

PC DVD
ROM

STRONGHOLD LEGENDS



12+

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1. GETTING STARTED

1.1 Installation

1. Place the **STRONGHOLD LEGENDS** disc in your CD/DVD drive.
When the autoplay appears left click on the install button to install **STRONGHOLD LEGENDS**. Now simply follow the on screen commands.
If the autoplay does not appear, click on the START button then select RUN followed by BROWSE. Using the pull down arrow, select your CD/DVD drive containing the **STRONGHOLD LEGENDS** disc. Double click on 'autorun.exe' file to run the autoplay. When the autoplay appears left click on the install button to install **STRONGHOLD LEGENDS**. Now simply follow the on screen commands.
2. To remove **STRONGHOLD LEGENDS** from your PC click on the Windows START button, CONTROL PANEL and select 'Add or Remove programs'. Highlight **STRONGHOLD LEGENDS** and click Remove.
It is also possible to remove **STRONGHOLD LEGENDS** by clicking on START, PROGRAMS, FIREFLY STUDIOS, **STRONGHOLD LEGENDS** and clicking on the UNINSTALL **STRONGHOLD LEGENDS** link or simply by inserting the disc and clicking on UNINSTALL from the autoplay menu.
3. We recommend you view the readme file before running **STRONGHOLD LEGENDS** as this contains the most recent information on the game.
4. At the end of the installation the autoplay menu will appear. Click the PLAY button to run the game.

1.2 Starting The Game

When you insert the **STRONGHOLD LEGENDS** disc the autoplay menu will appear. Click the PLAY button to run the game.

If you chose to create a **STRONGHOLD LEGENDS** desktop icon during the installation you will be able to run **STRONGHOLD LEGENDS** by double clicking on the PLAY **STRONGHOLD LEGENDS** icon on your Windows desktop.

It is also possible to run **STRONGHOLD LEGENDS** from the Windows Start Menu by clicking on START, PROGRAMS, FIREFLY STUDIOS and PLAY **STRONGHOLD LEGENDS**.

In order to run the game, the **STRONGHOLD LEGENDS** Play Disc must be in the CD/DVD Drive.

Before the game runs you will be presented with the graphics configuration panel, which will allow you to change various graphics options. Please refer to section 1.3 below for more information about this panel.

After the game has finished loading, the main menu will be shown, refer to section 1.4.

1.3 Graphics Configuration Panel



Changing your graphics card settings

Graphics settings can be changed using the Graphics Configuration utility which appears when you first run the game. It is also accessible from the Start menu. Generally speaking reducing settings or turning effects off will increase the graphics performance in the game.



TIP: If the **STRONGHOLD LEGENDS** Graphics Configuration menu does not appear when starting the game, you can find it in: Start, All Programs/Programs, Firefly Studios, Stronghold Legends, Stronghold Legends Graphics Configuration".

Basic:

Graphics Level – Before running **STRONGHOLD LEGENDS** you can choose the graphics settings for the game. If you click on 'Basic' you will see five options to choose from: 'Highest', 'High', 'Medium', 'Low' and 'Lowest'.

If you have a very powerful PC with a video/graphics card containing at least 128mb of on-board memory and the PC has 1 GB memory try selecting the 'High' option.

If your machine has a lower spec video card and/or the amount of memory in the machine is 512mb try selecting 'Medium'.

Otherwise, if you are using a video card with no on-board video memory, such as an Intel Extreme and/or your PC has 512mb ram/memory in it select the 'Low' or 'Lowest' option.

General:

Screen Resolutions – *STRONGHOLD LEGENDS* contains numerous resolutions to choose from.

Particle Systems – Use the slider to increase or reduce the amount of particles shown on screen. Turn the particle detail slider right down to increase performance.

Ground Shadows – Turn unit ground shadows on or off. Turn off ground shadows to increase performance.

Cloud Shadows – Turn shadows from clouds on or off. Turn off cloud shadows to increase performance.

Grass – Turn landscape grass/shrubs on or off. Turn off grass to increase performance.



RealTime Shadows – Gives each citizen and building in the game a shadow. Turn off this option to improve performance.

Bloom – An effect that causes very bright objects to glow. Turn off bloom to increase performance.

Textures:

Texture Detail – This setting adjusts the size of the textures used in the game. The smaller the texture size the more textures the graphics card can fit in its memory. Adjusting the texture detail will help users with graphics cards with no on-board memory (e.g. Intel Extreme) or low on-board memory (e.g. 32MB) achieve greater performance. Texture Detail must be set before the game loads and cannot be changed in game.

Shaders:

Shader Version – Shaders are graphical effects applied to game objects to enhance their appearance. The higher the shader version the more graphical effects used but at the expense of performance.

Multipass Shaders – Allows lower end graphics cards to simulate some shader effects used by higher end cards. Enabling Multipass shaders puts more strain on the graphics card and may reduce performance.



Bump Mapping – Bump Mapping is an effect which produces richer, more detailed textures on objects. Turn off bump mapping to increase performance.

Snow – This on allows it to snow in the game when looking at an ice section of the map. Turning this off to increase performance.



Water Detail – Adjusting this slider improves the quality of the water, giving the impression of waves rippling and sun reflecting off the water. To use this option you need a graphics card which supports shader 2.0.

Level of detail:

Level of Detail – Increases the amount of polygons per model on citizens and buildings. Turning down this option increases performance.

Draw Distance – Determines how far into the distance objects in the game will be drawn. Reduce draw distance to increase performance.

Geometry Detail – This option adjusts the amount of polygons drawn on screen. Reduce geometry detail to increase performance.

Early Culling – Draws less distance into the screen, so if an object is a long distance from the camera, normally it might be drawn, but with early culling we 'cull' it closer to the camera

Note – Stronghold Legends uses advanced graphics techniques to create the best game experience possible. The game was primarily developed and tested on NVIDIA GeForce FX, 6 Series and 7 Series graphics cards and we recommend using an NVIDIA GeForce 7 Series graphics card to experience the game as it was fully intended. Using a GeForce 6800 or better will enable you to turn on all of the NVIDIA special effect features at higher resolutions.

1.4 Main Menu

When *STRONGHOLD LEGENDS* has loaded and displayed the initial titles and loading screens the main menu will be presented. The following section explains what each section means.



Single Player – Clicking on 'Single Player' you will be presented with five options: Legends Campaign, Legends Trail, Custom Skirmish, User Maps, and Tutorial.

Multiplayer – Challenge up to three other human or computer AI players over the Internet or Local Area Network (requires an internet connection).

Map Editor – The map editor allows you to build your own campaigns and maps (See Section 7).

Load Game – Enables you to load previously saved games.

Options – From here you can create a player profile which will store all the chosen settings. You can change your player name, avatar (player icon), crest (icon shown on your flag) and the flag type. You can also change all your graphics settings in game (See section 1.3) and your sound fx, music and speech volumes.

Quit – Exits the game back to the desktop.

1.5 Game Modes

Legends Campaign

There are three separate Legends campaigns to play, each retelling famous legends of European history. Firstly the legend of Arthur and his knights of the round table, then the Rhine legends of Dietrich and Siegfried of Germany and finally the legend of Vlad the Impaler, the true story of Dracula.

Legends Trails

Put your ability to play Legends to the test as you fight your way across a mythical landscape. We have set up a number of trials to test your skill, each longer and harder than the last. Each trail contains a number of preset skirmish games of increasing difficulty.

Custom Skirmish

Custom Skirmish mode allows you to set up a game against a maximum of three other good, ice or evil computer opponents. You can choose the map starting conditions and as well as managing your castle. Skirmish mode also includes the rank system (See section 2.16).

User Maps

The user map section allows you to load a scenario that you have created yourself using the map editor. Here you can also play maps or scenarios downloaded from the internet.

Tutorial

If you are new to Stronghold games it is recommended you play through the tutorial which will teach you the basic concepts you need to know to play **STRONGHOLD LEGENDS**.

Multiplayer

STRONGHOLD LEGENDS introduces several new multiplayer modes to the series. Use the skills you've acquired in single player and challenge up to three other human or computer AI players over the Internet or Local Area Network (requires an internet connection). (See Section 6)

1.6 In-game Interface & Navigating The Map

This section introduces you to the **STRONGHOLD LEGENDS** interface.



Options Menu

The menu button gives you access to various options.

Load Game – From here you can load a previously saved game.

Save Game – This allows you to save your game using a file name of your choice.

Options – This allows you to change Profiles, Player, Graphics and Sound. (See section 1.3)

Help – Accesses the in game help file.

Restart – Restarts the current mission.

Quit Stronghold Legends – Returns you to the desktop.

Quit to main menu – This option quits the current mission and takes you back to the main menu.

Resume Game – Selecting this returns you to the game.

Game Information

Current Rank Button & Rank Button – The button located to the right of the menu button shows the rank stage you have reached. In some game modes you can click on this to proceed to the next rank. (See section 2.16)

Honour – The amount of honour your Lord has acquired. (See section 2.9)

Glory – The amount of glory your armies have won. (See section 2.11)

Date – The current month and year.

Gold – The amount of money you have available.

Granary – The total amount of food you have available in your granary.

Population – The total number of peasants currently in the castle and the maximum number the castle can currently hold.

Popularity – Castle popularity – are people coming to or leaving your castle.

Mini Map – Please see the 'mini map' section.

Building Panel Section – Please see the 'building panel' section.



Crystal Ball – Displays any events or messages that occur during the game.

Building Panel



The Building panel displays all the buildings available to place in the current map. To place buildings simply select the building from a building category and click on the main game screen. The building categories are listed below:



Castle Buildings – Within this panel you will find the structures that

make up the fabric of your castle such as walls, stairs, towers, gatehouses and the engineers guild.



Military Buildings – Within this panel you will find military buildings such as the armoury, barracks, siege camp as well as specific alignment buildings, such as the round table.

This category also contains items to defend your castle such as tower mounted mangonel, pitch ditches, oil tippers and moats.



Town Buildings – Within this panel you will find civilian buildings such as hovels, statues, the well and the church.



Food Buildings – Within this panel you will find buildings such as the granary, farms, royal food farms, the royal kitchen and the inn.



Industry Buildings – Within this panel you will find buildings such as the stockpile, wood camp, stone quarry, workshops, iron mine, ox tether and weapon workshops.

Mini Map



This gives you an overview of the map showing the people and resources available, along with approaching enemy armies, enemy castles and events occurring on the map. You can move around the main screen by left clicking on the mini map to go to a specific location.



Delete – To remove a structure from your settlement, left click on the delete button then click on the structure you wish to remove. Depending on when you delete the structure, up to half of the resources spent in construction will be recovered. Deleting a building shortly after placing it, by mistake for example, will give you back all the resources.



Mission Objectives – Clicking on this button allows you to review the mission objectives in the briefing screen.



Reports – Click on the book to go to the report screens. The report screens give you useful information on a number of key factors such as 'popularity', 'financial information', 'population', 'military resources', 'honour' and 'estates'.

Popularity report			
		Overall Popularity:	+7
		Tax:	+1
		Food:	+0
		Alc:	+0
		Religion:	+0
Low Population Bonus:		+6	



Estate Ownership – Clicking on this button will display the boundaries and ownership of estates on the mini-map.



Zoom – This button will allow you to change the zoom level of the mini-map.

Note: You can also use the mouse wheel to scroll the size of the mini map, whilst your mouse is over it.

Full Zoom In



Medium Zoom



Full Zoom Out



Navigating the Map

To move around the map, move your mouse pointer to the edges of the screen or use: W, A, S & D or the Cursor Keys. When you move around the map, the overhead mini-map (bottom left corner) will move and show your current position.

To zoom into the map spin the mouse wheel forward. To zoom out spin the mouse wheel backwards. Alternatively you can use the 'R' and 'F' keys.

To rotate the map hold down the middle mouse button and move the mouse left or right or use the 'Q' & 'E' keys.

If you wish to switch between normal view and top down view press the Space Bar.

If you wish to jump to a specific location on the main screen you can left click on the mini-map.

To jump to a recent event, hit the Enter key.



Tip: You can change the direction in which buildings are facing by moving the mouse wheel before you place them. You can also use the 'R' key.

2. HOW TO PLAY

This section is a quick guide through all the main features within **STRONGHOLD LEGENDS**. Here you will learn how to place buildings, learn a little about the key buildings in **STRONGHOLD LEGENDS** as well as some of the main systems within the game.



Tip: If you have not played Stronghold before we recommend that you play through the tutorial.

2.1 Placing Buildings

STRONGHOLD LEGENDS is an instant build game; workers are not required to create buildings and the building is created as soon as it's placed.

To place a building, you need to select the icon of the building you wish to place from one of the five building category panels (See section 1.6). When you have selected the building icon move the cursor up to the main game world.



The building you have chosen will be on screen. If there is a red footprint on screen it means that the building cannot be placed. This can be because you don't have the required resources to build, the ground isn't level enough or clear enough to build on or in the case of certain buildings you are not building over a required resource.

Each building you place requires wood, stone, glory, gold or a combination of these to build it. You can only place a building if you have enough of the required resources available to you.

The stockpile is the most important economic building in **STRONGHOLD LEGENDS**. It is the first building you must place at the start of the game and no other buildings can be placed until you have built a stockpile.



Tip: Remember once a building is selected, you can change the way buildings are facing, by scrolling the mouse wheel or using the 'R' key before you left click to place the building.



Tip: Left clicking on any building or person will bring up a screen giving you more information.

2.2 Alignments



There are three different alignments you can choose to play in **STRONGHOLD LEGENDS**; Good, Ice and Evil. Each alignment varies from each other in various ways including troop types, food types, siege equipment, buildings and even landscape.

2.3 The Keep



The keep is the centre of your castle. The Lord lives here and it is here that he will usually make his final stand in times of war. The keep also houses several of your people (after which you will need to build additional housing). The keep also allows you to set your peasants' tax rate. Click on the keep to bring up the tax panel.

2.4 The Stockpile & Resources

All of the resources you gather or produce will be placed in the stockpile, apart from weapons and food.



To place a stockpile click on the stockpile icon in the industries building panel then click on the map. If you are starting a new game, you will automatically be in the Industries category.



