LORDLINGS OF YORE

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THE GAME OF KNIGHTS, KNAVES AND NECROMANCERS

designed by Jon F. Baxley
programmed by Trey C. Johnson
cover art by Pat Boyette
illustrations by Mike Neely
production by Impact Productions
playtest supervision by Ann Baxley
a very special thanks to Bob Johnson

"THE ULTIMATE FANTASY ADVENTURE"

"Dedicated to all those unsatisfied inveterate strategists out there..."

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EQUIPMENT REQUIRED

APPLE //+ OR APPLE //e DOS 3.3, WITH AT LEAST 48K RAM, ONE DISK DRIVE AND MONITOR (PRINTER OPTIONAL). No joystick or external devices are required to play this game. It is suggested that all players have a pencil and graph paper on which to make notes and draw maps. If you do not have a printer, you may reproduce the map facsimile. However, all other printed material, as well as the game diskette, are copyrighted and cannot be reproduced for any reason!

All actions to be performed on the computer are indicated as letters in brackets, such as [N]ORTH, to go North. The [RETURN] key will end whatever you are doing and move on to the next phase. An elipsis [. . .] of varying length will indicate the range allowed in any situation where you are required to enter numbers or letters. The letters A-Z, all standard punctuation, and numbers 0-9 are accepted.

GENERAL DESCRIPTION

LORDLINGS OF YORE is a game of strategy, tactics and diplomacy set in the era of Knights and chivalry. You and your opponents begin the game with an equal number of troops and wealth (unless a handicap is used), but with a different geographic situation in your respective SHIRE (an English county). The object is for you to eliminate the opposing Lordlings (minor lords or castle holders) and ultimately become the Lord of the Realm. You control your shire in a manner similar to that of a feudal lord with taxation from the peasants in the area being your primary means of support. Your army represents your main element of control in the game.

LORDLINGS OF YORE can be played with you against three computer opponents, you and a friend against two computer players, you and two others against one computer player, or of course, four of you can match wits against one another. Levels of difficulty can be set to "handicap" a game. You will find this especially helpful in introducing new players to LORDLINGS OF YORE. You will also have the option to add more terrain features for variability if you desire.

This game combines many of the elements of a fantasy game and a strategy game, as well as those of an adventure game. We have therefore chosen to call this type of game a "FANTEGY". The game mechanics are quite simple, but that's where the simplicity ends. The concepts used in this program are unique in that most of your decisions and moves are made without knowing what your opponents are doing. Combat is resolved by the most efficient, realistic, and historically accurate system available. Each move brings a new situation to light, and the inability to see what your opponents are doing makes for an exciting and interesting strategy game.

BEGINNING PLAY

You begin the game by selecting a new or old game, any terrain modifiers and the number of humans playing. You then enter a secret password, and the name you intend your shire to be called. Names can be up to ten characters in length, passwords are limited to four characters so as not to be forgotten (even from game to game, as the game can be saved in progress). Should you forget your password, a new one can be assigned by saving the game and re-entering new ones for each player. If you attempt to enter an incorrect password three times, you will lose your turn, so DON'T FORGET IT!

There is a short delay while the maps are "fetched" by the squires. Each time you play a new game the maps are redrawn so that no two games will ever be alike. The order of play is then randomly determined by the computer and you are assigned a player number. When the computer is playing it will never be player one. A turn or "Day" indicator is provided which will help you keep track of turns. From this point on, you move and perform your actions independently on the computer. At the end of your turn, you will (ideally) move away from the monitor so as not to observe your opponents' movements and terrain. This

won't be necessary when the computer is moving, as nothing shows on the screen except a minute glass which indicates how much of the computer player's turn is left.

After entering your password at the beginning of your turn, you will be shown your SHIRE ESTEEM, the amount of taxes collected that day, any messages, and then the map of your shire, with all the terrain features, storms, and flags (enemy and friendly) being visible. Flags represent units consisting of Knights and men-at-arms. Only such terrain and enemy flags as are IN SIGHT of your flags will be placed on the map when you are in enemy shires. "In sight" is defined as the eight squares immediately surrounding a flag. These squares are called "HECTARES" in the game for historical flavor only. Shire borders cannot be "seen" across, therefore you will not be able to see anything in an enemy shire until you have crossed into the shire! If you are player 1, you are in the upper left portion of the game map, 2 is the upper right portion, 3 is the lower left, and 4 is the lower right.

STRATEGY

Terrain is probably the most important element in determining strategy in this game. If you are attempting to battle three computer opponents, select more terrain at the beginning. Consider such things as how far your castle is from a hostile border, or where most of your population is centered. Mountains are important to consider as they block enemy movement. With human opponents, there should always be some additional consideration of personalities. Analyze which areas of the shire are the most vulnerable to attack and decide if that is where you need to send your troops first. Remember that you have no way of knowing what the other players are doing and that you cannot cover all your objectives in the first few moves. Protection and control of your peasants and their villages is especially important, because without the peasants to tax you cannot field an army and without an army you might as well try to hit the RESET key by accident.

PEASANTS

You begin the game with 5000 peasants under your control in your home shire (each Roman Numeral represents 100 peasants and each village represents 400 peasants).

