 1; two peasants are strength 2 each; four peasants are strength 4 each; eight peasants are still only strength 4, because the maximum banding bonus for a peasant is +3.

Paralysis: Paralysis works in the same manner as poison and disease (see "Poison, Disease, Paralysis and Curse," p. 42), but the affected army has 5 points removed from its movement allowance and can no longer move the turn paralysis occurs.

Curse: Curse works like poison and disease (see "Poison, Disease, Paralysis and Curse," p. 42). Affected armies have their medals and blessings removed on that battle.



Trample: A unit with the trample skill inflicts an extra point of damage for every point of trampling skill whenever it hits in melee combat. Trampling is ineffective against flying units.

Lightning: A unit with the Lightning skill has a 10% chance per point of lightning of reducing an opponent's hits to half (round down) when a new opponent steps up to fight. A unit with one hit point which is struck by lightning is destroyed. The effects of lightning only last for the duration of the combat.

Acid: A unit with the Acid skill has a 10% chance per point of acid of reducing an opponent's strength to half (round down) when a new opponent steps up to fight. A unit with a strength of one hit, by acid, is destroyed. The effects of acid only last for the duration of the combat.

Warding: Warding is a protection against the effects of Acid, Lightning and Assassination. Each point of Warding negates one point of Acid, Lightning or Assassination. For example a knight with +1 Warding is being attacked by a groll cavalry with +4 assassination. Normally the groll cavalry would have a 40% chance of assassinating the knight. The knight's +1 Warding reduces the groll cavalry's assassination by one to +3 so the groll cavalry's chance of assassinating the knight is now 30%.

New animations have been added for many of the new effects: Exploding Boulder (Trample), Lightning Strike (Lightning), Acid hitting a helmet (Acid), Exploding Skull (Undead).

New Spells

Fifteen new spells have been added. They are listed in Appendix 3

PERSONALITIES

It is now possible to select a personality for each player. Personalities are simply bonuses applied to the player and his armies. To select a personality you should click the No Personality text in the Side Setup Screen for the side you wish to play. This will bring up the Personalities screen. To give your side a particular attribute click that attribute in the list and click Add. The attributes you have selected will be listed at the left of the screen and the total personality points will be listed at the top of the screen.

If the AI Chooses Personalities button has been selected on the Main menu any computer players in the game will choose a personality using a number of personality points equal to the greatest number used by a human player. Therefore, if two



human players had used one personality point and a third player had used five, all the computer players will select a personality using five personality points. Personalities are a great way of balancing games between players with different ability levels.

Rebuilding Razed Cities

Razed cities may now be rebuilt by any army standing among their ruins. The cost is 800gp.

New Sites

Two new sites have been added: Ranger Tower: +2 View to all armies from the nearest city.
Barracks: -1 to production time of all armies in the nearest city.

Setting Aside Quests

Quests may now be set aside by selecting Show Quest from the Hero Menu and selecting Set Aside Quest. There is a two or more turn penalty during which time you cannot seek a new quest.

More Random Map Control

Options have been added to the Random Map Generator screen to influence the following things: forest, mountains, and rivers. Five levels can be set by clicking on the Forest, Mountains, or Rivers text at the bottom of the Parameters dialog in the Random Map Generator screen: Very Low, Low, Average, High, Very High.

New game types

Nine new game types have been added for the random map. Along with "Standard" games, the following are available:

Utopia

Sides start spaced out around the edge of the map. In the centre is a heavily defended city with 100gp income and eight gray mana.

Heirs to an Ancient Power

Each side starts with a hero who has a VERY powerful magical artifact.

Battle of the Titans

Each side starts with a VERY powerful level 10 hero.

Against the Horde

One colour starts in the north with approximately fifteen cities. The other sides start in the south, allied with 1 city each. The side that plays the horde can be changed.



Crusade

One side starts in the north with five cities & LOTS of armies. The other sides start in the south allied with one city each. The side that plays the "north" can be changed.

North vs South

Sides 1,3,5,7 start at one end of the map allied. Sides 2,4,6,8 start at the other end allied. White, Orange, Green, Cyan vs Yellow, Red, Blue, Black.

Instant Chaos

All sides start clustered together in the centre of the map.

Two Against the World

Two sides start off allied in the centre of the map (three cities each). All other sides start off allied at the edge of the map (one city each).

Hammer and Anvil

Two sides start off allied - one in the north, one in the south (three cities each). All other sides start off allied in the centre of the map (one city each).

To play one of the new game types click Game Type at the top of the Parameters dialog in the Random Map Generator screen. This will cycle you through the different game types.

New Victory Conditions

Three new victory conditions are available.

King of the Hill

Any side which can hold a given city (Utopia) for ten turns will win. The city will be decided when the scenario starts up. It will be renamed to Utopia if no city of Utopia exists, and have its Income set to 100gp, Mana set to 10 Gray, and be stocked with neutral armies. This city is indicated on the Strategic Map with a circle. When a player captures it, a message will appear on the screen each turn indicating how many turns remain until they win.

Capture the Flag

The first side to collect all eight Powerful Magic Items and have them held by one hero will win on the following turn. Heroes carrying these magic items have a wavy flag appearing below their "Stack Number".



Fortress

The first side to capture all capital cities will win the game. Capital cities are marked on the Strategic Map with a circle.

Victory conditions are selectable in the Options dialogue of the Game Menu (see Starting the Game).

Improved AI

The already acclaimed Warlords Artificial Intelligence has been improved even more for Warlords III: Darklords Rising. The A grade stack routines used by hero stacks have been improved and expanded. In addition, designated non-hero stacks also use these powerful AI routines. Specific AI routines have also been written to improve computer play in the new game victory conditions such as Capture the Flag and Fortress.

New Scenarios and Campaigns

A host of new scenarios and campaigns have been added.

New Terrain Types

Several new terrain types have been added in both the scenario and Random Map Generator.

Multiple Difficulty Levels in Campaigns

New campaigns have three levels of difficulty.





tutorial

The Agarian Dispute...

Two factions of Agarian Knights (the Sirians and Daric Ur) are fighting over a piece of land near their border. Lead the Sirians into the fight for dominance. There are seven cities, four ruins, and four sites on a small (32 x 40) map.

Darklords Rising is played in turns: First you, then your opponents, then you again, then your opponents again, and so on...

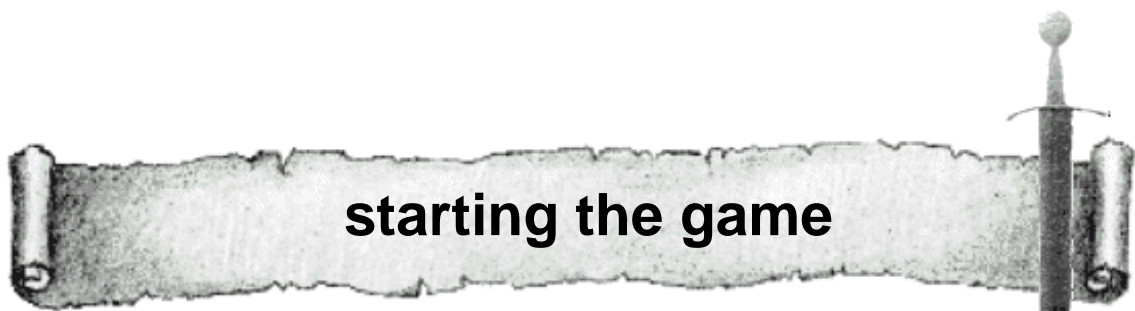
During your turn, you get to move your armies and attack. When you have finished, the computer opponent gets to do likewise.

The tutorial will talk you through a series of screens that get you prepared to engage in conquest, equipping you with a hero and establishing production of armies. Please follow the on-screen instructions to get started. This tutorial should be enough to set your path to becoming a true warlord.

An important point to remember, if you ever get stuck, is that you can get more information about something by right-clicking on it.

If you've followed the on-screen instructions to search the ruined tower and attack the neutral city, you will be finished. You'll be on your own from here. You might like to try getting a quest for your hero in a city, or building the city you just captured up to a citadel.





The Darklords Rising Dialog



Select the desired Screen Resolution. Players with a Pentium 100 or slower CPU should choose 640 x 480 or 800 x 600. We recommend 800 x 600 or 1024 x 768 screen mode because of the added information presented on screen.

Single Player

Click the Single Player button to begin a solo player, hot seat, or email game.

Multi Player

Click the Multi Player button to activate the Network Options. You will be asked for a player name and given the option of creating a game or connecting to a game created by another player. Clicking the Create a Game button or the Connect to a Game button takes you through a series of network setup screens. For Direct TCP/IP connection, you must know the current IP address of the host. If playing on a TCP/IP LAN, click OK to search your local area network for a game.

Select a Connection Method

Whether you create (host) a game or choose to connect to a game (remote), you must select a connection method.



IPX Connection for DirectPlay allows you to play up to eight-player multiplayer games over an IPX Local Area Network.

Internet TCP/IP Connection for DirectPlay allows you to play up to four-player multiplayer games over the Internet. You need to know the IP address of the host of the multiplayer game, or you may join a game using Red Orb Zone. Alternatively, you may also select this for TCP/IP games over some networks.

Serial Connection for DirectPlay allows you to play head to head by connecting two computers through the serial ports on the players' computers.

Modem Connection for DirectPlay allows you to play head to head by connecting two computers through a direct connection between two modems.

Select

Select the type of network connection you want in the Select a Connection Method section, then click Select.

When you are the host, you will wait for others to join your game. Your player name will appear first. Click Start Game when all others have joined your game.

When you are a remote player, you will be prompted to Choose a Game to Connect to. Click Join when you have highlighted the game you wish to connect to.

Red Orb Zone

Red Orb Zone allows you to play multiplayer games over the Internet through the free Red Orb Entertainment game matching and chat service.

Mplayer

Mplayer, by Mpath, Inc., is included on the disc to provide another way to meet Darklords Rising players online. You may experience better performance on Mplayer because of their proprietary multiplayer system. Any installation, game setup, or game start problems experienced while using Mplayer should be directed to Mpath Technical Support by e-mailing support@mplayer.com For more information about MPlayer visit their website at www.mplayer.com



The Main Menu



After the Darklords Rising dialogue, you will see the Main menu. You can select New Campaign, New Scenario, Random Map, Load Game, Tutorial or the Credits.

Standard Data

Click on this item will set the game to recognise only the standard data that is supplied with the game. It will reject any customised data. (This may also be an anti-cheating device.)

Personality

Clicking this item selects the maximum number of personality points for human and computer players.

Show Intro

Clicking this item allows you to select whether or not the introduction sequence will be shown the next time the game is started.

All players to use nonenhanced sides. AI chooses personality.

Standard Sides Option

Clicking this item forces all players to use standard sides.

Campaign Mode

Darklords Rising includes two full campaigns (Banes Revenge and The Horn of Kor) and two mini campaigns (Drak-Dun and Thalassia). As a bonus, Darklords Rising includes the original campaign from Reign of Heroes, The Banewars.



Stand-Alone Scenario Mode

Darklords Rising includes 15 new individual scenarios along with the 13 original scenarios from Reign of Heroes. These scenarios provide pregenerated maps and game parameters.

Random Map



The Random Map Generator creates new maps based on the variables you provide to the computer. These are:

Random Seed: This number determines the mathematical calculation used by the computer to generate the map. Click the Random Seed button to generate a new seed number or enter a random number. Tip: Choosing the same parameters and Random Seed produces the same map.

Sizes: Select one of the sizes provided, 32 x 40, 40 x 50, 60 x 75, 80 x 100, 100 x 125, or 128 x 160.

Parameters: Select how many cities, ruins, islands, sites, mountains, rivers, and forest, you would like on the map by using the sliders or clicking the text. The size of the map determines the total number of locations you can have on the map. Depending on the map design, quantities are approximate. Clicking Sides brings up a list of side sets. Each side set contains eight custom army sets grouped together to give a battle with a particular flavour. In addition, clicking on Mountains, Rivers, and Forests adjust the amount of each of those parameters on the map.



View Map: View the map on this screen as it is generated and before you begin to use it.

Sides: Clicking sides selects from a number of preset groups of unit types.

Game Type: Click Standard to select one of 10 different multiplayer games.

Note: You can mix various victory conditions with game types to further customise your game. Click the button to the game type to customise the sides used for the new game types.

Load Game

This loads a saved game.

Tutorial

This opens the Tutorial scenario.

Credits

This shows a list of main credits for the game.

Quit

This takes you back to Windows 95 or Windows 98.

The Game Menu



After selecting New Scenario or generating a Random Map, the Game menu will be displayed. This allows you to choose options for the game you are about to play.



Up to Eight Players

You have the option of playing up to eight players that are either human or computer. Darklords Rising allows you to switch between human and computer control for each side. Computer opponents provide three levels of difficulty: Knight, Lord, and Warlord. Knight is the weakest and Warlord the strongest.

Player icon

This shows the type of player for each side. Click to choose between human control, the various levels of computer control, or turning the side off.



Shield Icon This displays the shield for each side. Click the shield to open the Shield Designer.



No Personality Personalities are simply improvements to your side. Click No Personality text to open the Personality selection screen. This is an excellent way to handicap good players or give computer players a boost.



Side Click the side "gemstone" to bring up the Sides dialogue. In Darklords Rising each different side has its own armies which it can produce. Players may change the name of their side, choose one of the pregenerated sides or create their own side containing all their favourite armies.

Preset Options

The preset options set the game options at different levels of difficulty. These levels are: Beginner, Intermediate, Advanced, Advanced Hidden and Psycho.

Edit Options

Darklords Rising has a large number of game options. These game options allow you to customise the game exactly to your liking, and enable you to play more complex games as your knowledge and confidence grow.

There are options for razing cities, viewing, neutral cities, city setups, army setups, combat and combat display, city damage, hidden ruins, quests, merchants, mercenaries, random turns, game preferences, boat penalties, vectoring on loss and vectoring times.

Turn Time Limit

Player turns can have a time limit or be unlimited.

Victory Conditions

The choices, selected by clicking victory conditions, are Last Warlord Standing, Most



Cities, Most Victory Points, Most Money. These are self explanatory, except for Most Victory Points, which is calculated as follows. One point for each city and hero, one point for each 100gp up to 500, one point for gold between 500 and 1000, and one point for each 1000gp over 1000. Darklords Rising increases the options with King of the Hill, Capture the Flag, and Fortress which are described in the chapter on New Features.

Tip: When playing a Random Map, you can select a multiplayer game type (e.g., Heirs To An Ancient Power) and combine it with a custom victory condition (e.g., King of the Hill).

Duration

The duration of the game can be limited to a maximum of 100 turns or 1000 minutes, or it can be unlimited.



Email Select this box to set up your game to be played by EMail. By establishing the EMail game you get to select the game options for this game. You need to insert a Name and EMail Address for each human player and a name for the game to begin an EMail game.

