

The image shows the cover art for the game 'Celtic Kings: Rage of War'. The background is a dark, textured grey with a faint, intricate Celtic knot pattern. A prominent, raised Celtic knot border frames the entire cover. In the center, the title 'Celtic Kings' is written in a large, stylized, metallic font with a 3D effect. Below it, the subtitle 'RAGE OF WAR' is written in a smaller, simpler font, flanked by decorative Celtic symbols.

Celtic Kings  
RAGE OF WAR

# u Table of Contents u

<b>Getting started</b> .....	<b>4</b>
Introduction .....	4
Requirements .....	4
Installation .....	4
Starting a game .....	5
Single player .....	5
Multiplayer .....	6
Game bonuses .....	6
Game settings .....	7
Game controls .....	9
<b>Game concepts</b> .....	<b>10</b>
Fog of war .....	10
Map .....	10
Resources .....	10
Capturing .....	11
Feeding .....	11
Statistics .....	11
Heroes .....	13
<b>Notes and objectives</b> .....	<b>13</b>
<b>Structures</b> .....	<b>14</b>
<b>Gaul Structures</b> .....	<b>14</b>
Townhall .....	14
Blacksmith .....	14
Barracks .....	14
Arena .....	15
Druid House .....	15
Tavern .....	15
Village Hall .....	16
House .....	16
<b>Roman Structures</b> .....	<b>16</b>
Townhall .....	16
Blacksmith .....	16
Barracks .....	17
Arena .....	17
Temple .....	17
Tavern .....	18
Village Hall .....	18
House .....	18

<b>Other structures</b> .....	<b>18</b>
<i>Outposts</i> .....	18
<i>Shipyards</i> .....	19
<i>Teuton tent</i> .....	19
<i>Cave</i> .....	19
<i>Wells</i> .....	19
<i>Item holders</i> .....	19
<i>Stonehenge</i> .....	20
<i>Ruins</i> .....	20
<i>Inn</i> .....	20
<b>Units</b> .....	<b>21</b>
<b>Gaul Units</b> .....	<b>21</b>
<i>Gaul swordsman</i> .....	21
<i>Gaul archer</i> .....	21
<i>Gaul axeman</i> .....	21
<i>Gaul spearman</i> .....	21
<i>Gaul horsemen</i> .....	21
<i>Gaul woman warrior</i> .....	22
<i>Gaul druid</i> .....	22
<i>Viking lord</i> .....	22
<b>Roman Units</b> .....	<b>22</b>
<i>Roman hastatus</i> .....	22
<i>Roman archer</i> .....	22
<i>Roman gladiator</i> .....	23
<i>Roman principle</i> .....	23
<i>Roman scout</i> .....	23
<i>Roman praetorian</i> .....	23
<i>Roman priest</i> .....	23
<i>Roman liberatus</i> .....	24
<b>Other Units</b> .....	<b>24</b>
<i>Hero</i> .....	24
<i>Peasant</i> .....	24
<i>Teuton rider</i> .....	24
<i>Teuton archer</i> .....	24
<i>Ghoul</i> .....	25
<i>Mule</i> .....	25
<i>Catapult</i> .....	25
<i>Boat</i> .....	25
<i>Battle ship</i> .....	25
<i>Wolf</i> .....	25
<i>Eagle</i> .....	25
<i>Crow</i> .....	26
<i>Deer</i> .....	26
Unit stats .....	26
Unit commands .....	26
Items .....	29
<b>Getting help</b> .....	<b>30</b>
<b>Tips and hints</b> .....	<b>30</b>
<b>Shortcuts</b> .....	<b>31</b>
<b>Level editor</b> .....	<b>32</b>

## **a Getting started**

### **b Introduction**

*In times long forgotten huge wars raged in the heart of Europe. Dozens of Gaul tribes fought each other for land and riches. Trust was scarce, and that made the Gauls vulnerable to an outside attack. It was exactly because of their weakened state that new forces emerged, attempting to wedge their way in Gaul.*

*Wild and merciless Germanic crossed the Rein destroying anything in their way. People were slaughtered, towns – razed, tribes – wiped out... Yet that was not the end, but merely the beginning. Refusing to give up and disappear many started to fight their attackers. Heroes emerged from the ashes of war only to renew its flame.*

*Times of blood and fire these were during which many cried up to the sky in hope of help, yet the gods remained silent... except for one. One Gaul hero, whose story was like no other, was granted the strength of the gods and with it the power to change the course of history...*

### **b Requirements**

*100% Windows compatible computer system*

*Windows 98, ME, 2000 or XP*

*400 MHz Pentium II Processor*

*4x speed CD-ROM drive*

*DirectX 8.1 (included in the game's CD)*

*Video card and drivers, supporting 1024x768 resolution with 16 bit color*

*64MB RAM*

*500MB free disc space*

### **b Installation**

*To install the game insert the Celtic Kings: Rage of War CD-ROM in your CD-ROM drive. If your computer has AutoPlay enabled it would automatically start the installation process. If it does not, double click on the My Computer icon and locate your CD-ROM drive. Double-click on the CD-ROM icon to start the installation, or open the CD-ROM folder and double-click on the file called setup.exe.*

*Follow the on-screen instructions. You will be asked to decide where you want to install the game. The default path is "C:\Program Files\Wanadoo Edition\Haemimont Games\Celtic Kings - Rage of War". Should you chose to specify a different one you will have to use the Browse button in order to set the desired location where the game will be installed.*

*After the installation is over you may have to restart your computer for the changes on your system to be applied.*

## b Starting a game

Once you have started the game you are presented with the start game screen.



Since this is your first time playing the game you must define your player. This is done with the **Change Player** controls after which you could create a new player. If at some point in the game you decide to rename or delete existing player that could also be done in this section.

After you have set your player you could start the **Tutorial** to get familiar with the game, or directly proceed to an **Adventure**, **Single player** or **Multiplayer** game. You could also continue a saved game by using the **Load Game** button and choosing the saved game you want to continue from.

Alternatively, if you are already familiar with the game and wish to create your own adventure you could start the game **Editor**.

## b Single player

Single player mode implies there could be only one single human participant in the game. By clicking on the button left of the player name the player could define the number of computer opponents (7 at the most), their race (Nation), bonus, difficulty, and team.

