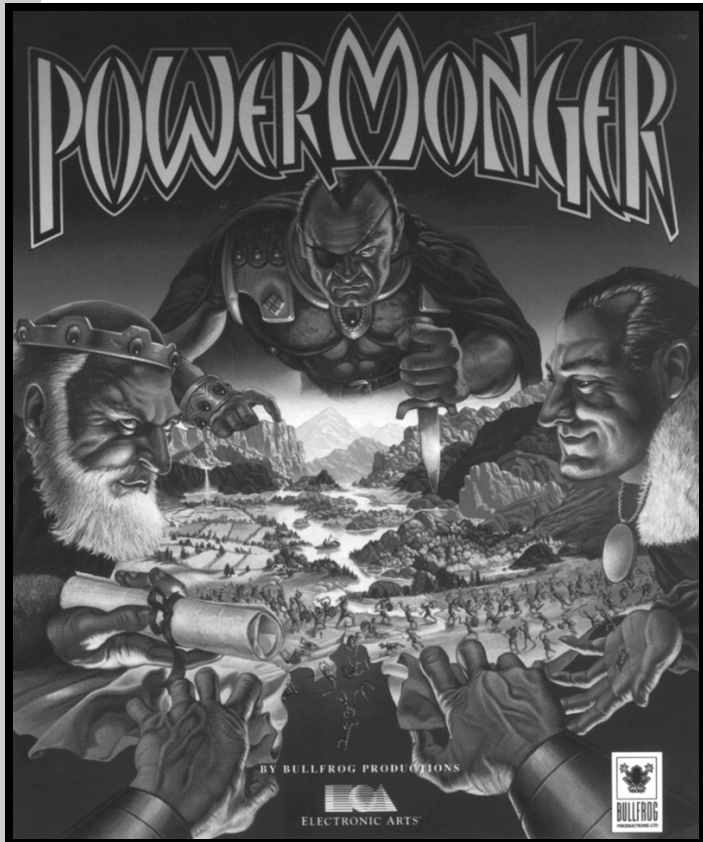


Macintosh®



ELECTRONIC ARTS®

POWERMONGER

Bullfrog

Using divine inspiration and supernatural computing powers, Bullfrog created the universal hit PowerMonger, the original rape-and-pillage-simulator that redefined the strategy game and single-handedly created an entire genre.

PowerMonger was one of the first of an ever-growing number of successful titles developed at Bullfrog's ultra-secret research lab based in Guildford, England (follow the M25 to Junction 3, take the A3 until you see the inflatable sheep). The game has appeared on every major format — a tribute to its popularity with game players of every shape and size.

Contents

GETTING STARTED	2
SAVING POWERMONGER	2
STARTING A NEW GAME.....	3
NEW LANDS TO CONQUER	3
THE PATH TO CONQUEST	3
Conquering a Territory.....	4
Choosing a New Territory.....	4
When the Going Gets Tough	5
MENU OPTIONS	5
THE WORLD	6
THE OVERVIEW MAP	7
Overview Map Controls	7
CLOSE-UP MAP	8
The Conquest Balance	10
Seasons and Weather	10
Game Sounds.....	10
SYMBOLS ..	11
POSTURE SYMBOLS	11
USING COMMAND SYMBOLS.....	12
MILITARY SYMBOLS	13
MOVEMENT SYMBOLS	14
FOOD SYMBOLS	15
INVENT SYMBOLS.....	15
MISCELLANEOUS SYMBOLS	16
THE CAPTAINS	18
Strength	18
The Effects of Posture	19
Inventing.....	19
Credits.....	21
Technical Support	21

Getting Started

Saving PowerMonger

1. Highlight Save Game from the File Menu, or press **-S**.
2. A window opens; type in the name you wish to save the current game under
3. Click **Save** or press **Return**.

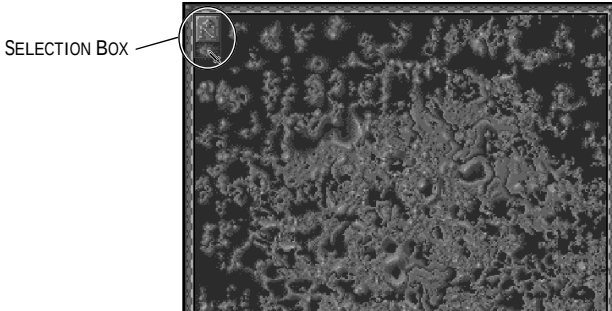
Starting a New Game

When you open the application, the PowerMonger Title Screen appears along with the Apple Menu. To begin a new conquest, select Start New Conquest from the Conquest Menu (see *Menu Options*) or press **-N**. You arrive at the Territory Selection Chart (see *The Path to Conquest*).