Every peasant you control contributes one gold piece to your treasury every turn. Control of these peasants is always determined at the beginning of your turn and is considered automatic in your home shire provided no enemy units (flags) have moved into any of your peasant squares or villages. If any of your peasants are under the control of an enemy's troops, you must defeat the enemy unit and force it off your peasants' hectare in order to regain the control of those peasants. To control peasants in any shire other than your own, you MUST have a unit in the peasant square at the beginning of your turn. It is not sufficient to have simply "passed through" a square to receive the taxation from it.

GAME PHASES:

Each turn (or day) of LORDLINGS OF YORE is divided into 6 PHASES. The first phase of your turn is the [N]ECROMANCER phase in which you are allowed to cast your one spell for that turn. This spell must be chosen from the spells listed on the Necromancer menu. If you did not purchase a spell in a previous [T]REASURY phase you will be limited to casting one of the "free" spells a Necromancer always carries. Once you have cast your spell, the phase automatically ends and goes on to [T]REASURY. If you do not wish to use the [N]ECROMANCER, press [RETURN] to proceed.

The second phase of a turn is the [T]REASURY phase. During this phase you allocate or "spend" your accumulated treasury money that you have gained through taxation of the peasants. This gold can be spent on [K]NIGHTS...your main fighting element; [M]EN-AT-ARMS...garrison troops and foot soldiers which cost and fight in a one to ten ratio to Knights; [S]PELLS...for the Necromancer (only one at a time may be accumulated, besides the free spells); [A]PPEASEMENT...to help prevent peasant uprisings and

trouble within your shire; [B]RIBERY...to attempt to gain cooperation from another player for whatever reason; [I]NTELLIGENCE...information bribed from the local KNAVES to help you determine how large an enemy unit is before you attack it. Refer to those respective sections of the rules for further clarification. When you have finished all purchasing, press [RETURN] to go on to the next phase. When you have a zero or negative balance, this phase will end automatically. If you begin your turn with a zero or negative balance, [T]REASURY will be skipped.

The third phase of a turn is the [D]EPLOYMENT phase in which you form units from the troops in your castle garrison. As a flag is deployed, you assign a number of Knights or men-at-arms (or both) to the unit, as well as a Lordling or Necromancer. You then give it a [N]orth, [S]outh, [E]ast, or [W]est direction to deploy from the castle.

The unit is then assigned your player number and you give it a letter designation for its flag. The letter is to identify which unit is which on the map. (Example: Lordling #1 has deployed his first unit onto the map . . . he gives that unit the flag designation of "1-M" . . . each subsequent flag will be identified with "1-X", "1-C", etc., or whatever letter he has chosen to assign). When you have no more troops available for deployment, the phase automatically ends, or you can press [RETURN] to move onto the next phase. If you have no troops available for deployment, or already have 26 units deployed at the end of the [T]REASURY Phase, the [D]EPLOYMENT phase will be skipped.

The fourth phase of a turn is [M]OVEMENT. During this phase, you may move all units deployed from previous turns. Units deployed in the current turn have already moved, and thus are not entitled to move again. You move each unit individually by using the [N]orth, [S]outh, [E]ast, and [W]est keys, as in deployment, until all units you wish to move have been moved. North on the game map is always the top of the screen. East is to the right, West is to the left, and South is toward the screen bottom. When all troops have been moved, the phase will end and go to the COMBAT phase, or directly to OPTIONS if there is no combat. You may end the phase at any time by pressing [RETURN].

The fifth phase of a turn is COMBAT. Any battles caused by your [M]OVEMENT phase are now resolved one at a time in the order your movement determined. (The first unit you move onto an enemy flag will be the first combat resolved). You will observe each battle as it is being fought on the Battle Array screen. Any ADVANCES or RETREATS will be performed by the computer after each individual battle, before the next battle is resolved. You have no control over these movements. (see MOVEMENT AFTER COMBAT) Should this cause a FORCED combat to occur, that also will be resolved at this time, but after all other initial combat. When all combat has been resolved, the phase ends and automatically goes on to the OPTIONS phase.

The sixth and last phase of a turn is the OPTIONS phase. You will first be shown any special events that have or will occur as well as the effects of those events if appropriate. (see APPEASEMENT) You will then have the chance to [C]HANGE your shire name or password, send a [M]ESSAGE to another player, [P]RINT a map of your shire or roster (you must have a printer attached to your computer), [Q]UIT the game, look at your [R]OSTER, or [S]AVE the game in progress for future play. You may end your turn by pressing [RETURN] when you have finished all activities in the sixth phase.

You may skip the first four phases as they appear on the screen simply by pressing [RETURN]. However, once a phase has been passed by you will NOT be able to go back to it. (NOTE: COMBAT will be resolved before proceeding to the next Lordling's turn, and the OPTIONS phase is automatic at the end of every turn). Each turn goes through all six phases, unless the computer determines that a phase is unavailable. The [R]OSTER option may be used during any phase except [N]ECROMANCER. The purpose of the [R]OSTER is to allow you to review all your units at one time, determine their strengths, locations, and status. It is highly advisable for you to review your troops before you go into the [N]ECROMANCER phase to make sure that they are all where they were at the end of your last turn. Spells have a strange way of "redistributing" troops as do combat losses.

