

CLAYTON WALNUM & PAULA SPIESE

POWERMONGER

THE OFFICIAL
STRATEGY GUIDE

THE ULTIMATE INSIDER'S GUIDE TO POWERMONGER STRATEGIES, INCLUDING
PROGRAMMER'S SECRETS AND HIDDEN PATHWAYS THROUGH THE GAME.
DON'T GO INTO BATTLE WITHOUT IT.



ELECTRONIC ARTS

BULLFROG

PowerMonger

The Official Strategy Guide

Clayton Walnum

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Secrets of the Games Series Creative Editor: Rusel DeMaria

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Prima Publishing

Rocklin, CA 95677-1260

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Library of Congress Cataloging-in-Publication Data

Walnum, Clayton.

Power monger : the official strategy guide / Clayton Walnum, Paula Spiese.

p. cm.

ISBN 1-55958-128-X : \$18.95

1. PowerMonger. 2. Computer war games. 3. Strategy—Computer simulation. 4. World politics—Computer simulation. I. Spiese, Paula. II. Title. III. Title: PowerMonger.

U310.W28 1993

793.9'2—dc20

92-29886

CIP

93 94 95 96 RRD 10 9 8 7 6 5 4 3 2 1

Printed in the United States of America

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Introduction

Welcome to the world of the mighty PowerMonger. In this world, you will see the seasons change before your eyes, bringing with them rain or snow. Birds fly up from the trees in a flutter of wings. You'll see sheep grazing in the hills. The people who populate each territory have names, ages, occupations, and homes. They herd sheep, chop trees, invent weapons, and sail boats. Most of this activity is accompanied by sound: sheep bleat, birds coo, the wind howls, swords ring out in combat. You can even hear the grunts of the wounded as they fall before their opponent's swords.

When battle breaks out, you can watch your army in hand-to-hand combat. If you've outfitted soldiers with bows, they'll stand back from the main battle, firing into the melee. You'll even see the arrows leave the bows. If you've created a larger weapon, like a catapult or a cannon, you'll hear it fire and see the explosion when its projectile hits. As your or those of enemy soldiers die in battle, you'll watch their spirits float up to heaven on angelic wings.

Conventional war games are turn-oriented; that is, you make your move, then the enemy makes his, and so on, until the end of the game. While you're taking your turn, the other player does nothing but watch.

Because the real world operates in real time—everything happening at once—the first step in creating a realistic game world is to do away with turns and adopt a real-time system of game play. In a realistic war game, every captain is planning and executing his commands simultaneously.

PowerMonger is a real-time game. Whether you're entering

commands or sitting back with a slice of pizza, the game goes on. In fact, if you start the game and just watch, the other captains will slowly take over the world. Eventually they'll get to you, and, unless you fight back, you'll succumb to their attack.

This real-time action is one of the things that sets PowerMonger apart from its competitors. It's the real-time nature of the rule system that establishes such an uncanny realism in the game play. While you're commanding your troops to gather food and invent new weapons, enemy forces may be marching down upon you. You can't sit back and leisurely ponder your next move. Just as in real war, you must make quick decisions. The more time you take to build your forces, the more time the enemy has to build his. While you're inventing new weapons, your enemy may be taking over towns and recruiting all their occupants into his army. When you finally get to those towns, you may find them mostly deserted, containing nothing to help your campaign.

But let's not get ahead of ourselves. Before you'll need help with your campaign, you need to learn how to play!

Part I

The Captain's Guide to PowerMonger

Chapter 1

The Captain's Guide: A First Look at PowerMonger

THE OBJECT OF THE GAME

The PowerMonger Conquest series includes 195 territories. To win the game, you don't need to beat all 195—all you must do is take over the last one. Of course, you can't get to this territory right away. You must work your way slowly toward it, by taking over a series of adjacent territories, starting in the upper-left corner of the map-selection chart, which appears when you first load the game. To conquer a territory, you must control two-thirds of its population. Because some, or even many, towns may be deserted by the end of a game, controlling two-thirds of the population and controlling two-thirds of the towns is not the same thing. There may be territories where you own only a few of the towns, but still control enough of the population to control the territory.

In PowerMonger you might have as many as three computer opponents. Two of these opponents, the red army and the blue army, compete directly against you, trying to take over as much territory as they can. The yellow army is neutral and usually will not attack unless attacked. Still, you must take over the yellow army to control two-thirds of a territory's population.

PLAYING THE GAME

When you start a new territory, the best strategy is determined by many pre-set attributes. For example, generally, the first thing you should do when you start a new territory is make sure you have a good food supply and enough weapons. However, if a superior enemy force is about to attack you, you may not have time to dilly-dally in a village, killing sheep for food and inventing new weapons. You must grab what you can and vamoose, before the enemy army marches in and reduces your pathetic army to dog meat.

Still, although there are no clear-cut divisions of game play, you must achieve several objectives in order to build a strong army and take over the territory. These objectives are:

- Gather food and equipment
- Improve weapons
- Enlist new soldiers
- Take over towns
- Defeat enemy armies

Availability of equipment and food, as well as the size of enemy towns and armies, will determine the order in which you complete the above objectives. Let's look at each objective in greater detail.

