

Disciples:
Sacred Lands
Demo Version

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SYSTEM REQUIREMENTS

Windows 95/98
Pentium 166 (Pentium 233 recommended)
32 MB Recommended
DirectX Compatible SVGA Video Card
DirectX Compatible Sound Card
50 MB Free Hard Drive Space
4X CD-ROM Drive
Microsoft Compatible Mouse

Disciples: Sacred Lands

Known Issues:

1) Party Inventory Bug

On rare occasions you may not be able to move items from Capital, City or merchant inventories into your own. To rectify the problem, leave the currently displayed interface screen and then return. You should be able to move inventory items at this point.

How to Play the Game

Welcome to Disciples: Sacred Lands. With the dawn of a new age approaching, each race senses that the time to act is now. Some are hungry for power, while others wish to ensure their survival. Will you fight to the death for your god?

How to play Disciples: Sacred Lands preview version.

After launching the application, the intro will play automatically. When you enter the first menu screen, click on the Single Player option. This will lead to another option screen, and there you can select the New Saga option. (Saved games can be loaded by clicking on the Load Saga option).

There is one chapter of a Saga available for the Empire and for the Undead Hordes in the demo. Complete sagas for each of the races Empire, Legions of the Damned, Mountain Clans and the Undead Hordes will be available in the release version. To continue, click on the checkmark located under the image of the Highfather (the god of the Empire) or on Mortis (god of the Undead Hordes).

In the next screen you may choose from three types of lords. As the Warrior lord your unit's hit points regenerate after every turn. As a Mage lord, spells can be cast more frequently and you have access to higher level spells. As the Thief lord, the thief has access to more actions.

To change your character portrait, move the mouse cursor over the portrait in the middle of the screen, and click on it to select a different portrait.

Adjusting the difficulty level in the demo will make the game easier or harder accordingly. The settings range from easy to very hard.

Click on the checkmark located at the bottom left to proceed to the briefing screen. The player will be briefed on the objectives for the scenario. Click on the Begin Game button to start the game.

Disciples Tips

- Right click on any unit or structure to get information on it.
- To enter a Capital City or any Captured City, just double click on it.
- To select a party, just click on it, or use the next leader button.
- To manage a selected party, double click on the selected leader's portrait to enter the party management interface.

- Resources are acquired when the land underneath a resource is of your race's type. Each race has a terrain type. Every turn your race's sphere of influence grows, the changing terrain reflects this. Where the land underneath a resource is of your race's type, you have access to that resource.

- Rods can be used to gain access to resource. Only specific leaders have the ability to place and remove rods.

- Each leader has a leadership value. The leadership value is the amount of units the leader can take into battle. A giant unit has a leadership value of 2.

GETTING STARTED:

This is a simple walk through of Disciples. It will help you build your first party, fight your first battle, and build a structure.

Day 1

The first thing you'll want to do in Disciples is build a party.

- To do this, select the Capital Screen button from the MAIN INTERFACE SCREEN. This will lead you to the CAPITAL CITY INTERIOR.

- From the CAPITAL CITY INTERIOR select the Army Screen button. This will lead you to the Army Screen.

Now you can build your first party. The party located on the left side of the screen is the visiting party; this is the party that will do the exploring. Any units located on the right side of the screen are the city defenses. Units are hired in the city defense side of the screen. To hire a unit, click on an available slot.

To recruit units from the city defense into a party, simply drag them into the visiting party.

When you're ready to explore, select the Return To Previous button to the City Development screen. From the CAPITAL CITY INTERIOR screen select the Exit Leader button.

Place the cursor over a party, when the cursor changes to a sword, this means that the party can enter into combat.

In the Combat Screen, attacking parties are located on the left side of the interface, defending armies are located on the right.

Attacking unit's portraits are highlighted in yellow. Possible target unit's portraits are highlighted in red. To attack an enemy, place the cursor over a red highlighted enemy portrait and left click on it.

Actions that can be performed on friendly units will appear in blue.

Once your actions are complete, select the end of turn button.

Turn 2

- On your second turn select the Capital Screen button to reenter the CAPITAL CITY INTERIOR.

- Select the Build Structure button to enter the city development screen.

In the City Development screen, you can build structures for your units to upgrade. Units can only upgrade when they've gained the required experience and when an upgrade structure has been built.

SCREEN INFORMATION

MAIN INTERFACE SCREEN:

Buttons (From top left to bottom right)

Options: Leads to the options menu where you can, save games, load games exit the game and change features of the game.

Map Resources: Toggles between an overhead view of the world and accumulated resources.

Objective: Replay the scenario objective.

Cast Spell: Leads to the spell casting interface.

Diplomacy: Leads to the Diplomacy Screen.

Capital Screen: Leads to the CAPITAL CITY INTERIOR.

Use Staff/Scrolls: Lets the player use magic items found in the game.

Plant Rod: Units with the plant rod ability can plant a rod (to change terrain) or remove a rod.

Drop Item: Party can drop items from their inventory.

Exchange: Parties can exchange units and items.

Guard: If a player has several leaders, this will prevent the presently selected leader from being selected when the next leader button is pressed (for one turn only).

Next Leader: If a player has several parties at the same time, this button will toggle through them.

End Turn: Ends the turn.

CAPITAL CITY INTERIOR:

Buttons (From top left to bottom right)

Map Resources: Toggle view between an overhead view of the world and your resources.

Research Spell: When the magic tower has been built, this button will lead you to the spell research screen.
Exit Leader: The leader currently visiting the city will leave when this button is pressed.
Army Screen: This button will lead you to the Army Screen interface.
Build Structure: This button will lead you to the build structure interface.
Return: Returns to the previous menu.

Army Screen:

Buttons (From top left to bottom right)
Dismiss Unit: After selecting this button select a unit to be dismissed.
Heal Unit: If the temple has been built, injured units (if any) can be healed by selecting this button.
Revive Units: If the temple has been built, deceased units (if any) can be revived by selecting this button.
Return to previous: Re-enters the previous screen.

City Development:

Buttons (From top left to bottom right)
Fighter Units: Leads to the fighter units structure screen.
Mage Units: Leads to the mage units structure screen.
Ranged Attack Units: Leads to the ranged attack units structure screen.
Support Units: Leads to the support units structure screen.
Other Buildings: Leads to the other buildings structure screen.
Close: Returns to previous screen.

Units can upgrade when they have gained the required experience points and when the required structure has been built.

Combat Screen:

Buttons(From top left to bottom right)
Surrender: Party will surrender to enemy.
Skip Unit: Unit chooses not to attack this turn.
Retreat Unit: Individual units retreat.

Diplomacy Screen:

Buttons (From top left to bottom right)
Map/Resources: Toggle view between an overhead view of the world and your resources.
Trade Spell: Sell a spell to another race.
Trade Item: Sell an item to another race.
Give Gold: Give gold to another race.
Offer Alliance: Create an alliance with another race.
Break Alliance: Break an alliance with another race.
Return to Previous: Return to the previous screen.