Table of Contents

The Legend of Econ's Arena

Menu Commands

File Menu
New game
Load game
Save game
Save game as
Options
Change playing styles
About
Exit

Actions Menu
Move piece
View piece
View teams
Trade tokens

Spells Menu
Imprison piece
Balance terrain
Shield piece
Teleport piece
Heal piece
Plague piece

The Legend of Econ's Arena

Long ago, in a time not our own, a world was in danger. The elements had declared war on one another and were ravaging the world below. Fires erupted across the world, the Air whipped with vengeance, the Earth shook uncontrollably, and the Water drenched the world.

Then, a mage from the stars appeared, swearing to bring calm to the fragile world. Calling himself Econ, he build an immense arena and issued a challenge to the four elements.

"What is the purpose in destroying the frail world below?" he asked. "For once the world is destroyed, where will that leave the four of you?"

"Come instead to my arena, where you can challenge each other to great battles, without the destroying the world below."

"Defeat me, or defeat each other, I do not care which occurs. Then my challenge will end."

The four elements accepted Econ's terms, preserving their existance by sparing the world from their harsh battles.

See Also
How To Play

How To Play Econ's Arena

Econ's Arena is a battle of strategy and wits, and you control the elements.

You can take control of one of the four elements, either Fire, Air, Earth, or Water. Each set of <u>pieces</u> has its own set of strengths and weaknesses.

There are two ways to win in Econ's Arena:
- Capture the 3 <u>tokens</u> of your element (your <u>triad</u>), enter the center square, and defeat Econ in battle or
- Defeat all of your enemies

The leaders of each element (Wizard for Air, Sorceress for Fire, Hag for Water, and Warlock for Earth) can cast spells to aid their pieces or hinder their opponent.

At the beginning of your turn, pieces that are on squares containing your element's terrain (Fire on Red, Water on Blue, Earth on Brown, and Air on Cyan) will regain 1 hit point (a piece is removed from the board if it reaches zero hit points).

Before you move a piece, you have an opportunity to cast any of the <u>spells</u> currently available to you.

After you have cast the spells, you must move one piece at least one square, provided there is a legal move for you to make. Pieces may move one square for each movement point a piece has.

If you move a piece into a square containing another piece, <u>combat</u> results and only the victor will remain on the board.

After you have moved your piece, play moves clockwise around the board. After all four players have moved, Econ <u>shifts the terrain</u> of the arena, rotating some terrain clockwise, changing the advantage of the elements.

When the terrain is balanced (Fire surrounding the Fire territory, Air surrounding the Air territory, etc.), you will have the opportunity to regain either one piece or one spell. (If you have not lost a piece or cast a spell, you cannot take advantage of the balanced terrain.)   The game continues, until one player has won the game.

See Also
<u>The Pieces</u>
<u>The Tokens</u>
<u>The Spells</u>
<u>The Game Board</u>
<u>Combat</u>

File New

This commands starts a new game, allowing you to replay the great battles in Econ's Arena again and again.

File Load game

This allows you to reload a previously saved game. After selecting this command, a dialog box will appear with a list of saved games. Select the game you with to restore, and click on the Ok button to restore the game.

See Also
Save game
Save game as

File Save game

This allows you to save the game in progress. If you have not already given a name to this game, you will be asked to do so. Otherwise, it is saved under the current name.

Two files are created when you save a game. One file has a .SAV extension. This file contains the actual data of the game.

The second file has a .LOG extension. This file contains all the moves made in this saved game. It is restored to the log window when you reload the game.   **See Also**
Load game
Save game as

File Save game as

This allows you to save the game in progress under a different name.

See Also
Load game
Save game

File Options

This allows you to turn the sound and music on or off.

If **Play Game Sounds** is selected, all of the game's sound effects can be heard. If it is not selected, none of the sounds will be heard.

If you do not have a sound card capable of playing MIDI files (you'll know if you start to get errors when you first load Econ's Arena), then select the **Do not play MIDI files** option. This will enable you to hear the sound effects that are WAV files, but will not play any of the MIDI files.

File About

This shows information about Econ's Arena, including its creators, version number, and copyright date.

File Exit

This allows you to exit Econ's Arena and return to the normal, dreary world.

What Is Shareware

Shareware distribution gives users a chance to try software before buying it. If you try a Shareware program and continue using it, you are expected to register the program. Individual programs differ on details -- some request registration while others require it, some specify a maximum trial period. With registration, you get anything from the simple right to continue using the software to an updated program with printed manual.