Each stockpile can hold a large amount of resources. When you run out of space, new stockpiles can be added.



Three stockpiles can be placed but they must be placed close to each other.

You can gauge the approximate amounts of resources you have by simply looking at the stockpile. To see the exact amount of each resource left click on the stockpile. The amount displayed for each good is the combined amount of that resource in all stockpiles.



Tip: It is a good idea to leave some space around your stockpile in case you need to expand it later in the game.

Clicking on the individual resources from the stockpile panel will allow you to sell the goods or buy more of them.



Tip: Remember, not all goods are available to trade in every mission in the game.

Resources



Wood (all) – Woodcutters chop down trees and turn the logs into wood, which is used in the construction of most buildings. It can also be used to craft basic weapon types.



Stone (all) – Quarries must be placed on the white quarry rocks. Stone is required for building most of the castles' defensive structures and some buildings. Stone needs to be transported to the stockpile by an ox from an 'ox tether' building.



Iron (all) – The mines that extract iron must be placed on the reddish coloured iron ore rocks. You will need iron to craft the more advanced weapon and armour types. Iron needs to be transported to the stockpile by an ox from an 'ox tether' building.



Hops (all) – These grow on your hop farms. If you want to brew ale, you will first need to grow hops.



Ale (all) – This is produced at the brewery and requires a supply of hops. When ale is distributed through your inn, you will gain a bonus to your popularity.



Pitch (all) – You will find this bubbling up through marshes. Once you have placed a pitch rig on the marsh, pitch diggers will extract pitch. Pitch is used for pitch ditches.



Wheat (Arthur Only) – This grows on your wheat farms and is at the start of the most productive food chain in **STRONGHOLD LEGENDS**. Wheat is required to make flour.



Flour (Arthur Only) – This is produced at the mill and requires wheat. Flour is required to bake bread.



Candles (Arthur and Ice Only) – Your chandler creates candles from bees wax in the chandler's workshop and once the candles are created the chandler delivers the candles to the stockpile, ready for use in a church.

2.5 The Granary & Basic Food

This essential structure is where the food from your farms is stored. The food is then shared out amongst your peasant population. Without a granary your peasants will have no food and your castles popularity (see later) will start to suffer. The granary is also where you set the food ration level for your population. The more rations you give them the happier they are.



To place a Granary click on the Granary icon in the Farms and Food panel then click on the map.



If you hold your mouse pointer over the granary, the roof of the granary will be removed so you can see inside.

Basic Food Types



Apples (all) – Apples are grown in your apple orchards.



Cheese (all) – This is produced from cows in your dairy farms.



Meat (all) – This is produced from your chicken or seal farms.



Bread (Arthur only) – This is made in the bakery and requires a supply of flour, which in turn requires a supply of wheat. The food chain leading up to bread requires more time and resources to set-up but when your wheat farms, mills and bakeries are all in place, it proves the most efficient food source in **STRONGHOLD LEGENDS**.

Rationing

Clicking on the Granary brings up the food panel.

Granary			
Buy			<div> <div>Total food: 40</div> <div>Rations level: Normal</div> <div>Months supply: 0</div> <div>Food types eaten: 4 (+3)</div> </div> <div> <div>↑ +0</div> <div>↓</div> </div>
Sell			
	10	10	

Here you can see the rate your food is being eaten, the amount of food available, how long your food will last and the buttons that control your rationing.

Changes to your rationing have an impact on your popularity and the speed with which food is taken from your granary. Setting 'No rations' for example will be very unpopular but will stop any food from being taken, whereas setting 'Double rations' is very popular but dramatically speeds up the rate at which food is consumed.

The granary screen also shows you the amounts of each food type that you have and lets you buy and sell food. It is a good idea to feed your people with more than one food type, as this gives you an honour bonus.

The bonuses and penalties from food types eaten and rationing are as follows:

Food types eaten	Bonus to honour	Rations	Bonus to popularity
1	0	None	-8
2	+1	Half	-4
3	+2	Normal	0
4	+3	Extra	+4
		Double	+8

2.6 The Castle Kitchen (Pantry) & Royal Food

This is where feasts are prepared for the Lord and his family. All royal food produced in your estate is stored in the pantry above the kitchen, where it is prepared by the cook for feasts. Clicking on the Pantry will allow you to change the size of feast, which affects how quickly food stored in the pantry is consumed and how much honour feasts generate. Note: extra honour is generated by providing a variety of different types of food for the lord's table.



Clicking on the Pantry also allows you to buy and sell royal foods. Setting a higher level of feasting will generate more honour in the short term but overall is a less efficient use of your royal food.



To place a Castle Kitchen click on the Castle Kitchen icon in the Farms and Food panel then click on the map.

Royal Food Types



Wine (all) – Your vintner works here crushing your grapes and fermenting wine. His wine barrels are stored in the pantry above the Castle Kitchen.



Eels (all) – Your worker spends his time baiting hooks and waiting for eels to bite. Once caught, they are taken to the Pantry to be prepared for a feast.



Pigs (all) – Pigs are reared in the pig farm and stored in the pantry.



Vegetables (Arthur only) – The vegetables grown here are sent to the Pantry ready for the next feast.

2.7 Church & Chandler's Workshop (Arthur and Ice only)

Religion helps your people through the bad times. Holding a mass in your church boosts popularity and gains you honour too.

This building will begin working when there are candles in your stockpile. Clicking on the church allows you to set the size of your mass. The larger the mass you hold the faster your candles will be consumed but the larger the popularity and honour bonuses you will gain. Clicking on the church also allows you to buy or sell candle stocks.



To place a church, click on the church icon in the Civilian panel then click on the map.



Before mass can be held, you must have candles in the stockpile. Candles are produced at the Chandler's workshop.



To place a Chandler's Workshop click on the Chandler's Workshop icon in the Industries panel then click on the map.

2.8 Inns



To place an inn, click on the inn icon in the farms and food panel and click on the map.



This allows you to distribute ale among your workers.



The inn will begin working when there is ale in your stockpile. Clicking on your inn allows you to change your ale consumption, as well as buying in more ale or selling any excess.

You will gain a popularity bonus based on the ale consumption you have set. As ale is consumed more ale will need to be brewed to maintain the same popularity bonus.

2.9 Honour



Honour is gained by performing tasks worthy of a true Lord including erecting statues to yourself, eating lots of royal food and holding church services. The crown on the top bar represents the amount of honour you have. You can spend honour in several ways including taking a promotion, but its main use is in the recruiting of high value or legendary troops to your army.



When you gain honour a crown appears from the buildings where honour has been gained. The amount of honour received is displayed under the crown.

2.10 Glory & Statues



Glory points are awarded for kills during hand to hand combat. Cowardly ranged attacks do not give you glory points! Glory points are required before you can build certain structures such as statues.

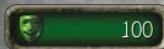
The bigger the foe destroyed in hand to hand combat, the more Glory Points are awarded; for example, killing a Knight will give you a bigger bonus than killing a Man at Arms.

The Trophy symbol at the top of the main interface window shows the number of Glory points you have. Glory Points are used to buy statues which are in turn used to gain honour.

Statues

Statues require a store of 'glory', obtained by combat, before they can be built. Once erected these, monuments provide a steady supply of honour points.

2.11 Popularity



Your castle popularity determines whether people will come to or leave your castle. Ensure your popularity rating remains above 50 otherwise people will begin leaving your castle.

Popularity is affected by a number of factors such as food rationing (See Section 25) and tax levels (See Section 2.13). Your popularity can drop if your people don't have enough food to eat or feel they are being taxed too harshly. If however you give your people more rations and only tax them lightly then your popularity will increase.

Any green or red faces that float from your buildings represent how much popularity you have gained or lost from that building at that time. The green face represents happiness and the red face represents unhappiness and you can see the amount of popularity lost or gained under the face.

Other factors that affect popularity for good or bad are:



Drinking ale

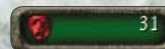
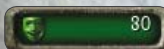


Going to church
(Not available for Evil alignment!)

Left clicking on the report book in the bottom left of the mini map will bring up the reports panel. Left clicking on the popularity button from the list of reports will show you all the information regarding what is currently affecting your popularity.

On the left of the panel you will see the overall effects of your actions on castle popularity for the coming month.

If your popularity rating starts being displayed in red, you will begin to lose workers.



Your castle popularity will be displayed in red if it is below 50 and displayed in green if it is 50 or higher.



Tip: Listen for announcements from your advisor. He will let you know if you are running into any problems.

2.12 Creating Workers

In order to build a thriving economy you need a willing workforce and in **STRONGHOLD LEGENDS** that workforce consists of peasants. Your keep provides you with some starter housing for your peasants, but to increase your maximum capacity you will need to place extra housing.

The number of peasants sitting outside your keep represents the number of peasants available to be turned into workers or soldiers. Your total population and maximum population can be seen on the menu bar at the top. To increase the maximum number of peasants your castle can support, you must place an extra house or in **STRONGHOLD LEGENDS** terms a 'hovel'.



To place a Hovel click on the Hovel icon in the Civilian panel then left click on the map.



Housing governs the maximum population your castle can hold. Your keep will house some peasants but when it is full you will need extra housing for your workers. Each house placed will increase the castle's maximum population.

The castle's maximum population is shown on the menu bar at the top. Build too many houses too quickly and you may provoke a population explosion which will soon drain your granary of food.

When you place a hovel the maximum population total at the top of the screen increases and if your popularity is high enough, extra peasants will run from the hovel to your keep. These peasants, milling around the campfire outside the keep, are your surplus labour and can be used to run any newly placed buildings. Build a new bakery for example and a peasant will turn into a baker and head out to start work straight away. If no one is working in a building it probably means there are not enough peasants available to work there and it will be shown with a symbol floating overhead. It may also mean that the building has been turned off (by you by left clicking on it and clicking on the 'turn industry off icon') in this case the building will show the 'Zzz' symbol over the top of it.



Tip: Problems occur when your population exceeds your available housing. Overcrowding may occur if a house is deleted or destroyed by the enemy. To remedy overcrowding, simply build more housing.



Tip: Placing one hovel means your available peasants will increase by eight and your settlement will continue to grow, but so of course will the number of mouths to feed.

2.13 Tax

The primary method of earning money is through taxing your people. If you own any extra estates you will gain money from them.



Left click on your keep to bring up the tax panel.



The tax panel allows you to raise and lower taxes and view financial information.



You can set your taxes to anything from a downright cruel tax down to a generous alms handout by moving the slide bar up or down.

The people do not enjoy paying taxes so any positive tax rate you set will have a negative effect on your popularity.

When you have sufficient gold in your treasury you may decide to give your peasants a handout in the form of bribe money each month. You will then gain a bonus to your popularity each month.



The green bar on the right of the panel will allow you to see exactly how often tax is being collected or handed out to the peasants.



Tip: You will find handing out alms proves useful when you are running low on food. Change your rations to half then hand out bribe money to offset the worst of the penalty until you find a way of restoring your granary stock.

On the right hand side of the panel you can see the effect the tax rate is having on your popularity by the number displayed by the mask.

The current tax level is determined by your population. The more peasants you have in your castle (excluding military units) the more tax you will collect in each tax cycle.

The table below shows the number of times tax is collected or given out and also the popularity bonuses and penalties that you will receive from the various tax settings:

	Large Bribe	Small Bribe	No Taxes	Low Taxes	Normal Taxes	High Taxes	Extort-ionate Taxes	Cruel Taxes	Extra Cruel
Affect on Happiness	+8	+4	+1	-2	-4	-6	-8	-12	-16
Times per month	8	4	0	4	8	12	14	20	24



Tip: Attempting to give out bribe money when you have no gold will not have any effect on popularity.

2.14 Village Estates

Estates are the areas of land owned by you and the other Lords in the game. Village estates are simple settlements providing basic food types and resources; they also generate tax income and honour for the Lord that owns it. To specify what food or resource the estate should produce click on the village centre. Once produced the goods will be delivered to the player's castle by cart. Villages vary in size, the bigger the estate the more they produce and the longer you hold an estate the more honour you generate. Some village centres are also fortified and allow troops to be stationed on their roofs.

Many villages start off neutral and they can be taken by force by sending troops to capture its village flag. To capture the flag the attacking force must first get rid of any defenders stood nearby. The more troops there are near the flag the faster the transfer of ownership will occur.

2.15 Rank

The rank system allows you to advance in rank by spending the honour your lord accumulates. As you go up in rank various extra buildings, troops and defences become available to you. Crucially however, promotion does not upgrade your troops in anyway. This means that whilst promotion is one way to the crown, it's not the only way and a humble but powerful squire can challenge a mighty King.

To gain a promotion, click on the rank button on the top bar. The rank screen will appear detailing how much honour is required to be promoted to the next rank.



Tip: Troop strengths do not change between ranks. The archers you recruit when you are a knight are the same strength as those you create as a duke.

The following show which new buildings and units become available at each rank during skirmish and multiplayer play.

Village Idiot	Serf	Squire	Knight	Royal Champion	Baron	Earl	Duke	Prince	King
Hovel	Castle Kitchen	Wheat Farm	Walls	Short Tower	Tall Tower	Engine Tower	Burning Logs	Killing Pit	Oil Tipper
Granary	Vegetable Garden	Mill	Stables	Engineer's Guild	Pitch Ditch	Blacksmith's Workshop	Hop Farm	Dragon Harpoon	Rose Garden
Orchard	Pig Farm	Bakery	Gatehouse	Church	Brazier	Spell Bomb	Brewery	Sir Bedivere	Fire Drake
Daity Farm	Vineyard	Iron Mine	Barracks	Chandler's Workshop	Pitch Rig	Ice Tunnel	Inn	Sir Percival	Ice Mirror
Seal Hole	Eel Pond		Armoury	Armourer's Workshop	Tanner's Workshop	Sir Gawain	Merlin	Frost Giant	Moat
Chicken Farm	Quarry		Siege Camp	Well	Man Trap	Sir Gareth	Ice Queen	Dwarf	Green Dragon
Stockpile	Ox Tether		Poleturner's Workshop	Round Table	Caret's Post	Shield Maiden	Sorcerer	Fiery Imp	Ice Dragon
Wood camp			Fletcher's Workshop	Ice Pit	Statue	Armoured Bear	Macemen	Vampire Creeper	Black Dragon
			Man at Arms	Sorcerer's Tower	Sir Galahad	Werewolf	Carapult	Cat	Knights
			Archer	Sir Lancelot	Giant Demonic Bat	Saxon Warrior	Stake Hurler	Fire Ballista	Trebuchet
			Ladlermen	White Wolf	White Witch	Swordsmen			Enchanted Orb
				Black Dog	Crossbowmen	Butterfing Ram			
				Pikemen	Siege Tower	Werewolf Launcher			
					Burning Cart				
					Mantlet				

3. MILITARY FORCES

3.1 The Armoury & Military Goods.

To start building an army the first thing you need to place is an armoury.



