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Conquered Kingdoms

Victory, Conquest
and
Instruction Manual.

By

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and
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CONQUERED KINGDOMS™

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This manual is divided into the following basic sections:

1. Introduction
2. Quick Start
3. Full Documentation
4. General Strategy and Tactics

This game **requires** a configuration of:

IBM AT (12 MHz or faster) or a 100% compatible
EGA /VGA graphics
Hard Disk Drive with 3.5 Megabytes of free space
Mouse

Optional:

Disk Cache is recommended.
Adlib and Soundblaster sound cards are supported.
A Hayes or 100% compatible modem is supported.

Before playing **Conquered Kingdoms**, you must install the game onto your hard disk drive. To do this follow these steps:

1. Insert "Disk 1" into your disk drive.
2. Address that disk drive [Example: "A:"<return>].
3. Type "**INSTALL**"<return>. This will start the installation program. Follow the on-screen instructions and the game will be installed automatically. You will be asked the disk drive on which you want to install **Conquered Kingdoms**. The directory name that is created is "CC" by default.

Start **Conquered Kingdoms** once it has been installed using the following steps:

1. Set the default device and directory to where the game is installed. Example: "C:"<return>, "CD\CC"<return>.
2. Type "CC"<return> to start the game. Optional characters can be appended after a <space> for special circumstances including:
 - "A" for AdLib sound support
 - "B" for SoundBlaster sound support
 - "E" to suppress page flipping for older machines.

Example: "CC B"

To protect your **Conquered Kingdoms** against unauthorized use, a security system has been installed. This appears after the title and credit screens have been shown, and requires you to enter a certain word obtained from this manual per the instructions given on your screen.

Conquered Kingdoms is a game of geographical conquest. The unit types are divided into two categories (Basic and Advanced). In the consists of human units only (catapults, archers, cavalry, etc.). The advanced has human as well as exotic combatants (wizards, dragons, rogs, etc.). These exotic creatures can do such things as teleport, double shoot, scare, etc. Both unit types require completely different strategic thinking. There are towns in each map, each having specific point values. To receive the points that a given town is worth, you must simply occupy any square of the town. Each game has a fixed number of turns. Games can be played in the normal, short or long modes. A complete player history is available. After each game the, game statistics will automatically be displayed.

You must mine gold, harvest lumber (wood) and mine coal. These will provide the raw materials to create new weapons and units. Your main goal is to take and hold towns, accumulate those raw materials and most important- to conquer and manage castles. All of your new recruits with their appropriate weapons are trained and equipped in the castles that you own. If you don't own at least one castle, you won't get replacements. The castle values proportionately increase the more you own. The first castle is worth 300 points. If you have 2, then they are each worth 600 points. For the third castle, each castle is worth 900 points. You must first select your starting locations. Once that has been completed, you will be given a set number of buy points for each scenario at the start of the game. You can choose any combination of forces and place them in any of the highlighted areas that you had selected.

There are twenty-one levels of difficulty from which to choose. The artificial intelligence has several different personality types that keep the game unpredictable from game to game. **Conquered Kingdoms** is a very easy game to learn, but takes quite a long time to completely master the games nuances and strategies. Keep your option choices simple when first learning the game. The option such as longer games should not be used until later on when you have become more experienced with the game and the interface. The interface has been made to be very intuitive. The basic idea is point and click; to move, fight, or produce new units.

The Cascatia campaigns are a series of games in which you must conquer various maps by going from county to county to enlarge your domain. This domain can range from small (with 16 counties) to large (with 120 counties). Once you have captured enough of the realm (in most cases 60%) , you are declared the victor. There are some Cascatia maps in which you must capture strategic points as well in order to be declared victorious. In some counties, extra units are given to the players as a bonus (if you win the county) towards winning the game. You receive this bonus on each subsequent map after that one. You, as the king can expand quickly or slowly depending on the difference in scores. You can also increase your rank, to become a true king of the realm.

Many players want to jump right into a game, thus here is a brief tutorial so that you can play **Conquered Kingdoms** within minutes of installing this game on your hard drive. Although the game is generally intuitive the full rules should be read after playing your first few games.

The order of events in **Conquered Kingdoms**.

1. Create a player.
2. Choose either Cascatia or Single Battle.
3. Choose Blue starting locations.
4. Place Blue units.
5. Choose Red starting locations.
6. Place Red units.
7. Blue unit movement.
8. Combat
9. Red unit movement.
10. Combat
11. Scoring. (Resources, Flags, and Castles assigned)
12. Next turn.

When you first enter **Conquered Kingdoms**, the main menu screen will appear after answering the copy protection question.

Before going into battle you must create your personal officer. Clicking with your left mouse button on View Royalty will bring you to the royalty screen. Here you would now create your personal officer by clicking on the button Create a Player. You will then be asked to enter a name. This name will be the name that your royalty will go by for the rest of the game. Once your officer is created, you are ready to play **Conquered Kingdoms**.

At the main menu, by clicking on Fight a Battle, you can play a single battle map. Your first 10 or 15 games should be single maps so that you can learn how to play and develop a myriad of strategies against both the computer and human opponents.

At the round table screen, you will be required to pick the players involved, the map, and the hardware options. To change either the blue player or the red player, point at the player's name in the appropriate box and click with your left mouse button to cycle through the players that have entered their names on that computer. To play against the computer player cycle through the names until you reach Compoleon0.

There are nine different maps as well as a random map. Pick map 1 by clicking on the number of the map. The vital statistics (name, size, length, and buy points) about the game will appear in the white bubble across the top of the screen. There is a rendering of each map as you click around them in the center of the table. When you are done with your selections click on the box that says Start Game with These Options.