Copyright laws apply to both Shareware and commercial software, and the copyright holder retains all rights, with a few specific exceptions as stated below. Shareware authors are accomplished programmers, just like commercial authors, and the programs are of comparable quality. (In both cases, there are good programs and bad ones!) The main difference is in the method of distribution. The authors specifically grants the right to copy and distribute the software, either to all and sundry or to a specific group. For example, some authors require written permission before a commercial disk vendor may copy their Shareware.

Shareware is a distribution method, not a type of software. You should find software that suits your needs and pocketbook, whether it's commercial or Shareware. The Shareware system makes fitting your needs easier, because you can try before you buy. And because the overhead is low, prices are low also. Shareware has the ultimate money-back guarantee -- if you don't use the product, you don't pay for it.

DISCLAIMER - AGREEMENT

Users of Econ's Arena must accept this disclaimer of warranty: "Econ's Arena is supplied as is.   The authors disclaim all warranties, expressed or implied, including, without limitation, the warranties of merchantability and of fitness for any purpose. The authors assume no liability for damages, direct or consequential, which may result from the use of Econ's Arena."

Econ's Arena is a "shareware program" and is provided at no charge to the user for evaluation.   Feel free to share it with your friends, but please do not give it away altered or as part of another system.   The essence of "user-supported" software is to provide personal computer users with quality software without high prices, and yet to provide incentive for programmers to continue to develop new products.   If you enjoy this program, you must make a registration payment to the authors.   The registration fee will license one copy for use on any one computer at any one time.   You must treat this software just like a book.   An example is that this software may be used by any number of people and may be freely moved from one computer location to another, so long as there is no possibility of it being used at one location while it's being used at another. Just as a book cannot be read by two different persons at the same time.

Anyone distributing Econ's Arena for any kind of remuneration must first contact the authors for authorization. This authorization will be automatically granted to distributors recognized by the (ASP) as adhering to its guidelines for shareware distributors, and such distributors may begin offering Econ's Arena immediately (However, the authors must still be advised so that the distributor can be kept up-to-date with the latest version of Econ's Arena.).

You are encouraged to pass a copy of Econ's Arena along to your friends for evaluation.   Please encourage them to register their copy if they find that they can use it.   All registered users will receive a copy of the latest version of Econ's Arena.

Other Topics
How to register Econ's Arena

How To Register Econ's Arena

This product is distributed as <u>Shareware</u>. It may be freely copied and distributed provided that the original files remain unmodified and no fee is accepted for distribution without the expressed written consent of the authors.

If you enjoy this product and continue to use it, you must register it. To register, send a check or money order in U.S. funds for ten dollars ($10.00) plus two dollars ($2.00) shipping & handling to the address below:

Glen DeBiasa
Econ's Arena
R.R. 1 Box 410 Apt 1M
Hamburg, NJ 07419

When you register the product, you will receive the latest version of Econ's Arena. Registered users will automatically receive any minor upgrades of the program. Be sure to indicate whether you prefer 5 1/4" or 3 1/2" disks.

Registered users will receive a registered copy of another Digital Magic production, <u>Halloween Match</u>, absolutely FREE! (Regularly priced at $5.00) Don't miss out on this great opportunity!

Should you experience any difficulties with this product, please do not hesistate to contact me at the address above. I can also be contacted on America Online (GlenDB) or on CompuServe (UserID 70602,3257). Comments and suggestions on improving this product are always welcome.

Glen DeBiasa is a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI 49442-9427 USA, FAX 616-788-2765 or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536.

Other Topics
<u>What Is Shareware?</u>

Other Available Products

CrossWords (Version 1.21, Registration fee $10)

CrossWords is an entertaining game for 1 to 3 players. The object is to guess the theme of a crossword puzzle. Players are given clues to special hint words. The hint word is revealed one letter at a time while players compete to guess the word. Once the word is solved, the letters of the word are placed into the crossword puzzle. The player who correctly solves the word controlls the board and can guess at words on the board to increase the points in the jackpot. The player who guesses the puzzle's theme wins the round and takes the points in the jackpot.

Halloween Match (Version 1.10, Registration Fee $5)

Halloween Match is a fun game for both kids and adults. Both you and the computer start with ten pieces of candy corn. Each player picks one tile at a time, until you have a hand of five tiles. The player that matches the most tiles wins the hand and gets to eat a piece of candy corn. The player that eats all of their candy corn wins the game.

