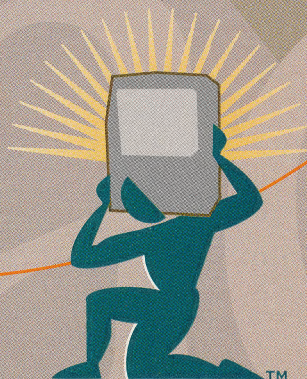# CASTLES

SIEGE & CONQUEST™

MACPLAY™

Apple® Macintosh®
SYSTEM **7**
System 7 Savvy

Requires any 256-color Macintosh®
with 2000K free memory and
System 6.0.7 or higher.
System 7 Savvy.   MAP-028-0

CASTLES
SIEGE & CONQUEST™

Do You Have What It Takes To Win The Crown?

▲ Can you survive the drama of medieval diplomacy, treachery and power? The king is dead and the crown's up for grabs, but to sit on that royal throne requires waging war. To win you must scout surrounding territories, defeat native militias, subjugate the land with castles, feed and maintain the people, forge diplomatic alliances, appease the church and unite the land under your iron fist—not to

mention squashing all those other power-hungry barons.

▲ *CASTLES Siege & Conquest*™ not only lets you build castles, but siege, attack and destroy them, too! Ally with other players or fight and conquer them in the field or in their majestic castles. The excitement builds with multiple ways to play and win and different story lines based on the characters you choose.

▲ Recruit, harvest, trade, spy, sabotage...it's all just part of a good medieval day's work.

- Hone your battle skills with a completely new military, diplomatic and administrative strategy game
- Multiple computer players
- Feel the rush with the ability to attack as well as defend
- Encounter different story lines based on the various personalities you choose to play
- Quicktime movies enhance your noble experience
- Multiple ways to play and win
- Top-selling strategy game comes to the Mac
- Infinite replay value

MacPlay™

A DIVISION OF INTERPLAY PRODUCTIONS, INC.

MacPlay™

CASTLES SIEGE & CONQUEST™

0 40421 27028 6

MACPLAY™

CASTLES
SIEGE & CONQUEST™

MACPLAY

A DIVISION OF INTERPLAY PRODUCTIONS, INC.

MACPLAY™

CASTLES SIEGE & CONQUEST™

INSTALL/DISK 1

System 6.0.7 or higher
2000K RAM

©1994 Interplay Productions, Inc.

A DIVISION OF INTERPLAY PRODUCTIONS, INC.

DL-MAP-028-0

CASTLES SIEGE & CONQUEST™

DISK 2

MACPLAY

System 6.0.7 or higher
2000K RAM

©1994 Interplay Productions, Inc.

A DIVISION OF INTERPLAY PRODUCTIONS, INC.

TM

DL-MAP-028-1

CASTLES SIEGE & CONQUEST™

DISK 3

MACPLAY

System 6.0.7 or higher
2000K RAM

©1994 Interplay Productions, Inc.

DL-MAP-028-2

A DIVISION OF INTERPLAY PRODUCTIONS, INC.

CASTLES SIEGE & CONQUEST

DISK 4

MACPLAY

System 6.0.7 or higher
2000K RAM

DL-MAP-028-3

© 199 Interplay Productions, Inc.

A Division of Interplay Productions, Inc.

CASTLES SIEGE & CONQUEST

DISK 6

MAC PLAY

System 6.0.7 or higher
200DK RAM

DL-MAP 028-5

CASTLES SIEGE & CONQUEST

DISK 7

MACPLAY

System 6.0.7 or higher
2000K RAM

©1994 Interplay Productions, Inc.

DL-MAP-028-6
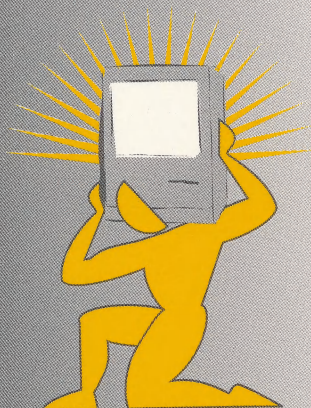
Terrain Key

Shallow Water	Lt. blue
Med. Water	Med. blue
Deep Water	Dark blue
Grass	Green
Marsh	Green/Brown
Dirt	Dark Brown
Forest	Dark Green
Agriculture	Yellow/Grey
Swamp	Cyan
Rocks	Grey

Terrain Effects Moving

Infantry

Grass/Dirt	OK
Agriculture	Poor
Rock	Poor
Forest	Bad
Water	Bad
Swamp	Worst

Archers

Grass/Dirt	OK
Agriculture	Poor
Rock	Poor
Forest	Bad
Water	Bad
Swamp	Worst

Knights

Grass/Dirt	Good
Agriculture	Poor
Water	Bad
Forest	Worst
Rock	Worst
Swamp	Worst

Player Colors

Anjou	Blue
Aragon	Lt. Blue
Burgundy	Gold
Valois	Red
Albion	Purple

Terrain Effects Battle

Infantry Hand-to-Hand

Grass/Dirt	OK
Forest	Poor
Agriculture	Bad
Rock	Bad
Water	Bad
Swamp	Worst

Archers Hand-to-Hand

Forest	Good
Rock	Good
Grass/Dirt	OK
Water	Bad
Swamp	Bad
Agriculture	Bad

Knights Hand-to-Hand

Grass	Good
Agriculture	Poor
Water	Poor
Forest	Worst
Rock	Worst
Swamp	Worst

Defense Against Arrows

Forest	Good
Rock	OK
Agriculture	OK
Swamp	Poor
Grass/Dirt	Poor
Water	Bad

Seasonal Effects

During winter months, certain tasks will run slower. Attacking Territories, Harvesting Grain and Cutting Timber will all take more time to complete.

Additional Credits

Addtl. Design Input: Sorin Chira
Addtl. Playtest: Scott Bennie

CASTLES II Task Chart

TASKS	REQUIRED TO ACCOMPLISH TASK						
	Min Admin Lvl/ Min Pts Appl	Min Military Lvl/ Min Pts Appl	Min Polit Lvl/ Min Pts Appl	Grain	Timber	Iron	Gold
ADMINISTRATIVE							
Harvest Grain	1						
Cut Timber	1						
Mine Iron	1						
Refine Gold	1						
Build Castle	3/2			1	3	1	2
MILITARY							
Police Realm		1					
Recruit Infantry		1				1	1
Recruit Archers		2/1			1		1
Recruit Knights		6/1		1		1	1
Build Ballista		5/4			1	1	1
Build Catapult		6/5			1	1	1
Build Siege Tower		7/6			1	1	1
Attack Territory		2/2*				1	
	(*Min. Happiness of 3)						
Send Saboteur		3/2					1
POLITICAL							
Send Scout			1				
Send Spy			3/2				1
Send Diplomat			3/2				1
Send Merchant			3/2				
Raise Happiness			2/2	1	1		1
Call Council			3/3	1			1

CASTLES
SIEGE & CONQUEST™

CASTLES
Siege & Conquest™

INTRODUCTION

Welcome to the world of CASTLES: Siege & Conquest™. This game is intended to test your skills as an administrator, a military leader, and a politician. During the course of play, you must maintain the delicate balance between the administrative, military and political functions of your dominion. The names of the Lords and the territories in Castles are based on 14th century France, a tumultuous period in European history, which featured the prolonged conflict of The Hundred Years War. This century was marked by chaos, as the struggle for land in France had a high cost in human life. The blood of English and French soldiers saturated the soil and the peasants of these lands were forcefully removed from their homes, raped or killed. The Lords of territories bat-

But noble souls, through dust and heat,

Rise from disaster and defeat.

The Stronger.

- Henry Wadsworth

tled each other in an attempt to expand their realms. When a Lord conquered new lands, he would build castles there to substantiate his power over the newly acquired territory.

Your mission is to unite the territories of the mythical land of Bretagne in the midst of this bloody turmoil and eventually become King. It is a formidable task, one that requires intestinal fortitude, cunning and risk taking. If you possess these qualities then you are ready to accept the challenge of CASTLES: Siege & Conquest!

TABLE OF CONTENTS

OBJECT

The ultimate goal of CASTLES is to be crowned King. This is accomplished by petitioning the Pope to back your claim to the throne once you have expanded your empire to a point of considerable wealth and power. All the while, you must keep your people happy and maintain good relations with the Pope. If you are named King, the game is over and you have won. If, at some point during the game, one of the other players petitions the Pope and is named King, then you have lost the game. You may choose to play as one of five feuding lords from the families of Albion, Burgundy, Anjou, Aragon, and Valois. You select one of these, and the computer plays the other four as well as the Pope.

A game of CASTLES will commence on January 1, 1312 and will usually last between three and ten years. The date is displayed at the top of the strategic view.

Once you have begun to capture territories and establish your empire, you must build castles. There are many obstacles and challenges that arise throughout the game which often hinder your quest to become King. If you manage your land with efficiency, the effects of these diversions can be minimized and the throne will be within your grasp.

4

INSTALLATION

To install the game, double-click on the "Castles Installer" icon on Disk 1. After a title-page screen, you will see the following installation dialog box.
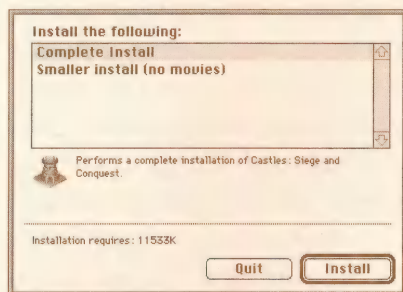
Select either the Complete Install or the Smaller Install by clicking on the install you want and then clicking on the "Install" button. The "Complete Install" option will install the entire game on your hard disk. The "Smaller Install" option will save disk space by not installing any of the QuickTime™ movies that would otherwise pop up throughout the game.

After you click on the "Install" button, the usual file-saving dialog box will appear, looking something like the screen below.
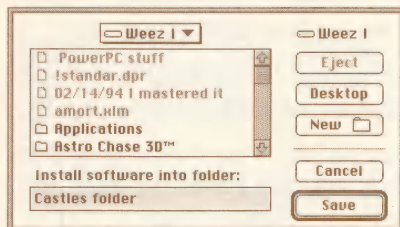
Use the file-saving dialog as necessary to locate the place on your hard disk where you want to install the game, and click the "Save" button.

Installation will begin. You will be prompted to insert the other disks when necessary.

There are two other system files you may wish to install to make the most of **CASTLES: Siege & Conquest**.

• If you install QuickTime 1.5 or later, a number of movies will pop up throughout the

game to enhance the medieval ambiance. QuickTime 1.5 may have been included pre-installed on your Macintosh's hard disk. It is also available from a variety of other sources. You may be able to acquire QuickTime from your favorite on-line service or user group.

• If you are running System software *before* System 7.0, you should install the fonts "Helvetica 9" and "Helvetica 18" in your System file by using the "Font/DA Mover" program. If you are running System 7.0 or later, these fonts are already present and you don't have to worry about it.

To load the game, just double-click on the **CASTLES: Siege & Conquest** icon!

GETTING STARTED

When CASTLES is loaded, several introductory screens will set up the premise of the game. Once the introduction is complete, the title screen will appear. You can press any button or click the mouse to proceed directly to the title screen from any point in the introduction. When the title screen is visible, the New Game option will become available under the File menu. Choosing New Game will cause the setup dialog to appear, offering several options for game play. Here you will choose the player whose role you wish to assume, the difficulty level (easy, average, hard, or impossible), if you want tactical battles on or off (see Tactical Combat), if you want the music on or off, and the distribution of commodities. You will also be able to enable or disable sound effects, movies, and double-size movies.

You will have the choice of setting up the land's commodity distribution in a balanced, geographical, or random fashion. The "geographical" option causes the commodities to be located where they logically should be found (i.e., gold and iron in the mountains, timber in the forests, etc.). "Balanced" commodities means that each player will be able to access a balanced mix of commodities during the course of play. "Random" places commodities in completely random locations. This option can be very difficult to play, since one or more key commodities may not be accessible to you.