The next screen that appears is the fireplace screen. This screen holds many other options that will be described in detail later in the manual. For now, just click on Start Game, because to learn the game, you should start on difficulty level 1 with all other options defaulting to the normal settings.

In the upper right corner of the screen will be a small yellow box stating how many locations you have selected and how many are available. When you first see this screen it should say "0 of 3 Selected". All locations that are available to you are listed along with their point value on the right side of the screen. You can either scroll around the map, or jump from starting location to starting location. Jumping to another location can be done by clicking on the name of the location in the upper left part of the screen. There are many things to consider when choosing your starting locations depending on the strategies that you employ. There are resources (which, once secured, allow you produce new units) , castles (in which your new units are placed, once it is secured) and cities (which give points when any unit controls them). Another consideration is the possible starting location of the enemy. To select an area, simply click on the area that you intend to be a starting position (it will change color). When you have completed your selection click on the exit icon in the upper center of the screen.

It is now time to select your forces.

The following is a brief description of the various pieces. Most units move three squares per turn, have reduced movement in woods and rough terrain, no movement into mountain squares, and attack only opponents in the same square. Exceptions are noted where applicable. Some units are particularly effective against some units and ineffective against other types.

Conventional Units:

Knight	Good powerful units. Archers have no effect on knights. Knights can invade the gate square of an enemy castle.
Swordsman	Cheap basic unit good for holding towns, castles and resources. It is the only ground unit that travels 2 through woods. Use of roads increases the normal movement from 2 to 3. Swordsman can invade the gate square of an enemy castle.
Cavalry	Fastest land unit except spy with a movement of 5. Good strong piece.
Archers	Fires with a range of 2. Great offensively against dragons. Archers are the only unit that can fire while loaded on boats. Archers should avoid knights and gargoyles!
Lancers	Will kill cavalry outright without taking damage in return.
Catapults	Fires with a range of 3, ineffective against cavalry, but normally kills archers outright. Catapults cannot return fire in hand to hand combat. Use of roads increases the normal movement from 2 to 3. Can bombard castles.
Boats	Can transport most units, moves 5. The most effective piece against boats is catapults. Only archers have any effect when loaded on boats.
Spy	Very exotic piece. Can see out 6 instead of 3 like all other pieces. Cannot be seen by an enemy unit unless it is in the same square. Moves 6. Kills 12 of an officer. A very sneaky piece.

Fantasy (Advanced) Units:

Gargoyles	Flies over anything. Kills archer outright without incurring damage. Cannot move into or attack units in an enemy-owned castle's keep.
Troll	Regenerates 4 hit points per turn if not dead. Trolls can invade the gate square of an enemy castle.
Rog	Can walk on water without boat and is effective against boats in combat.
Ogre	The ogre has a combat range of 1 square. Ogres can invade the gate square of an enemy castle.
Phantom	If an enemy within 3 squares of your phantom attacks your unit then it will be scared so that only so that only one half of the normal damage will result (dragons are not affected by phantoms). This piece only moves 2 squares per turn.

Wizard

As a regular unit the wizard has a range of 3 and is very effective. The wizard uses special abilities which when used dissipate mana (which regenerates 1 per turn or 2 while wizard in a castle keep). Can bombard castles. Wizards have the following unique abilities.

- 1) **Fireball** : costs 9 mana, will cause 8 damage to every unit in target and adjacent squares.
- 2) **Enhanced Vision** : costs 3 mana, sees out 15 squares including spies.
- 3) **Teleportation**: costs 7 mana, Takes unit in same square plus first piece in adjacent squares around it and can move them up to 15 squares away.

Dragon

Flies over anything with a movement rate of four. 32 hit points are needed to kill a dragon. When attacking square will damage both pieces. Cannot enter keep of an enemy owned castle but can bombard them.

You are given a certain quantity of gold at the start of the scenario. This must be allocated to the various unit types. The first 10 units will be shown along the right side of the screen. To purchase any of the last five (more powerful and costly) units click on the words More Units; a second click returns you to the basic unit selection.

The active unit type is outlined with a white box. Click on any square to place a single unit of that type on the battlefield. The unit's cost in gold is displayed in yellow next to the unit's icon. The total number of a given unit that you have purchased is displayed in blue next to its cost. To cycle to the next placement city click on the area's name in the upper left corner of the screen. Once you have selected all the units that you desire or want, click on Exit to continue with the game.

If you are playing against the computer opponent, the computer will pick its starting locations and units. If you are playing against a human opponent, he will now go through the same process of picking starting locations and units.

Movement is quite simple; point and click the left mouse button! The currently active unit is outlined in white on the main battle field. The movement points that remain for the active unit are displayed in the upper right corner of the active unit box. The damage that is left is displayed in the lower left corner of the active unit box. To move that unit towards a given location, point at the intended location with the mouse and click. To activate a different unit, click with the right mouse button on that unit.

The areas that effect the game are cities, castles and resources.

An occupied city (has a piece in it at the end of the turn) scores the amount of points noted next to the city. If two opposing pieces occupy a town, neither gets the points for that town. Some cities have more than one square; to get points for these cities you must have a unit in **any** square while the enemy does not occupy any of the squares.

Resources are necessary to build new units. New units will be available for placement in any castle that is owned by you that is not under siege. There are three different types of resources (gold, wood, and coal). To control a resource, you must place a unit in the same square as that resource and have it there at the end of the turn. After the first turn that a unit holds a resource, that resource will be owned for two turns even if the unit leaves the square. Remaining a second turn will hold the resource for four turns. After remaining three turns, the resource is permanently owned by the captor. To take a resource from the enemy, you must have one of your pieces controlling the resource at the end of a turn. To determine the current status of a given resource, click with the right mouse button on the resource. The status will be displayed across the top of the screen.