New Lands to Conquer

You are a General in the pay of a violent and powerful warlord, who has never been content with the extent of his domain. So with but one thought in his bloodthirsty mind – conquest – you are commanded to bring the lands beyond his realm to their knees.

You've just landed on the unfamiliar shores of a foreign land. The land is rich and fertile, but like all bountiful places, it's also populated. Petty warlords reign over the settlements and send their armies sweeping across the countryside. You would rather die than suffer defeat and return home to face the wrath of your master. Instead you will crush them utterly, and teach them the meaning of servitude!



The Path To Conquest

There are 195 territories to conquer in the world of PowerMonger. After the game loads, the Territory Selection Chart appears displaying a map of the land you're out to conquer. At the beginning of the game, the *only* territory you can conquer is in the top left hand corner. Move the Cursor Arrow to the corner of the chart and the red Selection Box appears around the territory. Click with the mouse button and the invasion commences.

To survive and prosper in a territory you need to conquer settlements, get food and men, and invent both weapons and trading items. But keep in mind that enemy armies are prowling the countryside after the same resources as you.

Conquering a Territory



Conquest Balance

When you've brought 2/3 of a territory's population under your control, you have effectively conquered it. The Conquest Balance beneath the Overview Map shows when you've achieved this. When you think a territory has been conquered, highlight Retire from the Game Menu. You're informed whether you won or lost the territory.

If you lost, the extent of your failure is made manifest by the carnage of the You Have Been Defeated screen. Click the mouse button now to go back to the Option Screen.

If you won it's time to choose a new territory.

Choosing a New Territory

After you have conquered the first territory, you can move on to any adjacent territory. To enter a territory, highlight it with the Cursor Arrow on the Territory Selection Chart. When the red Selection Box appears, click the mouse button. (You can only move into territories which are highlighted in red when the Cursor Arrow is over them.) With this first territory, you can only move to territories to the right and below. Territories away from the corners obviously offer you more choices. To help you keep track, a dagger appears in the map of each territory after you conquer it, and a yellow Selection Box appears when the Cursor Arrow is over them.

To scroll up and down the Territory Selection Chart, click and hold the mouse button then move the mouse up and down.

When you move to a new territory, you are effectively starting all over again. The Captains you recruited stay behind to administer your conquest. You may not have as

many men or as much food as you had before; building up vast armies and hoards of food helped you win the previous territory, but not this one. You can't take the spoils of war with you.

When the Going Gets Tough

The farther you get from the first territory, the tougher life becomes. The armies you face are more aggressive and better equipped, and resources become increasingly difficult to find. (You can move back to easier territories you haven't yet conquered if the going gets too tough.) The most formidable territory of all, and the one you must conquer to finally rule the world, is in the bottom right corner of the Territory Selection Chart.

Menu Options

To access a menu option, simply highlight a menu, hold down the mouse button and scroll down to the option of your choice. Now release the mouse button.

File Menu

Place the cursor over File, hold down the mouse button and scroll down to Open, Save or Quit. Release the mouse button when the desired option is highlighted.

Edit Menu

Edit Menu options are unavailable.

Conquest Menu

This lists the different game options. To choose one, hold down the mouse button, scroll down and release.

Start New Conquest (-N): Start the conquest from the beginning. This is the Standard game with a pre-set 195 territories to conquer.

Continue Conquest (-C): Choose the next territory to conquer.

Play Random Land (-A): Enter a random computer-generated territory. Using this option lets you go from territory to territory without the linear development found in the Standard game.

Game Menu

The Game Menu contains the following:

Retire (-R): The Conquest Balance has tipped in your favor, over two-thirds of the population are yours to command, and the territory has been conquered. Choose Retire to go on to the next territory.

Replay Map: If you've got off to a bad start in a particular land, why not choose this option and have a second bite. The game returns you to square one without even leaving the Conquest Screen.

Pause On/Off (-P): Take a break from the rigors of warfare and gather yourself for the final confrontation. Then resume a game you've already paused.

