Majesty®: Gold Edition

Front Manual Cover
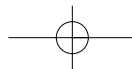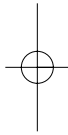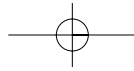
TABLE OF CONTENTS

REQUIREMENTS AND INSTALLATION

You can't start playing until you install the game. Here's how.

SYSTEM REQUIREMENTS

Before you can install the *Majesty: Gold Edition* game and start playing, check this list to make sure that your computer has everything you need:

Operating System:	Windows® 95/98
Processor:	Pentium® II 233 MHz or higher
Memory:	32 MB RAM (64 MB RAM recommended, 128 MB for 3-4 player games)
Hard Disk Space:	600 MB Free (minimum install)
CD-ROM Drive:	4X Speed or faster
Video:	SVGA video card with 2 MB video memory*
Sound:	Sound card*
DirectX®:	DirectX® version 7.0 (8.0a included) or higher
Modem:	28.8 kps (28,800 baud) for modem/Internet play (56 kps recommended)
Internet Access:	Required for Internet play

These devices should be compatible with both Windows® 95/98 and DirectX® version 7.0 or higher.

INSTALLING

If you have all of the required equipment, then it's time to install the game. To do so, follow these instructions:

• Turn on your computer (Windows® 95/98 should load automatically).

• Open the CD-ROM drive, place the *Majesty: Gold Edition* CD in it, and close the drive.

• This is a Windows® "AutoPlay" CD-ROM. That means that just putting the disc in the drive for the first time starts up the installation program.

If AutoPlay Doesn't Work

If the AutoPlay feature does not work when you put the CD in the drive, here's how to start the installation program yourself:

• Double-click your "My Computer" desktop icon.
• In the window that opens, double-click your CD-ROM drive (it's usually the D drive).
• In the list that appears, find a file named setup.exe and double-click it.
• The installation program should begin.

• Click the **Install** button to continue. (If you change your mind at this point, close the window to exit.)

• Follow the on-screen instructions to install the game. The installation program copies some files to your hard drive from the CD-ROM, then adds **Infogrames Interactive/***Majesty: Gold Edition* to the programs in your Start menu.

• *Majesty: Gold Edition* requires DirectX® 7.0 or higher in order to run. If you do not have this already installed on your computer, click **Yes** when asked if you would like to install it.
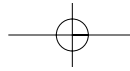
PLAYING

Once the automated installation and setup are complete, the game is ready to play. To start:

• Make sure that the CD-ROM is in your drive.

• Now simply click on the **Play Majesty: Gold Edition** button when the title box appears. Alternatively (if the box doesn't appear), you can click the Windows® **Start** button, then choose **Programs/Infogrames Interactive/ Majesty: Gold Edition** and then select **Play Majesty** or **Play Majesty: The Northern Expansion** to run the game.

UNINSTALLING

If you decide to remove *Majesty: Gold Edition* from your computer, follow these easy instructions.

• Click the Windows® Start button.

• Select Settings, then Control Panel.

• In the Control Panel window, double-click on **Add/Remove Programs**.

• Select *Majesty: Gold Edition* from the list of programs and click the **Add/Remove** button.

• Follow the on-screen instructions to remove the game from your hard drive.

Note that the uninstall procedure does not remove files you've created — things like saved game files. You can delete these leftover files manually, or keep them if you intend to reinstall the game later.

6

THE README FILE

The *Majesty: Gold Edition* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. To view this file, click the Windows® **Start** button, the **Programs** menu, the **Infogrames Interactive** sub-menu, then **Majesty: Gold Edition**. Finally, click the **ReadMe** option. You can also get to the ReadMe file by double-clicking on it in the *Majesty: Gold Edition* folder on your hard drive.

MAJESTY®

WELCOME TO ARDANIA

Majesty offers you the throne of a fledgling kingdom in a fantastic world. As ruler, you make all the decisions that steer your kingdom — one of many in the land of Ardania — toward rise or ruin.

Ardania is a land both majestic and ancient. It is filled with a variety of peoples, and its wilderness is ripe with strange creatures — some curious, many deadly. The magic that flows through this land both enriches and complicates the lives of its inhabitants. From the desolate Northern Reaches to the pleasant Central Plains, Ardania is a land of shifting aspect. Many forces are at work here, and where magic is involved, there are few limits to what is possible. This tendency toward constant change comes at a high price; Ardania is a land without unity. While some kingdoms share relations and have established treaties, these, too, tend not to last. Ardania is without a central authority, making it a land of danger and uncertainty.

7
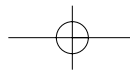
This is the arena in which you must operate. Some might consider this land unstable and dangerous, but for a ruler who thrives on the elements of uncertainty and expected change, it can be a land of unending fascination.

A SINGLE THRONE & MANY PATHS

"So you think you are a worthy sovereign, eh?"

I was unsure of how to reply to the old seer's unexpected challenge. My vassals were commanded to wait outside the small dark chamber as Ardania's most famed prophet, Juleck, performed his invaluable services. This left me feeling somewhat vulnerable, especially when faced with such a legendary power.

"I...," my mind stopped spinning and landed on its feet. "That is what I'm here to find out."

"Humph," Juleck muttered. He was one of the most distinctive people I'd ever met. His lean, swarthy face was all angles. It looked as if it had been carved from stone. While his age showed clearly in his features, he moved with lithe precision about his disheveled hut. Piles of arcane oddities were spread on the earthen floor and across wide tree stumps that served as tables.

Juleck's voice was penetrating, effortlessly cutting through the chaff of personality and ego to speak directly to the soul.

"You came here seeking easy answers and obligatory praise. But the future holds little of either for you."

His truth burned me. I could not deny his words, but in speaking them, Juleck continued to cleave away any pretense I'd brought with me.

His eyes locked with mine. They narrowed as his gaze bored into my mind. He stared at me intensely for a few seconds, and then his features relaxed. He had apparently found what he was looking for.

"Very well, young sovereign. Let us begin."

While still staring at me, the seer began reaching behind him and blindly retrieving an assortment of strange items and artifacts from the walls of the small hut. Some animal skins, a fistful of dried sonaba nuts, and a collection of other bits and pieces — trinkets and charms — that I could not identify.

As his hands arranged the gathered items, Juleck started waving his arms about in reflexive ritual. A throaty chant escaped his unmoving lips. With each repeated cycle of sounds, it increased in speed. Faster and faster, until — just as suddenly as he had begun this bizarre exercise — he stopped. His head snapped downward in an inhumanly precise motion. His eyes focused on the cryptically arrayed artifacts before him. He began to speak, his words flowing like a quick-moving spring torrent.

"A sleeping evil awakes within your realm. The dead grow restless in the earth. I see the Lady of Death extending her bony fingers towards your Palace. Beware your aspirations of northern expansion. The bargain that you have struck is no bargain at all! Nothing is gained without risk and investment."

I was prepared for some ill predications, but this, well, how could this be true? I asked, and Juleck replied, "It is what I see. You stand at a crossroads, but there are no easy paths."

We sat in silence for minutes as I absorbed Juleck's counsel. Finally, I asked, "What can I do to prepare?"

"If your heart and mind are one, they will know what to do. How to act. Whose services to call. I sense that you have it in you to rule wisely. It's in your blood.

"I have done all I can. Now, I am tired." His voice trailed with the last statement.

"Your destiny awaits, Sovereign. Go."

RULING YOUR KINGDOM

Ardania offers you many challenges, in the form of preordained quests. Quests are detailed, single-player adventures with many random elements. In addition to the existing quests, you can also create and play your own challenges by generating freestyle scenarios. You'll need to do this if you want to play a multiplayer game of *Majesty*, and you can also play freestyle scenarios as single-player games.

When you begin the game, you go to the Introduction screen. There are several options here. Briefly:

Play Game   Enter an unrecorded name to begin an entirely new game, or enter a recorded name to choose a new quest to pursue as that sovereign. You can choose this option by clicking on either the *Play Game* button or the magical **Map** lying on the table.

Load Game   To reload a game you previously saved, click on either the *Load Game* button or the treasure **Chest**.

Multiplayer   To set up and play a multiplayer *Majesty* game, click on either the *Multiplayer* button or the **Window** to the open countryside.

Adjust Levels   If you want to modify the volume settings for the game music and other sounds, click on either this button or the **Horn** hanging near the window.

Credits   To see the names of the people who worked so hard to bring you *Majesty*, click on either the *Credits* button or the open **Book** on its stand.

Cinematics   This option re-plays the opening movie. You can choose this by clicking on either the *Cinematics* button or the battle **Painting** hanging on the wall.

High Scores   To view the best scores on each quest (measured by several different parameters), click on either the *High Scores* button or the glittering **Chalice** behind the lit candles.

Exit Game   To close *Majesty* and go back to real life, click on the *Exit Game* button or the **Candles.**

The most interesting choice right now is lying flat on the table. To look over the possible quests, click the **Map** (or the *Play Game* button). Before you can see the quests, you must enter a name for yourself. This is the name under which your scores and successes will be recorded, so feel free to be creative. Once you've entered a name, click the *Accept* button to move on.

Accepting the Crown

The great hall of my family's Palace was alive with the chatter of two score nobles and nearly as many servants. I had never seen our fair Palace more alive than on this, my coronation day. While I understood that it was an occasion of great celebration, the extent of the festivities still surprised me.

The hall had been proudly adorned in the colors of my family. Bright banners bearing our hawk and sunburst crest hung from the highest beams of the lofty ceiling. The great hall was filled with representatives from every one of our village's guilds, as well as dignitaries from communities all over Ardania — from the Valmorgens of the Central Plains to Celdorinii from the furthest tip of the Western Provinces. Along the boundaries of the space, the Palace Guards stood silent vigil in their red tabards, halberds polished to a mirror-like sheen and held in the formal position of salute.

The coronation was a solemn occasion. My mother elected to step down from the throne and pass the crown to the next generation. In her wisdom, she chose to make sure that she was present for the transition of power in order to help shepherd the next reign toward the goals that were so important to her. While the popularity of my mother's rule lent a bittersweet edge to the rite, the revelry that followed made it clear that my subjects gave me their full support as the caretaker of their hopes and dreams for the future.

From the great hall, we adjourned to the courtyard, where the mood quickly changed from solemn to celebratory. The yard was filled to overflowing with tables full of rich foods, skilled performers from around the realm, and joyous visitors dressed in bright finery. The function lasted through the remainder of day and well into the evening.

So engrossed was everyone in the festivities that few took notice of the sudden agitation of the Palace Guards atop the wall. Across the courtyard, I caught the Captain of the guard taking my Royal Advisor aside for a brief few seconds. Once they were done, the Captain quickly returned to his men on the walls, while the Royal Advisor made a direct course towards me.

It was then that I first heard my Advisor utter a phrase which would become all too familiar before long.

"Forgive the intrusion, Your Majesty, but a situation has arisen..."

The celebration was over, and the responsibilities only beginning.

CHOOSING A QUEST

Having clicked the map on the table and entered your name, you are now at the Quest Selection map. This is a magical map of Ardania, on which the nineteen potential quests are marked with special icons. When you move your mouse cursor over one of these icons, the name of the quest appears in the title bar at the top of the map. Note that the map is larger than the screen. To reveal the portions of the map that are out of sight, move your cursor to the edge of the screen; the map will scroll to show you more terrain — and more quests.

Quests come in three difficulty levels: Beginner, Advanced, and Expert. You're welcome to try any of them, regardless of your experience, but don't say you weren't warned. Once you have successfully completed a quest, a star is added to the map next to that quest's icon. (If, for some reason, you wish to reset the game so that you have no completed quests, click the *Erase Victories* button.) Note that you can replay a completed quest, and the random factors will make it a new challenge each time.

Some of the quests are not available when you first begin a new game. The corresponding locations are represented by question marks. These are hidden quests — challenges that are revealed only after you have completed certain other quests. The prerequisites for a hidden quest are listed in the title bar, and those pre-requisites you have already completed are grayed out.

To choose a quest, simply click on its *icon*. (If you decide not to select a quest at this time and would rather return to the Introduction screen, click the *Cancel* button.) Once you've chosen, your Royal Advisor briefs you on the situation and the story surrounding that quest. Next, you get a boiled-down outline of your goals. When you've read this, click the *Continue* button.

Majesty includes a map generator that creates a new, different map for every quest each time you play it. When you click *Continue*, you generate your map.

THE SOVEREIGN INTERFACE

Before we get into the day to day business of ruling your kingdom, we must digress for a moment to explain what you see on the screen. The Sovereign Interface is a set of magical tools that help you to be everywhere and control nearly everything in your realm. Like any tools, however, they're of no use to you if you don't understand what they're for.

A. Treasury	I. Tracking Window
B. Mini Map	J. Tracking Buttons
C. Terrain Toggle	K. Time
D. Map Toggles	L. Title Bar
E. Palace Button	M. Main Map
F. Control Window	N. Message Scrolls
G. Spell Bar	O. ToolTip Bar
H. Spell Bar Toggle	P. Options
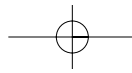
Main Map

This is the window in which all of the action and most of your royal acts take place. It gives you the best overall view of your characters, buildings, and foes.

Map Toggles

These buttons control the view in the Main Map. You can zoom the view in or out, and you can choose to display or hide the hit point bars and character names.

Message Scrolls

These handy notices serve many purposes. Click on any Message Scroll to see the message it contains. In Beginner quests, these are often tips to help you better understand the game. Scrolls can also convey important information about the current quest and the characters and events behind it.

Title Bar

This shows the name of your current quest. Click on the Title Bar to see the goals of this quest.

Treasury

This number indicates how much gold your treasury currently holds.

Time

Your elapsed time in game days is displayed here. This indicator is particularly important during timed quests.

Mini Map

The entire quest map is displayed in this little window, though not in much detail. Characters and buildings are represented by colored dots. The white rectangle represents the area your Main Map is currently showing, while the blue rectangle indicates the focus of your Tracking window. Click anywhere in this map to refocus the Main Map on the area you clicked. Right-click in the same way to pick the focus of your Tracking window.

Terrain Toggle

Click this to switch the display of terrain types on the Mini Map on and off.

Palace Button

This button is a handy shortcut; click it to quickly select your Palace as the active building. Even if your Palace is out of view, its functions become available in the Control window. You can double-click here to zoom the Main Map to the Palace (and make the Palace the active building, as well).

Control Window

Other than the Main Map, this feature provides a ruler with the most varied and important functions. The information displayed in the control window changes depending on what building, character, or other item you have selected. For example, if a building is selected, that is the *active building*, for which (if it is under your control) you can give orders. The detailed descriptions of how to use the various contents and functions of the Control window are in the sections throughout this manual, especially **Using Buildings** and **Your Heroes**.

Tracking Window

This window is used to watch the activities of specific heroes, buildings, or ocations. Like a scrying spell, it follows and stays focused on whatever you choose. This can be handy for keeping an eye on key areas, monsters, and so on.
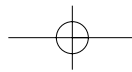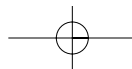
Tracking Buttons These give you greater control over what's displayed in the Tracking window by letting you scan through all the things of a specific type. The options include reward flags, heroes, henchmen, and buildings; plus, since these buttons are additive, you can select to scan any combination of types. Click the button that corresponds to the type of thing you want to select, then use the right and left arrows at the bottom of the Tracking window to scan through them. You can also click the *Auto-scan* button to have the Tracking window cycle through them for you.

Spell Bar All of the possible Sovereign spells are represented as icons on this bar. Those you can currently cast are highlighted. Clicking an icon readies the spell and changes your cursor. Now, clicking on a unit or location in the Main Map or Tracking window casts the selected spell. When you're done, right-click to leave spell casting mode.

Spell Bar Toggle This controls whether the Spell Bar is displayed.

Tool Tip Bar As you run your cursor over the various parts of the interface, this area displays information on what you're pointing to and context-sensitive help text. Error messages and chat messages are shown just above this bar.

Options Button Takes you to the Options menu. The helpful features there include:

• **Save Game:** Lets you store your quest in progress for future play.

• **Load Game:** This is how you play those saved quests-in-progress.

• **Restart:** Scrap all your progress in the current quest and start over from scratch.

• **Main Menu:** Return to the Introduction screen.

• **Game Info:** Review the goals of the quest.

• **Adjust Levels:** This not only lets you control the various volume levels (like the Horn on the Introduction screen), but also provides control over the game speed and the Fast Scrolling map option.

• **Quit Majesty:** Exit the game completely.

• **Resume Play:** Go back to the quest in progress.

Last but not least, here are a few important ways you can use the mouse:

• Right-click anywhere on the screen where right-clicking has no function. This cancels your current action-in-progress and deselects the current selection (unit, building, or whatever).

• Double-click in an appropriate place to set a Reward Flag.

• Double-click on an existing Reward Flag to remove it.

• Double-click on a Message Scroll to dismiss the scroll.

• Double-click on a Gravestone to get rid of it.
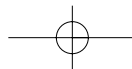
KEYBOARD SHORTCUTS

The mouse is a perfectly sensible way to control your kingdom, but you can respond to challenges more quickly if you learn the keyboard shortcuts (also called "hot keys"). These allow you to execute actions in one motion that might otherwise require multiple mouse clicks. *Majesty* has two kinds of shortcuts: *dedicated*, which you cannot change, and *customizable*, which you can modify to suit your particular needs.

All of the following are *dedicated* hot keys:

[Enter] In a multiplayer game, this turns on the Chat feature. Pressing [Enter] after you've finished your chat message sends the message and exits chat.

Important Note

Infogrames Interactive does not monitor, control, endorse, or accept responsibility for the content of text or voice chat messages transmitted through the use of this product. Use of the chat function is at your own risk. Users are strongly encouraged not to give out personal information through chat transmissions.

Kids, check with your parent or guardian before using the chat function or if you are concerned about any chat you receive.

Arrow keys   These move ("scroll") the map view.

[Spacebar]   While any enemy is selected, the [Spacebar] places an Attack Flag on that enemy. If that enemy already has an Attack Flag, however, pressing the [Spacebar] removes the flag.

[F1]   Makes your Palace the active building.

20

[F9]   Toggles the display of unit names on and off.

[F10]   Toggles the display of hit point bars on and off.

[F11]   Toggles the Main Map between the levels of zoom.