Castles are needed to produce reinforcements and also yield valuable victory points. Reinforcements can be placed in any square of any owned castle that is not under siege. Castles are held by having a unit in the keep (center) of the castle. Castles give a defensive bonus to defending units. An enemy castle can only be entered through the front gate by knights, swordsman, trolls and ogres, but castles can be sieged or bombarded (explained later in the manual). Ranged pieces can fire at units in the castle unless they are in the keep.

Production is a very important part of **Conquered Kingdoms**. The production screen can be accessed by clicking on the first icon in the second row of icons. Once in the production screen the unit icons will be displayed in two columns. Next to the name of the unit is the cost to produce the unit if you use only gold. The next three numbers in the box represent the cost for the unit using all the resources (Gold, Coal, and Wood in that order). The unit can be produced using gold by clicking on the box with the gold cost or produced by the combination of resources by clicking on the other combination box.

The icons that are displayed on the right side of the screen will be explained later on in the manual. There are only two that are **very** important. The Stop icon stops the active unit and activates the closest unit that has movement points remaining. The Sentry icon does the same but the unit remains inactive until an enemy unit is within sighting distance or you specifically unsentry it. Once all pieces have been moved the Done icon will flash between red and gray. Click on the Done icon to continue into combat.

Combat is resolved in several stages.

Melee combat (units in the same square as an enemy unit) is resolved first. The damage that can be done is displayed in the lower left side of the icon that is shown in the combat area (gray area). To attack, click on the unit that is the intended target. Once the combat is resolved, an immediate counter-attack is made by the defender. No unit involved in melee can make a ranged attack and combat results are immediate.

Ranged combat occurs next with all attacker units followed by the defender's. The attacking unit is displayed as a white box with a red box inside surrounding the unit. All possible targets are shown with the possible damage and the remaining defense points needed for a kill. Specify the target by clicking on it. Defending ranged units get to fire even if they are killed during the attackers ranged combat.

- Officers will heal (Cascatia campaigns only).
- Score will be tabulated.
- Held resource areas will be acknowledged and accumulated.
- Owned castle keeps will be designated.
- Castles will be repaired (1 point) if not under siege.

This section details the characteristics of all of the units in **Conquered Kingdoms**.

Movement Points: 3

Def. Damage: 8

Cost: : 4G or 2G + 2C + 0W

Good powerful units (archers have no effect)

Can enter the gate of an enemy castle.

Movement Points: 2

Def. Damage: 8

Cost: 2G or 1G + 1C + 0W

Moves 3 when unit starts movement on a road (or castle square) and moves onto another road square.

Move through woods without penalty.

Can enter the gate of an enemy castle.

Movement Points: 5

Def. Damage: 8

Cost: 5G or 3G + 1C + 1W

Ineffective against lancers. Very useful against dragons.

Movement Points: 3

Def. Damage: 8

Cost: 3G or 2G + 0C + 1W

Ranged firing (2)

Can fire while aboard a boat

Movement Points: 3

Def. Damage: 8

Cost: 2G or 0G + 1C + 1W

Will kill cavalry without receiving any damage.

Movement Points: 2

Def. Damage: 8

Cost: 4G or 2G + 0C + 2W

Moves 3 when it starts movement on a road and its first move is onto another road square.

If caught in melee, catapults cannot return fire.

Ranged firing (3). Can bombard castles.

Not effective against cavalry. Kills archers.

Movement Points: 5

Def. Damage: 8

Cost: 3G or 1G + 0C + 2W

Can carry one unit at a time across water.

Moves only on water.

An archer may fire while loaded on a boat.

Movement Points: 6

Def. Damage: 8

Cost: 9G or 5G + 2C + 2W

Very exotic piece.

Sees out 6 instead of 3 like the other pieces. Can only be seen by a enemy unit in the same square (except wizards using the vision spell).

Kills 12 of an officer (applicable to Cascatia only).

Movement Points=3

Def. Damage: 16

Cost: 8G or 4G + 2C + 2W

Can fly over any square except a castle keep.

Takes no damage when attacking archers.

Cannot enter an enemy held keep.

Can enter castle without using the gate.

Movement Points: 3

Def. Damage: 16

Cost: 7G or 3G + 2C + 2W

Regenerates 4 damage points per turn if it survives the turn.

Can enter enemy held castle gate.

Movement Points: 3

Def. Damage: 12

Cost: 4G or 2G + 1C + 1W

Can move freely across water.

Movement Points: 3

Def. Damage: 16

Cost: 7G or 3G + 2C + 2W

Range Firing (1)

Moves through hills without losing movement.

Can enter enemy held castle gate.

Movement Points: 2

Def. Damage: 8

Cost: 15G or 9G + 3C + 3W

Scares all enemy units (except phantoms or dragons) within 3 squares, halving damage inflicted.

Movement Points: 3

Def. Damage: 8

Cost: 20G or 16G + 2C + 2W

Ranged firing (3). Can bombard castles.

The Wizard can cast the following spells:

1) Fireball - Cost: 9 mana - will kill 8 of every unit in and 1 sq. around target.

2) Far Seer - Cost: 3 mana - sees out 15 squares.

3) Teleport - Cost: 7 mana - Takes unit in same square plus 1st piece in adjacent squares around it and can move them up to 15 squares away. Cannot teleport into a castle.

Spells dissipate mana which regenerates at the rate of 1 per turn (or 2 if in the castle keep).

Movement Points: 4

Def. Damage: 32

Cost: 20G or 16G + 2C + 2W

Ranged firing (2) ; can bombard castles.

Does damage to both units in a square.

Can fly over any terrain except a dragon cannot enter an enemy-held castle keep.