Configuration Menu

Adjust the configuration of the game to suit your every whim. The options here are:

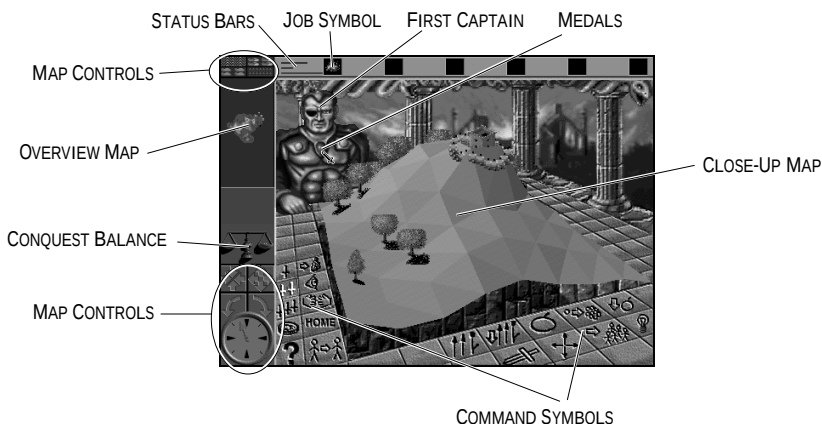
Sound On/Off: Release the mouse button with this option highlighted to switch between sound or soundless. The game lacks a little atmosphere without accompaniment, and sounds are integral to the gameplay (see *Sounds*), but if the bossman is lurking or the neighbors complaining, you just might be forced to turn sound off.

Name: Highlighting this option brings up the 'What Is Thy Name' message. Type in the name of your choice (up to 8 characters) and press **Return**.

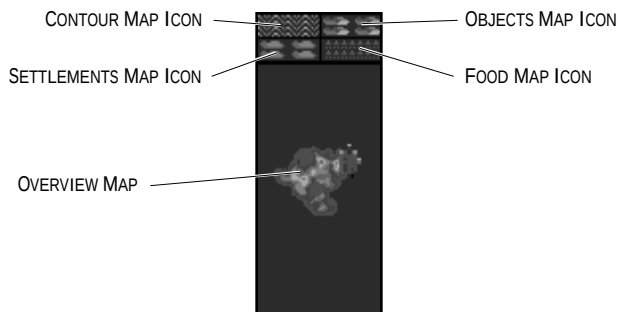
Map Mode: Choose between maps showing Contour, Objects, Settlements and Food. These different Map Modes can also be accessed from the Map Room (see *The World*).

Save Configuration: Highlight and release to preserve your current configuration.

The World



The Overview Map



The Overview Map shows the territory you're currently attempting to conquer. On this map you can see roads, bodies of water, forests, settlements, and their occupants.

Overview Map Controls

The white cross on the Overview Map is centered on the area currently shown on the Close-Up Map. By changing the position of the cross on the Overview Map, you change the view in the Close-Up Map. To move the white cross either:

- **Click on the Compass:** Click on the Compass in the direction in which you want the white cross to scroll. The cross moves a short distance with each mouse click. Hold down the mouse button and the cross continues to scroll until you release the button. The Compass can move the white cross in eight different directions: north, south, east, and west, as well as north-east, north-west, south-east, and south-west. The Compass itself always points north, which is important to remember if you have rotated the map.
- **Click on the Overview Map:** Click on the Overview Map to move the white cross to the area you want to view.

CONTOUR, OBJECTS, SETTLEMENTS, AND FOOD

Directly above the Overview Map are four map icons. Click on one of these to change the information on the Overview Map:

Contour Map: Shows hills, valleys and plains. Dark green indicates the lowest-lying areas, while higher elevations are colored light green, then yellow, brown, and at the highest elevations, white.

Object Map: Shows trees, houses, workshops, men and roads. Trees appear as red dots, roads as white lines, houses are displayed as white dots, your men as white flashing dots and workshops appear as red dots within settlements.

Settlement Map: Settlements and the roads that link them are white, while your men are flashing white dots.

Food Map: Settlements are color-coded according to how much food they hold. Black settlements have no food and white settlements are blessed with quantities in massive abundance. Dots in varying shades of gray indicate food supplies somewhere in between these two extremes; the lighter the shade of gray, the more food is present. Click on the Food Map Icon again to update this map.

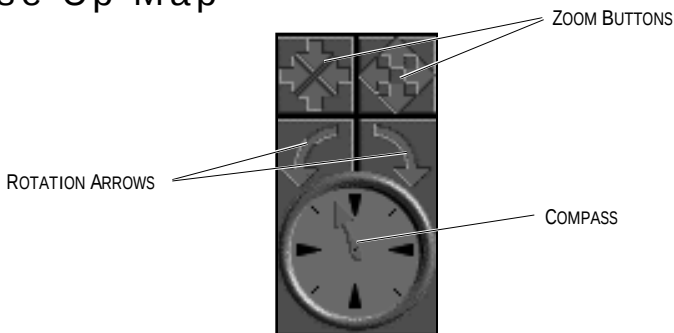
CAPTAINS

The currently selected Captain is visible on the Overview Map in a red cloak. When spying, he is disguised in a shirt the same color as the army which he is infiltrating.