Equatron (Version 1.10, Registration Fee $7.50)

Equatron is a challenging strategy game played against the computer. The computer randomly generates a mathematical equation, which it fills in with numbers from the game board. Your task is to beat the computer, scoring more or less than the computer, depending on the round.

To help you in your task are special tiles including Zap (which remove the last number entered into the equation), Negate, Double, Triple, and the unpredictable Any Number.

As the rounds progress, the stakes grow higher, as the equations become more complicated, and more variable, operators, and parenthesis. Want to try a particular equation? Just specify the round number and you can play it! Over 30 different equations!

For a more challenging game, set the number of rounds needed to win the game and see if you can beat the computer before it beats you!

About the Authors or Who is Digital Magic?

Mark Drejza is the creator of the original Econ's Arena concept. He is responsible for many of the drawings and designed the game system. He is a 1992 graduate from Clarkson University and holds a Bachelor of Science in Mechanical Engineering. He is currently employed for ICI Americas, a worldwide chemical company, headquartered in northern Delaware.

Glen DeBiasa is the chief programmer of Econ's Arena. He is a 1991 graduate from Clarkson University and holds a Bachelor of Science in Computer Science. He is currently working for a gourmet food store in northern New Jersey called Someplace Special.

Identifying the Buttons

The left of the screen contains a toolbar which holds many of the commands used on the game board. Equivalent commands also appear on the menus.

will start a new game of Econ's Arena. This is the same as selecting <u>File New Game</u>.

will display the help file. This is the same as selecting Help Contents.

will load a previously saved game. This is the same as selecting <u>File Load game</u>.

will save the current game. This is the same as selecting <u>File Save game</u>.

allows you to move a piece on the board. This is the same as selecting <u>Action Move piece</u>.

allows you to view information about any piece on the board. This is the same as selecting <u>Action View piece</u>.

allows you to view information about all the teams. This is the same as selecting <u>Action View teams</u>.

allows you to trade tokens from one piece to another. This is the same as selecting <u>Action Trade tokens</u>.

The following buttons activate the game's spells. If a spell cannot be cast, the button will be disabled and you will not be allowed to select it. You can only cast spells if your leader (Hag, Wizard, Warlock, or Sorceress) is on the board. Remember, when the terrain is balanced, you can either regain a spell or a piece.

casts Imprison piece. This is the same as selecting <u>Spells Imprison piece</u>.

casts Balance terrain. This is the same as selecting <u>Spells Balance terrain</u>.

casts Shield piece. This is the same as selecting <u>Spells Shield piece</u>.

casts Teleport piece. This is the same as selecting <u>Spells Teleport piece</u>.

casts Heal. This is the same as selecting <u>Spells Heal piece</u>.

casts Plague. This is the same as selecting <u>Spells Plague piece</u>.

The Pieces

Each element controls five pieces of varying strengths.

Fire pieces have average hit points, average movement, and do average damage.

Earth pieces have above average hit points, below average movement, and do above average damage.

Air pieces have average hit points, above average movement, and do below average damage.

Water pieces have some pieces with above average statistics and some pieces with below average statistics.

Pieces that are carrying tokens are highlighted in yellow. The tokens that these pieces carry can be seen using View piece.

The piece in the center of the board is Econ, the keeper of the Arena.

See Also
The Tokens

Pieces of Fire

The player who controls the element of fire controls the following pieces:

is the **Sorceress**.   HP: 12, MVT: 3, DMG: 2

is the **Dragon**.   HP: 12, MVT: 4, DMG: 3

is the **Phoenix**.   HP: 10, MVT: 5, DMG: 2

is the **Hellhound**.   HP: 8, MVT: 3, DMG: 2

is the **Imp**.   HP: 6, MVT: 3, DMG: 1

See Also
Air Pieces
Earth Pieces
Water Pieces

Pieces of Air

The player who controls the element of air controls the following pieces:

is the **Wizard**.   HP: 12, MVT: 4, DMG: 2

is the **Djinn**.   HP: 12, MVT: 5, DMG: 2

is the **Pegasus**.   HP: 10, MVT: 4, DMG: 2

is the **Griffon**.   HP: 8, MVT: 5, DMG: 2

is the **Eagle**.   HP: 6, MVT: 5; DMG: 1

See Also
Earth Pieces
Fire Pieces
Water Pieces

Pieces of Water

The player who controls the element of water controls the following pieces:

is the **Hag**.   HP: 14, MVT: 3, DMG: 2

is the **Hippocampus**.   HP: 12, MVT: 3, DMG: 3

is the **Dolphin**.   HP: 10, MVT: 4, DMG: 2

is the **Mermaid**.   HP: 6, MVT: 4, DMG: 2

is the **Triton**.   HP: 6, MVT: 4, DMG: 1

See Also
Air Pieces
Earth Pieces
Fire Pieces

Pieces of Earth

The player who controls the element of earth controls the following pieces:

is the **Warlock**.   HP: 16, MVT: 2, DMG: 3

is the **Ogre**.   HP: 14, MVT: 2, DMG: 3

is the **Unicorn**.   HP: 12, MVT: 3, DMG: 2

is the **Centaur**.   HP: 10, MVT: 3, DMG: 2

is the **Knight**.   HP: 8, MVT: 2, DMG: 2

See Also
Air Pieces
Fire Pieces
Water Pieces

The Tokens

Each element has 3 tokens (called a triad), which the players try to collect. A player who collects all the tokens of their element, can enter the center square and challenge Econ is battle. A player who collects an opposing element's triad severely restricts that element's movement.

In order to capture a token, the pieces must defeat the guardian of the token in battle. All token guardians have the following statistics: HP: 10, MVT: 3, DMG: 2. (The movement value for tokens is used for battle purposes only. The tokens do not move on the board.)

Fire Triad

Bonfire

Brazier

Lamp

Air Triad

Star

Moon

Sun

Earth Triad

Tree

Stone

Mountain

Water Triad

Shell

Wave

Fluke

If a player if killed by the plague, or should a token defeat a player carrying tokens, a chest will appear to indicate that more than one token is present in the square. The chest has the same combat strength as other tokens.

Chest

See Also
The Pieces
Move piece
Restricted movement

Bonfire

Brazier

Lamp

Star

Moon

Sun

Tree

Stone

Mountain

Shell

Wave

Fluke

The name of the piece you are viewing.

The element the piece belongs to.

The number of hit points the piece currently has. When this number reaches zero, the piece is removed from the board.

The number of squares the piece can move. Each horizontal or vertical square counts as 1 step, and the total number of steps cannot exceed this number.

The amount of damage the piece does with each hit. This number is subtracted from the opposing piece's hit points.

These are the odds of the piece to be hit by another piece that does the damage indicated. The higher the damage done by the attacking piece, the better its chances of hitting.

A triad consists of the three tokens which correspond to a particular element. There is one triad for each element in the game.

Move Piece

This allows you to move a piece from one square to another.

After selecting Move Piece, click on the piece (from your team only, of course) that you'd like to move. Then click on the square that you'd like to move to.

Remember that moving to a square that contains an enemy piece will cause you to attack that piece.

A piece can move only horizontally or vertically and each square costs 1 movement point. So, a piece that has a movement of 3 can move 3 squares (horizontally or vertically) in a turn.

If an opposing player holds your triad, your movement will be severely restricted. Pieces on your element's terrain will be able to move only to other squares with the same terrain. Pieces outside your terrain will not be able to reenter your terrain, until your opponent's hold on your triad is broken.

For example, a Fire piece in Fire terrain will be able to move to any other square with Fire terrain. A Fire piece in Water terrain will be able to move to any square, except those with Fire terrain.

View Piece

This allows you to view the information about any piece on the board.

With it, you can survey the strength of your pieces, or those of your opponent.

A sample view piece screen appears below, showing the Dragon's initial statistics. If a piece is carrying any <u>tokens</u>, an X will appear next to the corresponding token in the view screen. Click on the sample screen for more information.
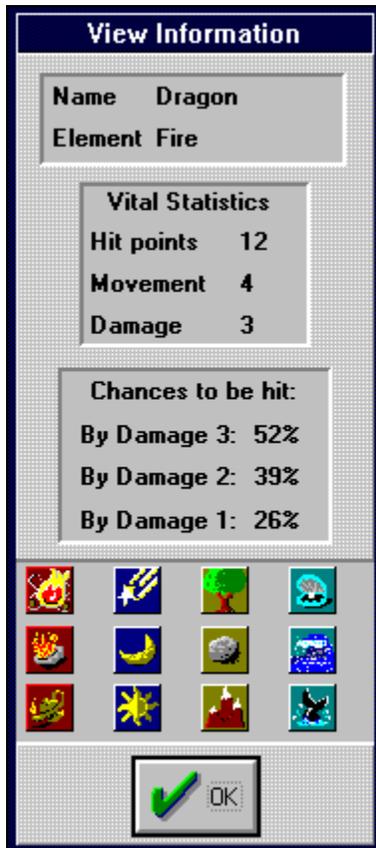
View Teams

This allows you to view information about all of the teams in the game.