[F12]   Toggles the display of terrain textures in the Mini Map.

[Esc]   Opens the Options menu.

There are some other dedicated keys that are available depending on what's in your Control window. These hot keys generally correspond to the highlighted letters on buttons and other controls. For example, the letter 'B' on the *Build* button tells you that [B] is the hot key alternative to clicking the button. For a complete list of the keyboard shortcuts in *Majesty*, please refer to the *Appendix*.

The *customizable* hot keys are those you can program to perform repetitive tasks quickly and efficiently. These come in two types: the *Spell* keys and *Focus* keys.

Spell keys   You can assign each of the number keys (0 through 9) to a specific Sovereign spell. Select a spell from the Spell Bar, then press the [Ctrl] key and the number you choose. The next time you press that number key, the spell you associated it with is instantly selected (it is not cast, of course, until you select a target).

Focus keys   You can assign the function keys [F2] through [F8] to any unit or location in your kingdom. Select a unit or center the Main Map on a location and make sure that no unit is selected. Next press [Ctrl] and the function key you choose. The next time you press that function key, the associated unit (if any) becomes selected and appears in the

21

Control window. If you press ⇧Shift and the hot key, you both select the unit (if any) and center the Main Map on the assigned unit or location. Pressing Alt and the hot key selects the associated unit or location and centers it in the Tracking window.

RULERSHIP IN A NUTSHELL

The details are important, but for the details to make sense, it helps to have an understanding of the broad strokes — an overview of the process of running the kingdom. That's what this little section is, a brief look at the big picture.

Your first action in most quests should be to construct buildings. Guilds and Temples are the heart of your kingdom. From these buildings, you recruit the heroes you need to accomplish the goals of the quest. To begin building, click on your Palace, the seat of your power. It becomes the active building, which means that the Control window shows the Palace and the controls appropriate to it.

The *Buildings* button is what you use to begin construction of a building. Click it, then select a building, then click the *Build* button. Now, you're dragging an outline of the potential building as your mouse pointer. Click in the Main Map to place it anywhere you like — except that if the outline is circled in red, you're in a bad spot. Move to a place where the circle is green, then try it. When you place a building, a construction site appears. The building is gradually assembled either by Peasants (who come from your Palace), magical energies, or industrious heroes such as Gnomes or Dwarves.

Once you've built a Guild or Temple, you can start to recruit *heroes*. To recruit a hero, select the appropriate building, then click the *Recruit* button. When the hero arrives, they immediately start adventuring.

22

As is true of any ruler, you cannot control your subjects directly. All of your kingdom's heroes have minds of their own, and they act according to their own priorities and goals. You can, however, motivate them to do what you want them to do. To guide your heroes, you rely on tools called *Reward Flags*. Reward Flags are bounties that you set on monsters, buildings, or — in some cases — heroes. These flags come in two types: Attack and Explore. One merely specifies that you want some hardy soul to reach the place where the flag is set, and perhaps collect something there. The other is a price on the head (or hearth) of the monster (or building) you've marked. You create flags using the Palace Control window. Click the *Rewards* button to try it. You determine both what the reward is for and the amount of the reward.

There are twenty-two spells potentially at your disposal; you gain access to them by building specific structures: Wizards Guilds, Temples, and such. With these spells, you can aid your heroes in their endeavors. As you build and upgrade more Guilds and Temples and such, more spells become available.

Constructing buildings, recruiting heroes, placing rewards, and casting spells all cost gold. You begin each quest with gold in your treasury. (The amount is shown at the top left of your screen.) As you do these things, this total steadily drops. Before it hits bottom, you need to gather more through your kingdom's economy. Heroes gain money for killing monsters or fulfilling reward flags. They might also find gold in treasure chests. Eventually, your heroes return some of this money to their home Guild or Temple. Commerce buildings like the Blacksmith and Marketplace make money in other ways, like selling improved or additional equipment to your heroes.

23

Any gold stored in a building is fair game for an enter-prising monarch. Your Palace employs Tax Collectors, who travel from building to building, collecting your share of the profits these structures have made. The Tax Collectors then return to the Palace or to a nearby Guardhouse and add the collected funds to your treas-ury. This money allows you to continue building, recruiting, casting spells, and setting rewards. (Be warned: monsters can kill your Tax Collectors.)

SOVEREIGN'S TIP
To help reveal the ter-ritory around your kingdom quickly and economically, choose a Rangers Guild as your first building. Rangers will naturally set out to explore the unre-vealed regions of your kingdom.

Those are the basics. If you'd like to try rul-ing with this little infor-mation, Ardania is waiting. If you'd prefer to be armed with more detailed information about how to wisely rule your kingdom, please read on.

YOUR PALACE

Your Palace is the heart of your kingdom, from which you control most of your kingdom's major functions. It's also the source of and home for most of your henchmen — Peasants, Tax Collectors, and their ilk. These tenacious characters appear in your realm of their own accord and spend their days taking care of the mundane maintenance of your realm; adventuring is left to the heroes. There is a limit to how much gold the Palace can generate each economic cycle, and buildings without cost multipliers no longer add to the palace's automatic income. A final warning: if your Palace is ever destroyed, you immediately fail the quest.

24
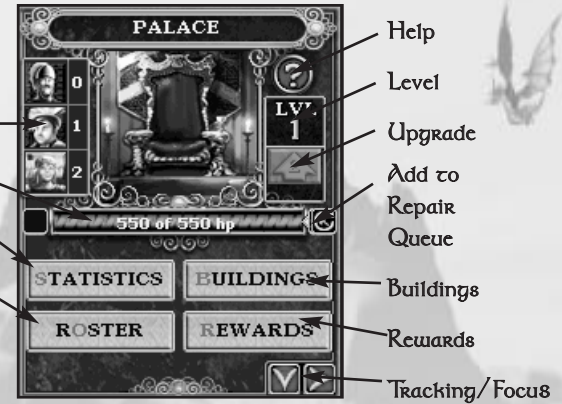
When the Palace is selected as the active building, the Control window includes:

Henchmen
Each Palace has the potential to support three classes of henchmen: Tax Collectors, Peasants, and Palace Guards. The number of henchmen supported by a Palace increases as the Palace is upgraded. These indicators tell you at a glance how many of each type your Palace is currently support-ing. Click on any of these to go to the Henchmen portion of the kingdom roster.

Hit Point Bar
This shows the structural strength of your Palace in terms of "hit points" remaining. This number falls as the Palace takes damage and rises as it is repaired or upgraded.

Statistics
Click this button to see a statistical overview of the key events in your quest so far. The report covers riches, build-ings, heroes, vice, and danger. It's quite useful for giving you a sense of what you've accomplished to date.

25

Roster

This button takes you to a screen that lists and allows you to quickly select from all your heroes, henchmen, and buildings. Buttons at the top of this list let you control which type is the focus. Other controls at the bottom let you sort the list by type, alphabetically, or by level.

Building Level

This indicator displays the current level of your Palace.

Upgrade

This is what you use to order your Palace upgraded to the next level. (There are three possible levels.) The *Upgrade* button is a feature common to many buildings, but the Palace has its own set of unique upgrade requirements. To raise your Palace to level two, you need sufficient funds and four living heroes. To upgrade it to level three requires a total of twelve living heroes (along with sufficient gold). The amount of gold required to upgrade to the next level is shown on the button — in red if you can't yet afford it.

Tracking/Focus

Click the down arrow to put your Palace in the Tracking window. The right arrow focuses the Main Map on your Palace.

Rewards

This button takes you to the controls for placing Reward Flags. These are discussed in greater detail in the section *Placing Flags*.

Buildings

Use this button to order your subjects to construct a new building. This is discussed in greater depth in the section *Constructing Buildings*.

Repair Queue

With this toggle button, you determine whether or not your Peasants should repair your Palace, should it be damaged.

Help

The Palace Help feature gives you a brief overview of its function and abilities, as well as some insightful back ground information.

CONSTRUCTING BUILDINGS

SOVEREIGN'S TIP

There are three ways to select your Palace and make it the active building:

- Click on it in the Tracking window or Main Map,
- Click the *Palace* button,
- Press the keyboard shortcut F1 .

The first step in trying to accomplish your quest goals is to start building up your kingdom. Without Guilds and Temples you cannot recruit the heroes necessary to complete your quest. Through the construction of support buildings, you can offer these heroes the chance to better equip and train themselves for the hostile regions of Ardania.

Every quest begins with, at the very least, your Palace on the map. The Palace is your key to constructing all the other major structures you'll need. Select it, then click the *Buildings* button in the Control window. The list that appears includes all the buildings currently available

for construction. (A toggle button lets you view *all* the buildings that might become available throughout the quest.) Those you cannot yet afford to build have their cost listed in red.

To order the construction of a building, select it from the list, then click the *Build* button. (You can also simply double-click the name of the building.) Now, your mouse cursor represents the outline of the construction site. Drag it over the Main Map to the place you want to put this building. As you're moving the cursor around to find a location, a few things become apparent. First, your potential construction site has a circle around it. This circle indicates the building's *construction buffer*. This buffer area provides extra room beyond the walls of all buildings, allowing characters to travel between them. Also notice that any buildings already placed on your map show their buffers — the total area they take up on the map — as a similar circular highlight.

If the image of your new building is red, this means that you are over an area that is illegal for construction. Either there is an overlap between an existing building and the construction buffer of the building you are placing, or there's overlap between your new building's buffer and the dark, hidden map area. Also, some buildings, like Trading Posts, cannot be placed too close to others (like Marketplaces). Some, like Wizards Towers, must be placed within a certain range from an existing structure (a Wizards Guild). All of these special placement rules are explained in the building entries in the *Reference* section.

If you run into problems placing a building, try moving it to new locations until it's no longer red. Note that hills and other terrain objects (such as trees and rocks) do not obstruct the placement of your building. If there isn't any available space for you to place the building, you can quit trying by right-clicking anywhere. Your heroes will need to explore further to clear room for the construction.

When you do find a suitable location, click to place the building. Peasants automatically come to the construction site and start to assemble your chosen structure (or magical energies carry out the process, if the building is wizard-related). The more workers at the site, the faster the construction occurs. When you place the construction order, the cost of the building is immediately deducted from your treasury. The first building of a type that you build is always the cheapest. Once you start building multiples of any given building type, the successive duplicates normally become more and more expensive to construct. (There are exceptions to this rule, like the Wizards Tower.)

SOVEREIGN'S TIP
When you place your buildings, it's wise to keep in mind how their locations affect your kingdom overall. For example, if you spread your buildings out too widely, they can be harder to defend, and your Tax Collector takes longer to complete his rounds. However, some buildings, like Inns and Trading Posts, need to be built on the frontier in order to best fulfill their potential.
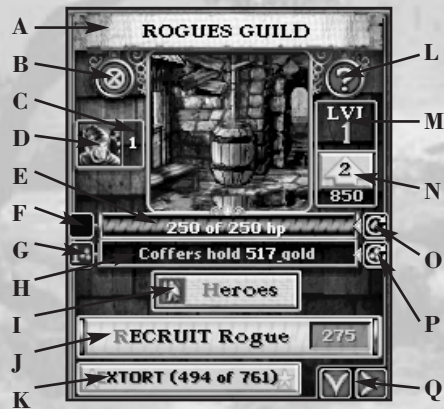
USING BUILDINGS

Constructing a building provides some immediate benefits, but most buildings also have features you must choose to use. While most buildings share similar types of functions, the details differ from building to building. These differences are reflected in the building's Control window display. You can see information on a specific building by clicking the building's *Help* button, and greater detail is available in the *Reference* section under *Buildings*.

The Building Control Window

Whenever you select a structure as the active building, it shows up in the Control window. If the building is one that you own (have control over), you get more than information in this window. What functions are available depends on the type of building. You might have any (or all) of these:

A. Title Bar	G. Tax Once	M. Level
B. Demolish	H. Coffers	N. Upgrade
C. Number of Recruits	I. Heroes	O. Repair Queue
D. Hero Type	J. Recruit	P. Tax Route
E. Hit Points	K. Special Ability	Q. Track/Focus
F. Repair Once	L. Help	

A — ROGUES GUILD
B
C
D
E
F
G
H
I
J
K

L
LVI 1 — M
2 850 — N
250 of 250 hp — O
Coffers hold 517 gold
Heroes
RECRUIT Rogue 275
XTORT (494 of 761) — P
— Q

Title Bar — This is the name of the building. You can click here to rename it.

Hit Point Bar — This shows the structural strength of this building in terms of hit points remaining. This number falls as the structure takes damage and rises as it is repaired or upgraded.

Building Level — This indicator displays the current level of the building.

Upgrade — This is what you use to order the building upgraded to the next level. The number of possible levels depends on the type of building, but it is never more than three. Every structure has upgrade requirements. Once those have been met, you can purchase the upgrade. The amount of gold required to upgrade to the next level is shown on the button — in red if you can't yet afford it.

Tracking/Upgrade — Click the down arrow to put this site in the Tracking window. The right arrow focuses the Main Map on it.

Repair Queue — With this toggle button, you determine whether or not your Peasants should repair this building, should it be damaged

Repair Once — This button notifies your Peasants to repair the building one time, and then to leave it alone until you give other orders.

30

31

Coffers

This readout displays the amount of gold awaiting tax collection. This information only appears on buildings that can contain or produce gold.

Tax Route

With this toggle button, you determine whether or not your Tax Collectors visit this building each time they make their rounds. This button only appears on buildings that can contain or produce gold.

Tax Once

This button temporarily adds the building to your tax route. The next time a Tax Collector makes his rounds, he can stop here to collect taxes (provided there is gold in its coffers). On subsequent rounds, however, he bypasses this building unless you give him other orders. This button only appears on buildings that can contain or produce gold.

Demolish

Click this button to destroy the building. Your Peasants sell the materials for salvage, so you get back a small portion of the original construction price.

Help

The Help feature gives you a brief overview of the building's function and abilities, as well as some insightful background information.

Support

This indicator shows how many heroes this building is currently supporting.

Heroes

This button, available only for Temples and Guilds, calls up a list of all the heroes associated with the building. It includes their names, level, and current actions. A toggle button at the bottom of this list changes the entries to a short form that shows only the heroes' names. The *Visitors* button shifts the list to show the visitors in the building.

Recruit Heroes

The main role of Guilds and Temples is to support the activities of your heroes. Click this button to add a new hero of the appropriate type (Rangers from a Rangers Guild, for example) to your employ. The recruitment cost is subtracted from your treasury and the button turns into a progress bar showing you when the new hero will arrive.

Special Ability

Many buildings have special functions; for example, Guilds have guild skills and Temples have spells. The relevant special ability buttons activate that skill, provided that you have the funds to pay for it. The *Spells* button, for instance, takes you to a list of that building's spells.

Combat Damage

Each building and lair can take only a certain amount of damage before it collapses. This is represented by the structures' "hit points." As a site takes damage from attacks, these points are gradually lost. When the hit point total reaches zero, the building is destroyed.

You can have a damaged building under your control repaired at any time before it reaches zero hit points. If you need a building that has been destroyed, however, your only option is to construct a replacement. Also, note that only fully repaired buildings can research new abilities or be upgraded; damaged sites must be brought into good repair first.

Repair Routes

Buildings damaged by attacks can be repaired. You can choose to have a building repaired every time it's damaged (it's in the Repair Queue), or you can have it repaired only when you specifically order it (Repair Once). The advantage of having buildings in the queue is that you can focus your royal attention on other things and let the business of repair go on in the background. However, if you want to carefully manage your Peasants, the Repair Once option comes in handy.

You only have a limited number of Peasants, and they divide their time between constructing new buildings and repairing existing ones. For the most part, the Peasants aren't as intelligent as their ruler, and in heated moments, they might focus their efforts wrongly — for example, repairing a minor structure while a more important one is badly damaged and under attack. The Repair Once option lets you manage this situation by taking less important buildings off your Peasants' Repair Queue, then calling for them to be repaired when the situation allows.

Upgrading

Many buildings may be upgraded one or two levels. (The number of possible levels depends on the type of building, but no building goes above level three.) In order to upgrade a building you must have the amount of gold indicated on its upgrade button. Certain buildings also have upgrade prerequisites. These are detailed in the

building's Help text, and you can also find them in the *Reference* section. A missing prerequisite will be listed on the ToolTip Bar.

> **SOVEREIGN'S TIP**
> If possible, surround your Marketplace on all sides with other buildings. This prevents Sewers from appearing immediately adjacent to your Marketplace. The frequent attacks your market would suffer from a nearby Sewer could put a significant crimp in your income.

Once you meet the prerequisites for upgrading, just click the *Upgrade* button. This prompts your Peasants to add the job to their construction queue. Once they get to the site, they start to perform the upgrade work. The more workers are helping with the task, the quicker it is completed.

Structures You Don't Build

Some buildings, like Houses, Elven Lounges, and Gambling Halls, are generated without your involvement. They come about naturally as your settlement grows and certain requirements are met. Infrastructure, such as Sewers and Graveyards, are also created for you. These structures cannot be demolished or destroyed. In addition, in some quests your heroes might find existing buildings and add them to your kingdom.

As your settlement grows, the building roster comes in handy. To use it, select your Palace and then click the *Roster* button. Now click the *Buildings* button in order to make the list display all your village's structures. From this list, you can quickly tell what buildings are in your tax and repair queues and if any building's current status warrants attention.

YOUR HEROES

While it's an important job to construct the buildings that make up your kingdom, the real key to your success in any quest lies with your heroes. It is only through their courageous endeavors that your goals can be accomplished.

Recruiting Heroes

You recruit heroes through Guilds and Temples. Each of these produces a specific type (some have two or more types) of hero and can support up to a maximum number. For instance, a Rangers Guild creates and supports a maximum of four Rangers, while a Dwarven Settlement creates and supports three Dwarves.

Each Guild and Temple has a *Recruit* button. This button shows you the type of hero it can recruit and displays the cost in gold for recruiting the next hero of that class. When you click, the gold is subtracted from your treasury and the button becomes a recruitment timer. This timer shows how long you have to wait before your new hero arrives.

Every hero carries a unique name and set of personal statistics, and all of them have minds of their own. Your new heroes spring immediately into action, pursuing their own priorities. Your challenge is to get them to accomplish *your* goals.