SETTLEMENTS

Settlements are important sources of men, food, and inventions. When you conquer one, you may want to strip it of everything. But if you take all the men, there is no one left to gather food or create inventions. Settlements re-populate (the stork brings them), but they do so slowly. And if you take all the food, the men stop whatever they were doing and put all their efforts into agriculture. In other words, temper greed and current necessity with a little bit of forward planning and foresight.

Close-Up Map



CLOSE-UP MAP CONTROLS

The Close-Up Map shows you details of the area highlighted on the Overview Map.

CHANGING THE VIEW

There are several ways to change the Close-Up Map to a different view:

- **Click on the Overview Map:** Click on the area on the Overview map that you want to view on the Close-Up map with the mouse button. Or press and hold down the mouse button on the Overview Map, and move the Cursor Arrow around the map. The white cross, and thus the Close-Up Map view, follows the pointer.
- **Click on the Compass:** Use the mouse button to click on the Compass to indicate in which direction you want the Close-Up Map to scroll. The map scrolls a short distance with each single click; if you hold down the mouse button, the map continues to scroll until you release the button. The Compass can scroll in eight different directions: north, south, east, and west, as well as north-east, north-west, south-east, and south-west. The compass itself always points north, which is important to remember if you have rotated the map.
- **Click on a Captain:** Click on the head of any Captain with the mouse button (avoid clicking on his medals). The Close-Up Map immediately jumps to the Captain's current location.

THE ROTATION ARROWS

These rotate the Close-Up Map left or right so you can change your view. Click on a Rotation Arrow with the mouse button to rotate the map by small increments for a total of 64 views. If you hold down the mouse button on a Rotation Arrow, the map rotates until you release it.

You can also scroll the screen using the numeric keypad. Press **8** to move the view north, **5** to move south, **4** for west and **6** for east.

THE ZOOM BUTTONS

You can zoom in or out of the Close-Up Map using the Zoom Buttons. As you zoom in closer and closer on the Overview Map, mobile figures (people, animals, etc.) seem to move faster and faster. They aren't really; this is an illusion created by the fact that smaller and smaller areas are being viewed as you zoom in.

The Conquest Balance



A territory has been conquered when at least 2/3 of its population is under your control. The Conquest Balance indicates when this has happened. When you start conquering a territory, the scales are tipped toward the left. As you gain control of more and more people, your half of the balance on the right fills with gold. When the balance is tipped to the right, it means 2/3 or more of the territory's population is under your control. Highlight *Retire* from the Game Menu to move on to the next territory.

Seasons and Weather

Seasons pass in the world of *PowerMonger* as they do in any world. In spring, summer, and especially in the autumn, food is plentiful; in winter, it's scarce, as no more is produced in the settlements. Rain and snow slow an army as it moves across the land and the seasons run their cycle.

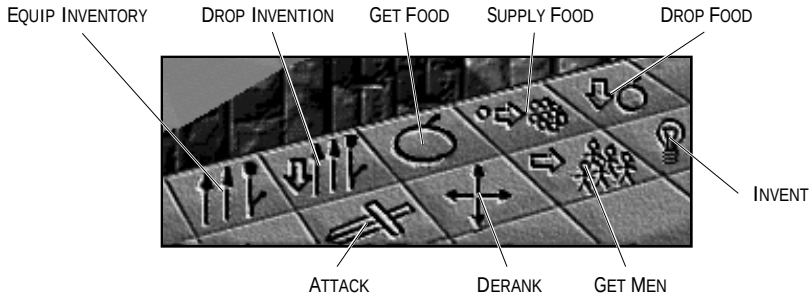
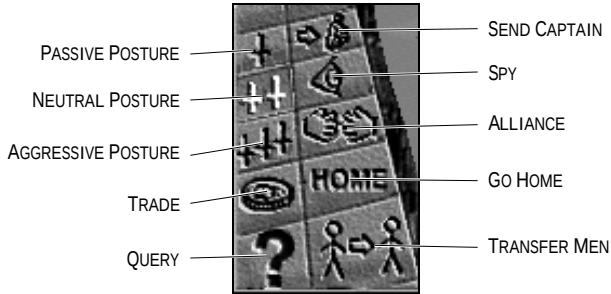
There is little even the First Captain can do to change the weather, but there is one way his followers and the followers of his subordinate captains can alter weather patterns. When townspeople or armies are ordered to *Invent* (see *Invent*), they often use wood to fashion their handicrafts if there is a forest near. But they can go too far, which leads to deforestation, which in turn can disturb weather patterns. Forests grow back, but until they do, rain and snowfall are both above normal.