It shows you the relative piece strengths of all the teams, plus overall teams strengths.

A sample view teams screen appears below, showing the teams at the start of the game. Click on the sample screen for more information.
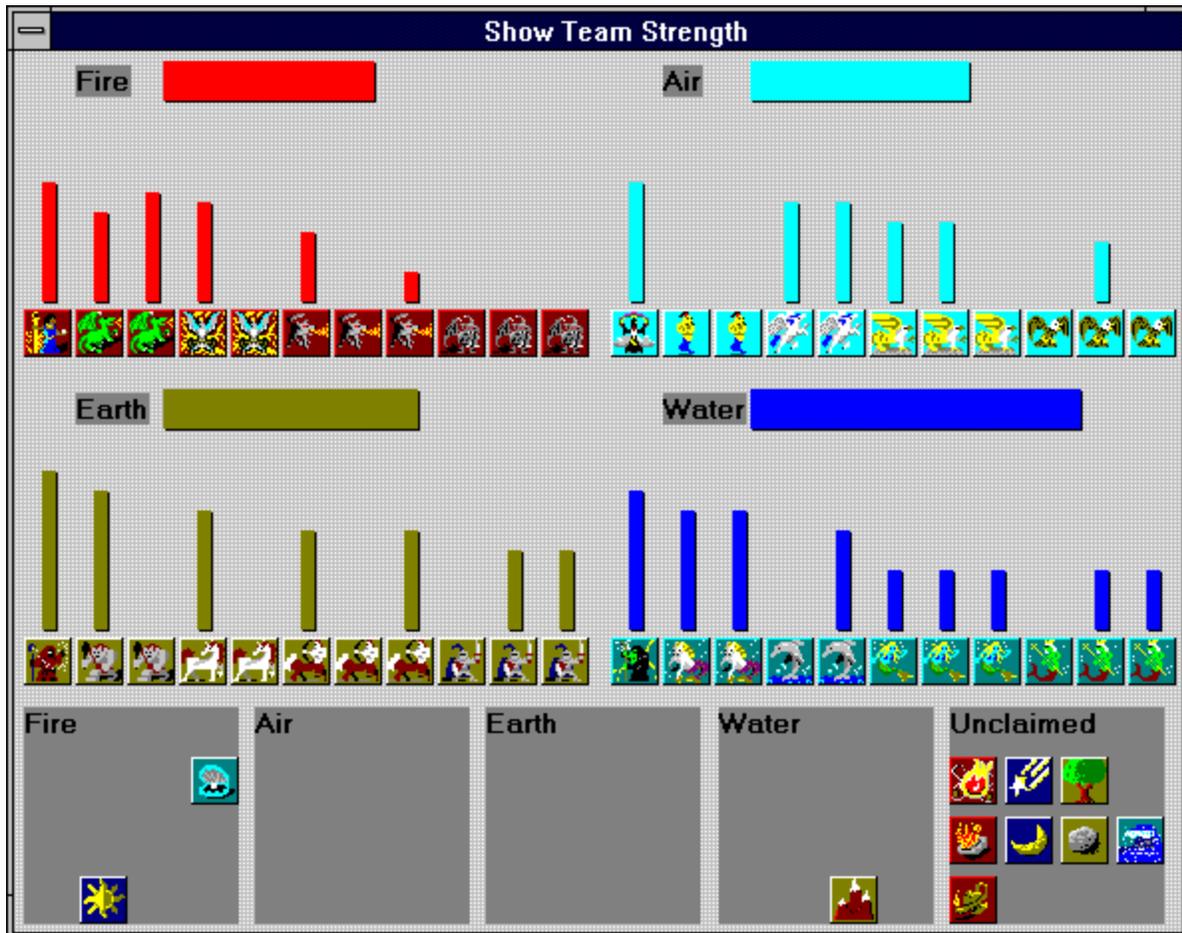
This shows you the tokens held by each player, as well as tokens that are unclaimed.

This indicates the relative strength of this entire team. The stronger the pieces left on the board, the longer the bar.

This illustrates the relative strengths of the pieces on the team. The longer the bar, the more hit points that piece has. Pieces with no bar are not on the board.

