Contents for Medieval Conquest Help

Medieval Conquest is a game based on chess but with particular additions that make it more fun and challenging for users.   The two major additions to game play are: spell casting and battles.   To see an explanation of each of these, look under the "Game Play" help section.

Menus

Game Play

File Menu

New Game -- Starts a new game with the current settings.   If you want to set new settings for a new game, you can set them immediately after choosing "new game".

Open Game... -- Opens an existing game from a disk file.
Save Game... -- Saves a game to a disk file.

Exit -- Exits the application.

Options Menu

Undo Move ... -- Medieval Conquest keeps an undo move list of up to 100 moves.   As you play the game each move you make (and each move the computer makes) is saved in this list.   At any time you can "undo" a move simply by selecting this menu item.   If you would like to replay a sequence of moves, you can undo several moves, then redo them using the "Redo Move" option.   If you are playing against the computer, this option actually undoes two moves at a time, yours and the computer's.
Redo Move ... -- When you have "undone" a move, or moves, you can choose this option to "redo" them.   "Redo" only makes sense after you have "undone" a move.   As with the "undo" if you are playing against the computer, this redoes two moves at a time.

Setup Game ... -- Lets you choose whether to play against a human or a computer opponent.

Turn Sound On/Off -- Lets you toggle the sound feature.   Since Medieval Conquest uses Windows Wave files, if you don't have a sound driver you won't be able to hear the sounds.
Turn Animation On/Off -- When you cast spells, they will flash across the screen towards their destination.   This allows you to turn off that animation, if you desire.

Highlight/Don't Highlight Computer moves -- The computer will "flash" its moves before and after moving a piece so you can tell which piece is moving.   If this annoys you, you can turn it off here.

Set Game Level... -- This controls the "intelligence" of the game by controlling how deep into a move the computer should search for a user response.   The higher you set the game level, the slower the computer will be to move.

About... --   Displays the About Box for Medieval Conquest.

Help Menu

Contents... -- Takes you to the Contents Page of the Help.
Help On Help... -- Allows you to view the Help for the Windows Help Application.

About... -- Displays the About Box for Medieval Conquest.

The Pieces

Pikeman -- Moves like a "pawn" in chess.   This does not include the "two square first move" or the "en passant" move.   Pikemen move forward one square at a time, unless their progress is impeded by a piece from either team.   Pikemen attack on a diagonal from their present position, like a pawn in chess.

Cleric -- Moves like   "rook" in chess.   Clerics move horizontally or vertically any number of squares unless they are impeded by another piece.   They can attack a piece on the other team if the piece is in its path.   Clerics can also cast spells as described in the <u>Spells</u> section.

Knight -- Moves like a "knight" in chess.   Knights can jump over pieces of either side.   They move two squares in any direction, then one square perpendicular to their previous path.   A knight can attack any opposing piece that is currently occupying a valid destination square for that knight.

Archer -- Moves like a "bishop" in chess.   Archers move any number of squares along any diagonal path.   They can attack any piece on their movement path.

Dragon -- Moves like a "queen" in chess.   A dragon combines the movement of the archer and cleric.   Dragons can also breathe fire as described in the <u>Spells</u> section.

Wizard -- Moves like a "king" in chess.   Wizard's move one square at a time in any direction.   Wizards can also cast spells as described in the <u>Spells</u> section.

The Object

In order to win the game there is one and only one goal.   You must capture the opposing side's wizard.   If your wizard is captured you will lose the game.   Wizards do have a weak fighting ability, but in general any piece on the board will defeat a wizard in a battle. Wizards can, however, cast powerful spells that can destroy attacking pieces in order to defend themselves.

Wizards move one square in any direction, so they are the slowest as well as the weakest pieces on the board.   If there are two wizards on the board, one will eventually be able to corner the other, so there is no "stalemate" in the game of Medieval Conquest.

Spell Casting

In chess the only way to attack an opponent is to move into his square.   You can do that in Medieval Conquest, but you can also attack from a distance with spells.   Two of your players can cast spells, the wizard and the cleric.   The wizard casts offensive spells, the cleric casts defensive spells.   The dragon has a "spell-like" ability, fire-breathing, which is treated like a spell.

