

SWORD OF ARAGON™

Data Card--Amiga

Before You Start: Make a copy of your original game disk, or install it on your hard drive, and put the original away for safekeeping.

Saving Games: Whether you play the game from disk or hard drive you will need a separate save disk. Format the save disk and name it **Sworddisk**. If the disk is not in a drive when you attempt to save, the program will prompt you to insert it.

IMPORTANT: *Save regularly and alternate save letters. This allows you to back up in your game and try new strategies at key points.*

Installing Game on Hard Drive:

1. Turn computer on.
2. Insert KICKSTART disk (AMIGA 1000 only).
3. Insert WORKBENCH disk.
4. Insert SWORD OF ARAGON disk.
5. Double click on the game disk icon.
6. Double click on the HD INSTALL icon and the game will automatically be copied to a SWORD OF ARAGON directory on hard drive DH0:

Playing from Disks:

1. Turn computer on.
2. Insert KICKSTART disk (AMIGA 1000 only).
3. Insert SWORD OF ARAGON disk when you are prompted for the WORKBENCH disk.

Using the Keyboard and Mouse: All menu options can be selected either by pressing the highlighted first letter of the command or by clicking on the command with the

mouse pointer. To exit a menu press the ESC key or press the right mouse button.

To select a unit with a mouse click the mouse pointer on the unit (or stack of units), and then click on the unit(s) to be selected. To select a unit with the keyboard use the *MOVE* menu option. After they have been selected, units can be moved overland, or in combat, with the numeric keypad or with the mouse. To move units with the mouse, place the pointer in the direction you wish to move and then click. The units will move 1 hex toward the pointer position every click.

To retreat a unit one hex press the Esc key or the right mouse button. To quit moving click the mouse pointer on the unit or press Enter/Return key or the spacebar.

You can use either the keyboard or the mouse to fire long range attacks (for example bows or spells) during combat. To use the keyboard, move the target cursor over the target and hit the ENTER key. To fire at visible targets with the mouse click the mouse pointer on the target. If a target is off the screen, you may move the target cursor to it by using the numeric keypad. You can also move the target cursor by placing the mouse pointer over it, holding the button down and dragging it to a target, and releasing the mouse button to fire.

Equipping Units: When you outfit units with equipment, remember that some weapons require two hands while others only use one. This means that if you select shields for an infantry unit they could not use, for example, halberds or pikes. See the *EQUIP UNIT* section on page 8 of your rule book for more information.

Hand-to-Hand Combat: There are three types of hand-to-hand attacks: *HAND*, *CHARGE*, and *OVERRUN*. Which options are available to a unit is determined by how many movement points they have available when they engage the enemy. The *OVERRUN* attack will inflict the most casualties to both sides, *CHARGE* causes the next largest

number, and *HAND* the least. *OVERRUN* attacks are most effective when you have the enemy greatly outnumbered.

Magic Spells: Magic spells can **only** be cast during combat. This means that the *Bridge* spell cannot be used to cross rivers during overland movement.

Unit Display: When viewing the unit selection screen during combat each unit has the following information:

| Eff | Mv | S | M | A |
|-----------------|----|----|----|---|
| #1: Rousch | | | | |
| 100%Rngr | 24 | 10 | 10 | 9 |
| #2: 1st Cavalry | | | | |
| 20 Cav | 18 | 10 | 10 | |

Eff is the effectiveness of the unit. This is either the total number of soldiers in regular combat units, or the condition of single leaders.

Mv is remaining movement.

S is stamina. This can be raised by a *Vigor* spell.

M is morale. This can be raised by a *Rally* spell.

A is ammunition or spell materials. When units run low on ammunition they must resupply before they can shoot or cast spells. Spell casters will lose the ability to cast high level spells when ammunition runs low, but is not yet zero.

The color of unit names will change when they are entrenched, disrupted, or under any other special effect.

Combat Damage: Men and leaders all have hitpoints, which is a measure of how much damage they can sustain. During combat the amount of damage a unit sustains is displayed in terms of *Hits*, or the number of hitpoints subtracted from the unit. Hitpoint losses are distributed among all the soldiers in an indicated unit or to an indicated leader. When enough hitpoints of damage are inflicted, soldiers or leaders may be killed permanently or incapacitated, and assumed dead, until after the battle.