Trade Tokens

This allows you to trade tokens from one piece on your team to another.

You can only trade tokens between pieces that are one square apart.   You may only trade tokens once per turn, but can give another piece as many tokens as you have. It does not allows you to exchange tokens between two pieces (if you wish to do this, it will require 2 turns).

This is vital when it comes to attacking Econ. Since your team needs to have your element's triad to attack Econ, trade your tokens away from the piece that will do the attacking. This way, if the piece loses, you'll have another chance to attack Econ. (Otherwise, Econ will take the tokens and place them back on the board, leaving you unable to attack him again until you recapture the token.)

Imprison Piece

This spell prevents the targetting piece from moving until the terrain is balanced.

To cast the spell, select the Imprison button or Spells Imprison piece from the menu. Then click on the piece you wish to imprison.

You cannot imprison your own pieces or cast the spell on a piece that is already imprisoned.

Balance Terrain

This spell automatically balances the terrain.

To cast the spell, select the Balance terrain button or Spells Balance terrain from the menu.

When the terrain is balanced, the following things occur:

- All imprisoned pieces are freed (even if on other teams).
- Your team gets to regain a piece or a spell, provided that a piece has been killed or a spell has been used.

After your turn is complete, Econ will shift the terrain, and the other players will not be able to take further advantage of the balance. (This also resets the terrain, which means it will be 7 more moves for each player before the terrain balances naturally!)

NOTE: You cannot regain the Balance terrain spell after casting Balance terrain. The only time you can regain this spell is when the terrain is balanced naturally.

Shield Piece

This spell offers additional protection for a piece.

To cast the spell, select the Shield button or Spells Shield piece from the menu. Then click on the piece you wish to protect.

The chance to hit a shielded piece is reduced by 30 percentage points. For example, if a player's chance to be hit is 60%, the chance to be hit will be reduced to 30% because of the spell's effect.

You cannot shield a piece that is already protected. You can shield opponent's pieces if you wish.

After any combat, the spell of protection fades.

See Also
Combat

Teleport Piece

This spell will teleport a piece to any square on the board.

To cast the spell, select the Teleport button or Spells Teleport piece from the menu. Click on the piece you wish to teleport, then click on the square you wish to teleport to.

If you teleport into a square containing another piece, <u>combat</u> will occur.

You can teleport into the Econ's square, provided that your team has your <u>triad</u>.

See Also
<u>Combat</u>

Heal Piece

This spell will restore a piece to its full hit points. This spell will also negate a <u>plague spell</u>.

To cast the spell, select the Heal button or Spells Heal piece from the menu. Then click on the piece you wish to heal.

You cannot heal a piece that is at its maximum hit points. You can heal an opponent's piece if you wish.

Plague Piece

This spell will reduce a piece's hit points by 1 each turn. A piece that reaches zero hit points will be removed from the board.

To cast the spell, select the Plague button or Spells Plague piece from the menu. Then click on the piece you wish to plague.

You cannot plague your own pieces or cast the spell on a piece that is already plagued.

The plague spell is nullified by a heal spell. The piece will recover fully and will not lose 1 hit point per turn unless plagued again.

Any piece killed by the plague spell will be removed from the board and replaced with a chest containing the tokens the piece carried.

The Spells

There are six spells in Econ.

- <u>Imprison piece</u>
- <u>Balance terrain</u>
- <u>Shield piece</u>
- <u>Teleport piece</u>
- <u>Heal piece</u>
- <u>Plague piece</u>

Each spell can be cast once by the spellcaster of each team.

When the terrain is balanced, either naturally or through the use of the Balance terrain spell, a player will have to opportunity to regain a piece or a spell. This is the only way the spellcaster can regain spells, so cast spells with caution.

(Note that the Balance terrain spell will not allow you to regain the Balance terrain spell. That spell can only be regained when the terrain is balanced naturally.)

Restricted Movement

When a team possesses an opponent's <u>triad</u>, the following restrictions apply to the opposing team.

- Pieces on their own terrain cannot leave the terrain.
- Pieces outside their terrain cannot enter their terrain.
- Pieces do not regain 1 hit point in their terrain.
- Pieces do not have any <u>combat advantage</u> in their terrain.

See Also
<u>Combat</u>

The Game Board

Five types of terrain can be found in Econ's Arena. There is terrain for each of the four elements (Fire, Air, Earth, and Water), neutral territory, and anti-magic zones.

