

Mission Editor Guide

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I. Before You Start

Welcome to the *Pharaoh* Mission Editor! Soon, you will be devising your own stories, leading players through your own version of ancient Egypt.

The key to developing a challenging mission lies in good planning. Before you begin designing a scenario, carefully consider the following questions:

- ◆ **What is the primary goal of the mission?** This is the most important question to address. The primary goal of a mission could be one or more of any of a number of things. Maybe you want the player to develop a distribution system over a difficult terrain. Or, maybe the goal will be to build a bustling economy under difficult circumstances. Of course, there's always combat and monument building. Your primary goal will dictate most – if not all – of the mission's characteristics.
- ◆ **What impact does the primary mission goal have on design elements?** Once you've chosen a goal, think through the ramifications for the scenario's design. Let's say your goal is for the player to construct a large Brick-core Pyramid Complex, an Obelisk and a small Brick-core Pyramid. With the primary goal in mind, think about what the player will need to successfully complete your scenario. First, you'll need a play area with plenty of space to house the three monuments. You'll also need to be sure that the area has access to the proper raw materials, either in the area itself or by trade. If you are requiring the player to trade to procure needed raw materials, you will have to be sure that she has enough starting deben to afford the imports or that the player can produce valuable exports. Also, because the Pyramid Complex's causeway must connect to the river on the east side, you will need to make sure that water

runs through the play area, and that there is plenty of room on the east side of the river for the large Pyramid Complex. Even the most straightforward goals – like building three monuments – have far-reaching implications on scenario design. The more complex your primary goal is, the more variables you will have to consider before you begin designing the mission.

Once you begin actually designing your scenario, you may find that your goals and objectives change (it happens to all of us). If they do, just take a moment to consider what the changes mean to your scenario design.

Important note: The mission editor will allow you to make mistakes. It will not prevent you from setting enormous invasion sizes or invalid price or ratings settings. Be aware that if you set a number outside of Pharaoh's acceptable range (or forget to set a crucial component), your mission will probably not work the way you intended.

II. Using the Editor

To get started, click on the Mission Editor button from the Main Menu screen. A list of all the Custom Missions already included in *Pharaoh* will appear, along with a few new missions. Choose “Default” from the missions list, and a large, blank play area will appear. Now, save the mission with a new name (that way, you’ll be sure that you won’t make any permanent changes to the default mission). Your new mission name will appear at the top of the screen.

Now, choose the size of the play area. From the File menu, choose New Map. A list of available play area sizes will appear. Keeping in mind your mission objectives, pick an appropriate size. The New Map function changes the size of the play area and resets any terrain features you’ve created; other mission characteristics (like trade partners and events, which you’ll learn about later) aren’t affected.

Now that you have blank terrain, the temptation to begin landscaping the play area is almost irresistible. We strongly urge you – beg you, even – to resist. You’ll thank us later. Your first stop in the *Pharaoh* Mission Editor should be the Kingdom Map.

A. The Kingdom Map

Through the Kingdom Map, you define the relationships the player will have with the rest of the world. To edit the Kingdom Map, click the “Kingdom” button from the Control Panel. In the screen that appears, you’ll recognize the Kingdom Map (also called the World Map) from *Pharaoh*. Click “Reset map,” and all the cities and regions in *Pharaoh* will appear (if you started from the default mission, all the cities and regions should already appear on the map).

Cities, region names and simple graphics are objects that you can add, delete and manipulate to suit your needs.

1. Adding an Object

To add an object to the Kingdom Map, click "Add object" and choose a simple graphic, a city or a region. Then, click on a spot on the Kingdom Map to place the object.

2. Editing an Object

Before you begin editing objects, grab a pen and some paper. Unless your memory is very good, you will find it useful to write down information about cities as you define them. Details that you'll need to know later include city type (Egyptian, foreign, player, trading or not trading), the commodities associated with the city and the city's route number.

To edit an object, first click the "Edit Objects" button. Then, right-click on the object you wish to edit.

Editing a City

Think of cities as the characters in the story you are creating with the Mission Editor. The player's city is the main character, and trade partners and other cities are the supporting cast.

Player's City. You should begin by choosing which city the player will call home. Pick a city by right-clicking on it. Just below the map is a row of three boxes. Click on the middle box, and a pop-up menu appears that lists all the city types. Click on "Our City." Then, click on the box to the right to change the city's name. You have to use one of the names provided – you cannot come up with your own name. Finally, click on the box to the left of the "Our City" box. This box allows you to move the city's label (this is purely an aesthetic concern and has no effect on gameplay).