Gather Food and Equipment

Without food, you cannot retain an army. When the eats run out, your soldiers will desert your ranks and head home, leaving you at the mercy of enemy forces. Obviously, a single captain with no army is not likely to win many battles. This situation presents serious problems when you try to recruit a new army. How can you take over a town without an army? And how can you get an army if you can't take over a town? Your only hope is that you still control the towns to which your men deserted. Then, once you have a new supply of food, you can go back and re-recruit them. If, however, an enemy has taken the towns to which your men fled, those men will have new loyalties and will not join your troops.

Obviously, then, at the beginning of a territory, your first concern is to grab as much food as possible. There are several ways to get food, each of which we will discuss in an upcoming chapter.

Besides food, you may need equipment, especially boats. When you start a new territory, look at the map to see if you need to cross water anywhere. If you do, you must have a boat for each soldier you want to take with you. There are several ways to get boats, as you'll see when we discuss the game in greater detail in succeeding chapters.

Improve Weapons

The better your weapons, the more easily you can defeat an enemy force. When you start a new territory, your army may already have weapons or they may be bare-handed. If they have no weapons, you should, at your first opportunity, get them some. A poorly equipped army is easily defeated by the enemy. On the other hand, an army with good weapons can easily beat much larger forces. Weapons you can use in PowerMonger include pikes, swords, bows, catapults, and cannons. You must use some weapons, such as pikes and swords, in close combat; you can use others, such as bows and catapults, from a distance. There are a couple of ways you can improve your weapons. We'll discuss them in an upcoming chapter.

Enlist New Soldiers

The size of your army, like the quality of their weapons, also affects your performance on the battlefield. Obviously, the bigger your army, the stronger it is. On the other hand, a large army needs lots of weapons and supplies and consumes food at an alarming rate. You must find the right balance. As you play, you'll learn how large an army you need to conquer various sizes of settlements and armies. New soldiers aren't always easy to come by, though, and you're bound to lose many in battle. To increase the size of your army, you must recruit new soldiers from settlements that you conquer. When you've enlisted all the men from your settlements, you must either conquer more settlements or wait for your

current settlements to produce more men. (According to the game manual, the stork brings them.) However, settlements usually produce new men too slowly to be of any practical value.

Take Over Towns

In order to take control of the population, you must own the towns in which the people live. This means attacking the towns and defeating their occupants. Some towns are tiny and can be defeated easily. Other towns are large, requiring that you have sophisticated weapons and a large attacking force. Remember that you don't need to take over every town in order to control a territory; you need to control only two-thirds of the population. Large towns have large populations. If you own all the large towns and most of the smaller ones, you can usually get your two-thirds without claiming every town on the map.

Towns provide more than population; they also provide resources. When you control a town, you control its resources. Most of your towns can supply food and new inventions—two items every successful captain



Some towns are tiny and can be defeated easily

needs. Your army doesn't have to stay in the town in order for it to produce food or inventions. As long as you leave some townspeople behind (that is, you don't recruit them all into your army), they'll continue farming and building. When you return to the town, you can collect whatever they've produced. Of course, if the enemy gets there first . . .

Defeat Enemy Armies

Taking over towns is only half the battle. If you don't destroy enemy armies, they'll eventually claim the settlements you worked so hard to conquer, forcing you to return and retake them. Sometimes you can attack an enemy army while they're garrisoned in a settlement, both defeating them and taking over the town at the same time. In other cases, you'll attack (or be attacked by) enemy armies out in the field. In either case, you must be ruthless if you are to retain your control over a territory.

AN UNPREDICTABLE GAME

In many ways, PowerMonger is a complicated game. Although the commands themselves are simple, their results are sometimes unpredictable. The computer considers many variables when it initiates one of your commands. For example, killing a sheep near an enemy town may embroil you in a nasty battle or it may do nothing more than fill your backpack with juicy mutton. It all depends on whether you get caught!

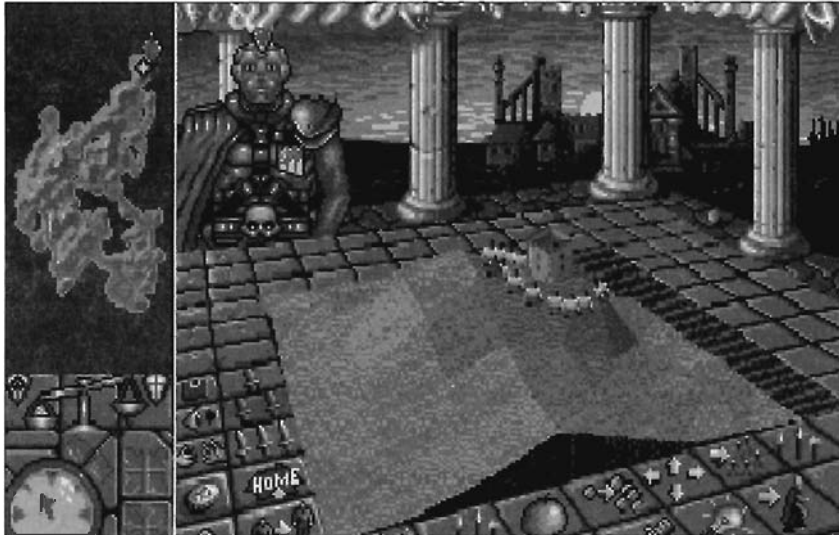
Chapter 2

Views of a New World: The PowerMonger Game Screen

As with any complex game, PowerMonger requires that you practice to learn it. The first step toward getting the necessary practice is, of course, learning to control the game. In this chapter we'll examine the PowerMonger screen in detail. We'll learn what those little buttons do, as well as how to interpret the many information displays on the screen. Don't fret if you can't remember everything we discuss here. This chapter is meant to give you a general overview of the game's controls, after which, in succeeding chapters, we'll put those controls to work.

