

SWORD OF ARAGON™



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WHAT TO DO IF YOU HAVE A DEFECTIVE DISK

Each of our games undergoes extensive playtesting prior to its release. Through this process we hope to uncover and correct any errors in programming. However, due to the complex nature of our simulations, some program errors may go undetected until after publication. In addition to errors in the program, there are occasionally problems with the disk itself. We experience the industry standard of approximately a 3 to 5% failure rate of duplicated disks. Before assuming that a disk is defective, make sure to check your disk drive. Up to 95% of the disks returned to us as defective will run fine on our computer systems. Often the problem is with a disk drive that needs servicing for alignment, speed, or cleaning.

Should you have a defective disk, please return the disk only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. A replacement disk will be provided upon our receipt of the defective disk.

Should you uncover an error in the program, return both your game disk and any "save game" disks to our Customer Support Department. Please enclose a description of what was taking place in the game when the error occurred. Upon correction of the program error, we will return an updated disk to you.

Always make sure to include your name, address, and daytime telephone number with any correspondence. We will do our best to see that any problems are corrected as soon as possible.

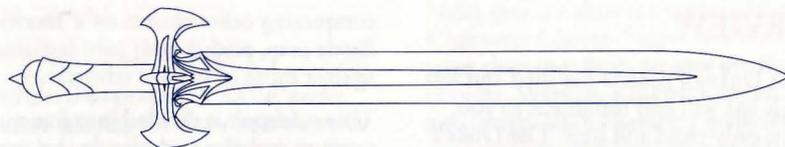
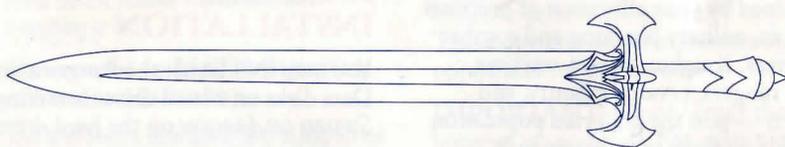


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***NOTE: The poster is an important part of this game.
Do not lose or discard it.***

APPLE II AND IBM COMPATIBLE COMPUTER INFORMATION:

Many of our games will work on Apple II and IBM compatible computers. Most of our games will work on an Apple II GS in the Apple II emulation mode.

If you own an Apple II GS, Apple compatible or IBM compatible computer we suggest that you consult with our Technical Support Staff at (408) 737-6850 any workday between the hours of 11 a.m. and 5 p.m., Pacific Time, to see if an SSI game you're considering purchasing is compatible with your computer. If we have insufficient data to determine compatibility, you may wish to purchase the game and test for compatibility yourself. If the game proves to be incompatible, you may return it within 14 days with your dated receipt and we will refund your money. Or, if you return the game within 30 days, you may exchange the game for another.

OVERVIEW

The Duke of Aladda has died and left his last will and testament to you, his only child and heir. The Duke's legacy is a gallant one, replete with deeds of valor in the defense of Aladda. By dint of his efforts, the former capital of the western realm of the Aragonian Empire has returned to a proud state. It is your father's deepest wish that you once again extend Aladda's dominion and eventually sit on the emperor's throne in the city of Tetrada.

Executing your father's will properly means raising and equipping an army, then venturing forth to do battle against the dastardly foes threatening Aladda and its surroundings. You may be called upon to slay monsters, march against the demonic rulers of the Eastern realms — even to defend Aladda against the plundering appetites of Orcan armies. Fortunately, the rewards of success are great. So, assemble your army wisely, and campaign with vigor. May good fortune once again shine upon Aladda and the lands of Aragon.

Your success in *SWORD OF ARAGON* is determined by your allocation of precious resources, military planning and combat maneuvers. Knights, priests, warriors, mages, rangers, cavalry, infantry, and bowmen — plus the collected population of Aladda — await your commands.

You play *SWORD OF ARAGON* on two different levels. The first level, with its World Map and City Status screens, is a ledger of economic, political, social and military affairs of a medieval era fantasy barony. At this level, you control the many facets of governing a peasant populace. The next level involves defending your lands and

conquering other realms on a Tactical Battle map, pitting your own legions against those of various adversaries.

This rulebook is divided into five main sections and also includes several appendices. System start-up instructions are followed by instructions for the World Map/Main Menu. The Tactical Battle Menu is then described. The Playing Sword of Aragon section reveals hints for playing the game. The last section The History of Aladda, details the history of Aragon and of your home city, Aladda.

IBM SYSTEM REQUIREMENTS

SWORD OF ARAGON requires an IBM PC® or Tandy 1000 or compatible with at least 384K memory and a Graphics board. The program runs with a Hercules Graphics Card, Color Graphics Adapter, Tandy 16 Color or Enhanced Graphics Adapter (includes VGA).

We recommend a hard drive or two floppy disk drives as the system you use, though *SWORD OF ARAGON* will run from a single floppy system.

HARD DRIVE INSTALLATION

You may INSTALL the Program and Data disks on a hard drive. Installing *SWORD OF ARAGON* on the hard drive results in faster operation.

To install on a hard drive:

1. Place the Program disk in the drive. If the drive being used is A, then type A: to get to the A> prompt. (C is assumed to be your hard drive default)
2. Type: **INSTALL C:\ARAGON**
3. Place the Data disk in the drive. If the drive being used is A, then type A: to get to the A> prompt if not already there.
4. Type: **INSTALL C:\ARAGON**

Note: If you are installing a single 3 1/2" disk then skip steps 3 & 4.

PROGRAM START & SETUP SCREEN

You will need to prepare a SAVE game disk before playing *SWORD OF ARAGON*. A SAVE disk is a blank formatted disk. You should copy your game disk(s) before play. Put write protect tabs on your game disks before using them. (Please see your DOS manual for formatting and copying instructions).

To start *SWORD OF ARAGON*, follow these steps:

- Step 1. Boot DOS using Version 2.1 or greater;
- Step 2. Insert the Program and Data disks into the appropriate drive(s) (see the SYSTEM CONFIGURATION section).
- Step 3. Type **SWORD** at the A> prompt (hard-disk users type **SWORD** from within the ARAGON subdirectory).
- Step 4. Follow the on screen instructions to select program, data and save disk drives
- Step 5. Press Z to select a DIFFICULTY rating for the computer units you'll be playing against. Then select the difficulty level E (Easy), A (Average), or X (Expert). Average is the default difficulty level.
- Step 6. Press ENTER. Answer Y to confirm that everything is OK.
- Step 7. When prompted, type in the correct identifying code word from the Rule book.
- Step 8. Type N to begin a New Game, or O to play an old (saved) game.
- Step 9. The World Map/Main Menu appears, with menu selections at screen bottom. To begin play, type in the first letter of the option you wish to select.

Note: The program attempts to determine your hardware configuration, but may be confused by non-standard systems.

New Game

The first time you play *SWORD OF ARAGON*, use the New Game option (see Program Start and Setup Screen) to create your new character and armies. The summary at the top of the screen will indicate that "There are no game saves on this disk."

Next, you are shown a menu of five Character Classes. Select one class for your character from among the five choices: Warrior, Knight, Ranger, Priest and Mage. Each character gains levels (improves his abilities) by gaining experience through combat and/or by training. A brief description of each character and his qualities follows:

Warrior: A tough fighter with moderate attack and defense capacity. Selecting a warrior as your main character lessens the cost of purchasing infantry by 50%.

Knight: A fearsome mounted man, a well-equipped knight inflicts heavy damage and absorbs the same. Selecting a knight as your character reduces the cost of cavalry by 25%.

Ranger: Less suited for heavy combat than a warrior or a knight, rangers also have spell casting ability. A ranger reduces the purchase cost of bowmen and mounted bowmen by 25%.

Priest: Priests are primarily healers, but they can also cast invigorating spells. A priest's restorative powers are vital to damaged units' restoration.

Mage: This magic-user is especially effective at befuddling armed opposition. The mage is ideal for softening up the opposition for your troops.

IMPORTANT: Simply enter the first letter of your choice. For example, enter K to choose a Knight. During play of the game, almost all options displayed on the screen may be selected by entering the first letter of the desired choice.

Once you have chosen your character, the Character Data screen appears, detailing the character's weapons, armor, movement, leadership data and combat prowess. At the prompt, type in a name for your chosen character. Names may be up to sixteen characters in length.

Finally, you will be given the option of selecting the Standard Unit Setup (computer generated) for your character's army. The type of units varies by your character's class. Answer Yes to the request to use standard units. Do not answer No until you've accumulated enough experience playing the game to confidently build your army from scratch.

Note: See Appendix I and the Playing Sword of Aragon section for more character class information.

Old Game

When you select Old Game (see Program Start and Setup Screen section for reference), the Game Summary is displayed. The Game Summary is a listing of the game saves on the disk. The listing shows the Character's Name, Class and Level.

When you have accumulated more saves than will fit on one screen, show additional pages by pressing ENTER. Select any of the Game Saves displayed by pressing the desired letter.

Note: The Erase command deletes the selected game save. You must Erase a game letter to start a New Game using that letter.

SYSTEM CONFIGURATION

3 1/2" Disk Users:

At Step 2 above, insert the game disk into the A: drive.

At Step 4, select the A: drive as PROGRAM, DATA and SAVE disk drives by pressing the "1" (one) key. Program and data both refer to the single 3 1/2" disk.

Single Floppy Disk Users:

At Step 2 above, insert your Program disk into the A: drive.

At Step 4, select the A: drive as PROGRAM, DATA and SAVE disk drives by pressing the "1" (one) key, and change disks in the A: drive as requested during play.

Two Floppy Disk Users:

At Step 2 above, insert your Program disk into the A: drive, and insert your DATA disk into the B: drive.