To place an Armoury, click on the Armoury icon in the Military panel then click on the map.



An armoury requires stone to build, so ensure you have both in your stockpile. Without an armoury your weapons workshops will have nowhere to store the weapons they have made.

Left click on the armoury and you will see the eight types of weapon in **STRONGHOLD LEGENDS**.



Bows – Bows are created by your fletchers. Fletchers pick up wood from your stockpile, make a bow and place it in the armoury.



Crossbows – You can also choose to have your fletcher make crossbows.



Spears – Spears are created by your poleturner who gets wood from your stockpile and places the resultant spear into the armoury.



Pikes – Pikes are also created by your poleturner who gets wood from your stockpile.



Maces – A mace is created by your blacksmith who gets iron from your stockpile and places the finished mace into the armoury.



Swords – Swords are also created by your blacksmith who again needs iron from your stockpile to fashion a sword.



Leather Armour – Leather armour is created by your tanner. Once the leather vest is complete the tanner places this into the armoury.



Plate Armour – Plate armour is created by your armorer from iron. The plate armour is then placed in the armoury.

3.2 FLETCHERS WORKSHOP

Once you have your armoury placed you need to place workshops to create weapons for your troops. In this example we will create bows for your archers to use. To build bows you need to place a Fletcher's Workshop.



To place a Fletcher's Workshop click on the Fletcher's Workshop icon in the Industries panel then click on the map

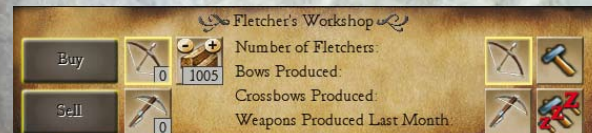


Once the building has been placed, the Fletcher will be created from an available peasant outside your keep and head off to work. He requires wood to create bows so ensure you have enough wood available in the stockpile for him. Once your Fletcher has created a bow and placed it into the armoury you can create your first archer.



Tip: Place a Fletcher's workshop fairly close to both the stockpile and armoury, as the further the Fletcher has to walk the longer it will take you to make weapons.

The Fletcher can also create crossbows as long as you have leather armour available in your armoury. To switch production to crossbows click on the Fletcher's Workshop to bring up the Fletcher's panel and click on the crossbows icon on the right hand side.



3.3 Poleturners Workshop



To place a Poleturner's Workshop click on the Poleturner's Workshop icon in the Industries panel then click on the map.



Once the building has been placed, the Poleturner will be created from an available peasant outside your keep and head off to work. By default he will make spears to make Men-at-Arms but by clicking on the panel you can switch production to Pikes to create Pikemen.

3.4 Blacksmiths Workshop



To place a Blacksmith's Workshop click on the Blacksmith's Workshop icon in the Industries panel then click on the map.



Once the building has been placed, the Blacksmith will be created from an available peasant outside your keep and head off to work. By default he will make swords to make Swordsmen and Knights but by clicking on the panel you can switch production to Maces to create Macemen.

3.5 Tanners Workshop



To place a Tanner's Workshop click on the Tanner's Workshop icon in the Industries panel then click on the map.



Once the building has been placed, the Tanner will be created from an available peasant outside your keep and head off to work. The tanner creates leather armour which is needed to create Crossbowmen and Macemen.

3.6 Armourers Workshop



To place a Armourer's Workshop click on the Armourer's Workshop icon in the Industries panel then click on the map.



Once the building has been placed, the Armourer will be created from an available peasant outside your keep and head off to work. The Armourer creates metal armour which is needed to create Swordsmen, Knights and Pikemen.

3.7 The Barracks And Basic Troops

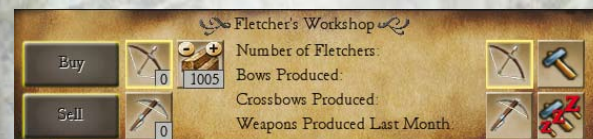


You will need to build a barracks in order to create troops.

To place a Barracks, click on the Barracks icon in the Military panel then click on the map.



Clicking on the barracks will open the troop conscription panel.



If you have peasants available, the required amount of gold and the relevant weapons in your armoury you can simply click on the troop type you wish to train and they will be created. The weapon requirements needed for each troop type highlight on the panel as you move the mouse over the soldier icons. Your new troop(s) will appear and walk over to the barracks. Once at the barracks they will assemble outside in the barracks training ground. Alternatively, you can change the global assembly point for your troops by right clicking on the map with the barracks panel open. Individual rally points can also be set for each troop type by right clicking over the unit icon and then right clicking again anywhere on the map.



Tip: Raising an army is an expensive business and requires gold and for certain troops honour as well. Troops however do not eat food from the Granary or disappear if your popularity is low.

Archer



These are your standard long-range troops. Their lack of armour makes them one of the quickest units in the game but in hand-to-hand combat, archers are virtually useless. They have a long firing range and are very effective against units that don't wear metal armour.

Created From:	Barracks
Required Weapon:	Bow
Armour:	None
Speed:	Fast
Shot Range:	Long Range
Hand to hand combat:	Poor
Effective against:	Units without armour

Crossbowmen



These units are slow to move and reload and have a shorter range than archers. They are however very accurate and their deadly bolts can easily penetrate metal armour. They are also an excellent defence against giants.

Created From:	Barracks
Required Resources:	Crossbow & Leather Armour
Armour:	Medium
Speed:	Medium
Shot Range:	Medium
Hand to hand combat:	Poor
Effective against:	Units with metal armour

Man at Arms



These are the first melee troops you have access to, having little armour makes them quicker than most troops but weak in hand to hand combat. The man at arms carries both a spear and a long dagger he will first throw his spear when enemies come in range and then switch to his dagger. He will be re-supplied with a new spear (not from the armoury) after combat and a short time has past.

Created From:	Barracks
Required Weapon:	Spear
Armour:	None
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Poor
Effective against:	Weak units.

Macemen



These thuggish brutes are very quick and deal out a lot of damage, making them ideal assault troops. They are not heavily armoured however and are susceptible to missile fire.

Created From:	Barracks
Required Resources:	Mace & Leather Armour
Armour:	Medium
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Good
Effective against:	Lightly armoured units

Pikemen



Their heavy pike and metal armour make pikemen slow to move but also make them the ultimate defensive unit. They are able to take a lot of damage and are ideal for blocking access to areas of the castle or defending vulnerable missile units.

Created From:	Barracks
Required Resources:	Pike, Plate Armour
Armour:	Plate Armour
Speed:	Medium
Shot Range:	n/a
Hand to hand combat:	Good defence, poor offence
Effective against:	Armoured Units.

Swordsmen



These are your elite foot soldiers. Their heavy armour makes them one of the slowest units in the game but when they reach their target they prove devastating. They have both great offensive and defensive capabilities.

Created From:	Barracks
Required Weapons:	Sword, Plate Armour
Armour:	Plate Armour
Speed:	Slow
Shot Range:	n/a
Hand to hand combat:	Excellent
Effective against:	All units apart from Knights

Knights



The ultimate trained soldier, knights are both extremely fast (whilst on horseback) and deadly in combat, but require that you pay a cost in honour. They can be especially useful for surprise attacks, sallying forth from the castle to destroy siege equipment. Each knight arrives with a horse, once he dismounts or the horse is lost however he will not get another and so care needs to be used when bringing them into a battle.

Created From:	Barracks
Required Weapons:	Sword, Metal Armour
Armour:	Metal
Speed:	Slow on foot, fast on horse
Shot Range:	n/a
Hand to hand combat:	Excellent
Effective against:	All units.

3.8 The Alignment Lords

He who you must defend! If your lord dies, you lose the game. A formidable military unit, your lord is controllable and behaves exactly like a (very powerful) knight. Lords also always have a rechargeable power, usually a summoning spell, which can be used in times of dire emergency.

King Arthur

The most noble of kings and leader of the Knights of the Round Table.

Created from:	n/a
Armour:	Very Strong
Speed:	Slow on foot, fast on horse back.
Shot Range:	n/a
Hand to hand combat:	Excellent
Special Power:	Summons knights

Dietrich & Siegfried

The Northern ice lords, strong in battle and stout in heart.

Created from:	n/a
Armour:	Very Strong
Speed:	Slow on foot, fast on horse back.
Shot Range:	n/a
Hand to hand combat:	Excellent
Special Power:	Summons polar bears

Vlad

A ruthless tyrant whose blood thirsty reputation is well deserved.

Created from:	n/a
Armour:	Very Strong
Speed:	Slow on foot, fast on horse back.
Shot Range:	n/a
Hand to hand combat:	Excellent
Special Power:	Summons werewolves

3.9 The Round Table (Arthur Only)

As well as being able to create basic troops in the barracks Arthur can also summon a range of powerful troops from the Round Table.



To place the Round Table, click on the Round Table icon in the Military panel then click on the map.



Clicking on the Round Table will open the special troops conscription panel.



In the Round Table you can create very powerful units and as a result they are very expensive to create. The resource requirements needed for each troop type highlight on the panel as you move the mouse over the soldier icons.

Each of the troop types created in the Round Table has a rechargeable special attack. In-game you can activate the unit's special attack by clicking on the special attack icon on the right of the screen (see Section 4.12).

Merlin



Merlin can be called forth from the round table. He is slow moving but his lightning spell is devastating. Merlin can also cast the spell Dragon's Breath which deals massive damage to all those in range. This ability needs to be charged up again once used.

Created From:	Round Table
Armour:	None
Speed:	Slow
Shot Range:	Excellent
Hand to hand combat:	Bad
Special Power:	Dragons Breath

Sir Lancelot



Lancelot is a noble polite and courteous knight. His full name 'Lancelot du Lac' (Lancelot of the Lake) and his home town of Joyous Garde is also in located France.

The most chivalrous of Arthur's knights, Lancelot can be summoned from the Round Table. His special ability is called 'The Sword of Albion', any troops that fall under its spell will fight with extra strength and courage for a short period. This ability must be charged up once used.

Created From:	Round Table
Armour:	Strong
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Excellent
Special Power:	Sword of Albion

Sir Bedivere



Sir Bedivere: He's tough, gruff and also a bit bawdy but a great swordsman. Hailing from Wales the brave Knight is fiercely loyal to Arthur and will fight by his side in any situation.

A formidable fighter, Bedivere can be called when you have built the Round Table. He carries the 'Horn of Camelot' which, once sounded has the ability to bring enemy walls crashing down. Once used this ability needs to be recharged.

Created From:	Round Table
Armour:	Strong
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Excellent
Special Power:	Horn of Camelot

Sir Percival



Percival was raised in the forests of Wales by his mother after the death of his father. One day when Percival was only aged 15 a group of knights passed by his house seeking warriors to join them in their quests and he became a Knight of the Round

Table. Percival travelled to King Arthur's court and once he proved his valour, he became a fully-fledged Knight of the Round Table.

Percival's 'Holy Blast' attack will send enemy units flying. The power must be recharged before it can be used again.

Created From:	Round Table
Armour:	Strong
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Excellent
Special Power:	Holy Blast

Sir Galahad



The pious Sir Galahad can be called once the Round Table has been built. His power is the most useful 'Healing Angel', once called, the lady of light will restore the health of any nearby friendly troops. Once this ability has been used it must be recharged.

Created From:	Round Table
Armour:	Strong
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Excellent
Special Power:	Lady of Light

Sir Gareth



This former kitchen boy is brave and full of a brimming-over desire to get out of the kitchens and prove himself on the battlefield.

Keen Sir Gareth can be called to the Round Table, his 'Eye of truth' power will uncover and destroy any hidden traps that lie undetected in front of an enemy's castle. You will need to recharge this ability after it has been used.

Created From:	Round Table
Armour:	Strong
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Excellent
Special Power:	Eye of Truth

Sir Gawain



The honourable Sir Gawain can be summoned from the round table. His 'Heavenly Shield' ability will protect all those around him from aerial attack. You will need to recharge this ability after it has been used.

Created From:	Round Table
Armour:	Strong
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Excellent
Special Power:	Heavenly Shield

Green Dragon



The green dragon can be summoned from the Round Table. This beast has a terrifying attack but lasts for only a limited time before he is dispelled however and so you should aim to introduce him to your enemies as soon as possible. Once released, another dragon can only be summoned once another egg has been produced at the Round Table.

Created From:	Round Table
Armour:	Strong
Speed:	Fast
Shot Range:	Good
Hand to hand combat:	Excellent

3.10 Ice Pit (Ice Only)

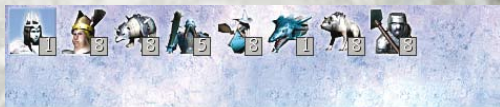
Only the northern ice lords gain access to this building. Once built, you will be able to conscript all manner of legendary ice beasts to your cause.



To place the Ice Pit, click on the Ice Pit icon in the Military panel then click on the map.



Clicking on the Ice Pit will open the special troops conscription panel.



Troops in the Ice Pit are very powerful units and as a result they are very expensive to create. The resource requirements needed for each troop type are highlighted on the panel as you move the mouse over the troop icons.

The Ice Queen is the only ice unit with a special attack. In-game you can activate the special attack by clicking on the special attack icon on the right of the screen (see Section 4.12).

Ice Queen



The Ice Queen can be called forth from the Ice Pit. Her freeze power stops approaching enemies in their tracks, which, when used in combination with a coordinated attack by other troops can prove most deadly. She also has a strong 'Power of Winter' attack which slows and damages all enemies within a certain radius. This power needs recharging after use.