Hero Behavior

Heroes are intelligent entities (with the occasional exception). They have their own individual motivations and goals — goals that might not always coincide with your needs. For instance, no matter how high an attack reward you place on a Skeleton, there is very little chance that a Ranger will try to attack it. Rangers know that their chances of damaging a

Skeleton with their arrows are slim. However, you can sometimes tempt them to consider such intimidating actions by offering a particularly high reward.

Likewise, don't be surprised to see some heroes simply mill about. This is your cue to give them something to do. Are your Wizards just walking around and resting from time to time? Maybe you should build a Library, so they can go learn some new spells! Are your Warriors content to stay at home because there are no enemies to hunt? Maybe it is time to have them explore the surrounding area for monsters by placing explore flags!

Some heroes are smarter than others. For instance, the intelligent Wizards almost always equip themselves with any available Healing Potions, but thick-headed Warriors of Discord almost never do. Likewise, some heroes are more loyal than others. A Rogue's only loyalty is to gold and wealth. In a multiplayer game, your own Rogues might attempt to satisfy a Reward Flag that another sovereign placed on *your* Palace. Paladins, on the other hand, can only be tempted to disloyalty by the most excessive rewards, if at all.

These are but a few examples from a long list of behavioral differences between your heroes. It is one of the challenges facing any sovereign to figure out, understand, and work with these differences, ultimately manipulating them to your best interests in order to accomplish your goals.

The Hero Control Window

As is true of buildings, heroes have useful details and handy functions that show up in the Control window when one is selected.

Name   This is the name of the hero. If a hero is level ten or higher, you can click in this field to change the name.

Praul the Outlander

LVL 1

14 of 14 hp

Ranger

Exploring

SPELLS   ITEMS   STATS

Type

The hero's class — Ranger or Wizard, for example — is displayed here.

Hit Points

This bar displays the hero's maximum and current hit points. The bar rises and falls as the hero takes damage and heals. Once a hero's hit points reach zero, the hero dies and leaves a Gravestone.

Level

This indicator displays the current level of the hero. As characters gain more experience, they move up in level.

Experience

This status bar shows how much more experience is needed before the hero attains the next level.

Current Action

Your hero's current activity — hunting or fighting, for example — is displayed here.

Weapon

The weapon your hero is currently wielding and its bonus (if any) are displayed here. If you move your cursor over this area and look at the ToolTip Bar, you see a description of the weapon.

Armor

What armor the hero is currently wearing and its bonus (if any) are displayed here.

Spells

This button opens a list of all the spells the hero can currently cast and a list of the enchantments in effect on that hero.

Statistics

Click this to see the hero's unique personal statistics.

Items

This button opens the hero's inventory list. Use this to find out how much gold this hero has.

Tracking/Focus

Click the down arrow to put this hero in the Tracking window. The right arrow focuses the Main Map on the hero.

Dismiss

Click this button to dismiss the hero (or corresponding Gravestone) from your quest. The hero walks to the Palace, enters, and then disappears from the quest into early retirement. You can then recruit a replacement.

Help

The Help feature gives you a brief overview of the hero's abilities, as well as some insightful background information.

Improving Heroes

The longer they are out adventuring, the more your heroes increase in skill level. They do this by gaining experience (measured in points). Once a hero reaches a certain threshold of experience, that hero's level increases by one. Getting to higher levels is more difficult, as each promotion requires progressively more time and experience.

When heroes go up in level, they get more hit points, they might get better at a particular skill, and they also can gain new spells or skills. The list of actions that heroes can undertake to gain experience is quite long, and to some degree, it is unique for each hero class. In general, if heroes are in the field adventuring, they are gaining experience. However, there are ways that you can promote heroes and make them better at what they do without risking them in the field.

Fairgrounds

The Fairgrounds provide two ways in which heroes can seek self-improvement. First, heroes can purchase upgrades to their combat skills. Second, they can take part in tournaments.

Tournaments are events held at the Fairgrounds. Each type of tournament focuses on refining a different one of your heroes' combat skills. The focus might be melee, archery, or magic, and there are combination tourneys, too. Heroes that use the relevant skills are attracted to the Fairgrounds for practice. Combination tournaments are open to heroes using all types of combat skills.

Heroes who perform admirably in a tournament stand to gain experience and possibly even some bonus gold. By selecting the tournament type, you can guide specific classes of heroes to improvement. You can also close down the tournaments to force your heroes into the field.

Library

Libraries have several positive effects on your heroes. For starters, just having a Library in your kingdom boosts the intelligence of all heroes recruited after the Library has been built. However, the Library's most valuable role is in developing

magical abilities. Using this building's research features, you are able to train your Wizards to use new spells and improve their intelligence. You can also teach intelligent characters new magic (even non-spellcasters), and afford them the opportunity to increase their magic resistance.

Equipment

Heroes can improve their equipment as well as their statistics and skills. This happens when they visit different buildings throughout your kingdom. Read the *Reference* section for all the details, but here are a few of the more useful examples.

Blacksmiths sell better weapons and armor to your heroes, but you have to spend gold in order to research each new level of improvement.

Wizards Guilds enchant your heroes' weapons and armor, as long as they are willing to pay for the service. Enchanted weapons and armor add to damage and protection.

If you have a level two **Rogues Guild**, heroes can pay to have their weapons poisoned. A poisoned combatant slowly loses hit points over a given amount of time. It is quite possible that the infected character will die before the poison wears off.

Marketplaces also sell helpful items to heroes, though you must research each item in order for it to be available. At level one, you can get Healing Potions. Level two offers Rings of Protection, and the third level Marketplace introduces Amulets of Teleportation.

Heroes might also find improved weapons and armor as they adventure. Some lairs have hidden caches, which become available when the lair is destroyed.

Orphaned Heroes

If a Temple or Guild is destroyed and heroes supported by that building decide to return home, the heroes note the lack of a home to return to and assume that their services are no longer needed. The heroes then walk to the Palace, enter, and leave your kingdom.

If, however, you build an appropriate replacement Guild or Temple *before* the homeless heroes reach the Palace, then the new structure adopts the orphaned heroes. This does not change the maximum number of heroes that the Guild or Temple can support.

Caring for Dead Heroes

When any hero dies, a Gravestone is left behind. These markers remain on the map for a limited time after the hero's death. Gravestones of higher level heroes last longer than those of lower level heroes. If you have a Resurrection or Re-animation spell available, you can bring a hero back to life by casting that spell on the Gravestone. Once the Gravestone has gone, however, there is no way to bring the hero back.

You should count the Gravestone of any hero you expect to bring back toward the maximum number of heroes a Guild or Temple can support. So, for example, if you have two Rangers and two Ranger Gravestones you plan to revive on the map, that Rangers Guild (which holds a maximum of four members) should be considered full. You *can* immediately recruit new heroes to replace the dead ones, but if you do this, the lowest-level Gravestone is dismissed and the newly recruited hero assumes that membership slot. Thus, you would lose your opportunity to revive the expired hero.

You can also manually dismiss Gravestones by selecting the stone and clicking its Dismiss button or by double-clicking on the Gravestone itself.

42

REWARD FLAGS

An important key to success in your game is in learning how to motivate your heroes. Your main tools for doing this are Reward Flags. These are offers of gold to be awarded to any hero who successfully fulfills the terms of the flag — explore or attack the indicated target. There are two different types of flag, as seen here.

Attack Flag   Explore Flag

An Attack Flag tells your heroes to defeat the marked creature or destroy the marked building or lair. An Explore Flag offers a reward for reaching the marked location. Note that Attack Flags can only be placed on visible things, while Explore Flags can be placed anywhere. Attack Flags travel with moving targets, but Explore Flags stay wherever you place them.

Heroes don't always respond to your Reward Flags. You have to appeal to their sense of greed — and each hero's thirst for gold is different. Your reward must be high enough to outweigh the rigors of the distance to be traveled and the dangers to be faced.

Placing Flags

To place a Reward Flag, select your Palace. In the Control window, click the Rewards button to open the Reward Flags box.

To set the amount of the reward, use the plus and minus signs next to the type of flag you want — Explore or

43

Attack. Once that's done, click the name of the type of flag, then move your cursor onto the Main Map. Notice that you are now "carrying" a Reward Flag on your mouse pointer. Move your cursor to the target and click to place the flag.

Note that if you're placing an Attack Flag, your cursor must be over a structure, character, or monster to be placed. Otherwise, the flag has a red "Invalid Target" marker over it. You can't place Attack Flags just anywhere; they must be placed on valid targets.

If you are trying to place a Reward Flag with a higher reward amount than you currently have in your treasury, your cursor shows a red "Disallowed" marker with coins attached. This changes back to a normal cursor once your treasury increases to cover the amount, or after you decrease the reward amount to within reach of your funds. You can right-click to cancel flag placement.

Since placing flags is a vital part of success in a quest, there are two shortcuts you can take — after you have set amounts on both types of flag — to speed this action.

• Double-click on the intended target. If the target is a creature or building, you get an Attack Flag. If it's vacant land, you get an Explore Flag instead. The flag bounty is dictated by the current reward amounts. You can set it manually after the fact; see *Managing Flags*.

• Press the [Spacebar] when an enemy target is selected (you see it in the Control window). This sets an Attack Flag on that target. Again, the flag bounty is dictated by the current reward amounts, and you can set it manually after the fact.

Managing Flags

Once you've set a Reward Flag, that can be the end of it until a hero claims the flag. However, you can also keep an eye on the flag and make changes if things aren't working out to your royal approval. Click on a placed Reward Flag to get that flag into the Control window.

Once a flag has been placed, you can only make changes to it in this window. Naturally the first thing you might be interested in is the flag's effectiveness. To check this, look at the *View Heroes* button. It has a number indicating how many heroes are presently responding to the bounty. If no heroes have been tempted by your reward, you might consider increasing the amount. (Keep in mind, however, that it does take a little time between when you place a flag and when heroes begin to take note of it.)

If you click the *View Heroes* button, you are presented with a list of all the heroes who are currently trying to achieve that flag's objective. Clicking on any entry in this list centers the Tracking window on the chosen hero.

Once a reward flag is placed, it cannot be moved. However, you can increase the bounty. To do this, click the plus sign in the Control window. Each click increases the reward by 100 gold. The reward amount can not be decreased after a flag has been placed.

You can also remove a flag completely from the map. Be warned! If you remove a flag, the bounty in gold it was carrying is lost — it does *not* get returned to your treasury. To remove a flag:

- Select the flag, then click the *Remove* button in the Control window, or
- Double-click on the flag in the Main Map.

Claimed Flags

Heroes claim a reward flag's bounty only after they meet its requirements. In the case of an Explore Flag, that means the hero must get to the location of the flag. In the case of an Attack Flag, the hero must destroy the flag's target. Once the reward is claimed, the flag disappears. If there are multiple heroes in the vicinity, it is assumed that they all took part, and so they all divide the reward. In the case of claiming an Attack Flag during a multiplayer game, this includes the nearby heroes of *any player*.

USING SPELLS

Magic is a potent force in the land of Ardania. The outcome of any quest is heavily influenced by spells — those you wield as well as those cast by your heroes and your opposition. There are two major categories of spells in *Majesty*, *Hero* spells and *Sovereign* spells. While both are quite powerful, they are cast in very different ways.

Hero spells are those cast by your heroes. Your heroes decide for themselves when, where, and how to use them. The types of spells each can wield depends on the hero's level and class. As a hero gains levels, more spells become available for use. There is no limit to the number of times a hero can cast a spell. However, there is a recharge time between castings. This period varies by spell. For the details on each hero spell, please see the **Reference** section.

Sovereign spells are those that you can cast. These spells become available to you when you control certain Temples and Guilds, and higher level structures tend to give you access to more potent spells.

> **SOVEREIGN'S TIP**
> When your kingdom is under heavy attack, you might want to place Attack Flags on the monsters or heroes posing the greatest threat.

Sovereign spells differ from hero spells not only in that you decide when and where to cast them, but also in that each Sovereign spell has a cost in gold associated with it. That is, the Guild or Temple charges you for each use of the spell. This price is deducted from your treasury when you cast. For the details on each Sovereign spell, please see the **Reference** section.

You can prepare to cast a Sovereign spell in two ways. The first is to select the relevant Temple or Guild, then click the *Spell* button in the Control window, then finally click on the desired spell in the list. The second, quicker, method is to use the Spell Bar. Each icon on the bar corresponds to a different spell. If a spell is not yet available, the icon is gray. If you hold your cursor over an icon, the name and cost of the spell appears in the ToolTip Bar.

Once you have selected your spell, its icon becomes your mouse pointer. Move the cursor over the target — whether it be a creature, building, or location — on which you want to cast the spell, then click. The spell is cast, and — unlike reward flags — the spell remains on your mouse pointer until you right-click to cancel it. This way, you can easily cast a spell repeatedly.

As an aid in identifying them, Sovereign spell icons are color-coded, based on the building that supplies them:

- Purple: Wizards Guild
- Aqua: Temple to Agrela
- Gray: Temple to Dauros

> **SOVEREIGN'S TIP**
> If you are trying to cast a spell in a crowded area, you can make sure you have the right the right target by watching carefully until the target you want is highlighted and its name appears in the ToolTip Bar. If you really want to be sure, you can also cast the spell by selecting the target, then clicking on its portrait in the Control window.

46
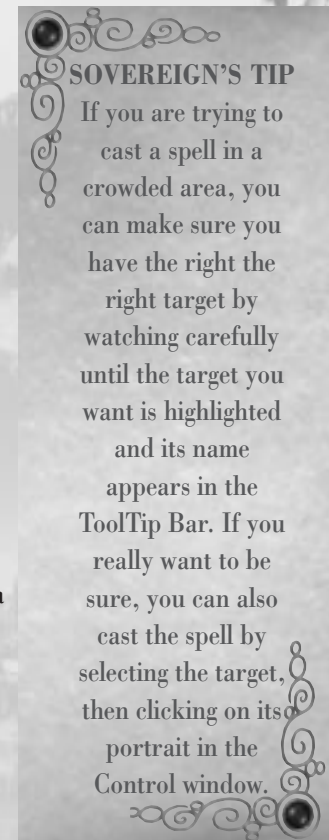
47

- Red: Temple to Krypta
- Green: Temple to Fervus
- Yellow: Temple to Helia
- Brown: Temple to Lunord

Sovereign spells cast from Temples have no maximum range. You may cast them at any valid target you can see. Those cast from Wizards Guilds, however, have a limited range. They may only be cast within a certain distance from the closest Wizards Guild or Wizards Tower. The actual range is shown as a highlighted area on the Mini Map when the appropriate Wizards Guild, Wizards Tower, or spell is selected.

EARNING GOLD

As a sovereign in Ardania, you must pay in gold for everything you do or order done. You begin each quest with some gold in your treasury, but you will need much more in order to achieve your goals. There are several ways you can replenish your treasury, some better than others. And remember, there is a limit to how much gold the palace can generate.

Tax Collection

Most of the buildings in your realm generate some amount of gold, however small. Getting that gold from the various structures into your treasury is the job of the Tax Collector. This rotund fellow is the workhorse of your economic system. A Tax Collector starts his rounds from either the Palace or a Guard House, and he visits every building on the Tax Route. Once he's gone to each building, he returns with your gold.

Note that if a Tax Collector is killed while making his rounds, he drops whatever gold he's carrying. If a hero is nearby to pick up the spilled treasure, all is not lost. However, if no heroes are near when a Tax Collector is killed, the gold vanishes!

48

Wandering around to every building is not always the most efficient means of collecting taxes. Especially in a large, spread out kingdom, you might want to streamline the process. There are a number of ways you can do this:

Minimum Return is a threshold you set in a Tax Collector's Control window. This dictates the minimum amount of gold that a Tax Collector must be carrying before he considers dropping it off at your Palace or aGuard House. He will ignore this and drop off anyway only if there is no more gold left anywhere to collect. You can adjust the value in this field by manipulating the plus and minus buttons next to it.

Minimum Pickup is another threshold, set and adjusted in the same way. This dictates the minimum amount of gold that must be in the coffers of a building on the Tax Route before the Tax Collector will consider visiting that building to collect it. This can save a lot of time that would otherwise be wasted on tiny sums.

The Tax Route gives you complete control over which buildings the Tax Collector travels to visit. This allows you to fine tune your collectors' routes. If your buildings are widely spread, collecting money from every one could take your Tax Collector a long time. If you take the less income-productive buildings off his route, it can significantly speed up tax collection. Use the Tax Route toggle in the Control window of each building to put it on or off the route. Stay alert, because whenever a new building is created, it defaults to being on the route. When a building is off the Tax Route, it might eventually build up a nice amount of gold. You can have taxes collected on demand using the Tax Once button.

49

More Tax Collectors is a dependable way to speed up tax collection. You start the quest with one, and you can gain additional Tax Collectors by upgrading your Palace. The base number of Tax Collectors you employ is the same as the level of your Palace, up to three. You can supplement this base number by constructing certain buildings; for every five Fairgrounds, Blacksmiths, Royal Gardens, and Marketplaces you build, a Fountain will spontaneously appear in your city. Each Fountain provides an extra Tax Collector.

Guard Houses have a passive but significant impact on tax collection. Your Tax Collectors can drop off their gold at these outposts, rather than making the long trek back to the Palace every trip. This generally results in your treasury getting a boost more frequently.

Extortion

When you have a Rogues Guild in your kingdom, you have the option of collecting taxes in a hurry through Extortion. Click the *Extort* button in the Rogues Guild Control window, and the Rogues pressure your entire populace into handing over their taxes *immediately*. All taxes are collected and delivered to your treasury, but there's a catch — the Rogues keep a sizeable percentage of the take for themselves. A higher level Rogues Guild takes out a smaller percentage of the taxes, but the cost makes this collection technique perhaps better kept in reserve as an emergency measure.

Marketplaces

A dependable way to make sure your settlement is creating a strong cash flow is to build one or more Marketplaces. Unlike most buildings, a Marketplace generates a *large* amount of gold, which is then gathered by your Tax Collectors on their rounds. You might wish to build multiple Marketplaces, to make sure you're generating solid revenue. However, more Marketplaces also lengthen your Tax Route, so you should strive for a balance. Note that Marketplaces must be built a certain minimum distance from both each other and from any Trading Posts.