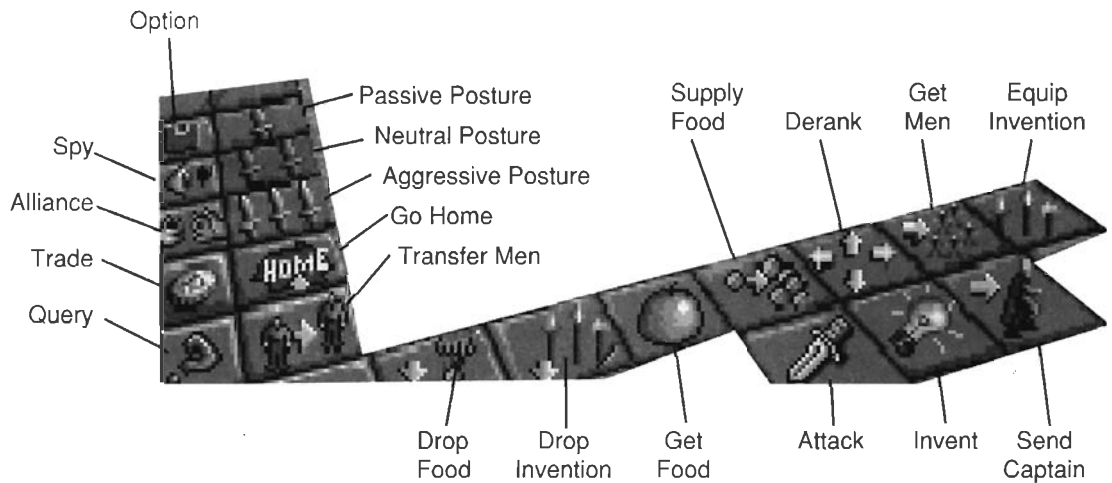
THE SCREEN

Six main parts comprise the PowerMonger game screen: the overview map, the conquest balance, the compass controls, the captains, the close-up map, and the command icons. In addition, some parts are further broken down into individual elements. For example, the overview map comprises the main map and four map-view icons. It may take some time to get used to the many controls and information displays in PowerMonger, but after you play for a while, using the buttons and reading the displays will be as easy as finding sand at the beach.



The PowerMonger Game Screen

Let's take a close look at each part of the screen.



The Overview Map

The overview map is in the upper-left corner of the screen. It shows an overhead view of the entire region in which you're currently playing. Exactly what the overview map shows depends on which of the map information icons is active. However, in all viewing modes, the white cross on the overview map marks the area shown in the close-up map, while white dots show the location of your people. In addition, the active captain is shown as a large figure wearing a red cloak. (The cloak may be a different color if the captain is a spy.) You cannot see the location of enemy troops on the overview map unless you have a captain spying.

Across the top of the overview map are the map-view icons, which set the current viewing mode for the overview map. The four viewing modes are contour, objects, settlements, and food. You set a viewing mode by left-clicking the appropriate icon. Here is a list of the map-view icons and their effects on the overview map:

Contour Mode: When you click this icon, the overview map displays elevation information. In this mode, you can see mountains, valleys, and all elevations between. The lowest areas are colored dark green. As the elevation increases, the color goes from lighter greens, through yellow, brown and finally white, for the highest elevation.

Objects Mode: In this viewing mode, trees appear as red dots, roads as gray lines, houses as light brown dots, and workshops as yellow dots. This mode is especially helpful when looking for a good place to invent weapons, since trees are the primary resource used in their construction.

Settlements Mode: In this mode, the map displays only towns and roads, which both appear in gray. This is a good mode to use when looking for the next town to attack or when planning your overall conquest route.

Food Mode: When you select this viewing mode, the overview map shows food caches. Towns with lots of food appear in white. Towns with no food appear in black. Shades of gray indicate a quantity of food somewhere in between. Unlike the other viewing modes, the food mode view must be updated by occasionally clicking the Food Mode icon. The map shows changes in the food supply only when you update it.

The Conquest Balance

Directly below the overview map is the conquest balance. At the beginning of a territory, the balance is tipped fully to the left, indicating that you don't yet control any population. As you conquer armies and villages, the balance tips to the right. When the balance is tipped fully to the right, you control two-thirds of the map and can claim victory. If you try to claim victory before the balance is completely tipped, you will lose the game.

The Compass Controls

Below the conquest balance are the compass controls, which allow you to move the crosshair cursor, changing the view in the close-up map. To move the crosshair cursor a single step, left-click one of compass points. The crosshair will move one step, and the view in the close-up map will change to the new location. If you want to scroll the crosshair continuously, place the mouse cursor over the appropriate compass point and hold down the right mouse button. Release the mouse button when the crosshair reaches the desired location.