Created from:	Ice Pit
Armour:	None
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Excellent
Special Power:	Power of Winter

Ice Maiden



Standing a full head taller than the average man the shield maidens are more than a match for your regular soldier. They can be summoned into being from the Ice Pit.

Created from:	Ice Pit
Armour:	Medium
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Excellent

Polar Bear

Fierce in battle, these giant bears fear no one; their sharpened claws will easily rip through even the strongest armour. The strength of the bears is such that they can tear down the walls of a castle itself, select the bears and then target an enemies castle walls.

Created from:	Ice Pit
Armour:	Strong
Speed:	Slow
Shot Range:	n/a
Hand to hand combat:	Excellent

Frost Giant



The frost giant will crush your enemies by stamping on them and occasionally send them flying with a swing of his mighty club. He can be directed to attack an enemy's castle by targeting their walls. Giants must be summoned from the Ice Pit.

Created from:	Ice Pit
Armour:	Strong
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Excellent

White Witch



These witches fire down enchanted arrows from on high. They are not a good assault troop but if used wisely, their ability to fly anywhere makes them an excellent addition to your arsenal. White witches can be called from the Ice Pit.

Created from:	Ice Pit
Armour:	None
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Excellent

Ice Dragon



The ice dragon breathes a freezing breath at the enemy. Anyone caught is stopped in their tracks and takes damage. Like all dragons, they only last a limited time so make use of them quickly. Once used you must wait until another egg is hatched before summoning another. They must be summoned from the Ice Pit.

Created from:	Ice Pit
Armour:	Strong
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Excellent

White Wolf



Fast moving wolf packs are excellent at intercepting the enemy; use them in large groups for maximum effect. You can summon them from Ice Pit.

Created from:	Ice Pit
Armour:	None
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Medium

Dwarf



These bitter little men are the most twisted of the Ice units. These stumpy cheats have the ability to release toxic vapours, if they feel threatened. Like many of the other ice units they also have the ability to pound enemy walls with their hammers, select your dwarf and target him against your foe's wall. They are only available from the Ice Pit.

Created from:	Ice Pit
Armour:	Medium
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Good

3.11 Sorcerer's Tower (Evil Only)

The sorcerer's tower allows dark minions of the underworld to be summoned forth into our realm. Only those who follow the path of evil have access to this structure.



To place the Sorcerer's Tower, click on the Sorcerer's Tower icon in the Military panel then click on the map.



Clicking on the Sorcerer's Tower will open the special troops conscription panel.



In the Sorcerer's Tower you can create very evil powerful troops and as a result they are very expensive to create. The resource requirements needed for each troop type highlight on the panel as you move the mouse over the troop icons.

The Sorcerer is the only evil unit with a special attack. In-game you can activate the special attack by clicking on the special attack icon on the right of the screen (see Section 4.12).

Sorcerer



The evil sorcerer can be summoned from his tower. His standard fireball is very effective, but he also has a spell called meteor storm which is truly devastating and can be used at range. After it has been cast it takes a while before it can be used again.

Created from:	Sorcerer's Tower
Required Weapons:	n/a
Armour:	None
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Excellent

Demon



Born at the sorcerer's tower, these fiery fiends exist in a world of flames. Their ability to half fly and half jump over walls mean they are great at running around the enemy's buildings, setting their castle alight. Avoid a direct confrontation with armoured troops however, as they are no match for them in combat.

Created from:	Sorcerer's Tower
Required Weapons:	n/a
Armour:	None
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Excellent

Hell Hound



These fast moving dogs are excellent at intercepting the enemy. Used in large packs, they can prove most devastating. You can summon them from the sorcerer's tower.

Created from:	Sorcerer's Tower
Required Weapons:	n/a
Armour:	None
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Excellent

Vampiric Creeper



Spawned at the sorcerer's tower, these foul creatures have several unique abilities, which make them a vital part of any evil siege force! They are impervious to missile fire and have the ability to climb up the outside of castle structures. Once there they can 'turn' or convert weaker enemy troops, putting them under the control of their own master. They are susceptible however to both bladed weapons and the fang and claw of beasts.

Created from:	Sorcerer's Tower
Required Weapons:	n/a
Armour:	None
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Excellent

Werewolf



Half man and half beast, Werewolves are large powerful creatures, more than a match for most regular troops. Interestingly, if you provide a werewolf catapult at your siege camp, you can hurl furry fury over the enemy's walls.

Created from:	Sorcerer's Tower
Required Weapons:	n/a
Armour:	None
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Excellent

Black Dragon



The black dragon can be summoned from the sorcerer's tower, he breathes fiery death down on all below him and unhindered can cause massive destruction in any enemy's castle not protected by a well. Like all Dragons, the black dragon only lives for a short amount of time and then it will take time before another egg can be hatched, so use him wisely.

Created from:	Sorcerer's Tower
Required Weapons:	n/a
Armour:	None
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Excellent

Giant Demonic Bat



These oversized bats launch themselves kamikaze style into the enemy. They explode on impact sending the opposition flying and as such are great for taking out entrenched enemy archers. These are only available from the sorcerer's tower.

Created from:	Sorcerer's Tower
Required Weapons:	n/a
Armour:	None
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Excellent

Saxon Warrior



Saxon warriors are basically hired thugs. They are dedicated and strong mercenaries who can only be called upon from the sorcerer's tower.

Created from:	Sorcerer's Tower
Required Weapons:	n/a
Armour:	None
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Excellent

3.12 Dragons

Dragons are the most feared legendary creature in the game capable of spreading destruction on a massive scale. To create such a beast takes great magical power which lasts only a finite amount of time.



Each alignment has their own dragon which can be created from the Round Table, Ice Pit and Sorcerer's Tower respectively.

Once you have the required resources you can start to create a dragon egg.

When the hatching period is complete the egg will appear on top of the building. Click on the dragon icon on the right hand side of the screen and the dragon will be created.

Remember the dragon is only available for a short period of time. Use it wisely!

3.13 Siege Camp

The siege camp is the only military building that can be placed outside of your castle estate. It is where you create your laddermen and siege equipment to besiege an enemy castle. Ensure they are well protected, as melee weapons will destroy them easily.



To place a Siege camp, click on the Siege Camp icon in the Military panel then click on the map.



To build siege equipment click on the appropriate button. The siege equipment will then be built at the Siege camp.

In order to build siege equipment you need resources, gold and available peasants (who will be turned into engineers).

3.14 Laddermen

If you can't breach a castle wall by knocking a hole in it you are going to have to go over it. The brave souls whose job it is to erect the ladders are the laddermen. To place a ladder select a ladderman and position the cursor on the wall, the cursor will change to a ladder. Click to place the ladder.

Laddermen



Laddermen are cheap to produce but very vulnerable so need to be deployed quickly. Once a ladderman has placed his ladder he can return to a siege camp and get another one.

Created From:	Siege Camp
Required Weapons:	n/a
Armour:	None
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Poor
Effective against:	None

3.15 Siege Equipment



Battering Ram (all) – Battering rams are slow to move but can take a lot of damage and is the only weapon for bringing down enemy gates.



Siege Tower (all) – To use a siege tower, click on it and then select an enemy wall. Once it is close enough, the tower will dock and a gangplank will drop onto the enemy's wall. Once the gangplank is in place, units will be able to climb up through the siege tower onto enemy walls. The siege tower can also carry troops stationed on its top, ideal for giving ranged troops some extra distance.



Mantlet (all) – These are good for protecting your infantry or other siege machines from volleys of arrows and crossbow bolts, but are very weak against infantry attacks. Nearby troops are totally immune to missile fire whilst close to the mantlet.



Cat (all) – Move sturdy than the mantlet, the cat is a great way to protect large numbers of troops from arrows and bolts. These are very useful for protecting troops that are filling in an enemy's moat for example. Nearby troops are totally immune to missile fire.



Catapult (all) – These siege machines allow you to demolish enemy structures from a medium distance. Catapults are mobile, fairly inaccurate and have a medium range, but they do a lot of damage. They fire with a low trajectory so are good for precision attacks to take out enemy structures.



Trebuchets (Arthur only) – Trebuchets are awesome siege machines for knocking down castle structures. They need to be deployed before they can be used. Once in position, use the unpack button to set them up (the pack button allows them to be moved again if needs be). Whilst lacking the mobility of catapults they nevertheless have a very long range and do a considerable damage when they hit enemy structures. Trebuchets fire with a high arc, so are ideal for firing over castle walls. They can also be used to hurl diseased cattle into enemy castles to spread disease.



Enchanted Orb (Arthur only) – This siege engine releases huge magically powered Orbs at the enemy knocking down everything in their path. Only the side of Arthur has access to these enchanted machines.



Ballista (Ice only) – Ballistae are exceptionally accurate and superb against enemy units, taking many of them out in a single shot.



Burning Cart (Evil only) – This is a cart filled with dry hay and pitch that explodes upon contact with the enemy. It can be sent towards an enemy castle to clear out hidden traps or a troop formation, spewing fire and generally causing havoc.



Stake Hurler (Evil only) – This deadly device hurls showers of stakes through the air which then rain down on the enemy below. Only the forces of evil may use this siege engine.



Werewolf Launcher (Evil only) – It is thanks to the robust nature of werewolves that this arcane device can work. Simply move some werewolves next to it and they will be scooped up and thrown a huge distance.

4. COMMANDING UNITS

4.1 Selecting Units



You can select a single unit by left clicking on it. To select a group of units, press and hold the left mouse button then drag the pointer to create a box around them. When you release the mouse button, all of the units that are within the box will now become selected. Holding the shift key while selecting units, will add them to your currently selected group.

Double clicking on a unit will select all of that unit type visible on the screen.

4.2 Troop Selection Panel

When units are selected you will see the army interface panel appear at the bottom of the screen with the unit command box on the right and the unit information panel on the left.



The unit information panel shows you the type and amount of units currently selected and allows you to select and deselect specific unit types.

Left clicking on a unit type from this panel will select only that unit type whereas right clicking will remove that unit type from the current selection.

4.3 Grouping units

You can form a group of units that you can command at the same time.

1. To form a group of units, first make a selection.
2. Next hold down the control key and press a number on the keyboard to assign to the group.
3. Once a group has been assigned a number, pressing that number on the keyboard will select it. For example pressing the number 1 on the keyboard will select group 1. Pressing the same number again will take you to the group's current position on the map.

4.4 Marching Orders



When you have units selected, your pointer will change to the movement cursor. The green pointer means that you can move to a specific spot while the red cross means the area is inaccessible. Once you have the move cursor displayed, right click and units will move to that destination.

Holding down the left mouse button while moving troops allows you to set which way the troops will face.

4.5 Moving units to the tops of walls, towers and buildings



To position troops on top of your walls or buildings and defensive structures select a unit then when the green cursor appears right click to send units to that destination. Ensure you have stairs placed to access them.



If the red crosshair appears it is likely to mean that there are no stairs leading up to the top of your building or wall.

4.6 Assembly Points



Troops

By default after troops have been created they will all assemble just outside the Barracks. To change the default place where troops assemble, open the barracks panel and right click on an area on the map. Newly created troops will now assemble here.

More advanced users can create assembly points for individual troop types. Open the barracks panel, right click on the troop type, say archers, and right click on the map. All newly created archers will now assemble here.

Workers

It is also possible to set an assembly point for Woodcutters, Ox Terher, Well and Engineer's Guild, to specify the area of where you want the worker to work. Click on the building to open the building's panel and right click near an area of the map. The worker will now work in this area.

4.7 Unit Stances

Using a unit's stance icon you can switch between two modes of operation for your selected group of troops.



Defensive Stance – Units set to a defensive stance will move a short distance from their post to engage any enemy units that come close to their position. Once there are no more enemy units to engage, they will return to their original position.



Aggressive Stance – Units set to an aggressive stance will look a long way to engage or chase down enemy units. When the enemy is defeated your units will look for another potential target before returning to their original position. Units in aggressive stance will also respond actively to missile attacks. Troops set to aggressive will also seek out and destroy enemy buildings.



Stand Ground – Units/Siege Equipment will stop moving and stand their ground.

4.8 Unit Formations

If you have a group of units selected you can use the 'change formation icon' which will allow you to cycle through the formations you wish to put your troops into. You can use the following formations:



No formation: Troops form a ragged group.



Open order: Troops form a spaced out column, helping to make troops harder to hit by missiles.



Line: Troops form rows, cumbersome and slow, but with a slight combat advantage.

4.9 Unit Commands



Attack Here – When using catapults, trebuchets and burning carts, click on the Attack Here icon to mark an area on the landscape where you want the siege equipment to attack.



Switch Weapon – Toggle between the Trebuchet throwing rocks or diseased cows.



Patrol – Use the Patrol command to force a unit or group of units to patrol between two points. You can also hold down SHIFT and select the patrol icon to create multiple patrol points.



Disband – Clicking on this button turns troops back into peasants and removes siege equipment.



Dismount Horse – Clicking on this icon commands the knight or Lord to climb down off the horse and walk on foot. Mounted units are not able to climb up onto castle battlements.



Unpack Trebuchet – Click to unpack the trebuchet and prepare it to attack an enemy castle.

4.10 Attack Commands

Attacking the enemy



To attack the enemy, select a unit then right click on the enemy you wish to attack when you see the attack pointer (sword) appears.



This button will change depending upon the unit selected. With range units selected this button will become the 'attack here' button.



Targeting with siege equipment allows you to designate an attack radius. A target marker will appear to show the area the unit will attack. This type of attack is very useful for attacking units behind castle walls.

4.11 Map Bookmarks

CTRL + ALT + 0 to 9: Pressing CTRL + ALT + 0 to 9 creates a bookmark of the current location on the map. Press ALT and the appropriate number to return to this location.

4.12 Special Powers



Lords, Magicians and Knights of the Round Table all have special powers that can be used to summon magical allies or inflict damage upon the enemy. A power must be charged up before it can be used however. Any available powers are displayed on the right side of the main game screen, and show how close the power is to being ready for

use. To use a power, click on the on-screen icon and then move the large target circle over the map. If you move the target too far from its casting unit, the target circle will change to indicate that it is 'out of range'. Once you are happy with your chosen casting area, right click to invoke the power.