At Step 4 above, select the B: drive as the DATA drive and the A: drive as the PROGRAM and SAVE drive by pressing the "2" (two) key, and change disks in the A: drive as requested during play.

Hard Drive Users:

SWORD OF ARAGON must first be installed by following the Hard Drive Installation instructions described earlier.

At Step 2 above, log to the ARAGON subdirectory on your Hard Drive and type SWORD to start the game.

Other Command Options

You may specify several options on the command line after typing SWORD at Step 3 above, in order to select VOLUME and/or the video system that will be used.

The program usually auto-detects the video system that you have, though some cards require the video letter be specified.

Type C for a CGA system, H for a Hercules compatible system, T for a Tandy 16-color system, and E for an EGA system. Turn the VOLUME off by using the letter V after SWORD.

For example, to start the game on a CGA system with the sound off, type:

SWORD VC

CGA Monitor Types

After loading the game on a CGA system, you may select one of three monitor types: Monochrome composite, Color composite or TV, or RGB. These choices set the colors and background the program uses for best viewing with each monitor type.

WORLD MAP/MAIN MENU

Once you have selected either an old or a new game, the World Map and Main Menu are displayed. You view a portion of the land known as Aragon, which occupies an isolated corner of a large continent. (Note: You may not cross the river, which runs the full length of the Western edge of the map.)

The flashing cursor shows the square where you begin your campaign to unite all of Aragon under a single banner. Throughout play, move the cursor around the map via the directional keys, or by using the numerical keypad (num-lock key must be depressed). The cursor must be placed over units you wish to move, or must be over a city in order to view that city's statistics.

Select menu choices from the Main Menu by pressing the first letter of the option desired. The following options are always available from the World Map/Main Menu:

+ Fast, -Slow, Volume, Info, Quit, Next, Show, and Move

When the cursor is over a friendly city, two additional options are available: **City**, and **Unit**.

When the cursor is not over a city, the **Camp** option is available.

IMPORTANT: Exit any game menu simply by pressing ENTER, ESCAPE or SPACE BAR. The ESCAPE key can be used to abort any move, make, etc. option while playing the game.

SPEED AND SOUND CONTROL
(+Fast,-Slow, Volume)

You control the speed of play and sound via these three options. Pressing the Plus key (+) sets a faster speed for displaying screen messages, while pressing the Minus key (-) sets a slower speed for displaying screen messages. Select Volume to toggle the sound ON or OFF.

Info

Selecting Info will give you access to two kinds of game summaries. Press C to view a listing of the cities under your influence. The statistics included for player-owned cities are population, income for the current month, tax rate, and the number of recruits available.

Note: If a city has the status of Vassal, the summary shows the amount of tribute received the previous month. If the city is an Ally, only that fact is known.

Select the other Info option, Chronicle of Deeds, by pressing D. This chronicle lists the date and description of major conquests and events that have occurred throughout your game.

Quit

Pressing Q allows you to (optionally) save the game at the current point of play. You may restart the game at the point you Quit (and saved) by using the Old Game option (especially useful should something untoward occur in your present engagement).

The first menu asks for a Letter to save the game under (New Games do not have a letter defined, Old Games show the last letter used as the default). Choose and enter any letter from A through Y. Confirm that saving the game is okay. If you've already used the letter for a game save, the menu verifies your desire to overwrite the existing game save.

Finally, you are asked whether to return to the New/Old Game selection (No ends the program.)

Note: Pressing ESCAPE instead of a letter skips game save.

Next

Selecting the Main Menu N option ends your activities for the current month. Verify your passage to the next month by pressing Y at the verification prompt.

A variety of events may occur during the following month. Production figures will change as will population, morale, loyalty and health. These factors are determined by actions you take as well as events beyond your control.

Going to the next month restores movement to units which have used their allotment, puts money in your treasury from Taxation, and increases the level of any units which were assigned Training (see the Unit section for information on training units).

Show

Pressing S from the Main Menu will Show each unit's level, movement, hits, armor class versus Hand and Missile attacks, and equipment abbreviations. For Rangers, Priests and Mages, available spells (first letter only) are shown in parenthesis after the character's name.

To view each unit's statistics in more detail, select a number from the list displayed; the Unit Data screen will provide detailed statistics for an individual unit.

UNIT DATA SCREEN

The name of the unit is listed at the top of the screen.

Unit — The type of unit (infantry, cavalry, etc.).

Armor — Armor this unit is currently wearing.

Shield — Type of shield.

Weapon — Type of hand weapon.

Pole — Pole weapon this unit has.

Missile — Missile weapon (javelin, thrown spear, etc.).

Bow — Type of bow.

Horse — Type of horse this unit is using (if any).

Barding — Type of armor on the horse.

Make — Cost to make new units of this type.

Train — Cost to train this unit.

Maint — Cost to maintain this unit each turn.

Supply — Cost to resupply this unit during combat.

Size — Size of the unit (affects stacking limits).

Hits — A number which is an indication of how much damage this unit can take. The higher the number the better. This number increases with each new level gained.

Move — Movement points, which is an indication of how far the unit can move in a given turn.

AC — The armor class of the unit. The smaller the number, the more protected the unit is from taking damage. AC against both Hand and Missile weapons are listed.

Hand — The damage this unit can inflict in battle with current hand weapon.

Miss — The damage this unit can inflict in battle with current missile/bow weapon.

The larger the number (both hand & missile), the more deadly the unit is. For both Hand & Miss displays, a spec or special bonus is displayed to the right. For Hand combat, this bonus helps in charge and overrun combat. For Missile combat, this bonus applies when firing at an adjacent hex. For a list of which weapons provide special bonuses in combat, see appendix I.

Range — The different range distances of the missile weapons.

If the unit is a character leader, then Range and Morale are listed below the size information. Morale is a number which is added each combat turn to every unit within Range of this leader. Every 3 range points is equivalent to one hex. If the morale of your units falls too low, they may retreat from the battle.

Move

When you wish to Move units on the World Map, position the cursor over the desired unit(s) and press M (or the SPACE BAR). You may now select units by number. You can also select multiple units to Move by number, for example, 1,3-5,7 will select five of the units in the stack. You may move all units in the stack by pressing A. Once you've selected the unit(s), move them with the cursor keys.

If your units encounter other potentially hostile units the screen will display a message detailing the encounter situation (and may possibly result in a Tactical Battle, see Tactical Battle Menu section). To end Movement of the units, press ENTER or ESCAPE to exit the movement routine.

Note: When your units run out of movement for the current turn, you'll be notified by a screen message.

City

To view the current conditions in a friendly city, move the cursor to the square desired, and press the letter C. The City Status screen displays the current statistics for that city.

CITY STATUS SCREEN

Date — The current month and year.

City — The city you are currently viewing.

Population — The current total population of the city and the second number is the amount the population has grown/decreased this month.

Note: For each item on this screen, such as population, which has two numbers, the first number is the total and the second number is normally how much that total has changed since last month.

Morale — How happy the people are. The higher the number, the higher the morale of the citizens.

Loyalty — The loyalty of your subjects.

Health — How healthy the citizens are.

Tax — The current tax rate percentage.

Store — Total amount of goods, in gold pieces, in storage.

Trade — Total amount available for trade. The second number is the amount which was either imported or exported last month. Trade may affect your income for the month.

Recruit — Total number of recruits available. New units are created by forming these recruits into a combat unit or using them to reinforce existing units.

Income — Income you earned from this city last month.

The items just mentioned apply to the individual city you are currently viewing, while the rest of the information on this screen is global information. For example, income in the total section at the bottom of the screen is the income from all of your cities.

Movement — This is the number of extra movement points required to enter each hex when moving this month.

Attrition — During winter (December, January, February) men may die or abandon your army if they are not in a friendly city. This attrition number is a percentage of the men in a unit who may be lost for each hex entered. If caught outside a friendly city during an attrition month, the Camp option may help (see CAMP section). Attrition may occur during other months due to bad weather. It is not a good idea to move during attrition months, so check your city status screen each month.

Wealth — Current total gold pieces in your possession.

Score — Current score (the total possible is listed in parenthesis).

Income — Total income earned from all cities for the last month.

Maint — The total maintenance costs deducted from your income for all of your armies.

At the bottom of the City Status screen you will see a menu showing several options. These allow you to invest in development, change the tax rate and conscript peasants into the recruit pool.

DEVELOP

From the City Status screen press D and the Development Data screen will show the city's current economic production, development and resources. Use this menu to invest in developing any of five areas of the economy: agriculture, lumber, mining, manufacturing and commerce. Each of the economic categories has limits based upon the city's resources and population.

To invest in any of the economic categories, press the letter from the development menu at the bottom of the data screen. For example, press A and the bottom of the screen will verify your desire to develop agriculture for that month. Press Y to confirm. Follow the same procedure for any of the other categories you wish to develop. Development is important for building the morale and loyalty of the city's inhabitants, and for expanding your economic base (earning gold).

You must have the funds required for the selected category, there is no deficit spending in Aragon. When the Devel (developed) number matches the Resrc (resources) number the costs of further development become much more expensive. (You must begin to pay overtime, create temporary storage and production facilities, import labor from the countryside, etc.) Prod is the total GP (gold pieces) produced each month for the indicated resource. Tax is the amount you earned from this total (based on the current tax rate for the city).

Two other categories that require investment are structure and fortification.

Neither of these will provide a direct monetary reward, but structure allows for the storage of agricultural surpluses, and fortification improves the defense capabilities of the city and lessens the chances of attack from the villainous humanoids which inhabit Aragon. You may have to spend money during development to repair/maintain storage structures and fortifications.