## **b** Multiplayer

*Multiplayer mode allows up to 8 players (human, computer or both) to participate in one game. However, in this mode only the person hosting the game has the power to set the game settings. The remaining participants could only define their color, race, bonus and team upon joining.*

*Once everything is set and every human participant has checked the "I'm ready" box the person hosting could start the game.*

## **b** Game bonuses

*In Celtic Kings the player has the option to start the game (single player or multiplayer) with one of eleven available bonuses:*

- *Wealth – 1 000 gold + 4 gold per second*
- *Riches – 2 000 gold + 8 gold per second*
- *Fortune – 4 000 gold + 16 gold per second*
- *Ash of Druid heart – (item) when used heals the bearer and 8 friendly neighboring units*
- *Boar Tooth – (bonus item) gives 16 experience to its owner; when used the item damages an opponent with the health of the bearer*
- *Boar Teeth – (bonus item) increases the bearer's level with 5*
- *Concentration Gem – (bonus item) increases the maximum attack of its owner with 60; when used the item heals its owner with the health of a friendly unit*
- *Finger of Death – (bonus item) when used kills 3 random neighboring units, yet has no effect on heroes*
- *Fur Gloves – (bonus item) increases the health of its owner with 1200; when used it heals a random friendly unit with the health of the bearer*
- *Horn of Victory – (bonus item) when used causes the bearer and 12 neighboring enemy units to suffer 60 points of damage*

*If an item is chosen for a bonus it will remain in the player's town hall and automatically given to the first hero who enters it.*

## b Game settings

When clicking on the **Settings** button in a single player or multiplayer game you are presented with the following window:



Under **General settings** you have the possibility to choose:

### • Map Type

**Custom map** - created by you or another user from the **Custom map** settings section, which includes:

#### Map size

*Small* - gives a list of all available small maps (8 x 8 screens)

*Normal* - gives a list of all available normal maps (16 x 16 screens)

*Huge* - gives a list of all available huge maps (32 x 32 screens)

*All* - gives a list of absolutely all available maps

**Random map** - created randomly before the beginning of the game. You must also set the **Random map** settings, which include:

#### Map size

*Small* - 8 x 8 screens

*Normal* - 16 x 16 screens

*Huge* - 32 x 32 screens

## Random map type

*Costal* – there is mostly land on the map with a few water elements

*Continent* – there is only land on the map

*Island* – there is one large island on the map surrounded by water

*Large islands* - the map is mostly sea with several large islands in it

*Mediterranean* – the greater part of land with a large sea in the middle

*Mountainous* – the map terrain is abundant with mountains

*Small islands* – the map is mostly sea with several small islands in it

## Restrictions

*Disable caves* – there will be no caves

*Disable Teuton tents* – there will be no Teuton tents

*Disable stonehenges* – there will be no stonehenges

*Disable ruins* – there will be no ruins

*Disable outposts* – there will be no outposts

*Disable villages* – there will be no additional villages

*Disable strongholds* – there will be no additional strongholds on large maps

*Disable wildlife* – there will be no animals

### • Game type (the conditions necessary for victory):

*Elimination* – the player or team that eliminates all opponents wins

*Score limit* – the player or team first to reach a specified score wins

*Time limit (military rating)* – the player or team that has the greatest military rating after a specified period of time wins

*Time limit (score)* - the player or team that has the greatest score after a specified period of time wins

### • World population

*Low* – 50 stronghold population (in initial strongholds)

*Normal* – 100 stronghold population (in initial strongholds)

*High* – 150 stronghold population (in initial strongholds)

### • Starting gold (the amount of gold you start the game with).

For a random map the default is 2 500 gold. For custom map the default depends on the specific map.

### • Game Speed

*Slow* – 40% slower than average

*Normal* – average speed

*Fast* - 40% faster than average

- **Season**

*Selects the season - spring, autumn or winter.*

*No fog – fog of war is lifted during the game*

*No exploration – the entire map is explored and visible*

*Disable bonuses – there are no initial game bonuses (only in multiplayer mode)*

*Shared support – members of one and the same team could share food during the game*

*Shared control – every player could control all units and structures of his team*

## **b Game controls (In game)**

*The game control buttons are visible in the lower part of the screen when there is no selected unit or building. To deselect the currently selected unit or building left click on an empty spot in the view or press the Esc key.*

- **Main menu (In game) (Press F10)**

*The main menu windows provides access to the main game commands such as:*

*Load Game - loads a saved game.*

*Save Game - saves current game.*

*Options - presents the player with the game option controls (sound, video, etc).*

*Restart - restarts the game.*

*Surrender - the current player surrenders and cannot control his units and structures.*

*Quit - quits the current game.*

*Close - closes the main menu window*

- **Select party (Press F7)**

*Selects all party members in an adventure. (Only the members of the party could travel between maps.)*

- **Notes (Press F8)**

*Opens the notes window, providing information about the list of tasks (if any) the player could accomplish, together with explanations and map locations (where appropriate). Each note indicates which area it is relevant to.*

- **Quick save (Press F6)**

- **Chat (Press Enter)**

*Opens the chat window, enabling you to send messages to a specific player, all allies, or all players in the game.*

- **Map (Press Space)**

*Shows a map of the entire area marking the areas that have been explored, all visible buildings and all visible units.*

- **Help (Press F1)**

*Opens the in-game help window.*

## **a Game concepts**

### **b Fog of war**

*During the game some parts of the map are covered with dark mist and others with pure blackness. This effect is called fog of war.*

*The black areas are not explored yet and you have no information what terrain lies beneath them. Units passing close to such areas reveal the terrain and any units and structures there. Once the black layer disappears it never appears again.*

*The areas covered in dark mist reveal the terrain and structures, yet not the enemy units there.*

*The bright area, around your units and structures, enables you to see every unit, be it friend or foe.*

### **b Map**

*The map of the Celtic Kings is extremely detailed and represents a snapshot of the area taken from above. On it all structures and units of the explored area could be seen, each with the color of its player. During the course of the game additional icons would also appear on the map indicating note locations, starving units, ongoing battles or sieges, as well as recently completed productions.*

*The map could be viewed and removed with the spacebar or the **Map** button.*

### **b Resources**

*There are two types of resources – food and gold.*

*Food is produced in villages. It is essential for all units and is used for population increase as well as army support.*

*Gold is produced in strongholds. It is a source of richness and power and is used to upgrade structures, equip units, hire heroes, etc.*

*Both are stored in strongholds, villages and outposts and can only be used or spent in their current location. If you want to use some gold or food elsewhere you first have to transport it to the desired destination (be it village, outpost or stronghold) by using mules. Should the mule be killed in the process the resources are lost.*

## **b Capturing**

*Structures in the Celtic Kings cannot be built. However, they could be won and lost, destroyed and repaired numerous times during the course of the game.*

*Every structure has a level of loyalty and cannot be taken before that level becomes 0. To become the owner of a structure you must use the capture command of your army.*

*Should the capturing cease before the structure is yours, or defenders are nearby, its loyalty will slowly start growing again.*

*In multiplayer mode there are a vast number of villages, and outposts, which are neutral. Such structures are captured instantly by the first player to reach them.*

## **b Feeding**

*Every unit requires to be fed and carries a small supply of food. The carried amount could be seen next to the food icon at the top of the screen (when the unit is selected).*

*When a unit runs out of food it begins to starve, at which point its health begins to decrease. You could tell that a unit is starving by the empty dish icon, which becomes visible on the map.*

*A unit could eat from a mule or a settlement (outpost, village or stronghold). When eating the unit's health increases - slowly if it's in the open, and faster if in a structure.*

## **b Statistics**

*Each unit has a set of statistics that differentiate it from the other units. Some of them are visible beside the unit icon and name.*

### **Health**

*The health of a unit represents its general condition. When it reaches zero health the unit dies.*

*When a unit is selected a health bar appears under its icon. The green part of the bar represents the unit's current health. Numeric values are also present, right under the health bar itself.*

*When several units are selected the bar shows the average health of the entire group.*

*If a hero with attached army is selected the upper health bar shows his*

### **Level**

Every unit has a certain amount of experience that determines their level. As the level increases more experience is required to reach the next level. With each level the units gain 5 points bonus to their maximum health (20 for hero units). Higher level means that the unit will do more damage to less experienced units while receiving less.