4.13 Digging in Moats



Certain regular units can be ordered to fill in an enemy's moat. To do this, select a group of units, then hover the mouse over the moat you wish to fill. When you see the shovel pointer appear, right click to fill it in.



TIP: You may want to employ a 'Cat' here to provide some protection for your diggers

5. CASTLE BUILDINGS

5.1 The Gatehouse



To build a gatehouse, click on the Castle Structure icon and click on the gatehouse icon, rotate the gatehouse if necessary before placing it.



Gatehouses are the main routes into your castle and are seen by the opposition as soft targets so must be guarded well. It is always a good idea to have several men stationed on top of one.



Selecting your gatehouse will bring up the gate panel, allowing you to close it in times of war and open it again during more peaceful times. The gatehouse will close automatically should the enemy approach it, although you can always override this manually.

If a gatehouse has been damaged it can be repaired by clicking on the gatehouse and selecting the repair button.

5.2 Building Walls



Walls can be placed by clicking on the castle structure panel and clicking on the wall you wish to place. Move the cursor to the main game screen, hold the left mouse button and then slowly drag the mouse.

The amount of stone the wall will use is displayed and if you have enough stone in your stockpile, the wall will appear in the main display. The wall will finally be placed only when the left mouse button is released.



Stone walls require one stone per piece of wall. Most troops are not able to damage stone walls and will rely on siege engines or ladders to get past them, walls are not impervious to everything however and certain troops can bash them down, climb or fly over them or use magic to open up holes in them.

You have the option of building single, double and triple thickness walls.



TIP: When placing walls, if any piece of the wall is not in a valid

building location, the invalid section(s) will turn red.

Wall Types



Stone Single Wall – Single thickness walls require one stone per piece of wall. A single thickness wall will prevent access by foot soldiers but will have a limited effectiveness against siege equipment such as catapults.



Stone Double Wall – Double thickness walls require two pieces of stone per piece of wall. Stronger than single thickness walls and providing the benefit of crenels on both sides.



Stone Triple Wall – Triple thickness walls require three pieces of stone per piece of wall. A really thick wall that will soak up a lot more damage from attacking siege equipment.

Walls can be knocked down by certain troops, such as ice giants and are venerable to siege equipment. Walls can be scaled by certain troops using ladders or siege towers or creatures such as the creeper.



TIP: Like all castle structures, walls cannot be built outside of your Castle estate.

5.3 Placing Stairs



In order to allow troops access to the tops of walls, towers and gatehouses, they must have a set of stairs connected to them.

Stairs are built in the same way as towers. Remember to rotate them so that they face the wall in the correct manner.

5.4 Towers

Towers are located on the castle structure panel. Towers are impervious to attacking troops, ladders and scaling troops. They can also withstand far more damage than walls. Towers are accessed from the walls at their mid level point. Towers also give your missile units further firing range and provide all units with a defensive advantage against enemy missile troops.

The 'engine tower' can be used to mount defensive siege equipment. As with gatehouses, towers can be captured allowing you to garrison troops inside them. If a tower has been damaged it can be repaired by clicking on and selecting the repair button (provided you have enough stone).

Types of Towers



Lookout Tower – This is the tallest of the towers and much tougher than the basic tower. This tower gives your ranged units the biggest advantage. Clicking on a tower to bring up its panel will allow you to repair a damaged structure.



Basic Tower – This is the smallest and weakest tower available for each side. On the other hand they are cheap and the only tower available at the beginning of the game. Clicking on a tower to bring up its panel will allow you to repair a damaged structure.



Engine Tower – This sturdy tower is the only one you can mount engines on such as the dragon harpoon. It is also the most expensive to build. Clicking on a tower to bring up its panel will allow you to repair a damaged structure.

5.5 Castle Defences

Mounted siege equipment can be built from the Military panel.



Tower & Wall Braziers (all) – Braziers are used by archers to fire flaming arrows to light pre placed pitch ditches. To place a Brazier, click on the Brazier icon in the Military panel then click on the wall, tower or gatehouse you wish to place it on.



Oil Tipper (Arthur only) – This device can be attached to your walls and its contents will be automatically dropped on the enemies heads to devastating effect. Once tipped the oil tipper will take time before it is recharged and ready to tip again.



Mounted Rolling Logs (Arthur Only) – Burning logs make a truly devastating weapon. When unleashed a number of burning logs are sent into the enemy sending them flying or running. They must be attached to your walls.

To place Mounted Rolling Logs click on the Mounted Rolling Logs icon in the Military panel then click on the wall you wish to attach them to.

Mounted Rolling Logs must be placed on walls. You can rotate the direction the Mounted Rolling Logs are facing if you wish by using the mousewheel before placing them.

When you wish to release the Mounted Rolling Logs left click on them and press release. Logs will then be automatically replenished after a period of time.



Tower Mounted Mangonel (Arthur only) – These throw out a spray of rocks and are devastating against infantry; used unwisely they may however damage your own towers and buildings as they are very inaccurate.



Dragon Harpoon (all) – These tower mounted siege engines do much damage to flying dragons or any other aerial unit. If dragons are a threat it is recommended that you build several around your castle. They can only be mounted in an engine tower.



Pitch Ditches (all) – This is a trench filled with the pitch you have extracted from the marsh. Once built, you can target these ditches with fire arrows launched by archers who are stood next to braziers on your castle walls. When alight the flames from a pitch ditch will spread to adjacent ditches or even jump across to nearby ones causing much damage to anyone standing in them. Pitch ditches are invisible to the enemy.



Moat (Arthur Only) – Moats are another way to defend your castle by delaying an enemy's assault on your walls. Simply build an area of moat in front of your castle and attackers will be forced to either go around it or fill it in.



Ice Tunnel (Ice only) – These cunning tunnel entrances allow you to get from one end of your territory to the other in next to no time. To use them, select your troops, right click on the hole you wish them to enter then right click on the hole you want them to exit from.



Ice Mirror (Ice only) – Ice mirrors can be mounted on your walls. When the enemy get close they will fire a freezing beam of light to hold them in place for a few seconds.



Magic Rose Garden (Ice only) – Men who stand on foot in these gardens shall feel pain. They give out a lot damage but are quick enough to destroy. Only those following the way of ice gain access to these perfumed traps.



Killing Pit (Ice only) – The killing pit is a covered pit with sharpened stakes at the bottom. Killing pits are invisible to the enemy and triggered when a certain weight is put on them. So a single heavily armoured knight would trigger its opening, but several lighter enemy men at arms might not.



Man Trap (Evil only) – These add to the defence of your castle and cannot be seen by the enemy. Mantraps will kill most units outright but not all. They are triggered when anyone walks over them, releasing the spikes upwards



Fire Drake (Evil only) – Fire drakes, once built onto a castle wall, will breathe a searing torrent of fire onto attackers below.



TIP: Killing Pits and Man Traps are invisible to the enemy until the last minute when it's too late to avoid them. Used wisely these deadly traps can sometimes turn a hopeless situation around.

5.6 Engineer's Guild

These units will automatically repair any holes in your castle walls as long as there is a supply of stone to do so and the breach is not overrun with the enemy. These units are trained in the engineer's guild.



To place an Engineer's Guild click on the Engineer's Guild icon in the Military panel then click on the map.

Engineer

Created From:	Engineer's Guild
Required Weapons:	n/a
Armour:	None
Speed:	Fast
Shot Range:	n/a
Hand to hand combat	Very Poor.
Effective against:	None

6. MULTIPLAYER



STRONGHOLD LEGENDS

multiplayer offers 4 different multiplayer modes which can be played over either the Internet or Local Area Network (each player over the LAN must have Internet access).

6.1 Game Selection Lobby

When you enter the multiplayer game selection screen you will see a list of **STRONGHOLD LEGENDS** games currently being hosted.

Hosting – To host a game simply enter the name of the game in the Host Name box and click Host. You will be given the option whether you wish to password protect your game. Select Skip if you do not wish to use a password.

Joining – Highlight the hosted game you wish to play and click Join. You can only join games which are currently waiting for players.

Refresh – To refresh the list of hosted games click the Refresh button.

Search – You can search for a specific IP address by entering the IP address in the search box and clicking the Refresh button.



6.2 Multiplayer Lobby

As the host of a multiplayer game you select the map the game will be played on and the game settings the game will use. If some of the maps are 'greyed out', this means that either you have too many players to play the selected map or one of the players does not have the selected map on their computer.

The multiplayer lobby also contains a chat box so that you can talk to other players that have joined the game.

Advanced players can also customise their games further by using the Advanced Settings (see Section 6.4).

6.3 Basic Settings

Player Colour – The colour you will be playing as in the game.

Arthur/Ice/Evil – Choose which side you want to play as.

Team – By default each player is in their own team. To play on the same team as another player choose the same team number.

Name – Your player name.

Kick – The host has the ability to kick players out of the game if they so wish.

Ready? – When you are happy with the options selected and ready to play the game tick the ready column.

6.4 Advanced Settings

The host of the game also has a range of advanced options they can change to customise the game.

Start Gold – The amount of gold each player will start with at the beginning of the game.

Start Rank – The rank each player will start with at the beginning of the game.

Fixed Rank – Fix the Start Rank for the entire duration of the game. Promotions are disabled.

Starting Resources – The amount of resources each player will start with in their stockpile at the beginning of the game.

Start Food – The amount of food each player will start with in their granary at the beginning of the game.

Starting Weapons – The amount of weapons each player will start with in their armoury at the beginning of the game.

Starting Troops – The number of troops each player will start with at the beginning of the game.

Trade Resources – Turn on or off the ability to buy/sell resources.

Trade Food – Turn on or off the ability to buy/sell food.

Trade Weapons – Turn on or off the ability to buy/sell weapons.

Peace Time – Turn peace time (time at the beginning of the game when no fighting is allowed) on or off.

Random Events – Turn random events on/off.

AI Advantage – Give either the human or computer player extra resources at the start of the game.

6.5 Voting



• Team Gold:	100
• Starting Rank:	Knight
• Team Size:	Off
• Starting Resources:	Medium
• Starting Food:	Medium
• Starting Weapons:	Low
• Starting Troops:	Medium
• Trade Resources:	On
• Trade Food:	On
• Trade Weapons:	On
• Trade Troops:	On
• Random Events:	On

Players who have joined the game can tell the host if they like a particular advanced setting or not by using the voting buttons.

To select whether you are happy with a feature or not click on the circle on the left. Green indicates you are happy, red indicates you are unhappy. To the right of the options you can see a summary of all players votes.

The host can see how popular a setting is and change it accordingly. He has another choice though...he can choose to ignore the other players completely!

6.6 Game Modes

There are 4 different multiplayer modes the host can choose to play.



Deathmatch – This is the default multiplayer mode. This is a straight skirmish to the death. Last Lord standing wins.



King of the Hill – In the middle of the map is a single castle which the players must capture. To capture the castle the player must occupy the castle for a set period of time. The first player to hold the castle for the set period of time wins.



Capture the Flag – Similar to King of the Hill but instead of a single castle the map contains a number of flagged estates. The first player to control all the flags wins.



Economic War – The host can set up to 3 economic targets (e.g. 100 bread, 50 swords, 1000 gold). The first player to achieve the targets wins.

6.7 Starting a Game



As soon as all the players have indicated they are ready to play the Host can start the game.

To start the game the Host must press the Start Game button.

7. THE EDITOR

7.1 Introduction

This guide will take you through the basics of how to create a user created map; from creating the landscape and the tools available to do so, to adding mission and events to make your maps truly challenging to other players. By following the steps in this guide in the order they are presented, you should be able to build maps to your exact specification.

How to create a map

Regardless of what sort of map you are trying to create, there are 5 basic steps you will work through, which are

1 Creating a New Map

2 Editing the Landscape

3 Editing the map type

4 Creating Missions and Objectives (*Custom and Freebuild Maps only*)

5 Adding events (*optional*)

Each stage will be discussed in this order in this guide.

Creating a new map



To begin a new map, click the “New Map” button. If you had a previous map loaded, you will be prompted whether you want to continue if you have not saved your previous map. By clicking this New Map button, any previous created map will be cleared and the editor will start afresh.

It may be a good idea to Save Your map now, so as to give it a name and space in your save list.

Once you are ready to begin designing your map, click “Edit map”. This will bring you to the landscape editor.

7.2 Editing Palette



These icons allow you to choose the alignment interface. Changing the alignment interface allows you to edit the map in accordance with the selected alignment. In order to change, just click on the relevant icon for the alignment you desire; these are, from left to right; Good, Ice, Evil.



This icon is the all erase tool.



This icon allows you to erase only the selected type of landscape/troop type etc that you are currently editing.



These icons select your brush size.



This icon toggles gridlines on the landscape.



This shows the direction you are facing on the map.



This button brings you back to the editor main menu.



This is your mini-map. The flag button displays estate colours on the mini-map, the magnifying glass cycles through the different zoom levels for the mini-map.



These are the editing tool menus, and are explained further in the next section of the guide.

7.3 Landscape Mode



This mode is used for editing the terrain textures, heights, type and everything else to do with the terrain.



Land Height Tools



Use these tools to alter the lay of the land. Remember that by choosing a different mouse pointer size, you can affect more or less land. (see section 7.2)

The top row, from left to right; these icons are—

- Raise land
- Lower land
- Equalise land slowly
- Equalise land quickly
- Small mountains tool
- Large mountains tool
- Uneven ground tool

The bottom row icons will raise or lower land to a specific height instantly, from the tallest possible (far left) to the lowest possible (far-right). Doing this can be made easier in architect view (pressing Spacebar) and will create solid square cliffs rather than rounded hills.



TIP: To create a smooth slope, start with a section as high as you want, then create small heights going down to where you want the bottom of your slope to be, then use the “Level uneven land” and “Smooth uneven land” tools.



Land Textures, Tints and Shades

This mode is used to edit the textures of the landscape.



This icon displays the available textures; the icon and textures will change to coincide with the selected alignment (See Section 7.2).