CONSCRIPT

You may draft peasants into military service by pressing C from the City Status screen. The Conscript Menu displays the number available for the draft and the cost of each conscripted individual. Enter the number of conscripts you wish to add to the recruit pool and press ENTER. Press Y to confirm your entry.

Note: Conscription has negative effects on population, morale and loyalty.

TAX

To adjust the Tax Rate for the following months, press T at the City Status screen. You are prompted to type in a new Tax Rate at screen bottom. Type in a value from 0% to 80% and press ENTER. Higher rates negatively affect morale and loyalty. Lower rates affect both factors positively.

Camp

To form units into a camp, press C and select the units that will camp (usually ALL). The units must have sufficient movement points remaining—about one-half of their normal total.

Selecting Camp is appropriate for months when the weather turns bad and attrition rises. This option helps protect your units from further attrition; however, encamped units — like hibernating animals after a thaw — move more slowly in the month after breaking camp.

Unit

The Unit menu lets you plan and organize your military forces before venturing out on tactical expeditions or on monthly campaigns. Use the Unit menu to

1. **Make** new units from the pool of recruits in the city;
2. **Hire** characters to join your army;
3. **Equip** your units;
4. **Reinforce** units;
5. **Train** them (increases their combat ability); or
6. **Decommission** unwanted units.

MAKE UNIT

Use the Make option to form new combat units. Type M at the Unit menu, and a list of Unit classes appears that allows you to select the type of unit desired. Type in the first letter of the unit that you want, then enter the number of recruits to make (you may press A to use all of the recruits currently available). Now, type in the name for the unit.

Now you view the Unit Data screen, which prompts you to enter responses for each Armor and Weapon option shown. Type in the first letter of the item desired (some options will be closed to units of the type you're making), and go on to the next. When you've selected all Armor and Weapon options available, verify the cost of equipping your new unit (or press ESCAPE to re-select).

Note: Any unit you hire or make during play has maintenance costs. These vary, depending upon the unit's equipment type. For example, horses are considered added equipment and add maintenance costs to knights, cavalry, and mounted bowmen). Maintenance costs are automatically deducted from your treasury each month. For a detailed list of unit maintenance costs see appendix I.

HIRE UNIT

To hire characters to add to your army, press H at the Unit menu. You are given the choice of selecting one of these five characters: warrior, knight, ranger, priest or mage. Press the first letter of the character you wish to hire, then view his unit

data. Confirm your choice when the Hire Cost is shown, then enter the characters name and return to the Unit menu. If you are not satisfied with the new character's equipment, you may select the Equip option (see below) to refurbish this new addition to your combat team.

Note: The price of a character varies depending upon his level. The higher the level, the more expensive his hiring. Higher-level characters are also more expensive to equip and maintain. A maximum of 20 individual characters are allowed during the game.

EQUIP UNIT

Utilize the Equip option to purchase weapons and armament. Press E, then select one of your units by entering his number and pressing ENTER. The Unit Data screen for the selected unit will appear above the equipment options available for that unit. Select the desired equipment for each of the categories from the menu at the bottom of the screen.

For example, the first choice is Armor type. Pressing L will select Leather armor from the choices given. After you've chosen the equipment for your unit, verify the spending amount (just as you do when performing the Hire or Make options). Then return to the Unit menu.

The Equip option allows a wide variety of selections, each option has advantages and disadvantages. The choices you make in Equip affect movement rates, attack and defense capability, and creation and maintenance costs. Certain equipment selections preclude the use of other equipment types. Some examples: an infantryman with a shield cannot also carry a Two-Handed Sword, Halberd or Pike. Choosing Mail or Plate armor options may limit your choice of weapon options. For example; if a Bowman carries any Shield and/or is wearing Mail or Plate armor, a Long or Compound bow

may not be used. Experiment with various armor and weapon combinations to discover exactly which weapon types work together.

The cost of an item may affect its usefulness. For example, robes are cheaper to buy and maintain than any other type of armor. They also allow the greatest movement due to their light weight. Their major drawback is that they offer the least protection to a soldier in combat. A Bowman equipped with a Long bow is more effective than one with a Short or X-bow (crossbow). However, the cost of equipping and training him exceeds that of equipping any other Bowman. A heavy war horse greatly adds to the shock effect of Cavalry in combat, but its cost may turn you into a Prince of Paupers.

Note: Some weapon types are only available to characters/units who have reached the more advanced levels (see appendix I).

REINFORCE UNIT

Add recruits to an existing unit by pressing R for Reinforce. Then select a unit from the unit list that appears on screen. A Unit Data screen will appear which gives the current status of the unit. The number of recruits available appears at screen bottom, along with the prompt requesting a number to reinforce. Enter the number of recruits to add to the unit (press A to use all recruits). Press Y to verify the addition.

Note: If many raw recruits are added to a veteran unit, the accumulated battle experience may decrease for the entire unit.

TRAIN UNIT

After creating a unit, you can spend some of your remaining wealth to Train it. Press T and select a unit by number. At the bottom of the Unit Data screen you will see the cost of Training and be asked to verify spending the gold.

Training provides a unit added experience levels, greater attack ability, and more hits. The resultant edge gives the unit an improved survivability. Multiple trainings may be required to raise a unit one level.

Note: If you choose the Train option for a unit, then that unit may not do anything else until the following month.

DECOMMISSION UNIT

Remove soldiers from a unit by pressing D to select the Decommission option. Now select from the list of units that appears (type in the desired number and press Return). The Unit Data screen displays the current status of the unit and asks you to enter the number of recruits to be decommissioned.

Decommissioned units are returned to the city's recruit pool.

Note: In addition to removing soldiers, decommission lets you sell off their equipment and refunds the money to your treasury.

TACTICAL BATTLE MENU

While moving your party around the World Map, you'll encounter different types of battle situations. You may come upon an unsuspecting band of Goblins, or be surprised by a nasty Orcan contingent. At this point, you enter the Tactical phase of the game.

Your military units go into action with you in command. A Tactical terrain map appears on the screen, as do icons representing the player's, allied, and enemy armies.

Note: During tactical battles, you move the blinking cursor just as you do on the World Map, scrolling the screen to the limits of the 24 x 24 dimensions.

At the bottom of the screen you will see the available commands, each of which may be activated by pressing the appropriate key. We describe these commands

below. The display also shows the present Turn of battle. Each Turn corresponds to about 15 minutes of battle.

Speed and Sound Control

Just as on the World Map/Main Menu level, the plus (+), minus (-) control the speed with which messages appear. Pressing V for volume toggles sound on and off.

Hex Display

An additional tactical menu option, called Hex, lets you view the terrain of your present location. Just move the cursor onto any square and press H for Hex. The ensuing display at screen bottom shows the terrain type, foliage and other features. In addition, the display shows the defensive bonus versus Hand and Missile attacks that apply to units in that square. The game uses offset squares on the screen for movement. In this manual, these squares are referred to as hexes.

Move

Move is the primary tactical battle command. Position the cursor on the unit(s) you wish to move and press M or the SPACE BAR. The next screen displays a list of the units in the square selected. Shown are their current strength, movement, stamina and morale values. Type the numbers of the units you plan to move, or press A for All. (For example 1,3-5 selects four of the units from the current stack*.)

You may automatically select a given number of units to move by first entering a - (hyphen) and then the number of units (beginning with the first) which you wish to move. For example, if you have a stack of 3 units and want to move units 1 & 2 type "-2". Move continues to recycle through your units until you press ESCAPE or the unit(s) have no movement remaining.

***Stacking** refers to the collection of units on the same square. When you exceed the stacking limit for a particular square, the computer will beep. Now, if you still wish to move units onto the crowded square,

first remove some of the units presently occupying the square, then carry out the desired move. For stacking limits see Appendix I.

MOVE OPTIONS

Once you've selected the units you wish to move, you'll see up to six Move options, depending on movement and unit type. The options are: Supply missile ammunition, Attack with missile weapons, Cast spells, Normal move, Force move and Entrench into defensive position.

1. **Supply.** Missile and Spell ammunition may be replaced with the Supply option. Press Y to carry out the supply command. If the treasury lacks the funds to supply the specified unit(s), you receive a warning instead.
2. **Attack.** Units equipped with missile weapons may Attack with them. Press A and move the cursor to the target square (containing enemy units). The Range of the attack is then shown. Press ENTER when the target has been chosen. The amount of damage sustained by the target unit is displayed.

Missile fire affects every unit in a given hex. If it is more effective to attack a stack of units with ranged missile attacks. Attack is the default choice. After units have been selected, you may simply move the cursor to the target and hit ENTER.

Note: Units may not attack at Over Long range!

3. **Cast.** Only Rangers, Priests and Mages may Cast spells. To do so, press C and select a spell (by first letter) from the Spell Menu shown at the bottom of the screen. See Appendix II for a list of the spells available to characters in the game.

4. Normal. By pressing N and then moving a direction with the cursor keys or with the numeric keypad, the selected units follow the cursor to a desired destination, as movement permits. Press ENTER when the desired destination has been reached. Back up one square (and only one) by pressing the ESCAPE key.

Note: The amount of movement remaining is updated at the bottom of the screen as units are moved.

5. Force. Use Force to move a unit farther than its normal movement would permit. The Force move option gives a 50% bonus to movement for the duration of that movement only. Additionally, there is a drain on Stamina and Morale.

6. Entrench. You may entrench units possessing at least half of their normal movement. Entrenching a unit protects it against both Hand and Missile attacks.

Automatic Move

Selecting the AutoMV option gives the computer control of your units for the remainder of your turn. Verify AutoMV with a YES/NO menu, and then select a strategy from the four choices: Fanatic, Attack, Moderate and Defense. (Defense is most conservative, Fanatic is very, very aggressive.)