Movement Points: 3

Def. Damage: Variable

Cost: : Cannot be constructed

Officers apply only to Cascatia campaigns.

Depending on rank, officers will heal wounded units up to 4 squares away at the rate of 2 points per turn per unit. The higher the rank of the officer, the larger the surrounding area in which units will be healed. The officer can heal himself at the rate of 1 damage point per turn. In order to heal himself, there must be no enemy units within three squares (excluding spies).

The officers negate the enemy castle defense benefit.

An officer gains one experience point for each scenario which he survives. The officer is promoted to the next rank after every two experience points. The King that you receive when playing in Cascatia starts as a Cavalier and must work himself up to King. There can only be one King, so that the other officers that you receive can only receive the rank of Duke. As you receive other officers, they start as a Squire. If your King is killed, you will lose up to 5 counties (depending upon his rank).

The ranks of officers are:

Squire	8 damage points, heals only a unit in the same square
Cavalier	12 damage points, heals up to 1 square away
Baron	16 damage points, heals up to 2 squares away
Duke	20 damage points, heals up to 3 squares away
King	24 damage points, heals up to 4 square away

This section details the screens prior to the start of individual games and menu choices available on those screens. Where a keyboard equivalent is available, the appropriate character is underlined.

This first screen controls access to the various components of the game.

- Fight a Battle** Allows you to play a single battle. Takes you to the Round Table screen. There are nine individual battles to fight or try your hand at the randomly generated scenario.

- View Royalty** Allows you to create new players or view a players history. Takes you to the Royalty screen. Before your first game you must create on officer in this menu. The game will prompt you to create an officer if you have not previously done so when entering a game menu.

- Exit Game** Takes you back to DOS.

- Activate Modem** Readies modem for modem play.

- Restore Game** Restores a previously saved game. A game can only be restored one time.

- Cascatia** Takes you to the Cascatia menu.

Selecting **View Royalty** on the main screen moves you to the Royalty Screen.

The Royalty Screen shows all of the current players and their ranks. The picture next to the name shows the character and it's rank. From this screen all player histories are readily accessible.

Create a Player Creates a character for use in the battles and Cascatia.

Delete a Player Removes a player from the royalty roster. This will erase his record completely.

Player History This option allows the player to view the currently selected player's history.

Map Scores This option allows the player to view the map high scores and averages.

Exit menu Returns the player back to the main menu.

Scroll List Selects the next player.

The Round Table screen allows you to pick a single battle to fight. In the center of the table is a small map of the battlefield that you would be playing. This map is an approximate representation of the map that you will fight over. To change to any other of the 9 battle sites, click with left mouse button on any number around the table. The map that is currently being displayed is highlighted in red. To play a randomly generated battle map select the "R". If "R" is selected then a large question mark is displayed on the central map.

The information bubble will be displayed across the top of the screen at all times. The information bubble will display the map number, the title of the map, the size (in squares) , the game length, and the amount of starting buy points. It is suggested that you play some of the maps using reduced units for the first couple of games.

The secondary information box is displayed on the right side of the round table screen. This box is separated into six smaller boxes. The top two boxes in this section show the names of the Blue and Red players. To change a current player, click (with the left mouse button) on the name inside the box until the desired name is indicated. The third box has the Hardware Options. By clicking on this box, you can switch to the Electronic Mail method of play. For an explanation of the hardware settings please read the Modem section of this manual. The fourth box displays whether or not a Cascatia map is being used for this particular battle. If you are playing a single battle, a Cascatia map will not be used. The fifth box down allows you to abort back to the main menu. The last box in this section brings you to the next screen.

INSERT ROUND TABLE SHOT HERE, *Bruce Lull- Full page here*

The Fireplace Option Screen consists of several independent subscreens as detailed below.

This set of options allows you to select between **random** and **fixed** damage. Random damage gives the player a small chance to either miss completely, doing partial damage, or doing extra points of damage upon their adversaries. Fixed damage is an “always hit” option. When you engage in combat, you will hit doing exactly the damage that is stated on the screen. This makes **Conquered Kingdoms** more tactical in combat. The player should try both of these methods and choose their own personal favorite.

The game length allows the player to set the length of the battle. If you select **short**, the games length will be cut to 50% of the normal length. If you select **long**, the game length will be double the normal.

If you choose **basic** you will be able to play only certain maps. In the basic mode you will only be able to play with the human forces. If you choose **advanced** mode (which we highly recommend) you will be able to use all units, human and exotic.

The force size for both sides can be lowered by picking **small**, which will cut the starting forces by 50%.

This option will allow the player to choose in what fashion they will choose their starting locations. Normal is a method that gives you a group of randomly selected cities, of which the players are allowed to select some of those. Alternate allows the players to alternately choose cities until they are all taken. Single city allows only one city starting location.

This option will allow the player to return to the main menu.

Start game will begin the game.

To create a new player, from the main menu, click on View Royalty. The player will then be in the royalty roster. Once there click on Create a Player. A prompt box will then appear in which the name of the new character should be typed. A picture of the character will then appear with his rank. **Do not use a period within your name.**

- Normal** Picking starting locations using the normal fashion is the easiest way to start learning the game. The next screen that appears will be the map selection screen in which you will be allowed to pick some of the highlighted areas. The amount of starting locations allotted to you are shown in the upper right corner of the screen with as a small sentence. It starts as 0 of x cities selected. Once you start selecting cities 1 of x cities selected and so on until you select x number of cities. Example: In map 1 you may choose 3 of 6 cities. To cycle through the various starting areas, click on the name in the upper left corner of the screen. To select a particular area simply click on the highlighted area. You can scroll around the map by moving the mouse cursor off of the screen in any direction. Once you are done selecting the cities click on exit.
- Alternate** When alternate city starts is selected, the Blue player selects a city location. The Red player then selects a city. This process repeats itself until all locations have been taken, unless the cities are overlapping.
- Single City** Single city start is a method in which the computer gives you a number of starting locations and you are allowed to choose only one of those locations.