When you have made your choices, click OK, and the game will begin.

From the title screen, you can also choose Open Game from the File menu to load a saved game.

STRATEGIC VIEW

The next view that will appear is the strategic view, where most of the game play will occur. The centerpiece of the view is a map of the entire kingdom, divided into 36 territories. Each territory has its own commodity, designated by a small icon inside the territory. A second icon displays the territory's most recent owner, if any, based upon what your scouts and spies have discovered.

At the top of the screen, just above the map, you will see your name, your score, and the current date. To the left of the map are three wood planks. These are your Task Bars. They represent the three tasks that you can perform at this point in the game. The gray indicators to the right of the Task Bars display your Administrative, Military, and Political Ability Points (the number in use, and the total available to you). You will gain Ability Points as you progress through the game. Below the Task Bars are two

rows of icons. The first represents your stocks of Food, Timber, Iron, and Gold. The second represents the size of your army: Infantry, Archers, Knights, and engines of war.

Virtually every element of game play can be controlled through pop-up menus. If you click and hold down the mouse button on most items on screen, a pop-up menu will provide you with a list of available commands. Try this by selecting an item on the strategic view -- a territory, a Task Bar, or an Ability Point indicator.

TUTORIAL

Often times the best way to learn is by doing. For those who want to start playing the game immediately, this section will get your realm established with a couple of territories. You can play and experiment from that point. If you get stuck, you can easily refer to a specific section of the manual for assistance.

Begin by launching the game and wait until the title screen appears. Then select New Game from the File menu. Using the pop-up menus, select Play as Albion, Easy Difficulty Level, and Geographic Commodities. Turn the Plots and Battles off and adjust the sound and movie options to your liking. Click OK and you will be given one territory to control. This starting territory will be indicated by a gray shield. A commodity icon will also be visible.

At this point you have the capability to perform three tasks (one administrative, one military, and one political). Begin by building your economy. As mentioned above, your territory has a par-

ticular commodity that can be processed. Pull down the Admin menu. One of the four tasks at the top will be enabled (those commodities that are dimmed in the pull-down menu are not present in this particular territory). Select the enabled task, then click OK on the task window when it appears. You are now performing one administrative task by gathering a commodity.

Next, you should build your army, which is a military task. Select whichever aspect of your military that can be recruited at this time from the Military menu. When the task window appears, click OK.

Now click on one of the territories adjacent to your starting territory and select the Scout function from the Political menu. At this point (since scouting is a political function) you are now performing one administrative, one military, and one political function—you are running at maximum efficiency. Always keep your task bars busy.

If tasks are moving too slowly for you, hold down the option key to speed up time.

Once these three tasks are completed, you are most likely in a position to attack the territory that you have just scouted. However, if this particular territory is occupied by the Pope, you DO NOT want to attack it (see section called The Pope). When you have finished Scouting the territory that you chose (signified by the Task Bar flipping over with the message Scout Complete), Scout another territory. Do the same with the Gathering task you chose earlier.

A shorthand way to redo most tasks is by double-clicking on the Task Bar that has just completed. This will re-launch the same task. This is especially useful for Gather tasks. Another shortcut is to click and hold down the mouse button in a territory on the map. This will cause a pop-up menu to appear, listing all possible administrative, military, and political tasks for that territory. We'll try that shortcut next.

When the Recruiting task that you had running completes, you may want to Attack the territory you previously scouted (assuming it isn't owned by the Pope). To Attack, click and hold down the mouse button on the territory you wish to capture, and select Attack from the pop-up menu that appears. Click OK on the task window and an Attack task will be launched. If you successfully attack and capture a territory, you will add it to your domain and the commodity in the territory will now be available for you to gather. You can also scout territories adjacent to it and launch further attacks on those territories. Later, you can enable battles to gain greater control over your army's actions.

Once you have captured three territories, you must consider building a castle. Every territory that you hold must be adjacent to a territory in which you have built a large castle (worth at least 100 points) or you risk the possibility of revolt from the people in this conquered land.

This applies throughout your domain–even to your starting territory.

To build a castle in a territory, click on that territory and select Visit from the pop-up menu. Choose a grassy area upon which to build your castle (you can scroll the map by clicking and dragging the map using the "hand" cursor).

Next, select Design to begin designing your castle. Every castle needs a flag or "keep", walls, a door, and some towers. First, place a Keep by clicking on the Keep icon (the tower with the flag on top) and then clicking a second time on the map where the Keep should go. This is how you lay out your castle, clicking on the piece you want to place, and then clicking the spot on the map where you want the piece placed.

Now you need to enclose the Keep with walls, doors, and towers. Click on the round tower icon from the palette of castle pieces at the top of the screen and place it on the map a few spaces away from the Keep. Now click on the tall wall icon from the palette and attach it to the tower you previously placed.
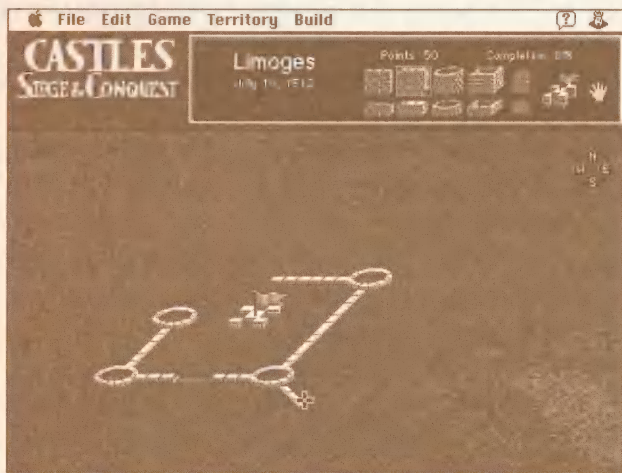
Note that the game will only let you place a wall next to an established piece such as another tower or wall. The wall will only appear under the cursor if you can place it at that location. Continue placing walls and towers (don't forget a door) until you're happy with the castle. If you want to erase a piece already

placed, just click on the piece you want to remove and then press the Delete key.

Here's a shortcut for the design mode: If you have towers and walls placed on the map and you want to change from placing walls to towers (or vice versa), just hold down the Command key and the cursor will change into an eyedropper. Click on a piece that is already on the map and the cursor will change to that piece. This saves you from having to move the mouse up to the icon list every time you want to place a different piece on the map.

When you're done designing your castle, select Leave from the Territory menu to return to the strategic view. You will now see a partial tower icon inside the territory. This indicates that you have designed a castle there. When you are ready to build the castle, click on that territory, and select Build Castle from the pop-up menu (for the specifics on castle building, see the section entitled The Castle). If Build Castle does not appear, you either do not have sufficient resources

to build the castle or you are busy with another administrative task. The resources necessary to perform each task are explained in the sections of this manual that discuss tasks.

This should provide you with the basics to get started. Just remember to keep performing tasks in all three areas (administrative, military and political) simultaneously.

After you become comfortable with the basic play of the game, try enabling plots and battles to gain greater control over your realm.

PERFORMING TASKS

CASTLES is a task based game. Anything that you want to do is done by way of accomplishing a task. There are three different types of tasks: administrative, military and political. These tasks are color coded in the ability point indicators and on the task bars: Green for Administrative, Red for Military and Blue for Political.
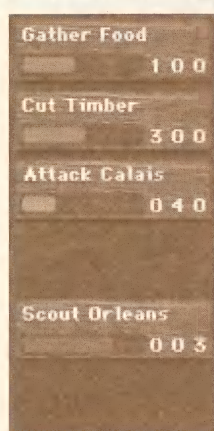
"When all is said, we cannot, in a world that is ruled by purpose and links an effect with every cause, escape the concept of reward. Action by which nothing is gained is futile."

- E.F. Scott

For each type of task, you have a certain number of ability points. There are three ability point indicators located just to the right of the task bars. Each contains a set of two numbers. The number on the left represents the total amount of points being applied to all tasks of the given type, and the number on the right indicates the total number of points that you possess (your ability rating). Think of this as the fraction of your total points currently in use. A graphical indicator also shows this information.

Your rating will increase as you successfully complete tasks. For example, as you successfully complete administrative tasks, your administrative rating will improve and you will have more points to distribute among your tasks in the future. The higher your rating, the more tasks you need to complete to raise it to the next level. The maximum rating in each category is nine points.

You can use any of the three types of points in any task, with a few restrictions. For example, you need not restrict yourself to using administrative points for administrative tasks. Military and political points can also be used. They still contribute to increasing your ability points in their respective skill areas, but not as much as if they were

used for military or political tasks. If you add two military and two political points to the three administrative points used to build a castle, for example, you would gain partial credit towards advancing your military and political ratings.

At the beginning of the game, three task bars are available on the left side of the strategic view. These can be used to accomplish one each of the three types of tasks (Administrative, Military, and Political). The top bar is for administrative tasks, the middle bar is for military tasks, and the bottom bar is for political tasks. Each bar can only perform one task at any given time.

While a task is being performed, three numbers will appear on the right side of the task bar.

These numbers indicate how many ability points were applied toward that particular task. The far left number is the amount of administrative points, the middle one is the amount of military points, and the number on the right represents the amount of political points. When a task is being performed, the task bar will fill up from left to right. The task is complete when the bar is completely full. If you wish to repeat the exact same task, assuming it is available to you, double-click on the task bar itself; this is quicker than proceeding through the menu bar to set up the task. If you click on the task bar while a task is being performed, a pop-up menu will give you the option of canceling the task.

When performing a task in any given area, you must use more points from that particular area of the point pool than either of the other two. For example, suppose you have 4 administrative points, 7 military points, and 3 political points, and you

want to perform an administrative task. If you choose to use all 4 of your administrative points on a given task, you may use up to 3 of your military points and up to 3 of your political points. In this scenario, the addition of the military and political points is intended to give you more total points to apply toward the administrative task and thus speed it up. The more ability points applied to any given task, the faster it is accomplished.

Once you achieve a rating of 5 in any of the task categories, a second task bar in that category will be added to the strategic view. As long as your rating is at least 5, you will be able to use the additional task bar. If your rating drops below 5, you will lose the second task bar. Ideally, you will reach the maximum number of six task bars (two administrative tasks, two military tasks, and two political tasks).

HOW TO PLAY CASTLES

Establishing and Maintaining the Realm

Administrative Functions

The administrative functions of your domain are those which help you to build a solid infrastructure. These functions include harvesting food, cutting timber, mining iron, refining gold, and building castles. It is important to establish a strong economy early in game play, because so many of the other tasks depend upon the availability of certain commodities. For example, the military task of recruiting archers requires gold and timber.

Each territory contains a particular commodity. Once you have captured a territory, you can then begin to gather that commodity. For example, if you capture a territory whose commodity is iron, you can perform the administrative task of mining iron. As soon as you have completed any gathering task, your stockpile of that commodity will increase. If you choose to gather a commodity that you hold in multiple territories, you will receive as many units of that commodity as you hold territories that contain it – as long as you apply the same number of ability points. In other words, if you have three territories in which gold is your commodity, when you refine gold you will add three units of gold to your economy as long as you apply at least three ability points to the task.

Also, once you build a large enough castle on a territory (50 or more points), the production of that territory's commodity is doubled when gathered. If, for example, you possess three territories with the same commodity, you can receive as many as six units of that commodity for each gather task as long as you have large enough castles in all

three territories. Of course, gathering all six commodities requires applying at least six ability points (from any category) to the gather task.

Be sure to take advantage of these rules! If you hold one Gold territory that does not have a castle on it, as well as two Timber territories which each contains a 50-point castle, you should take full economic advantage of the situation by performing a 4-point Cut Timber task, rather than a 4-point Refine Gold task.