The unit's experience increases with each kill depending on the experience of the enemy unit. The same effect could be achieved through training with an allied military unit.

The level of the selected unit is shown next to its name preceded by an icon with the letter L.

### **Attack**

There are two types of attack – slashing and piercing. Every unit uses only one of these types. The minimum and maximum damage of the attack is shown under its level.

The damage inflicted by a unit depends on its level, the level of the enemy, and the enemy's defense against the type of attack.

For an attacker to inflict **maximum damage** on an enemy, the attacker must be X or more levels higher than the enemy, where X is the value of the enemy's defense. The lower the level of the attacker the less damage is inflicted (reaching **minimum damage** 20 levels under the point where **maximum damage** is inflicted).

For example: for a Swordsman to inflict maximum damage on a Spearman (with 6 slashing defense), the Swordsman must be 6 levels higher than the Spearman.

### **Defense**

Each unit has two types of defense - slashing and piercing, that indicate how well it defends itself against the various types of attack.

When a unit is X or more levels lower than an enemy attacker, where X is the value of the unit's defense, it receives **maximum damage**. The greater the level of the unit the less damage the attacker inflicts (reaching **minimum damage** 20 levels above the point at which **maximum damage** is inflicted by the attacker).

For example: When a first level Spearman (with 6 slashing defense) is attacked by an enemy Swordsman of level 6, the Spearman will receive the maximum amount of damage.

### **Specials**

Specials are such abilities that give advantages to specific units (depending on items and class modifiers). They portray the purposes of various units enabling the player to use their strengths to his advantage.

**Defensive stand** - permits a unit to evade the first attack of any opponent without taking damage.

**Spread damage** - makes the damage inflicted by the unit (of long range fighting units) proportional to the target's health: if the target's health is

**Attack skill** – adds 1 attack bonus to the unit for every consequential attack on the same target. The bonus grows with each attack (+1, +2, +3, etc.) and does not have an upper limit.

**Death blow** - kills the target with one blow if its health is under 50%.

**Charge** - increases the unit's attack 6 times if it hasn't attacked for 10 seconds.

**Trample damage** - enables the unit to hit back all surrounding attackers.

**Spike damage** - returns all of the received damage back to the attacker (in close combat).

**Splash damage** - projectiles coming from the unit hit not only the target but the nearby units as well.

**Vampire blow** - permits a unit to restore its health with 50% of the damage inflicted on another unit (unless spike damage or trample damage is used).

**Freedom** - prevents a unit from being attached to a hero.

## b Heroes

Unlike normal military units heroes should not be considered fighters per se. Their main strength lies in the ability to attach a group of up to 50 units, which from then on would follow their commands.

When attached, the units receive part of the hero's experience as a bonus to their own. In addition heroes arrange armies in specific formations that provide their units with an additional bonus when executing the **stand ground** command.

There are three types of formations that heroes could position their troops:

**Line** - all units form one line (or more) in front of the hero. (Press L)

**Block** - all units arrange themselves around the hero in block structure. (Press B)

**Horse wings** - all cavalry units place themselves to the flanks of the army. (Press H)

## a Notes and Objectives

The notes can be viewed in the notes window. To popup the notes window deselect all units and press the **Notes** button on the menu that appears at the bottom of the screen. In addition to its name each note has a description and sometimes a location associated with it. Notes with associated locations can be seen on the map.

During the adventure game you will be given a series of objectives. While some of them will be essential for the advancement of the

## a Structures

Structures represent static objects that have a specific purpose. Depending on their significance structures could be used to equip units, create villagers, hire heroes, develop equipment, etc. Every structure has a level of damage that reflects its condition. When the structure becomes too damaged it ceases to function and must be repaired in order to do so.

## b Gaul Structures

Since they are mostly farmers and hunters, Gauls prefer structures of practical importance rather than aesthetic beauty. Their buildings are solid and durable be it a little bit rough.



### Townhall

The townhall is the most important structure of a stronghold. It is there that units usually gather, and mules bring food or gold from other towns. Whoever controls the townhall controls all structures in the stronghold.

Commands:

**Create mule with gold** - creates a mule with 1-000 gold (Press G)

**Create mule with food** - creates a mule with 1-000 food (Press F)

**Repair** - repairs the townhall (when damaged)



### Blacksmith

It is in the blacksmith that weapons and armor are created. When new types of equipments are created new units could be trained in the barracks.

Commands:

**Steel weapons** - increases the level of swordmen and arches (Press S)

**Axes** - allows axemen to be equipped at the barracks (Press X)

**Spears** - allows spearmen to be equipped at the barracks (Press P)

**Horseshoes** - allows horsemen to be equipped at the barracks (Press H)

**Breastplates** - (requires steel weapons) allows woman warriors to be

equipped at the barracks (Press W)

**Repair** - repairs the building (when damaged)



### Barracks

The barracks are a training ground where a villager is made into a warrior. The building can exist only within the stronghold. In order for barracks to produce the specified type of warrior his equipment must already be created in the blacksmith.

Commands:

**Fast warrior equipment** - increases the rate at which a unit is produced (Press F)

**Equip unit** - produces a unit of the specified type.

**Repair** - repairs the barracks (when damaged)



### **Arena**

In every stronghold throughout the land there are arenas where fighters show their skill and compete against each other. Local and foreign fighters entertain the population and learn new skills.

It is here that heroes could be hired to lead your armies.

Commands:

**Hire hero** – hires a hero that could lead armies in battle (Press H)

**Training** - (requires **fighters**) units can reach up to level 5 when training (unit command) (Press T)

**Advanced Training** - (requires **Training**) units can reach up to level 10 when training (Press T)

**Special Training** - (requires **Advanced Training**) units can reach up to level 15 when training (Press T)

**Fights** – entertains the public (Press F)

**Hire Viking lord** – (requires **fighters**) hires a Viking lord (Press V)

**Shrine of Thor** - (requires **fighters**) builds a shrine of Thor, which attracts stronger

Vikings to the arena (Press S)



**Battle tactics** - (requires **fighters**) allows units to gain 50% additional experience

**Repair**– repairs the arena (when damaged) (Press B)

### **Druid house**

The druid house officially represents the druid community. At any time the player can ask for a druid that will follow his commands. The druids however are not authorized to use all their powers.

Initially the druids can learn from other units and heal. All other abilities must be paid for.

Commands:

**Call druid** - calls a druid to serve the player

**Ritual chamber** - permits druids to develop their skills further

**Allow Ghoul Summoning ritual** - (requires **ritual chamber**) allows druids

to use "Ghoul Summoning"



**Allow Invisibility ritual** - (requires **ritual chamber**) allows druids to use "Invisibility"

**Allow Beast Control ritual** – (requires **ritual chamber**) allows druids to use

"Beast Control"

**Allow Mass Heal ritual** - (requires **ritual chamber**) allows druids to use "mass heal"

**Repair** – repairs the Druid house (when damaged)

### **Tavern**

Taverns are meeting places where news is exchanged and deals made. People come from all over the world and always have something to

**Nordic trade routes** - (requires **free beer**) establishes trade relations and

starts to equip all units with a bear teeth amulet

**Belts of might** -(requires **Nordic trade routes**) starts to equip all produced units with a belt of might each

**Herb amulets of luck** - (requires **Nordic trade routes**) starts to equip all produced units with an herb amulet of luck each

**Repair** – repairs the tavern (when damaged)



### **Village hall**

The village hall is the center of a village. It stores the village surplus food and can be ordered to send it elsewhere. Whoever controls the village hall controls the entire village.