Spells can only be cast if the current piece has enough magic to cast them.   Each spell requires a certain amount of magical energy and has a specific effect on the receiving piece.

How to cast a spell - Spells can be cast by the Wizard and the Cleric.   The Dragon's "breath" is treated just like a spell.   To cast a spell, simply double-click the mouse on the piece you want to cast the spell.   A dialog box will appear asking you to confirm that you really want to cast a spell.   For the Cleric and the Wizard you will also be able to choose which spell to cast from this dialog box.

You can also cast a spell by pressing a "hot key" for a chosen piece.   If you want to cast a "Magic Arrow" spell, then you can select the wizard (either by clicking it with the mouse, or by using the keyboard techniques for selecting pieces) then pressing the "M" key.   The cursor will change to a "gunsight" cursor and you will be able to select a target.   The important thing to remember is to select the piece before hitting the "hot key."

The following keys are "hot keys" for spell casting:
"M" - Magic Arrow
"B" - Fireball
"H" - Heal
"S" - Shield
"D" - Dragonbreath

Magic Arrow - Can be cast any distance along a diagonal, horizontal or vertical line.   This is the basic wizard spell and can be cast several times.   A wizard starts with 100 magical points and a magic arrow costs him 10 points.   Magic arrows do from 30 to 70 points of damage on an opposing piece.   This has a good chance of killing a pikeman, but not any other healthy piece (except another wizard).

Fireball - Can be cast any distance along a diagonal, horizontal or vertical line.   This is a devastating spell that can inflict serious harm on any piece.   It does from 100 to 200 points of damage to an opponent, usually averaging around 150 points of damage.   It costs the wizard 40 magical points, so a wizard can only cast this spell twice without taking time to regain magical energy.

Heal - Cast on any friendly piece within one square of the cleric. This is the basic cleric spell and can be cast several times.   A cleric starts with 50 magical points and a heal spell costs 5 points.   Casting heal on an injured player restores from 20 to 50 points of damage.

Shield - Cast on any friendly piece within one square of the cleric. This spell is a specialized spell and should only be cast on a player who is about to enter conflict.   It temporarily boosts the receiving piece's defensive stats, allowing him to escape damage he would otherwise take in a battle.   In general this spell should be cast on a knight just before the knight does battle with a dragon.   A shield spell costs the cleric 10 magical points and improves the receiving piece's defensive ability a random amount.

Dragon Breath - Can be breathed any distance along a diagonal, horizontal or vertical line. This is a devastating attack that can inflict serious harm on any piece.   Dragons start with

100 magic points which can only be used to breathe fire.   This attack does from 75 to 150 points of damage to an opponent, usually averaging around 120 points of damage.   It costs the dragon 25 magical points, so a dragon can cast this spell four times without taking time to regain magical energy.

Battles

In chess even a lowly pawn can attack and capture the mighty queen.   This accounts for much of the strategy of chess.   Every piece is potentially lethal to every piece on the opposing team.

In Medieval Conquest this is no longer the case.   Pieces must battle their opponents and defeat them in a fair fight.   A pikeman cannot capture a dragon unless it manages to defeat the dragon before the dragon defeats the pikeman.   This is unlikely, to say the least.

Each piece has a certain number of "hit points" that determine its survivability.   Each piece also has a certain likeliness to succeed in an attack, to defend an attack, and a range of damage it will inflict if the attack is successful.   When two opposing pieces occupy the same square they fight until one is captured and removed from the board.   The winning piece may have received damage in the battle and therefore be less likely to survive the next encounter.

A typical "battle" goes like this:

A knight moves into the same square as the opposing dragon.   The knight becomes the "attacking" piece and is therefore granted two advantages.   The attacking piece attacks first, and all damage is doubled.   The defending piece, in this case the dragon, can only respond to an attack if it survives the first blow.   The knight attacks by attempting to "hit" the dragon.   The result of the attempt to hit is resolved and if the "swing" is successful then a damage amount is calculated and the dragon's hit points are reduced by that amount. Then the dragon attacks the knight in the same fashion.   This continues until one of the two adversaries is reduced to zero or less hit points, at which time the defeated piece is removed from the board.   The winning piece continues to play with whatever hit points it may have left after the encounter.