One shortcut to starting a gather task is to click on one of the commodity icons displayed at the lower left of the strategic view. These symbols represent (from left to right) Food, Timber, Iron and Gold. If it is possible to gather that item, a pop-up menu with the task enabled will appear. Another shortcut is to click on the

administrative ability point indicator and select the desired commodity from the pop-up menu that appears.

THE BLACK MARKET

If you need to add goods quickly to your economy, it is sometimes beneficial to trade on the black market. You can visit the black market by choosing it from the "Admin" menu or by choosing it from the pop-up menu that appears when you hold down the mouse button on the administrative ability point indicator. You can immediately trade a good that is plentiful for one that is lacking, in a 3:1 ratio. Be careful though – sometimes the black market is an unreliable medium and you can be cheated by those with whom you attempt to trade. Policing your realm can lessen your chance of being cheated on the black market.
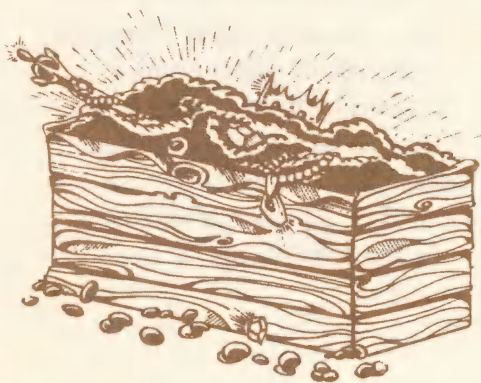
THE CASTLE

The best way to solidify your realm and eliminate the possibility of revolt by your people is to build a castle. Building a castle in a territory also makes the territory much easier to defend against invaders.

To prepare for designing a castle, select the territory in which you want to build it, then select Visit from the pop-up menu (or double-click on the desired territory). A close-up view of that territory will appear on the screen. Now select Design Mode from the Territory menu.

First you will need to choose an area that is suitable for construction. You cannot build a castle on water or in a swamp. Use the "hand" cursor to click on the map and drag to any area that you wish to see. You can use the compass located in the upper-right corner of the map to rotate it for easier viewing. Clicking on the top of the compass and dragging to one of the other compass points will rotate the map in that direction.

Once you have chosen a proper location for your castle, you may begin designing it. All of the functions available to you during the designing process are located in the box at the top of the screen. Placing the flag or "Keep" on the map first is recommended. The keep represents your administrative control of the castle – once it is captured by an opponent, the castle is lost. You must therefore put rings of walls and towers around your Keep. To place the Keep on the map, select the tower-and-flag icon at the top of the screen and click on the spot on the map where you wish to place it. Each castle can have only one Keep; if you place the Keep a second time, the first one will be deleted automatically.

Two types of towers can be used –square or round. The square towers are not quite as effective as the round towers for defense, as they tend to have blind spots. The round towers, although they are better for defense, take a longer time to build than the square towers. To place a tower, click in the castle piece palette at the top of the screen and click again to place it on the map. You also have the option for thick or

thin walls. As you might expect, the thick walls are better for defense but they take longer to build than the thin walls. For both the towers and walls two heights are provided. Icons for the tall items are in the top row and icons for the shorter versions are located directly beneath them (the Keep is always the same size). Wall icons are not directional; walls automatically change to the proper facing depending on the wall or tower to which they are connected.

Keep in mind that when you are constructing walls and towers around the keep, you must be sure that the keep is accessible. You cannot build walls and towers on all sides of the keep to make it impenetrable; you must place a door in the perimeter.

(Shortcut: Holding down the Command key will turn the cursor into an eyedropper. Clicking on a piece with the eyedropper will cause that piece to become the current piece to be placed by each mouse click.) If you make a mistake in placing a piece on the map, select the item by clicking

on it and use the Delete key to remove it.

Your castle's size determines whether or not you can double production of that territory's commodity as well as prevent the people from revolting. The castle's size is measured on a point system dependent upon the choice of pieces (tall or short). A tall piece is worth 3 points and a small piece is worth 2 points. In order to double the production of a commodity and keep people within the territory from revolting, a castle must be worth at least 50 points. To keep the people in neighboring territories from revolting, a castle must be worth at least 100 points. The greater the number of points in the castle, the longer the amount of time required for its construction.

The last two things that need to be done in designing a castle are to decide the manner in which it will be constructed and to decide if it will include a moat. You will have the options of Uniform, Outward (start construction from inside), Inward (start construction from outside), and Towers

First under the Build Menu. Moats serve as an excellent defense mechanism as they slow down the onslaught of enemy attackers, but the overall construction time of your castle will be prolonged with the addition of a moat. Make your choices from the Build menu and your castle is now ready to be built.

If you wish to save your castle design, select Save Castle from the Territory menu and you will be able to use that design later, in another territory. If you want to access a saved castle design, select Load Castle and you can choose from any designs that you have created and saved previously.

To return to the strategic view, select Leave from the Territory menu. Your castle must be complete and build-able, or you will not be permitted to exit the design mode. Specifically, your Keep must be completely enclosed within at least one circle of walls, and all regions within the castle must be reachable via doors.

Once you have designed the castle, a tiny castle symbol will appear in the map of that territory.

As soon as you meet the requirements for building a castle, you can click on the territory and select the Build Castle option from the pop-up menu. The Build Castle task requires one Grain, three Timber, one Iron, and two Gold. You must have at least two Administrative Points allotted to the task.

If you visit your territory while a castle is being built, you will be able to see your partially completed castle and your hardworking laborers. When the castle becomes large enough to double production (50 points), the castle symbol on the map will grow to half size. When it becomes large enough to prevent revolts in neighboring territories, the castle icon will grow again. When your castle is complete, a flag will be placed atop its icon.

If your castle is damaged in an attack or by a saboteur, it is possible that it will no longer be large enough to stave off revolts. If the flag on top of the castle disappears, it has been damaged. To repair a castle, run the Build Castle task again.

MILITARY FUNCTIONS

Military tasks are those functions of your empire which focus on the augmentation of your armed forces and their usage. You build your army through the military tasks of recruiting Infantry, Archers, and Knights. Other military tasks are concerned with adding weapons to your army which aid in attacking a castle. These include: building a ballista, building a catapult, and building a siege tower. The other two military tasks are: sending a saboteur to another territory and, of course, attacking another territory.

-At the Battle of Crecy, in 1346, English troops under Edward III defeated a much larger army under Philip VI. Half of the French were killed including more than 1000 knights.
The English archers proved to be far more effective than the armor-clad French knights on horses. This battle marked one of the first times that English soldiers used gunpowder.

THE ARMY

The army is your fighting force. It consists of Infantry, Archers, and Knights. To keep your military strong, you must recruit troops. Whenever you engage in an attack or are the victim of sabotage, the numbers in your army may decrease. So, it is important to keep recruiting and strengthen your army. To recruit for your army, select the branch of the army that you want to increase from the Military menu (a faster way to start this task is by clicking on one of the military icons at the bottom left of the screen).

In order to maintain the size of your army and keep your troops happy, you will need to feed and pay them. For every 5 infantry or archers that you possess, you will need to feed them 1 food and pay them 1 gold (rounded up) per year. Every 5 Knights will cost you

2 food and 2 gold (also rounded up). The troops are paid in the spring and fed in the fall. If you delay feeding and/or paying them, increasing numbers of your troops will desert.

The size of your army is limited to: 9 + the number of territories you own + the number of castles you built + your military rating.

-The Battle of Agincourt, in 1415, was the third great victory of The Hundred Years War for the English. A superbly trained and equipped English army of 13,000 defeated 50,000 Frenchmen.

ATTACKING

Once you have built your economy and army to a certain point, you will want to attack another territory to increase the size and wealth of your domain. In order to attack, you will need two military points, a happiness rating of at least three (see Happiness), and one iron. When you have met these requirements and want to attack, click on a neighboring territory (you can only attack a territory that is directly adjacent to one of your own) and the Attack option will become available on the Military menu When the Attack task completes, you will be given the option of proceeding with the attack or recalling your troops. After you make this decision, click OK and the task of preparing your army for battle will be complete.

At the beginning of the game, you have the option to set tactical battles "off" or "on". If the battles are off, the computer plays out the battle for you and determines the victor. If the battles are on, you will have more control over the outcome as you will be able to manipulate your forces individually (see the section entitled Tactical Combat for a detailed description of this aspect of the game).

> *"What causes wars, and what causes fighting among you? Is it not your passions...?*
> *You covet and cannot obtain; so you fight and wage war."*
> *- James 4:1-2*

SIEGE ENGINES

When you are attacking a territory that has a castle, certain weapons can improve your chances of victory. They can be added to your arsenal at different times during the game if specific conditions of your economy exist, and your ability points are high enough. You may build one of each.

The Ballista is, in essence, a giant crossbow that fires a large arrow at a castle and its defenders. In order to build a ballista, you will need 4 military points available, 1 unit of timber, 1 unit of iron, and 1 unit of gold.

The Catapult is designed to hurl heavy projectiles at the castle walls. It requires the same amount of commodities, but you must have a Military Rating of at least 6 and you must expend at least 5 of them on building the Catapult.

A Siege Tower also requires the same number of commodities, but a 7 Military Rating is necessary and 6 of those points are needed to start this task. The Siege Tower contains troops that are hidden within it until it reaches the castle walls. At that time the troops can leap onto the tops of the castle walls and towers. The Infantry units that are hidden in the Siege Tower are in addition to those in your regular army.

If you are capable of building one or more of these weapons, the corresponding tasks will be enabled in the pull-down menu for Military tasks and in the pop-up menus attached to the military ability point indicator or the siege engine indicator.
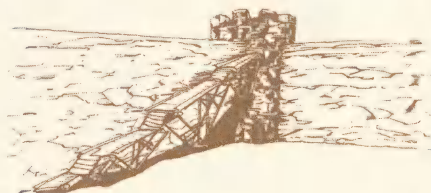
SABOTEURS

To hire a saboteur, select the territory to be sabotaged (the territory must be owned by another player; it cannot be neutral). This task will become available on the Military menu as soon as you have a Military Rating of at least 3 and can use at least 2 of those points along with spending 1 gold to hire the saboteur(s). A saboteur is sent to an opponent's territory with the intent of destroying some aspect of that territory's economy or disrupting the military. The saboteur will attempt to inflict as much damage as possible. Sending a saboteur can be dangerous, however, because he can be captured and your enemy will not soon forget this treachery. If the enemy is policing his realm, his odds of capturing your saboteur are greatly increased.

Just before a truce went into effect between Philip VI and Edward III of England, Philip invited several of Edward's knights to his court.

They expected to be guests of the King at a tournament.

Once they arrived they were arrested and beheaded without trial.

Needless to say, there would be no truce.

POLICING THE REALM

Since your opponents have the same capabilities as you do, you must be wary of their spies and saboteurs. The only way of accomplishing this is to police the realm. This function of the military is generally successful in capturing saboteurs and spies. When you police the realm, the overall efficiency of the ongoing tasks improves as well. Policing the Realm can prevent you from being "ripped off" by the Black Market. One negative by-product of policing the realm, however, is that it reduces the happiness level of your people by one happiness point each time you run the task (see Happiness).

TACTICAL COMBAT

Once you have made the decision to proceed with an attack, or are the victim of an attack, the strategic view will be replaced with the tactical combat view (assuming that you have set the battles "on" in the Game menu). This view features a map of the territory in which the battle shall occur, and a scaled representation of the two military forces that will clash.

The scale will be indicated near the top of the map. When the scale is "1", each figure on the battlefield represents one unit of the army. When this value reads "2" or more, it means that each unit of the army is represented by two or more figures on the battlefield. This feature gives you added control when the battle includes only a few military units.

In tactical combat, each division of your army, along with each siege weapon, has specific battle purposes.