Upgrading your Marketplaces is also very important. The higher level markets bring in greater amounts of gold from regular business and from Caravans, as well as having increased hit points. This is important, as you don't want such vital revenue generators to be easy targets for monsters.

Another handy ability of the Marketplace is Market Day. After a Marketplace has successfully researched this, you can get emergency cash into the coffers when you need it most. You simply click the

SOVEREIGN'S TIP
Since your Marketplaces are so vital to the health of your economy, you should consider placing at least one Guard House near each market. Not only does this help to defend the Marketplace, but the Guard Houses also present alternate targets for monsters — so that they won't necessarily head straight for your vulnerable cash cows.

50

51

Market Day button to instantly create a large cache of gold in the Marketplace — but there are drawbacks. After the Market Day, the Marketplace must put all its resources into resting and restocking for a time. Thus, it does not sell any goods to heroes and ceases to generate new revenue until that time passes.

Trading Posts

Trading Posts are far-flung buildings that collect gold on the frontiers, far from any Marketplace or other Trading Post. They occasionally send out Caravans to travel to the closest Marketplace. When the Caravan reaches the Marketplace, it drops off a load of gold. It's profitable to have your Trading Posts placed as remotely as possible, as the farther a Caravan travels, the more money it brings in. Of course, a long Caravan route makes a tempting target for wandering monsters.

Gambling Hall

While a Gambling Hall usually acts as little more than a distraction for your heroes, you can sometimes use it to your advantage when you're feeling desperate — and lucky. The hall appears on its own after you have both a Rogues Guild and Elves in your kingdom.

The Gambling Hall has a simple roulette wheel for your enjoyment. The odds are against you, but the payoff can be big if you win. Bring up the Gambling Hall in the Control window, enter the amount you wish to bet and the color you wish to bet on, and then click the *Spin* button. Good luck, and try not to bankrupt your kingdom!

FREESTYLE SCENARIOS

The ability to play your own freestyle scenarios extends *Majesty* beyond the predefined situations. You can generate and play random scenarios or create your own customized

52

challenges to face — carefully selecting the monsters, victory conditions, the forces you begin with, and the region where you wish to rule.

To start creating a freestyle scenario, click on the *Play Game* button or the Map on the Introduction screen. Next, click the compass in the bottom center of the Quest Selection map. This takes you to the Freestyle Selection box. Here, you can begin a random scenario at any of the difficulty levels, or you can choose to set up the scenario yourself. The *Manual Settings* button takes you to the Freestyle Settings screen. This screen has all the options you'll need to customize your freestyle scenario.

Note that, when you're setting up a multiplayer game, you will use this same screen to create the situation.

Player Forces This setting determines the heroic forces each sovereign player has in existence at the beginning of the scenario. Select one of the force patterns from the pull-down list.

Enemy Forces Use this to control what forces the monsters start with — lairs and monsters that are on the map at the beginning of the scenario. Select one of the enemy force patterns using the pull-down menu.

Wandering Monsters During the scenario, monsters wander onto the map from

53
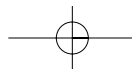
outside the realm. This setting is how you determine exactly which monsters will do so. Select from the pull-down menu.

Landscape

Use this to choose the terrain for this freestyle scenario.

Starting Gold

This determines the amount of gold each sovereign has in the royal treasury at the start of the scenario. Select less gold to create a more difficult situation and more gold to make things easier.

Victory Conditions

When is the scenario completed? You decide using this setting. There are four possible options:

- **Eliminate All Foes:** To win, a sovereign must destroy all the monster lairs on the map. Any player whose Palace is still standing at the end of the scenario receives a victory.

- **Gather Gold:** If you select this victory condition, you must enter a number into the *Limits* box. Use the plus and minus buttons to set an amount. The first player to accumulate the specified amount of gold immediately wins the game.

- **Survive Specified Time:** For this victory condition, like the previous one, you must enter a number into the *Limits* box. This time, you're setting a time limit on the scenario. Every player whose Palace is still standing when the time limit is reached and the game ends receives a victory.

- **Last Palace Standing:** This victory condition is only available if you're setting up a multiplayer game. Under this, all player sovereigns are at war with each other. The object is to wipe out all of the other players' Palaces. The last player with an undemolished Palace wins the game.

Map Number

Normally, the map for every quest or scenario is generated at random, based on the settings for that quest. However, if you create a scenario and it turns out to be *really* fun, make sure to write down the *Map Number* from that game (it's in the *Game Info* on the Options menu). If you want to re-create the map you played that game on, you can reproduce it by entering that number in this field. Note that this control governs *only the landscape and unit placement*.

When all the settings are exactly as you want them, click *Start Game* to give your quest scenario a try (or begin the multiplayer game you just set up).

MULTIPLAYER GAMES

In a multiplayer game of *Majesty*, up to four kingdoms can occupy a map. Each player starts with a Palace and, depending on the scenario, might have a few other structures or some forces in place. The goals for every player depend on the victory condition the *host* selects. In some scenarios, the best approach is to band together to thwart the evil that roams the land. In other cases, players might find themselves warring with each other to achieve victory.

54

55
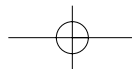
A multiplayer scenario presents you with a different experience than a single-player quest — what would happen if more than one kingdom occupied the same realm. Since you do not control your heroes directly, do not be surprised when you see them responding to another player's Reward Flags or even spending money in other players' buildings! Some subjects are supremely loyal, while others follow the gold.

If you wish, you can place Attack Flags on your opponent's heroes and buildings. Be warned that if you do this, you are *declaring war* on that player. When you are at war, your heroes and theirs fight whenever they come into contact, and the fortifications of each side (Wizards Towers, for instance) view the other's forces as hostile enemies. The state of war exists until *all* the Attack Flags between you are resolved — fulfilled or dismissed.

Note: If another player places a reward flag on one of your ally's buildings, your heroes will make a loyalty check before deciding whether to go after the reward — just as though the flag was placed on one of your own buildings.

To create (host) or join a multiplayer game, click the *Multiplayer* button on the Introduction screen. Just as in single-player, you are prompted to enter the name by which you want to be known.

After you've entered a name, you must select the type of communications you want to use. This sounds more technical than it is. Just pick one of the options presented to you. They typically include:

• **Direct Modem** to play over a modem-to-modem connection with another computer. You must choose whether you plan to host (create a game) or join. If you're hosting, you must verify the modem you want to use, then wait for your guest to join. If you're joining, you must also verify the modem, then enter the telephone number of the host. When all is ready, you move on to the Multiplayer Launch screen.

• **Direct Serial** if you intend to play via a serial cable linked to another computer. You must choose whether you plan to host (create a game) or join, then verify the serial port configuration. When all is ready, you move on to the Multiplayer Launch screen.

• **LAN (TCP/IP)** to play over a local area network that supports the TCP/IP protocol. *Majesty* will automatically search the LAN for games and show them to you on the Multiplayer Setup Screen.

• **Internet** to play via the Internet. Please view the ReadMe file for detailed instructions.

Finally, click the *Accept* button to go to the Multiplayer Setup screen, where you will either join a game that someone else is hosting or create your own game for others to join.

LAN Multiplayer Setup

If you want to create and host a game, click the *Create Game* button on the Multiplayer Setup screen. You are prompted to enter a *session name* to identify the game to others on the network and to choose the number of players you want in the game. When you have set both of these, click the *Accept* button. You are taken to the Multiplayer Launch screen.

If you want to join a game, look at the open games — all of those available to you are listed on the Multiplayer Setup screen. When you've chosen one, simply select the game and click the *Join Game* button when it appears. You go to the Multiplayer Launch screen.

Creating a Game

The Multiplayer Launch screen shows the currently selected multiplayer options and the players who have already joined the game. There is also a Chat area for communicating with other players.

If the current scenario options do not meet with your approval, click the *Adjust Settings* button to change them. (See the *Freestyle Quests* section for the details.)

When you are happy with the settings you have chosen, click the *Accept* button. When all the other players have also signified that they are ready to play, you are given the option to *Start Game*.

Joining a Game

When you are satisfied with the options that the host has selected on the Multiplayer Launch screen, click the confirmation checkbox next to your name. This signals to the host of the game that you are ready to play. Once everyone has clicked their confirmation boxes, the host can start the game.

Chatting

There is a Chat window on both the Multiplayer Setup and Multiplayer Launch screens. You can communicate with other players by entering text in the Chat field, then clicking the *Send Chat* button. What you typed is broadcast to all players in the game. All chat (yours and theirs) shows up in the chat window.

To chat during the game, press Enter, type your chat, then press Enter again. What you typed is broadcast to all players in the game. Watch your screen for chat from other players. Messages are displayed just above the ToolTip Bar.

Important Note

Infogrames Interactive does not monitor, control, endorse, or accept responsibility for the content of text or voice chat messages transmitted through the use of this product. Use of the chat function is at your own risk. Users are strongly encouraged not to give out personal information through chat transmissions.

Kids, check with your parent or guardian before using the chat function or if you are concerned about any chat you receive.

REFERENCE

Majesty's built-in Help features contain everything you're likely to need to know, but there's not always time during a quest to read through great stacks of information. It can be helpful to have a reference you can read in the spare moments between quests. Thus this section, filled with introductions to all of the important subjects.

BUILDINGS

The buildings under your command and protection can be divided into two broad categories: those you build and those that appear through the natural course of things.

58

59

THE CLOAKED MAN

The newly improved Palace dominated the center of the village and gleamed in the sunlight as the Cloaked Man strolled down the bustling main thoroughfare. Few took notice of him, most were too busy to lend much notice to a stranger.

The Cloaked Man continued down the unpaved street, strolling at a casual pace and taking in the activity around him. As he approached the new Temple to Lunord, a pair of Adepts ran down the steep steps of the rose-colored, stone ziggurat. Clothed in the characteristic red and white garb of their guild, the two split in different directions as they reached the street, beginning their vigilant patrol of the village. Few could match Lunord's Adepts when it came to running with graceful speed.

Everywhere the Cloaked Man looked, something was happening. Near the temple, a group of Peasants were hard at work on the new Library. The Cloaked Man could catch snippets of their conversation, as the grumbled and groaned about "our lot in life" and how "we never get any rest." Still, they tended their duties with unfailing dedication. They began hoisting up a pallet of shingles for the brick-red cupola roof as the stranger continued his walk through the town.

The Cloaked Man paced a slow-moving Caravan, traveling into the village from one of the outlying Trading Posts. The driver looked relieved to be out of the monster-filled wilds and back in civilization. As the Caravan veered into the Marketplace, the stranger continued on toward the heart of the town.

The Cloaked Man soon found himself tailing two of the local adventuring heroes: a Ranger and Warrior.

Eavesdropping on their conversation, he found that they were on their way to visit Chod the Blacksmith. Both felt compelled to invest their hard-earned gold in new weaponry after a recent scuffle in the forest to the north. It seemed that more and more Trolls were showing up in that area since the building of the Boar's Head Inn.

The two adventurers entered the Blacksmith's, and the Cloaked Man proceeded on towards the heart of the village. As a he approached the Palace, the guards did not challenge him. The Cloaked Man walked into the Palace courtyard and cast off his cloak. Almost immediately the Royal Advisor was at his side.

"Was your walk beneficial?" the Advisor inquired.

"Indeed. Send out the word. I offer six hundred gold pieces on the head of any Troll in the northern woods," the Cloaked Man replied with uncommon authority.

"Right away, Your Majesty!"

Buildings You Construct
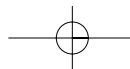
Before you can begin recruiting, you need to start assembling your kingdom. When you select your Palace and click the *Buildings* button, you see what construction choices are currently available. Of course, not all of the possible buildings are available at any given time. Many have prerequisites — they do not become available until something else has been built — and others might be unavailable due to the restictions placed on you for the duration of your current quest.

Ballista Tower

This is a defensive emplacement that Dwarves introduce to your kingdom. It's an armored tower that fires heavy bolts at any nearby monsters. It is very expensive to build, but its defensive value is very high.

| **Main Function:** | Defense |

| **Prerequisites:** | Your kingdom must contain a Dwarven Settlement. |

| **Level One:** | Fires bolts at nearby enemies. |

Blacksmith

The existence of a local Blacksmith gives your subjects the opportunity to upgrade their weapons and armor. Higher level Blacksmiths offer even better equipment. Another benefit of having a Blacksmith is that constructing new buildings in your kingdom becomes less expensive, though multiple Blacksmiths do not increase the savings.

| **Main Function:** | A shop where heroes can buy better weapons and armor. |

| **Prerequisites:** | None for level one. All available Blacksmith research must be completed before upgrading to level two. The same is true of level three. |

| **Level One:** | Reduces the cost of constructing new buildings. |
| | Can research +1 armor and +1 weapons |

| **Level Two:** | Can research +2 armor and +2 weapons |

| **Level Three:** | Can research +3 armor and +3 weapons |

Dwarven Settlement

Dwarves are driven to over-engineer. Their basic settlements are tiny fortresses. Each one allows you to recruit and support three Dwarven heroes. The Dwarven Settlement has automated defenses that attack any monsters thatapproach too close.

| **Main Function:** | Home for Dwarves. |

| **Prerequisites:** | You must have a level two Palace and a level three Blacksmith. In addition, you cannot build these if your kingdom contains any Elves or Gnomes. |

| **Level One:** | Lets you recruit up to three Dwarves. Fires defensive bolts at nearby enemies. Allows you to build Ballista Towers. |

Elven Bungalow

The bright blue roof of an Elven Bungalow loudly proclaims the Elven presence. Each Bungalow lets you recruit and support two Elves. The downside of hosting Elves is that they bring their Elven Lounges and Gambling Halls with them.

| **Main Function:** | Home for Elves. |

| **Prerequisites:** | You must already have a level two Palace, a Marketplace, and an Inn. In addition, you cannot build this if your kingdom contains any Dwarves or Gnomes. |

| **Level One:** | Lets you recruit up to two Elves. Increases all Marketplace income. Causes an Elven Lounge to appear. Causes a Gambling Hall to appear, when combined with a Rogues Guild. |

Fairgrounds

A place for festivals, jousts, and tournaments, the Fairgrounds can help boost your heroes' experience. Heroes can visit the Fairgrounds to train and thus increase their combat statistics — for a price.
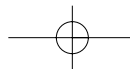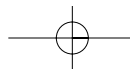
Main Function: Provides level advancement without the risks of real combat.

Prerequisites: You must have a level three Palace.

Level One: Offers experience training to heroes in exchange for payment.

Research *Tournaments* in order to train heroes in hand-to-hand combat, archery, magical warfare, or a combination of all forms of battle.

Gnome Hovel

Gnomes live in what others call 'structured piles of debris.' These hovels do little to beautify your kingdom, but the Gnomes' contribution to your workforce makes up for their unsightly abodes. Gnomes are prone to large families — after you've built your first Gnome Hovel, others will begin to appear in your kingdom.

Main Function: Home for Gnomes.

Prerequisites: You cannot build this if your kingdom contains any Elves or Dwarves.

Level One: Lets you to recruit up to three Gnomes.

Guard House

These small forts can be placed anywhere in your domain to protect important areas of your kingdom. Once a Guard House is built, a City Guard is automatically hired to man it. He routinely leaves the tiny fort to patrol the nearby area. Guard Houses also provide refuge for any Solarii who are patrolling the area. In addition, Tax Collectors can use them as drop off points for their gold, and Peasants can use them as temporary homes. This helps both of these types of henchmen to carry out their duties without having to walk back to the Palace.

Main Function: Provides protection at strategic points in your settlement.

Prerequisites: None for level one. Must research *Arrows* before upgrading to level two.

Level One: Supports one City Guard.
Used as an auxiliary drop-off point for Tax Collectors.
Used as a temporary home for Solarii.
Used as a temporary shelter for Peasants.
Can research *auto-firing* Arrows.

Level Two: Can research to promote the City Guard to *Veteran Guard*.

64

65
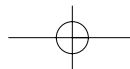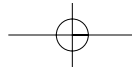
Inn

The Inn is a place where adventurers can rest and regain some of their health. By building Inns on the frontier, you provide a place where weary heroes can recuperate without traveling all the way back to their guild or temple. Inns also generate a small flow of income.

Main Function: An alternate refuge for heroes.

Prerequisites: None.

Level One: Allows heroes to rest and recover health.

Library

Wizards can visit a Library to improve their abilities. Here, they can purchase new spells and study to boost their intelligence. All heroes may visit to improve their magic resistance. Having a Library in your kingdom increases the intelligence of any heroes you recruit. Another benefit of having a Library is that it slightly lowers the cost of researching technologies in your kingdom, though having multiple libraries does not increase the savings.

Main Function: Offers improvement opportunities for Wizards and some improvement for other folks.

Prerequisites: Wizards Guild. All level one research must be completed before upgrading to level two.

Level One: Reduces the cost of researching new technologies.
Can research the *Fire Blast* spell, which is then available to Wizards.
Trains all heroes for magic resistance.
Trains Wizards for improved intelligence.
Improves the intelligence of all heroes recruited after its construction.

Level Two: Further reduces the cost of researching new technologies.
Can research the *Meteor Storm* spell, which is then available to Wizards.
Allows high-intelligence heroes to learn the *Power Shock* spell.
Allows high-intelligence heroes to learn the *Flame Shield* spell.

Marketplace:

Marketplaces are your settlement's strongest sources of income. The amount of gold each generates increases as you upgrade its level. Adventurers can go to the Marketplace to equip themselves with useful magic items. If you've researched Market Day, it gives you the ability to immediately generate a large sum of gold. However, the Marketplace will shut down for a period of time while a Market Day is held. Every Marketplace must be built a certain distance from both other Marketplaces and Trading Posts.

Main Function: Generates additional income for your kingdom.
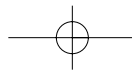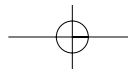
Prerequisites: None.

Level One: Generates gold.
Can research, then sell, Healing Potions.
Can research the Market Day function
to create a fast source of gold.

Level Two: Generates a greater amount of gold.
Can research, then sell, Rings of
Protection (to heroes). These add to the
defense factor a hero's armor provides.

Level Three: Generates an even greater amount of gold.
Can research, then sell, Amulets of
Teleportation (to heroes). See the
Teleport spell for details.