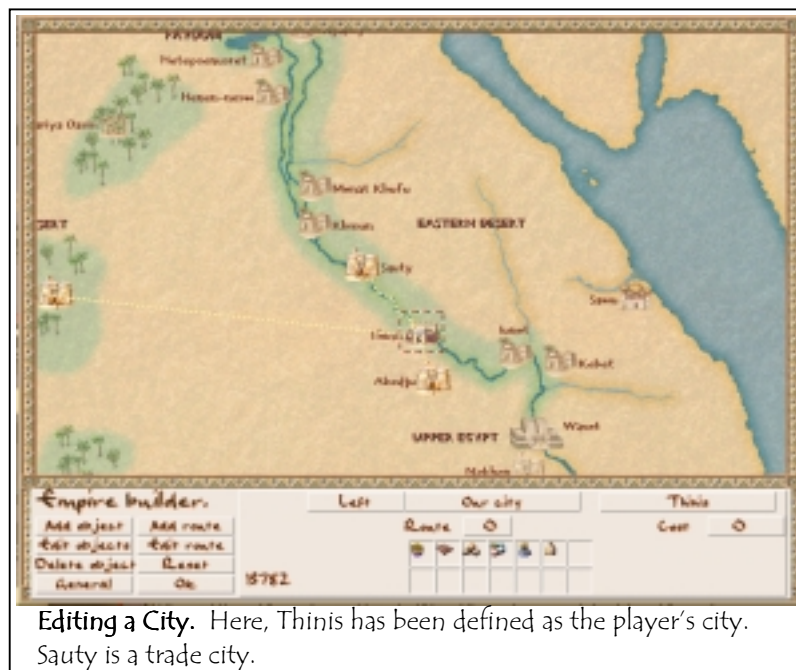
At the bottom of the screen is a series of 16 little boxes with the commodities the city can produce. Click on these boxes, and a list of all the raw materials and food in *Pharaoh* will appear. Choose the food sources and raw materials you would like the player to be able to harvest from her own city by clicking each box and specifying a commodity. You can change these commodities, add new ones, or leave them as is. *Please note: the player's city can grow or import no more than four types of food.*

Above the commodity boxes are the words "Route" and "Cost." Both of these boxes should be set to zero.

Trade Partners. Now, define some trade partners. Simply designate the city as Pharaoh trade city, Egyptian trade city or foreign trade city. There aren't necessarily any gameplay differences among the three types of trade city. When you create events later, though, you may decide to make foreign trade cities more volatile than Egyptian trade cities.

Choose the commodities that the trade city will buy and sell by clicking on the rows of boxes at the bottom of the screen. Once you have all the commodities set, decide how much or how little the city will trade. Click on the "Demand" button. The commodities you just specified will appear in a pop-up window. Set the demand level for each commodity to high (40 chariots or blocks of stone or 4000 units of all other commodities each year), medium (25 chariots or blocks or 2500 units per year) or low (15 chariots or blocks or 1500 units per year), depending on your master plan.

Now, set the route number. You should start at one and continue in order. Simply click on the button next to "Route," enter the appropriate number, and then click "Accept." Then, decide how much it will cost the player to open the trade route and enter the amount next to "Cost."



Other Cities. Some cities that will play an active role in your mission may not be trade cities (at least from the start). These cities may attack the player's city or be involved in other events. To define these cities, click on the middle button beneath the map, and decide if a city should be an Egyptian City, a Foreign City or Pharaoh's City. Then,

assign the city a number by clicking the button next to "Route." Write this number down along with the city name. If the city is going to be involved in an event, you'll need to know its number.

If a city is later going to be a trade partner (see [City Status Change](#) event, below), go ahead and choose the commodities that the city will trade. Don't forget to designate demand levels for goods and enter in the cost of opening the trade route.

Please note: up to 19 cities (other than the player's city) can play an active role in your scenario, and you will have to assign each city a specific number. This means that the total number of trade partners, invading cities, and other active cities in the scenario cannot exceed 19.

Editing Graphics and Regions

You can change the name of a region by right-clicking on it and choosing a new name from the list provided. To edit a graphic, right-click on it, then use the scroll buttons to view the different graphic options.

3. Moving and Deleting an Object

To move an object, first select it by right-clicking on it. Then, left-click on a new location for the object. You can also hold the left mouse button down and drag the object to a new location. To delete an object, right-click on it, then click the "Delete object" button. To reduce clutter on the Kingdom Map, you might decide to delete the cities that do not play an active role in your scenario.

4. Adding Routes

Click on "Add Route" to draw a trade or attack route on the Kingdom Map. Routes are the paths that invaders or traders will follow to get to the player's city. The notes you took while editing objects will be invaluable here.

When you click on Add Route, a route number will be displayed. Find the city on the map that corresponds to the route number displayed and click on it. This will mark the beginning of the path. Then, trace the route from the trade or invading city to the player's city.

You can follow the contours of the river or of terrain features by setting waypoints. Simply click the left mouse button to set points, which appear as large dots. Be forewarned, though. You can only set fifty waypoints, so you may have to sacrifice some detail on particularly long routes. Once you have finished drawing the route, right-click to set the path in place.