List Armies

Choose this option to review the comparative battle status of your army versus its adversaries. Press L to select the List option. The summary shows number, hits, percentage strength and victory points for each participant at the beginning of the current turn. List also displays the bonus value of any Bless or Prayer spells in effect for each player.

Next Turn

When you have exhausted your movement points, select the Next Turn option to continue to do battle. This replenishes your units' movement allowances, while allowing the opposing armies to reposition themselves. Verify Next Turn at the Y/N prompt so that you don't end your turn inadvertently.

Quit Battle

You may Quit a battle anytime after turn 7. It depends on the type of battle you are engaged in, as to when you may quit. No individual battle may last longer than 23 turns (The men would simply be too exhausted to continue). The Quit option will display your level of victory or defeat, (Marginal, Decisive, Conclusive or Total). A Y/N option will verify your desire to quit.

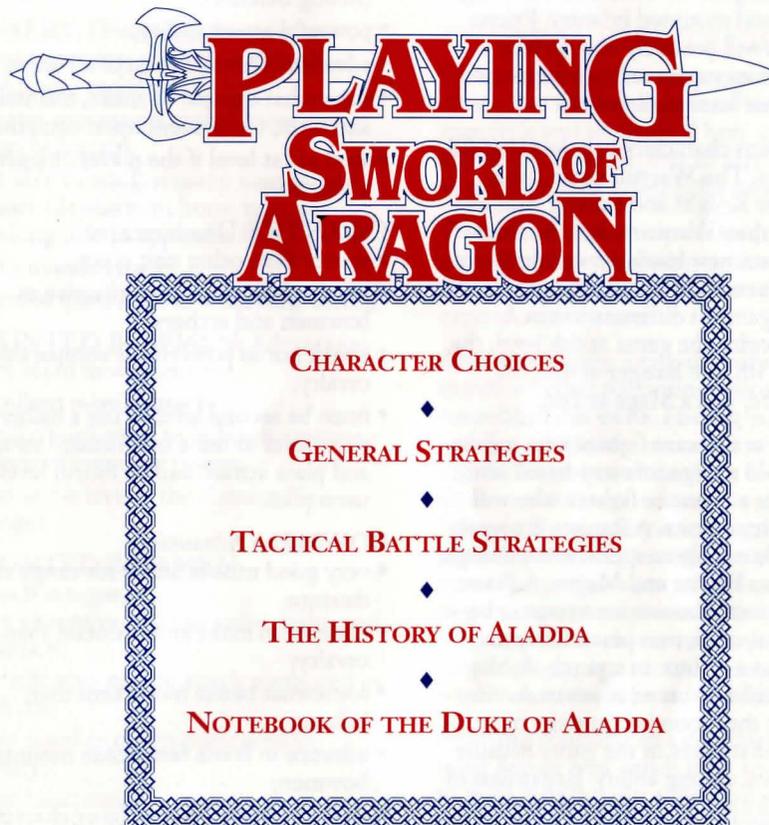
Note: It is important to remember that the data shown on List is only updated at the beginning of your turn, so you should Quit just after your turn begins, rather than after you have moved and attacked.

Victory Conditions

Success in battle depends on several factors: comparative losses, control of territory (around the center square 12,12) and the length of time to complete the battle.

To conquer an opponent's city, you must score at least a Decisive victory. Victory point totals also determine how much experience the units involved will gain.

To do well in the World portion of the game, you must play the Tactical Battles well. If you keep a close eye on the prompts at the bottom of the screen, the proper key strokes should be easy to follow and even automatic with time. GOOD LUCK in your adventure as the *SWORD OF ARAGON!* As the heir to the Duke of Aladda, you hold the fate of his noble legacy in your hands!



CHARACTER CHOICES

The player's character choice will affect how *SWORD OF ARAGON* is played. The Army's composition will be influenced by character choice. Rangers will favor archer and horse bow units. Warriors will no doubt lean toward infantry and mounted infantry. Knights will find their army high in cavalry and mounted infantry. Priests and Mages will probably end up with smaller armies supported by a larger number of higher level spell casters.

The different characters gain levels at different rates. The Warrior gains levels fastest. The Knight and Ranger gain levels slower than Warriors, and the Priest & Mage gain new levels slower than any other character. Different characters also begin the game at different levels. A Warrior begins the game at 6th level, the Knight at 5th, the Ranger at 4th, the Priest at 3rd, and a Mage at 2nd.

A Warrior is a decent fighter who will be able to build a large infantry-based army. A Knight is a supreme fighter who will favor mounted units. A Ranger is a weaker fighter but is also a spell-caster, though weaker than Priests and Mages. A Priest provides morale boosts for troops in battle, can heal units, cast powerful spells, and serve as a fighter in a pinch. A Mage should avoid combat at all costs. As they gain levels they soon become the most powerful characters in the game because of their spell casting ability. Regardless of the player's choice of character, the army should maintain some balance. Blending the combined arms and magical abilities of a well rounded army will be the key to success in battle, which of course is key to winning the game.

UNIT TYPES: Advantages and Disadvantages

INFANTRY: Advantages

- more hits per man;
- may be equipped with a variety of short range missile weapons;
- can be heavily armored;
- can employ a variety of pole arms (strong defense);
- powerful attack ability;
- advance in levels fastest of all units;
- somewhat cheaper to make, maintain, and train, (dependent upon equipment);
- start at 1st level if the player character is a Warrior.

INFANTRY: Disadvantages

- slower than other unit types;
- missile weapons not as effective as bowmen and archers;
- attack not as powerful as comparable cavalry;
- must be second level to use a halberd, third level to use a two-handed sword and plate armor, and be fourth level to use a pike.

BOWMEN: Advantages

- very good missile attack for range and damage;
- cheaper to make and maintain than cavalry;
- somewhat better movement than infantry;
- advance in levels faster than mounted bowmen;
- start at 1st level if the player character is a Ranger.

BOWMEN: Disadvantages

- poor number of hits per man;
- poor armor class;
- poor hand attack;
- more expensive than infantry to maintain;
- advance in levels slower than cav., inf., and mt. inf. units;
- must be third level to use a long bow; fifth level to use a compound bow.

CAVALRY: Advantages

- superior movement;
- hardest hitting of all units (if properly equipped of course);
- can use cross-bows;
- good number of hits per man/horse;
- advances in levels faster than bow units;
- start at 1st level if the player character is a knight.

CAVALRY: Disadvantages

- most expensive of all units to make, equip, and maintain;
- greater movement costs for certain types of terrain;
- not able to stack as many men in a square (depends on horse type, see stacking info in appendix I);
- poor missile attack;
- must be third level to wear plate armor.

MOUNTED BOWMEN: Advantages

- very rapid movement;
- excellent missile attack;
- good compliment to independent commands of mounted troops;
- start at 1st level if the character is a Ranger.

MOUNTED BOWMEN:

- Disadvantages
- very expensive units to make, train, and maintain;
 - less effective missile attack compared to archers;
 - poor number of hits compared to cavalry;
 - poor hand attack;
 - must be fifth level to use compound bows;
 - advance in levels slowest of all units.

MOUNTED INFANTRY: Advantages

- very rapid movement;
- good attack ability;
- good armor class;
- missile capability;
- advance in levels faster than archer and cavalry units;
- start at 1st level if the character is a Knight, or Warrior.

MOUNTED INFANTRY:

- Disadvantages
- expensive to make, equip, train, and maintain;
 - fighting ability is less than regular infantry;
 - armor class is less than regular infantry;
 - advance in levels slower than regular infantry.

GENERAL STRATEGIES

There are as many ways to play *SWORD OF ARAGON* as there are players. Each has their own style and methods. There are a few key tactics however, that all players can use to improve their chances for success.

First, much of the map of Aragon is unexplored territory, invisible to the player. Armed expeditions should be sent out to explore and conquer.

After conquering a city, the player must decide whether to continue his advance or consolidate his gains. Halting your advance should not mean a slowdown in activity for your armies. A method that allows you to consolidate your gains and "exercise" your army is to patrol the immediate vicinity around the newly conquered city. This allows the player's forces to gain experience points, additional wealth, and valuable combat experience for the player, against foes that are usually weaker than those found in fortified cities.

After the conquest of a city the player must decide how much time and treasure to pour into the place. Some cities are much more valuable than others in terms of future income potential as well as sources of recruits for a player's expanding army.

Some cities can become vassalized under the right circumstances. Vassalization allows a player to receive a steady income from an area without the burden of having to defend it with troops or develop it with hard earned gold. Of course, a vassal city provides no recruits.

Some players may wish to abandon a city entirely after they have defeated the former inhabitants and reaped financial and experience benefits from the victory. These cities may not provide enough income compared with the cost of defending it. Some places are way off the beaten track, and defending them would take valuable military units far away from the main expeditionary force, and scatter the player's strength.

If a player decides to hold a city, sufficient forces should be left there to protect it, and money should be spent on development. The money spent on development early in the campaign will provide the player with a continuing source of income for the years to come. Certain cities lose their need to be defended if you have removed the source of enemy attacks.

The player should realize that ultimately, conquest is the way to win Aragon. Conquest provides needed experience for troops and hired characters. Conquest is the most lucrative money making scheme going. Finally, conquest is the only way to gain the necessary items and territories needed to become ruler of Aragon by sitting upon the throne of Tetrada. It is up to the player to decide how quickly to move. The wisdom of these decisions will determine whether the player wins or loses the struggle for *THE SWORD OF ARAGON*

TACTICAL BATTLE STRATEGIES

Throughout history, successful commanders have often won great victories when they were able to fend off an opponent's initial thrusts, maintain initiative, keep their nerve, and counter-attack with decisive results. When counterattacking, success was often achieved when a commander was able to rapidly concentrate the bulk of his power against a small portion of his enemies forces, often times after a missile barrage. A battle in the *SWORD OF ARAGON* game can be successfully won with similar tactics.