On the upper-right edge of the compass, you'll see the rotation controls. These two controls rotate the view in the close-up map, allowing you to see behind obstacles and view the current area from a different angle. To rotate the close-up map one-quarter turn, left-click the appropriate rotation button. By right-clicking instead, you can set the close-up map for any of 64 different views. Holding down the right mouse button causes the view to turn continuously, until you release the button.

The zoom controls are located just to the right of the compass. They allow you to zoom in or out on the view in the close-up map. A near view shows lots of detail, while a distant view lets you see more territory at once. There are six different magnifications. To zoom in one increment, left-click the upper zoom button. To zoom out one increment, left-click the lower zoom button. By right-clicking either zoom button, you can immediately zoom in or out to the maximum or minimum magnification setting.

Note that the closer you zoom in to an area, the faster objects in that area appear to move. Actually, everything is moving the same speed. It just appears faster because you are closer.

The Captains

At the beginning of a territory, you usually control only one captain, your First Captain. As you conquer towns and armies, however, new captains may join your forces. These subordinate captains appear standing above the close-up map. They will obey your every command via your First Captain who sends the command on the wings of a carrier pigeon (which can be seen flying directly over the head of the chosen captain). The farther away the subordinate captain is from the First Captain, the longer it takes for the order to reach him. Though you can have up to six captains in your forces, you can command only one at a time. The currently active captain is marked with a bobbing arrow. To move the arrow, left-click the captain you want to command. Note that it is the active captain who is shown on the overview map.

Each captain has his own status display at the top of the screen. The Status icons for each captain tell you at a glance what the captain is doing, how many men he has, how much food he has, and how healthy he is. The first part of the icon is the job symbol, which shows the captain's current activity. For example, when the captain and his troops are fighting, this icon will be a sword. When they are inventing, this icon will be a light bulb.

Next to the job symbol are the status bars. There are three bars: blue, red, and green. The blue bar shows your food supply, the red bar shows the size of your army, and the green bar shows your captain's health. When the green bar vanishes, the active captain is dead. If the dead captain is your First Captain, you lose the territory and must begin again. The status bars allow you to check your army's status quickly, without having to activate a dialog box.

If you wish, you can see a more detailed report, in an information box, by left-clicking your captain's medals. The information box shows:

- **Captain's Name:** This is the name you entered at the beginning of the game, or "Mr. X" if you left the Name dialog box blank.
- **Job:** The captain's current activity. If he's completed all orders you gave him, his job will be "in camp."



A Captain's Information Box

- **Aggression:** This shows the captain's current posture, which may be passive, neutral, or aggressive. Posture controls how a captain and his troops respond to your orders. Because posture is a complex topic, we'll cover it in more depth later.
- **Loyalty:** Your First Captain's loyalty will always be a given. After all, he's you!
- **Strength:** Unlike the green strength bar, which measures your captain's health quantitatively, the information box shows your captain's health qualitatively—as fit, well, weak, very weak, sickly, very sickly, or dead. If a captain gets too weak, he may automatically break away from battle and head for his home tower. However, don't count on this happening; most times he'll end up dead.
- **Speed:** A captain's speed is also his troops' speed, and ranges from a low of about 8 to a high of 48. Speed is affected by weather and the number and type of objects the captain is carrying.
- **Food:** This is the food supply, measured in rations, for both your captain and his troops. It can be any number from 0 up and will decrease over time. You can increase your food supply by taking food from towns, stealing food from defeated armies, or by killing sheep.
- **Troops:** This is the total number of troops currently under the captain's command. Keep in mind that this isn't necessarily the number of troops traveling with your captain. For example, if your captain crosses water, leaving boatless troops behind, the total

number of troops shown in the information box will not change; however, you will certainly have a weaker army.

- **Carrying:** Extra objects your captain may be holding are shown here. They are objects that we can use for trading or making alliances. They don't include items the captain is using, such as his weapon or his boat.

You can jump to a captain's current location instantly by right-clicking the captain. Although the view in the close-up map will switch to the captain's position, the captain will not be active until you left-click him. The three mouse clicks we've discussed in this section—left-clicking a captain's medals, left-clicking a captain, and right-clicking a captain—can be confusing at first, but you must memorize them. You'll curse like a pirate if you give orders to the wrong captain just because you left-clicked when you should have right-clicked.

Note that a carrier pigeon must deliver orders to a subordinate captain. The farther away the captain is, the longer it takes for the order to reach him. When you issue an order to a subordinate captain, the captain's job symbol changes to a flying pigeon. When the pigeon arrives, the captain will respond with a "Yeah!" and the job symbol will change to match the new order.

The Close-Up Map

The close-up map is in the center bottom of the screen and shows a magnified view of the area marked by the crosshair cursor on the overview map. On the close-up map, you can see buildings, armies, townspeople, sheep, trees, birds, and other details of the current territory. It is on this map that you'll watch fighting, inventing, troops moving from place to place, and all the other activities that go on in PowerMonger's electronic world.

To change the view shown in the close-up map, use the compass controls as described above or click on the overview map. When you do the latter, the crosshair cursor moves to the location you clicked, and the view in the close-up map changes to that area. If you'd like to scan a large area of the overview map, hold down either mouse button and move the mouse pointer over the map. The view in the close-up map will

follow your movement. As mentioned previously, you can also change the view in the close-up map by right-clicking a captain. The view then switches to the captain's location.