Keep in mind that some invasions might not come from a specific city. You can start an invasion route from anywhere on the map. Just be sure that the route number doesn't correspond with any of the cities in the scenario.

To switch between a land route and sea route, click the button below the Route Number.

Once you've drawn the route, you'll notice that the length of the route is displayed. The route length can be a useful guide to setting the cost of opening the trade route. In the interest of realism, longer routes should be more expensive. To set the route's price, click on "Edit Objects," right-click on the city that you just set a route for, and enter in the price by clicking the button next to "cost."

To add more routes, simply click the "Add Route" button again and repeat the process. Don't forget to draw routes for cities that will later become trade partners through the City Status Change event.

Routes must be added in numerical order, and skipping numbers is not allowed. So, if you add routes one through five and then delete route two, you must rebuild route two before adding any other routes.

Please note: you are limited to 19 routes. Each route does not necessarily have to correspond to a city (like the invasion route example above). However, if you have defined 19 different cities on the Kingdom Map, then each of the 19 routes will be associated with a city.

5. Editing Routes

To edit an already established trade route, click "Edit Route." Click the top button and choose which route to edit by entering its number into the keypad. You can add new waypoints to the path by clicking on it, and you can move waypoints by clicking on them and dragging them to new locations. Delete waypoints by right-clicking on them.

6. Resetting the Map

The Reset button will reset the Kingdom map to its default state. After resetting the map, all cities will be in their proper places on the map, will have trade goods appropriate to their historical locations and campaign trade statuses, and will be set as foreign cities.

Resetting cannot be undone! The first thing you should do after resetting the map is designate the player's city.

7. Setting Trade Prices

Before you leave the Kingdom Map, you'll need to set the prices for commodities. Click the "General" button, then click "Set Kingdom Prices." All the commodities available in *Pharaoh* appear, along with how much purchasers pay and sellers receive for them. Items not available in the scenario have prices of N/A. Click on the price you wish to change. When the keypad pops up, enter in the new price and click "Accept." You can set prices at whatever level you wish, and you may want to alter the prices to reflect situations that you'll create with events. For example, if your scenario takes place during a time of war, you might want to increase the price of copper and weapons. Think about what pricing will make your scenario seem more realistic (if that's your aim). The "Reset Prices" button will reset all prices to Pharaoh's default price set.

Now that you have defined different cities and their relationships with each other and established pricing for goods, you're ready to leave the Kingdom Map. Click "OK" to return to the play area.

B. Designing Terrain

This is usually everyone's favorite part of mission design. All the tools you need to landscape your territory are in the Control Panel. Starting from top left and moving from left to right, the buttons are as follows:

Plain land button: Use this button to put empty land down. When you begin, you are presented with a blank slate of nothing but land, so at first this button won't seem to do anything. It is most effective as an eraser if you need to remove terrain features later.

Tree button: Click this button to plant forests in the play area.

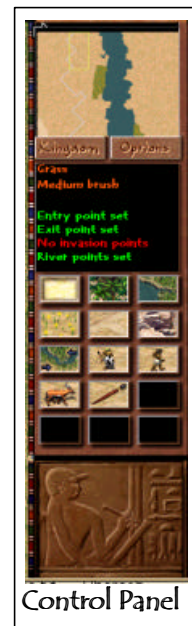
Water and wetlands button: When you click this button, you are presented with three choices:

Water: Use this button to design the flow of the Nile through the play area or to establish oases.

Flood plain: Click this button to designate the Nile's flood plain. Remember that the flood plain must be adjacent to the Nile.

Marshland: Click this button to place marshland in the region.

Meadow button: Use this button to place meadowland. The program automatically determines the fertility level.



Road button: Use this button to place any pre-existing roads (like the Kingdom Road).

Rocks and dunes button: Click this button to place the following types of terrain:

Ordinary rock: Place ordinary rock in the region if you intend on giving the player the ability to quarry stone or mine gems.

Ore-bearing rock: Ore-bearing rock contains copper and/or gold.

Sand dunes: Click this button to place sand dunes. The player can't build on sand dunes, but immigrants, emigrants and armies can walk over them.

River points button. Set river entry and exit points if the player's city is engaging in water-borne trade. The river entry and exit points must be placed along the borders of the play area and must be on the same body of water.

Invasion points button: If invaders are going to attack the player's city, you will need to specify invasion points. You can set up to eight land invasion points and eight sea invasion points. Invasion points must be placed along the borders of the play area.

People points button: Use this button to designate the spots on the play area from which migrants will enter or exit. These must be placed on the border of the play area and must be on the same land mass. Every play area must have people points. Otherwise, immigrants will never arrive. It's a good idea to draw a "Kingdom" road between the two points to give a visible cue where immigrants will arrive, although a road is not absolutely necessary.