Note: in all but alternate picking, you can select a city from the list on the right side of the screen as well as picking it on the main map.

Once you have selected your starting locations, you will need to choose the starting forces. To cycle from location to location you can click on the name of the location in the upper left corner of the screen. You can also scroll on the map by moving the mouse to the sides of the screen. This will allow you to scout the areas in which you have selected. The unit types are shown down the right side of the screen, with their costs in yellow under their name. The quantity of the unit that you have purchased is in the last column on the right. The total buy points that you have not utilized yet are displayed in the upper right corner of the screen. As you buy units this number will eventually go down to zero. When you can no longer afford to buy any other unit click on exit to start the game.

The currently active unit is outlined in white. To place the active unit, point to the location at which you want to place it (inside a highlighted area) and click the left mouse button. To make a different unit active, click on the intended unit. By clicking on the More Units box, other available units will be shown. To get information on any unit click on that unit twice in the right units display column. An information screen on the unit will be shown with the damage that it does to the other types of unit as well as their special powers or abilities.

Once you have selected your units and have clicked on exit, your opponent will select their starting locations and forces. The right mouse button can be used to activate any unit on the map. Click the left mouse button on a unit already on the map and it will be replaced by what you currently have selected in the right column.

Movement encompasses most of the game play and requires the most thought. In the upper right corner of the screen, the reconnaissance map is displayed. This map shows your location on the map in a blinking yellow square. The computer will cycle through all pieces that have movement left. Unit information is displayed in the active unit box (AUB). The active unit box displays the movement points that the unit has left (with an M next to it) , and the damage points that the unit has left in the lower left corner of the AUB. It will also display the mana that the wizard has not expended. A gold box will appear across the bottom of the AUB if the unit is either aboard a boat, scared by a phantom, protected by a castle wall, or led by an officer.

To move a unit to another location simply click on the location with the left mouse button. The unit will move towards that location, moving as far as movement points allow. To stop a unit early hit any key or your mouse. To soft stop a unit for a given turn click on the "stop unit" icon (first row, first icon). With this soft stop the unit will not turn gray and you may go back and move that unit later in the same turn by clicking on it with the right mouse button. To leave a unit at a specific location without having the computer address it as a moveable unit until an enemy piece comes within 3 squares, click on the "sentry icon" (first row, second icon). The sentry unit command can be very useful for holding towns.

Units will "wake up" automatically from a sentried position when:

- a) An enemy unit comes within three squares.
- b) A resource you are building becomes permanent.

To load a unit on a boat, move the boat next to the land square in which the unit that you wish to load is located. You cannot load a unit onto a boat and then unload it in the same turn (message will pop up stating that). Move the unit to the land square next to the boat, then onto the boat. It will automatically load the unit in question. Once on the boat you can move the boat its 5 squares per turn. When you would like to unload the boat, move the boat into the land square in which you wish to unload and a prompt will appear asking if you wish to unload the boat. Once unloaded you must stop the unit. You may then continue moving other units. From a boat, archers are the only units that may fire out of a boat. All others have no ranged combat.

To select a different unit to move, click the right mouse button on the intended unit. Clicking the right mouse button on an empty square will bring the square's information. This information reveals how many points of resources are in the square (and who owns it) , whether it is water, mountains or part of a castle, or opposing unit's statistics.

Terrain effects the movement of most units. Mountains are impassable to all but the flying units. The forests will stop most units and slow their movement to 1 square per turn while in the forests. Hills will slow movement (Ogres and flying units are the exception). Some units have special advantages against some terrains. For example: a swordsman is not slowed down by forests. Flying units can fly over any terrain, thus there is nothing that will effect their movements (except entering combat).

Movement for any unit is halted if the unit enters the same square as any opposing unit. There are no exceptions to this rule.

Castles are the locations that provide reinforcements after producing new units. To place reinforcements, activate any unit by clicking on that unit displayed on the right side of the screen. Once it is active, choose from the castles that are currently owned by you. Cycle through the available castles by clicking on the castle name in the upper left corner of the screen. All reinforcements do not have to be placed the turn they are available, they can be accumulated.

Castles produce points as well as strategic advantages. The first castle that you capture yields 300 points. The second increases that to 600 per castle (yielding 1200 points). The castle's value increases 300 for each castle after the first.

All units (except flying) must enter the castle through the castle's gate. Wizards cannot teleport directly into a castle (nor can any accompanying units). To capture, any unit must occupy the keep (center of the castle). Units in the keep cannot be attacked by ranged weapons, but units on the walls and gate can be attacked by ranged units. While in any other location in the castle, units receive a 2 point reduction on damage received, when owned. (When neutral, the 2 point reduction affects both sides - keeps included).

Once owned, new units can be placed in any castle. Boats will have locations outside castles that are near waterways. You can only enter enemy owned castles using swordsman, knights, ogres, trolls, dragons, and gargoyles. Units located inside an enemy held keep of a castle cannot be attacked (until castles strength reaches 0). The dragons and gargoyles cannot enter the keep of the castle (but can attack units on the walls and gates). Dragons and gargoyles can enter either neutral or their own keeps.

Castles can be attacked and destroyed by sieging the castle. Sieging is accomplished by placing three units on the siege points located around the castle or having units inside the castle. Reinforcement in that castle is not permitted while under siege. A sieged castle loses one point of strength per turn, but does not repair. The strength of a castle can also be lowered by 1 by bombardment from catapults, dragons, or wizards. Once the strength of the castle is 0, any unit can enter the castle through the walls and attack the units inside the keep. Once it is bombarded to 0 it will stay at 0 for 2 turns before it starts to repair again. They must exit through the gate (exceptions: dragons & gargoyles).