Commands:

**Tribute** - sends resources to a specified village, stronghold, shipyard or outpost

**Call peasants** – calls 5 a peasant of the population

**Create mule with gold** - creates a mule with 1-000 gold

**Create mule with food** - creates a mule with 1-000 food



### **House**

Houses provide additional living space. They add 10 to the maximum population of the village or stronghold they belong to. Should an enemy attack them the population decreases.

## **b Roman Structures**

Having arrived with the sole purpose of conquering Gaul the Romans have built stone structures of great splendor to show their superiority to the “barbarians” of the land.



### **Townhall**

The townhall is the most important structure of a town, village or stronghold. It is there that units usually gather, and mules bring food or gold from other towns. Whoever controls the townhall controls all structures in the stronghold.

Commands:

**Create mule with gold** - creates a mule with 1-000 gold

**Create mule with food** - creates a mule with 1-000 food

**Repair** – repairs the townhall (when damaged)



### **Blacksmith**

It is in the blacksmith that weapons and armor are created. When new types of equipments are created new units could be trained in the barracks.

Commands:

**Arrows** - allows arches to be equipped at the barracks

**Trident** - allows gladiators to be equipped at the barracks



### **Barracks**

The barracks are a training ground where a villager is made into a warrior. The building can exist only within the stronghold. In order for barracks to produce the specified type of warrior his equipment must already be created in the **blacksmith**.

Commands:

**Fast warrior equipment** – increases the rate at which a unit is produced

**Equip unit** – produces a unit of the specified type

Roman barracks could produce **hastati**, **arches**, **gladiators**, **principles**, **scouts** and **praetorians**



**Repair** – repairs the barracks (when damaged)

### **Arena**

In every stronghold throughout the land there are arenas where fighters show their skill and compete against each other. Local and foreign fighters entertain the population and learn new skills. It is here that heroes could be hired to lead your armies.

Commands:

**Hire hero** – hires a hero that could lead armies in battle

**Training** - (requires **gladiator shows**) units can reach up to level 4 when training (unit command)

**Advanced Training** - (requires **training**) units can reach up to level 8 when training

**Gladiator Shows** - entertains the public

**Hire Liberati** – (requires **gladiator shows**) hires 8 liberati

**Liberati guild** - (requires **gladiator shows**) allows each newly hired liberati to start with the same level of the most experienced liberati (in the current game)



**Military academy** - (requires **gladiator shows**) allows 12 level heroes to be produced

**Repair** – repairs the arena (when damaged)

### **Temple**

Temples are places where devoted servants of the gods gather. A priest's power is great, yet one must acquire the permission of Rome for one to be sent.

Initially priests can learn from other units and heal. All other abilities must be paid for.

Commands:

**Call priest** - calls a priest to serve you

**Altar of Jupiter** - allows priests to develop additional skills



### **Tavern**

*Taverns are meeting places where news is exchanged and deals made. People come from all over the world and always have something to sell.*

*Commands:*

**Add 10 population** - increases the population in exchange for food

**Call peasants** - calls 5 peasants of the population

**Buy food** - buys 500 food instantly

**Import horses** - (requires **free wine**) increases the level of newly equipped horsemen to 10

**Free wine** - increases happiness

**Buy map** - (requires **free wine**) reveals a large area around the stronghold

**Scout area** - (requires **free wine**) temporarily removes the fog of war in

a chosen area of the map



**Investment** - (requires **free wine**) increases production rate (which adds

6-000 gold to the treasury)

**Repair** - repairs the tavern (when damaged)

### **Village hall**

*The village hall is the center of a village. It stores the village surplus food and can be ordered to send it elsewhere. Whoever controls the village hall controls the entire village.*

*Commands:*



**Tribute** - sends resources to a specified village, stronghold, shipyard or outpost

**Call peasants** - calls 5 a peasant of the population

**Create mule with gold** - creates a mule with 1-000 gold

**Create mule with food** - creates a mule with 1-000 food



### **House**

*The houses hold your population. Should an enemy attack them the overall villagers of your overall population die.*

Wooden  
Outpost

## **b Other Structures**



### **Outposts**

*Outposts are fortified buildings that have several entrances allowing units to enter quickly from any direction. They store resources, defend and heal all units inside.*

Stone  
Outpost

*The outpost automatically fires arrows at nearby enemy units. The rate of fire depends on the number of units inside the outpost.*

*When 2-000 gold are stored in a **stone outpost**, it will provide interest of 8 gold every 2 seconds.*



Wooden Shipyard

### Shipyards

Shipyards are places where ships are built and units sent across rivers and seas. Because of their nature both boats and mules can enter them.

The shipyard uses boats when instructed to tribute resources to another shipyard.

Mules are used to tribute resources to an outpost, village or stronghold.



Stone Shipyard

Commands:

**Tribute** - sends resources to a specified village, stronghold, shipyard or outpost

**Create mule with food** - creates a mule with food (between 100 and 1-000)

**Create mule with gold** - creates a mule with gold (between 100 and 1-000)



Teuton tent

**Create boat with food** - creates a boat with food (between 100 and 1-000)

**Create boat with gold** - creates a boat with gold (between 100 and 1-000)

**Create battle ship** - creates a ship, which can be used for sea and coast combat



Cave

### Teuton tent

The Teuton tent is an isolated settlement of a small Teuton tribe. When independent the tent supports up to 50 Teuton Riders and Teuton Archers. After a player conquers the tent he can order the garrison that is reduced to maximum of 20 warriors.

The tent garrison increases with 2 warriors every 32 seconds up to the current maximum.

### Cave

Caves are underground passages that connect two distant points. Units and armies could use them to move from one place to another quickly and without being seen.

### Wells

Unlike rivers or ponds wells are rare and have great healing capabilities. Once a unit approaches near the well it is healed. The healing process requires a short period of time.



Fountain



Small well



Large well



Item holders



Chest



Tree trunk



Leather bag

Although they lack



Stonehenge

### **Stonehenge**

Ancient and mysterious it is said that the arcane structure or Stonehenge holds many secrets. Believed to be built by the druids a Stonehenge represents one of the greatest sacred places where druids perform their rituals. Lately roman priests too have acquired the knowledge to use its powers for their own needs.

A few druids or priests gathered at the Stonehenge can perform arcane rituals that influence the whole world.

The following rituals could be performed at a Stonehenge:

**Wind of wisdom** - through the sacrifice of a druid (or priest) the level of every existing unit below level 40 is increased with 1.

**Starvation** - through the combined strength of 3 druids (priests) the food of every stronghold, outpost, village and mule is reduced every 5 seconds for a total of 2 minutes. The ritual could be stopped if all three druids (priests) are killed.