THE [N]ECROMANCER PHASE

Following is a list of spells available to your Necromancer and their relative costs in gold pieces. You as the Lordling of your shire do not automatically get all these spells with your wizard. You must compensate him for using his great magic in your behalf. The Necromancer can cast only ONE of his spells per turn and only during the [N]ECROMANCER phase. His spells last the duration of the turns as indicated unless [E]liminated earlier, or unless he is killed or you [Q]UIT the game. Spells must be cast without benefit of seeing the shire maps, so be careful to think ahead for spells for the following turn. Certain spells do not cost you anything as these are relatively simple tasks that any Necromancer worth his keep would be able to perform. Learn all these spells well, as the fate of your shire can hinge on them.

NECROMANCER'S SPELLS

[A]DVANCE SPELL . . . Your Necromancer may advance one unit one extra hectare anywhere in the shires this turn. The unit chosen may be any unit of your army and it may be advanced to any vacant adjacent square that unit could normally move to (in other words, no movement into friendly or enemy occupied squares, or any movement that would, under normal circumstances, be illegal). Advancing a unit into or out of a prohibited square may cause the unit to be destroyed.
COST...2000 GOLD PIECES PER SPELL.

[B]LAST SPELL... Your Necromancer can destroy any unit anywhere in the four shires, except a unit in the same square with a Lordling, Necromancer, or castle. Players should pick a target during the previous turn and hope it is still available (not moved into a castle, eliminated, etc.). This spell has no effect on a Dragon.
COST...5000 GOLD PIECES PER SPELL.

[C]REATE SPELL . . . Your Necromancer can create a maelstrom (violent storm) in any hectare anywhere in the four shires except castle, fog, Dragon, or maelstrom squares. The storm lasts for 2 turns and prohibits any movement or combat into or out of that hectare during those 2 turns. You may have only one storm created at a time. COST . . .3000 GOLD PIECES PER SPELL.

[D]RAGON SPELL . . . Your Necromancer can conjure a Dragon in any VACANT hectare. The hectare chosen cannot contain any terrain, population, flags, or other spells. The Dragon remains for three to seven turns and may move randomly each turn. Units may never move into or through a Dragon's square without fighting it. Dragons can be destroyed by combat or by spells. You can have only one Dragon created at a time.
COST . . .10000 GOLD PIECES EACH.

[E]LIMINATE SPELL . . . Your Necromancer can eliminate a mountain from the map, or a Dragon. You must specify which to eliminate and then enter its location on the shire map. COST . . .15000 GOLD PIECES PER SPELL.

[F]OG SPELL . . . Your Necromancer can create fog in any hectare in any of the four shires, except a castle, Dragon, or maelstrom square. Fog lasts for 1 turn and reduces the combat ability of any defending unit in that hectare by one-half. (Example: a defending unit with 6 Knights would be calculated for combat as being only 3 Knights).
COST . . . THIS SPELL IS FREE.

[M]OVE SPELL...Your Necromancer can move himself from one of your units or your castle to another anywhere in the four shires. He can then perform normal movement with the unit in that turn. You must specify the exact coordinate for the Necromancer to move to when using this spell.
COST...THIS SPELL COSTS NOTHING.

[S]IGHT SPELL . . . Your Necromancer can "see" what an enemy unit is; how many Knights and men-at-arms are in the unit, and if a wizard or Lordling is with the unit. You must specify which unit exactly, by number and letter, you wish to have the wizard identify.
COST...1000 GOLD PIECES PER SPELL

[T]RANSPORT SPELL...Your Necromancer can transport up to 10 Knights (not men-at-arms) from your castle to any one of your units anywhere on the shire maps. You must specify the unit you wish to transport to and that unit must be able to take the number of Knights transported without going over 99 Knights. Troops transported may move and fight normally in the turn transported. If your Lordling is in your castle you may send him with the Knights.
COST...7500 GOLD PIECES.

[X]TRICATE SPELL . . . Your Necromancer can transport you from anywhere in the shires to your home castle.
COST . . . YOUR ENTIRE TREASURY ON HAND (MINIMUM COST 5000 GOLD PIECES)