You can also use the close-up map to select targets for some commands. We'll learn how to do that in the next chapter, where we'll discuss the many commands in detail.

The Command Icons

The command icons provide complete control over the game and its many options and are located around the left and bottom edges of the close-up map. When you left-click a command icon, it lights up and, in most cases, will remain lighted until you complete the command by selecting a target. Some commands, like the posture icons and the Drop-Invention icon, automatically target the active captain. A few command icons, like the Query icon and the posture icons, remain lighted until you turn them off by left-clicking them a second time.

Remember that, although many command icons turn off after you select a target, the job you selected may still be active. For example, when you command your troops to invent new weapons, the Invent icon will turn off when you select the target workshop; however, the inventing will continue until you issue a new command, until your troops are distracted by an attack, or until you run out of materials with which to invent.

Due to the large number of command icons, we won't discuss them in any detail here. Instead, we'll give them their own chapter.

Chapter 3

The Art of Captaining: The PowerMonger Command Icons

In the previous chapter, we took a quick look at PowerMonger's command icons. Now, we'll see what each icon does and how you will use these icons when you play. As always, don't get overwhelmed by the material presented here; you don't have to remember everything. PowerMonger's Conquest series is designed so that you will need only a few commands at first. As you conquer more territories, you'll try new commands, and if you've forgotten how they work, you can always refer to this chapter.

The command icons are divided into six groups: posture symbols, movement symbols, military symbols, food symbols, invent symbols, and miscellaneous symbols. One additional icon, the Option symbol, is in its own group. Remember that the active captain (the one marked with the bobbing arrow) is the one who receives the commands you issue. Because some commands are irreversible, it can be frustrating to accidentally command the wrong captain. Before you issue commands, make sure the correct captain is active.

THE POSTURE SYMBOLS

There are three posture symbols, located to the left of the close-up map. Using the posture symbols, you can set the active captain's

aggressiveness to one of three levels. The icon marked with one sword represents passive posture; the icon with two swords is neutral; and the icon with three swords, aggressive.

A captain's posture affects almost everything he does in the game. For example, when in battle, an aggressive captain will kill as many enemy soldiers as possible, while a passive captain will try to make the enemy surrender with little bloodshed. Posture also affects the amount of food or supplies a captain takes from a town. Posture can have some very complex effects on the game. It will take some hours to master this concept and its application.



An aggressive captain will kill as many enemy soldiers as possible.

MOVEMENT SYMBOLS

While many commands in PowerMonger, such as Attack and Get-Men, automatically move your captain and his troops to the targeted location, sometimes you will want only to move them, without performing another action. There are three movement commands that allow you to direct your troops to specific locations: Send Captain, Go Home, and Derank.

Send Captain

To move the active captain, or the active captain and his troops, to a new location, use the Send-Captain command. First, left-click the Send



If only some of your troops have boats, they will sail across the water, leaving the rest behind

Captain icon; then click anywhere on the overview map, to send your captain a long distance, or on an object on the close-up map, to send him a short distance. When using the close-up map to target the Send-Captain command, you must click an object, such as a tree, a boat, or a burned-out campfire. The command will not respond if you try to click on open ground or water.

When moving your captain and his troops across water, you must have boats. If your troops try to cross water without boats, they will pace up and down the shore, getting nowhere fast. If only some of your troops have boats, they will cross the water, leaving the rest behind. Occasionally, if the body of water is small, boatless troops may be able to find their way around. But even if they do, it'll take them some time to catch up with your main force, and they'll probably be mighty peeved anyway.

During a battle, you may want your captain to retreat when an enemy attacks him. If he is already engaged in hand-to-hand combat, this move is rarely successful. In other words, once the fighting starts, it usually continues until there is a victor.

Go Home

This command sends your captain and his troops back to their home tower. According to the PowerMonger manual, this is a handy way to

break away from a losing battle. Unfortunately, the Go-Home command will work only when your captain has managed to stay out of the fighting, in which case, when you activate the command, he will head for his tower, dragging his troops with him. However, if your captain is already engaged in hand-to-hand combat, don't bother trying to send him home. The enemy won't let him slip away. (Once in a blue moon, when a captain gets seriously wounded, he'll send himself home. For this to happen, however, you must still control your home tower. If an enemy has already taken it over, you'll soon be deader than a pound of hamburger.)

Usually, the Go-Home command is of little practical value. If you do manage to retreat from a fight, you're rarely going to want to run all the way back to where you started. (I don't think I've ever used this command in a game, except when researching this book.)

Derank

This command works much like the Go-Home order, except here you can choose the number of troops to send back. Your captain's posture determines the actual number of troops that return to your tower. If your captain is passive, 25 percent will leave, if your captain is neutral 50 percent will leave, and if your captain is aggressive 100 percent of your troops will return to their home tower. To ensure that you retain the strongest army possible, the least valuable men—for example, men without weapons—derank first, leaving the better soldiers to fight. In all cases, the captain remains behind to carry on the war.

MILITARY SYMBOLS

There are four military symbols, each of which orders the active captain to perform some war-related task. Using only these four commands, you can conduct an effective campaign against the enemy armies and the towns they control. While you'll use the Attack and Get-Men commands the most, the Transfer-Men and Spy commands are useful when you get to more difficult territories.