Email Games

Once an EMail game has started, the game will run until the first human player's turn, when the EMail dialog appears.

When a human player has finished an EMail turn, a dialog will come up stating the name of the EMail file (this is the name given by the player who set up the game, followed by a player number and turn number), and the player to send it to. Please make a note of the file name that has been created. When you receive an EMail file, place it in the \...\EMail directory, and then click on Load Game from the File menu. Then click the EMail option.

You can also play a Random Map game via EMail. The first player must create a Random Map scenario. Do not use the Random name, as this means that any other Random Map games will overwrite the scenario. All the information required to play the game will be sent to the other players in the EMail save game file. Unlike previous versions of Warlords, there is no need to send any other files.

Deleting Email Games

Each EMail file that you generate and receive will end up in the EMail directory. Make sure to keep track of the EMail games you have in progress and delete those that are no longer of use.



playing the game

The screen in Darklords Rising is divided into five areas. These are the Tactical Map, the Strategic Map, the Action Palette, the Stack Palette, and the Info Area.



The Tactical Map
















The Tactical Map is where you move your armies and make them fight. The map shows a close-up of part of the world which you are fighting over. At the top of the Tactical Map are two Game Information Banners and the Fight Indicator. The left Game Information Banner indicates which side's turn it is in the white turn indicator box and the turn number. The right Game Information Banner indicates the current side and the time. In between the two Game Information Banners is the Fight Indicator. If your side has been attacked since your last turn a flashing skull icon will appear in the crystal. Clicking this icon will take you to the Fight Report.

At the bottom of the Tactical Map is the Diplomacy Indicator. If the diplomatic status has changed, a flashing crossed swords icon will appear in the red crystal. Clicking the flashing icon brings up the Diplomatic Action dialogue.

As you move the cursor over the Tactical Map, it will change to show the different things you can do when you click.



You can use these cursors to:

-  Make selections in the various palettes and production windows.
-  Change your location in the Tactical Map to the location you select in Strategic Map.
-  Select an army group or stack for movement.
-  Activate the production window.
-  Attack opposing armies.
-  Activate the Combat Advisor.
-  Attack an opposing army that you are at peace with.
-  Attack an opposing army that you are allied with.
-  Move your armies to that location on the Tactical Map.
-  Pan around on the Tactical Map.
-  Search a ruin or site.
-  Activate information on towers and ruins.
-  Wait until the computer completes updating the game information.

View your Diplomatic Report from the Diplomacy Indicator.

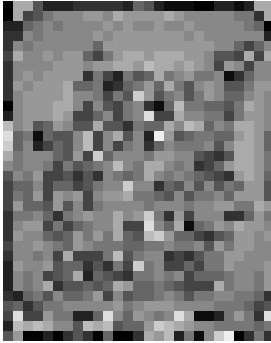
The Tactical Map in Darklords Rising has an optional autoscrolling function. Moving the mouse across to the edge of the screen will cause the Tactical Map to scroll in that direction. Alternatively, if all units are deselected the current cursor will be the open hand. Holding down the left mouse button and moving the mouse will drag the Tactical Map. The arrow keys will also scroll the map.

You can right-click to bring up help or information screens on just about any part of the game. If you right-click on armies, cities, terrain, ruins, icons, sites, buttons, and the Tactical Map you will get information or reminders.

Right clicking on the Strategic Map brings up the Strategic Map display options.

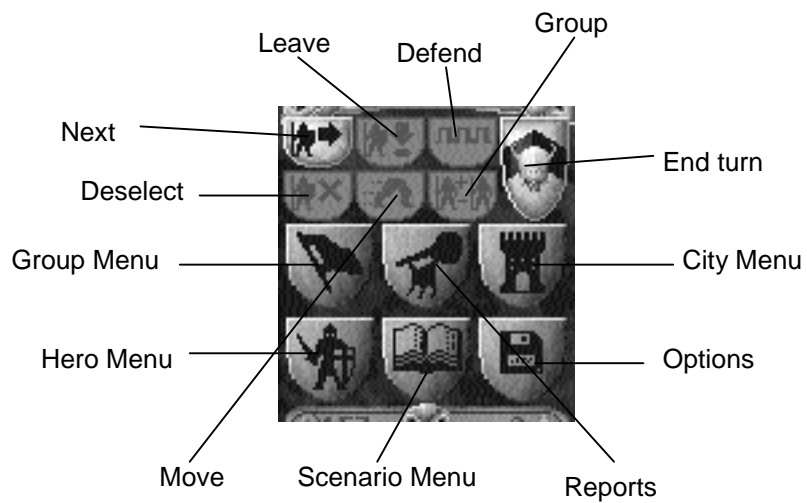















The Strategic Map



The Strategic Map is displayed in the upper-right corner of your screen. Your location on the Strategic Map is highlighted by a white rectangle. As you scroll your cursor over the Strategic Map it will change to a magnifying glass. To centre the Tactical Map on the area under the cursor, simply click.

Action Palette



-  Next Click to cycle to the next group of available units.
-  Defend Click to set group to defend until selected again.
-  Move Click to move selected group along its preselected path.
-  Leave Click to leave the selected group for that turn and cycle to the next group of available units.
-  Deselect Click to deselect the selected group.
-  Group Click to group/ungroup all units in the current stack.
-  End Turn Click to end your turn.
-  Group menu Click to access commands for the active group.
-  Reports menu Click to access the various reports.
-  City menu Click to access your City/Site commands and your production and building reports.
-  Hero menu Click to access your hero commands and your hero reports.
-  Scenario menu Click to access scenario information and setup.
-  Options menu Click to access the game options commands.



Treasury/Mana Banner



The left end of the Treasury/Mana Banner, which is located below the Action Palette, shows how much gold your side currently has in its coffers. Clicking this end of the banner activates the Treasury dialogue that indicates income and expenditures of gold pieces.

The right end of the Treasury/Mana Banner shows how much mana your side currently has available to it. Mana is expended to cast magic spells. Clicking this end of the banner activates the Mana dialogue that indicates income and expenditures of mana.



Stack Palette



The Stack Palette, which is located below the Treasury/Mana Banner, shows you the currently selected group, plus any other groups that are in the same square. Units in the selected group appear in your side's colour. Nonselected units in the same stack as the current group have a different colour background. At the bottom of each unit graphic are two small icons, a shield and a banner. The number in the shield is the combat strength of the unit and the number in the banner indicates the movement points which the unit has remaining. Additional information about a unit can be obtained with a right mouse click. If a unit has been awarded a medal, blessed, poisoned, diseased, paralysed, cursed, etc., this will be shown in the upper left of the unit graphic and in the Stack Palette by, respectively, a medal, a cross, a green skull, a red skull, and a grey circle with a red cross.

A group consists either of a single army, or two or more armies that you have explicitly combined. A stack consists of all the armies in a single square, regardless of how they are grouped. Units move and attack as groups, but defend as stacks.

Immediately below the Stack Palette are the Group Move field and the Move Bonus field.

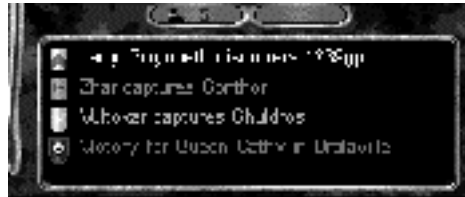


The Group Move field, on the left, indicates the remaining movement points of the currently selected group.

The Move Bonus, on the right, indicates the best applicable movement bonus of the current group.

Clicking either of these fields brings up the Stack Bonus dialogue, which shows all the stack bonuses in greater detail.

The Info Area



Noteworthy events are recorded in the Info Area. (The Info Area is not present in the 640 x 480 resolution, which will make the game extra challenging to play.) These give you an idea of what is going on in the game. If you require more information about any one of these events, double-clicking on the message will cause the Tactical Map to scroll to where the event occurred. Right-clicking in the Info Area brings up the Message Options dialogue. Unless the Enemy Messages option is selected you will only be informed of events directly affecting you. Selecting the Hidden Messages option allows you to be informed of events which occur in the unseen areas of a hidden map or in areas outside your viewing range if the Fog of War option is being used.

Report Screens

At any time during your turn, you can access any of the report screens from the Report menu. These report screens include reports of how many armies each player has, how many cities, how much gold, and who the computer considers is winning the game.





movement

The basic method of movement is simple. Select the army you want to move and then click where you want it to move. The computer will infallibly work out the best path and move your group. Each army has a movement allowance which represents how far that army can move in a turn. If the destination you select for your army requires more than this number of movement points, then the army will move as close to the destination as it is able.

Note: The movement paths selected by the computer also take into account map modifiers. Flying units also obey these map modifier rules.

- * Movement paths are the cheapest path, not necessarily the most direct path.
- ** Holding down the Cntrl Key when you select a destination will allow you to view the destination before the units move.

Groups and Stacks

Armies move and attack as groups, and defend as stacks.

A group consists either of a single army, or two or more armies that you have explicitly combined. Armies that you have grouped always move and attack together, until you explicitly separate them, or until they die.

A stack consists of all the armies in a single square, regardless of how they are grouped. For instance, all armies in a square will defend together, regardless of their grouping. A maximum of eight armies may occupy each square on the map, though for some sides this number is less. Note that groups of armies may pass through each other in excess of this limit during movement.

The Stack Palette

All armies belonging to the currently active group will be displayed in the Stack Palette with your side's background colour. Any armies in the same stack, but not in the currently selected group, will be displayed with a background of a different colour. To add to the current group, click the icon of the army you wish to add. The background colour of the army will change to the standard side colour to indicate that the unit is now part of the currently selected group. Pressing the spacebar, or double-clicking the top army, groups all armies in a stack.

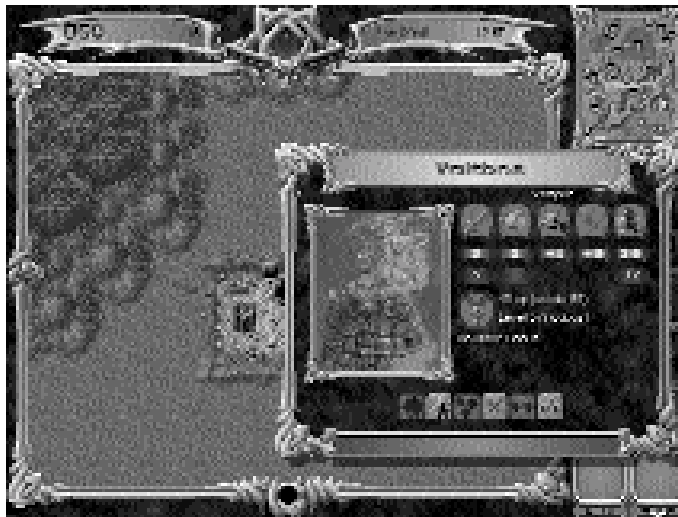


To remove an army from the current group, click its icon in the Stack Palette. The background colour of the army will change, indicating that the army is no longer part of the currently selected group.

If you wish to move an army that is part of a stack but is not part of the currently selected group, click that army's movement banner (at the bottom-right corner of the Army icon). The army will now become the currently selected group and may be moved accordingly.

Since all armies in a group are arranged left to right, top to bottom in the palette, adding or removing armies may cause armies to move around in the palette.

Right-clicking on any army in the Stack Palette will bring up the Army Information window.



In addition to providing information about the army the window contains a row of buttons. From left to right, these buttons add the army to the current group, remove the army from the current group, select the group which the army belongs to, deselect the group which the army belongs to, group all armies in the stack, and ungroup all armies in the stack.

Selecting Groups

- ❖ If no other group is selected, you can select one by moving the cursor over it and clicking. The cursor will change to the Select cursor.



If a group is already selected, then clicking another group will simply result in the first group attempting to move on top of the second one. Therefore, there are several mechanisms for changing the selected group.

First, you can hold down the Ctrl key and click the group you wish to select.



Second, you can click the Deselect button in the Action Palette to deselect the current group and then select a different group by clicking on it.



Third, you can click the Next button in the Action Palette. This will deselect the current group and select the next group available for movement. Using this button you can loop through all your armies as often as you like, giving orders until none are left capable of moving. Units with no movement remaining are automatically left out of the next group loop.



Fourth, you can click the Leave button in the Action Palette. This will de-select the current group and select the next group available for movement. However, the deselected group is now left out of the next group loop, even if it has some movement remaining. This is useful if a group has some movement left but is already positioned where you want it. When a group runs out of movement points, or does not have enough points to move, the Leave command is automatically issued.



Fifth, you can deselect the current group by clicking the Defend button in the Action Palette. This deselects the current group and selects the next group in the loop. The deselected group is left out of the next group loop for this and subsequent turns, until it is selected again by clicking on the group's icon on the map, or until it is attacked. This is useful for garrison troops that would otherwise clutter up the next group loop.

Movement Points

In order for an army to move in Darklords Rising it must have enough movement points to get to its new location. Movement points might be better described as “potential for movement.” In other words, they indicate how far an army can move in one turn. Different types of armies will have different numbers of movement points, for instance cavalry armies have more movement points than infantry armies, because they are on horseback. The individual movement points of each army are shown under their icons. You can also view movement points in the Stack dialogue and any Army Information window.



Different types of terrain will use up different amounts of movement points. As a basic rule, each terrain type has a fixed cost for all armies. Some armies are then given a bonus, in the form of lower movement point costs for certain terrain, and can transmit that bonus to other armies that they are grouped with. For example, it is easier for elves to move through a forest. If you have a group containing an elf, then all the armies in the group will pay the lower movement point costs in the forest.

A group will move at the pace of the slowest army. The group move is shown at the bottom of the Stack Palette alongside a graphical representation of any group movement bonus (hills for hill bonus, trees for forest bonus, etc.).

The remaining movement points of each army appear in the lower right of the Army icon in the Stack Palette. The remaining movement points are also displayed in the Army Information window, along with any movement bonuses.

Illegal Moves

A group may never move into any of the following places.

- F Any terrain type marked as forbidden for that army type.
- F Off the edge of the map.
- F Onto an enemy army, or into an enemy or neutral city. These locations must be fought over, rather than moved into.
- F Onto one or more of your armies if that would result in more than eight armies (fewer than eight armies for some sides in the game) in that location at the end of the group's move. Groups may move through their own side's stacks without worrying about stacking limits. The diplomacy option allows you to move through allied stacks as if they are your own.
- F Into terrain created as illegal for all armies.

Moving Around

To move a group, select it to get the Movement cursor and then select the destination. A glance at the Stack Palette before selecting a destination will ensure that the right armies are selected.

Once you've selected the proper destination a path will be created. This is shown on the Tactical Map as a string of red and/or grey arrows. Grey arrows indicate those portions of the path that you cannot reach this turn.