These are the available land textures. Selecting one (highlighted in yellow) will allow you to edit the landscape to that chosen texture. Each alignment has 9 unique land textures. To change the alignment used, click on the relevant icon in the top of the Land editor interface (See Section 7.2).



This icon displays the available tints and shades tools.



The top row shows the available tints for the land textures.

The bottom row is the available shades for the land textures.

Note: Any map tile can have both one tint and one shaded applied to it at the same time.



This icon will allow you to delete any edited tints and shades and restore them to the default of the underlying texture.

TIP: By using various textures with the various tints and shades available, some truly unique landscapes can be created making the choices for your map almost limitless!



Seas and Rivers tools

These tools allow you to edit the landscape to being a type of water, either sea or river. It will also allow other water related things such as adding waterfalls to the sides of cliffs, editing the direction of water flow and more.



These icons do the following; from left to right:

- Place River
- Change River Direction
- Add Ripples
- Create Waterfall
- Place Sea
- Change Sea Direction
- Place Waves
- Place Marsh



These icons do the following; from left to right:

- Place Bridge
- Place Wave Crashing Effect
- Place Small White Water
- Place Large White Water
- Place Fog



Landscape Features

Use this tool to add various features to your landscape including trees, rocks and even essential resources like Iron and Stone.

These features will change in accordance with the selected alignment (See Section 7.2). Each alignment has 18 different available features.



The top row has 11 different available shrubs and bushes features. These are purely for landscape and are not used as resources.



The bottom row has 7 different features. These are, from left to right;

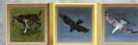
- Forest
- Tree type 1
- Tree type 2
- Mossy Rocks
- Iron (The resource used in the game)
- Iron Rocks
- Stone (The resource used in the game)

The two individual tree types can also be used as the resource for wood on your map. The Iron and Stone features can also be used for the relevant resources. So remember, if you want all resources to be available to the player, be sure to place these three features on the map.



Animals

This tool is used to place wildlife on your map. There are three types of wildlife available;



Wolves, Crows and Seagulls.

These three animal types remain the same for each alignment.

7.4 Troops Mode



This mode is used to place different units and siege equipment on your map.

When in Troops mode, an additional set of icons is displayed for your cursor type in the form of different coloured shields.



These shields are used to select which player colour the troops will be for. The Colour selected means the troops will be used by the player or opponent of the corresponding colour.



Standard Units

This allows you to place units which can be used by any alignment.



The available standard units are; from left to right:

- Men--At--Arms
- Archers
- Crossbowmen
- Macemen
- Pikemen
- Swordsmen
- Knights



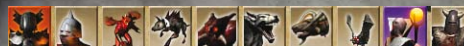
Special Units

These are units specific to each alignment.



The Arthur Units available are; from left to right:

- King Arthur (Lord)
- Merlin
- Sir Bedivere
- Sir Galahad
- Sir Gareth
- Sir Percival
- Sir Gawain
- Sir Lancelot
- Green Dragon



The Evil Units available are; from left to right:

- Vlad (Lord)
- Saxon Warrior
- Fiery Imp
- Black Dog
- Creeper
- Werewolf
- Black Dragon
- Giant Demonic Bat
- Sorcerer
- Saxon Warlord



The Ice Units available are; from left to right:

- Dietrich (Lord)
- Siegfried
- Ice Dwarf
- Ice Queen
- Ice Maiden
- Polar Bear
- Ice Giant
- Ice Wolf
- White Witch
- Ice Dragon



Siege Equipment

This allows you to place different siege equipment on the map. Although in-game some siege engines should only be available to certain alignments, all siege engines are made available in this menu allowing the map creator extra flexibility.



The siege engines available to place are; from left to right:

- Laddersmen

- Catapult
- Ballista
- Trebuchet
- Battering Ram
- Siege Tower
- Mantlet
- Cat
- Fire cart
- Stake Hurler
- Enchanted Orb
- Werewolf Launcher

7.5 Buildings Mode



This mode is used to add the different types of buildings to the map in the same way that they are used in game.

The selected alignment will only affect the special units buildings to correspond with the selected alignment, or change the texture of the buildings to correspond with the selected alignment. All other buildings, regardless of if they are alignment specific, are included.



Castle Buildings



These are the buildings which make up the structure of your castle. They are; from left to right:

- Single Wall
- Double Wall
- Triple Wall
- Stairs
- Gatehouse
- Lookout Tower
- Tower
- Engine Tower
- Engineer's Guild



Military Buildings



These are the military style buildings that make up parts of your keep. They are; from left to right:

- Round Table/Ice Pit/Sorcerer's Tower (Dependent on Alignment)
- Barracks
- Armoury
- Siege Camp
- Brazier
- Pitch Ditch
- Rolling Logs
- Tower Mounted Mangonel
- Oil Tipper
- Moat



Civilian Buildings



These are the buildings used by civilians for entertainment and the likes. They are, from left to right:

- Hovel
- Statue
- Statue (alternate)
- Well
- Church



Food Buildings



These are the various food resource buildings and Royal food types available. They are, from left to right and top to bottom:

- Granary
- Lord's Kitchen
- Hops Farm
- Brewery
- Inn
- Apple Farm
- Dairy Farm
- Wheat Farm
- Mill
- Bakery
- Pig Farm
- Vineyard
- Vegetable Garden
- Chicken Farm
- Eel Farm
- Seal Holes



Industry Buildings



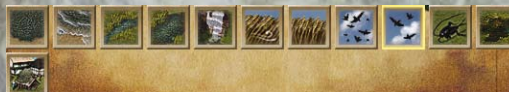
These are the various industry buildings available use for in game. They are; from left to right,

- Stockpile
- Wood Camp
- Stone Quarry
- Iron Mine
- Ox Tether
- Poleturner's Workshop
- Fletcher's Workshop
- Blacksmith's Workshop
- Tanner's Workshop
- Armourer's Workshop
- Pitch Rig
- Carter's Post
- Chandler's Workshop

7.6 Sound Mode



This mode is used to add sounds to different areas of the maps. Sounds are added the same way as a texture, just place it on the map where you would like the selected sound to be heard.



There is only 1 sub-section and tool type, which is to add different types of sounds. The available sounds are; from left to right and top to bottom:

- Sea flow
- Waves
- Small river flow
- Large river flow
- Waterfall
- Wind in crops
- Crops
- Loud birds
- Quiet birds
- Insects
- Amphibians/Frogs
- Village

7.7 Extra Features Mode



This mode allows you to add other items to the landscape. There are 3 different sub--sections.



Keeps and Flags



This section is very important. In order to set the starting position of the players or estates, you need to place different buildings from this menu. The building types are, from left to right:

- Castle Estate Keep (varies with alignment)
- Small Village Hall
- Medium Village Hall
- Large Village Hall
- Stone Circle

To make an estate into a playable castle estate for a player or AI opponent, a Castle Estate Keep must be placed in an estate. For ANY map type, at least one of these must be placed on the map. Between 1 and 4 of these can be placed on the map. However many are placed determines how many players can be assigned to the map. If, when playing, a player or AI opponent is not assigned to an estate, the estate will become a village and a village hall will appear in the place of the keep.

For a King of the Hill map, a village estate must be assigned, which will be the estate that is to be captured in order to win.

For a Capture the Estates map, 1 or more estates must be made with a stone circle placed within them. These estates will become the ones which must be captured in order to win.

More information on allocating estates to create Skirmish, Custom and Freebuild Maps can be found in Section 7.8.

To create a village estate, one of the various Village Halls must be placed in an estate. Any number of these can be placed on your map.



Ruins



This tool lets you place various different types of castle ruins on the map.



Miscellaneous Features



This allows you to add various other elements to your map to make it that little bit more interesting. These act much like ruins though some have more purpose, as they can be used as objectives for missions in Custom and Freebuild maps. They are, from left to right:

- Signpost
- Gatehouse footprint (can be clicked on in game to build a gatehouse for the required amount of stone.)
- Tower footprint (can be clicked on in game by a player to build a tower for the required amount of stone.)
- Bandit camp (will spawn outlaws who may attack your keep and/or villages.)
- Werewolf Pit (will spawn werewolves who may attack your keep and/or villages.)
- Dragon Nest (places a fire-breathing dragon who will attack anything that approaches.)
- Ice Wall
- Holy Grail (A tomb containing the fabled cup)
- Dietrich's Cage (a cage in which the ice prince Dietrich is imprisoned.)

7.8 Region Mode



This mode allows you to create separate estates on your maps as well as some other features such as adding invasion markers.



Estate Setup

This is used to set up the different estate regions and borders on your map. These are essential to creating a good balanced map.

The user is presented with a variety of colours.



Each colour represents a different estate which can be added to the map.

Also note that while in this mode, the landscape itself will change colour to represent which estate the land you are over currently is.



Here you can see the landscape has turned 3 different bright colours. This means that land from three different estates is displayed. Where 2 different colours meet, this forms the borders of the estates.

To create an estate, simply click on a colour and paint the land a different colour from what it already is. The area of land that is a certain colour will be one estate; lands of different colours will form different estates.

Note: Remember we can also turn on estate colours on the mini-map by clicking on the flag icon (See Section 7.2)



Waypoints

With this tool you are given 4 different coloured flags.



These can be placed on the map to set markers for events in your missions. Upto 8 flags can be placed in each colour, use the mouse wheel to cycle through the numbers.



TIP: Once you have finished the landscape for your map and clicked the button, it would be advisable to save your map and so avoid losing the landscape you have created and having to do it all over again!

7.9 Editing the map type

Once you have your map's landscape created it is time to move on setting up your map to the type you want it to be. In order to do this, you have to click on the 'Edit Map' button from the New Map panel, shown here in red:



This will bring you to the edit map type panel, which has various options and features.

For all types of maps, we can set the starting date of your map by clicking on the button below the mini-map to edit the month and typing in the text box to change the year. The year can be set to a number between 700 and 1200.



Aside from setting the date (not essential), the first part you will have to deal with is choosing your map type, done by using the three buttons along the top of the panel, highlighted here in red.

There are 3 types of map we can create: Skirmish, Custom Map and Freebuild Map.

Creating a Skirmish Map

A Skirmish map is an instant battle map to be used by the player against AI opponents or as a multiplayer map. These maps have no mission objectives, but the map can be set up to one of three types, a normal skirmish map (can be used for Custom Skirmish or Multiplayer), King of the Hill or Capture the Estates map (these two can only be used in multiplayer mode).

Creating a Normal Skirmish Map

For a Normal Skirmish Map, the following is required:

- Between 2 and 4 Castle Estates

The number of Castle Estates Placed on the map determines the number of players available for this map; for example, 2 Castle Estates implies 2 players. These players can be AI Opponents (Custom Skirmish and Multiplayer) or another Stronghold Legends player connected through Multiplayer. *The estates will change alignment in correspondence with whatever alignment the player/opponent chooses.*

Village estates and neutral estates can also be placed, but are not required in order to create the map.

Creating a King of the Hill Multiplayer Map

For a King of the Hill map, the following is required:

- Between 2 and 4 Castle Estates
- At least 1 Village estate

The castle Estates will act as the estates used by the players or AI opponents in the same way as a Normal Skirmish map. However, at least 1 Village Estate must be placed. This estate will be the estate that must be captured by a player in order to achieve Victory. If only one Village Estate is placed, this will become the estate that needs to be captured by default. More village estates can be placed, but only one will act as that which needs to be captured and all others will act as normal Village Estates.

To change the estate which is to be captured, we need to use the Edit Mission Type Panel.



The red and yellow estates are castle estates. The green and purple estates are village estates. The Village estate with the red flag (circled here in blue) is a normal Village while the one with the Tower displayed (circled here in red) is the estate which needs to be captured by the players.

This can be changed to another estate by simply clicking on the tower first, then clicking on another village estate flag; for example, to change the need to be captured estate in this, we click on the tower (circled in Red) then click on the red village flag (circled in blue) and the estates will swap types.

Creating a 'Capture the Estates' Multiplayer Map

For a 'Capture the Estates' type map, the following is required:

- Between 2 and 4 Castle Estates
- 1 or more Estates with Stone Circles.

Like with any Skirmish style map, the number of Castle Estates placed will determine the number of available players.

The estates with Stone Circles will act as the estates which need to be captured by the players in order to achieve victory. All estates must be captured in order to win, so the only way to edit how many need to be captured is to add or delete Stone Circles from estates through editing the map's landscape (See Section 7.2).

Village estates can also be placed on the map and will act in the same way as they do in a normal Skirmish Map.

Creating a Custom Map

A Custom map is a mission style map, much like a mission from the Stronghold Legends campaign. These are played through the "Custom Maps" section of the Stronghold Legends Manual. Custom Maps cannot be used for multiplayer. The map is created with missions, objectives, enemies and available buildings and trade etc.

To create a Custom Map, the following is required.

- At least 1 Castle Estate
- Anything required for your missions must be placed on the map.



Once you have your map set up so that everything is included, you need to assign a colour to each estate; this determines which estates each player will start off with. This is done by clicking on a flag colour (highlighted here in red) then assigning it to an estate by clicking on one on the mini-map. To change which colour will apply to which lord (be it human or AI), we need to click on the alignments button (highlighted here in blue). This will allow you to select which estates will be neutral, used for reinforcement and which castle estate will be the human player, or which lord the enemy estates will be.

Creating a Freebuild Map

A Freebuild map is one with simple missions that does not require enemies and allow the player to build peacefully on the map. It may also include some economic objectives. This is much like a Custom Map, only without the enemy lords and military side of it all.

Building a freebuild map requires:

- At least 1 Castle Estate
- Anything required to complete the mission objectives.

7.10 Event editor

This section will teach you how to set up a mission's structure for both your Freebuild and Custom Maps.

The mission setup panel is located in the Edit Mission Type panel when you click on the Custom Map/Freebuild button. It is located in the box on the right of the screen.



Here you can edit existing missions and events, Add new missions and events and delete already existing missions and events.

Note: For a Freebuild map, we do not have to add any missions. This means that the player can build on the map without having to do anything or achieve any goals. However, this cannot be done with a Custom Map.