**Golden rain** - through the combined strength of 5 druids (priests) 20 gold are added in every stronghold every 2 seconds for a total of 2 minutes. The ritual could be stopped if all five druids (priests) are killed.

**Death wish** - through the combined strength of 6 druids (priests) every druid or priest receives 40 damage every 2 seconds for a total of 1 minute. The ritual could be stopped if all six druids (priests) are killed.

**Bloodlust** - through the combined strength of 8 druids (priests) every unit inflicts its maximum damage regardless of level or enemy defenses for a total of 6 minutes. The ritual could be stopped if all eight druids (priests) are killed.

**Teuton uprising** - through the combined strength of 10 druids (priests) a large Teuton horde emerges from every Teuton tent and attempts to take over all settlements on the map. The ritual could be stopped if all ten druids (priests) are killed.



Ruins

### **Ruins**

Remains of past times, ruins often hold treasures. However, it is rumored that they are full of dangers as well. That is the reason why only heroes of a certain level dare enter and come back with a valuable item.

The current required level and the item present are visible in the Ruins interface.



Inn

### **Inn**

Throughout the land there are a number of places that serve as a gathering place for travelers, traders and foreigners. The Inns are present only in an adventure and provide passage to distant lands for your party.

## a Units

### b Gaul Units



#### **Gaul Swordsman**

Swordmen are equipped with shield, short sword and light body armor that allows quick movement.

Swordsmen are cheap general-purpose units that can be trained quickly in case of danger.

Special: **none**.

Equipped in **barracks**.



#### **Gaul Archer**

Archers use hunter's bow for attack and have light armor. Since Gauls are excellent hunters they only need a few training lessons to become archers.

Archers are most effective against small enemy armies, or as support for your main force.

Special: **Spread damage** - makes the damage inflicted by the unit proportional to the target's health: if the target's health is high the damage inflicted is as well, when the target's health is low – hardly any damage is inflicted at all.

Equipped in **barracks**.



#### **Gaul Axeman**

With his double-handed axe the axeman looks threatening and deadly.

This is a berserk type unit that makes a lot of damage but is defenseless from piercing attacks.

Special: **Attack skill** – adds 1 attack bonus to the unit for every consequential attack on the same target. The bonus grows with each attack (+1, +2, +3, etc.) and does not have an upper limit.

Equipped in **barracks**.

Requires **axes** (from blacksmith).



#### **Gaul Spearman**

Equipped with short spears these units have a powerful piercing strike. They defend themselves with large shields that are easy to carry.

Spearman are extremely effective against cavalry units.

Special: **Defensive stand** - permits a unit to evade the first attack of any opponent without taking damage.

Equipped in **barracks**.

Requires **spears** (from blacksmith).



#### **Gaul Horsemen**

Horses are expensive but provide excellent speed and protection. Horsemen are equipped with short swords and leather armor. These units do not do much damage except when charging but are fast and hard to kill.

Special: **Charge** - increases the unit's attack 6 times if it hasn't attacked



### **Gaul Woman warrior**

Equipped with light armor and a large sword the woman warrior is an enemy not to be underestimated. Trained their entire lifetime the woman warriors are an elite force that is expensive to come by but with excellent skills.

Special: **Death blow** - kills the target with one blow if its health is under 50%.

Equipped in **barracks**.

Requires **breastplates** (from blacksmith).



### **Gaul Druid**

Although they look like old men in white robes, druids are by far more dangerous and useful than they seem. Although druids don't have any attack and little defense they could use a number of special abilities such as healing, learning from units and more.

Called from **Druid house**.



### **Viking Lord**

Bloodthirsty and aggressive Vikings are among the fiercest warriors. War is their only purpose in life, the battlefield – their only home. Dressed in furs and carrying Thor's hammer they could easily kill a unit with one blow.

Specials:

**Vampire blow** - permits a unit to restore its health with 50% of the damage inflicted on another unit (unless spike damage or trample damage is used).

**Freedom** - prevents a unit from being attached to a hero.

Hired at **arena**.

Requires **fights** (in arena).



## **man Units**

### **Roman Hastatus**

The hastati are well armored and equipped with short swords (gladius). They generally represent fresh recruits of a legion and compose its main force.



Special: **Defensive stand** - permits a unit to evade the first attack of any opponent without taking damage.

Equipped in **barracks**.

### **Roman Archer**

Equipped with bow and light armor the roman archers are trained so as to provide effective support for other troops.

Special: **Spread damage** - makes the damage inflicted by the unit proportio-



### **Roman Gladiator**

Gladiators are fierce warriors that have survived numerous fights at the arena. They are equipped with long tridents and specially designed armor that sets them apart from everyone else.

**Special: Defensive stand** - permits a unit to evade the first attack of any opponent without taking damage.

Equipped in **barracks**.

Requires **tridents** (from blacksmith).



### **Roman Principle**

Principles are equipped with large rectangular shields (scutum), body armor and short spears. Once hastati these warriors have managed to climb the ranks of the roman army thanks to their skills.

**Special: Attack skill** – adds 1 attack bonus to the unit for every consequential attack on the same target. The bonus grows with each attack (+1, +2, +3, etc.) and does not have an upper limit.

Equipped in **barracks**.

Requires **spears** (from blacksmith).



### **Roman Scout**

A few men on horseback are attached to every legion to scout and support the infantry in battle. Scouts are equipped with short swords, large shields and light armor. They do not do much damage but their speed makes them hard to kill.

**Special: Charge** - increases the unit's attack 6 times if it hasn't attacked for 10 seconds.

Equipped in **barracks**.

Requires **horseshoes** (from blacksmith).



### **Roman Praetorian**

These elite fighters are generally used to guard important structures like the Senate of Rome. They have excellent training and outstanding equipment.

**Special: Spike damage** - returns half of the received damage back to the attacker (in close combat).

Equipped in **barracks**.

Requires **spiked armor** (from blacksmith).



### **Roman Priest**

Priests are servants of the gods clad in white robes and carrying a wooden staff. Although they cannot attack they could use a number of special abilities such as healing, learning from units and more.

Called from **Temple**.



### **Roman liberatus**

Liberati are gladiators who have earned their right to freedom and roman citizenship thanks to their outstanding skills at the arena. When given enough gold they could become fighters of fortune ready to obey the commands of the person who hired them.

Specials:

**Splash damage** - projectiles coming from the unit hit not only the target but the nearby units as well.

**Freedom** - prevents a unit from being attached to a hero.

Hired at arena

Requires **gladiator shows** (in arena).

## **b Other Units**

### **Hero**

Only the most skilled and experienced warriors become heroes. Their powers are so great that few could match them in battle. Their greatest strengths, however, are not their combat abilities, but rather their excellent leadership and knowledge of various tactics.

Only heroes could lead units, at which point the attached to them acquire part of the hero's experience. Not only that, but heroes could order their troops to march in a specific formation which would give them a slight advantage in battle.



Larax



Caesar



### **Peasant**

Peasants are common inhabitants of a village. The greater their number the greater the gold and food produced, as well as the village's resistance.

Called **Peasant** or **Villager**.



### **Teuton Rider**

Bloodthirsty and wild, Teuton riders fight in battle wearing wolf skins as cloaks. Fast and strong they wreck havoc wherever they ride.

Teuton riders can be obtained from the Teuton tent (after it is captured).