Rangers Guild

Rangers are always ready to set up
camp and start exploring the realm.
The Rangers Guild lets you recruit and
sustain up to four Rangers. Once a
Guild is placed, you can use the *Move
Camp* guild function to instantly relo-
cate the guild to a more strategic loca-
tion — even while it is under attack!

Main Function: Home for Rangers.

Prerequisites: None.

Level One: Lets you recruit up to four Rangers.
The Move Camp guild function allows
you to relocate this building — for a
price.

Rogues Guild

The shabby appearance of the Rogues
Guild only proves that the Rogues
would rather pocket their gold than use
it for renovations. This building lets
you recruit up to four Rogues. Because
of their deceitful and greedy nature,
this guild returns a smaller percentage
of its income to the Palace than others.
Using the guild skill Extortion, the
Rogues will (at your command) instant-
ly collect all of your taxes — minus a
stiff surcharge. A second level Rogues
Guild allows characters with high arti-
fice to poison their weapons. While poi-
soned weapons are expensive, they are
very helpful in combat.

Main Function: Home for Rogues.

Prerequisites: None.

Level One: Lets you recruit up to four Rogues.
Can research the *Extortion* guild skill,
which allows instant tax collection,
minus a fee.
If there's an Elven Bungalow in your
settlement, having a Rogues Guild
causes a Gambling Hall to spring up.

Level Two: Your heroes can purchase poisoned
weapons to improve their attacks.

Royal Gardens

Your heroes may visit the
Royal Gardens to relax and
meditate. When they leave the
Garden, they gain the benefits
of a random (always beneficial)
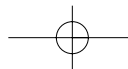
spell. The Royal Gardens also generate gold for you to collect, and can help boost the loyalty of your heroes (which can be useful when there are other kingdoms vying for their allegiance).

Main Function: Provides a haven for meditation.

Prerequisites: Requires a third level Palace.

Level One: Provides a location where your heroes can gain a beneficial spell effect.

Generates gold revenue.

Increases the loyalty of your heroes in multiplayer games, thereby decreasing the likelihood that they will respond to your opponent's reward flags or use your opponent's buildings.

Statues

Statues allow you to customize the look and feel of your kingdom — to beautify it with public art.

Main Function: Adds unique scenery to your kingdom.

Prerequisites: Requires a second level Palace.

Level One: Enhances the personality of your kingdom.

Increases the loyalty of your heroes in multi-player games, thereby decreasing the likelihood that they will respond to your opponent's reward flags or use your opponent's buildings.

70

Temple to Agrela:

The followers of Agrela, the Goddess of Life and the Good Mother, are the Healers of the land. Agrela's temple is a peaceful sanctuary where the Healers learn their soothing arts.

Main Function: Home for Healers.

Prerequisites: Requires a second level Palace. Because of religious disputes, this temple cannot coexist with a temple to Fervus, Krypta, or Krolm.

Level One: Lets you recruit up to four Healers. Grants the Sovereign spell *Healing*.

Level Two: Grants the Sovereign spell *Blessing*.

Level Three: Grants the Sovereign spell *Resurrection*.

Temple to Dauros

The gilded roof of the Temple to Dauros, god of law, belies the stoic lifestyle of its resident Monks. When this temple is in your kingdom, righteous Paladins become available at your Warriors' Guild.

Main Function: Home for Monks.

Prerequisites: Requires a second level Palace. Because of religious disputes, this temple cannot coexist with a temple to Fervus, Krypta, or Krolm.

Level One: Lets you recruit up to four Monks.

Grants the Sovereign spell *Stoneskin*.

71

Allows you to recruit Paladins at Warriors Guilds.

Level Two: Grants the Sovereign spell *Vigilance*.

Level Three: Grants the Sovereign spell *Petrify*.

Temple to Fervus

Fervus, the god of chaos and frivolity, is closely tied to natural elements. Fervus' temples look as if they've sprouted from the landscape. Through a ritual of transformation, this temple allows the creation of a Warrior of Discord — one of the brutally random "fists of Fervus." Warriors of Discord make their home in the Warriors Guild, where they complete their training in the destructive arts.

Main Function: Home for Cultists.

Prerequisites: Requires a second level Palace. Because of religious disputes, this temple cannot coexist with a temple to Agrela, Dauros, or Krolm.

Level One: Lets you recruit up to four Cultists. Grants the Sovereign spell *Healing*. Increases the luck of all heroes recruited after construction.
Allows the creation of Warriors of Discord at Warriors Guilds.

Level Two: Grants the Sovereign spell *Illusionary Hero*.

Level Three: Grants the Sovereign spell *Vines*.

Temple of Helia

Helia, the sun goddess, imbues her loyal Solarii with her own fiery spirit. Mystic devices within the temple grounds convert sunlight into magical energy.

Main Function: Home for Solarii.

Prerequisites: Requires a third level Palace. Because of religious disputes, this temple cannot coexist with a temple to Lunord or Krolm.

Level One: Lets you recruit up to four Solarii. Grants the Sovereign spell *Fire Strike*.

Level Two: Grants the Sovereign spell *Sun Scorch*.

Temple to Krolm

The worship of Krolm is Ardania's oldest religion, and the Barbarians still carry on the long tradition of worshipping this god of war. Temples dedicated to Krolm are usually made from monolithic stones and the bones of huge predators. Krolm's temple provides the Rage of Krolm guild function, which temporarily boosts the statistics of all your heroes.

Main Function: Home for Barbarians.

Prerequisites: Requires a second level Palace. Because of religious disputes, this temple cannot coexist with any other type of temple.
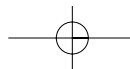
Level One: Lets you recruit up to six Barbarians. Provides the *Rage of Krolm* guild function.

Temple to Krypta

Krypta is the oft-misunderstood goddess of death. The dark, ethereal chanting of the Priestesses and the odd smell of decay frequently signal there's a Temple to Krypta nearby.

Main Function: Home for Priestesses.

Prerequisites: Requires a second level Palace. Because of religious disputes, this temple cannot coexist with a temple to Agrela, Dauros, or Krolm.

Level One: Lets you recruit up to four Priestesses. Grants the Sovereign spell *Wither*.

Level Two: Grants the Sovereign spell *Animate Bones*.

Level Three: Grants the Sovereign spell *Re-animate*.

Temple to Lunord

Lunord is Ardania's god of the moon and the winds. With huge ornamental horns that hover over the rest of the kingdom, Lunord's temple is a less-than-subtle presence.

Main Function: Home for Adepts.

Prerequisites: Requires a third level Palace. Because of religious disputes, this temple cannot coexist with a temple to Helia or Krolm.

74

Level One: Lets you recruit four Adepts. Grants the Sovereign spell *Winged Feet*.

Level Two: Grants the Sovereign spell *Wind Storm*.

Trading Post

The Trading Post is a starting point for Caravans. On occasion, one of these leaves the Trading Post and heads for the nearest Marketplace. If the Caravan makes it to its destination, it unloads a cargo of gold. A Trading Post cannot be built within a certain distance of a Marketplace or other Trading Post.

Main Function: Create added income by sending Caravans to Marketplaces.

Prerequisites: A Marketplace must be present.

Level One: Creates Caravans. Can research Healing Potions for sale to your heroes.

Warriors Guild

Few villages feel truly safe without the protection of a Warriors Guild. The guild's unique Call to Arms skill instantly teleports all guild members home — in order to see to your local needs.

Main Function: Home for Warriors.

Prerequisites: None.

Level One: Recruits Warriors, Warriors of Discord, and Paladins — up to a total of four.

75
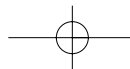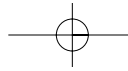
Provides the Call to Arms guild function. Combined with a Temple to Fervus, allows you to recruit Warriors of Discord. Combined with a Temple to Dauros, allows you to recruit Paladins.

Wizards Guild

The Wizards Guild is a forbidding spire visited only by those skilled in the most arcane arts and those seeking their aid. Mere Peasants do not possess the needed skills to assemble this haven. Instead, the Wizards Guild is guided into being and improvement through carefully controlled magical forces. With each level of improvement to the guild, you are granted two new Sovereign spells. All spells are limited in range, but by adding Wizards Towers you can expand your sphere of magical influence. With a level two guild in place, you can *Enchant* your Wizards Towers to give them an offensive sting.

Main Function: Home for Wizards.

Prerequisites: Requires a second level Palace.

Level One: Lets you recruit up to four Wizards. Grants the Sovereign spell *Farseeing*. Grants the Sovereign spell *Invisibility*. Heroes can pay to have their armor and weapons enchanted to +1. Allows you to construct Wizards Towers and Libraries.

76

Level Two: Grants the Sovereign spell *Lightning Bolt*. Grants the Sovereign spell *Anti-Magic Shield*. Heroes can pay to have their armor and weapons enchanted to +2. Provides the ability to *Enchant* Wizards Towers.

Level Three: Grants the Sovereign spell *Lightning Storm*. Grants the Sovereign spell *Supercharge*.

Heroes can pay to have their armor and weapons enchanted to +3.

Wizards Tower

By building a Wizards Tower, you extend the reach of your Sovereign spells. *Enchanted* towers automatically shoot energy bolts at nearby enemies. This enchantment only lasts a set amount of time, after which you can Enchant the tower again (and again). Like the Wizards Guild, this building is magically constructed.

Main Function: Extends the range to which Sovereign spells can be cast (from the Wizards Guild).

Prerequisites: Requires a Wizards Guild. Must be built within range of a Wizards Guild or another Wizards Tower. You must have a second level Wizards Guild in order to *Enchant* a Wizards Tower.

Level One: Extends the range of Sovereign spells. Can be temporarily *Enchanted* to fire defensive energy spheres.

77
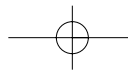
Buildings That Appear

In addition to the buildings you build by choice, there are some that, given the right circumstances, spring up on their own. Some are vital, like your Palace. Others, like the Sewer and Graveyard, are more akin to lairs than buildings. Most of these structures are necessary evils. They provide challenges to your settlement's growth, but are in fact inescapable results of that growth as well.

Elven Lounge

Adventurers with low willpower can find themselves wasting large amounts of gold and time at this den of decadent entertainment. You gather no gold from this building; all the money spent there is lost.

Main Function: Diverts heroes from their missions.

Cause: Appears once you have invited Elves to join your kingdom.

Effects: Attracts heroes with low willpower and consumes their time and money.
Does not pay taxes.

Fountain

Fountains represent the economic prosperity of your kingdom.

Main Function: Gives you another Tax Collector and beautifies your kingdom.

Cause: Appears once you have a certain number of inns, blacksmiths, gardens and marketplaces.

Effects: Gives you another Tax Collector, which helps you gather your gold more efficiently.

Gambling Hall

The games of chance available in this building, like the decadent thrills of the Elven Lounge, can lure your heroes to waste time that should be spent on adventure and money that could go toward buying necessary equipment.

Main Function: Diverts heroes from their missions.

Cause: Appears once you have a Rogues Guild and have invited Elves to join your kingdom.

Effects: Attracts heroes and consumes their time and money.
Does not pay taxes.
Allows you to gamble with gold from your treasury if you so choose.

Gazebo

The Gazebo is just like an Inn, except that your heroes can visit it for free.
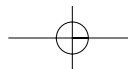
Main Function: Gives heroes a free place to rest and seek refuge; beautifies your kingdom.

Cause: Appears automatically when you have planted Royal Gardens.

Effects: Allows heroes to rest and recover health.

Houses

Along with heroes come their families. These proud folk refuse to live as long-term guests in your Palace. Rather, as you recruit more heroes into your kingdom, their families create their own housing outside the walls.

Main Function: Occupies land near your Palace — land on which you could have put useful buildings.

Cause: Recruiting heroes causes Houses to be erected.

Effects: Creates a small amount of taxable income.

Graveyards

As your heroes are killed, their remains are interred in honored graves. When any area contains enough of these graves, it is fenced off and called a Graveyard. Unless you're very good at keeping your heroes alive, one or more of these will eventually appear in your settlement — and thanks to Ardania's legacy of residual necromantic magical energies, evil undead might occasionally rise from any Graveyard.

Main Function: Spawns undead creatures to menace your kingdom.

Cause: Appears in your settlement after a certain number of heroes have died.

80

Effects: Spawns undead monsters. Is indestructible.

Palace

Is the center of your authority. From here, you can set rewards for heroes who successfully complete quests and also choose which buildings you want to construct. Your Palace automatically creates Peasants, Tax Collectors, and the Palace Guard. Without a Palace, you can no longer rule the land. If your Palace is ever destroyed, you've lost everything.

Main Function: Is the central control from which you run your kingdom; houses your vital henchmen.

Cause: Appears at the start of every quest.

Level One: Supports two Peasants.
Supports one Tax Collector.
Lets you build Gnome Hovels, Rangers Guilds, Rogues Guilds, Warriors Guilds, Blacksmiths, Guard Houses, Inns, and Marketplaces.
Provided their other prerequisites are met, lets you build Trading Posts.

Level Two: Supports four Peasants.
Supports two Tax Collectors.
Supports one Palace Guard.
Lets you build Wizards Guilds and Statues.
Provided their other prerequisites are met, lets you build Dwarven Settlements, Elven

81
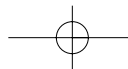
Bungalows, Ballista Towers, Libraries, and Wizards Towers.
Lets you build Temples to Agrela, Dauros, Fervus, Krolm, and Krypta.

Level Three: Supports six Peasants.
Supports three Tax Collectors.
Supports two Palace Guards.
Lets you build Temples to Helia and Lunord.
Lets you build Royal Gardens and Fairgrounds.

Sewer Entrance

As your kingdom grows, so does its civil engineering needs. Sewers appear as the population of your kingdom becomes larger. Unfortunately, these urban necessities also serve as homes for vicious creatures. These denizens of the underground periodically emerge to menace your kingdom.

Main Function: Spawns dangerous vermin.

Cause: Appears as your kingdom grows in size.

Effects: Spawns monsters.
Cannot be destroyed.

HEROES

Heroes are the extension of your power throughout the land. These loyal recruits wander about the kingdom, exploring uncharted land and looking for things to accomplish. They're drawn to the Reward Flags you establish, as well as to adventures of various types.

82

THE SPIRIT OF THE LAND

All began with the World Birthing.

From the vast nothing, Krolm brought everything into being. He presided as the singular Master of Ardania's dawn. While he was pleased with the endless details of this newly crafted wilderness, something was still missing. Self-admiration for his accomplishments was not enough. He brought humankind into the world so that they may take joy in his creation and revere his might and skill.

Ardania's countenance was still blanketed in darkness and tumult. To soothe this harsh realm of storm and fury, Krolm divided his essence. The result was Krolm's two children: Helia, the eternal Sun, and Lunord, the ever-changing moon.

Helia and Lunord frolicked across the skies, and the people of Ardania watched with admiration. The new gods delivered many gifts — the gifts of civilization. Soon, many of Ardania's people turned away from Krolm, in favor of the promise of these new gods. Krolm grew jealous and instructed his remaining faithful to forever shun the trappings of civilized life.

As civilization evolved, so did the heavens. In the time of the great King Sydrian, four more deities vied for the spiritual allegiance of Ardania's faithful. These children of the new gods included Krypta, Goddess of Death; Dauros, God of Law; Fervus, God of Chaos; and Agrela, Goddess of Life. And thus the seven gods and goddesses of Ardania came to be.

Hero Statistics

Every individual hero has a set of unique statistics — numbers that define that hero's personal characteristics for your understanding. These statistics are largely dependent on class, but

83

even within each class, heroes' ratings vary. The *General* statistics represent a hero's decision-making abilities; these influence the chances of success when attempting certain actions. *Combat* statistics describe a hero's defensive and offensive prowess in combat. Some of these statistics are also applied to certain henchmen and monsters.

General Statistics

STR	Strength	The hero's power; physical capacity.
INT	Intelligence	The hero's brain power.
ART	Artifice	The hero's stealth skill and craftiness.
VIT	Vitality	The hero's overall constitution.
WIL	Willpower	The hero's ability to avoid temptation; piety.

Combat Statistics

Hand-to-hand	How proficient the hero is at melee combat.
Ranged	The hero's proficiency at ranged combat.
Parry	How well a hero can deflect melee attacks.
Dodge	The hero's skill at evading missiles.
Resist	How likely the hero is to be able to avoid harmful magical spells.

Adepts (Followers of Lunord)
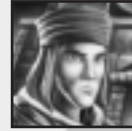
Mystic Warriors

Trained in the use of both spells and ancient martial techniques, these followers of the god Lunord are a valued combat asset in any kingdom. Only the most fleet of foot are considered for training as an Adept, because they are required to be able to literally run like the wind. Adepts avoid heavy armor, as it hinders their swift style of combat.

Primary Attack: Melee
Usual Activity: Patrolling the settlement
Base Armor: None
Base Weapon: Staff

Barbarians (Followers of Krolm)
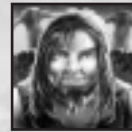
Warriors of the Wilds

Barbarians live by the Law of Steel. They have very high hit points and are almost always berserk — strong, but somewhat thick in the head. Barbarians use two weapons at once, favoring the axe and club, and have high dodge and parry skills. These brutes equate armor with fear and weakness, and as such they avoid using it.

Primary Attack: Melee
Usual Activity: Berserking
Base Armor: None
Base Weapon: Axe & club

Cultists (Followers of Fervus)
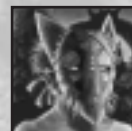
Chaotic Druids

Cultists revel in the apparent chaos of the natural world around them. They favor using two daggers at once when melee fighting, and often throw their knives for a short ranged attack. Cultists sow the seeds of

poisonous plants that can later be harvested by Rogues to provide poison for weapons.

Primary Attack: Ranged
Usual Activity: Sowing poisonous plants
Base Armor: None
Base Weapon: Throwing daggers

Dwarves

Skilled Craftsmen

Dwarves are stocky, strong, and a little slow of foot. They attack with their trusty hammers. Dwarves are the master engineers of Ardania, and they bring a number of mechanical ingenuities to your settlement. Their engineering instincts also drive them to assist in any of your construction projects. Their melee combat skills are quite formidable.

Primary Attack: Melee
Usual Activity: Construction
Base Armor: Chain mail
Base Weapon: Hammer

Elves

Hedonistic Heroes

This swift and slightly built race has a weakness for the pleasure-drenched lifestyle. Elves have an excellent ranged attack with the bow and are strongly attracted to financial opportunities. They also enjoy earning extra gold by performing music for the local population.