Game Sounds

As you move about the world of *PowerMonger*, you hear a lot of background noise: sheep baaing, birds singing, work sounds from neighboring villages, men cheering, etc. These noises provide important clues to what's going on nearby. When you hear a sheep, it means one or more of them are close, and they can be a plentiful source of food. Sounds of battle mean combat is occurring. Hammering and sawing from a nearby settlement or wooded area means someone is busy inventing; if this is going on in an enemy settlement you might want to put a stop to it, or at least start inventing something of your own to counter them. Birds sing to herald the return of spring, and when your men start cheering during a battle they've won.

The First Captain and his subordinate Captains also express their level of enthusiasm vocally. If they like the order you give them, there's an excited "Yeah!". If they don't their "Yeah" is more muted, or they might say nothing at all – a clear sign that your order might not be such a good idea.

Symbols



To activate a symbol, click on it with the mouse button.

Posture Symbols

Posture determines the aggression level of a Captain. These icons only modify the innate aggression of any Captain; the First Captain is always the most aggressive, and the last Captain farthest to the right is always the least aggressive. A Captain's Posture effects not only his own behavior, but the behavior of his troops as well. The more aggressive a Captain is, the more food and men he takes from a captured village, and the more people his troops kill in the course of battle. A Captain's aggression also effects what the people of a conquered village invent (see *Invent*), and the nature of

any trades that are made. When the First Captain is set on Aggressive posture, he takes all the food and men and does his best to kill everyone when attacking a village.

To set a Captain's posture, click on the Captain (making sure the Selection Arrow is over his head), and then click on one of the three Posture Symbols.

Note: One posture symbol is always highlighted.

Using Command Symbols

Use the Command Symbols to give orders to the First Captain, other captains who have joined you, and the people who follow them.

TO ISSUE A COMMAND:

1. Click on a Captain where he stands at the table. A bobbing arrow appears over his head and his expression changes, indicating that he is ready to give or receive an order. If the arrow doesn't appear, try clicking on the Captain again.
2. Click on the appropriate Command Symbol, which becomes highlighted in blue. If it does not highlight, try clicking on it again. An incomplete command can be canceled by clicking on its icon again to de-select it. Make sure the highlighting goes out or the command is still active. Most Command Symbols become de-selected as soon as the command is given.
3. A Direction Line appears on the Overview Map once a Command has been issued. This extends from the selected Captain to the Cursor Arrow on the Overview Map. Move the Cursor Arrow to the location you want to target with the command. To view an area before you decide to give a command, click on it with the mouse button.
4. The target must be appropriate to the order. For example, an Attack command must have a settlement, a person, livestock, etc., as its target or it cannot be completed. If the Direction Line points to an inappropriate location or object, it stays black, you hear a slow drumbeat, and no command is issued. When pointing to an appropriate location, the Direction Line is red and the drumbeat more rapid. Click with the mouse button to give the command.
5. To choose targets more precisely use the Close-Up Map. You can choose a single person as the target for an Attack, instead of choosing a whole settlement on the Overview Map. The Direction Line still appears on the Overview Map when the Cursor Arrow is over a target and the order issued.
6. Bodies of water can prevent an order from being carried out: for example, if

the target is on an island, and the selected Captain is on the mainland and does not have access to boats, an order to Get Food on the island cannot be carried out. The Captain just paces up and down once he has reached the interposing body of water.

7. An order given to the First Captain is carried out immediately. A Job Icon appears beside the Status Bars above his head.

If an order is given to a subordinate Captain, the First Captain must dispatch it to him by carrier pigeon, so it may take a while for him to react. A little white pigeon flutters beside the Status Bars above the subordinate Captain's head until the order has been delivered. A Job Icon then appears above this Captain.

You only have a limited number of carrier pigeons and can get no more in any given territory, so be careful with the orders you give and your posture when you give them. You need to make every order count.

8. Some commands do not operate in keeping with these general instructions. Specific instructions on how they work can be found under the Command Symbol descriptions below.

MILITARY SYMBOLS

Attack: Potential targets include settlements, farms, towers, men, sheep, trees – in fact almost anything. Click with the mouse button to attack a selected target. If you attack and kill a sheep, it automatically becomes part of your food store. If you chop down a tree, you can prevent enemies from using it to make their own inventions. If you attack a settlement or army and win, the people left alive become your followers and you have access to all their resources. Keep in mind that if your target can move, it may well have trudged, marched, or scampered away by the time you get to its original location.