Defense of your cities is of prime importance. When attacked by wicked creatures, defend your walls with entrenched infantry and fighter type leaders. Behind the infantry, place your archer units and vulnerable spell casters. If possible, keep the cavalry free of defensive responsibilities, poised for the counter-attack to come. As the attackers move in, lessen their numbers with missile barrages; slow their progress with spells such as Slow, Growth, Exhaust, Fear, or Mud. As they crash against your walls, increase the mass of the missile barrage with short-ranged missile-using infantry units. Then at the right instant, when the vile villains lose their momentum, charge your heavy cavalry and high level heavy infantry against their weakened masses.

The assault of an opponents city is the most challenging of all combat battles. The enemy may choose to advance toward you and give battle outside the city, or he may wish to entrench within the city walls and await your attack. If the first option is chosen you may wish to form a defensive line and wait for the attacking portion of the enemy. After defeating them, go for what's left in the city. If the enemy remains in the city you should move quickly, but not hastily, toward the city. Guard your flanks while steadily working your way closer. Protect your bow units and spell-casters as they use their abilities to weaken and demoralize the enemy within. When the enemy is weakened enough or leaves an opening in his defenses, attack with your heavy units. If you have softened them up well enough, your final push should do the trick.

Try to minimize loss of life in your army. Replacing lost soldiers with fresh recruits deletes a unit's experience level and is very costly besides.

There are many ways to win and lose a battle. Players can be successful with a number of strategies, so experiment and remember, a player cannot win *SWORD OF ARAGON* without bold adventuring.

THE HISTORY OF ALADDA

As told by the Court Historian

Twenty years ago, Aladda was a miserably poor land, a pale reflection of its former glory as capital of the western half of the once-mighty Aragonian Empire. Its people were terror-stricken, though the land itself was rich in resources: fertile soils, abundant forests, and varied mineral assets graced the surrounding areas. In its weakened state, Aladda was also an easy mark for an array of monsters who periodically raided its territory, stripping the land of its sustenance. On the rare occasions that Aladdans resisted these incursions, bravery met evil and was overcome.

Then one day the humiliations came to an end. A band of fiendish goblins ransacked the village with plunderers' glee. Pillaging and looting, publicly humiliating residents, the horde now prepared to take its leave. Suddenly, two riders appeared on a hill south of the village: a knight and his squire. The tall knight rode a giant warhorse and raised his lance high in the air. The knight and his horse were both draped in dusty, worn - and sturdy mail armor.

For a few moments, the knight and his loyal squire sat motionless. Both raiders and peasants were transfixed by the sight. The knight lowered his lance and put spurs to his mount's flank. He charged down the slope directly at the startled mob.

At first, the Goblins did nothing, paralyzed at the sight of the attacker on his furious charger. Once they realized that this man was for real, they drew their weapons and scattered. The marauders' fate was already sealed. The villagers watched in amazed delight as their mysterious champion cut a swath through the fleeing Goblin horde. None was spared the knight's righteous wrath that day.

In gratitude, the villagers cared for the knight's wounds and the needs of his

squire. When the knight recovered, a delegation from the village approached him with a proposal. They offered their undying allegiance in return for the knight's pledge to lead and protect the village.

The brave young knight accepted the villagers' proposal. Some say it was a sacred vow that he took to protect all who are weak. Others believed that the pretty young maid who nursed him back to health was truer inspiration for the knight's decision. The maid became his bride, and after a proper amount of time had passed, the noble pair were blessed with a child: You.

The knight began his work in earnest, but soon found that slaying a horde of goblins is easier than dealing with the multitude of daily problems that confound a land. There were many frustrations and many setbacks. There were more raids by creatures that roamed the wilderness, but the knight and his small but growing force of soldiers repulsed them. Under his leadership, Aladda moved towards a happier reality. Before long, the people began calling him "The Duke" of Aladda.

Throughout your childhood, Aladda prospered. As your father's prowess in battle grew, he gained knowledge of both nearby and faraway places. The Duke's scribes recorded bits and pieces of information about foreign lands brought by travelers to Aladda. His spies and scouts ranged far and wide, collecting information on all facets of these lands, from their customs and histories to their economies, politics, and military potential.

As you approached adulthood, the Duke provided you with a formal, well-rounded education - along with intensive military training. He hired a number of teachers from distant lands to instruct you in the arts of diplomacy and leadership. Your father's personal example amply reinforced your scholar's diligent efforts.

Over time, the Duke's plans and dreams have gradually been revealed to you. It was his fondest hope that Aragon would one day regain the glory of bygone days when the blessings of civilization were known to all the people of the realm. Cities prospered, their residents free from the encroachment of marauding creatures. The citizens prospered through industriousness and individual initiative.

Alas, your father will not fulfill his dream. An Orc raiding party surprised your father's forces, pressing into the village itself. At a critical moment, the Duke arose in fury, surpassing his previous martial deeds. Orc after orc fell before his blade. The battle was nearly won when a priest of some hideous, orcish deity managed to cast an evil enchantment upon the Duke and slew him! The remnants of the orcs then withdrew, presumably to find reinforcements for a final battle against Aladda and its people.

And so the mantle of leadership has been literally thrust upon your shoulders, years before you'd planned. The hard-won gains of your father are in your hands. Your success depends on wise choices - and the element of chance. In this time of trial, your father's testament and journal - and a cast of able advisors - will guide you. You have 80 soldiers plus your father's wealth to help you realize your destiny! Praise the Aladdan cause!

Last Testament of the Duke of Aladda

To my Heir and Successor:

Now, my son, you should know of my origins. They are part of my personal legacy, part of our family history. I was once a knight in the service of Baron Strumberg of Sothold. One day, while riding alone, three men attacked me. Two I killed outright, the third I wounded. I questioned him and found to my chagrin that Lucinian III had put a price on my head of 5,000 gold pieces!

I immediately realized that I, a remnant of the ruling family of once-great Aladda, was the target of Lucinian's violent scheming. Already, Lucinian's program of assassination and intimidation against the descendants of the ancient royal families had swept through Tetrada. His malevolent reach extended southward as far as Sothold!

Hoping to evade Lucinian's deadly assassins, I fled toward the mountains in the west. I was careful to watch my back as I went. My instincts proved correct, for two more of Lucinian's murderers descended upon me. I spared neither of their lives when we fought, but suffered a serious wound from a poisoned blade.

It took me many years to cross the rugged and perilous mountains to get to Aladda, the ancient capital of the Westrealm. My squire and I nearly succumbed to the numerous Orc patrols near Zarnix, but managed to evade their fortress in the pass. I tell you, without bravado, that I killed more than two hundred orcs in those years.

In the year 851 QJ, I finally arrived in Aladda and have ruled since, as you know. It has long been my desire to restore our family to its glory and station of centuries past.

A few short years after I was called upon to become the protector of this fair domain, I began to send scouts to neighboring lands. It was my desire to know and understand the dynamics of the area's political and economic systems. And I was particularly interested in the state of the region's military power. I instructed these emissaries to immerse themselves in the culture, politics, and religions of the foreign realms. I asked them to report their findings to me.

Now many of the scouts have completed their reports, some after many lonesome years away from home. I fervently hope that the delay of the remaining scouts does not portend ill tidings. Please express my gratitude to the families of those that, for whatever reason, have not returned.

The findings of my trusted agents are herein recorded. Some of the information is vague, as certain lands evaded our most persistent inquiries. Some reports clash with others. I have added my own knowledge of the history of this part of the world. I trust that this journal will serve you in your efforts to advance Aladda's security and well-being.

I have always dreamed of the day when a rebuilt Army of Aladda would venture forth to avenge our family and permanently loosen Lucinian's grip on Tetrada. As a young man I was vain enough to think that I would live to see the day. The fact that today you read this parchment page proves that I have not. With God's help, you will yet achieve what I have not.

NOTEBOOK OF THE DUKE OF ALADDA

The History of the lands of Aragon in centuries past

The land of Aragon, which lies in the northeastern corner of the continent, is isolated by forbidding deserts, impassable mountains, and unfordable rivers. The vast majority of the land is lightly populated or completely uninhabited. Only a few population centers dot its imposing terrain. Most of the humans that dwell in the land of Aragon live in an uncivilized state.

Such was not always the case. Almost nine centuries ago, Justinid I established the Aragonian Empire, uniting the existing Eastrealm and Westrealm, and forming treaties of alliance with the existing elves and dwarves of Aragon. The resultant Aragonian Empire flourished for centuries.

The rich lands provided bountiful harvests both to feed the large population and to export overseas. The lush forests provided materials for a great merchant Armada that conducted trade throughout the known world. The Luftgar Mountains that bisect the land from north to south contained vast mineral resources. An industrious populace learned how to exploit these resources effectively.

A succession of wise and gifted rulers continued the rich legacy of Justinid I. They utilized their governing skills and the land's natural resources to the peoples' benefit. The land thrived and the people were happy and contented.

Alas, the abundance of Aragon attracted the notice of the fiendish monsters that inhabited the surrounding wilderness. The soldiers of the empire were increasingly called upon to fend off raids by the hordes which attacked. Though it was noticed by few at the time, this frequent fighting drained the vitality of the nation.

As the invaders became more numerous and powerful, discord broke out among the ruling classes. Nobles turned against their Emperor as disputes arose over royal protection of vassal states. The authority of the Emperor waned, and in some areas he ruled in name only.