There are three types of resources; **gold**, **coal**, and **wood**. These resources are necessary to build new units.

To capture a resource, you can have any unit (including spy) stop in the square with the resource. A resource square will be worth up to one, two or three production points of that resource. To check the status of the resource, click with the right mouse button on the square. The status shows how long after leaving that square that the resource will remain in friendly hands. The first turn that a unit holds the resource it will stay owned for two turns after leaving that resource. The second turn yields four turns after leaving the resource. After the third turn it is permanently owned by the captor. The only way to take a resource from the enemy is to have one of your pieces hold the resource at the end of a turn.

Production is a very important part of **Conquered Kingdoms**. The production screen can be accessed by clicking on the first icon in the second row of icons. If you do not access the production screen and are able to produce a new unit you will be asked if you would like to go to that screen at the end of each turn. Once you are at the production menu, the unit icons will be displayed in two columns. Next to the name of the unit is the cost to produce the unit using gold only. The next three numbers in the box represent the cost for the unit using all the resources (Gold, Coal, and Wood in that order). The unit can be produced using gold by clicking on the box with the gold cost or produced by the combination of resources by clicking on the resource combination box. If you decide that you do not want to produce a specific unit that you had already clicked on you can correct your errors. Units can also be unselected by clicking in the appropriate box with the right mouse button. You may only unselect a unit if you tried to produce it on the current turn. The last two columns of numbers display the status of your production. The fourth column holds the number of units that will be available after the next turn, while the last column shows the total units (of that type) you will receive the next turn. The total number of each resource that you currently possess are shown across the top of the screen, and the amount that you are receiving each turn is displayed across the bottom of the screen.

Left mouse button to buy a unit and the right button to cancel the purchase of a unit. The un-buy control must be done before you exit the production screen. Once you buy a unit and exit the production screen, you cannot go back in and un-buy the unit. Newly bought units will appear in the game at one of your owned (and not sieged) castles two turns later.

SCREEN SHOT OF PRODUCTION SCREEN WITH LABELS *Bruce Lull- full page for this*

Icons

First Screen

Stop Unit - Stops the active unit for the rest of the turn, unless activated by the right mouse button later in the same turn.

Sentry Unit - Holds a unit in its current position until either unsentried or an opposing unit comes within 3 squares. When a resource becomes permanent the unit will become sentried.

Unit Information - Displays and information screen about the active unit.

Production - Displays the production menu.

Select - Takes the player to the second screen of icons.

Done - Ends the movement phase of the game and enters the combat phase.

Second Screen

Cast Magic - Allows wizard to cast the far see spell.

Center Screen - Centers the screen on the active unit.

Save Game - A way to save a game in progress.

Battle Info - Displays graphs of the various statistics kept on the current game. The graphs displayed are Victory Point Rate, Casualties, Gold Resource Rate, Coal Resource Rate, and Wood Resource Rate.

Select - Take the player to the third screen of icons.

Combat Chart - displays the combat chart. The combat chart shows the damage done by each unit to each opposing unit.

Third Screen

Abort Game - Aborts the game. If the game has progressed to the seventh turn or further, the scores will be projected out to the end of the game. If you abort the battle before the seventh turn, you will lose two notches from your ranking. This applies only when playing against the computer.

Toggle Menu - Change animation speed and other controls.

Music - Toggles all musical scores in the game on and off.

Map Info - This screen shows the ownership of each of the towns, resources, and castles.

Select - Returns the player to the first set of icons.

Sound Effects - Toggles all sound effects in the game on and off

Combat occurs at the end of each player's movement phase. The first combat to be resolved is hand to hand (units in the same square with opposing units). The units in combat are displayed in the combat box in the lower right corner of the screen. The attacking unit is outlined in white. The potential damage that can be done is displayed below the unit. The ignore button is only for not bombarding a castle keep or not casting a fireball. To select which piece is to be attacked, click on the unit receiving the attack. Once attacked, a counter-attack will occur if possible. Combat will cycle from melee (hand to hand) to melee until all are completed.

Once melee is completed, ranged combat will occur. The first unit that is able to fire will be prompted to select a target. All possible targets will have a gray box with the potential damage and the damage points left in the center of the unit. To choose a target, click on the unit that you want to attack. The attack will then take place. The units will be prompted one after another until all friendly forces can attack. Any enemy units that can attack at range will counter-attack following your ranged combat.

When all ranged combat has been completed the next player's turn will start with placement.

BB on the castle keeps means you can bombard (with dragons, wizards, or catapults).

When the Red Player has resolved combat on the final turn, a victory screen will appear showing the victor. The award screen will then appear showing the scores of the combatants, their rank, and the number of notches won and lost. The notches that you earn determine your overall ranking. You will start as a serf and must fight your way to the top of the ranks. Depending upon whether you win or lose, you will either receive notches or get some taken away. The amount depends on your score and the difficulty level at which you battled. Clicking the left mouse button displays various graphs of the game. To continue to the other graphs click on the More icon on the upper right hand side of the screen. To see the top scores by level for that map click on the done. This displays the top five scores on that particular map and the level at which they were achieved. The last screen displays the overall averages for each competitor, in battle score order. The battle score follows the following equation:

$$(\text{Avg. Level} * \text{Avg. Score}) / 1000 = \text{Battle Score.}$$

Short games are halved and long games are doubled in value.

Clicking once more brings you to the main menu to try to conquer another battle.