Called from **Teuton tent**.



### **Teuton Archer**

These are exceptionally strong and fast archers, perfect for disruption of the enemy before and after the main strike. Due to their small damage



### **Ghoul**

Ghouls are creatures from another plane that have been called temporarily to our world. Although ghouls do not attack someone directly they drain other units' life when passing by. Once the ghouls' time in this world runs out it returns to the world of the dead.

Called by **druid**.



### **Mule**

Mules are used to transport resources. Because of their ability to travel in any conditions and over practically every terrain they are the only reliable means of supply.

Called from **townhall, village, shipyard** or **outpost**.



### **Catapult**

The catapult is a large wooden device capable of launching heavy flaming projectiles towards the designed target. Once the catapult is constructed the units are required to operate it. Due to its inaccurate fire the catapult is mostly effective against buildings.

Any military unit (with the exception of heroes) could be ordered to start building a catapult on the battlefield.

After the order is given the catapult image appears under the mouse cursor. When the mouse moves the image colors in red where the catapult cannot be placed and in white where the catapult can be placed.

Depending on the number of units inside (maximum 10) the catapult's health increases until it is built. When the health of the catapult reaches 0 it is destroyed together with all units inside it.



Built by any military unit.

### **Boat**

The boat is a small vessel used to transport resources between shipyards and also supply the army with food during military campaigns. Its function is as that of the mule on land.



Built in **shipyard**.

### **Battle ship**

The battle ship is equipped so as to attack other ships and targets on the coast, as well as carry military troops.



Built in **shipyard**.

### **Wolf**

Wolves are vicious animals, which travel in packs and attack any creature they see.



### **Eagle**

**Crow**

Crows are small birds, that fly in flocks, and are ideal to be used as spies.

**Deer**

Deer are calm animals that go in herds and run from any creature they see. They are quite fast and could be used to explore an area.

Unit	Attack			Defence		Health	Cost
	Type	Min	Max	Slashing	Piercing		
<b>Gaul</b>							
Swordsman	Slashing	6	16	2	12	250	60
Archer	Piercing	4	16	2	0	140	40
Axeman	Slashing	8	40	26	4	220	150
Spearman	Piercing	14	28	6	26	240	120
Horseman	Slashing	8	26	12	0	480	160
Woman Warrior	Slashing	10	40	16	12	280	220
Viking Lord	Slashing	20	120	6	16	1-000	1-000
Druid	N/A	N/A	N/A	2	2	120	200
<b>Roman</b>							
Hastatus	Slashing	8	20	32	0	220	100
Archer	Piercing	10	24	12	2	150	80
Gladiator	Piercing	28	28	0	22	300	160
Principle	Piercing	14	28	14	32	300	200
Scout	Slashing	6	18	0	10	360	120
Praetorian	Piercing	20	40	6	6	600	400
Liberatus	Slashing	20	50	0	10	500	200
Priest	N/A	N/A	N/A	2	2	120	200
<b>Teuton</b>							
Teuton Rider	Slashing	10	40	10	10	400	N/A
Teuton Archer	Piercing	4	16	5	5	400	N/A
<b>Common</b>							
Hero	Slashing	10	40	20	20	1-000	800
Ship	Piercing	50	100	10	15	3-000	1-000
Mule	N/A	N/A	N/A	0	0	400	N/A
Boat	N/A	N/A	N/A	0	5	400	N/A

## b Unit commands

### **Military unit commands**

**Move** - The unit moves towards the destination spot without paying any attention to enemy units nearby.

**Attack** - The unit attacks the target it is given. If there is no target specified it moves towards the specified destination, yet will attack any enemy unit or within its sight.

**Capture** - The unit attacks a structure until it is captured.

**Explore** - The unit explores everything within a certain range around the specified location.

**Train** - The unit trains with another unit (of the same player) and gains experience.

**Patrol** - The unit starts patrolling the area between its current location and that specified by the player. When on patrol the unit will attack any unit in sight.

**Build catapult** - the unit builds a catapult which could be used in battle.

**Stand ground** - The unit remains at a specified point. The unit could fight all enemies within its range but won't move.

### **Wagon and boat commands**

**Move** - The unit moves towards the destination spot without paying any attention to enemy units nearby.

**Load Food** - the unit goes to the warehouse and loads the specified amount of food (up to the stored amount) and goes back to the starting point.

**Load Gold** - the unit goes to the warehouse and loads the specified amount of gold (up to the stored amount) and goes back to the starting point.

### **Ship commands**

**Move** - The unit moves towards the destination spot without paying any attention to enemy units nearby.

**Stand ground** - The unit remains at a specified point. The unit could fight all enemies within its range but won't move.

**Land** - all units within the ship go to shore at the specified spot

### **Hero commands**

**Move** - The unit moves towards the destination spot without paying any attention to enemy units nearby.

**Attack** - The unit attacks the target it is given. If there is no target specified it moves towards the specified destination, yet will attack any enemy unit or within its sight.

**Select line formation** - arranges the army attached to the hero in line formation

**Select block formation** - arranges the army attached to the hero in block formation

**Select horse wings formation** - arranges the army attached to the hero

**Explore** – The unit explores everything within a certain range around the specified location.

**Leave army** – the hero detaches himself from his army and could be moved like a single unit

**Train** – The unit trains with another unit (of the same player) and gains experience.

**Patrol** - The unit starts patrolling the area between its current location and that specified by the player. When on patrol the unit will attack any unit in sight.

#### **Druid commands (Gaul only)**

**Move** - The unit moves towards the destination spot without paying any attention to enemy units nearby.

**Learn** - increases the druid's experience up to the experience of the selected unit.

**Heal** - heals a selected unit.

**Summon ghoul** - summons a ghoul of an ancient warrior which drains the health of every unit nearby.

**Invisibility** – makes a unit disappear for a period of time. If the target is a hero all units attached disappear as well.

**Beast control** – makes a nearby animal obey commands for a certain period of time. If there is no animal nearby one would appear.

**Mass heal** – sacrifices the druid to heal nearby units.

**Stand ground** – The unit remains at a specified point. The unit could fight all enemies within its range but won't move.

#### **Priest commands (Roman Only)**

**Move** - The unit moves towards the destination spot without paying any attention to enemy units nearby.

**Learn** - increases the priest's experience up to the experience of the selected unit.

**Heal** - heals a selected unit

**Cloud of Plague** – creates a cloud of poisonous mist at the specified location

**Wrath of Jupiter** – throws a bolt of lightning at the desired target, after which the priest dies

**Stand ground** – The unit remains at a specified point. The unit could fight all enemies within its range but won't move.

#### **Catapult commands**

**Stop** – makes the catapult stop firing

## b Items

*Items are small objects like rings, amulets, belts, etc that can be found throughout the map, received as rewards or in exchange for something. When carried they modify unit properties or give them special abilities.*

*Certain items need to be used to have any effect.*



**Ash of druid's hearth** - when used heals the bearer and 8 friendly neighboring units.



**Bear teeth amulet** - increases the maximum damage of its bearer by 4.



**Belt of might** - increases the slashing defense of the bearer with 4.



**Belt of snakes** - increases the attack of the bearer with 30.



**Bloodstone** - there is no knowledge concerning the exact use of this artifact.



**Boar tooth** - gives 16 experience to its owner. When used the item damages an opponent with the health of the bearer.



**Boar teeth** - increases the bearer's level with 5.



**Concentration stone** - increases the maximum attack of its owner with 60. When used the item heals its owner with the health of a friendly unit.