The infantry is your ground force. They are most proficient at hand-to-hand combat and are useful for capturing the keep of a castle. They can also attack doors and climb castle walls.

The archers are best at long range attacks and weakest at hand-to-hand. They are super for castle battles when perched on the walls, and they can also attack castle doors and climb walls (the higher they are, the farther their effective range).

Knights are fast on open terrain, slow elsewhere, and strong at hand-to-hand. They can attack castle doors but cannot climb walls.

The catapult and the ballista are used to knock down castle walls and create breaches through which attackers can reach the interior of the castle. They have limited movement. The ballista is the weaker of the two. The siege tower transports infantry to the top of outer castle walls, avoiding the arrows of defending archers. This weapon is slow but quite powerful. None of the siege weapons are used in field battles.

Where you fight is just as important as how you fight. The territories consist of many terrain types, and the effectiveness of the different branches of the military will be influenced by the location of the battle. For example, Knights do very well on open grass or dirt, but are hindered greatly by rocky terrain in which the horses will have difficulty galloping. Knights also have serious problems in swampy, watery areas where their excessive weight can cause them to sink. Archers are most effective when firing from a covered area, such as a forest, into an open area. On the other hand, archers have problems firing into a forest because their arrows are more likely to strike a tree than the enemy. These are just a few of the terrain effects of tactical combat. All of the effects are based on logical assumptions concerning the performance capability of a military unit in a specific environment. If you are the defender in a field (non-castle) battle, you will be given the opportunity to choose where in the territory the battle will take place. Click on the spot on the map where you want to fight, and the forces will appear.

The first thing that you want to do in preparing for battle is to place your troops. To do this, click on one or more figures, then click on the spot where you want to place them. If you want to move all units of a specific type, use the corresponding Select command from the Battle menu to select them and then click where you want
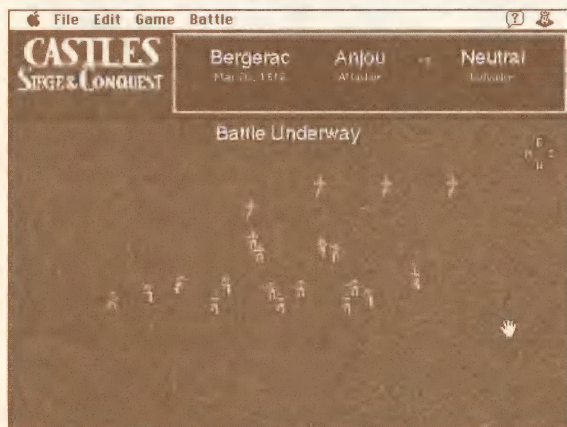
the group to be centered. Your troops can only be placed within a limited area of the map (no fair putting your Knights behind enemy lines!). If some or all of the members of a group would be positioned outside of the permitted rectangular area, they will be pulled back to the edge of the area.

When you are attacking a castle, you can only place troops within a certain range of that castle. You cannot put them too close to the castle, nor can you place them in the castle. A castle's most vulnerable positions to attack are the doors as well as any breaches in the walls caused by a catapult or other machinery. The See-Through Walls option gives you a better view of the inside of the castle. As a result, you will be able to see where you place your troops or where the enemy forces are massed. Although the walls are less visible in this mode, the castle is still very much intact for the purposes of battle.

While placing your army, you may also give orders to your troops. Three main commands are available: Stand, Melee, and Destroy. Choose specific troops by clicking on them (or by selecting one of the shortcut items under the Battle menu). Then issue the desired command.

The Stand order commands your troops to stand their ground and fight anyone who comes near them.

The Melee order commands the selected troops to engage in battle. They will search out and destroy the nearest enemy unit or, if one is not in range, will destroy the Keep or a siege engine. To attack a specific enemy unit, first click on the units of your army that you want to deploy, and then click on the enemy figure. The Melee command is assumed unless other orders are given.

Destroy is similar to Melee, except that the forces are commanded to attack siege weapons or castles before attacking enemy soldiers.

The Begin Battle command starts the battle after your other orders have been given.

When troops that are attacking a castle are commanded to Melee, they will attempt to reach the Keep as long as there are no enemy units to attack. If the troops attacking a castle are not given commands prior to battle, all units will default to Melee and all engines will default to Destroy.

The catapult and the ballista will be situated outside the castle in locations that will help to create breaches in the castle walls. These weapons will attack the nearest unbreached wall until destroyed. They will then attack the one behind it, moving forward if necessary. The siege tower will assault a wall that is not already under attack from another weapon. It moves up to a wall or tower and releases a few infantry units on the top of that wall or tower.

The Retreat function causes your remaining fighting force to leave the battle site (it is not necessary to click on any figures on the screen prior to retreating). Once your forces begin to retreat, you will have no further control over them. They will run for their lives, hoping to live long enough to see another day.
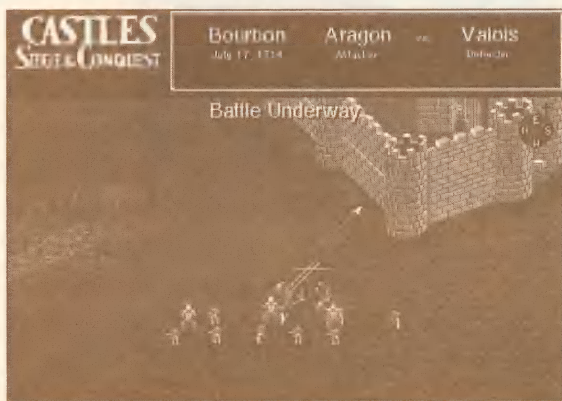
Victory is achieved when certain conditions of battle have been met. For a field battle, you must either kill all enemy forces or cause the enemy to flee the battle site. A castle is captured when all enemy forces have

been killed, the enemy flees, or a sufficient number of your troops reach the keep and remain there for a long enough period of time (representing the castle commander's death or surrender). The amount of time needed to capture the keep depends on the number of your troops at the keep and the initial strength of the defender. The Keep cannot be destroyed by siege weapons.

When attacking a castle, you can use the "See Through Walls" menu option if you would like to see the position of the various troops scattered throughout the castle.

Remember: at any time during the game, you can speed up gameplay by holding down the Option key.

POLITICS

Political tasks are those which allow you to learn about opponents' territories and those which determine your relations with your opponents. Both the scout and spy tasks are considered political tasks. The other political functions are: dispatching a diplomat to improve relations with foreign territories or the Pope, sending a merchant to trade goods, improving your happiness level, and summoning a council to inform you of any threats to your realm as well as the Pope's relations with all the players.

> *"Either be hot or cold:*
> *God doth despise, abhor, and spew out all neutralities."*
>
> *- Robert Herrick*

THE RELATIONS RATING SYSTEM

Your relations with your opponents and the Pope, and the happiness level of your people, are measured on a nine point scale. A rating of 8 or 9 represents a close alliance and better trading opportunities with that faction. Relations of 1 or 2 represent a state of war, with much higher chances of being sabotaged or attacked by that faction.

The Relations Rating System is structured as a web of interaction. For example, if you attack an enemy who happens to be allied with one of your allies, the relations with your ally will be reduced.

Relations can be improved by diplomatic tasks, accepting the other faction's diplomatic missions, and performing actions within the plot lines that will make other leaders happy. Relations will be reduced by attacking a faction, having your spies and saboteurs caught by them, attacking their allies, and by performing actions within the plot-lines that will not please them. The levels of these ratings are displayed after selecting Relations from the Political menu.

THE POPE

Since the Pope is the only one who can declare you King, it stands to reason that maintaining favorable relations with him is extremely important. Your relations with the Pope can sometimes be improved if you send a diplomat and offer gold as a show of good faith. If you let your rating with the Pope slip to 2 or lower, you will be excommunicated. When this happens, you can no longer trade with anyone or send further diplomatic missions to the Pope. The only way to improve relations with the Pope after being excommunicated is to cede one of your territories to him. When you do this, your rating will improve.

To cede a territory, click on that territory and select Cede from the Political menu (or the pop-up menu). If you cede a territory to the Pope that has a castle built on it, your relations with the Pope will improve by four points. You may cede a territory to the Pope even if you are not excommunicated. In that case, however, you will only improve your relations by one point with no castle, and two rating points if you cede a territory with a castle.

You cannot cede a territory to the Pope if it is adjacent to one he already owns.

HAPPINESS

Your happiness level represents the morale of both your people and your army. If you let your happiness level drop too low, you risk a greater possibility of rebellion. To improve your happiness, you can employ the happiness task, which requires 2 political points, 1 unit of food, 1 unit of timber, and 1 unit of gold. Completion of this task boosts your happiness rating by one point.

If you attack someone and lose, your Happiness will decrease. If you are attacked and lose, your Happiness may or may not decrease. If you are attacked and win, however, you Happiness will always increase.

Your happiness will also decrease each time you police your realm. When you police the realm, the people are placed under constant scrutiny and they will not appreciate the burdens and accusations that will be directed at them by a vigilant government. One way to avoid the discontent of the people is to simultaneously improve happiness while you are policing the realm.

Your Happiness level will be displayed when you select Relations from the Political menu.

"The attitude of unhappiness is not only painful, it is mean and ugly... It but fastens and perpetuates the trouble which occasioned it, and increases the total evil of the situation."

- William James

SCOUTING

Before you attack a territory or send a saboteur, you should scout that territory to be sure you know who owns it. Scouting tells you who holds a territory, the commodity present, and if there is a castle in that territory.

Scouting requires 1 political point. To initiate it, click on the territory that you wish to scout, then select the Scout option from the Political menu (or, just click on the desired territory and hold down the mouse button). You can then select the Scout option from the pop-up menu that will appear. This will open the task starter window and enable you to begin the task.

It's a good idea to Scout a territory more than once, especially before attacking it, as territories can change ownership frequently.

> *"Zeal without knowledge is a runaway horse."*
>
> *- English proverb*

SPYING

Where scouting provides you with information about one of your opponent's territories, the spy task can provide you with information about his entire realm. This task requires a Political Rating of at least 3, and an expenditure of at least 2 of those points and 1 gold.

When you decide to use the Spy function, click on one of the opponent's territories and then select the Political menu to access this option, or select it from the pop-up menu. If a spy is successful, you will learn the number of territories that a particular player holds, the whereabouts of those territories, how big his army is, and the happiness of his people.

However, if that player captures your spy, relations with him will drop. If an opposing player happens to be policing the realm at the time that you send a spy, your chances for success are greatly reduced.
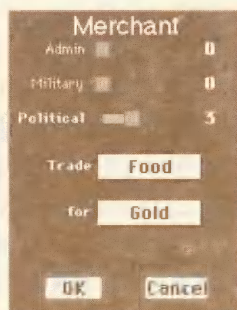
MERCHANTS

When you want to increase your stores of a commodity, but you do not have the capability to gather it at that particular time or do not want to risk a transaction on the Black Market, the Merchant task can be quite useful.

You can send a merchant to trade with an opponent or the Pope. Your merchant will have the best chance of success if you have good relations with the player with whom you are trading. The chances for a successful trade can also be improved if you apply a high number of ability points to this task. To start the Merchant task, click on a territory owned by the player with whom you want to trade, then select this task from the Political menu or the pop-up menu. As long as you have met the requirements for this task, it will be available to select. This task requires that you have at least 3 Political points and expend at least 2 of them.

The Merchant task allows you to specify the commodity that you wish to trade, and the commodity that you wish to receive. Your merchant will travel to

your opponent and attempt to strike a deal with him. When the task completes, you will be informed of the success or failure of this mission.

DIPLOMATS

If you desire to improve relations with any other players or the Pope, you can send them diplomats.

This function requires a Political Rating of at least 3, and an expenditure of at least 2 of those points and 1 gold. Like the merchant task, the number of ability points that are applied can increase the chances for successful diplomacy. The diplomat is dispatched to a foreign territory with the intent of offering or requesting gold to improve relations. If the diplomat succeeds, your relations rating with that territory will improve by one point. The diplomat can also be used to request gold from a territory with which you hold favorable relations, thereby improving your economy.