THE [T]REASURY PHASE

Your treasury is always maintained in your castle and is increased from turn to turn by taxation. Taxation is determined by the number of peasants you control at the beginning of your turn. (see PEASANTS) Gold spent during the [T]REASURY phase is subtracted from your treasury balance and the current amount available is always shown on the treasury menu and the roster of troops. You may spend your gold on any of the items listed on the menu, or may accumulate it from turn to turn in order to buy a spell or larger number of troops at one time. Treasury money can be affected both positively and negatively by random events throughout the game. (see APPEASEMENT) Generally, the higher your shire esteem, the more likely you are to get an increase in your treasury, but this is not always the case. Here is a list of the items available for you to purchase during the [T]REASURY phase, and their relative costs and uses.
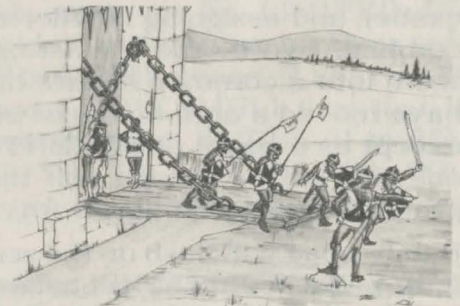
ITEM	COST	PURPOSE
[K]NIGHTS	1000 Gold Pieces Each	Heavily Armored Soldiers
[M]EN-AT-ARMS	100 Gold Pieces Each	Castle & Garrison Troops
[A]DVANCE SPELL	2000 Gold Pieces Each	See Necromancer's Spells
[B]LAST SPELL	5000 Gold Pieces Each	See Necromancer's Spells
[C]REATE SPELL	3000 Gold Pieces Each	See Necromancer's Spells
[D]RAGON SPELL	10000 Gold Pieces Each	See Necromancer's Spells
[E]LIMINATE SPELL	15000 Gold Pieces Each	See Necromancer's Spells
[F]OG SPELL	THIS IS A FREE SPELL	See Necromancer's Spells
[M]OVE SPELL	THIS IS A FREE SPELL	See Necromancer's Spells
[S]IGHT SPELL	1000 Gold Pieces Each	See Necromancer's Spells
[T]RANSPORT SPELL	7500 Gold Pieces Each	See Necromancer's Spells
[X]TRICATE SPELL	YOUR ENTIRE TREASURY	See Necromancer's Spells
[B]RIBERY	PLAYER'S DISCRETIONS	Used to Influence Others
[A]PPEASEMENT	1000 Gold Pieces Each	Used to Influence Events
[I]NTELLIGENCE	NEGOTIABLE AMOUNTS	Used to Influence Knaves

You may spend up to one and one-half times your treasury balance on any given turn, but the deficit will be made up from taxation the next turn. (That's right, big government is notorius for spending more than it takes in and then suffering the consequences). NOTE: YOU MUST HAVE A POSITIVE BALANCE BEFORE YOU WILL BE ALLOWED TO BUY ANYTHING!

THE [D]EPLOYMENT PHASE

During this phase you may deploy your troops in whatever order you determine as long as [A] you deploy no more than 26 different units in the four shires at one time; [B] you deploy no more than 99 Knights or 999 men-at-arms in a single unit; and [C] there is sufficient room in the adjoining castle squares to physically deploy the units without violating [B]. All troops purchased during the [T]REASURY phase are assigned to your castle garrison. In addition, your castle has an intrinsic strength of 100 men-at-arms (which will be replaced automatically by purchased troops if reduced by combat). Your castle also can never exceed 99 Knights and 999 men-at-arms.

As you are deploying your troops you will be asked if M'LORD will join the unit just created. If you wish to move and fight with this unit simply answer [Y]ES. You may at any time join any other unit that moves into the hectare that you occupy, but AT NO TIME will you be allowed to move alone (except via an [X]tricate spell). Should the unit you are moving with be advanced, retreated, or (gasp) eliminated, you will suffer the same consequences. This is the only risk to committing yourself in combat. Your presence with a unit has a very positive effect on that unit's fighting ability. It is always a good idea for you to stay with as large a unit as possible when away from your castle. During deployment you will also be asked if the Necromancer will join a unit. Some of the same risks and benefits apply to having a wizard with a fighting unit as those of a Lordling. (see TERRAIN EFFECTS) A Necromancer always has all his powers wherever he goes.

Once you have given the unit its Knights and men-at-arms, a Lordling or a Necromancer, you will then be asked for a direction to deploy from the castle. This will always be [N], [S], [E], or [W] as in movement, and is subject to the restrictions mentioned above. After you assign the unit an identification letter, the flag will begin to flash on the screen and move in its ordered direction. You must repeat this procedure for every unit you deploy.

THE [M]OVEMENT PHASE
Movement in LORDLINGS OF YORE is done by using the [N]orth, [S]outh, [E]ast, and [W]est keys on the keyboard for each unit you have previously deployed. Every unit you have deployed in a previous turn can move ONE HECTARE during the [M]OVEMENT phase, but only once per turn. Newly deployed units cannot move until the turn after their deployment. You may not move a unit, change your mind, then move it back or attempt to move it in another direction.

You may split a unit into several new units by using [D]EPLOY during movement (similar to deploying from a castle), and assigning new letter designations, or you may combine two or more existing units into one by moving them into a common square under a single flag. Once you have moved a unit, it cannot be moved or deployed again, except as a result of COMBAT. Also, if you deploy part of one unit onto a second unit that has not moved, you will prohibit the second unit from moving that turn.

A unit's flag will flash on the screen to prompt you to move it in sequence. (The sequence will always be from the beginning of the alphabet to the end, regardless of what letters you assign for your units.) If you do not wish to move that flag, press [H]old and that unit's movement will be ended. If you wish to pass that unit temporarily, hit the [SPACE BAR] and go on to the next one. After you have gone through a complete cycle with all units, you will be allowed to go back to any unit not previously moved and move it. The next flag in order that has not been moved will begin to flash. You will repeat this process until all flags in that shire have been moved or passed.

Units that are in other shires will be moved in the same manner, until you have completed movement for all your troops, or until you hit [RETURN]. You may avoid going

through each unit individually in a shire if you wish, by pressing [P]ass to go to the next shire, and you will be allowed to come back to the shire passed. Or you can automatically terminate movement in any shire without ending your [M]OVEMENT phase by pressing [ESC]. This will end the [M]OVEMENT phase for that shire and avoid the necessity of going through all your units when you have none in that shire you wish to move.