The path will be remembered from turn to turn, although it may change if the computer finds a more efficient route in subsequent turns (due to units moving or



cities being captured, etc.). You can easily get the group to continue along the path in following turns by using the Move Group button. If a group has a path already defined then clicking the Move button from the Action Palette will move the group along that path.

Movement in Groups

A group's move will stop as soon as one army does not have enough movement points left to enter the next square, even though some armies in the group may have movement points left. Of course, you can always divide the group, and continue moving with those armies so capable.

Your group movement points appear in the Stack Palette and the Stack dialogue.

A hero may travel with any army using that army's movement bonus. Thus a flying army may fly a hero over mountains or sea. The hero will only be able to fly if all the remaining armies in his group are capable of flying or if he has a magical item or spell cast enabling his group to fly.

Naval Transport

Your groups can embark on transport ships at any bridge or port (but not from cities). To use the transports, just set a group's destination on or over water. The group will move to the embarkation point, and its icon will be replaced with that of a transport ship. The group will continue to move on the water.

The group does not use a single boat, nor are these boats part of the stack. Instead, each army may be thought of as hiring its own boat.

When your group reaches a disembarkation point (these are the same as embarkation points), the group disembarks by moving onto land. When your group lands, it will be able to move normally on land.

If a naval group moves onto an enemy coastal city, or enemy stack on land, the group will attack the city with each army using the strength of that side's boats. Some sides have strong boats, but others only have defenceless barges, so it is usually best to land before attacking a city.

Naval movement is automatic. If a group's route takes it across the water, the routines will move the group to the appropriate embarkation point, cross the water, then disembark and continue moving on land, all without any need for intervention by the player. Of course, you may elect to change the group's course on any turn.

Vectoring Network

See the "Production" section of this manual for a detailed description of the Vectoring



Network.

The Vectoring Network is an automatic movement system that allows you to move armies from any city you currently own to any other city you currently own. Vectoring usually takes two turns, regardless of the distance between the two cities (unless timed vectoring has been turned on, in which case vectoring may take between two and five turns, depending on how far the destination is from the start point). This can dramatically reduce the time required to move all your armies. As well as vectoring existing armies, the computer can be set to automatically vector units as they are produced by a city. To vector a group to another city, click the Vector Group command on the Group menu or from the Current Stack window. To automatically vector units as they are produced, click the Set Vectoring command on the City Production screen.



ARMIES

Armies play a very large part in Darklords Rising. They are used to attack and defend cities. There are three main types of armies—ordinary armies that you can build in cities, mercenary armies that offer their services to you for a price, and allies, those magical creatures who join your side at ruins, or as a reward for heroes completing quests.

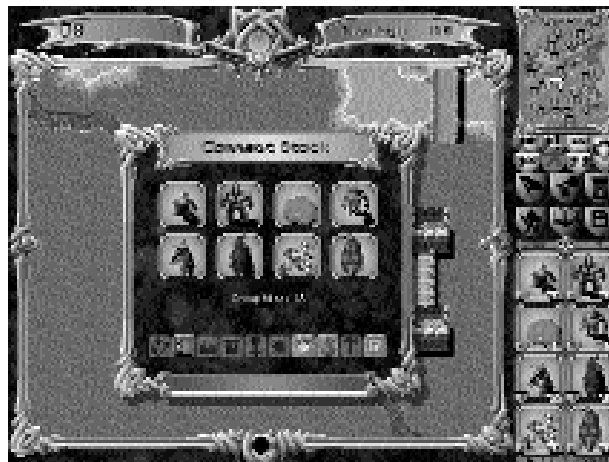
Stacking

Up to eight armies may be in the same location at the same time. Only the most powerful army in a stack will be displayed. The number of armies in a stack is indicated by a number in a coloured dot to the top left of the army graphic. Any combination of armies of different types may be present in a stack together.

Stacks and Groups

While up to eight armies (fewer for specific sides) may be in a single square, they are not necessarily in the same group. Think of two groups in the same square as being like two military units camped side by side. Each moves and attacks separately. Right-click on a stack to obtain info on it.

This brings up the Current Stack window.



This window contains information about the armies in the stack, the number of movement points of the currently selected group, and a number of buttons which correspond to common activities carried out by groups. From left to right these “buttons” are Vector Group, Open Stack Dialogue, Raze, Search Ruin, Get a Quest, Cast a Spell, View Spells in Play, Get Items, City/Site Building, and Go to Map Info. The only one of these commands that concerns us here is the second one, Open Stack Dialogue.

The Stack dialogue shows all the available information about all the armies in a stack.



Acquiring Armies

There are 95 different army types in Darklords Rising, although each side can only use a maximum of 16 different army types from the total pool. Each side in Darklords Rising consists of eight regular troop types, three mercenary troop types, one ship, and four potential allies, as well as being able to recruit heroes from up to four different character classes.

Regular troop types are built in cities. Nearly all cities in Darklords Rising start off by being able to build one or more army types. These can be produced through the production routines. You may also elect to purchase the capacity to build additional army types, paying a large sum of money for the privilege. You will then be able to produce the new army in the normal manner. Because your side will only be able to produce eight different regular troop types, there will be many cases where you capture an enemy city that produces only army types which you are unable to use. The city will be unable to produce armies until you buy additional production capacity.

For example, you are playing the Sirian Knights and you capture Lord Bane's capital. Although Lord Bane could produce four different army types in his capital, they are all degenerate undead creatures that you can't produce yourself. Therefore, you are unable to produce any armies in the city until you pay to be able to build one of your army types—infantry or cavalry, etc.

Mercenaries will appear from time to time offering their services to you for a sum of



money. You have the option of hiring them or refusing their offer. Once hired, they function identically in all respects to regular armies.

Each side has a ship type. This is used whenever nonflying armies move over water. The ships used by some sides are mighty warships, while the ships used by others are rickety old barges.

Allies join your side when your hero searches a ruin and the guardians decide to join him rather than fighting. Allies can also join a hero as a reward for a successfully completed quest.

Heroes (and heroines) will offer their services to your side periodically. Your first hero in each scenario arrives free of charge, but all subsequent heroes will hire themselves out for a large sum of money. Heroes who are hired will sometimes bring allies.

Disbanding Armies

The Disband command on the Group menu is used for disbanding your armies and removing them from the game. Use this command when a single army or group is selected. Disbanding is particularly useful for getting rid of excess troops so that you no longer have to pay any upkeep for them (see "Money"). You can disband an unwanted hero.

Side Editor

Clicking the gemstone above the player name brings up the Side Editor. You can change a side's name, choose to play one of the pregenerated sides (which are not identical to the standard sides), or put together your own side.

To make a custom side, choose one of the pregenerated sides and click the Edit button. Each side has five army types (regulars, mercenaries, allies, ship, and heroes). Each army has a cost in brackets after its name. Clicking an army brings up a dialogue listing all possible replacements. Click one of these to use that army.

Costs for allies and heroes vary according to the position of the army. The army or hero in position one has a much greater chance of arrival than one in position four, and so costs more.

You can also adjust various data items, such as stack limit or mana use, and each parameter has a points cost.

The current points total and the points limit are shown at the bottom of the screen.





COMBAT

Description of Attacking

Attacking is defined as the act of trying to physically destroy an enemy army (or stack) by moving a group into the same location as the enemy. You cannot move onto or through an enemy army, you must fight it. If you wish to attack with every army in a square, they must be in the same group, otherwise your attack order will only apply to some of the armies present. It's probably a good idea to check the Stack Palette just before an attack.

To attack an opposing army or city, you must position your attacking group immediately next to the army or city you wish to attack. If you can attack an adjacent stack or city, the cursor will change to crossed swords when you move it over the enemy. Clicking on the enemy will then initiate the attack.



Combat Strength

Each army has a combat strength. This is an indication of how well that army fights. The minimum basic combat strength for an army is one, the maximum is nine. The strengths of all armies in a stack are shown at the bottom left of the Army icon in the Stack Palette.

As well as their basic strengths, armies can be given bonuses in the form of extra strength points for a variety of reasons. These are shown in brackets after the basic strengths and are conferred on units from a number of sources. As these sources can vary throughout the game, the bonuses conferred on a particular unit throughout the game will not always be the same.




Hit Points

Each army has a number of hit points which indicates how tough the army is. For an army to be destroyed in combat, it must lose all its hit points. Normally hit points are lost one by one, but some types of combat, such as archery and assassination, can destroy an army at one stroke. The hit points of an army are not related in any way to its combat strength; an army may be poor in combat but hard to kill.

Combat (individual) Bonuses

Combat bonuses are used to make armies fight at more than their basic strength.



Some bonuses add to the basic strength of an army while others are conferred by other armies in the group. The latter are called stack bonuses. Stack bonuses may have a positive effect on you or have a negative effect on your opponents. Shown in order above, the positive bonuses are leadership, morale, and fortification while the negative bonuses are chaos, fear, and siege.

Positive bonuses simply add combat points to your stack. Negative bonuses subtract combat points, but are limited to a maximum effect in each category of -1. Thus they are good for wiping out opponents' positive bonuses, but are limited in their negative effect.

For example, leadership is negated by chaos. If the Sirians have a leadership bonus of +2, and the Orcs have a chaos bonus of -4, then the overall effect will be limited to a -1 to the Sirians.

Your combat bonuses may be viewed:

- F in the Army Information window, reached by clicking an army in the Stack Palette. Bonuses are listed below the base characteristics of an army.
- F in the Stack dialogue. This can be reached by selecting Stack Dialogue from the Group menu or by clicking stack to bring up the Current Stack window and then clicking the Open Stack Dialogue button.
Your stack bonuses may be viewed:
- F in the Stack dialogue. In the Stack Bonuses dialogue under Stack Palette.

Combat (Individual) Bonuses

Visiting a temple will get an army (armies) blessed, adding +1 curse, to its (their) combat value, as well as making them immune to the effects of poison, and disease (see below). Armies built in a city with a temple enter the game already blessed.

Armies can be awarded medals, which increase their chances of hitting in combat.

Terrain bonuses provide additional combat bonuses for armies when they fight on certain terrain. A battle is always considered to take place on the defender's square.

Heroes can reach higher levels of experience and acquire ability points which may be spent, permanently adding to their base combat value.

Stack Bonuses

Stack bonuses are generated by specific armies, but apply to all armies they are



stacked with. Stack bonuses can be generated by armies or by heroes. Heroes may generate stack bonuses by themselves, through magical items that they carry, or by casting spells. Defenders in cities receive a bonus from the city walls. A village gives a +1 fortification bonus, a fort gives +2, and a stronghold or citadel gives +3. Stack bonuses may add to your own combat strength or subtract from the combat strength of your opponents.

There is a maximum overall stack bonus of +5 that can be applied to any friendly stack and a maximum overall stack penalty of -3. Because overall stack bonuses are based on comparing the two groups which are fighting, they are only displayed during combat.

For an example of how to calculate stack bonuses in a combat see Appendix 1.

Poison, Disease, Paralysis, and Curse

Poison, disease, paralysis, and curse are special bonuses possessed by some armies. For each +1 poison bonus in a group there is a 3% chance of reducing the strength of every opposing army in a battle by 1. For each +1 disease bonus in a group there is a 3% chance of reducing the hit points of every opposing army in a battle by 1. For each +1 paralysis bonus in a group there is a 3% chance of reducing the movement points of every opposing army in a battle by 5. For each +1 curse bonus in a group there is a 3% chance of every opposing army in a battle losing any blessings or medals. The effects of poison, disease, paralysis, and curse remain after the end of the combat. Any surviving poisoned army is displayed with a green skull, any surviving diseased army is displayed with a red skull, any paralysed army is displayed with a grey circle containing a red cross. There is no specific display for cursed armies, the blessing and medal graphics simply disappear. Poison, disease, paralysis and curse are applied at the start of each combat. Each army can only be poisoned or diseased once. Poisoning, disease, or paralysis cannot reduce an army's strength, hit points, or movement below 1. Armies which have a poison bonus cannot be poisoned themselves and, similarly, armies which have a disease bonus cannot themselves be diseased, armies with a paralysis bonus cannot be paralysed, and armies with a curse bonus cannot be cursed. Blessing cures poisoning, disease. or paralysis and makes the recipient of the blessing immune to poison, disease or paralysis in the future. However, a curse can always remove the blessing...

Acid, Lightning, Assassination, and Archery

Acid, lightning, assassination, and archery are special bonuses possessed by some armies. The bonuses give the armies a chance to injure or kill the first army they come up against in a combat without that army having a chance to fight back. For each +1 acid bonus an army possesses, it has a 10% chance of reducing the



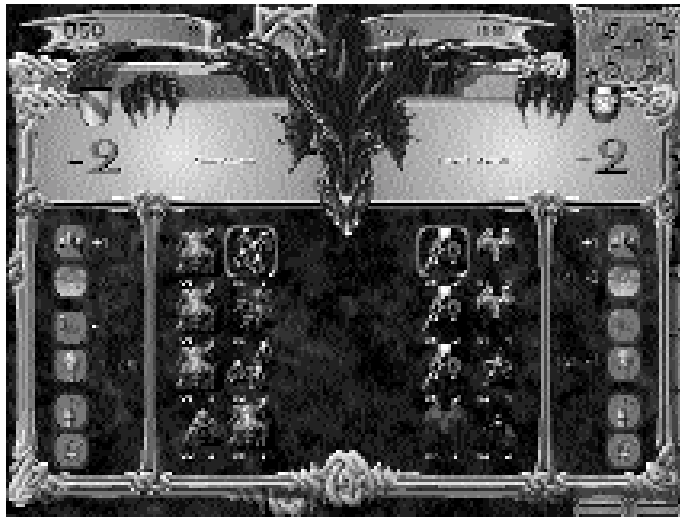
strength of the first army it faces by half (rounding down). For each +1 lightning bonus an army possesses, it has a 10% chance of reducing the hit points of the first army it faces by half (rounding down). For each +1 assassination bonus an army possesses, it has a 10% chance of killing the first army it faces outright (regardless of hit points).

Archery works a little differently. For each +1 missile bonus that an army possesses, it gets one free attack against the first opponent it faces. So, for example, if an army has +2 missile, it gets two free attacks. A free attack is conducted exactly as a normal combat round (see Appendix 1) except that if there is a hit scored against the archers it counts as no effect and if there is a hit scored by the archers against their opponent then the latter army is destroyed, regardless of the number of hit points it has. Note however, that armies with four hit points are immune to archery.

When an army is affected by acid a graphic of a helmet being melted by acid is displayed. When an army is affected by lightning a lightning bolt graphic is displayed. When an army is destroyed by assassination an assassin's knife graphic is displayed. When an army is destroyed by archery a graphic of several arrows striking is displayed.

If both armies have one of these four skills they are resolved in the following order; acid first, followed by lightning, assassination, and finally archery.