In 523 QJ, Emperor Thorivid was assassinated, leaving no heirs. Governor-General Brethon of Tetrada laid claim to the title of Emperor for himself. There was strong opposition from the southern provinces, the cities of the Westrealm seceded from the Empire, and civil war ensued. The cities in the west fought amongst themselves over petty disputes. Years of countless bloody battles in Eastrealm left the factions still at odds, but stalemated in their mutual hostility.

The fearsome Brethon initiated what were later called the "Years of Chaos." Rare is the leader who moves History according to his designs, yet so it was with Brethon. Luckily, the Tetradan despot met an unhappy end at the hands of his kinsmen.

Just as the conflicts were abating following Brethon's death, the "Year of Disaster" brought floods, and then, drought in 527 QJ. The resulting starvation and disease took the lives of thousands of the ancient Aragonians.

Matters further deteriorated with the advent of the "Years of Horror." First, the Justinid Pass fell to the Zarnix Orcs, a huge "harol" that swept down from the mountains and overwhelmed the weakened defenders clinging to their strategic fortress guarding the pass. Then, hordes of titans led by a charismatic mage joined with masses of goblins to form an invincible and hideous army, which rolled across the lands, engulfing and destroying everything in its way. Tetrada fell to the horde in 531 QJ and the wealth of the Aragonian Empire was lost to the monsters.

Thus, the ancient empire fell and was stripped of much of its accumulated riches. The lands of Aragon have been in darkness during the three centuries since the "Three Catastrophes." Only now are some cities returning to a semblance of the civilization known in ancient times.

Legend has it that the ancient emperors had always possessed three symbols of authority that signified the ruler of all Aragon. Two of these items, the Scepter of the East and the Crown of the West, were lost when the Goblins and Titans virtually destroyed ancient Tetrada in the final battle of the Year of Horror. The Amulet of Aladda had also vanished, but legend has it that before his painful death from an administered poison, Justinid XVI sent the Amulet away from traitorous Brethon's reach. The location of these items is today an intriguing mystery.

NAME	Aladda
POPULATION	1,500
LOCATION	Northwest Aragon, on Garrish River
RESOURCES	Lumber, minerals, rich soil
ECONOMY	Farming, some commerce along the river
RULER	You

The inhabitants of Aladda are descendants of a highly industrious people who once possessed one of the highest standards of living in the Aragonian Empire. The resources of the area will provide a strong economic boost. Agricultural potential is strong because of the fertile soil and a temperate climate.

Aladda occupies the broad, fertile plain between the Luftgar Mountains and the Garroth River. The navigable Garrish river bisects Aladda into an eastern and western section. Rather than divide the region, the river serves to glue the area together politically and economically.

Beyond the plains in the east sit the luxuriant forests of the Tranavan Forest. The land to the west slopes up toward the hills, forming the margin of marshland tracts near the Garroth River.

NAME	Marinia
POPULATION	1,000
LOCATION	Northwest Aragon, near Garroth River
RESOURCES	River and some fertile land
ECONOMY	Trapping, fishing, some farming
RULER	Gardwell, Duke

Marinia is an inhospitable land that borders on the swampy areas of the Garroth River. The land is mostly poor, with few trees. The inhabitants make a living of sorts, through small scale farming, trapping and fishing.

A standing army exists to protect the locals from the monsters which sometimes emerge from the swamps. When the military is not busy battling monsters, it engages in domestic plunder, helping itself to the possessions of the down-trodden commoners. Though old, sickly Duke Gardwell doesn't sanction this pillage, it coincidentally helps to supplement the poor wages lame Gardwell can afford to pay his soldiers.

NAME	Brocada
POPULATION	2,000
LOCATION	North coast, western end of Galation Sea
RESOURCES	Galation Sea
ECONOMY	Fishing, some farming and trading
RULER	Petrov, General

The area known as Brocada lies to the north of Aladda. It borders the Galation Sea, and therein lies its economic vitality. The land is flat with a few low, rolling hills. Foliage ranges from sparse to thick coastal scrub brush.

Most of the inhabitants live either along the coast in small villages or in the city of

Brocada itself. The people are not rich, but tend to be hale, hardy and proud. Their independent character leads them to jealously guard their freedom.

The military is made up of volunteer militiamen from the city and surrounding villages. They are said to train weekly, but my spies tell me that their morale and performance would be suspect in an actual battle.

NAME	Paritan
POPULATION	4,000
LOCATION	North Coast, central Galation
RESOURCES	Harbor on Galation Sea
ECONOMY	Smuggling, piracy, fishing, trade
RULER	Pitlag, Lord Redux

Paritan sits beside a harbor protected from seaward invasion by the storms that blow out of the north. Though the land surrounding the harbor is not rich, there are bountiful forests to the south (the Tranavan forest.) The lay of the land is like other coastal areas - essentially flat with a few rolling hills and rough areas.

All discernable evidence suggests that Lord Pitlag is wily and crafty. Anyone dealing with him had better keep his eyes open and watch his back. His privateering ventures are prospering and he has created a more professional army than the rulers of other cities.

There are rumors that Pitlag has cast his covetous eye on new lands. The only question lies in the direction of Pitlag's next expansion, toward Nuralia or Brocada - a prime location from which to threaten Aladda.

NAME	Nuralia
POPULATION	3,000
LOCATION	Coast north of Luftgar
RESOURCES	Rich soil, lumber, minerals
ECONOMY	Agriculture, mining, logging, commerce
RULER	Wilfred, Duke

Nuralia occupies the fertile plain between the northern reaches of the Luftgar and the Galation Sea. Nuralia possesses many natural resources: black soil, varied minerals, plentiful forests and easy access to markets. The foothills to the south

abound with hardwood forests. The land flattens out in the north into a plain of rich soil. Most trees in this northern region are found along watercourses. Along the coast both thick and thin scrub brush dominate.

Nuralia suffers from raiding Goblins out of the Gernok area. The military is thoroughly professional, though reports indicate it is poorly led. The army is hard pressed to hold its own. There are also hints that opposition exists in the ranks over the methods used to fight the invaders.

NAME	Sur Nova
POPULATION	Unknown
LOCATION	Foothills south of Aladda
RESOURCES	Forest, rich soil, river
ECONOMY	Logging, agriculture, fishing
RULER	Unknown

The city Sur Nova is situated in the western foothills of a spur of the Luftgar Mountains. Sur Nova sits on a hilltop overlooking the main north-south road. It commands the only real trade route through these foothills.

The land is rich in many resources; it has fertile soil, accessible forests, and numerous minerals. The Garrish River is navigable by river boats that may sail nearly to the city itself. Lush grasslands in the south give way to rolling hills covered in hardwood groves.

There is no army left in this area, for it seems that no one wants to support one. Additionally, terrible monsters from the Luftgar and southern Khalikha plains plague the inhabitants, who live in poverty. This is not surprising, as the raiding monsters pillage the city's wealth with regularity.

NAME	Tranavan forest
POPULATION	Unknown
LOCATION	Northwest Aragon, east of Aladda
RESOURCES	unknown
ECONOMY	unknown
RULER	Trinangle, Queen

Because of the density of the forest, it is very difficult to discern the topography of the land. The land is dominated less by geographic features than by trunk and root. The huge trees, which appear to be deciduous, do not ever lose their leaves.

Scouting reports are scarce, as most scouts sent to Tranavan have not returned from the forest. Those that have were thwarted in their mission by the density of the foliage or by pesky Elven patrols.

NAME	Xafanta mountains
POPULATION	Unknown
LOCATION	West central spur of Luftgar range
RESOURCES	Minerals in vast amounts
ECONOMY	Mining, manufacturing
RULER	The Grand Trow, Heben Stenthumble

Xafanta refers to the western spur of the Luftgar which surrounds the Lastrul Plateau. The Lastrul is a plateau only when contrasted with the mountainous land that surrounds it. It is very rugged and barren.

The ancient legends of dwarven wealth are apparently true, if the behavior of the Zarnix Orcs is evidence. Bands of Orcs attempting to seize the dwarven wealth are causing great harm to the economy. The dwarves, for their part, have come to conclude that wealth may be more of a curse than a blessing.

NAME	Gernok
POPULATION	unknown
LOCATION	North central part of Luftgar Mountains
RESOURCES	Forest, rivers, minerals
ECONOMY	Trapping, fishing, mining
RULER	Grimlock

This is a mountainous land with deep gorges cut by rivers. Most of the area is forested, though rugged portions of little vegetation exist. The gorges are the only practical byways.

Goblins from this region have become bolder and more numerous as of late. The area must certainly be the origin of most of the Goblin raids upon the civilized lands of the northern coast. From what is heard in distant lands, this collected vermin has raided near and far.

The harm they do angers all civilized men. A pox on all Goblins and their destructive deeds!

NAME	Tentula
POPULATION	5,000
LOCATION	Southeast Aragon, north shore of Great Blue Lake
RESOURCES	Lake, good soil
ECONOMY	Fishing, hunting, farming
RULER	Tantala, Baron

The Tentula area is bordered by the Great Blue Lake in the south and the Khalikha plains in the north. To the east are the gently rolling Char hills, home to not-so gentle giants! Most of the area is rich bottom land from ancient flooding.

An interesting theme recurs in the reports of my diligent scouts: sloth. Tentulan idleness is apparently unsurpassed in all Aragon.

NAME	Khalikha plains
POPULATION	Unknown
LOCATION	Southwestern part of Aragon
RESOURCES	Grasslands
ECONOMY	Herding
RULER	Unknown

The land of Khalikha is flat steppe, whose width extends from the Luftgar Mountains in the east to the Garroth River in the west. The northern border is Xafanta and a pine forest south of Sur Nova. The steppes extend to the Great Blue Lake in the south. Lush grasses make the area ideal for pasture animals, both domestic and wild.