When you have finished moving all units, or have moved all you desire to move, strike the [RETURN] and [M]OVEMENT phase will be ended. This will bring on the COMBAT phase or OPTIONS phase.

LIMITED INTELLIGENCE
In order to further enhance the "fog of war" in LORDLINGS OF YORE, you are not allowed to see what is on the other shire maps, except that which is "in sight" of your units. As you move into an enemy shire, your "mapping" of the terrain becomes more complete.

You will encounter enemy flags in the process, and you can identify them by a [S]ight spell, or by LIMITED INTELLIGENCE from the local knaves who barter their services to you during your [T]REASURY phase. A knave will only tell you if an enemy force is VERY SMALL (less than 11 Knights or equivalent in men-at-arms), SMALL (11 to 25), MEDIUM (26 to 50), LARGE (51 to 75), or HUGE (76 to 99), and that information may not be totally accurate every time.

You barter with the knaves for [I]NTELLIGENCE during the [T]REASURY phase on as many units as your treasury balance will allow. You may only get information on squares that are in sight of your units. You must have troops deployed in order to get [I]NTELLIGENCE at all. It is important that you understand that your maps of enemy shires will only show enemy units that are still in sight of your troops, even in areas previously mapped.

There is not limit to the amount of information you can purchase. Offering too little gold for intelligence from the knaves can, however, cause the knaves to depart without giving you any information.

TERRAIN EFFECTS

Terrain (the geography of the land) played almost as much a part in military campaigns of this era as political considerations. The strongest castle, the distance to enemy borders and the defensive value of terrain were all weighed heavily by military commanders when planning a campaign. To reflect these considerations, certain movement and combat modifiers have been incorporated into the game. Refer to the following table for these modifiers:

TYPE OF TERRAIN	EFFECT ON MOVEMENT	EFFECT ON BATTLE ODDS
Open Terrain	No Movement Penalty	No Combat Effects
Forest Square	No Movement Penalty	Results Minus One
Mountain Square	No Movement Allowed	No Combat Allowed
Swamp Square	No Movement Penalty	Results Minus One
Castle Square	No Movement Penalty	Results Minus Three
Village Square	No Movement Penalty	Results Plus One
Wizard With Unit	No Movement Penalty	+1 Attack/-2 Defense
Lordling With Unit	No Movement Penalty	+3 Attack/-1 Defense

Open terrain on the shire maps is represented as blank squares or squares with Roman Numerals in them. Roman Numerals represent peasant population. Forest squares are shown as green tree symbols. Swamps are represented by small white huts with green roofs. Castles are shown as red symbols. Mountains are shown as green and purple symbols. Coordinates at the top and side of each shire are to help players locate and move their units or to cast spells. They are read "A-3", "H-10", and so on. They have no other significance in the game.

THE [C]OMBAT PHASE

Combat is caused when you move a flag into a square occupied by an enemy flag. This can be either as a result of movement made voluntarily or as a result of another battle in a different square. (see MOVEMENT AFTER COMBAT) You may move into a hectare containing enemy troops, but may move no further until the combat for that hectare is resolved. Combat is resolved by the computer by comparing the total strengths (Knights and men-at-arms) of each unit, breaking that down to a simple odds comparison, "rolling the dice", and comparing that number to a "combat results table", applying any modifiers (see TERRAIN EFFECTS) and then giving you the result of that battle. This is done for each combat individually until all battles are resolved. (It is necessary to press [SPACE] after each battle.to go on to the next battle, or to end the phase.) The order in which battles are resolved is determined by the order in which you moved. The first unit moved into enemy contact will be the first battle resolved.

You will find that combat in LORDLINGS OF YORE by necessity is quite bloody. In some battles an entire unit will be destroyed and the victor will be left with ¼, ½, or ¾ strength, but in all cases, the attacker will benefit from higher odds (more troops) and attacking in open terrain. The defender will usually inflict some casualties, even at very bad odds. This is dependent to some degree, upon the "dice roll" for each battle. You will never be able to anticipate exactly what will happen because of the random nature of the rolls and the effect of the modifiers. This will produce some surprising results. The combat results table has intentionally been kept secret so that you will not attempt to spend so much time analyzing what MIGHT happen and deal with the reality of what WILL happen.

MOVEMENT AFTER COMBAT

Combat will never leave two opposing units in the same hectare at the end of the [C]OMBAT phase. One unit will either be ADVANCED, RETREATED, OR ELIMINATED. A victorious unit can be awarded as much as a 2 square ad-

vance, a defeated unit will be retreated a maximum of 1 square. All retreats and advances are considered MOVE-MENT AFTER COMBAT and are controlled by the computer. Once combat has begun, several new battles can result from the original battles.

Retreats can be blocked by enemy units, enemy castles, maelstroms, the outer edges of the shire, mountains, and Dragons. If a unit cannot retreat during combat, it sometimes will stand and fight until it can retreat (especially if the unit has a Lordling with it), or it will "rout" (runs away and ceases to exist), or it will fight until it wins or is eliminated. Battles can take several rounds of combat, especially against a castle. (Castle garrisons never fight at worse than 5 to 1 odds and are never forced to retreat.)