Below is a picture of the game board with the pieces removed.
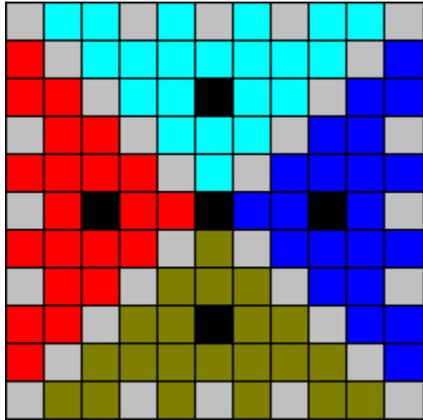
| **Colored Square**	**Terrain**
Red	Fire
Light blue	Air
Brown	Earth
Dark blue	Water
Light gray	Neutral
Black	Anti-magic zones

After each player has taken one turn, Econ shifts certain terrain squares clockwise around the arena. The following sequence of boards indicates the movement of the terrain in the arena. The number of turns above the board indicates the number of turns remaining before the terrain is balanced.

Balanced Terrain   7 turns
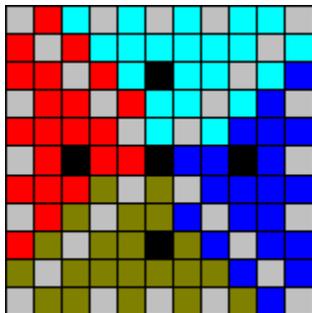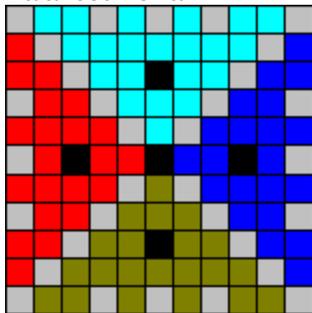
6 turns 5 turns
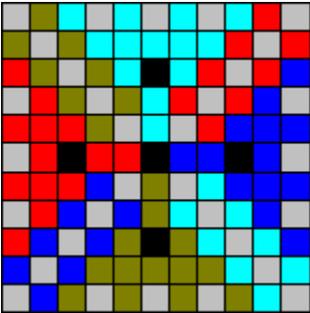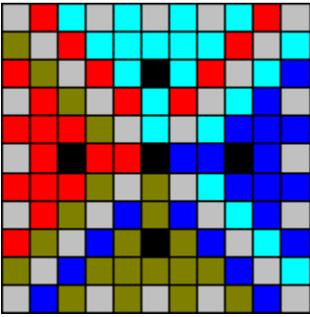
4 turns 3 turns
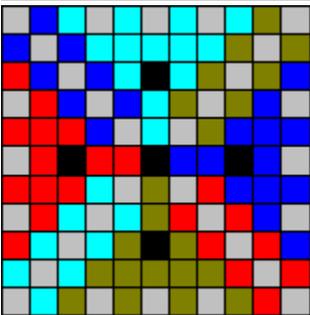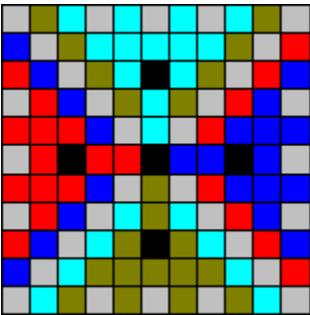
2 turns 1 turn
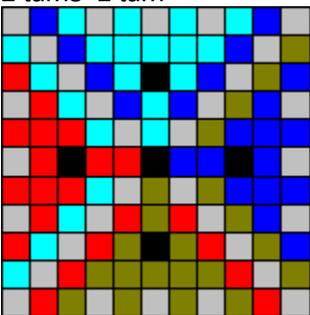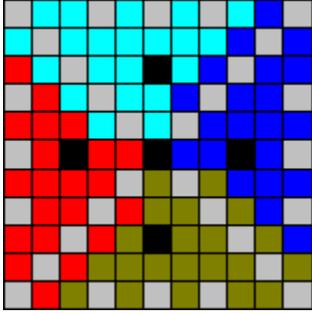
See Also
Balance terrain
Anti-magic zones

The Rest of the Screen

On the left side of the screen is the <u>toolbar</u>. Its buttons contain many of the commands also found on the menus.

In the upper right corner of the screen is the turn indicator. A colored arrow indicates the team that has control of the board, and points in the direction of that element.