Animal points button: Click this button to designate where animals will appear. Fishing points, which of course must be placed in the water, indicate where the fishing grounds are. If you would like dangerous animals to threaten the player's city, place killer spawn points. The game automatically chooses which type of killer you'll see based on the general climate of the region (arid regions have hyenas, normal regions have crocodiles and humid regions have hippos). Finally, place prey spawn points if you have given the player the option of hunting for food. Arid regions have ostriches, normal regions have antelope and humid regions have waterfowl. Some animal points can be only be placed upon certain terrain types. For instance, hyena spawn points must be on sand dunes.

Finally, if the city is going to be attacked by water, set some disembark points where enemy transport ships will unload their soldiers. When you set these

points, carefully note the surrounding terrain. If you pick a point that is along a straight section of coastline (where you could build a building like a Ferry Landing or wharf), the enemy soldiers will disembark on the water and look very silly. Be sure to place disembark points along ragged coastline.

Brushes button: Click this button to change the size of the brush. The smallest brush changes one tile at a time, while the largest brush changes a wide swath.

Two drop-down menus that you can access from the top of the screen will also be helpful to you. The File menu drop down lists basic (and self-explanatory) functions. The Resets menu drop down allows you to reset any points you have set. You can also refresh the map (keyboard command: alt-Z) from this location. Refreshing the map updates terrain tiles. Do this often to fix odd-looking tiles and to refresh the green grass coverage. The other drop down menus refer to game options and game help.

Another helpful tool is Alt-D. Pressing Alt-D allows you to scroll beyond the visible edges of the map. This will help you place items that need to be on the edge of the map, such as river points, invasion points and people points. Press Alt-D again to return scrolling to normal.

Now that you are familiar with the basic tools, design the landscape. The black box beneath the radar map is a useful guide. It tells you the current brush size along with the terrain type you have selected. It also tells you if you have set people points, river points and invasion points. Use this guide as a checklist to be sure you have the bare necessities to make your scenario work.

Landscaping Tips

When designing the play area, keep the following tips in mind:

- ◆ **For realism, consider the city's location on the Kingdom Map and design accordingly.** For example, if the city is on the Nile, make sure the river flows through the play area in a way that matches the Kingdom Map.
- ◆ **Make sure to include terrain to support the area's raw materials and other buildings.** If the player's city has access to reeds, for example, make sure that you designate some marshland. On the other hand, don't include resource-bearing terrain if the player can't harvest it. For example, don't designate an area of ore-bearing rock if the player doesn't have access to copper or gold mines. If the player will be using coastal buildings like wharves, Shipwrights, Ferry Landings and Docks, make sure you create enough straight sections of coastline so that the player can place these buildings.

- ◆ **Don't go too crazy with unbuildable terrain.** As fun as it is to put plenty of sand dunes, rocks, water, flood plain and marshland down, don't put too much. Make sure you leave enough space for players to build their city.

C. Options Screen

The Options Screen (not to be confused with the Options Menu) allows you to set win conditions and other features in the game. To start, click the "Options" button located directly under the Radar Map. A panel will pop up with the following items:

Brief Description: Enter a brief description of your scenario in the space provided. When we say brief, we mean brief: there's a limit of 24 characters.

Starting Conditions: Click "Starting Conditions" to set up the basic parameters of the mission. You can adjust the following:

Initial Rank: Click on the button to choose a rank for the player. The rank will determine the player's default salary, the mansion and palace size in the mission, and whether the player pays yearly tribute (a Pharaoh does not have to pay).

Start Date: In the panel that pops up when you click start date, click the button on the left to switch between BC and AD. Click the button on the right to specify a new date.

Initial Funds: Click the button to specify the amount of starting cash the player will have.

Pharaoh Gift: Decide how much bailout money to provide the player, then click the button to enter in the amount.

Milestone 25%, 50% and 75%: Use the buttons next to the milestones to set a timeframe for when the player should meet 25%, 50% and 75% of the mission goals. If the player has not made enough progress, the Kingdom Rating will take a beating.

Interest rate on debt: Click the button to set the interest rate players will pay if they go into debt.

Current Pharaoh: Click the button to choose a current Pharaoh from the list provided.

Player incarnation: Click here to specify which Roman numeral appears after the player's name.

Terrain Set: Set the general climate of the play area here. Your choices are humid, normal and arid. The terrain set helps to determine the amount of grassland in the player's area. In arid regions, grassland extends five tiles from the water; normal regions 15; and humid regions 30. Take into consideration where on the Kingdom Map the player's city is. If you are shooting for realism, then delta cities should be humid, cities along the Nile should be normal and cities away from the Nile should be arid. If realism isn't your goal, then choose whatever you want.

Events: Because there is so much to say about events, they get their own, separate section. [See below.](#)

Enemy: Click on the button next to enemy to choose an adversary. Enemies are listed by strength in descending order (i.e., the Hyksos are the strongest).