Advances can be blocked by enemy castles, maelstroms, the outer edges of the shires, mountains, and Dragons. A unit can be advanced into another combat, if an enemy unit is in its path of advance. Advances always follow the original direction of attack; retreats are always made in the same direction that the enemy unit advanced to make the attack, or directly away from the enemy unit's previous position. (Example: unit 1-A moves East to attack 2-B . . . 2-B is forced to retreat and moves East one hectare).

BRIBERY

Bribery is accomplished during the [T]REASURY phase. You may attempt to influence another player's movement or strategy by offering him a bribe. Bribes are made in increments of 100 Gold Pieces and can total your entire treasury if you desire. You may not exceed your actual treasury funds for a bribe. Gold is automatically transferred from your treasury to the treasury of the player you are attempting to bribe. There is no way to guarantee performance of bribes, but that's part of the intrigue of the game.

APPEASEMENT

You will encounter a series of unexpected events periodically in the game which will affect your armies, your treasury, your wizard, your peasants, and even your ability to move. These events will happen when you least expect them, and can be positive as well as negative. They

will affect you and your opponents throughout a game but in different ways and at different times. No one event in and of itself will be catastrophic enough to seal the fate of a player.

You have the option during your [T]REASURY phase to attempt to influence these special events in a positive way. You accomplish this by spending treasury money for [A]PPEASEMENT which increases your SHIRE ESTEEM. Broadly speaking, your shire esteem is how well liked and respected you are as ruler of your shire. The gold you spend for appeasement is for the welfare of the shire. The gold is taken from your treasury and distributed automatically to your peasants, and the amount of influence it has on special events in the shire is directly in proportion to the amount of appeasement you are willing to buy. You are not completely safe from special events when you pay appeasement money, but the risk is considerably less the higher your shire esteem goes.

You start the game with a zero shire esteem and for every turn you do not pay appeasement, you go down one more point. A +10 to +20 shire esteem is desirable, but expensive. It is possible to go well below zero in shire esteem, but woe be unto the player that risks a large negative shire esteem.

Appeasement is always in increments of 1000 gold pieces. The only limit to the amount you may spend is the size of your treasury.

THE OPTIONS PHASE

The sixth and final phase of your turn is the OPTIONS phase. You will receive messages from your shire concerning "special events" that have occurred. These special events are directly dependent upon the appeasement gold you spend during the [T]REASURY phase.

You will be able to [C]HANGE your shire name or password during this phase if you so desire. You also will be able to send [M]ESSAGES to the other players in the game. The messages can be up to 80 characters (two lines) long and they will be delivered at the beginning of each player's turn after he enters his password. There will always be a slight chance that your message will be intercepted by another player, so be careful what you say in the message!

At this time you can get a [P]RINT of your shire map (showing terrain, troops, weather, and Dragons) as well as all areas your units have mapped in other shires. You can also get a print of your roster of units. (Your printer must be installed in Slot 1 and can be of any standard serial or parallel type. Some printers take several minutes to print a map if there are many units deployed, so be patient!) If you try to [P]RINT without a printer, your current game will be lost.

As with other phases, you can review your [R]OSTER at this time if you desire. (When using the [R]OSTER, if you press [SPACE] the listing of units will stop, and any key will return you to the menu or the map.) You will have the option to [S]AVE the game for future play but you must first [I]NITIALIZE a storage disk for this purpose from this option. You can also [Q]UIT the game if you wish. If you [Q]UIT and are the only human player left in the game, the game will end. If you [Q]UIT and are resigning to another player (SWEARING FEALTY), he will then take over what is left of your army and assets. (see HOW TO WIN)

HOW TO WIN

Winning in LORDLINGS OF YORE ultimately is a combination of sound strategic planning, tactical expertise, wise use of the Necromancer, and the ability to deal with a wide range of problems and options within the game at one time. Experience will produce most of the battlefield expertise required, and you will eventually develop the ability to handle all the options. This is not a game you can finish quickly, nor is it one you can readily

walk away from. The intensity level can be almost unbearable at times as you are waiting to see what has happened since your last turn. This is especially true in solitaire games because you have no way of telling what the computer players are up to.

Victory is accomplished when you are the only player left alive in the game, or have such overwhelming strength as to make it obvious to the other players that you ultimately will win. It is not easy to determine the latter, as you cannot see all that is going on in the game to be able to make that decision.

You defeat another Lordling by either eliminating him outright in combat, or by destroying his castle. If you kill an opponent in battle, his treasury is automatically transferred to your treasury, and the remainder of his deployed troops join your castle garrison for redeployment in subsequent turns (they become part of your army).

An eliminated player's castle is automatically destroyed and removed from the shire at the end of the [C]OMBAT phase in which you killed him. All spells that player still had active in the game are also eliminated.

If you defeat an opponent's castle garrison, the Lordling of that castle is also eliminated (no matter where he is) and the above conditions take effect. Should you eliminate a Lordling and then subsequently be killed by his remaining troops in that [C]OMBAT phase, both of your treasuries and armies will be eliminated. In this event, both castles will disappear as will all of your spells. If you are slain in battle against a Dragon, your army and castle are eliminated and no one gets your treasury gold.