To the right of the turn indicator is the number of days remaining until the terrain is balanced. Keep an eye on this indicator; when the terrain is balanced, you may regain a spell or a piece.

Beneath the turn indicator are the players' <u>spell indicators</u>. These indicators show you wish spells are accessible to each player. Human players do not press these buttons to cast spells; only the buttons on the toolbar or the appropriate selection from a menu will cast a spell.

Beneath the spell indicators is the log window. The log window shows the most recent 16 moves made in the game. Note that an element can have more than one move logged in the window in a given turn. If you need to refer to moves before those in the log window, the file GAME.LOG contains all of the moves from the beginning of the game.

(A log file is also created when you save the game. The log file has the same name as the saved game file, but has an LOG extension.)

See Also
<u>Identifying the buttons</u>
<u>Balance terrain</u>
<u>Spells</u>
<u>Save game</u>

Anti-Magic Zones

There are five black squares on the board denoting anti-magic zones. In these zones, no magical spells will work. This applies to both helpful and harmful magic. The four spellcasters and Econ occupy these five cells at the start of the game.

Since harmful magic does not work, pieces in anti-magic zones are protected from the affects of the Imprison and Plague spells.

Since helpful magic also does not function, pieces in anti-magic zones cannot be Shielded, Healed, or Teleported.

See Also
The Spells

Combat

Whenever one piece moves or <u>teleports</u> to a cell containing another piece, combat occurs.

To determine a piece's chance to be hit, the following formulas are used:

To Be Hit By	Formula
Damage 3	Chance = 100 - (<u>Base Hit Points</u> * Movement)
Damage 2	Chance = (Chance to be hit by Damage 3) * 75%
Damage 1	Chance = (Chance to be hit by Damage 3) * 50%

Pieces that fight in their own terrain have a natural combat advantage. To determine the amount of advantage, the following changes are made before the Chance to be hit by Damage 3 is calculated:

- Base hit points are increased by 3.
- Movement is increased by 1.

Damage 3 is then calculated using the above formula. The chance to be hit by Damage 2 and Damage 1 are then recalculated.

The difference between the old chance to be hit and the new chance to be hit is determined. The difference is then subtracted from the augmented piece's chance to be hit (making it more difficult to be hit) and is added to the opposing piece's chance to be hit (making it easier to hit).

The effects of augmentation do not actually increase the number of hit points a piece has or the speed of its attacks (determined by movement). The effects last only for the duration of the battle (although another battle in that element's terrain will result in augmentation as well).

Note that neutral squares do not confer any advantage to attacking or defending pieces. <u>Anti-magic zones</u> are considered to have terrain of the surrounding element, except for Econ's square, which is always considered neutral terrain.

After augmentation has occurred (if appropriate), the effects of the <u>Shield spell</u> are applied. A shielded piece is 30% less likely to be hit than normal.

Throughout all these adjustments, no piece's chance to be hit can rise above 95% or below 5% (meaning that all pieces have some, albeit a slim, chance in certain battles).

Once the chances to be hit are determined, the attacking piece tries to hit the defending piece. If the attacking piece successfully hits the defending piece, the defending piece's hit points are reduced by the amount of damage done by the attacking piece (1-3 points, depending on the piece).

The same procedure then occurs for the defending piece. (Note that the attacking piece always gets the first swing.)

Combat continues in this manner until one piece's hit points reach zero or less. This piece loses the combat and is removed from the board.

The winning piece moves into the square occupied by the defending piece and receives all of the defending piece's tokens (if any).

Base Hit Points are the maximum hit points of a piece. A piece's actual hit points never rise above this number.

Changing Playing Styles

There are eight different types of computer opponents. Each opponent presents a different type of challenge during the game.

You may select a style for computer players only (human players must change their own style). This can be done at the start of the game, and even during the game, if you desire.

Each style has a different percentage assigned to the three different attributes which determine the computer player's moves. The attributes are Attack your opponents, Gather your tokens, and Gather other tokens.

Each style is listed below, with the corresponding attributes. Attributes that have a zero percentage do not completely eliminate the possibility of the computer playing using the tactics (i.e. don't expect an Attack of 0% to never attack your pieces).

Style	Attack	Gather yours	Gather others
The Barbarian	50%	50%	0%
The Collector	0%	50%	50%
The Conquerer	100%	0%	0%
The Gatherer	0%	100%	0%
The Sheriff	0%	0%	100%
The Undecided	34%	33%	33%
The Unpredictable	Random	Random	Random
The Vigilante	50%	0%	50%