Note: Your active Captain is free to move around during a combat (see *Send Captain*).

Once the rank is on its way to the chosen target, click with the mouse button and the Captain scans the immediate area for stragglers and escapees. If he detects any, he changes direction to attack them. This is useful for taking out people from the target area who are inventing, or any lone wanderers.

You lose a combat when your Captain dies. If a sub-ordinate Captain dies he disappears from the screen, and drops his store of food and equipped items which become visible

on screen; another Captain can be recruited to take his place. However, if the First Captain dies the game is over and the You Have Been Defeated screen appears. Messy.

Note: Equipped items from men killed in combat also become visible.

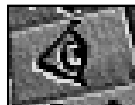
Get Men: The number of men taken is determined by the posture of the active Captain: a Passive Captain attracts only a few men to his banner, a Neutral Captain is able to recruit a few more, and an Aggressive Captain press gangs almost every able-bodied man available.



Transfer Men: Reassigns men from one Captain to another. The number of men transferred depends on the Posture of the transferring Captain: Passive posture transfers 25%, Neutral posture transfers 50%, and Aggressive posture transfers 100%. Click with the mouse button on the Captain from whom you're poaching troops, click on the icon, and then click on the Captain to whom they are being transferred.



Spy: Sends a Captain to gather intelligence. Click on the Captain, then click the Spy symbol. Now select the neutral or enemy settlement where you want him to spy with a click. If he is accepted into the community the location of the settlement's population shows up on the Overview Map as dots of the appropriate color (red or blue for enemies, yellow for neutral). If he is recruited into an enemy army, then dots of the appropriate color appear on the Overview Map showing the location of soldiers in that army.



MOVEMENT SYMBOLS

Send Captain: Send a Captain to the aid of a comrade in peril, or get him out of harms way if a battle turns against you. Select the Captain to send, choose a destination , and click with the mouse button. A Captain cannot get out of a battle while engaged in hand-to-hand combat.



Note: If you Send a Captain to a distant location and the Captain is not dragged back into the battle, his men follow him and the battle is broken off.

Go Home: Sends the Captain and his army back home. This command is a handy way of getting out of a losing battle while keeping an army intact.



Derank: This is similar to Go Home but only sends a fraction of an army home, and the Captain involved stays with the portion of his forces that remain. If the Captain's Posture is Passive 25% of his troops leave, if it's Neutral, 50% find their enlistment is up, and if it's Aggressive 100% re-enter civilian life. People with the worst weapons, no weapons, or no boats go first, leaving the most useful soldiers behind.



FOOD SYMBOLS

Get Food: From a friendly settlement or cache (see *Drop Food*). The amount of food a Captain gets is determined by his Posture: if his posture is Passive he gets only a little food, if it's Neutral he gets more food, and if it's Aggressive he may take all the available food. So the grumpier he gets, the more grub he grabs.



Drop Food: This causes the active Captain to drop a portion of his food supply. The amount he drops depends on his Posture: 25% if his Posture is Passive, 50% if it's Neutral, and 100% if it's Aggressive. The Captain drops the food where he's standing, and it appears on the Close Up Map as a small sack of grain. Animals, enemy armies, and passers by don't take this food since it's hidden from everyone except you and your followers. But if food is dropped in a settlement, it's added to that settlement's food supply.



Note: Don't drop your food into the sea! It is irretrievable, and in any case would taste horrible.

Supply Food: The selected Captain goes to the nearest friendly settlement to supply food (the amount supplied depends on his Posture, as described in the Get Food command). The Captain continues to retrieve food from stores or other settlements and supply it until he receives different orders.



INVENT SYMBOLS

Invent: Workshops are found in settlements, and can be spotted in Object Mode as red dots on the Overview Map, or on the Close-Up Map as buildings with red signs. Inventions in a particular village depend on the available raw materials, the occupations of the locals, and the Posture of the Captain involved (see *Invent* for more details).



Equip Invention: Equips inventions made on your orders and objects carelessly left behind by their previous owners. To equip an Invention made on your orders, click the symbol and then the settlement where the invention was created. To equip found objects, click on the object itself. Found objects are identical to commissioned inventions. The Captain's posture determines how many inventions are picked up: 25% if Passive, 50% if Neutral, and 100% if Aggressive.



Note: Picking up too many inventions slows a Captain down.