- To delete an already existing mission, click on the little boot icon next to the mission you want to delete.
- To edit an already existing mission, click on the mission you want to edit. This will bring up the edit mission and events screen.
- To add a new mission, simply click on "Add New Mission". This will add an "Untitled Mission" under your previously existing missions. To edit this new mission, simply click on it.

The edit mission screen presents us with a variety of options.



Through this we can:

- Edit existing Win/Lose conditions and events that happen in the mission
- Add a mission briefing
- Rename the mission title
- Edit the starting goods and resources for the mission
- Edit what goods and resources can be traded during the mission
- Adjust which buildings will be available to the user during the mission

For each mission there needs to be a Win and a Lose condition (except in a Freebuild map, which may only have either a Win or Lose condition, or both). This means that there must be 2 events in each mission, 1 must have the action "Win" and the other "Lose".

To do this we must click on a mission to bring us to the events screen.



To set something as a Win/Lose condition, in the actions box, click "Add New Action" (if there is not already an action there). Select either Win/Lose from the list presented.



Once you have this selected this, click on "Add New Trigger" (if there is not already a trigger present) and select the trigger that will cause the player to Win or Lose (depending on which action you selected for this trigger) the mission.

A good example is to select "Lose" for your action and then "Your Lord Dies" for a trigger. This means that when the map is played, if the player's Lord is killed, then the player will lose the mission.



8. MERCEIN'S GUIDE TO PLAYING THE GAME



Q. I cannot make troops in my barracks.

A. To create troops in the barracks ensure you have an armoury placed and have created the correct weapons for the soldier you are trying to make. Also, ensure you have enough gold available and peasants who will be shown sitting around your keep.

Q. I keep getting the message saying that my 'Population is falling'.

A. This problem could be caused by a number of reasons the main ones being: You have not placed a granary or do not have any food available or you are taxing your population at too high of a rate.

Q. I'm having problems getting workers.

A. Workers are created from peasants. The amount available to use are shown sitting outside your keep. If you have no peasants then workers will not be created. To solve this problem you may want to try placing more hovels, if you have placed hovels and have no peasants then your popularity could be low. You can boost your popularity by giving your population food from the granary or reducing taxes.

Q. I'm running low on wood.

A. Ensure you have placed Wood Camp and they have trees nearby to chop down. If you have woodcutters ensure they are not being killed by your enemies. In some missions you may have access to buy wood by placing a market.

Q. My buildings are burning down.

A. Place wells and make sure you have peasants available to man them.

Q. I'm struggling to build walls.

A. Make sure you have enough stone available in your stockpile. Stone is created from quarries and moved to the stockpile by an ox, so make sure you not only place a quarry, but an ox tether as well. If you are finding the viewpoint difficult press the Spacebar to see a top down view of the game.

Q. I cannot buy any more resources but I have money.

A. Ensure you have enough stockpiles and space within them. You can place additional stockpiles if needed.

Q. I can make men--at--arms, but how do I create pike men?

A. These can be made from the poleturner's workshop by clicking on it and selecting the pike option. The same can be done with archers and crossbowmen.

Q. My woodcutters are not gathering wood anymore. They are not even moving.

A. It may be that there is no more gatherable wood left on the map or the stockpile may be full. You may have to try selling other resources to buy the wood that you need through the market.

Q. I have a wheat farm and a bakery, but I can't seem to make any bread.

A. You need these and a mill to grind the wheat into flour, which is then used to make the bread by the bakers.

Q. How do I create siege equipment?

A. Ensure you have a siege camp placed. Also, ensure you have enough gold available.

Q. I do not know how to get glory points.

A. 'Hand to hand' combat creates glory points which can be used to purchase statues, which in turn can be placed to generate honour points.

9. REFERENCE SECTION

This chapter gives you additional information, which you may find useful in your conquests.

9.1 Alignments buildings availability table

	All	Arthur	Ice	Evil
Castle Buildings	Single Walls			
	Double Walls			
	Triple Walls			
	Short Tower			
	Tall Tower			
	Fat Tower			
	Engineers Guild			
Military Buildings	Barracks	Round Table	Ice Tower	Sorcerer's Tower
	Armoury	Oil Tipper	Rose Garden	Man Traps
	Siege Camp	Moat	Killing Pits	Fire Drake
	Brazier	Rolling Logs	Ice Tunnel	
	Pitch Ditch	Tower Mangonel	Ice Mirror	
	Dragon Harpoon			
Civilian Buildings	Hovel	Church	Church	

9.2 Buildings in *STRONGHOLD LEGENDS*

Apple Farm



This is where your apples are produced. When the apples have ripened the apple grower will pick them and take them to your granary, supplying you with another food source.

Armourer's Workshop



The armourer works here creating armour from the iron in your stockpile. After you place your workshop an armourer will arrive to work. If iron is available in your stockpile he will go and fetch the required amount then return to start forging his armour. When he has finished he will take the armour to your armoury. If there is no space in the armoury, he will wait outside his workshop until space becomes available.

Armoury



Weapons and armour produced by your workshops are stored here.

Bakery



This is where your flour is baked into bread. When built, a baker will arrive and if sacks of flour have been delivered to the stockpile from the mill, he will go and collect one. When the bread has been baked he takes it to your granary. Once working smoothly, bread is the most effective way to feed your people.

Barracks



Troops can be trained at this building, as long as you have some free peasants, enough gold and weapons in your armoury. Some troops also require honour points to build.

Blacksmith's Workshop



The blacksmith works here forging your swords and maces from the iron in your stockpile. After you place your workshop a blacksmith will arrive to work. If iron is available in your stockpile he will go and fetch the required amount and return to start forging his weapon. When he has finished he will take the weapon to your armoury. If the option to build either swords or maces is available, clicking on the sword or mace icon will change production to that weapon on the next production cycle.

Brewery



This is where your hops are brewed into ale. When built a brewer will arrive and collect hops from your stockpile then start brewing ale. As soon as the ale is ready it will be taken to the stockpile, unless there is no space there, in which case the brewer will wait with her barrel outside the brewery.

Carter Post



The Carter Post is used to ferry goods from one estate to another. To build a Carter Post select the icon from the Industries panel and place the Carter Post in the estate which you wish to send the goods from. To create a trade route click on the Carter Post, select which type of goods you wish to send, select the quantity of goods you wish to send and finally select the estate you wish to send the goods to. To send goods from one estate to another you must have the goods available in the stockpile/granary of the sending estate.

Lord's Kitchen



This is where feasts are prepared for the castle. All royal food produced in your estate is stored in the pantry above the kitchen, where it is prepared by the cook for feasts.

Clicking on the Kitchen will allow you to change the size of feast, which affects how quickly food stored in the pantry is consumed and how much honour feasts generate. Note extra honour is generated by providing more types of food for the lord's table. Clicking on the Kitchen also allows you to buy and sell royal foods.

Chandler's Workshop



Chandlers make candles that are then delivered to the stockpile. Churches consume them during masses, at a rate set inside the church.

Chicken Farm



This farm allows you to produce meat. The chicken farmer feeds the chickens until they are nice and plump, catches them, plucks them, then delivers the meat to the granary.

Church



Once equipped with candles from your stockpile, the church can hold services, increasing your castle popularity and honour.

Dairy Farm



This farm allows you to produce cheese. A dairy farmer will arrive and begin breeding cattle. When enough cows have been bred, the dairy farmer will begin milking the cows and turning the milk into cheese. He will then deliver the cheese to the granary.

Eel Pond



Your worker spends his time baiting hooks and waiting for eels to bite. Once caught, they are taken to the Pantry to be prepared for a feast.

Engineer's Guild



This building allows you to recruit engineers that will rebuild breaches in your walls.

Fletcher's Workshop



The Fletcher works here crafting bows and crossbows from the wood in your stockpile. After you place your workshop a Fletcher will arrive to work. If wood is available in your stockpile he will go and fetch the required amount and return to start crafting his weapon. When he has finished he will take the weapon to your armoury. If the option to build either bows or crossbows is available, clicking on the bow or crossbow icon will change production to that weapon on the next production cycle.

Granary



This is where all the food produced at your farms is stored (except for royal food used in a feast, which is stored in the kitchen pantry).

Clicking on this building allows you to change your rationing and food consumption settings.

Hop Farm



Hops are the raw material needed to produce ale. When built, a farmer will arrive to sow, grow and harvest hops then take them to your stockpile. The hops will be brewed into ale at the brewery.

Hovel



Each hovel you place provides space for eight additional peasants in your castle.

Inn



This allows you to distribute ale among your workers. The inn will begin working when there is ale in your stockpile. Clicking on your inn allows you to change your ale consumption, as well as buying in more ale or selling any excess. You will gain a popularity bonus based on the ale consumption you have set. As ale is consumed more ale will need to be brewed to maintain the same popularity bonus.

Iron Mine



Iron is required to craft some of the more advanced weapons. Iron mines can be sited where you find patches of rust coloured ground. Once the two miners needed have arrived, they will extract and smelt iron. Ox tethers are needed to deliver the iron to your stockpile.

The Keep



The keep is the heart of your castle. The Lord lives here and it is here that he will make his final stand in times of war. The keep also houses several of your people (after which you will need to build additional housing). This is also where you set your peasants tax rate. Click on the keep to bring up the tax panel.

The Market



Tired of having to go to the Granary to buy food and the armoury to sell weapons? Prefer it if you could buy all your food, goods and weapons in one place? If the answer is "yes" then you need to build a market. The market is a one stop shop for everything that can be bought and sold in the game. Click on the market to bring up the market trading panel or simply press 'M'.

Mill



This building allows you to produce flour. When built, three mill boys will arrive. They will soon get to work collecting sheaves of wheat from your stockpile. After they have ground it, they take the flour to the stockpile ready for collection by the bakers. A single mill should be able to cater for the needs of several bakers and wheat farms.

Ox Tether



Oxen are used to carry large quantities of stone and iron to your stockpile. The more you have, the quicker you will be able to build fortifications and forge weapons. Once the ox handler has arrived, he will start loading stone and iron onto his animal.

When the beast is fully laden the handler will lead him into the stockpile to deliver the goods, unless of course the stockpile is full in which case they will wait until storage space becomes available. Click on the ox tether to bring up its panel and then right click on the map to set its work area.

Pig Farmer



The pig farmer breeds pigs on the farm and then slaughters them turning them into meat. He then delivers the meat to the royal kitchen for future feasts.

Pitch Ditch



These are trenches filled with flammable pitch. An archer standing close to a brazier can use fire arrows that will be able to ignite it.

Pitch Rig



Pitch can be used both to build pitch ditches and to boil up in the oil smelter for dropping onto your luckless enemy. You can place a pitch rig wherever you spot marshland on the map. Once a labourer arrives he will begin dredging for pitch before delivering it to the castle stockpile.

Poleturner's Workshop



The poleturner works here turning spears and pikes from the wood in your stockpile. After you place your workshop a poleturner will arrive to work here. If wood is available in your stockpile he will go and fetch the required amount and return to start crafting his weapon. When he has finished he will take the weapon to your armoury. If the option to build either spears or pikes is available, clicking on the spear or pike icon will change production to that weapon on the next production cycle.

Wood Camp



Make sure you have wood camps built early on as wood is required in the construction of almost every building. Build them near trees as most of the woodcutter's time is spent travelling between his camp and the tree he is cutting. Three woodsmen work at each camp. Upon arrival a woodsman first finds and then fells the nearest tree. Next he returns with a chopped log to the camp and saws it into planks, finally taking the finished planks to the stockpile. If there is no room in the stockpile, the woodsman will wait outside his camp with the planks until more space is available. You can tell woodsmen to harvest trees in a certain area by clicking on the camp to bring up the wood camp panel and then right clicking on the area of the map where you wish them to chop down trees.

Seal Hole



This farm allows you to make meat. Once the seal farmer catches a seal, he clubs it over the head and takes the meat to the granary.

Siege Camp



Siege Camps are where your engineers build siege equipment for besieging enemy castles. Ensure that they are well protected.

Sign Post



Signposts generally point the way to castles or other features of the land.

Statues



Statues require a store of 'glory', obtained by combat, before they can be built. Once erected, these monuments provide a steady supply of honour points.

Stockpile



All of your resources apart from gold, food and weaponry are stored here. You must build this before any other building. Looking at your stockpile will let you know the rough amounts of goods you have stored, but clicking on the stockpile will bring up a panel to let you know the actual amounts. Here you can also click on a goods type and then use the buy and sell icons to trade the selected good. If you are running out of space, extra stockpiles can be built later, although they must be built close to the original one.

Stone Quarry



This structure allows you to produce stone which is required in the construction of your fortifications. You can place a quarry where you see areas of quarry stone. Once the three quarry workers needed have arrived they will begin extracting and chiselling rock into useable stone blocks, which they place on the quarry structure. Should they run out of space, work will cease until space is available. To use the stone for building you need to transport the stone to a stockpile by building ox tethers.

Tanner's Workshop



This is where your leather armour is produced. After you place your workshop a tanner will appear and begin working on a cows hide. The leather is then treated, sewn into suits of leather armour and sent to the armoury ready for use. If there is no space in the armoury she will wait outside of her workshop until space becomes available.

Vegetable Garden



Vegetables grown here can be placed in the Pantry ready for the next feast.

Vineyard



The Vintner's Workshop is used to make wine from grapes. Wine is stored in the Pantry. Your farmer works here, tirelessly growing and tending to the grapes. When the grapes are ready they are delivered to the stockpile.

Well



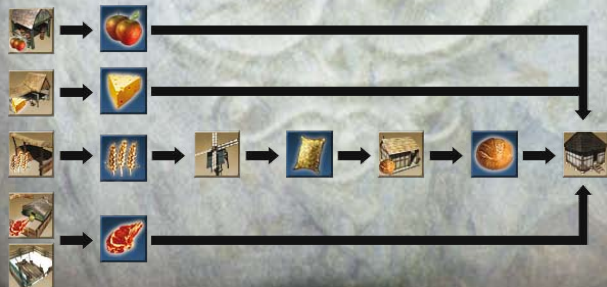
Wells are a necessity to surviving the ever-present danger of fires. When built, a well boy will appear to man the well and keep a watch for fires. If a fire breaks out the well boy will launch into action, dousing the flames with water.