Attack

To attack a person, army, place, or object, left-click the Attack icon, and then choose a target. If you want to attack a town, you can target the town by left-clicking it on the overview map. When your mouse pointer moves onto the overview map, a direction line will appear between your active captain's location and the mouse pointer. When the pointer is over a town, the direction line changes from black to red. Press the left mouse button to select the target.

To select attack destinations from the close-up map, on which you can see individual items or people, place your mouse pointer directly over the target. On the overview map, the red direction line will appear. Left-click the target to select it.

Legal targets for the Attack command are armies, people, towns, towers, trees, and sheep. When you attack a tree, your troops cut it down, thus preventing the enemy from using the wood for inventions. When you attack a sheep, you add meat to your food supply.



When using the attack command, a direction line will appear between your captain's location and the mouse pointer.

You can abort an Attack command by turning off the Attack icon before selecting a target. You can abort an already issued Attack command by giving your troops new orders. Of course, if they are already up to their chins in gore, you can't break them away.

Spy

Normally, you see only your own people and troops on the overview map. This means you must be vigilant in order to prevent enemy troops from sneaking up on you. It's disappointing to be feverishly inventing new weapons only to have an enemy force pounce on you and take them all away. In some territories you absolutely must keep an eye on enemy troop movements. One way to do this is to send a captain in to spy. This, of course, assumes that you have at least one subordinate captain. You wouldn't want to send your First Captain off on such a dangerous mission. He'd lose all respect for you if you did.

To send a spy, first make sure the appropriate captain is active. (The bobbing pointer will be over his head.) Then left-click the Spy icon. Next, you must assign a target. You can spy on either a neutral or enemy town. When you select the target, your spy will go there and try to merge with its population. If he's successful, the townspeople will show up on the overview map as yellow, red, or blue dots, depending on whether the town is neutral or hostile. (Yellow indicates neutral, red and blue are hostile.)

After your spy becomes a town member, an enemy army who is taking over the town may recruit him. If this happens, the enemy troops, rather than the townspeople, will appear on the overview map. Of course, if your spy is found out, he's a goner.

Get Men

Use the Get-Men command to recruit into your troops new men from one of your towns. Left-click the Get-Men symbol, and then choose a target settlement. The number of men who actually join up depends upon the number of men in the town and the active captain's posture setting. A passive captain can convince only a few townspeople to join up. An



When recruiting new men, your troops will line up into ranks.

aggressive captain, with all his yelling, stamping, and threatening, can get almost an entire town to enter service. Sometimes you've got to be mean, you know? The Get-Men command is the only way you can replenish or build up your troops.

Transfer Men

This command allows you to transfer men between your captains. First, left-click the source captain (the one you're transferring from). Then left-click the Transfer-Men icon and the destination captain (the one you're transferring to). The number of men actually transferred depends upon the source captain's posture. A passive posture will transfer 25 percent of his troops, a neutral posture will transfer 50 percent, and an aggressive posture will transfer 100 percent.

FOOD SYMBOLS

The three food symbols allow you to get and supply food to your troops or towns. It's especially important that your troops have plenty of food, because if you run out, your soldiers will desert and return to their home towns, leaving you without an army. If towns have no food, they'll get busy growing their own, which means they'll be unable to make weapons or items for trading.

Get Food

This is the command you will use most, as it acquires food for your troops. You can get food from a town or from a cache, which appears on the close-up map as a bag of grain. Caches form when you drop food on a field or when you defeat an army carrying food, who then drop their supply of food onto the field. To use this command, first left-click the Get-Food icon; then select your target from the close-up map. If you're targeting a town, you can also select it from the overview map. Caches, however, do not appear on the overview map.

The amount of food you get with this command depends on your captain's posture. The more aggressive he is, the more food he will take. If you have an aggressive posture, you will grab all the food in a town, forcing the townspeople to farm to produce more.

Drop Food

This command is the opposite of Get-Food. It will drop a certain amount of food, varying with your posture, where your active captain is standing. If the captain is in a town, the food will be added to the town's storage. If the captain is in the field, a cache will form. The cache is invisible to other armies, so you can drop food and then come back and get it. However, if you add food to a town's storage and an enemy army takes the town, the enemy then controls the food in the town, including what you left there.

Supply Food

To most PowerMonger players, the Supply-Food command is an enigma. According to the manual, when you target a town with the Supply-Food command, your active captain and his troops go to that town, drop some food, then gather more food from other friendly towns and drop that food at the targeted town, too. However, what seems to happen is, after the troops first drop food in the targeted town, they then take some food back and drop it in a cache in the field. They then go from town to town, grabbing more food and dropping it in the cache. In other words, the

only way you can really supply the targeted town is to build up the cache, then pick it up and use the Drop-Food command to put it into the town's storage. Maybe this command should have been named "Gather-Food"?

As with most commands, Supply-Food's outcome depends on the active captain's posture. When gathering food, a passive captain will take 25 percent of a town's food supply, a neutral captain will take 50 percent, and an aggressive captain will leave behind not even a crumb.