Drop Invention: Drops any surplus stock. The Captain's Posture determines how much is dropped: 25% if Passive, 50% if Neutral, and 100% if Aggressive. Surplus stock is defined as unequipped weapons or pots, but never equipped weapons or boats. These may later be picked up by the Captain who dropped them, or by another Captain using the Equip Invention command (as long as you don't drop them in the sea – they're gone forever if you do). They aren't picked up by passers by or enemy armies. If you drop them in a settlement, they are added to that settlement's stock.



MISCELLANEOUS SYMBOLS

Trade: Goods (weapons, pots, etc.) with a settlement in return for food or stock. Every item has a set food value that is modified if your Captain is good at bartering (bartering skill is determined by innate aggression). The settlement trades stock for food and the Captain's posture determines what he trades for and which items he wants first. An Aggressive Captain trades for a cannon before a Passive Captain will, while a Neutral Captain falls somewhere in the middle. A Passive Captain trades for a plow (for example) before he trades for a cannon, while a Neutral Captain prefers a boat.



Note: The weapons your army is using or carrying are never traded.

Make Alliance: This requires the payment of tribute from your excess stock (similar to Trade above) to another tribe. Once an alliance has been made, you have access to that tribe's settlements and resources, and they likewise have access to yours. An alliance can be broken by attacking an ally, and if an offer of alliance is rejected you lose the tribute you offered and you may become subject to an attack.



Query: Opens a text window with information on any object on the Close-Up Map. Simply select the Query command and click an object with the mouse.



When you Query an object, you get information about everything in that location. For example, clicking on a house with two people in it brings up three windows. These windows are stacked, one on top of the other. To separate them, highlight the top of the window with the Cursor Arrow, click and hold down the mouse button, then drag the window to another part of the screen. Click the top left of the text window to close it. The information within a text window is updated automatically.

Different objects reveal different ranges of information when they are the subject of a Query command:

Buildings/Settlements: Building type, settlement name, names of the building's occupants (there are never more than two, husband and wife), ruler of the settlement (Harold II, Jayne III, or Jos XVIII), the nearest forest, food stored in the entire settlement, number of men in the settlement, what stock (if any) the settlement has.

People: Their name, the settlement in which they live, their health, the building where they live, their spouse's name, how hard they work, their profession, what item they have equipped, who they follow, and their age.

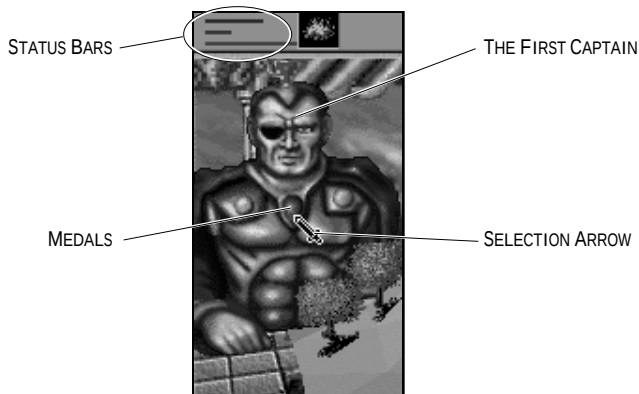
Sheep: Those woolly things that bleat incessantly. Mighty good eating.

Trees: Location, species, whether there are any birds in the branches, and the season.

Birds: Whether they're carrier pigeons and to whom they're going. (Watch out for birds carrying little bundles of joy.)

The Query Symbol remains active until you cancel it by clicking again on the Queried object, or until you click on another symbol.

The Captains



The First Captain can recruit other Captains by conquering the settlements they rule. As they are recruited, they appear by the First Captain's side and are his to command. When a Captain dies, he disappears from the screen (unless it's the First Captain, in which case the game's up).

Status Bars: Three appear above the head of every Captain and show his current food, men, and strength. The top blue line indicates food, the middle red line signifies men, and the bottom green line shows strength. Keep an eye on the green strength line; when it's gone, so is the Captain.

The Selection Arrow: This arrow bobs up and down over the head of the currently selected Captain. Click on a Captain's body to select him to receive orders.

The Medals: Click on the medals hanging on a Captain's chest for information about him. Clicking on medals tells you the Captain's name, current job, strength, speed, the amount of food he has, how many men he has, and how much stock (if any) he is carrying. This information box functions just like a text window (see *Query Symbol*).

Strength

A Captain's strength is displayed in two ways – as a green line in the Status Bars and when you click on a Captain's medals. Strength is rated, from strongest to weakest, as: Fit, Well, Weak, Very Weak, Sickly, Very Sickly, Dead.

A Captain's normal Strength level is Fit. Being wounded in combat is the only thing that reduces his Strength. If he is reduced below Fit, he eventually heals back in camp.