Gods Settings: Click the "Gods Settings" button to determine which gods will have an effect in the scenario. In the screen that pops up, click the button next to each god's name to change the god's rank (ranks are patron god, local deity and unknown). Then, specify for each god whether a Temple Complex will be available. For unknown gods, the Temple Complex setting is automatically "No."

Buildings Allowed: When you click on "Buildings Allowed," a list of buildings appears. You'll probably notice right away that there are some notable exceptions from the list, namely monuments, manufacturers and raw material producers. We'll get to those in a minute.

First, decide which structures you want the player to be able to build. A good rule of thumb is to remove structures the player won't need. So, for example, if you haven't given the player access to copper (either through importation or through mining), you should remove Chariot Maker from the list. To remove the Chariot Maker, simply click on it. It will appear in yellow, indicating that it will not appear in the mission at all. If you haven't given the player a means of importing chariots, you should remove Fort: Charioteers, too.

You won't need to worry about choosing specific manufacturers or raw materials producers. The program will pick appropriate buildings automatically based on the information you provided on the Kingdom Map. If your city can produce or import a raw material, then the appropriate manufacturer will be available.

Gold Mines are an exception to this rule. You must turn Gold Mines off in this panel if you do not want the player to have access to them.

You'll get to pick the monuments you want the player to build in the next step, selecting Win Criteria.

Win Criteria: After clicking this button, a panel pops up with a range of settings. Here's what each setting does:

Open Play: Set this to "Yes" if you want the scenario to have no set ending (e.g., it's impossible to win). The only way a player can lose in Open play is if her city is destroyed by enemies. If you want the player to be able to win the scenario, set Open Play to no. Next to the yes/no button is another button with a number on it. It doesn't do anything – it's just there for show.

Housing Level: Adjust this setting if you'd like the player to evolve housing to a certain minimum level. Click on the button on the left to set the number, and click on the button on the right to choose the level. *Pharaoh* counts houses in an odd fashion. A 4 x 4 house (such as a Palatial Estate) is counted as four separate houses. So, if you want to require one Palatial Estate, enter in four. Similarly, to require one 3 x 3 house (such as a Common Manor), enter in three. Finally, to require one 2 x 2 house, enter in two.

Culture Needed: First, specify that a certain Culture Rating is required to win by clicking the button on the left to read "Yes." Then, click the button on the right to set the Culture Rating level.

Prosperity Needed: The Prosperity Rating requirement is set in exactly the same way as the Culture Rating requirement.

Number of Monuments: Yes, it's what you've all been waiting for. First, set the number of monuments you would like the player to build. Before you go hog-wild requiring players to build umpteen monuments, *be aware that the maximum number of monuments a player can build is three.* Once you've specified a number, it's time to choose which monuments the player will build. Some monuments cannot peacefully co-exist with other monuments (for example, you can't build both a Stepped Pyramid and a Bent Pyramid in the same mission), and the program will automatically eliminate certain choices.

You will also notice that Mausoleum is listed three times in the monument list. That's because there are three different Mausoleum graphics. The only difference among the three Mausoleums is appearance; they each require the same amount of raw materials.

If you've chosen a tomb (Pyramid, Mastaba or Mausoleum) for one of your monuments, you can also select Burial Provisions. Click on the Burial

Provision you'd like to require and specify an amount. Keep in mind that, except for stone and chariots, quantities are expressed in hundreds. If, for example, you want the player to dispatch 800 pieces of pottery to the tomb, click on pottery and enter 8 on the keypad. If you enter in 800, you'll actually be requiring the player to send 80,000 pieces of pottery to the tomb. That's a lot of pottery!

For stone and chariots, the number you enter equals the number you are requiring. If you enter in 8 for granite, you will be requiring the player to dispatch 8 blocks of granite.

As you pick monuments and burial provisions, the monument rating is automatically calculated.

Kingdom Needed: Decide whether or not you will require a specific Kingdom Rating and set it in the same way you set the Culture and Prosperity Ratings requirements.

Time Limit (Losing Time): If you want the player to complete all the requirements within a certain timeframe, set a Time Limit. Click the first button until it reads "Yes," then click the second button to specify the number of years that the player has to complete the scenario.

Survival (Winning Time): With this setting enabled, the player wins after he or she survives for the amount of time you specify.

Winning Population: Set the minimum population the player needs to win here.

Flood Plain Setting: This setting controls when the Nile floods, how long the flood lasts and the average quality of the flood. Begin by clicking on the "Flood Plain Setting" button. In the panel that pops up, click on each button to cycle through your choices.

Scenario Picture: You can change the picture that appears with the mission description by using the scroll buttons underneath the image.

D. Events

Events help to put meat on the bones of your scenario. With events, you can create unique story lines that test the player's skills. And, you have plenty of different types of events from which to choose.

Here is where all the notes you took while editing the Kingdom Map will come in very handy. You did take notes, didn't you? You will especially need to know which route number you've assigned each city in the game.