Primary Attack: Ranged
Usual Activity: Performing at Inns and
                  Marketplaces
Base Armor: Leather
Base Weapon: Long bow
Base Armor: Leather
Base Weapon: Throwing daggers

86

Gnomes
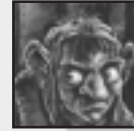
Diminutive Workers

As Gnomes are stunted, gnarly, weak, and somewhat pacifistic, they make rather lackluster adventurers, but they provide a valuable supplement to your Peasant workforce. When Gnomes are part of your kingdom, all newly recruited heroes are given a slight bonus to their luck. Gnomes are a bit like vermin, in that once you establish one Gnome camp in your kingdom, the number of such camps rapidly increases on its own (to a maximum of three per kingdom). If, however, you somehow manage to burn down all their homes, the Gnomes will leave your kingdom.

Primary Attack: Melee
Usual Activity: Construction
Base Armor: None
Base Weapon: Dagger

Healers (Followers of Agrela)

Spiritual Caregivers

The Healers are compassionate and self-sacrificing, and therefore are terrible at fighting. They have higher than average willpower and can cast healing and blessing spells. When a they find themselves in combat, Healers use a dagger. Their faith prohibits them from donning any sort of armor.

Primary Attack: Melee
Usual Activity: Healing others
Base Armor: None
Base Weapon: Dagger

87

Monks (Followers of Dauros)

Masters of Spiritual and Physical Discipline

Monks have very high willpower and will almost never go into Gambling Halls or Elven Lounges. They are good at fighting, though they tend to be rather cautious. Their spells are generally protective in nature. Monks abhor weapons and armor, preferring to use their deadly fists and mental spells in battle.

Primary Attack: Melee
Usual Activity: Praying
Base Armor: None
Base Weapon: Open hand

Paladins
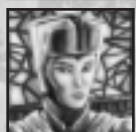
Righteous Crusaders

You can recruit Paladins at a Warriors' Guild, but only if there is a Temple to Dauros in your kingdom. Paladins are excellent warriors, but they are very expensive to hire. They're very high in willpower, use two-handed swords, and have a protective spell they can cast upon themselves.

Primary Attack: Melee
Usual Activity: Hunting
Base Armor: Plate mail
Base Weapon: Two-handed sword

Priestesses (Followers of Krypta)

Mistresses of Death

Priestesses are poor at fighting, suffer from lower than average willpower, but have fairly high intelligence. Their selection of spells revolves around the dead (necromancy), which skill allows them to survive dangerous encounters — but oft-times in a chilling fashion. For a weapon, a Priestess will always choose a staff. At the insistence of Krypta, they never use armor.

Primary Attack: Ranged Spells
Usual Activity: Summoning skeletal familiars
Base Armor: None
Base Weapon: Staff

Rangers
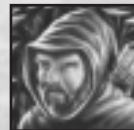
Rugged Frontiersmen

Rangers generally choose exploration as their means of increasing experience, along with a fair dose of fighting wandering monsters. Rangers move quickly and enjoy a good distance vision. After the whole realm has been mapped, they sometimes journey to distant lands, disappearing off the edge of the map and appearing again later — if they have survived.

Primary Attack: Ranged
Usual Activity: Exploring
Base Armor: Leather
Base Weapon: Long bow

Rogues

Nefarious Swindlers

Rogues generally have high luck. They are useful for generating revenue for your kingdom, since they are obsessed with finding and stealing gold and treasure. They have the highest artifice rating of all the classes, low willpower, and fairly high dodge and parry skills. Rogues fight with a hand-held crossbow. In order to keep themselves quick, quiet, and unhindered, they refuse to wear chain or plate armor.

Primary Attack: Ranged
Usual Activity: Stealing
Base Armor: Leather
Base Weapon: Crossbow

Solarii (Followers of Helia)

Fiery Warriors

Every Solarus fights well with a huge, crushing mace. Solarii have average speed and dodging skills, but very high strength and damage bonuses. In addition, they wield a dangerous Fire Spell.

Primary Attack: Melee
Usual Activity: Exploring
Base Armor: Chain mail
Base Weapon: Mace

Warriors

Armored Champions

Warriors have high initial hit points and enjoy big hit point increases when they gain levels, but these simple fighters often have difficulty defeating monsters that use powerful magic. Warriors have mediocre artifice and lower intelligence than most heroes, but a higher strength — which perhaps explains their choice of career.

Primary Attack: Melee
Usual Activity: Hunting monsters
Base Armor: Plate mail
Base Weapon: Sword

Wizards
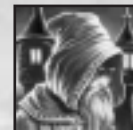
Masters of the Arcane Arts

Wizards have low initial hit points and strength, but as they gain levels, they can learn powerful spells that make them formidable in battle. Wizards tend to be cautious; they have high intelligence but low strength. They shun armor, as it interferes with their spell casting.

Primary Attack: Ranged spells
Usual Activity: Research
Base Armor: None
Base Weapon: Staff

Warriors of Discord

Deranged Soldiers of Chaos

You can recruit these characters at a Warriors' Guild, but only if there is a Temple to Fervus in your kingdom. They are excellent warriors but very expensive. Warriors of Discord generally are quite strong, but have poor dodge and parry skills.

In addition, they have a special attack that can damage multiple enemies at once or flat-out kill an enemy in one blow. Their blade of choice is a gruesome, two-handed weapon of their own devising. Warriors of Discord prefer to wear a type of armor also of their own design, which consists of leather straps, bits of chain, and large, razor-sharp spikes.

Primary Attack: Melee
Usual Activity: Hunting
Base Armor: Leather harness
Base Weapon: Chaos blade

HENCHMEN

While your heroes wander the land doing adventurous deeds, your humble henchmen go about the business of keeping the kingdom running from day to day. Without their unceasing labors, your rule would soon end, as the infrastructure would fall from under it.

HOW THE WORK GETS DONE

The young prince lunged at the Royal Advisor, but the elderly nobleman parried the wooden sword with ease. Doralass the Advisor chuckled. "Worry not fair prince, for when you are sovereign of this land, the heroes of the Warriors Guild will do your fighting for you."

The pair's moment of levity was interrupted by a Peasant reporting on the progress of upgrades to the local Marketplace. After answering several of Doralass' questions, the Peasant was dismissed.

"He smelled awful!" commented the prince, wrinkling his nose in obvious displeasure.

"Be thankful your mother did not enlist Gnomes," Doralass replied. "Though industrious little folk, they carry a stench unmatched in Ardania."

"When I am sovereign," mused the prince "I will have nothing but heroes in my kingdom!" The prince knew all too well the disappointed furrow that now crossed Doralass' brow. A lecture was sure to follow.

"And who will build this kingdom of yours? While Warriors swing a blade with considerable skill, they are not so deft with a carpenter's hammer, I assure you. And even should you manage to erect some semblance of a kingdom, remember that heroes require rewards to perform service. The Palace and City Guards defend you and your kingdom with steadfast loyalty."

"But..." the prince interjected, only to be cut short again.

"And let us not forget the very life blood of your kingdom," the seasoned advisor continued, skipping past the interruption. "Gold is gathered for you by your Tax Collectors, so that you may continue to influence these heroes of which you speak so fondly."

The prince sighed his resignation, seating himself on a nearby stump as Doralass continued to recite the virtues and necessities of maintaining a capable force of henchmen subjects. The lesson ran well through the afternoon.

Caravan

Trading Posts generate income for you by sending Caravans from the more remote sections of your settlement into your Marketplaces. Once a Caravan reaches a Marketplace, it

drops off its load of goods, which translates into gold for your Tax Collectors to pick up. The further a Caravan has to travel, the more gold it generates.

City Guard

Every time you build a Guard House, part of the construction cost goes toward recruiting a City Guard to be stationed in the structure. These untiring sentinels patrol the area near the Guard House and attack any monsters that approach. (Note that killed City Guards are replaced automatically.)

Primary Attack: Melee
Usual Activity: Patrolling
Armor: Chain mail
Weapon: Halberd

Veteran Guard

When you upgrade a Guard House, part of the gold is spent on either training the City Guard to veteran status or replacing him with a Veteran Guard hired from elsewhere. The veteran — like a City Guard, but tougher — garrisons the upgraded Guard House.

Primary Attack: Melee
Usual Activity: Patrolling
Armor: Chain mail
Weapon: Halberd
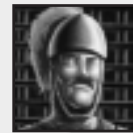
Palace Guard

As part of the process of upgrading your Palace beyond level one, it is a matter of course that you recruit a Palace Guard to defend the improved stronghold. These elite fighting men may look similar to the City Guard, but they are much better at what they do.

Primary Attack: Melee
Usual Activity: Defending the Palace
Armor: Chain mail
Weapon: Halberd

Peasant
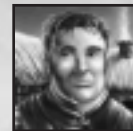
Peasants are the foundation on which and by which your kingdom is built. These hardy souls populate the less grandiose portions of your Palace, venturing forth when needed to construct or repair buildings. When their work is complete, they return either to the Palace or to the nearest Guard House for refuge.
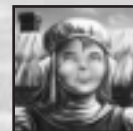
Tax Collector

Tax Collectors walk from building to building gathering gold, stopping only at those you've left on their routes (or assigned for a one-time collection). They start out from your Palace, then return there to deposit the collected gold in your treasury. Tax Collectors can also operate out of a Guard House; the taxes they deliver there are instantly transferred to your treasury.

MONSTERS

As your heroes and henchmen wander the land of Ardania, they cannot help but encounter the dangerous creatures that lurk all about the countryside. Though many of these beasts are of natural origin, we use the broad term 'monsters' as a category to describe them all.

THE AXE OF GARBASH

Garbash brayed uneasily at the scent on the chill autumn wind. Fire — and...humans! They were close now, moving into territory clearly marked by the Minotaur as his own. All through the past summer, more and more humans had plagued Garbash. Humans had settled in this region earlier in the spring. At first, only the weak ones with stinging arrows had ventured into the wilds claimed by Garbash as his own. Those had fallen quickly to the Minotaur's powerful axe.

Lately, things were different. Humans appeared bearing all manners of weapons and magic. A day did not pass without

some encounter between the Minotaur and humans. Garbash was filled with unease and superstition, believing some dark curse had been cast over him, marking him for suffering. Now the humans built great stone piles within his territory! Rage began to well within his bestial heart as Garbash considered the human incursions and followed the scent to its origin.

With a thunderous bellow, the Minotaur broke into a determined charge toward the human building. "Garbash will destroy humans and all their piles of stone!" he thought, visions of battle and destruction playing out in his primitive mind.

Moment's later, Sir Daran Swiftblade pulled his sword from the lifeless Minotaur who had come charging at the Dancing Unicorn Inn from the wood line.

"It appears that my hunt for this beast will not take as long as I imagined," he commented to the Peasant who was busily repairing the damaged Inn. "The bounty on this one will be enough to purchase that set of plate armor I've been eyeing over at Ogerd's Smithy."

With a chuckle at his good fortune, Sir Daran begin his journey to see the famed Blacksmith.

MONSTER LAIRS

Monsters Shelter in All Sorts of Havens

Most of the monsters of Ardania breed in lairs scattered throughout the wilderness. These lairs range in quality from primitive animal dens and warrens to elaborate, dark castles. If you want to get to the root of your monster problems, your best bet is to destroy any lairs you can find. The less lairs there are, the less monsters you'll encounter.

Some righteous (some might say crazed) heroes will attempt to search out and destroy these lairs on their own. However, you can also offer rewards to tempt the more timid populace into attacking and eventually ridding the land of these monster spawning grounds.

It is worth noting that there are some monsters that do not spring from lairs. Instead, these adversaries cross into your realm from neighboring lands. Since you cannot attack the source of these creatures, your only recourse is to slay as many as you can in hopes of discouraging future monster immigration.

Daemonwood

These ancient tree spirits hark back to the time of the World Birthing, before Humanity walked the land now called Ardania. They despise Humans, probably because humans use wood for building and burning.

Dragon

Dragons seldom stir from their underground nests. When they do, they take to the air in a fury of fire and death.

Dryad

These woodland spirits pass over from the realm of Fey to pursue their unknown agendas. They prey on Humans, though none know why.

98

Evil Oculus
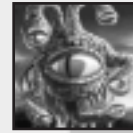
Creatures of unknown origin, Oculi are a relatively new menace to Ardania. Some scholars believe they are somehow related to Dragons. Oculi cast the Paralytic Gaze and Electrical Fury spells in combat.

Flowering Strangleweed

This vine is a twisted strain of plant life resulting from the misguided magic of a twisted Wizard. It is rumored that multiple Strangleweeds in a small vicinity share a collective, almost animal intelligence.

Goblins

Be careful not to underestimate the threat posed by Goblins, for while they are not very powerful as individuals, in numbers they quickly form an overwhelming war-band.
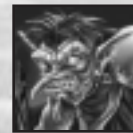
Goblins, though rather weak, are vicious warriors that will fight to the death using their short swords.
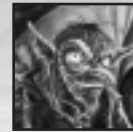
Goblin Archers are hunters; they wield poorly crafted bows that launch crude — but dangerously heavy — arrows.
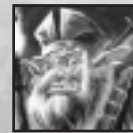
Goblin Priests worship Grum-Gog, the lord of pestilence. They seek the destruction of Ardania through a plague of insects, using their Insect Swarm spell.
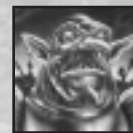
Goblin Champions are veteran warriors who wield two weapons at once as they wade into their opponents.

99

Giant Rat

Giant Rats are present in all the kingdoms of Ardania. The common wisdom is that they are spies for their larger bipedal cousins, the Ratmen.

Giant Spider

A secretive tribe of Goblins once selectively bred these deadly arachnids. Though they were brought into being for use as guardian beasts, the spiders swiftly devoured their would-be masters and are now loose in the forests of Ardania.

Harpy
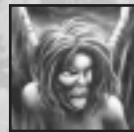
These foul abominations are the spawn of Scrylia, the serpent queen. Ultimately, the harpies rebelled against their dark mistress, destroying her vast empire from within. Now they seek perverse joy by spreading suffering and pain in the world.

Hell Bear

Foul tempered and malicious, Hell Bears savagely attack any heroes who stray too close to the bears' lairs. The remnants of their many victims are strewn about their dens.

Medusa

These hideous creatures formed the core of the serpent queen Scrylia's dreaded legions. The Medusae joined the Harpies in their rebellion, helping to end Scrylia's reign of terror. They are now seeking to bring their own reign of terror to Ardania.

Minotaur

Minotaurs are twisted creatures, but fearsome warriors. Legend has it that an ancient zealot created the first of them to serve in his army as shock troops. Minotaurs now roam throughout the land in raiding parties, and woe betide their victims.

Ratmen
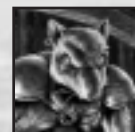
Ratmen are greedy thieves that leap forth from sewers to waylay Tax Collectors and raid unsuspecting settlements. These giant vermin might be the result of magical discharges seeping into the sewers of the kingdom, mutating the rats that dwell therein. Rumor holds that these creatures all trace their lineage back to a gigantic central warren with a population rivaling that of the greatest kingdoms of Ardania.

Rock Golem

These are nature spirits similar in essence to the Daemonwood. When aroused, the stone titans relentlessly battle against Human settlements, which greatly fear them-for good reason.

Roc

These large, malicious birds are magically twisted, evil parodies of the noble Ardanian eagle. They tend to prey on the weak and infirm.

Rust Spitter

In a process similar to that used by some insects, Rust Spitters dissolve their food externally with projected acid before consuming it. They are extremely territorial and rarely encountered in groupings of less than three.

Skeleton

These are animated bones raised through necromantic spells of dark origin. While Skeletons are not particularly strong, they are resistant to magic and missiles.

Troll

Trolls are tough; they slowly regenerate any damage they have sustained. Trolls enjoy treasure as much as the average Rogue, and are often found waylaying Caravans or attacking Marketplaces.

Vampire

Vampires are the most feared of all the undead. According to legend, Krypta created these horrible monsters when she was first born-in the flush of her powers, but before she had the experience or maturity to control their effects. In combat, Vampires employ the spells Life Leech and Magic Mirror.

Varg

Vargs are cunning and evil relatives of the common wolf. They attack with viciously sharp claws and fangs.

Werewolf
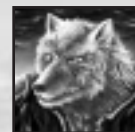
A Werewolf is the misshapen creature that results when a Human is infected with a rare lycanthropic disease. The unceasing pain and rage of the condition drives even the gentlest person into a permanent state of homicidal mania.

Zombie

Zombies are corpses animated by evil magic while still in an early state of decay. They are slow, but attack with surprising force.

SPELLS

Magic is a powerful force in Ardania. Not only do many of your heroes have the ability to cast spells, both offensive and defensive, but you as the sovereign hold the power of a set of spells reserved for your use alone — the Sovereign Spells.

POWER FOR A PRICE

A portly apprentice ran breathlessly into the great circular chamber of the Wizards Guild. "Minotaurs have sacked the outer Tower and are heading for the Marketplace!"

"Yes, we are aware of this," replied Theonus, the guild's unflappable High Wizard. "The Sovereign has asked for us to activate the Bellanus Orb — and of course sent along the appropriate payment." He then closed his eyes, began to concentrate, and lifted his face towards the ceiling.

High above their heads hung the foreboding Bellanus Orb, a magical instrument that worked with the distant Wizards Towers. The Orb's surface was an ever-shifting hue of gray and blue. Electricity arced to nearby supports, and a haze of blue smoke drifted in a tight orbit around the sphere.

Extending his hands above his head, Theonus began to manipulate the sphere through his great powers. Invisible to the naked eye, the runes of alignment began shifting to their charged positions. The great orb crackled audibly as it drew energy from the ether winds. The stuff of magic was visible in rainbow hues bending away from the arcane sphere.

In his mind's eye, Theonus could see all of the land through the many Wizard Towers still standing. He centered his focus on the pack of Minotaurs now rampaging through the newly built Marketplace. In that moment, Theonus became a living conduit for the tremendous magical storm growing around the Bellanus Orb.

The furor of a hundred lightning bolts coursed through Theonus' mind. Miles away, a destructive lightning storm sprang into being above the nearly destroyed Marketplace. A fury of piercing white bolts shot down from the heavens. Each bolt was guided to strike only Minotaur flesh.