Brief Description of Combat



When combat occurs, each side lines up its armies according to the order specified in the Fight Order command of the Group menu. The default fight order has the weakest armies fighting first and the strongest armies fighting last. First any effects of



poison, disease, paralysis, and/or curse are applied. Then the first two armies square off. Any acid, lightning, assassination, or archery bonuses are rolled for. If both armies are still standing they fight normally (see Appendix 1) until one is killed. The loss of a hit point is represented by a small flash or skull and the loss of the entire army by a larger flash or skull. The next army on the losing side steps into the breach, and a new fight starts. It is very unlikely that the first armies in a stack will survive any but the most trivial combats. Combat always continues until one side is completely destroyed. If you lose a combat, you lose everyone. Terrain, and hence terrain bonuses, is always determined from the defender's square.

Attacking Cities

When attacking enemy cities, it is necessary to defeat all the enemy troops within that city. It does not matter which wall of the city you attack. Thus, although you can only attack with a maximum of eight armies, a city will defend with all the armies it contains, which is a maximum of thirty-two. Remember that a village confers a +1 defensive advantage, a fort or castle +2, and a stronghold or citadel +3.

Victory in Sieges

After you have attacked and taken a city you are presented with a dialogue containing four options. In order of increasing severity they are Occupy, Pillage, Sack, and Raze.



Occupy - Simply take over the city as is. The city loses production of any army which you cannot build, but you receive no money from this.

Pillage - The city loses production of any army which you cannot build and you receive money from the process. The level of the city will be reduced by 1, that is, a stronghold or citadel will become a fort or castle and a fort or castle will become a village. A village will be unaffected. Pillage is greyed out if the conquered city only produces units from your side.



Sack - The city loses production of all armies, and you receive more money as a result of your depredations. The level of the city will be reduced by 1. Note that if you could not have built any of the armies able to be produced by the city, then pillaging and sacking will have identical effects.

Raze - The city is burned to the ground and cannot be rebuilt. You receive no money. Razed cities have no effect on the game (except that the act of razing will anger the computer players). Razed cities can be rebuilt for 800 GP.

Naval Combat



At sea, all armies on boats fight with the combat strength of their side's boat or their adjusted combat strength, whichever is lower. Bonuses are applied to armies in naval combat, but the final combat strength can never exceed that side's ship strength. Flying armies fight normally against naval groups.

When a naval group attacks a city directly from the sea, it fights as a naval group, without any of its normal bonuses. Stack bonuses are applied up to the boat's limit.

When armies in a city or on another land square attack a naval group in an all sea square, the combat is conducted normally, but the units will transfer to their own boats and will have to disembark at a port.

Note: You cannot cast the Flight spell while your hero is aboard a boat.

Combat and Diplomacy

The Diplomacy option can impose some restrictions on combat. If you are adjacent to a city or stack of a player who is at peace with you, then the cursor will change into a , informing you of diplomatic restrictions. If you go so far as to contemplate combat against an allied player the cursor changes to a . You can still attack, however your attack will have dire consequences in the diplomatic arena.



Veteran Armies

Medals are occasionally awarded to attacking armies that survive a combat in which two or more armies on both sides participated. Any army with one or more medals is veteran, and gets to roll two dice in combat and choose the most favourable result. Up to four medals can be awarded to a single army. If an army has one medal the second die rolled is a d30 (ie., a random number is chosen between 1 and 30). If it has two medals it is a d26, three medals a d22, and four medals a d18. The lower the random number generated by a unit in combat, the better. Obviously if a unit chooses a number between 1 and 18 chances are that it will be lower than if it chooses a number between 1 and 30. Heroes are not eligible to win medals.

Magic and Combat

Certain magic spells that can be cast by heroes have effects on the outcome of combat. These spells give the hero, or the armies in the hero's group, combat bonuses.

How to Win Combats

Careful application of combat strength bonuses makes poor troops strong and good troops stronger.

The best strategy is to structure attacking stacks around heroes and allies. Heroes can carry the various items that give bonuses and can also generate their own bonuses as they increase in experience or by casting magic spells. Allies give bonuses to all armies in a stack, or subtract from the combat strength of enemy stacks. These armies are very valuable and should be included whenever possible.

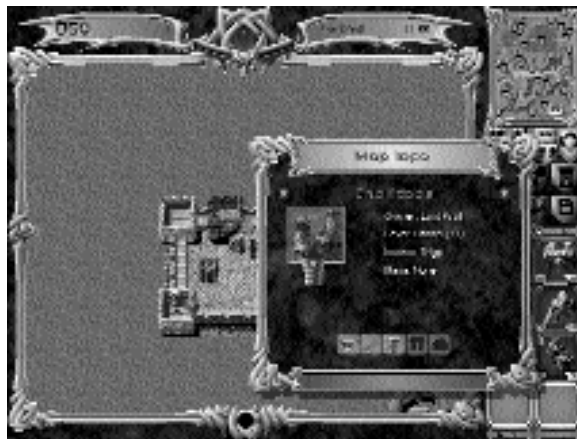


CITIES AND PRODUCTION

There are four levels of city: Razed, Village, Fort or Castle, Stronghold or Citadel. Cities may be improved by spending money. Cities (other than razed cities which are simply burnt shells) confer defence bonuses: Village +1, City +2, Stronghold +3. Different cities produce different amounts of gold and mana per turn.

City Information

If no army is currently selected, moving the cursor over a city will cause the cursor to turn into the City cursor. A click will bring up the Production dialogue (see below). A right-click over a city will bring up the Map Info window for that city.



In addition to providing information about the city, the Map Info window has a number of buttons which transport you to other dialogues. These buttons are, from left to right, Production, Vectoring, City/Site Building, Ruin Report, and Sites Report. The first three buttons open the Production, Vectoring, and City/Site Building dialogues respectively. These dialogues are discussed below. The last two buttons will be greyed out, being active only when the Map Info window is brought up over ruins and sites respectively.

Production

Production is the training, recruiting, and building of armies to prepare them for battle. Each city has a maximum of four different army types that it can produce. It can only produce one army type at a time.

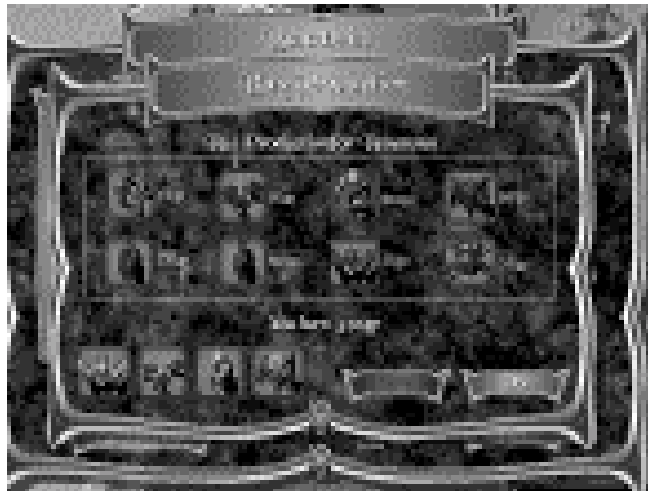
To set production for a city, move the cursor over it. The cursor will turn into a hammer and anvil, and clicking will bring up the Production dialogue.



If an army is selected for movement, you will have to hold down the Shift key in order to be able to change cursors, or to choose production from the City menu. The Production dialogue has a map, showing the cities you own. Cities not producing armies have a white shield. Those producing armies have a white shield with a black anvil. The city whose production is currently being examined has a white anvil on a black shield if it is producing or a totally black shield if it is not. The display shows the name of the city and the army currently being produced. Under this is a row of up to four icons, showing the army types which may be produced by the city. Clicking one of these icons brings up the relevant details about that troop type and selects it for production. The Stop button cancels all production in that city.



The Buy Production button allows you to purchase the capacity to build new types of units.



The types of units which can be bought are displayed at the top of the dialogue. Any unit which you do not have enough money to buy will be greyed out. Right-clicking on any Army icon brings up information about that army type. To purchase the capacity to build a new unit, click the unit and then click the Buy button.

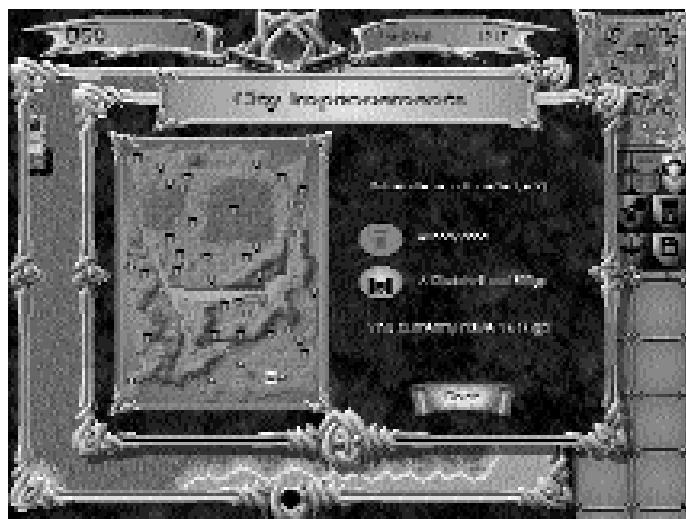
When a city is captured, its new owner can only produce armies which are common to both sides. For instance, if the Sirians capture a Lord Bane city that was producing skeletons, they will not suddenly acquire the ability or the inclination to animate and recruit the occupants of the local graveyard. Therefore the capacity of that city to build skeletons will be lost to the Sirians. If none of the armies that could be produced by a captured city can be produced by the victorious side, then the city will have no production capacity until a new production capacity is bought.



The Set Vectoring button usually allows you to automate the vectoring process. Units which are vectored to another city will appear in the second city two turns (or more if timed vectoring is in effect; see Game Options, p.61) after they would normally have appeared in the city that produced them. This is a simple way to move units to where you want them, especially from cities that are far behind the front line. Vector times for units may be adjusted in the customise options section.

Building Up Your Cities

We hear you! This one feature, present in the original Warlords but absent from Warlords II, has produced more irate letters and phone calls than any other game feature. It appears that you want to be able to build up your cities, so here's how to do it.



Click City/Site Building from the Map Info window or from the City menu. You will be able to build a Village (+1) up to a Fort or Castle (+2) or all the way to a Stronghold or Citadel (+3). Similarly Forts or Castles may be built up to Strongholds or Citadels. Cities and sites which have been razed may also be rebuilt through this dialogue (see below).

Sites

Sites fall into three broad categories—ports, mines, and others. Ports are where armies can go to sea, or land if they are already at sea. If a non-flying army is given a move order which would take it over water it will move to the nearest port, hire ships, and sail off. Ports also add gold to the nearest city.

Mines add to the money earned by the nearest city. Fields also add to the gold of a city.



Other sites include temples, stables, shrines, weaponmasters, smithies, barracks and ranger's towers. Temples and shrines bless any army produced at the nearest city as well as any army that visits them. Blessing increases the strength of an army by one, as well as curing any poison, disease or paralysis and making the army immune to the effects of poison, disease, and paralysis in the future. Stables add two to the movement of any cavalry army built in the nearest city. Weaponmasters add one to the hit points of any army built in the nearest city. Smithies add one to the strength of any army built in the nearest city. Barracks subtract one turn from the production time of any army built in the nearest city. Ranger's Towers add two to the viewing range of any army built in the nearest city.

All sites can be razed. This is a way to damage an opponent, even if you are unable to capture his city. To raze a site, simply move an army onto it and select Raze from the Current Stack dialogue or the Group menu. Because of the negative effects that razing will have on your diplomatic standing, you will be given an opportunity to rethink your decision. Razed sites can be rebuilt through the Build City/Site dialogue (see above). Although ports can be razed, this is only considered to have burned the jetty and the customs house. The harbour is considered to be unharmed and armies can still embark/disembark at the razed port.





MONEY

In Darklords Rising you are controlling an empire, and just like a real empire, there is never enough money (measured in gold pieces or gp). How do you get money? There is basically one solution: capture cities. You start the game with some gold, but after this almost all gold is generated by cities.


Each city has an income associated with it, which represents trade and taxes. If you own a city, its income will be added to your tally of gold at the beginning of every turn. Thus if you owned three cities generating 20gp, 25gp, and 28gp respectively, you would receive 73gp at the start of your turn. Some cities have associated mines or fields which increase their income every turn.

When you take an enemy city you are given the option of pillaging or sacking the city. Pillaging and sacking both generate money, but damage the productive capacity of the city. In the case of pillaging this does not really matter, as the production capacity that is pillaged would have been useless anyway. Heroes can also find money in ruins, be rewarded with money by sages, or receive money as the reward for a successfully completed quest.

Where does the money go? Chiefly the money goes to support your troops. Although armies are free to produce, you must pay for their upkeep every turn. Money can also be spent on building production for new troop types in cities, upgrading city defenses, rebuilding razed sites, bribery, and hiring mercenaries and heroes.

Lack of Money

Lack of money is a serious problem. This is not often the case early in the game, but as your empire expands you will usually find that you are either making a profit each turn, in which case you will soon be very rich indeed, or you are losing money, in which case your coffers will soon be empty. If you run out of money, armies which haven't been paid will spontaneously disband. You may wish to disband armies yourself before this happens, otherwise the army which disappears may be the vital force that was defending your capital. You may also sell magic artifacts to make a bit of quick cash. Don't expect the greedy merchants to give you a fair price though, they have to make a profit!



HEROES AND HEROINES

Heroes are your most important armies and should be protected so that they may grow and prosper. This is especially true in the campaign game where heroes are the only armies that you are able to take with you from one scenario to the next. Players should note that heroes and heroines in Darklords Rising are equal in all respects. However, for the sake of avoiding ponderous sentences we will use the word hero to refer to both sexes.

The Hero Menu

Heroes are such an important part of the game that an entire menu is devoted to them. The Hero menu has been arranged with the most commonly used commands at the top. We will therefore discuss the commands out of order.



Examining Your Heroes

Clicking the Hero Report menu item brings up the Hero Report dialogue. Using this dialogue you are able to scroll through each one of your heroes. The Hero Report dialogue contains quite a large amount of information. At the top of the dialogue is the hero's name. On the left side of the dialogue is a map, showing the current position of the hero. On the right side of the dialogue are icons representing the hero and any armies stacked with him or her.

Underneath the hero name is the hero's class. Each hero belongs to one of ten different classes, each with their own strengths and weaknesses. Each side may recruit heroes from up to four different classes, for instance the Sirian Knights recruit priests, wizards, warriors, and paladins, while Lord Bane prefers to recruit necromancers, vampires, priests, and warriors. Each class has a set of base abilities which grow with experience. More on experience and hero development in due course.