If you desire to [Q]UIT a game for whatever reason, and there are other humans still playing, you must SWEAR FEALTY (assign all your lands and property) to one of the remaining Lordlings (including computer players). The conditions are exactly the same as in elimination, except that you in essence become a vassal (servant) of that Lordling. This was far more common in the Age of Chivalry than being killed in battle.

Peasants in the home shire of a defeated Lordling do not automatically become part of any player's assets. You still have to control them with one of your units in order to gain their taxation.

When you survive to become the last remaining Lordling, you will be crowned LORD OF THE REALM, and you will be shown a tally of your victory. This tally is in the form of a number which is your victory score for the game. This number is determined by taking (1) the gold left in your treasury at the end of the game, (2) the number of troops you had left, (3) the number of Dragons you have slain, and (4) the number of castles and Lordlings killed or sub-

jugated, then dividing this number by the number of days the game lasted. In solitaire games, the number of computer players and their starting levels, as well as the starting terrain are also taken into account. These victory scores will be stored on the game disk along with your initials, and will be posted on the game's demo for all to see.

There is a score verification code which appears during the victory tally just before you enter your initials. This is the ONLY time this code will appear. The code will be used primarily to verify scores for future tournaments that SOFT-LORE CORPORATION will be sponsoring. (see NOTES)

THE COMPUTER AS AN OPPONENT

As most of you will find, it is difficult to get four people together to engage in a game of LORDLINGS OF YORE (or anything else for that matter) whenever the mood strikes. We have provided for that by allowing the computer to play. At the start of the game you will be asked how many humans will play. Answer 1 for a solitaire game and the computer will command the other 3 shires.

You can also play two humans against two computer players, three against one computer, or four humans. The computer cannot in any way cheat or "see" what you are doing. It will react much the same way a human player will to the tactical situation. You will not be able to bribe computer opponents (we've tried, and money simply doesn't mean a thing to a microchip), nor will you be able to intimidate them. They will attempt to bribe or intimidate you, however. It is quite likely you will find them to be most worthy competitors, especially on levels 3 and 4. (It is advisable to start with the computer players on level 1 and yourself on level 4 to have a fair chance in a solitaire game.)

A NOTE ABOUT STRATEGY

A famous German strategist once said "The mental is to the physical as three is to one". This adage is particularly appropriate when applied to LORDLINGS OF YORE. The

Lordling with the most troops will not always be the strongest. Do not let appearances fool you in the game. You must maintain your composure and not panic when the enemy enters your home shire. That may only be a feint by one of your opponents while another one attacks from a different direction (particularly when you are facing three computer opponents). Always keep a substantial RESERVE of troops in your home castle, except in the very early stages of a game. This will insure that you can quickly meet any threat to your home shire, even though your main army may be off attacking another shire. And above all, keep your Lordling and Necromancer well protected at all times.

NOTES

We will be announcing tournaments in the near future for this and other games in our "FANTEGY" series. We are committed to you, the player, for our future prosperity, and thus we believe in sharing the rewards from our endeavors. This will be in the form of CASH awards for high scores, and other incentives. You can only be eligible for these contests by returning your warranty registration card. Serial numbers will be verified and cross-referenced with the verification codes generated with each score, and only ONE score will be accepted with each serial number. This will insure that only original copies of our game program were used to participate in any of our contests. It will be to your advantage, therefore, as a player and contestant to make sure your original copy of the game diskette does not get duplicated.

CONCLUSION

We have gone to great lengths to produce a highly playable and (we think) enjoyable game for you. It was designed and written as a "representation" of a very interesting period of history. We hope you will play it in that spirit. We welcome your comments and suggestions, particularly as regards the computer's playing ability.

LORDLINGS OF YORE
A BRIEF HISTORY OF THE PERIOD

The dark times of English history following the Norman Conquest were fraught with war and civil war and constant unrest in the countryside. Brothers battled brothers, fathers fought sons, and everywhere English blood was spilled on the field of honor. All in a vain attempt to establish "rightful ownership" of titles and properties not yet clearly owned or controlled by anyone.

The ancient rules of chivalry still regulated warfare in this time, but gone were the days of single combat between knights of opposing armies. Now huge masses of heavily armored and mounted warriors would clash in day-long conflict to decide the issue in question. Hundreds of foot soldiers or "men-at-arms" recruited from the local villages would join in these intense and bloody engagements, knowing that their farms and villages were the prize for the victors. Often, battles would rage into the night and continue the next day and the next until one army or the other would emerge victorious. Casualties on both sides would be horrendous, as would the effect on the countryside.

More often than not, this whole process would be repeated again and again by succeeding waves of intruders all bent on the same path of domination. Such was the pattern of establishing "order" in these difficult times. Clearly defined objectives rarely existed and few of the local inhabitants had much to say about how they were to be treated. Their lands were forfeit, their gold and silver paid as tribute or tax, and their crops and livestock taken to feed the new invaders. All this was done in "the name of the King", but rarely did the peasant know or care who the king was.

The poor peasants suffered even more under a new and more harsh system of control called "feudalism". Fostered in the lowlands of the Continent and transferred to England by the first Norman invaders, feudalism spread to almost every section of the civilized land. Used to generations of freedom and unbridled use of the lands, the peasants became the chattle of any army that moved into an area and gained control. Sometimes this was a positive influence, as the new ruler or "Lordling" would establish law and order where there had been none, or he would eliminate a cruel tyrant who ruled by fear and bloodshed.