Wheat Farm

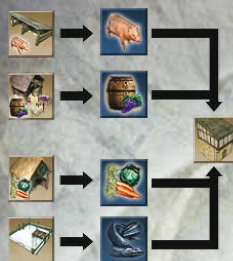


Wheat farms are at the beginning of the most productive food chain. When built, a farmer will arrive to sow, grow and harvest wheat taking it to your stockpile ready to be ground into flour at the mill.

9.3 Food Flow Chart



9.4 Royal Food Flow Chart



9.5 Resource Flow Chart



9.6 Non-Military Characters

Baker



He bakes bread to help feed your people.

Works at:	Bakery
Job:	Baking
Uses Resources:	Flour
Creates Resources:	Bread
Places Resources at:	Granary

Blacksmith



The blacksmith is usually a quiet and reserved gentleman. Unfortunately he has a rather short fuse and has a tendency to burst into fits of rage without notice.

Works at:	Blacksmiths workshop
Job:	Creates sword and mace
Uses Resources:	Iron
Creates Resources:	Sword and Mace
Places Resources at:	Armoury

Brewer



She brews the ale for your inns. The brewer has a problem focusing and walking straight. She regularly tastes what she brews and gets into trouble for shouting slurred insults at strangers in the street.

Works at:	Brewery
Job:	Brewing Ale
Uses Resources:	Hops
Creates Resources:	Ale Kegs
Places Resources at:	Stockpile

Chandler



He sees his work as an art form and takes utmost pride in giving light to everyone.

Works at:	Chandler workshop
Job:	Making candles
Uses Resources:	Wax
Creates Resources:	Candles
Places Resources at:	Stockpile

Farmer (Apple)



These lowly citizens tend to your orchards. They enjoy grumbling about their poor treatment and have a bitter dislike for town folk.

Works at:	Orchard
Job:	Growing Apples, Delivering Apples
Creates Resources:	Apple
Places Resources:	Granary

Farmer (Chicken)



The chicken farmer spends his whole day chasing after birds. His favourite variety is the white tipped brown wing.

Works at:	Chicken Farm
Job:	Rearing Chickens
Creates Resources:	Meat
Places Resources at:	Granary

Farmer (Dairy)



The Dairy Farmer tends to the cows, turning their milk into cheese. His favourite pastime is complaining about the price of goods at the market.

Works at:	Diary Farm
Job:	Tending Cows, Making Cheese
Creates Resources:	Cheese
Places Resources at:	Granary

Farmer (Eel)



The Eel Farmer spends his time putting out nets to try and catch his slippery prey. He isn't popular around the castle due to the fishy smell, which follows him around.

Works at:	Eel Pond
Job:	Catching Fish
Creates Resources:	Fish
Places Resources at:	Castle Kitchen (Pantry)

Farmer (Pig)



The Pig Farmer raises pigs, and then slaughters them before taking them over to the Pantry where they will be cooked and prepared for the table at the Lord's feasts.

Works at:	Pig Farm
Job:	Raising Pigs, Creating Royal Meat
Creates Resources:	Meat
Places Resources at:	Castle Kitchen (Pantry)

Farmer (Seal)



Seal clubbing might not be to everyone's taste but the seal clubber is a true professional. Quick and painless is his preferred technique.

Works at:	Seal Hole
Job:	Clubs Seals
Creates Resources:	Meat
Places Resources at:	Granary

Farmer (Wheat)



The Wheat Farmer grows the wheat, which is used to make flour in the mill. He enjoys his job immensely, especially when the weather is good.

Works at:	Wheat Farm
Job:	Growing Wheat, Delivering Wheat
Creates Resources:	Wheat
Places Resources at:	Stockpile

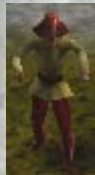
Fletcher



He crafts bows and crossbows for your troops. The Fletcher regularly invites people around for tea so he can tell them all about his bad leg.

Works at:	Fletchers Workshop
Job:	Creating Bows and Crossbows
Uses Resources:	Wood
Creates Resources:	Bows, Crossbows
Places Resources at:	Armoury

Gardener



The gardener collects the best foods from the ground for the Lord and his noble guests. He is a firm believer in talking to plants and once won top prize in a carrot-growing contest.

Works at:	Vegetable Garden
Job:	Collecting Vegetables
Creates Resources:	Vegetables
Places Resources at:	Castle Kitchen (Pantry)

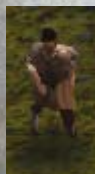
Iron Miners



They work long hours underground, smelting and delivering iron. Iron miners are cold-hearted individuals with a bleak outlook on life and it can prove difficult to break through their hardened exteriors.

Works at:	Iron Mine
Job:	Mining Iron
Creates Resources:	Iron
Places Resources at:	Ox Tether

Mill Boys



These young lads rush wheat to your mill, hastily grind it up then quickly deliver the flour. Mill boys seem to have an endless supply of energy.

Works at:	Mill
Job:	Grinding Wheat
Uses Resources:	Wheat
Creates Resources:	Flour
Places Resources at:	Stockpile

Peasants



They spend their days sitting outside the keep and chatting, waiting and hoping for a job.

Pitch Diggers



These people extract pitch from the surrounding marshland. Unfortunately, working in this environment has had an adverse effect on their sense of smell, so pitch workers have an even bigger personal hygiene problem than your average medieval citizen.

Works at:	Pitch Rig
Job:	Collecting Pitch
Creates Resources:	Pitch
Places Resources at:	Stockpile

Poleturner



The poleturner spends his days contemplating the meaning behind a spinning piece of wood and comes across as a subdued introvert but is in fact the wisest character in the game.

Works at:	Poleturners Workshop
Job:	Creating spears and pikes for your troops.
Uses Resources:	Wood
Creates Resources:	Spears and Pikes
Places Resources at:	Armoury

Stone Masons



They work in the quarry cutting and carving stone. Some say they have their own mysterious society where masons indulge in a sacred ritual known as trouser leg rolling.

Works at:	Stone Quarry
Job:	Cutting Stone
Creates Resources:	Stone
Places Resources at:	Ox Tether

Seal Clubber



This worker will club the poor helpless seals, cut them up into meat and then transport the meat to your granary for the peasants to eat.

Works at:	Seal Holes
Job:	Clubbing Seals
Creates Resources:	Meat
Places Resources at:	Granary

Tanner



She is a strong willed woman with strong hands to sew cow hides into attractive leather garments for you soldiers to wear. The tanner has an abrasive manner about her, which is coupled with an exceptionally dominant personality.

Works at:	Tanners Workshop
Job:	Creating Leather Armour
Creates Resources:	Leather Armour
Places Resources at:	Armoury

Woodcutter



They cut down trees and then saw them into wood before taking it to the stockpile.

Works at:	Woodcutters camp
Job:	Chopping down trees, sawing wood, delivering wood.
Uses Resources:	Trees
Creates Resources:	Wood
Places Resources at:	Stockpile

9.7 Hotkeys

The hotkeys which open the panels, such as the granary, barracks, etc will display the panel wherever you are on screen the first time you press that key. The second time you press the same key you will be centred over that building.

Pause Game: P

Scrolling around the map: S, W, A, D and Cursor keys.

Zoom in & out of map: Spin mouse wheel forwards or backward or use R & F

Rotate map: Hold down the middle mouse button and move the mouse or use Q & E.

Rotate Buildings: With building selected, spin mouse wheel forwards or backward, or use R key

Top Down View: Spacebar

Interface Panel On/OFF: TAB

Adjust game speed: + / - (Numeric Keypad)

Screenshot: ALT & Q

Keep: K

Granary: G (Opens the Granary panel but does not return to the Granary)

Barracks: B (Opens the Barracks panel does not return to the Barracks)

Legendary Troops: N (Opens the Legendary troop panel, such as the round table or sorcerer's tower)

Market: M (Opens the Market panel)

Siege Camp (Cycle): J (Cycles through all your available siege camps)

Cycle Estates: (Period Key) <Numeric Keypad>
(Cycles through your estates)

Locate your lord: L

Cycle through all lords: SHIFT & L

Grouping Troops: Select a group of troops and press CTRL & 0 to 9 and then press 0 to 9 to locate them.

Setting Up Multiple Waypoints: Hold down SHIFT and left click.

Bookmarking Locations: CTRL + ALT + 0 to 9: Pressing CTRL + ALT + 0 to 9 creates a bookmark of the current location on the map. Press ALT and the appropriate number to return to this location.

Unit selection: Units can be added or removed from a selection by holding down the SHIFT key then left clicking on them. Multiple units can be added to a selection by holding down the SHIFT key and dragging a box around them. Double clicking on a unit will select all of that unit type visible on the screen.

Select Units of Same Type: Double-click on a troop to select all units of the same type visible on screen.

Select Single Thickness of wall: Z

Select Double Thickness of wall: X

Select Triple Thickness of wall: C

Linked Walls: V or Middle Mouse Button (Hold down while placing walls)

Multiplayer Commands

Chat: ENTER

Taunt: F1 to F12

GAME CREDITS

Game Design
Simon Bradbury

Executive Producer
Eric Ouellette

Producer
Paul Harris

Game Programming
Andrew Prime
Will Wilson
Phil Busuttill

Graphics Programming
Andrew McNab

Additional Graphics & FX Programming
Warrick Buchanan

Multiplayer Programming
Will Wilson
Andrew Prime

Additional Game Programming
Simon Bradbury

Lead Artist
Robert Thorneley

3D Artists
Jorge Cameo
Joao Pires
Darren White
Kemal Kemal

2D Artist
Jason Juta

Narrative
Rhianna Pratchett
Simon Bradbury

Audio Director
Robert L. Euvino

Sound Design
Robert L. Euvino
Jason Downs

Original score composed by
Robert L. Euvino

Quality Assurance Manager
Darren Thompson

Firefly Testing
Stephen Pomphrey
Niall Benzie
David Robertson

Additional Design
Eric Ouellette
Casimir C. Windsor

Game Research
Darren Thompson

Scenario Design
Simon Bradbury

Scenario Creators
Simon Bradbury
Eric Ouellette
Paul Harris
Darren Thompson
Casimir C. Windsor
Stephen Pomphrey
Niall Benzie
David Robertson

Manual Writer
Darren Thompson

Manual Contributors
Niall Benzie
David Robertson
Stephen Pomphrey

Manual Map Editor Section
David Robertson

Speech Writing
Rhianna Pratchett
Simon Bradbury
Casimir C. Windsor

Voice Casting and Direction
Robert L. Euvino
Simon Bradbury
Eric Ouellette

UK Voice Recording
Babel Media

Audio Manager (Babel Media)
Adam Chapman

Voice Actors (UK)
Anthony Mulligan
John Tearney

Gerry Kersey
Luis Soto
Jonathon Kidd

Alex Kelly
Stephanie Gerra
Chris Kent
Raymond Greenoaken

Voice Actors (US)
Jason Downs
Ian Worpole
John Froude
Chris Karczmar
Steve Boergadine
Nicole Quinn

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Cathy De Usouz (Celtic Harp)
Lori Wilner (Vocals)

Lydia Pidlusky (Vocals)

Webmaster
Phil Busuttill

Website Graphics
Jason Juta

Motion Capture Studio
Access Mocap

Access Mocap Engineers
Andy Cousins
Adam Vanner

Mocap Actors
Pete Beebee
Darren White

Special thanks to
Darrin Horbal
Megan Ouellette
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PUBLISHED BY 2K GAMES

2K Games International

General Manager
Neil Ralley

International PR Director
Markus Wilding

International Marketing Director
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International Product Manager
Ben Wyer-Roberts

Licensing Director
Claire Roberts

2K Games International Development

Development Manager
Fernando Melo

Producer
Simon Picard

Development Team
Dan Bailie
Denby Grace
Mark Ward
Sajjad Majid
Wayne Boyce

Localisation Manager
Scott Morrow

Localisation Teams
Around the World
Effective Media GmbH
Synthesis International Srl
Synthesis Iberia

2K Games International QA

QA Manager
Chris Rowley

QA Supervisor
Dom Giannone

QA Localisation Supervisor
Iain Willows

Mastering Engineer
Wayne Boyce

Lead QA Technician
Alex Cox

QA Technicians
Denver Cockell
Natalie Holkham
Iain Moore
Arsenio Formoso
Michael Bunning
Rob Jenkins
Russell Keawpanna
Kephu Nguyen

QA Localisation Technicians
Alessandro Cilano
Karen Rodriguez Anadón
Marco Anguioni
Nicolas Adam
Pascal Geille
Raul Garcia
Sebastian Frank

European Publishing Team

Adrian Lawton
Alexander Harlander
Ana Lafuente
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Game Analysts
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Paul Crockett

Production Manager
Jack Scalici

Special Thanks
Marc Berman
Bob Blau
David Boutry
Ryan Brant
Alice Chuang
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David Edwards
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David Gershik
Megan Henretta
Jenn Kolbe
Susan Lewis
Jerry Luna
Xenia Mul
Tim Perry
Drew Smith
Nan Teh
Natalya Wilson
Peggy Yu
Miriam Mcinnis
Jay Boor
Bob Greifeld
Ting Lau

2K West

QA Director
Lawrence Durham

PD Coordinator
David Barksdale

Test Lead
Greg MacCauley

Test Senior
Daniel Eguia

Standards Lead
Michael Greening

Standards Team
Paul Diaz
Andrew Garrett
George Soluk

Test Team
V. Garrett Bittner
Phoenix P. Cross
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United Kingdom

Post Take-Two Interactive Technical Support
 Unit A, Sovereign Park
 Brenda Road
 Hartlepool
 TS25 1NN

Telephone (0870) 1242222 / calls charged at the national rate
 (7 days a week from 8am to 10pm (GMT) excluding bank holidays)

Fax (01429) 233677

E-mail take2@europesupport.com
 tech.support@take2europe.com

Website www.2kgames.com
 www.take2games.co.uk

Nederland / België

Nederland 0900-2040404 (EUR 0,70ct p/m)
België 0902-88078 (EUR 0,74ct p/m)

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