As soon as the requirements are met for a diplomat task, the option will become available on the Political pull-down menu. To engage the task, click on a neighboring territory owned by the ruler with whom you wish to interact and select this option from the Political menu or the pop-up menu. Options for negotiation will now appear in the task window.

Adjust the values until you achieve the desired range of negotiation you want your Diplomat to propose. You will have the option here to declare the amount of gold that you are offering (or requesting), or to propose an ally treaty with the leader. Your diplomat will make a series of offers within the range that you designate until the other party accepts an offer or three attempts have been made. When you finish your proposal, click "OK" and the Diplomat will be sent. When the task completes, you will be informed of its success or failure.

COUNCIL

Summoning a Council provides you with information gathered by the members of your executive council. It is basically a status report of the entire realm.

Upon completion, this task informs you of each player's rank and status with the Pope, and informs you if any of the territories that you hold are near rebellion. This option will be found on the Political menu as soon as its minimum requirements are satisfied. To summon a council you need to expend 3 political points, 1 food, and 1 gold.

When this task is finished, the results will appear in the form of a chart in a dialog box. This chart will display a list of all the players, in order of strength. Players are noted as "blessed" if they have ratings of 8 or 9 with the Pope. Below the ratings, the status of the territories of your realm will be indicated (if any of them might be near rebellion in the near future). Finally, a list of all current wars is provided.

WINNING THE GAME

Your score is displayed at the top of the screen, just to the right of your name. When you have achieved a score of at least 7,000 points, you earn the opportunity to petition the Pope to name you King.

To petition the Pope, you must select Claim the Throne when it is enabled in the Political menu. After you have petitioned the Pope, you must keep your point total above 7,000. If you maintain that point total for approximately 4-5 game months, you will be named King and the game will be over.

Making a claim to the throne does not make you popular with the other players, however. Claiming the throne will cause an immediate drop in relations with other factions, and even those who were

friendly with you before your claim may choose to attack you rather than risk losing the throne.

"On the Plains of Hesitation bleach the bones of countless millions who, at the dawn of victory, sat down to wait and waiting died."

- G.W. Cecil/ Adlai Stevenson

OTHER FEATURES OF CASTLES

Messages/Plots

Periodically, during the course of play, you will be visited by messengers. Their news and information will appear in a dialog box and will often test your skill as a leader and a diplomat.

You will be asked to resolve a variety of situations and you will be given several options with which to do so. The plots can drastically affect your fortunes, both good and bad. You may make new friends, or enemies, who can help or hinder your efforts to claim the throne of Bretagne.

You may have to deal with problems from outside Bretagne. You may also find treasures, deal with disasters, and be forced to make crucial alliances.

A description of the latest event in the plot will appear on the left-hand side of the

dialog box. If the description is too long to fit in the dialog box, you can click the mouse on the text and drag up or down to see the remainder of the description. The cursor will be a "grabbing hand". Your choices will appear as a series of large buttons on the right-hand side of the dialog box. To make a selection, simply click on the button containing your choice or press the number shown in the button. You may also click on Return to select the OK button.

Film Clips

At various moments during the game, short film clips will appear, providing a visual reference for the game play scenario that has just been engaged. When, for example, you are preparing to attack, a digitized film image of troops preparing for a battle will be shown.

This feature can be turned on or off at any time. In addition, you may take advantage of QuickTime's automatic size doubling if your machine is fast enough to support it. You may select the Double Size option in the New Game dialog or under the Game menu to enable this feature.

CASTLES requires version 1.5 or greater of QuickTime. If the game does not allow you to display movies, check to be sure that you have the correct version of QuickTime, and make sure that it is currently active on your system.

Options

Most game-play options for CASTLES are accessed through the Game menu. For each item, a check mark will be present if it is enabled. Selecting the item from the menu will toggle the check mark on or off.

The Pause option allows you to suspend your current game temporarily. Selecting Pause from the Game menu or pressing Command-P will suspend the game; selecting it again will resume play. CASTLES continues to run even when another program is the foreground application, so you may wish to pause the game when you need to accomplish something else with your computer.

The Plots option determines whether any of the story lines will be played out during the game. If disabled, only Merchants, Diplomats, and important messengers will appear. If enabled, various characters within your realm and visitors from far away may visit you. Some of these people will appear based on your actions in the game or your stockpiles of certain commodities. Others will appear at random points during play.

The Battles option determines whether tactical battles are played out. If enabled, you will be taken to the Tactical view to fight a battle every time one of your Attack tasks completes or an enemy attacks you. If disabled, battle results will be simulated for you, and will be made available immediately. This option speeds play, but slightly reduces your chances of winning any closely matched battles. Usually (especially when a castle is present), you should leave battles enabled.

The Music option allows you to turn the background music on or off. On slower machines, you may wish to disable music. This will result in a slight increase in the performance of the game, especially on the Design or Tactical views.

The Movies option enables the playing of QuickTime movies at certain points in the game.

Movies are tied to various common dialog boxes. Certain movies also appear only during some plots. The Big Movies option causes each movie to be displayed at double size, using QuickTime's doubling option. If this option is disabled, movies will play back at the standard smaller size. Double-size movies will look best on faster machines. If movies break up on playback, try disabling this option.

The Sound Effects option is similar to the Music option. When enabled, sound effects will be played back at various points during the game. When disabled, all sound effects will be silenced.

The File menu also contains several important game options. You may save games in progress or load previously saved games. The Macintosh Standard File dialog box will appear.

Shortcuts

To move the main game win-
dow, click and hold the
CASTLES logo and you will
then be able to drag the win-
dow to its desired location. To
move other windows, such as
the task selector, click and hold
in their title bars and drag
them to the desired location.

Strategic Mode

Tasks

- click once on any task bar having to do with a specific
  territory. The territory will be highlighted
  (examples: Attack, Scout)
- click and hold on any task bar - a menu pops up
  allowing repeat or cancel.
- double click on a completed task to repeat it.
- hold down Command while choosing a task: a healthy
  amount of ability points will be assigned automatically.
  Shift-Command assigns ALL AVAILABLE POINTS
  (with the constraint of the primary ability being assigned
  one more point than the other two).
- when the Task Window is open, Return functions like the
  OK button and Escape or Command-Period functions like
  the Cancel button.
- click on any of the three ability point indicators to the right
  of the Task Bars: a menu will pop up listing the available
  tasks from each category.

Territories
- double click on a territory to visit it
- click and hold to get a menu of actions that can be applied (Visit, Attack, Scout)
- The same modifier keys apply as for other tasks: command and shift-command

Commodities
- click and hold on any commodity or army icon at the bottom of the screen to pop up a menu allowing start of a task (example: click on the bread icon; 'Gather Food' pops up)

Plot Box
- if a button labeled 'OK' is there, you can hit Return.
- if numbered buttons are present, hit the number key to select the corresponding button.

Miscellaneous
- press <Option> to speed up the clock.
- click and hold the name/shield at the top to highlight owned territories.

Design Mode
Toolbox
Tab and Shift-Tab cycle through tools for castle pieces.

Territory View
- hold down the Option key to turn cursor into the 'Grabber'
- hold down the Command key to turn the cursor into an 'Eyedropper'. This allows you to change the currently selected castle piece without moving the mouse up to the top of the screen to select a new icon
- click and shift-click to select sets of pieces.
- hit 'Delete' to delete selected pieces.

CHRONOLOGY

1302	Philip IV called together the first Estates-General, the ancestor of the French Parliament.
1309-1377	The Avignon Papacy (the Popes were a succession of Frenchmen)
1328-1350	Reign of Philip VI (first of the Valois rulers)
1337-1453	The Hundred Years' War between England and France
1378-1417	"The Great Schism" in the church (two Popes were chosen at the same time, one Roman and one French, causing great controversy)

CONTENDERS FOR THE THRONE

EDWARD

King of Albion

Albion has one of the strongest claims to the throne of Bretagne, dating back many generations. Edward is a strong ruler who attempts to be noble, but his self-righteousness gets in the way.

Edward is married to Edna, but the marriage is a loveless one, and the two people despise each other. Edward would love to have Edna forcibly retired to a nunnery so he could remarry, but has not figured a way that he could do it without upsetting

the nobles and putting Albion in turmoil. Edna looks to humiliate Edward any chance she gets.

Edward's attitude to:

Charles of Valois: An arrogant monster, and Edward's chief rival.

Phillip of Burgundy: A friend, but only from a distance. They both despise Charles of Valois. Not much personal integrity.

Ramiro of Aragon: Not to be trusted, but not an immediate threat. Ramiro is a King, and is more worthy of respect than a Duke or a Count.

Henri of Anjou: Pure contempt. Henri is an overgrown child with a monstrous mother.

Pope Innocent Benedict: Indifference. Pope Innocent Benedict has never been fond of Albion.

CHARLES
Count of Valois

Charles is the cousin of Charles of Clossau, the late King of Bretagne. By family ties, Charles has the most solid claim to the throne. Of course, both Albion and Anjou would argue that the late King's claim to the throne was rather dubious.

Charles is known for his imperious manner and his arrogance. He makes no secret of his contempt for the other claimants to the throne; politics is not his forte, but he is a formidable general. As a ruler, he tends towards oppression and cruelty. His one peculiar oddity is his fondness for his hunting hounds, which he dotes on as if they were his grandchildren, and one in particular, a husky named Sasha.

Charles' attitude to:

Edward of Albion: An insufferably self-righteous egotist. Mutual enmity exists between the two.

Phillip of Burgundy: A fawning politician, and the chief thorn in his flesh. Phillip is a lying, cheating swine.

Ramiro of Aragon: Charles doesn't know him well enough to hate him, but won't trust him.

Henri of Anjou: Pure contempt. Henri is an overgrown child with a monstrous mother.

Pope Innocent Benedict: Charles wants to cultivate a good relationship with the Pope, and use the Church's support to turn Bretagne into a European power that will rival the Empire of the Teutons.

PHILLIP

Duke of Burgundy

Phillip is the pampered son of a foppish Duke, and acts like it. He prefers to present a good face wherever possible, letting his retainers do his dirty work. His claim to the throne is extremely weak; he simply intends to grab whatever power he can get. Phillip is caught between the politics of Bretagne and the Holy Teuton Empire, to which Burgundy owes its fealty. Phillip has only one talent, and that is diplomacy. He knows what people want to hear, and he will tell them that. People like him because he makes them feel good. He does not, however, follow his words with deeds.

Phillip is also a habitual womanizer, a habit that has gotten him in trouble on more than one occasion.

Phillip's attitude to:

Edward of Albion: An enemy of his enemy is his friend. If Edward were to obtain the throne, it's likely that Burgundy's power would increase.

Charles of Valois: An insufferably self-righteous egotist. Mutual enmity exists between the two.

Ramiro of Aragon: Phillip doesn't know what to make of him.

Henri of Anjou: How can you respect a man who has not yet entered puberty?

Pope Innocent Benedict: Phillip does not appreciate the Church's teachings against womanizing, but can usually talk his way out of trouble. The Church is an organization to exploit or to ignore, whatever is most convenient.

RAMIRO

King of Aragon

King Ramiro of Aragon is not so much power-hungry as he is greedy. He has no legitimate claim to the throne of Bretagne; he simply wishes to get as much wealth as he can during Bretagne's civil war. He is cool and controlled, and addicted to work. He is a shadowy figure who works behind the scenes, although he can be quite extravagant when he wants to flaunt his wealth. At present, Aragon's neighbor Castile is undergoing a civil war, and the Moors are making their presence known in the South of Aragon. Ramiro believes that by taking the gold-rich territories of Bretagne during their moments of weakness, he can fight the Moors, annex Castile (regaining land that his father lost in the process), and make his treasury wealthy beyond the dreams of men. He keeps

his goals to himself; not even his most trusted advisors are sure about his plans.