If his Strength is reduced to Dead, his stay on this planet is over (unless you Replay The Map or Start New Conquest).

The Effects of Posture

A Captain's innate aggression is indicated by his position at the table. The Captains to the left are more aggressive than the Captains on the right, but any Captain's aggression can be modified using the Posture icons.

A Captain's actions and the actions of his troops are not always predictable when his posture is set at the aggressive or passive extremes. If a Captain is camped near a battle, even a battle that does not immediately concern him, he may join in the fray if he is in an aggressive frame of mind, or he may run away if he is feeling passive. An aggressive Captain might kill someone who does no more than cross his path. Obviously, any of these actions can be avoided by changing the Captain's posture, but you might be too late unless you're paying close attention.

Inventing

You won't find everything you need just lying around on the ground or in the settlements you conquer. Sometimes it pays to use your head instead of your sword to get what you need. This is where inventions come in.

The Invent command tells a Captain to have his men or the citizens of a friendly settlement invent something. You can only invent in a village with a workshop; these show up as red dots in settlements when the Overview Map's in Object Mode. What the settlement produces depends on four factors: the Posture of the Captain, available resources, the presence of a merchant and the occupations of the locals.

An aggressive posture generally produces heavy weapons like cannons or bows. Neutral posture produces lighter weapons like pikes or boats. Passive posture produces items like plows. Inventing any of these, of course, is dependent on having the correct raw materials at hand as well as the appropriate posture.

The fruits of the inventive urge also depend on the location. For example, inventing near a forest on low land near water usually produces boats. Inventing in a town that is on high ground away from a forest usually produces swords or cannons.

USING NATURAL RESOURCES

Natural resources include wood and steel. Forests are a good place to find wood – that's why they call them forests. But keep an eye on people if they take up lumbering or they'll strip a forest clean. So don't leave the Invent command active without keeping track of what people are doing in the woods. Wood can be used to make pikes, bows, plows, catapults, and, if you're near water, boats.

Steel is harder to come by. You have to construct a mine to extract the raw ore to forge into steel, and the mine usually has to be situated at a high altitude. Mine construction

is a time-consuming process, and any settlement that has a mine is an inviting target; they're easy to spot since they're all marked by a tower. If you're not near any useful raw materials when you try to Invent, you produce pots from the local mud. Pots are valuable mainly for trade. They won't help you during battles, of course, but at least you have a handsome and sturdy receptacle to bleed into after you've been cut to ribbons.

Note: When a settlement's population are inventing, they can't get food or other supplies. If they run out of food, they gradually stop inventing and take up food production, i.e. they can still invent if enough people are producing food.

The table below lists what posture is needed to invent particular items and the other conditions that are necessary:

Item	Posture
Catapult	Aggressive posture and merchant in settlement
Cannon	Aggressive posture and merchant in settlement
Sword	Aggressive posture, near a mine and no merchant in settlement
Pikes	Neutral posture
Bows	Aggressive posture
Boats	Passive posture and fisherman present
Plows	Passive posture
Pots	Can be made any time

EQUIP INVENTION

Having invented something, you're going to want to use it. To pick up your invention use the Equip Invention symbol, modify the Captain's posture appropriately, then click on the workshop.

You can also equip inventions found lying around the battlefield after a battle, or anywhere else for that matter. Equip these in the same way you equip inventions made in workshops, using the Equip Invention symbol.

Note: If you're equipping a boat, remember that settlements on bodies of water or rivers depend on fishing for food, so if you take away their boats food production goes down.

If the invention you equip is a hand weapon, empty-handed troops are equipped first. The Captain is equipped first of all, then the First Captain's original followers, and finally the other troops.

If troops have more than one kind of hand weapon to select from when they equip, they choose weapons in the following order: bow first, then sword, then pike. In camp, holders of different weapons sit in different concentric circles around the Captain and the campfire.

Anything other than equipped weapons or boats is carried as stock by the Captain and can be used as trade or for making alliances. The more stock a Captain has, the slower he travels, so be careful not to overload him. (The only excess items that won't weigh him down are pots.)

Credits

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Management: Les Edgar

Programmer: Sean Cooper, Glenn Corpes

Graphics: Gary Carr

Tech Support: Kevin Donkin

Mac Version by: Atreid Concept SA.

Producer: Matt Webster

Programmer: Joël Suys

Mac Graphics: Olivier Bailly-Moûtre

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Product Manager: Sean Ratcliffe

Game Graphics: Gary Carr, Paul McLaughlin, Chris Hill, Fin McGeachie, Andy Sandham, Paul Clarke

Music and Sound effects: Charles Callet

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