Cascatia is a tournament between you and an opposing king. The two Kings must fight over the many counties in the realms. There is only enough room in this realm for one leader. The question is which of you will it be? The object of most of the Cascatia maps will be to capture 60% of the counties. There are two Cascatia maps that have some special objectives.

To play a Cascatia map click on Cascatia from the main menu. You will then access a list of all saved Cascatia games. You may select a game that you had already started or start a new game by clicking on start new game that is located in the lower left corner of the screen.

At the beginning of any Cascatia map you receive a king. This king has a rank of Cavalier. He will gain rank at the rate of 1 promotion per 2 experience points and receives 1 experience point per game that he survives.

When starting a new game, you are given an option screen with many of the same options that are displayed on the round table screen. As you cycle through the Cascatia maps, across the bottom of the screen an indicator shows whether the provinces are random or fixed. Random provinces means that the maps that you play are randomized (not in the same locations) each time you play that particular Cascatia map. The fixed provinces means that the locations will always be the same thus, if map 5 is in the upper left corner of the map this time you play Cascatia 4, it will be there next time as well.

Once you start the new game you will be prompted to select a starting location. You may select any spot that is not neutral (gray) or contains a bonus (#,W,\$,D,P). The special squares contain free units or gold. The special squares symbols give the following bonuses:

- # Officer (Extra officers in addition to your king piece.)
- \$ Gold (1 gold per turn)
- D Dragon
- P Phantom
- W Wizard

You will select a starting position, then the opposing side chooses it's starting location. One of the sides will be prompted to choose a battle site. You can choose any site that is adjacent to your own counties. You will fight for that location. The initiator of the battle can win up to 5 counties, the defender can win up to 4 counties depending on the difference in scores.

Winning Cascatia gives bonus notches to the winner (no penalty to loser). Aborted Cascatia games (as a whole) do not inflict a notch penalty. To delete a Cascatia game, restore it and then abort.

Select the <M>odem option from the main menu in the game. This will bring up a modem interface menu. Select the Modem Settings button at the upper right of the screen. This will allow you to set the Com port and baud rate your modem uses. Also enter an initialization string to prepare your modem for use. Refer to your modem manual for specifics. Save the settings and exit.

The main screen serves as a window to your modem. You can enter text directly to your modem from here, or to another computer once a connection has been made. To use your modem, connect the computer to an outside phone line, or directly to another computer's modem. Be sure both computers are set for the same baud and data settings. Use the Dial command on one computer and the Answer command on the receiving computer. The Dial command will prompt for a telephone number to dial. Leave this blank if your phone line runs directly to the target computer. Refer to your modem manual for more details on modem operations.

After a successful connection, the box to the right of the Dial button will change to "connected". Any normal text typed at this point should appear on the other computer's screen. You must now select the name that you want to use. Click on the upper left Local player button until your Royalty namesake is listed.

One of the computers must select the Controller option. This computer will be allowed to select the battles to be fought. Press the Control button on one machine until one computer says "You control", and the other says "Remote controls". The name of the remote player will also appear at the top of the screen.

At this point, the controlling computer (and player) may exit the modem menu and select battles or Cascatia games as per normal. The non-controller computer will obey commands from the other computer as needed.

During most stages of modem games, the two players may send messages to each other by hitting the F1 function key. When large chunks of data are being sent between the machines, special screens will come up. Certain game options and menus will be restricted in use during modem games. Only battles between the two selected modem players can be played while the computers are connected. Saved games and Cascatia campaigns may be resumed if they involve the current two modem players.

The program will do it's best to handle excessive line noise and such, but sometimes unrecoverable situations will occur. To prevent losing your games, you can toggle a special modem-save-game toggle on the toggles menu found on the third level of control icons. When activated, this will temporarily save the game at the start of the controller's turn. If disconnection occurs, the game can be restored from the last modem-save.

E-mail games are started by one player beginning a battle or campaign as the Red player with the E-mail toggle on. They will be then setup as per normal (for instance, selecting city starts and units in a battle). After the Red player has done their setup, a special saved game file will be created. This file is then transferred via mailed diskette or modem to the other E-mail player. The other E-mail player will then continue the game as the Blue side.

During the normal flow of movement and combat in the game, combat will be handled slightly differently in an E-mail game. When a side finishes movement, and initiates combat, they will be prompted for all melee and ranged attacks. The other side will not attack back for the moment. Instead, after the E-mail game is saved and transferred to the other side, they will see your attacks and be prompted for their return attacks and shots. Movement will then proceed normally for the new side, ending with prompting for new attacks at the end of movement. This cycle continues until the game is finished.

A general note on both modem and E-mail games. An image of the remote player's chosen Royalty namesake will be created on the local machine. This Royalty namesake will show their rank when they last played a game remotely on your machine. It will also have a history and averages for all games played involving your machine. You could even use their Royalty namesake in local games.

To save games, use the Save game icon on the second level of icons. The game will be saved, and added to the master list of games on the restore game menu.

To restore battles, use the Restore button on the top game menu. A list of games will be displayed, and you may select one to restore. You can also delete saved games here, but if it is a game with the computer vs. a human, 3 officer notches will be lost by the human.

Animation speeds of fireballs and arrows can be set by first number.

Smaller numbers make slower and more detailed motion.

Production pictures can be turn on or off.

Modem-save-game option can be turned on or off.

Speed of unit attack pictures can be adjusted. (smaller numbers are faster)

Delay to read attack messages can be adjusted. (smaller numbers are faster)

There are many nuances in **Conquered Kingdoms**. There are thousands of strategies, many of which we have not found yet. Here are just a few suggestions that might make your adversaries wince.