Ramiro's attitude to:

Edward of Albion: As a fellow King, Edward demands more respect than other claimants to the throne -- until he gets in his way.

Charles of Valois: Charles has right temperament to be king, he just flaunts himself too much. A king should be cruel and arrogant, but they should have some capacity for subtlety.

Phillip of Burgundy: He's not close enough to really worry about. As a political weasel, he might be easy to manipulate.

Henri of Anjou: He's a fool and a fool, handled properly, is the best friend you could possibly have.

Pope Innocent Benedict: Aragon is a deeply religious land, but the Pope is not much of a factor in Ramiro's plans, and the two men dislike each other.

HENRI

Duke of Anjou

A relation of both Edward of Albion and Charles of Valois, Henri despises them both. His claim to the throne is as good as Edward's. Henri would rather not be king; he would rather laugh and sing in the garden, but his mother, Marie, wants him to become King. Marie is the real power in Anjou. Long ago, Marie was in love with Edward of Albion, and they were betrothed, but the late king Charles forbid the marriage for political reasons. Marie was furious when Edward married Queen Edna, and vowed revenge. All of her life has been spent manipulating Anjou into grabbing control of Bretagne and destroying Albion.

Henri's attitude to:

Edward of Albion: He's too self-important. Henri secretly admires some of Edward's more noble qualities, but hides that admiration behind jealousy and spite.

Charles of Valois: Charles insults Henri. Henri doesn't like to be insulted. He doesn't like Charles.

Phillip of Burgundy: Henri likes what he says, doesn't trust what he does. He's also jealous that Phillip is more popular than he is.

Ramiro of Aragon: Who knows what's really on his mind? Mother doesn't trust him.

Pope Innocent Benedict: He's the Pope. God says you're supposed to love the Pope, right, mother?

POPE INNOCENT BENEDICT

Driven from Rome and into exile in Bretagne, Innocent Benedict is still the most respected figure in Christendom. The Pope wishes to regain the Papal States from his adversary, Anti-Pope Christopher. He wants to see a strong leader emerge from the Bretagnese civil war and help him regain his lands, and restore the schism that has affected Christianity. Although the Empire was in large part responsible for his exile, he hopes to make amends with them and destroy any support for the Anti-Pope.

FOREIGN POWERS
HOLY TEUTON EMPIRE

("The Empire")
Bordering on the east of Bretagne is the Empire of the Teutonic Princes, also known as the Holy Teuton Empire. This Empire is an alliance of

dozens of quarreling dukes and princes, held together by Emperor Louis, an aging Bavarian prince who is tiring of interminable wars and politics. The Empire is currently engaged in conflict against the Saracens in the East, and is allied with the Hungarians and the Venetians. Their chief goal is to keep Constantinople, which is governed by the Empire's puppet, from falling to the Saracens, which would cut off the extremely lucrative Eastern trade routes currently controlled by the Empire. The Empire is always willing to help a friend -- for a price.

THE DANES

East of Flanders, the Danes control the northern seas. Once home to the fierce Vikings, the Danes are considered to be a civilized land; they want control of the Channel and all shipping in the North, in the hopes of becoming a major European power; this ambition has set them in conflict with Albion, Valois, Flanders, and the Empire.

ITALY

South of Bretagne are the great Italian city-states: Venice, Genoa, Milan, and Rome. They have become formidable places of commerce, home to many of Europe's most prosperous merchants and money-lenders, and ruled by extravagant Dukes, Counts, and Princes. They are almost always at war with each other, and bear little love for either Bretagne or the Empire, except for alliances of convenience, of course.

CASTILE

This neighbor of Aragon took a great deal of land from them in a war thirty years ago, and

King Ramiro has been trying to get it back ever since he came to the throne. Ramiro engineered the civil war that is currently wrecking Castile; what the King of Aragon did not count on was the ruthlessness of the leaders and factions in this war -- he has been unable to get the land he had been hoping to grab.

SOME BRETAGNESE PERSONALITIES

QUEEN CATHERINE

The widow of the late King Charles, Queen Catherine was considered "the power behind the throne" for many years in Bretagne. Undoubtedly she, and her doting brother Count Merose, will want some say in who rules Bretagne, as well as guarantees of personal security.

ARINSEAULT

This philosopher/demagogue is a hero of the Paris Mob, and considered one of the most cunning philosophers in Europe. His support would be an asset to anyone who obtains it, although his eccentric nature can be irritating, and he does have many enemies.

BISHOP WINSLOW

The most conservative cleric in Bretagne, it is sometimes said that he still objects to the Bible being written in Latin instead of Aramaic. Winslow is troublesome to deal with, even for the other clergy in Bretagne.

SIR PERCY of NARBONNE

An old friend of many of the claimants to the throne, Percy is something of a fop, although one with considerable brains and determination. He is noted for his dislike of violence and his protectiveness of the people of Narbonne.

DUKE FRANCIS of BOURBON

Although not a claimant for the throne, Duke Francis has one of the largest armies in Bretagne, and an extremely independent attitude.
The Duke of Bourbon would rather die than offer fealty to another man, and will do his best to demonstrate Bourbon's independence to any would-be ruler of Bretagne.

Task Requirements

Administrative Tasks

Harvest Grain

Harvesting Grain requires an expenditure of at least one Administrative Point per Grain territory harvested. If a castle is present in a Grain territory, an additional Administrative Point must be spent to gain the additional Grain.

Cut Timber

Cutting Timber requires an expenditure of at least one Administrative Point per Timber territory harvested. If a castle is present in a Timber territory, an additional Administrative Point must be spent to gain the additional Timber.

Mine Iron

Mining Iron requires an expenditure of at least one Administrative Point per Iron territory mined. If a castle is present in an Iron territory, an additional Administrative Point must be spent to gain the additional Iron.

Refine Gold

Refining Gold requires an expenditure of at least one Administrative Point per Gold territory refined. If a castle is present in a Gold territory, an additional Administrative Point must be spent to gain the additional Gold.

Build Castle

Building a Castle requires a

minimum Administrative Rating of 3. At least 2 Administrative Points must be assigned to the task and, in addition, 1 Grain, 3 Timber, 1 Iron, and 2 Gold must be spent. These same costs apply to repairs made to partially damaged castles, although construction time will depend on the extent of the damage.

Military Tasks
Policing the Realm

Policing the realm requires an expenditure of at least one Military Point. While this task is running, all other tasks run at a higher efficiency and the chances of catching spies and saboteurs goes up. At the completion of this task the Happiness Level of the people goes down one point. The more ability points allocated to this task, the longer it runs. Its effectiveness is unchanged by these additional points.

Recruit Infantry

Recruiting Infantry requires an expenditure of at least one Military Point and, in addition, one iron is spent to arm the troops and one gold is spent as a recruitment bonus. Upon completion of the task, one infantry unit is added to the army.

Recruit Archers

Recruiting Archers requires a minimum Military Rating of 2. At least one of those Military Points must be spent on the task in addition to a cost of one Timber to equip the archers with bows and arrows and one Gold as a recruitment bonus. Upon completion of the task, one archer unit is added to the army.

Recruit Knights

Recruiting Knights requires a minimum Military Rating of 6. At least one of those Military Points must be spent on the task in addition to the cost of

one Grain for feeding the Knight, his horse, and his retinue. One Iron must also be spent to provide armor for the Knight, and one Gold must be paid as a recruitment bonus. Upon completion of the task, one Knight is added to the army.

Build Ballista

Building a Ballista requires a minimum Military Rating of 5. At least 4 of those Military Points must be spent on the task. In addition, one Timber and one Iron must be used to construct the ballista and one gold must be spent to pay for its construction. Upon completion of the task, one Ballista is added to the army. An army can only have one Ballista at a time.

Build Catapult

Building a Catapult requires a minimum Military Rating of 6. At least 5 of those Military Points must be spent on the

task. In addition, one Timber and one Iron must be used to construct the catapult and one gold must be spent to pay for its construction. Upon completion of the task, one Catapult is added to the army. An army can only have one Catapult at a time.

Build Siege Tower

Building a Siege Tower requires a minimum Military Rating of 7. At least 6 of those Military Points must be spent on the task. In addition, one Timber and one Iron must be used to construct the siege tower and one gold must be spent to pay for its construction. Upon completion of the task, one Siege Tower is added to the army. An army can only have one Siege Tower at a time.

Attack

Mounting an attack on a territory requires a minimum Military Rating of 2, and a Happiness level of 3 or more.

At least 2 Military Points must be spent on the task and one Iron must be used to equip the army. This task represents forming the troops, procuring necessary supplies, and marching the army to the territory to be attacked. You can only attack a territory adjacent to one of your own. Upon completion of this task, the army will be in position to conduct an assault on the enemy.

Saboteur

Sending a Saboteur or band of saboteurs to attack an enemy-held territory requires a minimum Military Rating of 3. At least 2 of those Military Points must be spent on the task in addition to spending one Gold to pay the saboteur(s). Successful completion of this task will cause the enemy's stocks to be depleted or some of his units to be demoralized and disbanded. If the enemy is policing the realm there is a good chance the saboteur(s) will be caught. If a saboteur is caught the enemy's relations with you will go down.

Political Tasks

Scouting

Scouting a territory requires an expenditure of at least one Political Point. Upon completion of the task, information concerning the territory's commodity, ownership and the presence of a castle will become known. You can only scout a territory adjacent to one that you already own.

Spy

Sending a Spy requires a minimum Political Rating of 3. At least 2 Political Points must be spent on the task and one Gold must be paid to the Spy. Upon successful completion of this task, the player will be shown which territories the enemy owns, how large an army he has, and what level of

Happiness he has achieved. If the enemy is policing the realm there is a good chance the spy will be caught. If a spy is caught, the enemy's relations with you will go down.

Diplomat

Sending a Diplomat to a player requires a minimum Political Rating of 3. At least 2 of those Political Points must be spent on the task as well as paying the Diplomat one Gold for expenses on his travels. When sent, the Diplomat is given a range of options to negotiate within. The more ability points that are assigned to the task, the better the Diplomat will perform.

Merchant

Sending a merchant to trade with another player requires a minimum Political Rating of 3. At least 2 of those Political Points must be spent on the task. You cannot trade with the Pope. When the Merchant is first sent, you decide what is offered and what is desired. The more ability points that are assigned to the task, the better the chances of success. Good relations with the player you're attempting to trade with also help get a better deal.

Happiness

Raising the Happiness Level of your people requires an expenditure of at least 2 Political Points. In addition, one Grain must be spent to feed the people, one Timber must be used to construct public works, and one Gold must be distributed to the poor. Upon completion of this task your Happiness Level will go up by one. The Happiness task is very time consuming. The more ability points applied to this task, the sooner it will complete.

Council

Calling a Council requires an expenditure of 3 Political

Points. In addition, one Grain
must be used to feed the coun-
cil while in session, and one
Gold must be spent to pay
their traveling expenses.
Successful completion of this
task gives the player informa-
tion about the players' rank-
ings in the game, who is
Blessed or Excommunicated,
and which of your territories
are near revolt.

Victory Points

Victory Points are rewarded for the following accomplishments:

Each Rating Point	100 pts.	Each Archer Unit	20 pts.
(Administrative, Military,		Each Knight Unit	50 pts.
Political)		Each Ballista	20 pts.
Each Territory Owned	100 pts.	Each Catapult	30 pts.
Each Castle Piece	2 pts.	Each Siege Tower	40 pts.
Each Gold Unit	20 pts.	Each Happiness Point	75 pts.
Each Other Stock Unit	5 pts.	Each Papal Relation Point	75 pts.
Each Infantry Unit	20 pts.	Each Player Relation Point	50 pts.