Below the hero class are the hero's statistics, strength, hit points, leadership bonus, movement, viewing range, and hero level. All but the last two of these characteristics have been discussed in the sections on movement and combat. Viewing range is only significant when the game is being played with the Hidden Map and/or Fog of War options. Briefly, the greater the hero's viewing range is, the greater the radius around the hero that is visible. Hero level is a measure of how much experience the hero has gained (see below).

Unlike normal armies, heroes may carry and use magical items. These are listed in the two boxes at the bottom of the Hero Report dialogue. Magical items may be either carried by the hero or be on the ground in the same square as the hero. Unlike previous versions of Warlords, heroes in Darklords Rising automatically pick up any magical items they move over. The only reason to place a magical item "on the ground" is so that it may be picked up by another hero. Double-clicking on any magical item listed in either column will switch that item to the other column. In the best traditions of fantasy gaming, there is no limit to the number of items which may be carried by a single hero.

The Get Items command on the Hero menu takes you to the Hero Report dialogue. Items may also be sold to make some extra cash. To sell magical items click the Sell Items command on the Hero menu. Any items you possess will be listed, along with the price that the local merchants are offering.





The Hero Deeds command on the Hero menu opens the Hero Deeds dialogue. This dialogue shows a list of each hero's noteworthy deeds and indicates where they occurred on the map.

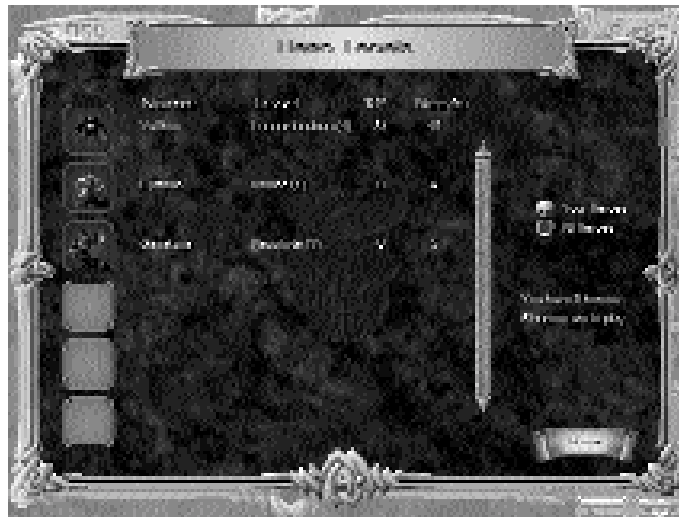


Levels and Experience Points

Heroes in Darklords Rising can increase their capabilities by gaining experience. Experience is measured in experience points, and certain numbers of experience points correspond to different hero levels. Heroes gain the following experience points: searching a ruin +3, capturing a city +2, defeating an enemy outside a city +1, defending against attack +1, being blessed +1, completing a quest: easy +2, average +7, hard +14.



The Hero Levels command on the Hero menu shows all your heroes (up to a maximum of six) with their levels and number of experience points. Also shown is the number of experience points required to reach the next level.



When a hero gains enough experience points to go up a level he or she is awarded ability points. Ability points may be spent on increasing one or more of a range of abilities, and in some cases buying new ones (such as the ability to cast spells). Each hero class has its own list of things that ability points can be spent on.



The maximum level that any hero can attain is ten. By this stage the hero should be as powerful as he will ever need to be.

How Magic Works

Darklords Rising includes a magic system that may be used by certain hero classes. In order to cast a spell a hero must fulfil certain requirements. First the hero must have learned the spell. When heroes start the game they do not know any spells. Spells have to be bought with ability points when the hero reaches a new level. Different hero classes will be able to learn different spells. For a complete list of spells see Appendix 3.

Even if a hero knows a certain spell he must draw upon a central pool of magical energy, or mana, in order to actually cast the spell. Mana is produced by cities and can also be found by heroes in the form of mana crystals. Just to complicate matters there are three types of mana: black, grey, and white. Some sides can use only certain types of mana, others can use all three types.

To check on how much mana you and your opponents have stored and are earning select the Mana Report from the Reports menu (see p.69) At the left side of the screen is a miniature version of the game map showing which cities produce mana and whether it is black, white, or grey. On the right of the screen the eight sides are shown. Below them is a starburst showing which colour mana the side uses. Below the starburst are four rows of numbers showing respectively, current mana, maximum mana, mana earned per turn, and mana expended in the current turn. Note that the amount of mana you earn per turn is the total of mana from cities you currently own and mana crystals you possess. Any mana crystals you possess also add to your maximum mana level. Note that white mana users cannot use black mana and black mana users cannot use white mana. Grey mana users can use mana of any shade.

To cast a spell a hero must select Cast Spell from either the Current Stack dialogue or the Hero menu. This will bring up the Cast Spell dialogue. At the top of the dialogue is a list of spells known by the hero along with the costs in mana to cast them. At the bottom of the dialogue are three numbers. From left to right these are, total mana in the mana pool, total mana income per turn, and total mana expenditure in the current turn. To cast a spell click the spell you wish to cast. If you do not have sufficient mana to cast a particular spell, it will be greyed out. A description of the selected spell will appear and clicking the Cast button will cast the spell. Once a spell has been cast, the caster's icon will be surrounded by a magical aura to indicate that a spell is in play.

To check on spells in play, select View Spells in Play from the Current Stack dialogue or the Hero menu. This will bring up the Current Spells dialogue. The dialogue will show how many spells are in play, which hero is casting them, and where this is occurring on the map. Once cast, most spells will continue until you cancel them or run out of mana. To cancel a spell, simply click the red circle next to the spell in question.

Each side has a maximum limit on the size of their mana pool. Any unused mana in excess of this limit is lost.





Searching and Questioning

Description of Searching

One of the functions of heroes is to search ruins. In so doing they may find magical items, gold, mana crystals, information, be joined by powerful allies, or be killed by the guardians of the ruin. Your hero can search either alone or with some help.

Ruins

Unexplored ruins are always guarded. If your hero defeats the guardians, or persuades them to join him, he is considered to have also explored the ruin. Upon exploration, ruins can yield gold, items or allies, or the hero may encounter a sage. The sage will offer up to three choices. If the Hidden Map option is on, the sage will offer to reveal a small area of your choice on the map. Or you may ask a sage for the location of a particular item, or choose to be rewarded with a valuable gem. Once a ruin has been explored, it is useless.

Temples

All armies, including heroes, may present themselves at a temple and receive a blessing. Due to the intensely practical nature of religion in the land, this blessing is worth +1 combat value and makes the recipient immune to the effects of poison, disease, and paralysis. You cannot be blessed twice. In Darklords Rising to be blessed at a temple you simply move over it.

Where to Search

The Ruins command in the City menu brings up the Ruins dialogue which shows all of the ruins on the map. Ruins are classified as explored and unexplored.

Description of Items

Magical items are found in ruins, given out by temples as rewards for successful quests, or bought from merchants. (You also might be lucky enough to find one lying around!) Artifacts can confer a range of bonuses on heroes, allow a stack to fly, or improve tax collection from the wretched peasants.



Questing

Quests are specific missions allocated to and performed by heroes in exchange for experience points and rewards. You should quest as often as possible. Heroes can obtain quests in cities. There are three types of quests, imaginatively called easy, average, and hard. Only easy quests are offered in villages. Easy and average quests are offered in castles and forts, while quests of all difficulty are offered in strongholds and citadels. Harder quests earn more experience points and are rewarded more generously. Only one hero per side can have a quest at any one time, and the quest lasts until it is fulfilled, or it is impossible to complete. A new feature in Darklords Rising is the ability to set aside quests that you don't want or which you decide would be too hard to complete. A quest is allocated to a specific hero and he must perform the actions indicated in the quest. Heroes receive experience points for completing quests, 2 points for completing an easy quest, 7 for an average quest, and 14 for a hard quest.

To accept a quest a hero in a city must select Get Quest from the Current Stack dialogue or from the Hero menu. You will be offered a choice of quest difficulty and the type of quest. To examine a quest in progress click Show Quest on the Hero menu.



GAME OPTIONS

Darklords Rising has a large number of game options. These allow you to customise the game exactly to your liking, and enable you to play more complex games as your knowledge and confidence grow. Click on Edition Options to go to the Customise Options screen.



Razing - No Razing - On Capture - Any Time

You have three options to choose from for your Razing option. As mentioned in "Cities and Production," razing can be strategically advantageous.

Viewing Options

Spy on Enemies - If the Spy on Enemies option is active you will see other players' turns being played as if they were your own. This includes being able to see their portion of a hidden map.

Discover Ruins - If the Hidden Ruins option is on, this option allows armies which move within viewing range of a hidden ruin to discover it.

See in Stacks - Allows you to see the composition of an enemy by right-clicking a tack.



See in Cities - Allows you to see the number of opposing armies in a city.

Hidden Map - All of the map is hidden and the only exposed terrain is a small area around your start castle. The map is only exposed as your troops move over it. This option is especially useful if you have chosen a Random Map scenario. Of course, it will also produce a certain amount of doubt in players' minds.

Fog of War - With this option in play, even if a portion of the map is visible, only enemy armies within the viewing range of a friendly army will be visible.

Neutral Cities

Active

Weaker

Stronger

Normal neutral cities have a single defender of the lowest strength that the city can make. They should be pushovers for any attacking force, especially if led by a hero.

Stronger neutral cities have a single defender, randomly selected from among all the types that city can build.

Active neutrals start with a single defender as well. The defender is also more likely to be a strong defender. If an attack on an active neutral fails, the city will start producing extra defenders, up to a maximum of five armies.

City Setup

Scenario - The number of cities owned by each player is determined by the scenario designer.

All Owned - Every city on the map is owned by a player (human or computer) with no neutral cities.

One Each - Each player begins with one city that acts as the capital.

Custom - Allows you to select the number of cities per clan to begin with and sets the random capitals option (default is 1).

Random capitals - Available only in custom mode, selects one of your cities to be the capital at random. The Customise option allows you to select a different number of cities for each side.



Choose Capitals - The Choose Capitals option allows you to view the game map and choose your capital before the game starts.

Note that some random map game types (such as Crusade or North vs. South) specify the city setup. If one of these game types has been chosen the city setup options will be greyed out.

Army Setup

Scenario - The number of armies controlled by each player is determined by the scenario designer.

1 Per City - One army per city.

1–4 Per City - Each city starts with between one and four armies.

Custom - Each player is given a certain number of points with which to buy his initial armies. Each army is worth a certain number of points. Players may also select the number of points per side to begin with (default=500).

The Customise option allows you to select a different number of army points for each side.

Note that some random map game types (such as Crusade or North vs. South) specify the army setup. If one of these game types has been chosen the army setup options will be greyed out.

Combat Options

Advisor - If the Combat Advisor is on when the Combat cursor is poised over an enemy stack, holding down the Shift key will turn the Combat cursor into the Combat Advisor cursor #. Clicking will then bring up the advisor's opinion of the coming combat, which is pretty accurate. What the advisor does is to run the potential combat 100 times and express the result as a chance in ten of victory. If the advisor tells you that there is no chance of losing, that just means that you won 100 out of 100 mock battles. This is not to say that the laws of chance won't throw a spanner in the works when the real battle takes place and give the victory to your opponent, it just means that this is very unlikely.

City Damage - With this option on every time a city is taken, the city level will be reduced by 1 as a result of battle damage.

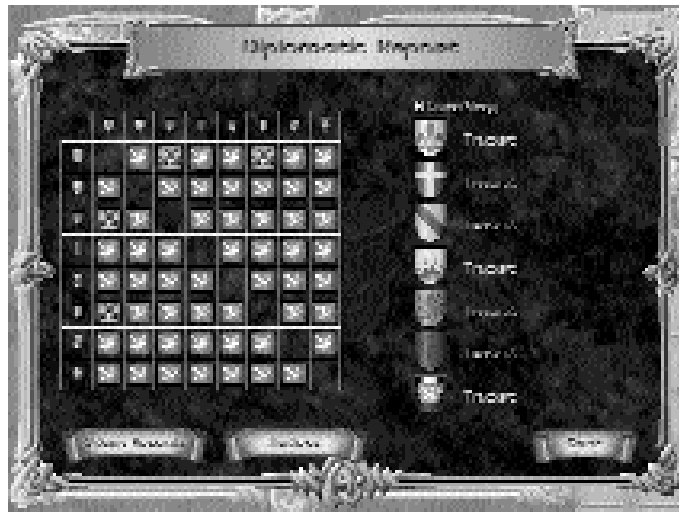


Combat Dice: 18–26 - Whenever a combat occurs the computer generates random numbers which it compares with the combat strength of the armies involved. If the number rolled is less than the army's combat strength then a hit has been scored by that army. When one of the two armies scores a hit and the other doesn't, the latter army loses a hit point. The smaller the maximum random number the more heavily weighted the combat will be in favour of army quality. The larger the maximum random number, the greater the chance that weaker armies will defeat stronger armies. In short, the lower the combat dice number, the more combat will favour stronger armies. For some game types (e.g., Crusade, North vs. South), this option must be left on.

Game Options

Diplomacy: This option is very powerful. If it is off, then all computer sides are usually at war with human players. If it is on, then a complete diplomatic system regulates the conduct of sides towards each other.

Under the system, sides can be in one of three states towards each other. These are Allied, Peace, or War. Choosing Diplomatic Report in the Report menu depicts the diplomatic relationships between all the sides in the game and the feelings of each side towards your side.



If you wish to send a diplomatic proposal to another player you should click the Actions button in the Diplomatic Report dialogue. This brings up the Diplomatic Action dialogue. This dialogue shows the feelings of each other player towards your side, any offers made by either you or them, and a Bribe button for each side. Clicking the Bribe button brings up the Bribe dialogue and allows you to influence another player's feelings towards your side by offering him money. For every 50gp given to a computer player, that player's hate index towards you will go down by 1 point.



Each computer player has a hate index towards all other players. This index can be anywhere from 0, meaning that the computer player trusts you implicitly, to 100, meaning that the computer player considers you the lowest scoundrel ever to darken the face of Etheria. Every action you take has some effect on each player's hate index. Often it can be difficult to avoid becoming hated by computer players, if only for being too powerful. However, the computer prefers to have only one enemy at a time, so it's quite possible to be hated but not at war.

The descending stages of diplomatic standing are: trust, friendship, uncertainty, dislike, disgust, anger, hatred, rage, frenzy.

If the only players left standing in a game are allied, then they are considered to have jointly won the game.

Hidden Ruins - This option causes some of the ruins on the map to be hidden. They



will not be revealed except by a sage, or as the reward for a successfully completed quest or by discovery, if that option is also on.

Quests - While visiting certain cities and searching at temples, your hero will be offered quests. Only one hero per side can be conducting a quest at any given time. Rewards for quests are typically magical items of greater than usual power.

Spells - With this option on, heroes can learn and cast magic spells.