Strangely enough, posture affects the amount of food originally left at the targeted town (before the troops start stealing it back) in a way that makes no sense at all. If your active captain is passive or neutral, your troops will leave behind about 25 percent of their food store. If they are aggressive, however, they will not leave food even the first time around. They will instead immediately take all the food from the targeted town and place it in the cache. Yeah, go figure.

INVENT SYMBOLS

"Invent" is a funny word to use for these functions. "Build" or "create" would have been more appropriate, since, when you invent something in PowerMonger, you're not coming up with anything new or different—you're just creating weapons and tools. The invent functions confuse many people, since they expect them to do something different than they actually do. Still, to avoid further confusion and stay consistent with the game, we'll continue to use the term "invent" when we talk about building tools or weapons.

Bare-handed, your troops are vulnerable to attack by a better-equipped enemy. The task second in importance only to gathering food is equipping your troops with weapons. You should also equip them with boats if you have the time, since having boats makes travel much easier.

There are three commands for handling inventions: Invent, Equip Invention, and Drop Invention.

Invent

In order to invent, you must be in a town that contains a workshop. You can see workshops on the overview map as yellow dots (in the objects-

view mode) or in the close-up map as three-sided buildings with red flags. To create weapons, tools, and other objects like pots and boats, left-click the Invent icon and then select the target town. Your troops and all the townspeople will then get busy sawing and hammering. What they invent depends upon your posture and the available materials.

When inventing pikes, bows, catapults, boats, and plows, your people need a good supply of wood nearby. Your troops gather wood by cutting down trees in a forest. There are only a limited number of trees, so you must use your resources wisely. Although trees grown back, it takes a long time.

When inventing swords and cannons, your people need a mine from which to get ore. The type of ore determines which weapon you will invent. Mines occur in higher altitudes.

The only objects that you can create without materials are pots, which you can use only for trading.

Equip Invention

Inventions will do you little good gathering dust in the workshop. To use them, you must first pick them up, using the Equip-Invention command. Left-click the Equip-Invention icon, and then select the target workshop. The number of inventions you actually pick up depends upon your posture. Note that you can also pick up objects left behind by other



This town is inventing bows

troops. These inventions will appear on the close-up map wherever they are dropped and are picked up by targeting them with the Equip-Invention command.

When you pick up inventions, they are assigned to your troops. Extra inventions—that is, those that are left over after each troop member has been equipped—are carried by your leader and may slow him down. Keep an eye on your leader's load by checking his information box after picking up new objects.

Drop Invention

As mentioned above, sometimes your captain may end up carrying many extra objects. Use the Drop-Invention command to dispose of these items. When you left-click the Drop-Invention icon, the active captain immediately drops extra objects. How many objects he drops depends on his posture. Only your captain can drop inventions, and he can never drop more than he is carrying. In other words, your troops do not drop inventions. They keep them until the end of the territory, or until they are killed.

If your captain drops inventions in a town, they will be added to those stored in the workshop. If he drops them on a field, they will appear there and will remain until picked up again. Although you can pick up an enemy's dropped inventions, they will never pick up yours.

MISCELLANEOUS SYMBOLS

The remaining command symbols allow you to trade or make alliances with unfriendly towns, and to get information on almost any object you see on the close-up map. You probably won't use the Trade and Alliance commands much at first, but the Query icon is an important part of winning any territory, right from the beginning of the game.

Query

Use the Query command whenever you want to know details about an object on the close-up map. Left-click the Query icon; then left-click the



Information boxes may contain control icons: a tick mark, an eye, an update rectangle.

target object. From one to four information boxes will appear, each showing information about an object in the location you clicked.

Besides the tick mark, information boxes may contain two other icons: an eye and a rectangle. Left-clicking the eye causes the close-up map to center on the object to which the information box belongs. Clicking the rectangle updates the information in the box. If you've had a box open for more than a minute or two, chances are the information it's reporting has changed. You must click the Rectangle icon in order to see updated data.

When you target a simple object—such as a sheep or a boat—with the Query command, the information box will show only one line. You might see, for example, “This is a sheep” or “This is a boat.” Other, more complex objects, such as towns and people produce large information boxes containing a wealth of data. If you click on a building, for example, you'll see the name of the building, the names of the people living there, the name of the town's owner, the amount of food in the town, the number of people in the town and their mood, the name of the closest forest, and the stock, if any, in the workshop. If you click on a person, you'll see his or her name, the name of the town in which he or she lives, their health, occupation, age, spouse's name, and the ruler to which they are loyal. (People in PowerMonger may be male or female.)

Other objects you can target for a query include trees, birds, weapons, mines, and food caches.

Trade

Because you must have raw material, usually wood, with which to invent new weapons, there may be times in a game when you need to outfit new troops but do not have the materials with which to do it. In this case, one solution is to trade with another town. As long as you have something with which to barter, usually food, you can trade with most towns

First, left-click the Trade icon. Then left-click the target town, either on the close-up map or on the overview map. Your troops will then go to the

targeted town and attempt to strike a bargain. The active captain's posture will determine exactly what your troops will bargain for. A passive captain, being kind of wimpy, likes things like pots, whereas an aggressive captain will trade for everything in the town's workshop—including weapons with which to slice and dice the enemy. Of course, aggressive trading costs you more, since you're taking more objects from the town.