**Eagle feather** - increases the health of the bearer with 200.



**Feather amulet** - increases the health of the bearer with 400.



**Finger of death** - when used kills 3 random neighboring units, yet has no effect on heroes.



**Fur gloves of health** - increases the health of its owner with 1-200. When used it heals a random friendly unit with the health of the bearer.



**Healing herbs** - when used restores the bearer to full health.



**Healing water** - when used distributes 1-000 health points among all friendly neighboring units.



**Herb amulet of luck** - increases the piercing defense of the bearer with 4.



**Horn of victory** - when used causes the bearer and 12 neighboring enemy units to suffer 60 points of damage.



**King's belt** - increases the maximal health of the bearer with 600, and his defenses with 10.



**Poison mushroom** - increases the bearers level with 1 permanently. The bearer must have at least 90% health in order to use it.



**Rye spikes** - when used distributes up to 200 food among all friendly neighboring units.



**Snake skin** - increases to the

## a **Getting help**

*In the game there are several ways to get help. Usually this is done with the help button (which appears on the bottom of the screen after left-clicking) or by pressing F1. When doing this the help window will appear providing information about the various structures, units, commands and upgrades of the game. Alternatively by right-clicking on the icon of the selected unit or structure you could receive information about it.*

## a **Tips and hints**

### **Commanding units**

*Before a unit may be given orders it must be selected, which is done by clicking on it. Once selected a number of command options appear at the bottom of the screen. When keeping the mouse cursor on a chosen button (without clicking on it) an explanation of the command appears. To have the unit perform the action you must left-click on the desired command then choose with the left mouse button the location where you wish it be performed (either on the game screen or on the map).*

### **Seeing stronghold resources**

*In order to view resources in a stronghold, or outpost, you need to right-click on the structure itself. When you do at the top of the screen you will see how many gold and food the structure contains, as well as all units that are there at that moment (if any).*

### **Collecting more gold**

*There are several ways that enable you to get more gold during the game. The first and most important is to increase the population of your stronghold. Each peasant pays a tax in gold and the greater their number the greater the money you will receive. Another method is to put 2000 gold in a stone outpost, where it will gain interest with time.*

*Money can also be acquired when food is sold in a wooden outpost.*

### **Collecting more food**

*The production of food in a village is proportional to the size of its population. Gaul players can impose food tax to the population of their stronghold by clicking on the Food Tax command in the Tavern. Roman players can buy food with gold at the Tavern.*

### **Having more experienced units**

*Training is a safe way for units to gain experience. In many ways it is like fighting, yet in training units cannot die. However, they do receive injuries, so it would be wise not to throw them in battle right after they have trained.*

*Experienced heroes can give large experience bonuses to the units they command. Thus, carefully developing a hero throughout the entire game can give you an advantage over your opponents.*

## **Building catapults**

Catapults are generally used to siege strongholds, outposts since they have a greater firing range.

In order to create a catapult a number of units must be selected (between 1 and 10) and given the 'build catapult' command. After the order is given it would take a short period of time for the catapult to be constructed in the chosen location.

Although it is possible for a single unit to build a catapult it would be much less efficient.

## **a Shortcuts**

### **General**

**Space** - toggles the map

**Tab** - shows the location of the last notification

**Reverse quote ( ` )** - displays the unit's health bars

**Ctrl - reverse quote ( ` )** - toggles between different health bar modes

**Slash (/)** - toggles the display of scores

**Esc** - clears selection; shows the menu

**F1** - In-game help

**F2** - Save game

**F3** - Load game

**F5** - Diplomacy

**F6** - Quick save

**F7** - Select party

**F8** - Notes

**F9** - Quick load

**F10** - Main menu

**Enter** - Chat

### **Unit control**

**Right-click** - performs the default action of the selected units on the clicked location

**Ctrl - right-click** - performs the alternative default action of the selected units on the clicked location

**Shift** - any command - queues the command for later execution

### **Game speed**

**Pause** - toggles pause mode on/off

**Plus (+)** - increases the game speed

**Minus (-)** - decreases the game speed

**Mul (\*)** - toggles 10 times faster game speed

### **Selection**

**Ctrl + Digit (1-9)** - remembers the current selection under the digit

**Digit (1-9)** - recalls a previously stored selection

**Home** - centers the screen on the selection

**Page Up** - chooses 50% of the units from the selection with more health

**Page Down** - chooses 50% of the units from the selection with less health

## a **Level editor**

*(You will find more information on the level editor in the "Celtic Kings Script" file in the root directory of the "Celtic Kings" CD.)*

*The level editor permits you to create your own maps with the same complexity as the original game levels. The tools provided will help you create intricate maps, position characters each with their specifically present actions and conversations, modify your landscape, place buildings and decorations, etc.*

### **General**

*Upon opening the editor the user is presented two lines of buttons (on the top and bottom of the screen), a minimap window (in the top-right corner of the screen), a tools palette window (in the left side of the screen).*

**Mini map** - *the mini map provides a minimized view of the current map complete with all units, structures, areas, objects, decorations and terrains. The current screen position in relation to the map is marked by a white square.*

**New scenario** - *opens a blank scenario to be edited. Scenarios could be played in single or multiplayer mode, but can have only one map.*

**New adventure** - *opens a blank adventure to be edited. Adventures could have several maps, yet could be played only in single player mode.*

**Open scenario** - *opens an existing scenario.*

**Open adventure** - *opens an existing adventure.*

**Save** - *saves the current adventure (or scenario) under its current name.*

**Save as** - *saves the current adventure (or scenario) under a different name.*

**Test map** - *Compiles, tests and runs the current map. If there are any errors found during the map test a new window is opened and the errors are displayed.*

**Exit** - *exits the editor.*

**Cycle seasons** - *changes the season of the current map.*

**Open map wizard** - *opens the random map window, which allows creating a map by specifying its type (coastal, islands, continent, etc), size, season (spring, autumn and winter), restrictions and number of player. The wizard automatically generates the map in accordance with the specifications.*

**Toggle map tools window** - *shows or hides the Tools palette window.*

**Toggle mini map** - *shows or hides the mini map window.*

**Open new scenario/adventure editor window** - *opens a new adventure palette window.*

**Hide/Show interface windows** - *toggles the display of editor windows.*

**View selection properties** - *opens a window with the properties of the selected*



## **Structures**

*The structures tool is used to place large objects on the map. The tool also allows the position of large decorations like cliffs, water rocks, ship wrecks, etc.*

*When a structure is chosen it could be placed on the map by left clicking on the desired location.*

## **Units**

*With this tool the user could place units on the map. When a unit (of a specific type) is chosen it could be placed on the map by left clicking on the desired location. Dragging with the left mouse button held down places multiple units.*

## **Area**

*Areas are locations where specific events could be triggered.*

*The place area tools could be used to create new areas by left-clicking on the desired location. The edit areas tool allows adjustment of the areas position and size.*