A chorus of inhuman howls boomed from the attacking herd. The air was filled with the smoke and smell of burning fur. A few herd members dropped to the ground, dead. The remaining members were critically wounded and would be easy targets for the City Guards already dispatched to the site.

Theonus recoiled from the tremendous effort of the casting. Exhausted, he slumped into a nearby chair. The apprentice could do little more than quietly leave the room and ponder the day when his skills would finally qualify him to join the ranks of Ardania's Guild Wizards.

Hero Spells

Certain classes of heroes use magic in the defense of your kingdom. Each class studies magic from a different viewpoint, however, and so your heroes are each versed in very different spells. The listings herein include a brief description of what spells every able class of hero can use, the effects of each spell, and the level of experience a hero must reach before being able to cast the spell.

Adept

	Teleport	4	Instantly transports the caster a short distance.

Cultist

	Charm Monster	1	Causes one animal monster to become friendly and aid the caster.
	Camouflage	4	The caster blends into the background and remains hidden unless he attacks
	Change Shape	7	The caster takes the form of an animal monster.

Healer

	Healing	1	Heals the target.
	Meditation	4	Temporarily increases the caster's sight, rate of healing, dodge and parry skills.

	Aura of Peace	7	Makes the caster temporarily impervious to all attacks.

Monk

	Hands of Steel	1	Adds to the damage done by the caster and makes an instant kill possible.
	Stone Skin	4	Boosts the caster's defenses (armor rating).
	Iron Will	7	Boosts the caster's resistance to poison, magic, and diseases.

Paladin

	Shield of Light	4	All evil creatures have a more difficult time hitting the caster.

Priestess

	Drain Life	1	This ranged spell transfers hit points from the target to the caster's party.
	Animate Skeleton	1	Summons a Skeleton to aid the caster.
	Control Undead	7	Causes undead monsters to aid the caster.

Solarus

| | Sun Scorch | 4 | All enemies within a radius around the caster are damaged by fire. |

Wizard

	Energy Blast	1	A simple blast of energy (ranged spell) causes minor damage.
	Fire Shield	2	Partially protects the caster from both physical and magical attacks.
	Fire Blast	3	This ranged spell is a quick burst of flame that can damage multiple opponents.
	Teleport	4	Teleports the caster to a location within the explored part of your kingdom.
	Fire Ball	5	A powerful fire attack that can harm many targets in a large area.
	Resist Magic	6	Temporarily boosts the caster's resistance to magic.
	Meteor Storm	7	A tremendously powerful spell that damages everything in a wide area.

All Classes (Library Spells)

| | Power Shock | 1 | Similar to Energy Blast, but available to all magic using heroes. |
| | Flame Shield | 1 | Similar to Fire Shield, but available to all magic using heroes. |

Sovereign Spells

Unlike hero spells, the Sovereign Spells are under your direct control. Once you have completed the requisite building and done the required research in that building, the spells listed here become available. Each listing includes a brief description of the spell's effects, the icon that represents the spell, and the level at which the particular building makes that spell available.

Temple To Agrela

	Healing	1	Restores hit points to the target.
	Blessing	2	Gives combat bonuses to the target.
	Resurrection	3	Cast on the grave of a recently dead hero, brings that hero back to his home guild.

Temple To Dauros

Stone Skin	1	Increases the target's defenses (armor value).
Vigilance	2	Briefly boosts the target's willpower, speed, and attack skills.
Petrify	3	Immobilizes the target for a short time.

Temple To Fervus

Healing	1	Restores hit points to the target.
Illusionary Hero	2	Confuses enemies with an illusory replica of the target.
Vines	3	Entangles the target.

Temple To Helia

Fire Strike	1	Fire does damage to the target; does not damage buildings.
Sun Scorch	2	Causes burn damage to every creature in the target area.

Temple To Lunord

Winged Feet	1	Increases the target's speed.
Wind Storm	2	A gale moves and damages everything in the target area.

Temple To Krypta

Wither	1	Lowers the target's strength and poison and disease attack skills.
Animate Bones	2	Summons a Skeleton that follows and aids the target.
Re-Animate	3	Cast on the grave of a recently dead hero, brings that hero back with some of his hit points healed.

Wizards Guild

Farseeing	1	Illuminates hidden sections of the land.
Invisibility	1	The target becomes unde-tectable by its enemies for a short time.
Lightning Bolt	2	Damages the target.
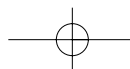
⬛ **Anti-Magic Shield**	2	Temporarily protects the target from magic by removing most negative spell effects and protecting against them.
⬛ **Super Charge**	3	Temporarily doubles the range of Wizards Towers and Guilds.
⬛ **Lightning Storm**	3	Causes lightning damage to all enemies in the target area.

MAJESTY®: THE NORTHERN EXPANSION™

WELCOME BACK TO ARDANIA

"Your. . . Majesty," called out Venn Fairweather, my rather winded Royal Advisor. He slumped against the wall at the top of the steps, "Bad news. . . come quickly!"

"What is it? A band of marauding Minotaurs? A lost artifact to retrieve? A terrible sickness washing over the land again?" My heart soared at the prospect of confronting new dangers.

"No, Sire." Old Venn was looking quite shaken. "It is the prophet Juleck. He is dying."

Juleck lay shriveled in a bed, his only remaining fire shining dimly from his eyes. His words shook out with great effort, "Sovereign, come here."

I knelt by his side and gently took his hand. Juleck had warned me of so many dangers; counseled me during times of such duress. He was the seer to generations of Sydrian rulers – his death was never even considered.

"You have done well. . . for such a young ruler." His eyes locked with mine and for a moment I saw the same old Juleck. "Stop resting on your laurels, for your enemies do not. They grow stronger with each passing of the sun. Gorgons are coming back. . . towers fire arrows at your heroes. . . a monster approaches, far more powerful than anything you have fought before!" He paused to catch his shallow breath. "You must melt the northern ice with the warmth of your heart and the strength of your resolve."

Juleck closed his eyes and I was a little child again, destined for great things but feeling very alone. "Tell me... tell me what to do," I stammered.

"Wear a winter coat," he said. "Sovereign. It will be cold where you are going." These were the great seer's last words; an era was slipping away before my eyes. I would now rule without benefit of a seer.

After some time in silence my Royal Advisor hesitantly spoke, "Sire, what should I do?"

"Call the tailor. Apparently I need a warmer coat.'"

Majesty: The Northern Expansion enhances ***Majesty*** in many ways. This is a quick list of the improved features for you to explore and enjoy.

- The map of Ardania has been expanded to include many new epic quests as well as the original ones. In addition, quests are available for downloading from **www.majestyquest.com**.

- There are new kingdom buildings for you to build, new Sovereign spells for you to use, and new magic items for your heroes to purchase.

- There is a collection of new monsters assaulting your kingdom, many of whom work together to cause greater mayhem. From casting spells on each other to using a nasty siege weapon, you'll be pushed to develop new strategies]efense and new paths to victory.

- As requested by fans in the official ***Majesty*** forum, multiplayer has also had some major additions. The Build Tree Editor is used to allow, disallow, or limit-by-type the number of specific buildings that players may construct. In addition, the Embassy building gives you a shared field of view with your allies. Also, the freestyle setup screen lets you choose special events to occur during your game, such as waves of monster attacks. Lastly, there are tons of new freestyle patterns for you to enjoy — some of them on huge maps!

The Northlands are a dangerous place, Sovereign. Prepare well!

USING THE NORTHERN EXPANSION FEATURES

Choosing an Epic Quest

All of Ardania's known lands are now shown on the quest map. In *Majesty*, the northern border of the map ended at Hellfire Mountains. Now you have access to realms farther to the north, with the new epic quest icons available there. The new special events feature also works with the original *Majesty* quests — giving further reason to tackle them again!
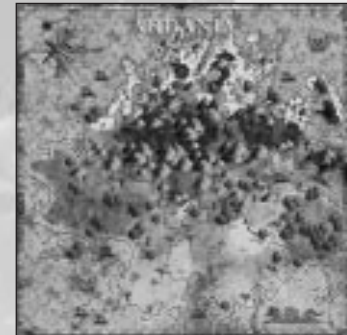
Downloading an Epic Quest

Cyberlore is creating quests for you to download over the Internet. Periodically check the web site **www.majestyquest.com** for updates. When one is available, follow the instructions on the site for downloading and installing it. After the quest is installed, it can be accessed in one of two ways, which will be indicated on the site:

- It will have an icon on the Ardania map similar to the other quests.

- A button will appear in the northwest of the quest map. Click on it to access a list of the additional quests.

Build Tree Editor

Mark here to allow building

Building List

Click here to delete your buildset

Click here to save your buildset under the current name

Buildset Name

Use these buttons to increase or decrease the number of buildings allowed

Return to the previous menu and discard changes made to this screen
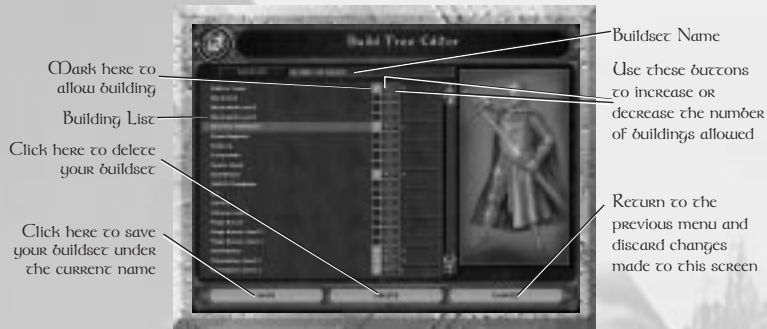
The Build Tree Editor is a powerful tool that greatly enhances multiplayer play. People like to play multiplayer *Majesty* in many different ways. We have created this tool to allow you to modify the game to fit your own play style.

From the Freestyle Menu, choose *Building Edit Menu*. This tool lets you allow, disallow, and limit the number and level of the buildings that each player can create during a game.

For buildings with multiple levels, you select how many of that building type are allowed using the level one field. The level two and level three fields can then be turned on or off to allow or disallow the building to increase to that level.

For example, you could provide the following rules for your own multiplayer game:

• No Gnome Hovels, Elven Bungalows or Dwarven Settlements are available.

116

• Wizards Guilds cannot upgrade past level two and you can only have one of them.

• Only two Trading Posts are available to each player.

• Only six Wizards Towers are available to each player.

After making your selection, you can name your buildset and save it.

Save and Load Freestyle Settings

Special Events

Build Tree Editor

Buildsets

Terrain Code

When you are playing a freestyle or multiplayer game, your buildsets are shown under the Building Limitations drop-down selection in the Freestyle Menu. There are some sets included with the game, and you can submit yours to the *Majesty* web page and download them from other players as well.

During play, if you have reached the limit of a certain type of building, it appears in red in the build list and the tool tip window explains the reason.

The Freestyle Menu has also been enhanced to let you save and load freestyle options so that you can easily access your favorite play combinations. In addition, if you find a certain terrain layout that you like, enter its unique terrain code in the Map Number field and make the identical choices in the freestyle dropdowns to use it again. The code number can be found during play by clicking the title bar.

117

Special Events

While playing quests many events take place, such as coordinated waves of monster attacks or a hero arriving from distant lands to help in your struggle. A selection of these events is now available in freestyle and multiplayer play.

In the Freestyle Menu, use the drop-down selections and choose the events that you'd like to have running during your quest. Some of these will really keep you on your toes!

In addition, when you have achieved victory in an epic quest, you are always given a choice to continue playing. If you do, special events are automatically enabled for that epic quest. This applies to all of the original *Majesty* epic quests as well.

Special scripts that continue the spawning of monsters automatically run after you have won an epic quest. Also, you can enter commands that spawn monster attacks by doing the following: Hit [Enter] while playing, type in the command (just like a chat message), and hit [Enter] again. The commands are: "NIGHT OF THE LIVING DEAD," "PREPARE TO DIE," "PUMP UP THE VOLUME," "GOBLIN RUSH" and "GIVE ME ACTION."

REFERENCE

Buildings

Embassy

The Embassy recruits veteran heroes at random intervals from distant lands into any open guild spots in your kingdom. The interval is displayed with a timer bar in the Embassy's Control Window. If an Outpost is present, the Embassy has a chance of recruiting any type of hero to fill its slots.

The Embassy has a simple on/off button. If the Embassy is on, it generates heroes and deducts the indicated amount of gold from your treasury every time it does so. If it is off, then the building does not recruit heroes or charge any gold.

Up to two heroes in your kingdom who are without guilds (either being summoned by the Embassy or having their guild destroyed) can use the Embassy as their home.

Additionally, in multiplayer play, the Embassy gives you a shared vision of the map with all of your allies. If an ally becomes an enemy during play, the shared vision is lost and you cannot see any new areas that they discover.

Main Function:	Automatic Hero Recruitment.
Prerequisites:	You must have a level two Palace or an Outpost.
Level One:	Recruits new heroes automatically.
	Heroes that are recruited at the Embassy typically start out higher than first level.
	Provides shared vision with allies in multiplayer play.
	Two heroes of any type can use the Embassy as their home.

Hall of Champions

The Hall keeps track of all creature types slain by your heroes. You can select any one type of creature from this list and place a bounty on all of its kind for a one-time cost. This makes all of your heroes regard that creature type as a more attractive target. A timer in the Hall of Champions' Control Window displays how long the bounty lasts. While in effect, all creatures of that type are marked with a small medallion. In addition, visiting heroes gain a temporary health bonus.

Main Function: Gives the ability to designate one creature type that you would like your heroes to focus their attacks upon.

Prerequisites: You must have a level three Palace or Outpost, and you can only have one Hall of Champions in your kingdom.

Level One: Select one monster type from the list for your heroes to give preference to in their attacks.

Visiting heroes gain a temporary boost to their maximum hit points and to their healing rate.

Magic Bazaar

The Magic Bazaar is a collection of small shops that sell magical items. It features a total of six new magic items that your heroes can purchase. It is useful for giving your heroes a wider range of powers to use against the greater dangers found in the Northlands.

Main Function: Market for magic items.

Prerequisites: You must have a level two Palace or an Outpost.

Level One: Can research Tonic of Speed and Fire Balm.

Level Two: Can research Potion of Dirgo Strength and Elixir of Regeneration.

Level Three: Can research Invisibility Brew and Shapeshift Tincture.

Mausoleum

The Mausoleum is a graveyard for your heroes. It can only hold a certain number of dead heroes, but unlike Graveyards, the Mausoleum does not spawn undead. Heroes buried here can be brought back to life using the Mausoleum. Be careful, though, for if there is not space for them at their guild, or a room at an Outpost or Embassy, they will simply leave your kingdom. If the Mausoleum is destroyed, it releases a horde of undead. Heroes affiliated with Agrela or Dauros do not go to the Mausoleum.

Main Function: Storage for slain heroes.

Prerequisites: You must have a level two Palace or an Outpost.

Level One: Resurrect a hero from this building long after they are slain. The higher the level hero, the more it costs to do so.

Outpost

The Outpost is an alternate command center to the Palace. It works like the Palace, but is smaller and more vulnerable. If your Palace is destroyed, you automatically escape to a nearby Outpost and continue ruling from there. In some quests you start with an Outpost instead of a Palace.

Main Function: Alternate center of operations to the Palace.

Prerequisites: You must have a level two Palace.

Level One: Supports two Peasants.

Supports one Tax Collector.

Supports two Palace Guards.

Serves as a gold drop off point for Tax Collectors.

Serves as a home for up to six heroes.

Allows construction of Blacksmiths, Embassy, Guard Houses, Hall of Champions, Inns, Marketplaces, Magic Bazaars, Mausoleums, Rangers Guilds, Rogues Guilds, Temples to Agrela, Temples to Dauros, Temples to Fervus, Temples to Krolm, Temples to Krypta, and Warriors Guilds.

Provided the other prerequisites are met, lets you build Sorcerers Abode and Trading Posts.

Sorcerers Abode

The Sorcerers Abode provides you with up to six new Player Cast Spells — for a price. The spells can be cast any distance, but after any spell is cast, the sorcerer must rest before casting any other. Upon casting of a spell, a timer begins to advance in the Sorcerers Abode Control Window. This timer needs to complete before any other spell can be cast from the building.

Main Function: Provides powerful spells for you to cast.

Prerequisites: You must have a Magic Bazaar and you can only have one Sorcerers Abode in your kingdom.

Level One: Grants the Sovereign Spell *Change of Heart*.
Grants the Sovereign Spell *Frost Field*.

Level Two: Grants the Sovereign Spell *Dismiss*.
Grants the Sovereign Spell *Chain Lightning*.

Level Three: Grants the Sovereign Spell *Gate*.
Grants the Sovereign Spell *Earthquake*.

Monster Lairs

There are many new Monster Lairs to be found in the Northlands. Some are seen frequently, others only in particular epic quests. The following two require a special note:

The **Ancient Graveyard** is a wilderness lair that spawns undead. Unlike the Graveyard that automatically appears in your kingdom, the Ancient Graveyard can be destroyed.

The **Broken Sewer Main** automatically appears in your kingdom in a similar manner to the Sewers. However, the Broken Sewer Main can be destroyed — and should be quickly!

Monsters

This is a listing of the known monsters that inhabit the Northlands. As you have found in southern Ardania, it is likely that there are even more powerful creatures to be found guiding the actions of the ones detailed below.

In addition, some monsters from *Majesty* have learned new tricks from monsters in the Northlands. Keep your eyes open for a couple of surprises.
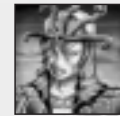
Goblin Overlords

Goblin Overlords are big (for Goblins), highly intelligent (for Goblins) and aid in concentrated attacks on your kingdom. They also protect specific Goblin lairs.

Greater Gorgons

Greater Gorgons are strong, half-human, serpentine creatures that often travel with Medusae. It is rumored that they can petrify humans with their terrible magic.

Ice Dragons

These northern serpents dwell in glacial caves of ice and rock. Although related to the Ardanian Dragon, they breathe a freezing blast instead of fire.

Ratapults

The Ratmen have built rickety siege engines down in the sewers and wheel them to the surface to aid in their conquest. The Ratapult is controlled by a small driver and launches Balefire, an explosive magical projectile.