The grasslands are the home of nomadic horsemen, who are fearsome warriors and excellent bowmen. Little else is known about these nomads.

NAME	Char hills
POPULATION	Unknown
LOCATION	Southwestern part of Luftgar Mountains
RESOURCES	Unknown
ECONOMY	Unknown
RULER	Unknown

The Char is a rugged, barren hilly region to the east of the Khalikha plains. The inhabitants of these hills are chiefly Giants, Titans and Trolls. Little else is known of this wasteland. Considering the inhospitality of the residents, we may never know.

NAME	Zarnix, a fortress city
POPULATION	Unknown
LOCATION	Justinid Pass, central Luftgar
RESOURCES	Minerals, lumber, trade route
ECONOMY	Unknown
RULER	Gnardix, the "Great Hatred"

The fortress city known as Zarnix lies in the only real route through the Luftgar Mountains: the Justinid Pass, built by Justinid I. The terrain in this area is incredibly rugged in most places. Where the solid rock of the mountains leaves some soil, clusters of trees grow.

During the time of the "Year of Horror," this pass was attacked and overcome by a huge horde of Orcs – "harol" in the Orcan's own vile tongue. This harol was led by a huge orc affectionately known as Gnoraks, the "Huge Destroyer." Today, they are said to be led by a direct descendant of Gnoraks, called Gnardix, the "Great Hatred." Charming.

NAME	Dersh mountains, legendary home of the titans
POPULATION	Unknown
LOCATION	Southeast part of Luftgar range
RESOURCES	Unknown
ECONOMY	Unknown
RULER	Unknown

The Dersh is the forested area of the mountains near the east coast. The mountains to the south are impassable. The area is the home of the mysterious Titans and Trolls, so detailed information is unavailable.

The Dersh is the origin of the Baudom River, which flows north of Lucedia into the Dalation Ocean.

NAME	Medeval forest, home of the eastern elves
POPULATION	Unknown
LOCATION	East Central Aragon, northeast of Zarnix
RESOURCES	Unknown
ECONOMY	Unknown
RULER	Unknown

Medeval is a land of incredibly thick and foreboding forests. It is inhabited by elves, who are reported to be hostile to all men. People who live near the forest do not venture into it, fearing its aura of evil. Very few scouts return from Medeval.

The Soth River flows out of Medeval eastward toward the Dalation. No one knows its source.

NAME	Lucedia
POPULATION	7,000
LOCATION	Southeast coastal city
RESOURCES	Good soil, the Dalation ocean, minerals
ECONOMY	Farming, fishing, mining, trading
RULER	Council of the Wise and Strong

Lucedia is a land of cool, green hills and plains. The name derives from the word elven word for "green". The weather is not conducive to most crops, but husbandry is successful here. The Baudom River flows from the Dersh to the north of Lucedia where it empties into the ocean.

Lucedia is governed by a hierarchy of Priests, the "Ancient Wise Ones," and the "Theocratic Order of Frahali Knights." Together they form the "Council of the Wise and Strong." Lucedians are intolerant of other beliefs and inhospitable to strangers. The two factions are also reliably said to be antagonistic to one another.

NAME	The Free State of Pudawala
POPULATION	9,000
LOCATION	East central coast
RESOURCES	Dalation Ocean, minerals, good soil
ECONOMY	Fishing, mining, farming
RULER	El-Ikhom, Pasha

Pudawala is a small, resource rich city sandwiched between low hills and the Dalation. The hills are set with forests and scattered mineral deposits. Rich soils fill the coastal plain, where plant and animal life flourish.

The Pudawalans are said to guard their independence zealously. They are said to be a strong and independent people who arose from the eastern nomads, survivors of the Three Catastrophes.

NAME	Sothold, a city state
POPULATION	15,625
LOCATION	Northeast plain
RESOURCES	Excellent soil, the Soth River, forests
ECONOMY	Farming, fishing, logging
RULER	Strumberg, Baron

Sothold occupies the broad, flat belt of land that lies between the Luftgar Mountains and the Dalation Ocean. The land is fertile and resource rich. Sothold was once the breadbasket of the eastern realm, filling the holds of ships in Estallah and Tetrada for export overseas.

Like so many other lands of Aragon, Sothold is only now beginning to awaken and enter an era of prosperity after centuries of darkness. I know from my own experience that Baron Strumberg is a capable leader with a strong, disciplined army. Under his leadership, the army can hold its own against the forces of Lucinian or Landratoz with ease.

NAME	Estallah, a free city
POPULATION	12,000
LOCATION	Northeast coast south of Tetrada
RESOURCES	Dalation Ocean, excellent harbor, good soil
ECONOMY	Commerce, fishing, farming, husbandry
RULER	Landratoz, Earl

Estallah is a resource poor-province which has a superb harbor. The port is the life's blood of Estallah.

Earl Landratoz is said to be thoroughly corrupt, and too friendly with Lucinian III for the comfort of neighboring cities to the south. It is feared the two will form an alliance to attack Sothold and Pudawala, but petty squabbling has prevented the coalition until now.

The Estallah armies are well-paid and trained mercenaries hired from all over the east. They are capably led and alarmingly proficient.

NAME	Tetrada
POPULATION	30,000
LOCATION	Northeastern corner of Aragon
RESOURCES	Border of Galation Sea and Dalation Ocean, very good harbor and access to the trade routes
ECONOMY	Commerce, fishing
RULER	Lucinian III, Emperor

The land around Tetrada ranges from coastal plains to rocky hills. The northern peninsula is a rocky spine that juts deep into the sea. Both farmlands and forests are sparse and poor.

Lucinian III has been pursuing a policy of threat and intimidation since coming to power some thirty years ago. All of his opponents have met their demise. His son, Lucinian IV, may be worse than his father. The family is likely to retain power in Tetrada for some time to come. Be very wary of these two.

Glossary of Person and Place Names

Baudom River: This river flows from the Dersh Mountains, past Lucedia to the north, and empties into the southern Dalation.

Aragon: The north east portion of a large continent.

Aragonian Empire: The name of the combined Westrealm and Eastrealm of Justinid I and successors until the "Three Catastrophes" brought an end to civilization in Aragon.

Brethon, Governor-General: The murderer and traitor responsible for the "Year of Chaos" which signalled the end for the ancient Aragonian Empire. He was the appointed ruler of Tetrada at the time of Thorivid's death.

Council of the Wise and Strong: Alliance of Priests and Knights who together rule Lucedia.

Dalation Ocean: The sea to the east of Aragon.

Eastrealm: The part of the Aragonian Empire east of the Luftgar Mountains. Includes Tetrada, Estallah, Sothold, Pudawala, Lucedia.

El-Ikhom, Pasha: The elected leader of the Free State of Pudawala.

Frahali Knights: One of the ruling factions in Lucedia, together with the priests they form a powerful force.

Galation Sea: The sea north of Aragon and west of Tetrada. The Garroth and Garrish Rivers empty into this body of water.

Gardwell, Duke: The sickly, old ruler of Marinia.

Garrish River: Small river flowing from Xafanta to the Galation Sea in the north. Smaller "sister" to the Garroth.

Garroth River: Large river flowing from the Great Blue Lake in the south to the Galation Sea in the north.

Gnardix: Current ruling orc in Zarnix, the "Great Hatred."

Great Blue Lake: The body of water forming the southern border of Aragon. So named because of the water's deep blue color. The Garroth River originates from this lake, flowing to the north to empty into the Galation Sea.

Heben Stenthumble: Charismatic leader of the Xafanta dwarves, he is known as the "Grand Trow" of Xafanta.

Justinid I, Emperor: The first man to rule all of Aragon. He established the current Quanta Justinid (QJ) date system.

Justinid Pass: The pass through the central Luftgar Mountains, named after emperor Justinid I who carved the road that cuts through hundreds of feet of jagged rock.

Landratoz, Earl: The frail and weak ruler of Estallah.

Lucinian III: Current "Emperor" of the "Tetradan Empire." Lucinian is ruthless and powerful.

Lucinian IV: Heir to Lucinian III, and just as ruthless as his father. This one may even be more evil than his father.

Luftgar Mountains: The north-south running range of mountains which divides Aragon into the Westrealm and the Eastrealm.

Malthorn, Prince: Demented younger brother of Lucinian IV.

Petrov, General: Leader of Brocada and military commander. Reputed to be honest and fair.

Pitlag, Lord: Self made piratical leader of Paritan. This man is wily and needs careful watching.

Soth River: The watercourse which divides the Eastrealm into north and south sections. It emerges from the Medeval Forest to travel eastward to the Dalation Ocean.

Strumberg, Baron: The ruler of the city state of Sothold. He is the strong and capable commander of the army, as well.

Tantala, Baron: The current ruler of Tentula. Little else is known of this southern city's ruler.

Thorivid, Emperor: The last ruler of a combined Aragon, assassinated by Governor-General Brethon in 523 QJ.

Tranaro River: The river which emerges from the Tranavan Forest and travels north to the Galation Sea. The Garrish River joins the Tranaro just before the delta.

Westrealm: The western portion of the Aragonian Empire, which included Aladda, Brocada, Paritan, Nuralia, and Tentula.

Wilfred, Duke: The conservative leader of Nuralia, and the commander of the militia.

APPENDIX I.