Merchants - With this option on, a merchant may occasionally appear and offer to sell you an item.

Mercenaries - With this option on, mercenary armies will occasionally offer their services to your side, at a price.

Random Turns - Normally the order of turns is set by the order of the game start screen. Random turns sets the player order at random. This is greyed out for multiplayer games.

Preferences (saved from game to game)

Music:

Highlights - This option will play music at certain pivotal moments in the game.

Background - This option will play background music throughout the game.

Animation

The armies in Darklords Rising animate as they move. The speed of this animation may be varied from slow to very fast. In order to speed up gameplay, select a faster setting.

Speed-up Computer Players

This option animates computer players' armies at the maximum speed regardless of other animation speed settings.

Sound FX

This enables you to turn certain sound effects on or off and to vary the volume.

Auto Scrolling

With this option on, moving the mouse to one side of the screen will automatically scroll the Tactical Map.



Fastscrolling

The fastscrolling option considerably speeds up autoscrolling.

Animate Water

With this box selected, the water will constantly animate.

Combat Screen



Opening

Allows you to set the speed at which combat begins.

Closing

Allows you to set the speed at which the combat display closes after combat is done.

Animation Speed - Determines the speed of animated graphics in the combat display.

Display When...

Checking the appropriate boxes allows the option of viewing the combat display in these situations:

- Human v. Human
- Human v. Computer
- Human v. Neutral
- Computer v. Human
- Computer v. Computer
- Computer v. Neutral





Command Summary

Most of the commonly used game commands are duplicated as menu items, and also have keyboard equivalents. Some of the less common commands are only found in the menus. A list of shortcuts can be found by pressing the F1 key.



The Group Menu

Move All - This command moves all armies with an established movement path.

Centre on Group - This command centres the Tactical Map on the current group.

Fight Order - This command brings up a dialogue showing the order in which units fight. The fight order can be altered to suit the individual.

Disband - This allows you to disband the current group.

Cancel Path - This cancels the movement path of the current group.

Group All - This groups together all the armies in the currently selected stack.

Stack dialogue - This brings up the Stack dialogue.

Raze - This burns a city or a site to the ground.

Ungroup All - This splits all armies in the current stack into separate groups.

Vector Group - This brings up the Vectoring dialogue which allows armies to be moved automatically between cities.



The Reports Menu

Army Report - Compares the number of armies owned by each side.

City Report - Compares the number of cities owned by each side.

Diplomatic Report - Examines the diplomatic interactions between the different sides.

Events Report - Lists important events which have occurred in the game.



Gold Report - Compares the amount of gold owned by each player.

Kills Report - Lists the number of enemy armies killed by you.

Mana Report - Compares the amount of mana held by each side.

Production Report - Shows the armies produced by you this turn.

Ruin Report - Examines the ruins on the map.

Site Report - Examines the sites on the map.

Spells Report - Examines any spells currently in play.

Winners Report - Gives the computer's best estimate of who is currently winning the game.



The City Menu

Production - Allows you to produce armies.

Vectoring - Allows you to vector armies between cities.

Build City/Site - Allows you to build up city defenses or rebuild razed cities or sites.

Raze - Allows you to raze a city or site.

City Report - Compares the number of cities owned by each side.

Ruin Report - Examines the ruins on the map.

Sites Report - Examines the sites on the map.

Go to Capital - Takes you to your capital.

Clean up Cities/Armies - Arranges any armies in cities into neat stacks.





The Hero Menu

Search - Searches a ruin.

Get Quest - Gets a quest in a city.

Cast Spell - Casts a spell known by the hero.

Get Items - Allows a hero to examine his items.

Hero Deeds - Examines a list of the hero's deeds.

Hero Levels - Examines the experience of all your heroes.

Show Quest - Displays a quest in progress.

Hero Report - Shows the statistics of the current hero.

View Spells - Views spells already in play.

Sell Items - Sells magic items to merchants.

Ability Points - Spends ability points on upgrading hero statistics.



The Lists Menu

About Scenario - A brief description of the current scenario.

Army Lists - Lists of the army composition of the sides in the current scenario.

Hero Lists - Lists of the hero types available to each side and their attributes.

Item Lists - List of the items present in the current scenario.

Side Lists - List of the sides engaged in the current scenario. You can elect whether or not to view each side.

Campaign Introduction - Repeats the introductory briefing to the campaign scenario.

Campaign Briefing - Repeats the introductory briefing to the current campaign scenario.

Introduction - Repeats the introductory briefing to the current stand-alone scenario.





The Options Menu

Help - Lists keyboard shortcuts in the game.

Chat Mode - Enables players in a network game to send messages to one another.

E-Mail Statistics - Displays statistics about your opponents in an E-Mail game, specifically whether they have been cheating or not.

View Game Options - Views the game options set up at the start of the scenario.

Set Preferences - Alters the preferences set up.

Resign - Resigns from the game.

About Game - Gives the version number and other statistics of the game.

Save Game As - Saves a game.

Load Game - Loads a game.

New Game - Starts a new game.

Minimise - Minimises the game to the Windows 95 or Windows 98 taskbar.

Quit - Quits to Windows 95 or Windows 98.





Troubleshooting

Note: For additional troubleshooting information, consult the ReadMe and Web site www.warlords3.com.

Installation

What do I do if there is an error installing DirectX and what do I do if I have video or sound problems?

Darklords Rising uses standard Microsoft DirectX 5.01a or higher for video, sound and multiplayer communication. You may want to contact your hardware manufacturer for compatibility information and latest drivers for your video card, sound card, or modem. You may also want to check Microsoft's Web page for more information on the latest DirectX drivers.

Single Player

What do I do if I have a multitrack CD player and Darklords Rising won't run?

There are some drives which may have trouble getting recognised. Usually, putting Darklords Rising as the first CD will solve the problem.

What do I do if I keep clicking on the wrong places and/or my units move to the wrong places?

Like most other games, Darklords Rising has standard interface rules that should be followed in order to optimally play the game. Darklords Rising buffers mouse clicks because of the need to double-click on stacks (e.g., to group). In addition, units move immediately when selected and when a subsequent mouse click is detected, this may result in additional movement. So in order to get the most accurate movement, make sure the right stack is selected, click only once to move, and wait two or three seconds before the next mouse click whenever you are doing movement or selecting objects. Darklords Rising is not an action game, so faster mouse clicking or erratic mouse movement will result in units moving to undesired places.



How can I speed up single player play?

- a) We recommend turning off Animated Water on Pentium 90 or below.
- b) We recommend defragmenting your hard drive.
- c) We do not recommend compressed drives.
- d) You can adjust the amount of unit animation detail level by selecting Set Preferences, which will directly affect the rate of speed for each unit movement.
- e) The computer has to do a lot of thinking. It is at its slowest on Hidden Map games, because it is forced to explore the map like a human player. Turning off the Hidden Map option, or leaving computer players out of Hidden Map games, will speed up the game.
- f) We recommend at least 60MB of free space on the hard drive partition Windows 95/98 is installed on for the Windows swap file. The swap file allows Windows programs to run efficiently in Windows.

Multiplayer

Red Orb Entertainment and SSG have made every effort to ensure that playing Darklords Rising is a pleasant experience. If you are having problems, please try to ensure the problems you are experiencing are isolated to Darklords Rising. First, try to re-create the problem by reloading and playing the saved network game (usually you should go two or three turns back). If you cannot re-create the problem, then there may be a problem with your Windows dialer, your modem, your hard drive, or most likely it may just be a temporary problem of the Internet. In addition, the problem may be a random occurrence in somebody's hardware or software. Red Orb Technical Support may not be able to assist you in any of these situations because the problem was not related to the product. In addition, Darklords Rising has an extensive save feature for multiplayer games in the event the game has problems, so you can easily restart. (If using Red Orb Zone, you may want to set a game room name to meet at again in case you need to reload a multiplayer saved game.)

What are some tips if I cannot connect to my Internet service provider?

- a) Contact your Internet service provider directly to solve problems you may have with your Internet connection (e.g., AOL, Compuserve or Demon).
- b) You may want to check to make sure you don't have a virus.
- c) Contact your ISP to make sure they are not having server problems.



What are some tips if I get a game started but I or somebody else drops out during the game?

Although there are several reasons why you may crash, here are some tips to increase reliability in Darklords Rising games (and other games as well).

- a) Make sure your disk drive is defragmented and scanned for bad sectors.
- b) Check to make sure your other multiplayer games are working correctly. If this is your only multiplayer game, check your Internet browser to see if it is functioning properly. If not, you may have problems with your modem, Windows 95 Dialer or Windows 98 Dialer, or other hardware problem. Please contact the relevant manufacturer for updated drivers or help. Red Orb Entertainment does not provide drivers or help on software or equipment other than those products published by Red Orb Entertainment.
- c) Turn music off. In some rare instances, some CD-ROM drives have long seek times to find music tracks that may result in game timeouts. Usually, these drives are using old DOS CD-ROM drivers. You may want to look for updated Windows 95 or Windows 98 CD-ROM drivers, or turn off music.
- d) Check your log on to your Internet service provider. If you are logging on under 26000 baud, then you may experience lags and drop outs while playing multiplayer games. This is a function of the performance of your ISP.
- e) Check to make sure you have at least 60MB free on the hard drive which Windows 95/98 is installed on. Windows 95/98 often uses virtual memory (hard drive space used as temporary memory) to increase performance and reliability of programs including Darklords Rising. In addition, if you installed Darklords Rising to the same drive partition as Windows 95/98, then make sure you have at least 80 MB free on your hard drive.
- f) Check to make sure Darklords Rising is the only application running. Please turn off all other programs such as screen savers, backup programs, and other utilities. Also, power management software or hardware may crash multiplayer games if any player allows their power management to turn on.



- g) Darklords Rising may work with a compressed drive but we do not support compressed drives (e.g., Stacker and Drive Space). Particularly in multiplayer games, slow drive performance will decrease game speed and reliability.
- h) Try uninstalling Darklords Rising and reinstalling it because some files may have been corrupted. You should uninstall Darklords Rising with Start\Settings\Control Panel\Add/Remove Programs.
- i) DirectPlay does not support Internet play through most corporate "fire walls" that use proxies.
- j) Make sure both modem settings are set to Error Correcting on and Compression on. You may check your setting by going to Start\Settings\Control Panel\System\ Device Manager\Modem\ double click on modem and select "\Connection\Advanced\". The modem settings should always have Use Error Correction on and Compression on.

Note: If you receive a Resynchronisation message, don't panic. This message simply states that the program is assuring all systems in a multiplayer game are in sync and functioning properly. It is normal to receive one or two resynchronisation messages every ten turns. The game will usually continue on without a problem.

Note 2: Selecting Cntrl and Backspace will allow players to see the quality of their connection to each other. Low quality connections may result in player dropouts, crashes, and poor performance.

IPX

Why don't we see each other on the IPX network?

- a) First of all, check to make sure all players are on the same Frame Type. You can do this by selecting Start\Settings\Control Panel\Network\IPX... \Properties\Advanced\Frame Type\ . You should all select the same frame type (e.g., 802.3). Alternatively, Auto Frame type setting may work fine for many systems.
- b) Check to make sure you can see each other's computer first. It may be bad cabling or a loose plug that prevents any accessing or sharing information with other computers on the network and also with Darklords Rising. Also, retrying or retrying with a different host may fix the problem.



Why do I experience erratic performance and other problems?

An IPX network is like a mini Internet: if it is too crowded performance and stability suffer. Try playing on a different network or at a different time.

How do I play on Kali?

Darklords Rising uses standard IPX network software to run. You may run Darklords Rising in Kali by launching Darklords Rising within Kali. We recommend that you turn chat off before you go into the game so private messages to you won't interfere with Darklords Rising.

TCP/IP

What do I do if I cannot find the game host?

Make sure you have the correct IP address. Usually, players are given new IP addresses whenever they log on to their ISP. You may use Kali in order to get the correct IP address of the host or connect through Red Orb Zone. Alternatively, some newer Windows 95 users (OSR2) have a program called WinIPCFG which will tell the user what his or her IP address is.

Modem

Why can't I connect with another modem or why do I crash during gameplay?

Make sure both modem settings are set to Error Correcting on and Compression on. You may check your setting by going to Start\Settings\ControlPanel\System\ Device Manager\Modems\'double click on modem and select'\Connection\ Advanced\'. The modem settings should always have Use Error Control on and Compression on.



Direct Serial Connect

How do I know if my direct serial connection is working?

The best way to find out if a connection is live is to try two or more programs that support direct serial connections. If all programs do not work, it is probably a bad cable or the wrong cable.

Speeding up multiplayer play

- a) We recommend that only Pentium 133 or higher computers host three or more human or computer player games.
- b) Animation speed directly affects all players' machines. Speeding up animation will decrease the frames of animation and thus speed up every-body's machine. Only the host may change the animation speed.
- c) Turn off water animation. We recommend all users of Pentium 90 or slower computers turn off water animation.
- d) If playing with computer player(s), turning off Spy on Enemies, turning off Hidden Map, and turning off Observe in the Sides List will speed up gameplay. The computer player doesn't have prior knowledge of the map, so it has to scout the map which results in longer computer player turns.
- e) If you have performance or stability problems over Red Orb Zone or the open Internet, we recommend playing multiplayer games over Mplayer game matching service.

Red Orb Zone

What do I do if I am having trouble logging on to Red Orb Zone or I am receiving error messages?

First of all, try accessing Red Orb Zone several times. The Internet does not always deliver information perfectly. If you are still having trouble, try again in a few hours. As indicated earlier, testing other Internet programs like a browser will assure you that your connection to the Internet is live. If so, Red Orb Zone may be experiencing server problems or server overload. We will make every attempt to address both problems and server overload as quickly as possible. Please do not contact Red Orb Entertainment if you are having problems logging on. Our own monitoring equipment will notify us if our servers are down or overloaded. If after several tries you still cannot log on, then you could contact us to try to address the problem.



If you have worked through these troubleshooting suggestions and still need assistance, you can contact Red Orb Entertainment Technical Support by using the options listed below. It will be very helpful if you can tell us your computer make and model, and the brand names of both the video card and sound card you are using. If possible, have the computer both positioned near your phone and turned on. Please also be prepared to give us a detailed description of what happens when you try to run the program.

You can contact us in any of the following ways:

- Internet - Online support is available through our World Wide Web site at <http://www.redorb.com>
- Post - Send your questions to Red Orb Entertainment Technical Correspondence, Unit A, Sovereign Park, Brenda Road, Hartlepool, Cleveland TS25 1NN, UK.
- Phone - Call us on 01429 855000 from Monday through Friday between the hours of 9:00 a.m. and 5:00 p.m.