Ratman Champions

These are rumored to be the elite soldiers of the Ratman King and are usually seen leading Ratmen raiding parties. Big and tough, they have lethal weapons and impressive armor.

Ratman Shamans

Ratmen bands that feature female Shamans as one of their participants are especially dangerous. Ratman Shamans cast enchantments on their compatriots and disease-inflicting spells on their adversaries.

Shadow Beasts

These nearly undetectable, undead creatures run swiftly and can claw through the strongest armor. It is rumored that they are pets — though of whom no one knows (or wants to find out).

Yeti

One of the deadliest creatures of the Northlands, the massive Yeti is a formidable match for even a small group of competent heroes. Its icy fists can crush plate armor like paper.

Sovereign Spells

Sorcerers Abode		Level needed to cast
Change of Heart	1	Makes a fleeing hero go berserk and a non-fleeing hero run away.
Frost Field	1	Provides a temporary frost field around the target unit. The field damages enemies that come within range.
Dismiss	2	Teleports the target unit far away from its current position, or near another kingdom's Palace in multiplayer play.
Chain Lightning	2	Damages the target unit, then springs from it to the next closest enemies, doing less damage with each successive strike.
Gate	3	Heroes near your Sorcerers Abode are teleported, one by one, to a visible location that you specify. The teleporting does not begin until you click on the destination.
Earthquake	3	This powerful spell damages all buildings in a large radius.

126

APPENDIX: KEYBOARD SHORTCUTS

GENERAL

Esc	Open Options menu
F1	Select Palace
F9	Toggle unit names on/off
F10	Toggle hit point bars on/off
F11	Toggle Main Map Zoom Level
F12	Mini-map Terrain Toggle
Spacebar	Toggle Attack Flag on/off in Main Map
Backspace	Center Main Map on the Hero who Spoke Last
`	Dismiss Selected Message Scroll
Tab	Back to Previous Screen or Page (where applicable)
Del	Cancel current action
<,	Decrease game speed
>.	Increase game speed

OPTIONS MENU

E	Quest Info
S	Save Game
L	Load Game
A	Adjust Levels
R	Restart Quest
M	Return to Main Menu
Q	Quit *Majesty*

Options Sub-menus

Y	Yes
N	No

PALACE

Control Window

S	Statistics
B	Buildings
O	Roster
R	Rewards

127

Building Selection

I	Toggle Icons on/off
U	Toggle Unavailable Buildings on/off
?	Help
B	Choose Selected Building

Roster

H	Heroes List
B	Buildings List
E	Henchmen List
D	Detailed List
A	Sort Alphabetically
L	Sort by Level
T	Sort by Type
S	Select Hero/ Building/ Henchman

Rewards

A	Attack Flag
E	Explore Flag

BUILDINGS

Control Windows

R	Recruit Hero or Research
U	Upgrade
H	Hero
S	Spells
X	Destroy Building
?	Help

Heroes and Visitors

M	Members
V	Visitors
D	Detailed Hero Info
Z	Zoom to Hero
S	Select Hero

Warriors Guild

C	Call to Arms

Rogues Guild

E	Extort

Rangers Guild

M	Move Camp

Temple to Krolm

K	Rage of Krolm

Wizards Tower

E	Enchant Tower
?	Help

Marketplace

R	Research
X	Destroy Building
?	Help

Fairgrounds

H	Hand to Hand
A	Archery
M	Magic
C	Combo
N	No Contest
V	Visitors
R	Research
X	Destroy Building
?	Help

Gambling Hall

B	Blue
R	Red
G	Gold
S	Spin
M	Make New Bet
+	Increase Bet
−	Decrease Bet
?	Help

SPELLS LISTS

Wizards Guild

F	Farseeing
I	Invisibility
L	Lightning Bolt
A	Anti-Magic Shield
S	Lightning Storm
C	Supercharge

Temple to Agrela

H	Healing
B	Blessing
R	Resurrection

Temple to Dauros

S	Stone Skin
V	Vigilance
P	Petrify

128

129
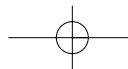
Temple to Fervus

[H]	Healing
[I]	Illusionary Hero
[V]	Vines

Temple to Krypta

[W]	Wither
[A]	Animate Bones
[R]	Reanimate

Temple to Helia

[F]	Fire Strike
[S]	Sun Scorch

Temple to Lunord

[W]	Winged Feet
[S]	Wind Storm

RESEARCH

Fairgrounds

[T]	Tournaments

Library

[F]	Fire Blast
[M]	Magic Resistance
[T]	Train Intelligence

[S]	Meteor Storm
[P]	Power Shock
[L]	Flame Shield

Marketplace

[M]	Market Day
[H]	Healing Potions
[P]	Protecion Rings
[T]	Teleport Amulet

Guardhouse

[A]	Arrows
[V]	Veteran Guard

Blacksmith

[W]	Weapons
[A]	Armor

HERO CONTROL WINDOW

[E]	Spells
[I]	Items
[T]	Statistics
[X]	Dismiss Hero
[?]	Help

LICENSE AGREEMENT

*** IMPORTANT ***

This is a legal agreement between the end user ("You") and Infogrames Interactive, Inc., its parent, affiliates and subsidiaries (collectively "Infogrames Interactive"). This Agreement is part of a package (the "Package") that also includes, as applicable, executable files that you may download, a game cartridge or disc, or a CD-ROM (collectively referred to herein as the "Software") and certain written materials (the "Documentation"). Any patch, update, upgrade, modification or other enhancement provided by Infogrames Interactive with respect to the Software or the Documentation, or bonus game provided by Infogrames Interactive at no extra charge as part of the Package, shall be included within the meanings of those terms, for the purposes of this Agreement, except to the extent expressly provided below.

BY DOWNLOADING OR INSTALLING THE SOFTWARE, YOU ACKNOWLEDGE THAT YOU HAVE READ ALL OF THE TERMS AND CONDITIONS OF THIS AGREEMENT, UNDERSTAND THEM, AND AGREE TO BE BOUND BY THEM. YOU UNDERSTAND THAT, IF YOU PURCHASED THE PACKAGE FROM AN AUTHORIZED RESELLER OF INFOGRAMES INTERACTIVE, THAT RESELLER IS NOT INFOGRAMES INTERACTIVE'S AGENT AND IS NOT AUTHORIZED TO MAKE ANY REPRESENTATIONS, CONDITIONS OR WARRANTIES, STATUTORY OR OTHERWISE, ON INFOGRAMES INTERACTIVE'S BEHALF NOR TO VARY ANY OF THE TERMS OR CONDITIONS OF THIS AGREEMENT.

If You do not agree to the terms of this Agreement, do not download or install the Software and promptly return the entire Package to the place You obtained it for a full refund. If you should have any difficulty in obtaining such refund, please contact Infogrames Interactive Technical Support at 425-951-7108. Failure to return the entire Package within 30 days of the purchase date shall be presumed to constitute acceptance of the terms and conditions of this Agreement.

CONSUMER SAFETY WARNINGS AND PRECAUTIONS STATEMENT:

Epilepsy Warning

⚠ WARNING

READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain

conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, **DISCONTINUE USE IMMEDIATELY** and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

Repetitive Strain Statement

⚠ CAUTION

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

**Motion Sickness Statement**

⚠ CAUTION

This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

132

<u>**LIMITED LICENSE:**</u> You are entitled to download or install, and operate this Software solely for your own personal use, but may not sell or transfer reproductions of the Software or Documentation to other parties in any way. You may download or install, and operate one copy of the Software on a single terminal connected to a single computer. You may not network the Software or otherwise use it on more than one computer or computer terminal at the same time.

<u>**INTERNET-BASED PLAY; CHAT:**</u> This Software may include Internet-play features. If You choose to use such features, You will need to access the Internet. The Software or Documentation may also suggest links to certain Software-related web sites, including web sites operated by Infogrames Interactive or third parties. Your access to web sites operated by Infogrames Interactive is subject to the terms of use and privacy policies of such web sites. Children should check with a parent or guardian before accessing the Internet, including without limitation any chat function, on-line "arcade," or em@il Game. Internet game play may occur through one or more independent gaming or other web sites (each a "Web Site"), including without limitation the MSN Gaming Zone run by the Microsoft Corporation. Infogrames Interactive does not review or control, and disclaims any responsibility or liability for, the functioning and performance of any Web Site, the terms of use of any Web Site, the privacy policies of any Web Site, and any content on or available via a Web Site, including, without limitation, links to other web sites and comments or other contact between users of a Web Site. Infogrames Interactive does not endorse the Web Sites merely because a link to the Web Site is suggested or established. Infogrames Interactive does not monitor, control, endorse, or accept responsibility for the content of text or voice chat messages, if applicable, transmitted through the use of the Software. Use of the chat function, or other content or services of any Web Site is at Your own risk. You are strongly encouraged not to give out identity or other personal information through chat transmissions.

<u>**OWNERSHIP; COPYRIGHT:**</u> Title to the Software and the Documentation, and patents, copyrights and all other property rights applicable thereto, shall at all times remain solely and exclusively with Infogrames Interactive and its licensors, and You shall not take any action inconsistent with such title. The Software and the Documentation are protected by United States, Canadian and other applicable laws and by international treaty provisions. Any rights not expressly granted herein are reserved to Infogrames Interactive and its licensors.

<u>**OTHER RESTRICTIONS:**</u> You may not cause or permit the disclosure, copying, renting, licensing, sublicensing, leasing, dissemination or other distribution of the Software or the Documentation by any means or in any form, without the prior written consent of Infogrames Interactive. You may not modify, enhance, supplement, create derivative work from, adapt, translate, reverse engineer, decompile, disassemble or otherwise reduce the Software to human readable form.

133
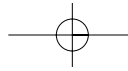
LIMITED WARRANTY:

Infogrames Interactive warrants for a period of ninety (90) days following original retail purchase of this copy of the Software that the Software is free from substantial errors or defects that will materially interfere with the operation of the Software as described in the Documentation. This limited warranty: (i) applies to the initial purchaser only and may be acted upon only by the initial purchaser; and (ii) does not apply to any patch, update, upgrade, modification, or other enhancement provided by Infogrames Interactive with respect to the Software or the Documentation or to any bonus game provided by Infogrames Interactive at no extra charge as part of the Package, which are provided on an AS IS BASIS ONLY. EXCEPT AS STATED ABOVE, INFOGRAMES INTER-ACTIVE AND ITS LICENSORS MAKE NO OTHER WARRANTY OR CONDITION, EXPRESS OR IMPLIED, STATUTORY OR OTHERWISE, REGARDING THIS SOFTWARE. THE IMPLIED WARRANTY THAT THE SOFTWARE IS FIT FOR A PARTICULAR PURPOSE AND THE IMPLIED WARRANTY OF MERCHANTABILITY SHALL BOTH BE LIMITED TO THE NINETY (90) DAY DURATION OF THIS LIMITED EXPRESS WARRANTY. THESE AND ANY OTHER IMPLIED WARRANTIES OR CONDITIONS, STATUTORY OR OTHERWISE, ARE OTHERWISE EXPRESSLY AND SPECIFICALLY DISCLAIMED. Some jurisdictions do not allow limitations on how long an implied warranty or condition lasts, so the above limitation may not apply to You. This limited warranty gives You specific legal rights, and you may also have other rights which vary from jurisdiction to jurisdiction.

If you believe you have found any such error or defect in the Software during the warranty period, call Infogrames Interactive Technical Support at 425-951-7108 between the hours of 8:00 a.m. and 6:00 p.m. Monday through Friday (Pacific Time), holidays excluded, and provide your Product number. If a return is determined as necessary, a Return Merchandise Authorization Number (RMA#) will be issued to you. Send your original CD-ROM disc, game cartridge or disc, or, if applicable, the executable files that you downloaded, along with the RMA#, a dated proof of purchase, your full name, address and phone number, to Infogrames Interactive, Inc., Attn: TS/CS Dept., 13110 NE 177th Place, Suite # B101, Box 180, Woodinville, WA 98072-9965.

If you have a problem resulting from a manufacturing defect in the Software, Infogrames Interactive's and its licensors' entire liability and Your exclusive remedy for breach of this limited warranty shall be the replacement of the Software, within a reasonable period of time and without charge, with a corrected version of the Software. Some jurisdictions do not allow the exclusion or limitation of relief, incidental or consequential damages, so the above limitation or exclusion may not apply to You.

LIMITATION OF LIABILITY

INFOGRAMES INTERACTIVE AND ITS LICENSORS SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL, EXEMPLARY OR OTHER INDIRECT DAMAGES, EVEN IF INFOGRAMES INTERACTIVE OR ITS LICENSORS ARE ADVISED OF OR AWARE OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL INFOGRAMES INTERACTIVE'S AND ITS LICENSORS' AGGREGATE LIABILITY EXCEED THE PURCHASE PRICE OF THIS PACKAGE. Some jurisdictions do not allow the exclusion or limitation of special, incidental, consequential, indirect or exemplary damages, or the limitation of liability to specified amounts, so the above limitation or exclusion may not apply to You.

GENERAL: This Agreement constitutes the entire understanding between Infogrames Interactive and You with respect to subject matter hereof. Any change to this Agreement must be in writing, signed by Infogrames Interactive and You. Terms and conditions as set forth in any purchase order which differ from, conflict with, or are not included in this Agreement, shall not become part of this Agreement unless specifically accepted by Infogrames Interactive in writing. You shall be responsible for and shall pay, and shall reimburse Infogrames Interactive on request if Infogrames Interactive is required to pay, any sales, use, value added (VAT), consumption or other tax (excluding any tax that is based on Infogrames Interactive's net income), assessment, duty, tariff, or other fee or charge of any kind or nature that is levied or imposed by any governmental authority on the Package.

EXPORT AND IMPORT COMPLIANCE: In the event You export the Software or the Documentation from the country in which You first received it, You assume the responsibility for compliance with all applicable export and re-export regulations, as the case may be.

GOVERNING LAW; ARBITRATION: This Agreement shall be governed by, and any arbitration hereunder shall apply, the laws of the State of New York, U.S.A., excluding (a) its conflicts of laws principles; (b) the United Nations Convention on Contracts for the International Sale of Goods; (c) the 1974 Convention on the Limitation Period in the International Sale of Goods (the "1974 Convention"); and (d) the Protocol amending the 1974 Convention, done at Vienna April 11, 1980.

Any dispute, controversy or claim arising out of or relating to this Agreement or to a breach hereof, including its interpretation, performance or termination, shall be finally resolved by arbitration. The arbitration shall be conducted by three (3) arbitrators, one to be appointed by Infogrames Interactive, one to be appointed by You and a third being nominated by the two arbitrators so selected or, if they cannot agree on a third arbitrator, by the President of the American Arbitration Association ("AAA"). The arbitration shall be conducted in English and in accordance with the commercial arbitration rules of the AAA. The arbitration, including the rendering of the award, shall take place in New York, New York, and shall be the exclusive forum for resolving such dispute, controversy or claim. The decision of the arbitrators shall be binding upon the parties hereto, and the expense of the arbitration (including without limitation the award of attorneys' fees to the prevailing party) shall be paid as the arbitrators determine. The decision of the arbitrators shall be executory, and judgment thereon may be entered by any court of competent jurisdiction.

Notwithstanding anything contained in the foregoing Paragraph to the contrary, Infogrames Interactive shall have the right to institute judicial proceedings against You or anyone acting by, through or under You, in order to enforce Infogrames Interactive's rights hereunder through reformation of contract, specific performance, injunction or similar equitable relief. For the purposes of this Paragraph, both parties submit to the jurisdiction of, and waive any objection to the venue of, the state and federal courts of the State of New York.
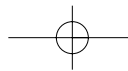
TECHNICAL SUPPORT (U.S. & Canada)

Help Via the Internet

Up-to-the-minute technical information about Infogrames Interactive products is generally available 24 hours a day, 7 days a week via the Internet at:

http://www.ina-support.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames Interactive **Tech Support at (425) 951-7108.** Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note: We may be closed on major holidays.**

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 95; Windows® Me)
- RAM (Memory)
- Any screen or error messages you've encountered (and where)

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames Interactive, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:
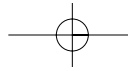
INFOGRAMES WEB SITES

Infogrames has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at:

http://www.us.infogrames.com

Kids, check with your parent or guardian before visiting any web site.

Visit and you will discover that Infogrames web sites contain such things as:

- Technical Support
- Demos
- Competitions
- Hints and Tips
- Interviews
- Community
- And much more

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

MAJESTY ON THE WEB

Cyberlore Studios Inc., the developer of *Majesty* and *Majesty: The Northern Expansion*, has its own site dedicated to the *Majesty* world:

http://www.majestyquest.com

This site includes:

- New quests for you to download and play
- Space for sharing your buildsets with other players
- The *Majesty* Sound Editor, which you can download to put your own voice lines and sound effects into the game, and then share these sound files with other players
- *Majesty* merchandise
- Ardania world information
- And much more

For more information on Cyberlore, please visit its web site at:

http://www.cyberlore.com

Note: Infogrames does not control, and disclaims any responsibility or liability for, the functioning of these independent web sites and any content on or available through such web sites.
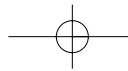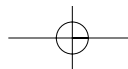
CREDITS

**INFOGRAMES
INTERACTIVE, INC.**

Andy Mazurek
Producer

Mike MacConnell
Product Manager

Bill Levay
Executive Producer

Michael Craighead
*Director of Quality
Assurance, North
America*

Kurt Boutin
*Senior Manager, Q.A.
Certification Group*

Randy Lee
Bill Carroll
Q.A. Testing Managers

Mark Huggins
Q.A. Certification Lead

Matt Panteleoni
Q.A. Lead Tester

Mike Romatelli
Erik Maramaldi
Joe Howard
Q.A. Testers

Ann Marie Bland
Director of Marketing

Steve Martin
*Manager of Creative
Services*

Elizabeth Mackney
*Manager of Editorial &
Documentation Services*

Paul Anselmi
Graphic Designer

Randi Kravitz
Documentation Writer

Paul Collin
Copywriter

Special Thanks
Marwan Abderrazzaq
Jennifer Fey McWilliams

NOTES:

NOTES:

NOTES:

142

143

NOTES:

NOTES:

NOTES:

NOTES:

Majesty®: Gold Edition
Manual Back Cover