Title Levels for CASTLES *Siege and Conquest*

Easy Ratings

Title	Points	Min. Territories	Claim the Throne
Baron	12000	12	yes
Baron	10000	8	yes
Knight	9000	6	yes
Knight	8000	5	-
Lord Mayor	7500	5	-
Headman	7000	4	-
Sheriff	6500	4	-
Forester	6000	4	-
Reeve	5500	3	-
Miller	5000	3	-
Innkeeper	4500	3	-
Blacksmith	4000	3	-
Plowman	3500	2	-
Serf	3000	1	-
Outlaw	2500	1	-
Ratcatcher	0	0	-

Average Ratings

Title	Points	Min. Territories	Claim the Throne
Duke	12000	12	yes
Count	10000	8	yes
Baron	9000	6	yes
Justiciar	8000	5	-
Knight	7500	5	-
Steward	7000	4	-
Magistrate	6500	4	-
Sergeant-at-arms	6000	4	-
Bailiff	5500	3	-
Provost	5000	3	-
Warden	4500	3	-
Executioner	4000	3	-
Watchman	3500	2	-
Town Crier	3000	1	-
Village Idiot	2500	1	-
Leech Handler	0	0	-

MACPLAY™

Hard Ratings

Title	Points	Min. Territories	Claim the Throne
King	12000	12	yes
Prince	10000	8	yes
Marshall	9000	6	yes
Commander	8000	5	-
Knight Commander	7500	5	-
Knight	7000	4	-
Captain	6500	4	-
Knight Errant	6000	4	-
Sergeant	5500	3	-
Bowman	5000	3	-
Man-at-arms	4500	3	-
Chaplain	4000	3	-
Squire	3500	2	-
Yeoman	3000	1	-
Bandit	2500	1	-
Brigand	0	0	-

Impossible Ratings

Title	Points	Min. Territories	Claim the Throne
Emperor	12000	12	yes
King	10000	8	yes
Crown Prince	9000	6	yes
Prince	8000	5	-
Duke	7500	5	-
Count	7000	4	-
Baron	6500	4	-
Margrave	6000	4	-
Knight	5500	3	-
Seneschal	5000	3	-
Marshall	4500	3	-
Squire	4000	3	-
Scribe	3500	2	-
Groundskeeper	3000	1	-
Food Taster	2500	1	-
Court Jester	0	0	-

THE ARMCHAIR STRATEGIST'S GUIDE

Expanded Edition

by Vince DeNardo,
Interplay Productions, Inc.
William C. Fisher,
Quicksilver Software, Inc.

Becoming King in CASTLES: Siege & Conquest demands careful planning and resource management. It also requires a clear understanding of the rules of the game. This document provides a detailed explanation of how to play the game and surmount the obstacles that will be placed before you.

WARNING: This guide offers specific hints and playing techniques for CASTLES. Players who prefer to learn the subtleties of the game on their own should not read beyond the Artificial Intelligence section of this document.

General Playing Hints

Some subtle aspects of CASTLES may be lost in a first reading of the manual. These few pointers may make your first experience with the game much more pleasant:

1. Hold down the Option key to speed up the clock while waiting for an event to occur. This works in both the Strategic and Tactical modes.

2. Defending military forces are always approximately one-half the size of a player's total military force. The number of soldiers that a territory can muster in its defense, in other words, is based on the total size of the army owned by the controlling player. To be precise, the number of each type of unit is equal to one-half of the number of such units in the player's army, rounding up. For example, a player with three infantry

and five archers would defend with two infantry and three archers. The defender still has an edge, however. The strength of each individual defensive unit is adjusted upward slightly to account for the defender's superior knowledge of the terrain. The defender also gets to choose where the battle will be fought. This offers a significant advantage to the clever player. Finally, the attacker will have a very difficult time winning unless the odds are greater than 2:1 in its favor (this includes morale, which is not immediately measurable, just as in real life).

The battle system works both ways: when you are attacked, you defend with half of your forces. If you lose the battle, you may then launch a retaliatory attack on the other player, who will defend with half of whatever forces remain after the first attack. Also, remember that every unit lost to

either player removes one unit of that type from the player's forces. However, since the defender only fields an army half the size of its total force, it can never be wiped out in a single battle. The attacker, however, can be completely eliminated by a solid defender. A counterattack after such a rout is usually devastating to the once-proud aggressor.

The intent of this design is to encourage back-and-forth skirmishing. It also places the greatest risk of loss on the player who has the most to gain -- the attacker. This design applies to both the computer players and the human players; they abide by exactly the same rules. This includes the rule which provides at least one Infantry and one Archer to a player with no military forces. We assume that any territory - human or computer - is capable of offering some defense to an attacker, however meager.

3. Your army's morale is based on the Happiness of your people. Battles may be won and lost solely on morale. It has a very strong effect on the outcome. Be sure to keep your Happiness at least as high as that of your neighbors.

Artificial Intelligence

CASTLES employs two sophisticated, multi-level artificial intelligence engines for the computer players -- one for Strategic mode, another for Tactical mode. Only the Strategic AI is discussed in this analysis.

The Strategic AI consists of medium-level and high-level portions. Actions are initiated through the same task mechanism used by the human players. In fact, the AI players were tested by letting one of them run the game in place of the human, even displaying results on the same user interface.

CASTLES was exhaustively play-tested for six months. Many of the AI algorithms were rewritten several times until they became satisfyingly realistic. Fortunately, the computer players use the same tasks as the humans. The tuning factors were based on empirical adjustments derived from actual human play-testers. The result is a series of opponents who play at a level equivalent to that of an expert human player. The Easy and Impossible difficulty levels in the game were created by adjusting delicately more than a dozen factors in the playing style of each opponent.

The medium-level AI maintains appropriate levels of commodities and military forces, and ensures the safety and security of the kingdom. It issues Gather and Recruit tasks whenever it decides to increase the level of a commodity or increase its military

strength. The medium - level AI can send Merchants (this is a good way to find out if a computer player is experiencing a shortage of a given resource, by the way). The medium-level AI also starts a Happiness task when the peoples' morale drops, sends Scouts to neighboring territories, and Polices the realm if it is being Sabotaged or Spied upon.

The medium-level AI does not think very often. During playtesting, this AI was found to be extremely agile in its response to changing conditions in the game -- far more agile, in fact, than any reasonable human opponent. The frequency of its thinking was reduced to compensate for this. One other adjustment was made. Since the computer players do not get the benefit of plots or random events, which often give "freebies" to the human player, the AIs were given the ability to

obtain one unit of a given resource if no units are available in their stockpiles and the computer wants to run a task that requires that item. This also compensates partially for problems which arise due to their reduced frequency of thinking. This only applies if they are completely out of that commodity. The computer players cannot pile up large stocks of goods in this manner. Also, they do not possess this special ability at the Easy or Average difficulty levels.

The high-level AIs handle the more complex thinking in the game. They use a modified version of a traditional AI approach to prioritization of their various options. This keeps them from becoming locked into simple patterns of action. Attack, Build Castle, Saboteur, Spy, and Diplomat are high-level AI tasks. The computer evaluates each task based on a large number of

variables. It may decide to attack a particular territory because it contains a commodity that is in short supply, or it may back off if it finds a castle there. It weighs all of the possibilities and chooses the one which is the best means of achieving its goals.

Starting the Game

At the beginning of the game, your focus should be on grabbing territory. This cannot be done in a haphazard manner, though. Your most important goals should be:

1. Build a solid, defensible perimeter.
2. Possess all four types of resources.
3. Crank your economy up to top speed as soon as possible.

Most of the players begin in one corner or another of the map. The best strategy for these players is to aim for an

initial size of five or six territories. Conquer a few immediately, preferably by building a "wall" of territories that you own, behind which may be a few that you do not yet own but are inaccessible to the other players (the other players cannot "leapfrog" and get to them). Then, conquer these other territories.

Territories will revolt if not subjugated by a show of force. You must therefore begin to build castles once you control four or five territories. Try to build just one castle, preferably in a territory which borders every other territory that you own. If you are very fortunate, or have planned well, the territory in which you build the castle will have Gold as a resource. Make sure that your castle is at least 100 points strong, so that it will prevent revolts in all neighboring territories . The castle will not prevent revolts until it reaches an appropriate level

of completion. Be sure to start construction early enough to ensure that your people will not revolt before the castle reaches this critical size. One good way to speed up the construction process is to skip the moat: it slows the construction process significantly.

Politics also plays a critical role in the game, even at this early stage. Make sure that your people are happy. Make sure that the Pope likes you. And try to keep your enemies at bay by buying them off occasionally until you can become strong enough to fight them effectively.

Tough Choices

Once you have your initial territories under control, you may choose any one of several approaches to the game. The game can be won through military conquest, administrative power, or political expertise, although the obvious military approach is, often, not the easiest. Make a decision now as to how you wish to proceed, and stick to it as long as possible.

The game will place far more demands on your resources than they can support. You must decide whether to make your people happy, build alliances with your neighbors, build castles, or build a dominant military force. Your basic strategy choice will determine which of these will be emphasized.

There are a few general pointers that apply to any strategy. Keep these in mind, and you will always be in control -- as much as possible, anyhow. And, lest you think that these pointers are not important, just remember that the other players ARE using them.

1. Use every ability point that you have. Even if you are not running a Military task, for example, apply the otherwise unused Military ability points to another task, such as a Gather. This will serve the dual purpose of increasing the speed of the gather task and giving you the extra push toward raising your ability rating. Your Military ability will not increase as quickly as if you were running Military tasks, but any contribution in the right direction is helpful.

2. Stay friendly with the Pope. Monitor your relations regularly. Remember that attacking a friend of the Pope (noted by the word "Blessed" next to that player's name in the Council display) will cause your relations with the Pope to decrease by one point. It is very easy, therefore, to become excommunicated through carelessness.

3. Stay friendly, or at least on neutral terms (Relations of 4 to 6), with your neighbors. The better your relations with them, the less likely they are to attack or sabotage you. Also, your Merchants are likely to get better deals if they are dealing with friendly parties.

4. Maintain a reasonable army size. Make it too small, and your neighbors may attack when their spies discover that you are a weakling. Make it too large, and the maintenance costs will drag down your economy. This "reasonable" size will grow as you get further into the game.

5. Send Diplomats to "buy off" enemies who are attacking you. They remember friendly actions and are less likely to attack if they have reached a diplomatic agreement recently. Unfortunately, they cannot recall armies who are already in the process of attacking, so your Diplomat may be too late to be effective. Also, enemies

remember your hostile acts even longer than they remember the nice ones.

6. Think in terms of small campaigns. Before launching attacks, pick a small number of territories to capture, build up your army and then go. Don't bite off more than you can chew! After grabbing a couple of territories, consolidate your gains, rebuild your army and erect castles for defense. Never get greedy, as an overextended empire crumbles very quickly!

7. Always harvest your resources. You will use them up very rapidly as everything you do costs money and/or goods. Try to resist building a castle until your Administrative Rating hits 5, allowing you a second task in that category. Then keep harvesting as you build.

8. If you don't have a good mix of commodities in the territo-ries you own, you can still have a good economy. Try to harvest the commodity you have the most of and then trade them for what you need. You'll need good relations with a trading partner to pull this off, but it works well when you don't have access to iron and gold. Always remember that the black market is risky, but it can help bail you out of tight situations.

Military Might

Many players initially try to win the game through brute military force. Unfortunately, being a leader means more than having the largest army. You must also make friends with those who can be most helpful to you. You must choose your enemies carefully. And you must manage your realm well enough that it does not vanish in a sudden spate of revolts. The following hints should assist the determined

Militarist:

1. Obtain Knights as soon as possible. Build up to a Military Ability Rating of 6 by recruiting and attacking. Don't police your realm unless it's essential. Take a risk in order to build up your forces more rapidly.