When you click on “Events,” the Event Summary panel pops up. At the bottom are two buttons, “Add Event” and “Delete Event.” When you add an event, its basic details will be listed on this screen. Click on “Add Event” and then click the new button that appears to get started. You can plan up to 120 events.

The Event Planning Interface

The Event Planning interface looks a little daunting at first glance, but it really is fairly easy to use. Depending on the type of event you are planning, the interface changes, usually presenting you with only the buttons you’ll need to specify the parameters of your particular event. There are some basic characteristics you’ll need to determine for every event. These are:

How is the event going to occur?

Events can occur in four different ways. They can be one-time events, recurring events, triggered events or triggered by favor events. One-time events are just that – they occur only once. Recurring events happen over and over. A triggered event happens as a result of another event or as a result of a player’s action (or inaction). The button to set this characteristic of the event is on the right side of the screen at the top.

Triggered by favor events happen when the player’s Kingdom Rating sinks to zero. There can only be one triggered by favor event, and it is always an invasion, usually by Pharaoh’s army. To choose a triggered by favor event, first specify Invasion as the event type, then set up the event ([see below](#)).

When will the event occur?

Once you figure out how the event will occur, you’ll need to determine when the event will occur. The buttons governing event timing run in a column down the left side of the screen. The timing of events is expressed as a “how long after . . .” function. Depending on whether the event is triggered, one-time or recurring, the timing buttons will change slightly. For one-time events, you must pick the month and the number of years after the scenario begins that the event will take place. If you specify a range of years (for example, five to ten), the program will pick at random a year between the two you choose. If you want the event to occur in a specific year, simply make sure that the top year button matches the bottom year button.

For recurring events, you also need to pick a month and a range of years. This time, though, the range of years indicates when the event will first happen and how frequently the event will occur. For example, if you set up an event to occur three to six years after the scenario begins, it will take place for the first time within that time range, and then continue to

take place every three to six years. Be careful not to set the event to occur in year zero; otherwise, the event could happen almost constantly.

With triggered events, you specify how long in months after the first event ends (the thing that causes the triggered event) that the triggered event will occur.

What is the event going to be?

Of course, you need to specify which event is going to take place. Click on the middle button in the top row to see the list of events. You have 20 from which to choose, and each event type offers a lot of flexibility. The events are:

Requests. The requests interface is probably the most complex you will encounter. But, once you familiarize yourself with planning a request, planning other events should be easy as pie.

Begin first by deciding who will be doing the requesting, pharaoh or another city. You can switch between the two by clicking the button at the top left, located next to the event number. Then, decide the reason the request is made. Click the button underneath the one that reads "Request" and choose from the list provided.

Once you've specified the reason for the request, choose the commodity that will be requested. Beneath the reason button are three

The screenshot shows a complex interface for planning a request. It features several rows of buttons and input fields. Labels with arrows point to specific elements:

- Event reason:** Points to the 'Request' button in the top row.
- Requestor:** Points to the 'City' button in the top row.
- Event type:** Points to the 'General Request' button in the top row.
- Event frequency:** Points to the 'and then again' button in the top row.
- Month event will occur:** Points to the 'Feb' button in the second row.
- Year event will occur:** Points to the '124586' button in the second row.
- Items requested:** Points to the 'Linen' button in the third row.
- City requesting items:** Points to the 'Pharaoh' button in the third row.
- Amount requested:** Points to the '10' button in the third row.
- Compliance deadline:** Points to the '18 months' button in the fourth row.
- Event triggered by action:** Points to the 'Event triggered by action' button in the fourth row.

Planning a Request. Simply click on each button to plan all the particulars of the event.

buttons. Click on the first button and choose a commodity. You can choose a commodity for the second and third buttons, too. The program will pick one of the three commodities you've specified when the time comes for the request. Depending on the reason for the event, the commodities you can choose change (for example, you can only choose from the different types of food for the Famine request). If you choose "Egyptian city under attack" or "Distant battle" as the request reason, troops will automatically appear as the item requested. Now, decide which city is requesting the goods (or, if pharaoh is the requestor, which city will receive the requested goods). Beneath the "Item requested" buttons are two buttons with numbers. These numbers correspond to the other cities you've designated in the game (aren't you glad you wrote down their numbers?). If you want a specific city to request the item, make sure the two buttons match. If you want the program to decide which city will request the item, enter in two different numbers. The program will pick a city number from the range you specify.

You also need to decide how much of the item will be requested. Generally, the amount you specify will be translated into hundreds of units. For example, if you want the request to be for 500 pieces of pottery, enter the number 5 into the first amount blank. **There are some notable exceptions to this rule, namely soldiers, stone, chariots and debens.** For soldiers, the number is the strength of the enemy force, which is *roughly* the amount of untrained archers or infantry needed to win the battle. Keep in mind that some military units (like charioteers) are stronger than others. For stone and debens, the number you enter in will match the number requested (if you want a request of 200 debens, enter in the number 200, not 2).