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Elva Trout, 1929-1997, In Memoriam

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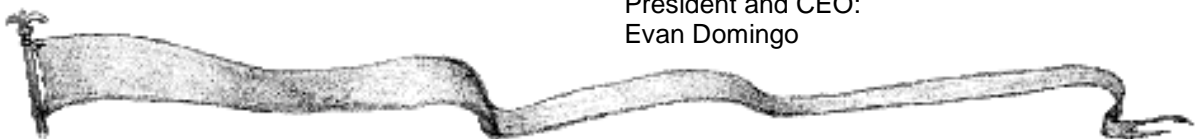
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And. . .

Thanks to all the loyal Warlords III fans for their
valuable suggestions!



Appendix 1: Darklords Rising

COMBAT DESCRIPTION

The combat in Darklords Rising follows the sequence:

1. POISON, DISEASE, Paralysis and Curse

Any armies on a side that have a poison, disease, paralysis or curse bonus total up their bonuses and apply them to their enemy. For example, suppose the Orcs have two spiders (+2 poison) in a stack. This gives a total of +4 poison, which equates to a 12% chance of poisoning every army on the other side. Poison drops the strength of a unit by 1, disease drops its hits by 1, paralysis drops movement by 5 and takes away all remaining movement points for that turn and curse removes any blessing or medals. These effects linger after combat and can only be removed by a blessing, obtainable at a temple or a shrine (special site). Units which have the poison +n ability are immune to being poisoned, units that have disease +n are immune to contracting disease, units that have paralysis +n are immune to being paralysed and units that have curse +n are immune to being cursed. Likewise, blessed units are also immune to poison, disease and paralysis. A unit may only be poisoned, diseased, paralysed or cursed once! These effects are not cumulative. Also, no stats may ever be taken below 1!

2. CALCULATE COMBAT BONUSES

Combat bonuses are now calculated for both sides. There are six combat bonuses that need to be added up: Leadership, morale, and fortification: add to the strength of friendly units. Chaos, fear and siege: subtract from the strength of enemy units. The overall bonus for a side is calculated as follows:

(My Leadership - Their Chaos) Which must be between -1 & 5

(My Morale - Their Fear) Which must be between -1 & 5

(My Fortification - Their Siege) Which must be between -1 & 5

After being totalled up, this value is forced into the range -3 to 5.

3. THE COMBAT

Units take turns to fight against each other, one at a time. Each time a new unit comes out to face another, the following sequence of events occurs:

a. Acid

If a unit has an acid ability, it gets to try to reduce the enemy's strength to half (rounding down). For example a Black Dragon with acid +5 has a straight 50% chance of reducing the strength of the first enemy it encounters by 50%. Note that a unit with a strength of one affected by acid is destroyed.

If two armies with acid abilities encounter each other in the first round of combat, their abilities are offset. For example: in the very first round army A has acid +1 and army B has acid +2. The acid attempt will be resolved as if army A has no ability and army B has acid +1.

b. Lightning

If a unit has lightning ability, it gets to try to reduce the enemy's hit points to half (rounding down). For example a Blue Dragon with lightning +5 has a straight 50% chance of reducing the hit points of the first enemy it encounters by 50%. Note that a unit with one hit point affected by lightning is destroyed.

If two armies meet and they both have lightning bonuses, they are offset like the acid abilities above.



c. Assassination

If a unit has an assassination skill, it gets to try to kill the enemy outright. For example, a Gnoll with assassin +1 has a straight 10% chance of killing the first enemy it encounters, no matter what the enemy's hit points!

This is only used once, when an army first steps into combat.

If two armies meet and they both have assassin bonuses, they are offset like the acid abilities above.

b. Missile Fire

Certain units, like archers, have missile weapons, and a missile rating, such as missile +n. This means that before the actual combat begins, they get n free shots at the enemy, where any successful shot is an automatic kill. A shot is resolved the same as a normal combat round. Dice are rolled for attacker and defender. If the attacker's dice is less than or equal to his strength and the defender's is greater than his strength, the shot is successful, and the defender is killed.

These free shots are allowed only once, the attacker does not get them against every enemy that steps up to fight him!

If two armies meet and they both have missile bonuses, they are offset like the acid abilities above.

c. Melee Combat

The two armies now go through a series of combat rounds, rolling dice and comparing against their strengths.

Army A Success & Army B Success	No effect
Army A Success & Army B Fail	Army B takes one hit of damage
Army A Fail & Army B Success	Army A takes one hit of damage
Army A Fail & Army B Fail	No Effect

When an army has no hits left, it is removed and the next army steps up.... Fortify and Siege bonuses apply in all combats, not just those in cities. Note that armies with the trample bonus will do more than one point of damage if they hit non-flying armies.

Appendix 2: Hero Classes

There are 15 classes of hero for Darklords Rising: warrior, general, thief, wizard, priest, necromancer, shaman, paladin, vampire, ranger, summoner, alchemist, bard, barbarian and monk.

Details about each class are listed on next page:



CLASS	STAT's	LEVEL	XP's	AP's	ABILITY	COST
Summoner	Str: 3 Hits: 1 Move: 18 View: 2	1. Apprentice	0	0	Move +3	1
		2. Invoker	4	1	View +2	1
		3. Convoher	8	2	'Summon Imp'	1
		4. Conjuror	15	2	'Terror'	1
		5. Master Conjuror	30	3	'Teleport'	1
		6. Lesser Summoner	60	3	Leadership +1	2
		7. Summoner	120	4	Chaos +1	2
		8. Master Summoner	180	4	'Summon Hound'	2
		9. Lord Summoner	250	5	'Minor Demon'	3
		10. Summoner King	350	6	'Greater Demon'	4
Alchemist	Str: 3 Hits: 1 Move: 18 View: 3	1. Apprentice	0	0	Move +3	1
		2. Tinker	6	1	Fortify +1	1
		3. Master Tinker	13	1	Engineer +2	1
		4. Artificer	25	2	'Create Golem'	1
		5. Master Artificer	40	2	Siege +1	2
		6. Lesser Alchemist	70	3	Leadership +1	2
		7. Alchemist	120	3	Hits +1	2
		8. Master Alchemist	180	4	'Teleport'	2
		9. Lord Alchemist	250	5	'Wall of Force'	2
		10. High Lord Alch.	350	6	'Create Item'	3
Monk	Str: 4 Hits: 2 Move: 20 View: 3	1. Neophyte	0	0	Strength +1	1
		2. Novice	3	1	Move +4	1
		3. Initiate	6	2	'Mighty Blow'	1
		4. Adept	12	2	'Body Control'	1
		5. Master	25	2	'Mind Control'	1
		6. Lesser Monk	50	3	Siege +1	2
		7. Monk	100	3	Hits +1	2
		8. Greater Monk	180	4	Leadership +1	2
		9. Master Monk	240	5	Move Bonus	2
		10. Grandmaster Monk	300	6	Fear +1	3
Bard	Str: 3 Hits: 2 Move: 18 View: 2	1. Apprentice	0	0	Move +3	1
		2. Journeyman	6	1	Strength +1	1
		3. Singer	12	1	Morale +1	1
		4. Songmaster	25	2	Leadership +1	1
		5. Minstrel	50	2	'Storm Song'	1
		6. Troubadour	100	3	'Song of Battle'	1
		7. Bard	150	3	Fortify +1	2
		8. Lord of Bards	200	4	'Song of Life'	2
		9. Prince of Bards	300	5	'Song of Stone'	2
		10. King of Bards	400	6	'Song of Fortune'	2
Barbarian	Str: 5 Hits: 2 Move: 20 View: 3	1. Phiseman	0	0	Strength +2	1
		2. Tribesman	4	1	Move +5	1
		3. Hunter	8	1	Hits +1	1
		4. Huntmaster	16	2	View +2	1
		5. Lord of the Hunt	35	3	Leadership +1	2
		6. Chieftain	70	3	Morale +1	2
		7. Barbarian	120	4	Chaos +1	2
		8. Barbarian Chief	180	4	Move Bonus	2
		9. Barbarian Lord	250	5	Fear +1	3
		10. Barbarian King	350	6	Speed	4

CLASS	STAT's	LEVEL	XP's	AP's	ABILITY	COST
General	Str: 4 Hits: 2 Move: 17 View: 3	1. Leader	0	0	Leadership +1	1
		2. Marshall	5	1	Strength +1	1
		3. Lieutenant	10	1	View Range +1	1
		4. Captain	15	2	Engineer +1	1
		5. Commandere	30	2	Movement +4	1
		6. Major	60	3	Morale +1	2
		7. Colonel	120	3	Move Bonus	2
		8. Major-General	200	4	Fear +1	2
		9. General	300	5	Hits +1	2
		10. Field-Marshal	400	6	Fortify +1	2
Necromancer	Str: 3 Hits: 1 Move: 18 View: 3	1. Neophyte	0	0	Movement +3	1
		2. Apprentice	5	1	'Terror'	1
		3. Novice	10	1	'Flight'	1
		4. Lesser Warlock	18	2	'Chaos Seed'	1
		5. Warlock	35	2	'Phantom Steed'	2
		6. Greater Warlock	65	3	'Invisibility'	2
		7. Necromancer	100	4	'Reanimate'	2
		8. Ghostmaster	150	4	'Whirlcall'	2
		9. Lichemaster	250	5	Chaos +1	2
		10. Deathmaster	350	6	'Lifeline'	3
Paladin	Str: 4 Hits: 2 Move: 16 View: 2	1. Squire	0	0	Strength +1	1
		2. Cavalier	5	1	Movement +3	1
		3. Lesser Knight	10	1	Morale +1	1
		4. Knight	18	2	Fear +1	2
		5. Greater Knight	32	2	Hits +1	2
		6. True Knight	64	3	'Fortify'	2
		7. Paladin	120	4	'Bravery'	2
		8. Great Paladin	200	4	'Phantom Steed'	2
		9. Grand Paladin	300	5	View Range +2	2
		10. Paladin King	400	6	Leadership +1	2
Priest	Str: 3 Hits: 2 Move: 18 View: 3	1. Novice	0	0	Movement +3	1
		2. Initiate	4	1	View Range +2	1
		3. Cleric	8	1	'Fortify'	1
		4. Bishop	15	2	'Bravery'	1
		5. Archbishop	30	2	'Haste'	1
		6. Cardinal	50	3	'Mighty Feast'	2
		7. Priest	80	3	'Dig'	2
		8. Arch Priest	120	4	Morale +1	2
		9. High Priest	200	5	Leadership +1	2
		10. Priest King	300	6	'Augury'	3
Ranger	Str: 4 Hits: 2 Move: 20 View: 3	1. Trainee	0	0	Movement +4	1
		2. Tracker	4	1	Strength +1	1
		3. Hunter	8	1	Move Bonus	1
		4. Huntsmaster	16	2	View Range +2	1
		5. Trailmaster	32	2	'Fortify'	2
		6. Forester	64	3	'Invisibility'	2
		7. Ranger	120	4	'Haste'	2
		8. Master Ranger	200	4	Leadership +1	2
		9. Ranger Lord	300	5	Hits +1	3
		10. Ranger King	400	6	Speed	4

CLASS	STAT'S	LEVEL	XP's	AP's	ABILITY	COST
Shaman	Str: 3 Hits: 2 Move: 19 View: 3	1. Helper	0	0	Hits +1	1
		2. Apprentice	4	1	Movement +3	1
		3. Witchdoctor	8	1	'Fortify'	1
		4. Spiritcaller	15	2	Chaos +1	2
		5. Spiritmaster	30	2	'Augury'	2
		6. Lesser Shaman	50	3	'Jihad'	2
		7. Shaman	80	3	Fear+1	2
		8. Master Shaman	120	4	'Evil Eye'	2
		9. Shaman Lord	200	5	'Berserker'	3
		10. Shaman King	300	6	Flying	3
Thief	Str: 4 Hits: 1 Move: 22 View: 4	1. Rogue	0	0	Movement +5	1
		2. Cutpurse	5	1	Assassin +1	1
		3. Robber	10	1	Move Bonus	1
		4. Buzghar	18	2	Siege +1	1
		5. Master Buzghar	35	2	Chaos +1	2
		6. Villain	60	3	Income +5	2
		7. Thief	100	3	Invisibility	2
		8. Master Thief	160	4	Strength +1	2
		9. Lord of Thieves	250	5	Speed	3
		10. King of Thieves	350	6	Leadership +1	3
Vampire	Str: 3 Hits: 2 Move: 18 View: 3	1. Drone	0	0	Hits +1	1
		2. Bloodleech	5	1	Fear+1	1
		3. Bloodmaster	10	1	Strength +1	1
		4. Lesser Incubus	20	2	'Invisibility'	1
		5. Incubus	40	2	Movement +3	1
		6. Lesser Vampire	80	3	Chaos +1	2
		7. Vampire	150	4	Leadership +1	2
		8. Vampire Count	300	5	'Reanimate'	2
		9. Vampire Prince	400	6	Assassin +2	3
		10. Vampire King	500	7	Flying	3
Warrior	Str: 4 Hits: 3 Move: 18 View: 2	1. Trainee	0	0	Strength +1	1
		2. Apprentice	4	1	Movement +3	1
		3. Veteran	8	1	Leadership +1	2
		4. Swordsman	15	2	Hits +1	2
		5. Swordmaster	30	2	View Range +2	2
		6. Weaponmaster	60	3	Monie +1	2
		7. Warrior	100	3	Move Bonus	2
		8. Great Warrior	160	4	Fear+1	3
		9. Warrior Lord	250	5	Chaos +1	3
		10. Warrior King	400	6	Engineer +5	4
Wizard	Str: 3 Hits: 1 Move: 18 View: 3	1. Neophyte	0	0	Movement +3	1
		2. Apprentice	5	1	'Strength'	1
		3. Novice	10	1	'Hate'	1
		4. Conjuror	16	2	'Flight'	1
		5. Spellmaster	32	3	'Wall of Force'	1
		6. Lesser Wizard	50	3	'Heroism'	2
		7. Wizard	80	4	'Invisibility'	2
		8. Great Wizard	120	5	'Phantom Steed'	2
		9. Wizard Lord	200	5	Leadership +1	2
		10. Wizard King	300	6	Hits +1	3

Appendix 3: Spells

New spells are available for the new heroes - they are:

PR = Priest, SH = Shaman, MK = Monk, PL = Paladin, NE = Necromancer, AL = Alchemist, WI = Wizard, RG = Ranger, VP = Vampire, SH = Shaman, BD = Bard			
SPELL	COST	ABILITY	USED BY
Body Control	4	Strength +1, Hits +1, Move +4, View +1	MK
Create Golem	6	Summons 1 Clay Golem	AL
Summon Item	10	Summons aneaby item	AL
Dig	4	Engineering +2	PR
Evil Eye	5	Poison +5, Disease +5, Paralysis +5, Curse +5	SH
Mighty Feast	8	Hits +1 (group), Strength +1 (caster)	PR
Jihad	4	Siege +1, Move +4 (group)	SH
Lifesbane	20	Summons 6-10 Skeletons, 1-4 Wights, 1-2 Wraiths, 0-1 Undead Beasts	NE
Mighty Blow	2	Trample +1	MK
Mind Control	5	Fear +1, Morale +1	MK
Reanimate	6	Summons 4-8 Skeletons	NE, VP
Song of Battle	5	Morale +1, Move +5 (group)	BD
Song of Fortune	4	Leadership +1, Income +3	BD
Song of Life	9	Hits +1 (group), Move +4 (group)	BD
Song of Stone	4	Fortify +1, Engineer +2	BD
Storm Song	3	Lightning +2, Chaos +1	BD
Greater Demon	13	Summon 1-3 Fire Demons	SM
Summon Hound	7	Summons 1-5 Hellhounds	SM
Minor Demon	10	Summons 1-3 Ice Demons	SM
Summon Imp	5	Summons 1-3 Imps	SM
Teleport	10	Teleport to any friendly city	AL, SM
Terror	3	Fear +1	NE
Wraithcall	12	Summon 1-2 Wraiths	NE

Appendix 4: Quests
QUEST LIST

Rating	Name	Description
Easy	Escort Duty	The hero must travel to a city he already owns.
	Some Looting and Pillaging	The hero must sack or pillage d400+200gp.
	Searching a Ruin	The hero must search a nearby ruin.
	A Secret Message	The hero must move adjacent to a city that he does not already own.
	Hunting some Enemy Units	The hero must slay one unit of a given enemy army type. The enemy unit must be nearby.
	Carrying a Gift	The hero must visit a certain site.
	Capturing a City	The hero must capture a city which is nearby and poorly defended.
	Razing a City	The hero must raze a city which is nearby and poorly defended.
Average	Occupying a Rival Temple	The hero must capture an enemy city.
	Sacking a Rival Temple	The hero must raze an enemy city.
	Obtaining some Temple Gold	The hero must sack or pillage d600+600gp.
	Killing some Enemy	The hero must kill any d10+10 units from a given enemy side.
	Searching a Ruin	The hero must search a ruin.
	Finding a Holy Relic	The hero must find a given item which is still in a ruin.
	Burning an Enemy Site	The hero must raze a given site.
Hard	Killing a Heathen	The hero must kill a nearby enemy hero.
	Annexing a New City	The hero must capture a far-away enemy city which is well defended.
	Razing a Rival City	The hero must raze a far-away enemy city which is well defended.
	Recovering a Stolen Item	The hero must obtain a given item which is being carried by an enemy hero.

Rating	Name	Description
	Hunting some Enemies	The hero must slay 2d4 units of a given Enemy Units enemy army type.
	Assassinating an Enemy Leader	The hero must kill a powerful Enemy Leader enemy hero.
	Killing some Enemy	The hero must kill any d20+20 units from a given enemy side.

QUEST REWARD LIST

Rating	Name	Description
Easy	Some Gold Coins	d100+100gp
	A Magical Trinket	A minor magical item
	A Powerful Companion	1 Type-1 ally
	A Few Loyal Mercenaries	d3 Type-1 mercenaries
	The Map to a Lost Ruin	The location of a hidden ruin is revealed
	A hidden tome	4-6 XP
Average	A Chest of Gold	d500+500gp
	A Useful Magical Item	A minor or major magical item
	Some Powerful Allies	d4 Type-1, Type-2 or Type-3 allies
	A Group of Mercenaries	2d4 Type-1, Type-2 or Type-3 mercenaries
	The Map to a Nearby Lost Ruin	The location of a nearby hidden ruin is revealed
	Some Simple Training at the Temple	1 ability point
Hard	Mountains of Gold	d1200+1200gp
	A Magical Artifact	A major magical item or artifact
	A Host of Powerful Allies	d4+3 Type-1, Type-2, Type-3 or Type-4 allies
	A Small Legion of Mercenaries	3d6 Type-1, Type-2 or Type-3 mercenaries
	A Week's Tuition at the Palace	d3+1 ability points

Appendix 5: Site List

Site Name	Ability	Description
Port	Port/Gold +2	Allows armies to put to sea. Adds +2gp to income of nearest city.
Field	Gold +1	Adds +1gp to income of nearest city.
Trove	Gold +4	Adds +4gp to income of nearest city.
Mine	Gold +5	Adds +5gp to income of nearest city.
Shrine	Bless	Blesses all armies produced in nearest city. Blesses all armies moving over shrine. (Bless adds +1 to strength and cures disease/poison).
Blacksmith	Strength +1	Adds +1 strength to armies produced in nearest city.
Stables	Movement +2	Adds +2 movement to armies produced in nearest city.
Weaponsmaster	Hits +1	Adds +1 hits to armies produced in nearest city.
Ranger's Tower	View +2	Adds +2 viewing range to armies produced in the nearest city
Barracks	Production -1	Subtracts one turn from the production time of armies produced in the nearest city

Appendix 6: Abilities

ARMY	- A special ability of an army.
HERO	- An ability that a hero can gain upon acquiring a level.
ITEM	- A magical ability of an item.
RUIN	- A special reward granted by a searched ruin.
SITE	- A feature granted by a nearby special site.
SPELL	- An effect of a magical spell cast by a hero.

The following table describes all the abilities in Darklords Rising:

Ability	Description
0) Nothing	Zip, zero, nada...
1) Leadership +n	Adds +n to the leadership bonus.
2) Chaos +n	Adds +n to the chaos bonus.
3) Morale +n	Adds +n to the morale bonus.
4) Fear +n	Adds +n to the fear bonus.
5) Siege +n	Adds +n to the siege bonus.
6) Fortify +n	Adds +n to the fortify bonus.
7) Movement +n	Adds +n to one army's movement.
8) Strength +n	Adds +n to one army's strength.
9) All-Terrain Move Bonus	Gives a unit the All Terrain Bonus (Bonus 1 & 2).
10) Gold +n	A one-shot gift of n Gold, or on a site it means the nearest city gets +n gold per turn.
11) Gold +n Per City	Each turn, every city produces +n gold.
12) Engineer +n	A discount of 10*n % in building cities/sites (to a maximum of 90%).
13) Flying	Fly movement bonus.]
14) Hits +n	Adds +n hits to a single army.
15) Speed (double movement)	Doubles the movement of all units in the group.
16) Invisibility	Unable to be seen, unless attacked or attacking.
17) Movement +n (grp)	Adds +n movement to every army in a stack.
18) Hits +n (grp)	Adds +n hits to every army in a stack.
19) Port	Allows this site to put armies to sea.
20) Learn Spell <code>	Teaches a hero a new spell.
21) Production Time -n	All armies in nearest city are at -n to their production time (minimum of 1 turn).
22) Summon Army	<code> +nSummons n armies with a matching <code>.
23) View +n	Adds +n to one army's view range.
24) View +n (grp)	Adds +n view range to every army in a stack.
25) Bless	Blesses all units in a stack (cures poison & disease).
26) Poison +n	3*n % chance of poisoning any stack it fights.
27) Disease +n	3*n % chance of causing disease against any stack it fights.
28) Assassinate +n	10*n% chance of slaying any unit it fights outright! Ability Description
29) View Hidden Map Area	Reveals a 20 x 20 area of hidden map.
30) First Strike +n	Makes an army immune to damage in its first n rounds of combat.
31) Medals +n	Adds n medals to an army. A medal lets the army roll an extra combat dice & take the best result.
32) Trample +n	+n hit points damage to non-flyers
33) Acid +n	10*n% chance of reducing the strength of any unit it fights by half (round down)
34) Lightning +n	10*n% chance of reducing the hit points of any unit it fights by half (round down)
35) Banding +n	+1 for each additional unit of same type in stack (to maximum of +n)
36) Paralysis +n	3*n% chance of causing paralysis against any stack it fights.
37) Curse +n	3*n% chance of cursing any stack it fights
38) Warding +n	reduces attacker's acid, lightning or assassination bonus by n.

Ability	Army	Hero	Item	Ruin	Site	Spell
0) Nothing	x	x	x	x	x	x
1) Leadership +n		x	x	x		x
2) Chaos +n x	x	x	x	x	x	
3) Morale +n	x	x	x	x	x	x
4) Fear +n	x	x	x	x	x	x
5) Siege +n	x	x	x	x	x	x
6) Fortify +n	x	x	x	x	x	x
7) Movement +n		x	x	x	x	x
8) Strength +n		x	x	x	x	x
9) All-Terrain Move Bonus		x	x	x	x	x
10) Gold +n				x	x	
11) Gold +n Per City		x	x			
12) Engineer +n	x	x	x	x		x
13) Flying		x	x	x		x
14) Hits +n		x	x	x	x	x
15) Speed (double movement)		x	x	x		x
16) Invisibility	x	x	x			x
17) Movement +n (grp)			x			x
18) Hits +n (grp)			x			x
19) Port					x	
20) Learn Spell <code>		x				
21) Production Time -n					x	
22) Summon Army <code> +n				x		x
23) View +n		x	x	x	x	x
24) View +n (grp)			x			x
25) Bless				x	x	x
26) Poison +n	x			x	x	x
27) Disease +n	x			x	x	x
28) Assassinate +n	x	x	x			
29) View Hidden Map Area				x		x
30) First Strike +n	x	x	x			x
31) Medals +n			x			x
32) Trample +n	x		x			
33) Acid +n	x		x			
34) Lightning +n	x		x			
35) Banding +n	x					
36) Paralysis +n	x		x			
37) Curse +n	x		x			
38) Warding +n	x		x			

NAME	STR	MV	HITS	TIME	UPK	VW	CST	MD L	POWER
Archers	3	19	1	1	1	2	90	20	Missiles +2
Archons	8	26	2	4	12	4	1300	15	Morale +3
Assassin	1	18	1	3	25	3	600	15	Assassin +5
Ballistae	5	16	1	2	4	1	300	20	Missiles +1
Barbarians	2	16	2	1	1	3	75	25	-
Bats	1	28	1	1	1	3	35	30	-
Catapults	2	16	1	2	4	2	250	22	Siege +2
Cave Wyrms	6	20	3	4	10	1	1000	20	Siege +1
Centaur	4	22	2	2	4	3	500	20	Missiles +2
Cockatrice	4	50	2	3	2	5	450	27	Paralysis +3
Demon (Fire)	8	20	3	4	10	2	1200	22	Chaos +3
Demon (Ice)	5	22	3	3	10	2	800	35	Chaos +2
Dragon (Black)	9	26	3	5	14	4	1500	8	Acid +5
Dragon (Blue)	9	26	3	5	14	4	1500	12	Lightning +5
Dragon (Gold)	9	26	3	5	14	4	1500	8	Morale +4
Dragon (Green)	9	26	3	5	14	4	1500	10	Fear +5
Dragon (Red)	9	26	3	5	14	4	1500	10	Chaos +5
Dragon (Silver)	9	30	3	5	16	4	1200	13	Morale +3
Dragon (Undead)	9	24	4	5	4	3	1500	15	Curse +5
Dryads	2	18	2	2	1	2	100	30	Morale +1
Dust Wyrms	5	18	3	4	8	1	1000	20	Siege +3
Dwarf Crossbows	2	15	3	1	2	2	400	18	Missiles +2
Dwarf Infantry	3	14	3	1	2	2	100	15	-
Dwarf Mutants	5	15	3	3	6	2	600	22	Chaos +2
Dwarf Runners	1	18	4	1	1	2	30	30	-
Eagles	6	36	2	3	6	4	750	18	Morale +1
Elemental (Air)	7	36	2	4	8	3	1100	16	Morale +2
Elemental (Fire)	7	32	2	4	4	2	1100	20	Chaos +2
Elemental (Rock)	6	16	4	4	4	1	1000	26	-
Elephants	8	16	3	4	5	3	800	30	Trample +1
Elf Archers	3	16	1	1	2	3	350	15	Missiles +4
Elf Cavalry	5	30	1	2	4	3	250	30	Morale +1
Elf Infantry	4	19	1	1	1	3	50	30	-
Elf Lords	6	24	2	3	2	3	700	35	Morale +2
Ghosts	5	18	2	2	2	2	450	20	Curse +4
Ghouls	3	15	2	1	3	2	300	18	Disease +2
Giant Bees	2	38	1	2	2	3	300	25	Poison +4
Giant Scorpion	5	22	2	3	3	2	500	20	Poison +6
Giant Spiders	4	20	1	2	3	2	350	40	Poison +3
Giants	6	16	3	3	8	2	1000	20	Chaos +2
Gnoll Cavalry	5	24	2	3	7	2	700	18	Assassin +4
Gnoll Crossbows	4	15	2	2	4	2	300	18	Assassin +2
Gnoll Infantry	2	15	2	1	2	2	100	18	Assassin +1
Goblins	1	20	2	1	1	3	10	50	-
Golem (Clay)	4	16	2	2	2	1	400	25	Trample +1
Golem (Iron)	6	16	3	4	1	2	1000	17	Trample +3
Golem (Stone)	5	16	2	3	1	2	650	20	Trample +2

NAME	STR	MV	HITS	TIME	UPK	VW	CST	MD L	POWER
Ogres	4	16	2	2	5	2	400	20	Morale +1
Orc Mobs	2	16	2	1	1	2	60	40	-
Orogs	4	20	2	2	4	2	300	20	Siege +1
Peasants	1	18	2	1	1	3	10	40	Banding+3
Pegasi	5	24	2	2	10	3	500	15	Morale +1
Pegasi(Dark)	5	22	2	2	10	3	500	14	Fear +2
Pikemen	2	16	3	1	1	2	100	30	-
Plague Carriers	7	15	1	2	1	1	600	19	Disease +5
Rats	1	18	1	1	1	2	100	15	Banding+5
Reavers	6	16	3	3	6	3	650	19	Chaos +1
Scouts	1	26	1	1	1	3	10	49	-
Siege Engines	3	16	2	3	4	2	600	14	Siege +4
Skeletons	2	16	1	1	1	2	75	35	Warding+2
Slayer Knights	7	16	3	4	10	1	1300	20	Chaos +4
Spectres	8	22	2	4	10	3	1000	25	Curse +6
Treants	5	14	4	4	10	2	1300	20	Siege +3
Trolls	5	16	2	3	6	1	650	22	Fear +2
UndeadBeast	8	20	3	5	9	2	1400	12	Chaos +4
Unicorns	6	28	2	3	5	4	750	14	Morale +3
Wargs	4	25	2	2	3	2	400	35	Warding+4
Wights	4	16	2	2	2	2	250	25	Fear +2
Wolfriders	3	25	2	2	3	3	150	55	Warding+3
Wraiths	5	24	2	3	5	2	700	18	Fear +3
Zombies	2	13	3	1	1	1	100	19	Fear +1