Remember the old saying “The best defense is a good offense”, this saying can be taken very literally while playing this game. There are many instances in which you may not want to leave large forces in the back cities. Larger forces of range firing units can do wonders when dealing with dragons. Meeting a dragon with a single unit is futile.

- Don't just rush into combat, use all of the units for their purposes.
- Combinations of troops work the best. Taking all of one type of unit can lead to your demise. A small troop of archers can be completely destroyed by a single gargoyle or knight.
- Wizards are very strong on offense, but lacking in defense. Make sure that there are support units to defend him.
- There are many “dirty” tricks that can be used with respect to the various units.
- You may not want to defend some cities with the weakest unit, one attack could lose substantial points.
- To merely play a defensive game probably won't work, you must take the offensive posture.
- Make sure that you have enough forces to hold your castles.
- Resources can be almost as important as castles.
- There are two general methods of attack that seems to work best. The first is to attack evenly on all fronts across the map. This takes a lot of planning and caution to succeed, but if done right will win you many games. The second method is to attack from one area with the majority of your forces. In other words one big punch with swift follow through. You attack big and push on from there. This method is more tolerant of errors, but, if your opponents detect your strategy early enough and reacts swiftly he will be able to turn this method of attack against you.

Original game design: Bruce Williams Zaccagnino, Thurston Searfoss

Software development: Thurston Searfoss

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Graphics: Tim R. Cuccolo

Printing: Parker Printing

Playtest Coordinator: Bruce Williams Zaccagnino

Game Documentation: Steven J. Cohen

Quality Assurance: Steve Cohen

Game Testers: Bruce Lull, Henry Sakos, Jon Zaccagnino, Jack Early, Andy Visscher, Thurston Searfoss, Jean Zaccagnino, Chuck and Earl.

Bruce Williams Zaccagnino

Born sometime within the last century Bruce has been playing and designing games of the “third kind” for a longer time than that. Bruce was designed and created in New Jersey and was also raised there. He even lives there now. (What a great place this New Jersey is).

Attended Rutgers U. and Rider College. Then worked at insignificant jobs and read most of the great literature of the world (in his twenties) in search of the meaning of life. Having (so he thinks) found the meaning of life (art and hard work) Bruce embarked on building the World’s Largest Model R.R. It is nearing completion. Annual showings to the public has brought over 80,000 people in attendance. (Proceeds go to local charities.) A quick rundown on size. Takes 81 men to operate. Over 13,000 feet of track. Over 400 switches. It is the size of a football field. 15 foot mountains. Over 400 bridges, some of which are 17 feet long and 6 feet high. The scale is HO.

His love of games is no less than model railroading. A game designer from way back, his introduction to computer games in 1985 coupled with the latest improvements in graphics and interface in the last few years sparked his enthusiasm to port some of his ideas to the computer medium. Thus the creation of **The Lost Admiral, The Perfect General, Conquered Kingdoms** and much of **Solitaire’s Journey**

Bruce is also a concert musician. He performs on the theater pipe organ. He has several recordings that he has successfully sold around the country. He is the owner of an installed 5 manual, 39 rank theater pipe organ where he does most of his recordings.

Jean, Bruce’s wife is convinced that each night, while he is sleeping, Martians are communicating new thoughts and ideas for the R.R., his music, and games. Bruce vehemently denies this!!

Well, if you are still reading this long-winded story, Bruce Williams is still living in N.J., practicing the organ for upcoming recordings, working on the model railroad, and designing and publishing quality computer games.

Thurston Searfoss

Born July 26th, 1964. Found to be hard of hearing at age three, nearly placed in a school system for the deaf. Luckily Thurston was able to survive in “Mainstream” school systems and quickly grew up with a great love of astronomy and war games.

However, living in the boondocks of Pownal, Maine made for a dearth of wargaming opponents. Soon Thurston turned to computers as a possible solution for this continual lack of opponents. Starting with the school’s clunky punch tape machine, later a TSR-80, and finally an IBM his interest in computers soon crowded out his star gazing for late night activities.

The time to get serious about life and enter college rolled around in 1983. After spending two and a half years at MIT, Thurston emerged finally from USM in 1990 with a degree in computer science. College life was tough, but not a total loss.

As a side line, Thurston has been practicing martial arts (not marital or Martian arts) since 1985. One more test to go to reach black belt level. Still an eligible bachelor, Thurston is still looking forward to many more adventures in life.

Q. An out of memory error occurs at any time during a game?

A. Check the AUTOEXEC.BAT & CONFIG.SYS of the system and remove all TSR's from memory. **Conquered Kingdoms** requires quite a bit of free memory.

Q. The mouse cursor does not operate properly?

A. With some mice (that are not 100% Microsoft compatible) there can be problems with the mouse. Replacing the driver should correct the problem.

Q. The access time is slow?

A. Install a reliable disk cache system.

How to boot a clean system:

1. At the C: prompt of your hard drive, type "FORMAT A:/S", then press <return>.
2. Insert a blank disk into your A: drive.
3. When it is completed and the computer has asked you if you wish to format another diskette. Answer N for no.
4. Reboot the system with the newly formatted disk in drive A:.. This will allow you to boot the system without any TSR's that may interfere with **Conquered Kingdoms**.

Contact QQP at:

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or on

Prodigy: ID# BBDK26A

CompuServe: ID# 75300,3223

For on-line support, hints, and clues on **Conquered Kingdoms**, call CompuServe toll free at 1-800-524-3388 and ask for representative #353. You can receive a **free** introductory membership and \$15.00 usage credit.

CompuServe offers a variety of services as well: investment information, travel, reference libraries, demo programs, game forums, and more. For information on **Conquered Kingdoms**, and other Quantum Quality Productions games, type the command "GO GAMEPUB" and enter the "Other Publishers" support area.

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