Unit and Equipment Data

TYPE	CHOICES	BUY	TRAIN	MAINT	WEIGHT	LEVEL
Units	Infantry	4	2	0.3	(30)	
	Mtd. Inf.	8	3	0.5	(25)	
	Cavalry	16	5	1.0	(20)	
	Bowmen	12	4	0.6	(35)	
	Horse Bow	20	6	0.8	(25)	
Chars	Warrior	40	8	1.0	(35)	
	Knight	80	16	2.0	(30)	
	Ranger	100	10	2.5	(30)	
	Priest	120	12	3.0	(20)	
	Mage	160	20	4.0	(10)	
Armor	Robe	2	0	0	1	0
	Leather	8	1	0.2	2	0
	Chain	20	2	0.5	3	0
	Mail	40	4	1.0	4	0
	Plate	80	6	1.5	6	3
Shield	Small	2	1	0	1	0
	Large	6	2	0.1	3	0
	Kite	8	3	0.2	4	0
Weapon	Dagger	0	0	0	0	0
	Mace	2	1	0.1	0	0
	Sword	4	2	0.2	1	0
	Halberd	6	3	0.3	2	1
	2-Hand	8	4	0.2	2	3
Pole	Spear	2	2	0.3	1	0
	Pike	4	6	0.4	4	4
	Lance	10	8	0.6	2	0
Missile	Thrown Spr	3	2	0.3	1	0
	Javelin	5	3	0.4	2	0
	Sling	1	4	0.1	0	0
Bow	X-Bow	8	5	0.4	2	0
	Short	5	10	0.6	1	0
	Long	15	15	0.8	2	3
Horse	Compound	25	20	1.0	3	5
	Light	50	4	1.5	(10)	0
	Medium	75	6	2.0	(20)	0
Barding	Heavy	100	8	2.5	(25)	2
	Leather	10	1	0.6	5	0
	Chain	20	2	0.8	8	0
	Mail	40	3	1.0	12	2

Note: Weight figures in parenthesis are the carrying capacity for the character, unit or horse. Maint costs are the cost for 1 figure of level 0 for 1 month, higher level units (and their equipment) cost 10% more per level.

Special Combat bonuses

Mages and priests have inherent bonuses for both hand and missile combat.

Missile weapon bonuses:

Thrown spear — 1 spec Javelin — 2 spec

Hand weapon bonuses:

Spear — 2 spec Lance — 2 spec
Halberd — 4 spec Pike — 6 spec

Stacking

Every unit has a point value assigned to it (based on its size). A maximum of 200 points is allowed to stack per hex. The following are the values for each troop type:

Foot troops — 2pts each

Mounted troops Light horse — 4pts each

Medium horse — 5pts each

Heavy horse — 6pts each

So, for example, only 100 foot troops can stack in an individual hex.

APPENDIX II.

Spells for each Class by Level

LV	RANGER	PRIEST	MAGE
1	Grow	Vigor	Light
2	Dry	Light	Slow
3	Light	Rally	Confuse
4	Wither	Xhaust	Fear
5	Mud	Bless	Mud
6	Vigor	Heal	Bridge
7	Rally	Fear	Haste
8	Xhaust	Prayer	Pyro
9	Heal	Tower	Quake
10	Fear	Quake	Teleport
11	Bridge	Cure	Disint
12	Tower	Disint	Gate

Note: Rangers, Priests, and Mages can only use spells according to their current level. For example, a 4th level mage cannot use a Wither spell until he gains one more level.

Spell Descriptions

Bless: Provide a defensive bonus to the caster's army that lasts one turn. The value varies by level.

Bridge: Create a pathway across a river hex.

Confuse: Attempt to dislodge enemy units from an entrenched position in a designated hex. Effect varies by level and randomly.

Cure: Restores a percentage of lost hits to all units in the same hex. This percentage increases according to the level of the caster.

Disint: Disintegrate some of the structures, walls, and enemies in a hex. Causes damage increasing with the caster's level to all units in the hex (no exceptions!)

Dry: Decrease the muddiness of a hex (mud is represented by dashed horizontal lines).

Fear: Decrease the Morale of all enemy units in a hex. This spell may disperse units (missile fire cannot). Effect varies by level.

Gate: Create a Troll or Demon unit (either a priest or mage character) to fight for the caster. The unit appears immediately with zero movement points.

Grow: Cause an increase in vegetation in a hex. This spell will fail if there is none in the hex to begin.

Haste: Increase the Movement of selected units in the caster's hex. (Make sure the units you want to Haste are in one range of numbers, e.g. "2-5") This spell affects Stamina negatively, and may cause hit damage if the recipients Stamina gets below zero—use this spell carefully. Use this spell at the beginning of movement because the amount hastened is a percentage of the CURRENT movement allowance. Effect varies by level.

Heal: Restore lost hits to one unit in the caster's hex. Amount varies by level.

Light: Illuminate from the casters position to a radius varying by level. Hexes which are blocked from the perspective of the caster are NOT illuminated. Affected hexes display ALL units in the hex.

Mud: Increase the mud value of a hex, or add mud to a hex (usually—it may not work when there is a lot of other stuff in the hex).

Prayer: Provide a defensive bonus to ALL of the caster's army that lasts from turn to turn. The value varies by level, and decreases by 75% per turn after it is cast.

Pyrotechnics: Launch a multiple hex attack centered on the target hex. Damage, Range and the Area increase with level. You will not damage your own or allied units with this spell.

Quake: Decrease the structures and walls in a designated hex. No damage is done to units. Amount varies by level.

Rally: Restore lost Morale to all units in the caster's hex. Amount varies by level.

Slow: Decrease the amount of movement available to all enemy units in a hex during their NEXT turn.

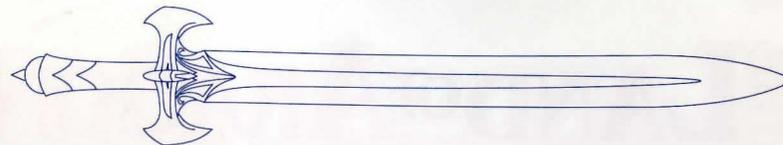
Teleport: Move all units in the caster's hex to a new destination (including the caster). Range varies by level.

Tower: Create a fortification-like structure in a non-town, clear hex. Value depends on level.

Vigor: Restore lost Stamina to all units in the caster's hex. Amount varies by level.

Wither: Decrease the vegetation in a hex. Amount and range vary by level.

Xhaust: Cause an enemy unit to lose Stamina. Amount and range vary by level.



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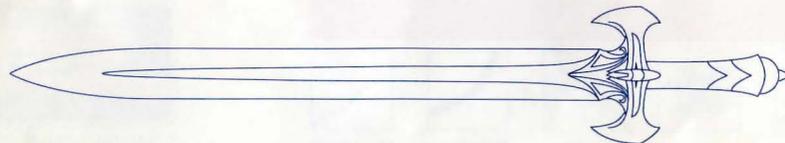
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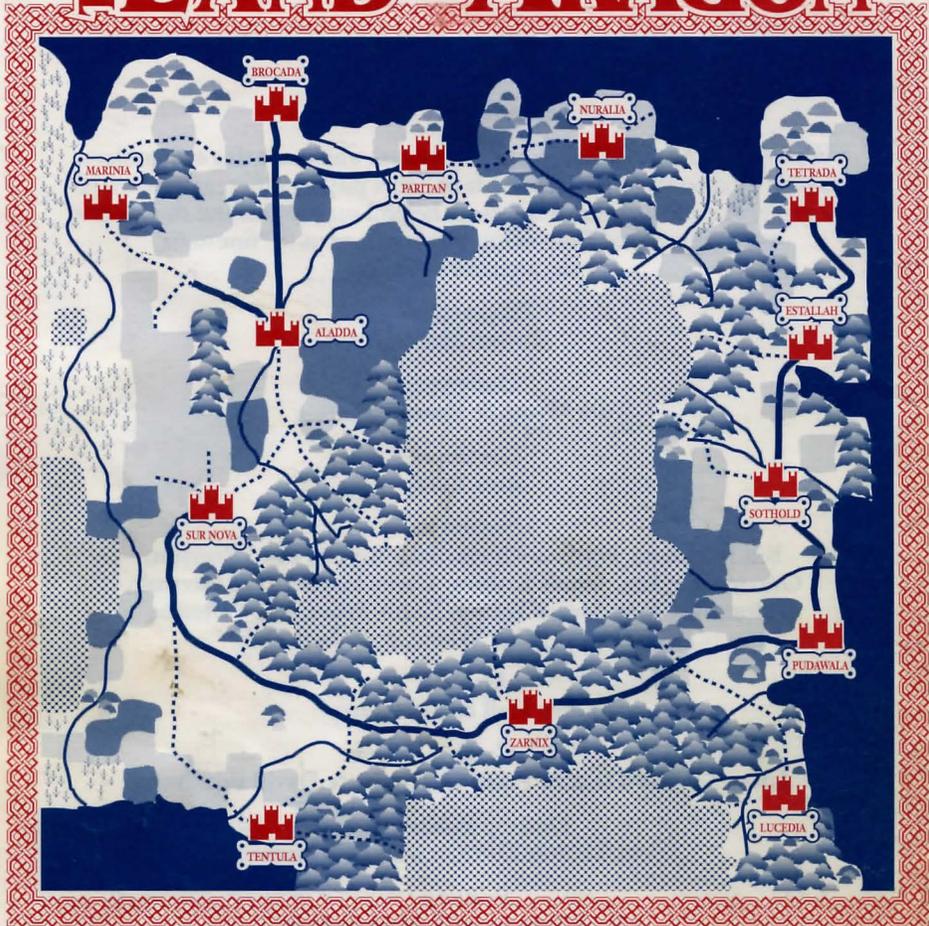
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THE LAND OF ARAGON



KEY



Mountains



Hills



Swamp



Major Roads



Minor Roads



Rivers



Forest



Light Forest



Water



Unexplored Areas



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