If you specify two different numbers in the blanks provided, the program will choose an amount from the range you've specified.

Now, decide how long the player has to comply with the request by clicking on the button next to the date buttons.

You have now planned a basic request. Congratulations!! But wait, you say, what are all those buttons at the bottom for? Those boxes help you link events together, but we'll get to that later.

Gifts. Gifts are simply requests in reverse. The fields you will have to specify are whether it's pharaoh or another city making the gift, how the gift will occur (one-time, recurring or triggered by another event), what the gift will be, how much of the gift will be given and when the gift will occur. If another city is giving the gift, you'll also need to specify the city's number. As in the request event, you can introduce a

little randomization by listing three different commodities, a range of amounts and a range of different cities that are offering the gift.

Invasions. Invasions are essentially bad gifts that can't be refused. First, decide who is doing the invading. Your choices are pharaoh's army, the Egyptian army, the enemy army or the Bedouins. Click on the button next to the word "Route" to choose a specific attacking city or invasion route. Then, decide where on the play area the invasion will occur. This is a much more important step than it might seem. If you want the invasion to come via land, then use invasion points 1-8. If you want the invasion to come via water, use points 9-16. Next, decide how large the invading force will be. Enter in a specific number of invading soldiers, or specify a range of soldiers from which the program will choose. If the invasion is coming by water, also choose the number of invading warships. Click on the button to the right of the date buttons to set the amount of warning time the player will have. Beneath the warning time button is a button that determines the invading force's primary target. Click on it to see your choices.

Invasions can also occur as a result of the Kingdom Rating falling to zero. Simply set up an invasion and click the top right button until it reads "Triggered by favor."

Sea/Land Trade Problem. This event will shut down land or sea trade for a limited period of time.

Wage Increase/Decrease. Specify the amount of the increase or decrease by clicking the buttons next to "amount."

Demand Increase/Decrease. Use these events to change the amount of a commodity a particular city is willing to trade. The notes you took while editing the Kingdom will come in extremely handy here. First, choose a trade city and enter its number in the buttons next to the word "cities." Now, review the commodities that the trade city trades with the player's city. Above the word "cities" are three buttons. You can choose a specific commodity, or specify up to three different commodities and let the program choose one. Just be sure that the trade city buys or sells the commodities you specify.

Price Increase/Decrease. Use these events to change the price of a commodity. This event is easy to plan: first choose the commodity whose price you want to change. Then, specify the amount the price will increase or decrease. You can also allow the program to choose from three different commodities that you specify and to pick the increase or decrease from a range.

Kingdom Increase/Decrease. Again, this is another easy event to plan. All you need to do is specify the amount of increase or decrease in the buttons next to amount. You'll also see buttons next to the word "cities." You can leave these alone.

City Status Change. Use these events to significantly change the player's world. Once again, the notes you took while editing the Kingdom map will be invaluable here. Cities can change in the following ways:

Egyptian city falls. If an Egyptian city falls, its status will change from "Egyptian city" to "foreign city." Trade relations will not be disrupted.

Foreign city conquered. When a foreign city is conquered, its status will change from "foreign city" to "Egyptian city." Trade relations will not be disrupted.

Trade route now available. When this event occurs, a city that previously was not trading with the player will begin trade.

Trade route shuts down. A trade route that was offered to the player will be shut down if you choose this event.

Trade city under siege. Trade with the city under siege will be stopped.

Once you've chosen an event, you need to choose the city to which it will happen. Here's the tricky part, especially if you didn't take notes. The event you choose and the city it happens to must be compatible. For example, if you've chosen the event "Foreign city conquered," but you enter in an Egyptian city, the event will not occur. Just be sure that the event you choose can actually happen to the city you specify.

This is also your opportunity to introduce new trading routes to the player. The process for doing this begins when you edit the Kingdom Map. Set up the city that will trade with the player later the same way you set up any other trade city. Only, in the city status blank, make sure the city's definition is "Egyptian city," "Foreign city" or "Pharaoh city." Then, create the event that will open trade with the city to the player. Make sure you enter in the correct trade route number.

Message Event. Message events report news and are generally triggered events.

Contaminated Water. When the city's water is contaminated, city health takes a large dive.

Gold Mine Collapse/Clay Pit Flood. The results of these two events are similar. Depending on the event you choose, either a Gold Mine or a Clay Pit will be reduced to rubble. The doomed building will be selected at random.

Failed Flood/Perfect Flood. Use these events to inject even more unpredictability into the Nile's flood. If you choose Failed Flood, the inundation will not occur at all. The Perfect Flood event yields – you guessed it – a perfect flood.

Linking Events: a Tutorial

Linking events together adds robustness to the scenario's story line and gives the player an active role in the direction of the story. Pen and paper again come in handy here to help you map out all the cause and effect relationships.