2. Build just enough castles to prevent revolts. You can build them without moats if you're in a big hurry.

3. Make sure that you have plenty of Iron and Wood initially, so that you can build a big army. Then make sure that you have plenty of Food and Gold to pay for these forces. If you lose them due to failure to pay, you may very well lose the game.

4. Choose your enemies carefully. Only attack one at a time. Trying to conquer two at once will almost certainly end in disaster. Send plenty of Diplomats to the other player to keep him off your back. Besides, you can get better trading terms with that player

until you're ready to attack.

5. Ambush a weak opponent. Call a Council and see who is at war with whom. Then attack a neighbor who is busy fighting someone else.

6. Don't attack Blessed players unless you have no other choice. The Pope will cause you a great deal of grief. You should never need to be excommunicated.

Administrative Acumen and Political Prowess

CASTLES may also be won through administrative might and diplomatic savvy. A player with six well-chosen territories and many castles can prosper and win without spending enormous amounts of effort on military campaigns.

1. The key to an administrative victory is maintaining the happiness of your people and becoming allies with the other players. Run Happiness tasks

and send plenty of Diplomats to your neighbors.

2. Focus on obtaining Gold territories. You will need Gold to buy off your neighbors and the Pope.

3. Build a moderate-sized standing army. If your neighbors suspect that you have a small army, they are more likely to attack you. Remember that losses affect the attacker more than the defender (since the defender will never lose more than half of his army in any given battle), so you can do a great deal of damage to someone who dares attack you.

4. If you get attacked, send Diplomats. If relations improve, your opponent will temporarily be less willing to attack again. Keep up a steady stream of Diplomats and you may be able to avert a second attack.

5. Send lots of Merchants and Diplomats. Political Ability points are the most difficult to achieve, but you will have plenty of time to get them since you will be spending fewer resources on military actions.

6. When other players like you a lot (Relations of 8 or 9), trade will be more advantageous. You can actually make a profit on trade if you work hard at it. Every unit in your stockpile puts you closer to victory.

7. Don't forget that your friends will turn on you when you Claim. Relations will drop by one point with every other player. You will suddenly be the target of numerous Saboteurs and Attacks. Be prepared. Just before you claim, build up a substantial army with plenty of Knights and Archers.

Long-Term Strategy

The goal of CASTLES, ultimately, is to survive long enough to become King. Once you have established

your initial fiefdom, it is time to put your overall strategy to the test. Focus on the elements that you deem most important, as noted above. We won't tell you how to win. There are many ways to win in CASTLES, and part of the fun is in discovering them for yourself. However, a few general pointers for later in the game may be warranted:

1. Build a buffer of extra points before you Claim. Once the other players get wind of your pending coronation, they will become increasingly aggressive toward you. Claiming reduces relations of all other players with you. This can pull you very rapidly into warfare. Make sure that the loss of points due to the drop in relations, plus the drops due to the attacks you will receive, will not be so severe that the Pope decides to reject your claim.

2. Deciding when to Claim is a tricky decision. If you are the first to try, everyone will take their shot at knocking you down. Waiting for someone else to claim first is also a tricky path to follow because you might not have enough time or power to knock him down, and, if more players claim in the meantime, it'll turn into a free-for-all. (Actually that becomes quite a fun end game to be involved in. Maybe that's not such a bad idea after all!)

Ten Sure Ways to Lose at CASTLES

1. Attack two or three other players at once. Yeah, the more, the merrier. It's fun to send troops in every direction, grabbing territory as quickly as possible. It's fun to lose troops faster than you can Recruit them. It's fun to beat back counterattacks every two weeks. It's fun to restart the game every ten minutes!

2. Ignore the Pope. Attack Blessed players. Get Excommunicated. So what if they are the Pope's friends? So what if eventually this gets you Excommunicated? You're too tough to expect your people to be happy. Besides, no iron-fisted ruler worth his garde-robe worries about those Holy Rollers. And don't worry about the precipitous drop in your army's morale because your people are unhappy. Your army is three times bigger than any other in Bretagne -- at least, it was the last time you checked. Besides, you don't need to send no stinkin' Merchants.

3. Never send Diplomats. Diplomats are pansies. You kill them when they come to you. Why send yours when Relations are always so bad anyway? You don't need no stinkin' friends (see Merchants above). Scorched earth --that's your style. Take no prisoners. Just build an army and kill everyone at once. No problem. They'll never have time to mount a counterattack. What if everybody hates you? Huh? What if? Are you talkin' to me?

4. Trade inefficiently. Rely on the Black Market for scarce goods. Trade with people who hate you. Everyone is out to get you. You have no friends, so why would you expect them to trade advantageously with you? What's so bad about an occasional 2:1 or 3:1 swap for something you really need? Losing one or two units per trade doesn't really add up to much over thirty or forty trades, anyway. Besides, how could you possibly have planned ahead for your needs?

5. Let your army starve or go without paychecks. Why, when you were in the military you went six, seven years without eating. Yeah, and when you ate, all you had to eat were rocks. Yeah, and when you got

paid you got paid in sticks. Yeah, and they were wet too! After all, you only lose one military unit on the first delay. Why should you care if it's your best unit? You have more Knights than you can use, don't you? And don't worry about the fact that you lose double the units after every further delay. You have more important concerns than maintaining an army.

6. Ignore a commodity because it's not important. Who needs Food, except to feed the army, recruit Knights, and make people happy? Who needs Timber, except to build castles, recruit Archers, and make people happy? Who needs Iron, except to build castles and recruit Infantry? Nobody needs Gold, right? Right? ... well, gold maybe ...

7. Don't build castles. The name of the game is CASTLES. But that has nothing to do with it. You're too busy conquering neighboring territories to worry about those pesky revolts. And who needs double commodities anyway? (see above) And you can always re-conquer the territories you lose. Your neighbors would never even think about trying to capture a neutral territory that was once yours. And how much protection can you really get from a pile of stone? Ten archers posted on the walls can't possibly be very useful. Why would you ever imagine that they might be safer up there, or might be able to shoot arrows further? And what possible advantage could there be to protecting all of your Infantry and Knights from enemy Archers?

8. Never, ever Claim the throne. Why try to win, when you can have lots of fun getting beaten to a bloody pulp year after year? Masochism builds character. No, even better. Claim early. Just as soon

as your score creeps up to 7001. Yeah, that'll show everyone just what you think of them. Those sniveling wimps.

9. Change strategies every year or so. Yeah, keep duckin' and weavin'. Bobbin' and dopin'. Move slowly and in different directions all the time. Those computer players won't know what to do. Who needs to focus on a consistent strategy? Planning never worked for Wile E. Coyote.

10. Never send Scouts and Spies. Never call a Council. Why bother looking at your neighbors? They aren't planning any hostile actions. You're perfectly happy with two or three territories on the wrong side of the river. You never worry when a new neighbor shows up. He couldn't possibly have fifteen military units poised on your border, a Happiness of 9, and a serious need for elbow room. So what if Aragon just marched all the way to Albion's part of the map? He can't possibly be winning the game. In fact, nobody else could possibly be doing better than you. Just ignore them. You always win on Impossible level, anyway.

Always Remember! If you lose, it's dumb luck, the computer cheats, you hit the wrong key by mistake, or you took your eyes off the computer to catch the replay of Brett Hull's hat trick. Good day, eh?

CREDITS

Executive Producer
Brian Fargo

Producer
Vince DeNardo

Associate Producer
William C. Fisher

Game Design
Vince DeNardo
William C. Fisher
Byon Garrabrant

Privy Counsellor
Alan Emrich

Lead Macintosh Programmer and User Interface Design
Robert Barris

Additional Macintosh Programming and Graphics Processing
Bill Snyder

Lead DOS Programmer
Byon Garrabrant

Additional DOS Programming
Eric Lee
Greg Sanborn
David Steffen

Artificial Intelligence and Plot Engine
Sorin Chira

Artwork
Leonard Boyarsky
Todd Camasta
Bob Trupe

Plot Authoring
Scott Bennie
Katie Fisher
Wayne Shaw
"Boots" St. Bernard
Jonathan Tweet

Music
Charles Deenen

Introductory Music
Dave Govett

Halestorm Music Conversion
William C. Fisher
Larry Peacock

Manual Writers
Sean Cramer
William C. Fisher

Manual Design & Layout
Ulises Gerardo

Directors of Quality Assurance
Jacob R. Buchert III
Kirk Tome

Further Testing
Feargus Urquhart
Chris Benson
Jason Ferris
Chris Jones

Macintosh High Priest
Bill Dugan

Video Technician
M.W. Findley

Video Clips From
Alexander Nevsky &
The Private Lives
of Henry VIII

Husky played by
Sasha the Blueyed
Bandit

CUSTOMER SERVICE

If you have any questions about this, or any other MacPlay product, you can reach our Customer Support/Technical Service Group at:
MacPlay 17922 Fitch Avenue Irvine, CA 92714 Attn: Customer Support. Or call (714) 553-3530 Monday through Friday. No hints will be given out from this number. Hints are available through the postal mail, or through one of the electronic services below.
Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

CUSTOMER SUPPORT

MacPlay is a division of Interplay Productions. Most MacPlay support services are listed under the parent company Interplay. If you have a modem, you can reach us at the following:

Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-14.4k Baud, V.32bis, V.42bis, 8-N-1. This is a free service.

America Online: You can E-mail Interplay Customer Support at INTERPLAY. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are located in the Game Publishers B Forum, type GO GAMBPUB at any "!" prompt. Then select "Section 5" for MacPlay. You can leave technical support questions there. You can also download fixes and demos from Library 5 in GAMBPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #434 for a free introductory membership and a $15 usage credit. Besides technical support for Macplay products, CompuServe offers many other services, including communica-

tions, reference libraries, hardware and software support, travel, games and much more.

GEnie: We are located in the Games RoundTable by Scorpia, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

PRODIGY® Interactive Personal Service: We are located in the Software Connexion. Use Jump to "Software Connexion." Select "The Publisher's Exchange." You can also send mail directly to us. Our ID is "PLAY99B."

National Videotex Network: You can reach us by typing "GO GAMESFO-RUM" or you can send mail to our account "INTER-PLAY." Demos and patches are available in the GAMESFORUM library. NVN features many online games, and other items of interest for gamers. For more information about NVN, you can call 1-800-336-9096.

Internet: You can reach MacPlay with "71333.1467@com-puserve.com". Many MacPlay demos and patch-es are available at Internet FTP sites.

MACPLAY LIMITED 90-DAY WARRANTY

MacPlay warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, MacPlay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the recording medium containing the software program originally provided by MacPlay and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. MacPlay disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Lifetime Warranty

If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to MacPlay at the address noted below with a check or money order for $5.00 (U.S. currency), which includes postage and handling, and MacPlay will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a $5.00 check, (2) a brief statement describing the defect, and (3) your return address.If you have a problem with your software, you may wish to call us first at (714) 553-3530. If your media is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disk(s) only (not the box) with a description of the problem and $5.00 to:

WARRANTY REPLACEMENTS
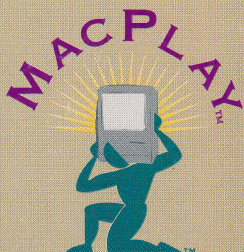MacPlay 17922 Fitch Ave., Irvine, CA 92714

System Upgrades

MacPlay has a system upgrade policy. At any time after purchasing any MacPlay product, you may send us your original disks and a check for $15.00 (U.S. funds) and we will replace your disks with the version for another computer system that you specify. (This price is subject to change).

Copying Prohibited

This software product and the manual are copyrighted and all rights are reserved by MacPlay and are protected by the copyright laws that pertain to computer software. These disks are not copy-protected. This does not mean you may make unlimited copies. You can back up the disk for your own personal use, but it's illegal to sell, give or otherwise distribute a copy to another person. Copyright 1994. MacPlay is a trademark of Interplay Productions.

NOTICE: MacPlay reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.

MacPlay™