*Right-clicking on an area with the edit areas tool selected opens the area properties window for the area under the mouse pointer.*

## **Edit objects**

*The edit objects tool allows the adjustment of structure and unit positions as well as unit orientation.*

*To move a unit or structure hold down the left mouse button and move the mouse.*

*Left-click on a unit or structure to select it. To select a group of units drag a rectangle over them. To open the properties window for the current selection right click on one of the objects.*

*To set the direction the selected units are facing right click on a spot on the ground.*

## **Scenario/adventure palette**

*The adventure/scenario palette has all the tools which enable you to create a playable adventure or scenario. For the greater part the two palettes have the same contents with some differences.*

*While a scenario consists of a single map, an adventure consists of several. In an adventure it is possible to have global conversations, sequences and notes that are present in every map within the adventure. These global objects behave as if they're copied in every one of the adventure maps. Working with them is no different than working with the objects in the separate maps.*

*When editing an adventure the palette shows the global objects and the objects of the current map. Thus in order to edit some objects you might need to change the current map from the adventure properties.*

*The following options are accessible in the adventure/scenario palette:*

**Adventure properties** (adventure only) - the general tab shows the adventure name, author and description. These fields are shown to the player before he starts a new adventure. The starting map is where the player begins the adventure.

*The maps tab enables the user to create, delete or load an adventure map for*

**Players** - Using the players tool you could determine the color, interface type (scenario only) and control (human, computer, both, rescue or disabled) of each of the players.

**Player diplomacy** - Diplomacy determines the player relations during the game. Using this tool you could define what relations one player has with all the rest. Note, you must set the relations for each player separately.

**Map/Area properties** - lists all areas on the map and allows changing their names and shapes, or deleting them.

**Map/Item holders** - lists all item holders on the map and allows changing their names and contents, or deleting them.

**Map/Items** - gives a list of all items on the map, and gives access to the properties of the object that contains them.

**Map/Settlements** - gives a list of all settlements on the map, as well as their name, resources and population. Allows quick adjustment of the stored resources.

**Map/Named units** - list all named units and allows quick access to their properties.

**Map/Groups** - lists all groups of units and structures. A group allows easy access from the script to its members. The interface shows the members of the selected group and provides a way to add and remove them.

**Map/Sequences** - lists all scripts that control the logic of the map and allows their editing.

**Map/Conversations** - lists all conversations in the scenario/adventure and allows their editing. (see Conversations)

**Map/Notes** - list all notes and allows their modification; the notes are reminders for the players; every note has a title, text and location.

### **Object Properties**

This section describes the property dialogs for the various game objects that are invoked by selecting an object and then right-clicking on it.

### **Unit properties**

The owner player combo box shows which player can control the unit.

The script name of a unit is an identifier used to reference the unit from the script.

The display name is visible in the game interface when the unit is selected or in conversations.

The groups tab shows the groups that the unit is member of and lets the user add the unit to another group or remove it from a group it is already in.

The stats tab lets the user modify the health of the unit (as percent from the maximum), the experience level and define the following:

**Template unit** - the unit is initially invisible and is set to appear when called for by the script

**Messenger status** - the unit receives no damage and does not attack

**Party** - the unit becomes part of the party that travels between the maps in an adventure

**No AI control** - the unit isn't controlled by the artificial intelligence

### **Multiple units properties**

*The general tab lists all units that the property window applies to.*

*The owner player box shows the player that owns the listed units. It is empty if the units are owned by different players. Changing the owner-player affects all listed units.*

*The groups tab shows the groups that the units are members of and lets the user add the units to a group or remove them from a group they're already in.*

*The stats tab is the same as in unit properties. Changing a value or checking a box applies to all units.*

*The inventory tab lists all items held by the selected units. In this section items can only be removed. To add an item the user should open the properties of a single unit.*

### **Building properties**

*The script name of a unit is an identifier used to reference the building from the script.*

*The display name is visible in the game interface when the building is selected.*

*The health of the building can be modified (as percent from the maximum).*

*The groups tab shows the groups that the building is member of and lets the user add the building to another group or remove it from a group it is already in.*

*The settlement tab shows the properties of the settlement that the building belongs to. Several buildings may belong to one and the same settlement, therefore changing the settlement properties in one building will affect the entire settlement.*

### **Conversations**

*A conversation is a mean of interaction between several game characters. Conversations can be used in both strategic and adventure mode.*

*Every conversation is a sequence of phrases. The engine can determine at any time which phrases are active. If there is more than one active phrase the player can choose which phrase should be used. The process is repeated until the conversation is over (that is there are no more active phrases). The starting phrases of a conversation and the follow-up phrases can be designated in variety of ways.*

*Every phrase can have a label that is used to reference it in the logic that determines the starting and the follow-up phrases.*

*Every phrase has a text associated with it. This is the text that is shown to the player when the phrase is said.*

*In addition the phrase may have a choice text that is presented to the player only when there are many different phrases to choose from. Once the player chooses, the text (not the choice text) of the phrase is displayed.*

*The actor property of a phrase specifies who says the phrase.*

*A phrase may have a condition script associated with it that determines whether the phrase should be considered by the engine. This allows whole branches of a conversation to be disabled under certain conditions. When there is no such script specified the phrase is always considered by the engine.*

*Every phrase might have a script that is executed when the user chooses the phrase*

## **Conversation properties**

**conversation name** - the name of the conversation used to identify it  
**startup phrases type** - this property specifies how the start-phrases list should be used to determine the active phrases in the beginning of the conversation; the possible values are:

**choice** - the player chooses from the list of start phrases

**random** - a random phrase is chosen from the list

**cycle** - a consequential phrase is chosen from the list every time the conversation is invoked

**cycle then last** - a consequential phrase is chosen from the list every time the conversation is invoked but after the first cycle only the last phrase is chosen

**cycle then random** - a consequential phrase is chosen from the list every time the conversation is invoked but after the first cycle a random phrase is chosen

**first** - chooses the first phrase from the list (useful together with the phrase conditions)

**start-phrases** - a list of phrase labels separated with semicolons; if left empty defaults to the first phrase of the conversation

**actors** - a list of actors taking part in the conversation; this is automatically calculated by the game

**comments** - a text field with the user's comments

## **Phrase properties**

**label** - unique label of the phrase within the conversation (can be empty)

**choice text** - used only when the player is presented with a choice of several options; the choice text is a short phrase (seen green during the game) that enables the player to choose one of several options by clicking on it in the dialogue window

**text** - the text of the phrase

**actor** - the name of the actor that says the phrase, used to display the origin of the phrase and the icon of the actor

**condition** - a script that returns whether the phrase should not be considered

**action** - a script executed when the phrase is selected by the player

**choice** - the player chooses from the list of follow-up phrases

**random** - a random phrase is chosen from the list

**cycle** - a consequential phrase is chosen from the list every time the conversation is invoked

**cycle then last** - a consequential phrase is chosen from the list every time the conversation is invoked but after the first cycle only the last phrase is chosen

**cycle then random** - a consequential phrase is chosen from the list every time the conversation is invoked but after the first cycle a random phrase is chosen

**first** - chooses the first phrase from the list (useful together with the phrase conditions)

**end** - ends the conversation

## a Credits

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