As you've played around with event planning, you've probably noticed two things: each event has its own number, and there are a series of boxes at the bottom of the event panels that we haven't told you anything about. These two details go hand-in-hand, and the best way to discover how these two details interrelate is to learn by doing.

Step One: Plan the initial event.

Every chain begins with a single link, and event chains are no different. Let's begin by designing an event in which Pharaoh requests between 800 and 1200 jugs of beer for a festival to Ptah five years after the start of the mission. Bring up the event planning interface by clicking "Events" from the Data panel, clicking "Add Event," then clicking the button that appears. Now, set up the event. Refer to the ["Requests"](#) section above if you need instructions to guide you through the process.

Step Two: Decide the consequences for player action or inaction.

At the bottom of the panel is a list of the player's possible responses to the event: refuse, comply and too late. Let's set up the consequences to the player's action as follows:

- Comply: player's Kingdom Rating receives a 10 point boost
- Too late: player's Kingdom Rating decreases by 5 points
- Refuse: player's Kingdom Rating decreases by 10 points.

Let's further say that when the player's Kingdom Rating decreases by 10 points, trade route 1 closes down. If you haven't already, right-click to return to the Event Summary screen. Now, add each of these events, making sure

to designate each of them as triggered. When you're done, the Event Summary screen should have buttons that look something like this:

0 Request May +1 8-12 Beer
1 Kingdom Increase *** +3-6 10
2 Kingdom Decrease *** +3-6 5
3 Kingdom Decrease *** +3-6 10
4 City Status Change *** +3-6

Step Three: Link Those Events!

Now it's time to link the events together. Click on the "0 Request . . ." button to bring up the event interface. At the bottom of the screen, match the consequence to the appropriate action. Next to "Comply event," enter 1. The phrase "Kingdom Increase" should appear. Match up the other two actions with their consequences (enter 3 for refuse event and 2 for too late event). The phrase "Kingdom decrease" should appear on the refuse event line and on the too late event line. If "invalid trigger event" appears anywhere, make sure you've entered in the correct event number, and make sure that you've designated events 1, 2 and 3 as triggered events.

Next to the event number button is a button with the word "auto" on it. This button determines which reason for the linkage that the player is given when he is notified of the event. If you leave this button set to "auto," the program will pick a reason phrase for you, and it almost always chooses correctly. If you'd like, though, you can pick a specific reason from the list provided.

Now, right click on the screen and choose event 3, the Kingdom Decrease of ten points. In the box next to "Next event," enter 4. The phrase, "City Status Change" should appear. Right-click the panel to return to the event summary screen.

On the event summary screen, you should notice some changes. On the Kingdom Increase and Decrease buttons, "*0" appears. This indicates that these three events are triggered by event 0. On the "4 City Status Change" button, *3 appears. This shows that event 4 is triggered by event 3.

Step Four: Give It a Try!

Now, play your mission to see how the events work! Setting up working triggered event chains is probably the hardest part of mission editing, However, be consoled that good missions don't need many events, or even any at all.

Event chains can be as long or short as you want. Some events work better as triggered events than others, though. For example, "Contaminated Water"

should probably not be a triggered event, but there's nothing stopping you from making it one.

Also keep in mind that you can recycle triggered events. Any number of events could trigger, for example, a Kingdom Rating Increase. The same Kingdom Rating Increase event can serve as the triggered result to as many other events as you'd like.

III. Hints, Tips and General Guidance

Here are a few things to keep in mind as you design missions:

- ◆ Test your missions! There are many, many ways to make simple mistakes (believe us, we've been there). Take a little time to play your own mission to completion before finalizing it.
- ◆ If you don't want to start from scratch, use a pre-existing mission. If you like the basic setup of one of the Custom Missions, or if you want to build new scenarios from one of the missions you've created, choose the appropriate mission instead of the default map. Keep in mind that some of the missions released with *Pharaoh* were made with an older version of the editor. As a result, some of the graphics may be a little irregular. This will have no effect on the Mission Editor or the game.
- ◆ Remember when downloading missions from others to place them in the "Maps" folder. Then, access the mission from the Custom Missions screen.
- ◆ Consider writing a mission briefing to accompany your mission. The mission briefing can be just a plain text document that you share with the player. In the briefing, you can outline the mission's objectives and alert the player to specific events she should look out for. A good story always improves a scenario.
- ◆ Give the player opportunities to correct mistakes. If a player's action or inaction triggers an unpleasant event (like a key trade route closing down), you should probably give the player a few chances at redemption. Use the mission briefing to let the player know what the consequences of certain actions are.
- ◆ Mix things up by pre-placing some buildings. Simply design the mission, then play it to put down some pre-existing buildings. Then, save the game and share it with others. Please note that the file extension will be .sav, not .map, and the player will need to copy it into the Saves folder, not the Maps folder.
- ◆ Have fun!