Other times the peasants would go from "feast to famine" in a short period of time under a new ruler.

Several generations would pass before this system of might-makes-right became the exception rather than the rule. Feudalism as a means of control would become feudalism as a standard for kingdom governing. Property ownership would begin to pass from father to son in an orderly, regulated system of succession. Peasant landowners would begin to reap the benefits of their own labors instead of seeing an entire season's crop taken over by an invading army or confiscated for the local Lordling's keep. But alas, that is another story.

LORDLINGS OF YORE
HINTS OF PLAY

TROUBLE BOOTING YOUR GAME DISKETTE: Be sure that your disk controller card is located in slot 6 in your computer (if you are using Apple). If the disk attempts to boot, but fails, remove the diskette and return it to where you purchased it for a replacement. Make several attempts before returning it, including trying it on another system if possible. Be sure your disk drive is stopped before attempting to remove the diskette!

TROUBLE MAKING ENTRIES AFTER THE GAME IS STARTED: On the Apple //e, you will have to make sure your CAPS LOCK key is down before making any entries. On other models, if the game has started but will not respond to keyboard entry, you probably have a hardware problem.

TROUBLE SAVING A GAME TO DISKETTE: This can only result from a full disk, a faulty disk, or one which has not been initialized from the game program itself. Standard Dos 3.3 diskette initialization is not sufficient!

TROUBLE PRINTING A MAP OR ROSTER: Make sure that your printer controller card is located in slot one in the computer. No other slot will work. Be sure that the printer is on-line when you press [RETURN] to begin printing. You can get out of the print mode by pressing any other key instead of [RETURN] when prompted to do so. Remember, some printers (especially thermal) can take several minutes to print a map, so be patient. We have tried to insure that almost ANY printer will be compatible with this

program, but with 400 printer manufacturers out there, we may have missed some. If you have trouble, call us. We do NOT guarantee that this program will work with every printer!

IMPATIENCE WITH MESSAGES: If you get in a hurry, you generally can end viewing messages or responses on the screen by pressing a key (any key). This is especially helpful during negotiations with the Knaves for [I]ntelligence. This is also true of the DEMO . . . any key during the DEMO will start the game.

PASSWORDS ARE A PAIN: If you are playing friends (good friends), and wish to dispense with the necessity of typing in your password each time, you can simply use [RETURN] as a password . . . this will also speed your game play when fighting computer players only. By the way, numbers make excellent passwords also. Remember, if you forget your password, you will have two choices . . . start a new game, or miss a turn and prevail upon your opponents to store the game and enter new passwords for everyone.

A WORD ABOUT [RETURN]: In this program, the RETURN key is extremely important. Never strike [RETURN] unless you are absolutely sure that is what you want to do. Use of RETURN in most applications is automatic, and the habit of pressing it after each input can really get you in trouble. Remember that it will end a phase or almost anything else you are doing when you use it, so BE CAREFUL!

GOOD LUCK!

ROUND TABLE SCORES

DATE	SCORE	VERIFICATION	NAME

NOTES

THE [T]REASURY PHASE

ITEM	COST	PURPOSE
[K]NIGHTS	1000 Gold Pieces Each	Heavily Armored Soldiers
[M]EN-AT-ARMS	100 Gold Pieces Each	Castle & Garrison Troops
[A]DVANCE SPELL	2000 Gold Pieces Each	See Necromancer's Spells
[B]LAST SPELL	5000 Gold Pieces Each	See Necromancer's Spells
[C]REATE SPELL	3000 Gold Pieces Each	See Necromancer's Spells
[D]RAGON SPELL	10000 Gold Pieces Each	See Necromancer's Spells
[E]LIMINATE SPELL	15000 Gold Pieces Each	See Necromancer's Spells
[F]OG SPELL	THIS IS A FREE SPELL	See Necromancer's Spells
[M]OVE SPELL	THIS IS A FREE SPELL	See Necromancer's Spells
[S]IGHT SPELL	1000 Gold Pieces Each	See Necromancer's Spells
[T]RANSPORT SPELL	7500 Gold Pieces Each	See Necromancer's Spells
[X]TRICATE SPELL	YOUR ENTIRE TREASURY	See Necromancer's Spells
[B]RIBERY	PLAYER'S DISCRETIONS	Used to Influence Others
[A]PPEASEMENT	1000 Gold Pieces Each	Used to Influence Events
[I]NTELLIGENCE	NEGOTIABLE AMOUNTS	Used to Influence Knaves

TERRAIN EFFECTS

TYPE OF TERRAIN	EFFECT ON MOVEMENT	EFFECT ON BATTLE ODDS
Open Terrain	No Movement Penalty	No Combat Effects
Forest Square	No Movement Penalty	Results Minus One
Mountain Square	No Movement Allowed	No Combat Allowed
Swamp Square	No Movement Penalty	Results Minus One
Castle Square	No Movement Penalty	Results Minus Three
Village Square	No Movement Penalty	Results Plus One
Wizard With Unit	No Movement Penalty	+1 Attack/-2 Defense
Lordling With Unit	No Movement Penalty	+3 Attack/-1 Defense