Make Alliance

Trading is a good way to grab up a few extra weapons, but when your troops are really desperate, the only solution is to make an alliance with an enemy town. When you form an alliance, you can take advantage of the allied captain's resources, anywhere on the map. The down side is that he can also take advantage of yours. But, since you probably wouldn't bother with an alliance unless your resources were mostly used up or wiped out, you usually have little to lose when making an alliance.

To make an alliance, left-click the Make-Alliance icon. Then left-click the target town, either on the close-up map or on the overview map. Your troops will then march into the targeted town and negotiate with its captain. Unfortunately, making alliances with enemy captains is not easy. First, they expect you to pay tribute as an act of good faith. Second, they'll likely turn you away with some insulting remark and take the tribute anyway. If you really need to make an alliance with an uncooperative captain, try trading with him first. A rich captain is usually in a good mood.

THE OPTION SYMBOL

Marked with a floppy disk and located just above the Spy icon, the Option symbol provides access to many miscellaneous commands with which you can control general game functions, such as game speed, map selection, and disk operations. You will use this icon frequently as you play PowerMonger, if for no other reason than the Pause button and the Retire button are located in the dialog box associated with the Option symbol.



The Game-Speed Dialog Box

When you click on the Option symbol, the Game-Speed dialog box will appear. To change the speed of the game use the slider control inside the box.

Also within this box are two buttons. One of these is marked File, and from the File-Control dialog box, you can format a game-save disk, save a current game, or load a previously saved game.

The Game-Options dialog box allows you to retire, which is what you choose when you control two-thirds of a territory. Look at your scales of gold—when they have completely tipped in your favor, retire from the territory and it belongs to you. Retire too soon, and you will know defeat.

Other useful functions within the Game-Options box include replay map, select map, multi-play, random map, and pause.

WAR TIME

In the last few chapters, you've gotten a good overview of PowerMonger. However, we've spent most of the time talking about the mechanical aspects of the game. Now that you know how to control PowerMonger, you're ready to start studying strategy. Only by out-thinking your opponents can you master the worlds of PowerMonger.

Chapter 4

Doves and Hawks: A Captain's Posture

Your captains' postures affect just about every order you give them in PowerMonger. This is one reason for PowerMonger's complexity. Because of posture (as well as other variables), commands work differently from one situation to the next. Posture is so important in PowerMonger that if you don't understand it, your conquest will fail miserably.

POSTURE AND FIGHTING

Obviously, your captain's aggressiveness is a major factor in battle. Soft-hearted captains try to win fights with a minimum of bloodshed. Crazy captains hack apart any enemy nearby. As with any well-trained army, your troops follow their captain's lead.

Because there are several ways in which your troops may be drawn into battle, you need to know how posture affects different situations. For example, you must learn how posture controls your troops' reactions when they pass near enemies or when enemies attack them. Most importantly, you must know how posture controls the death rate when you attack an enemy town.

Attacking a Town

Over the course of your conquest, you're going to attack hundreds of towns, so you must be an expert at properly adjusting your posture.

Before attacking a town, ask yourself several questions: Do you need to enlist new men? Do you need people in the town to invent and grow food? Do you want to wipe out the town completely, so enemy armies have nothing to gain by taking it over? Is the target town likely to respond to a passive attack? Or are they very aggressive? We'll discuss most of these questions in a later chapter on combat, but these are all issues you need to think about.

If you adopt a passive posture before attacking, your troops will try to intimidate the townspeople into surrendering. They will fight, but they will aim to miss. If the town surrenders, almost all townspeople will be alive. They can then continue to run the town, providing you with food and supplies, or you can recruit some or all of them into your army. If you are set to neutral posture when you attack a town, about half of the townspeople will die (assuming you win the battle, of course). If you attack with an aggressive posture, you will kill almost everyone in the town.

Exercise: Posture and Attacks on Towns

1. Load PowerMonger into your computer and select the first territory (the one in the upper-left corner) on the map-selection chart.
2. Move the view in the close-up map to this territory's southern-most town. (There are only two towns in the entire territory, one to the west and one to the south.)
3. Click the Query icon, and then click one of the buildings in the town. An information window will appear, showing that 10 people live here. Move the information window into the upper-right corner of the screen, to get it out of the way.
4. Set your posture to passive. (Click the Posture icon marked with one sword.)
5. Click the Attack icon to turn it on, and then click one of the town's buildings. Your troops will move to the town and attack.
6. After you hear the victory shout, click the information window's Rectangle icon, in order to update the window. Your name should appear as the town's owner. Notice that all 10 townspeople are still alive.

7. Restart this territory. To do this, click the Options symbol, click the Game button on the Game-Speed dialog box, and then click the Replay-Map button on the Game-Options dialog box.
8. Repeat steps 2 through 6, only this time set your posture to neutral. When you check the town's population after the battle, you'll find that only about half of the townspeople are left alive. Had you chosen aggressive posture, none would be alive.

Note that your enemies also have posture. If theirs is greater than yours, you might be outclassed in battle. If you attack a small town that has passive or neutral posture, your passive troops will probably do okay. In fact, none may be killed. However, if you attack a large, aggressive town with a passive army, your troops will likely be slaughtered down to the last man. After all, troops being attacked by blood-thirsty forces must be prepared to fight viciously.

Attacking an Army

Posture works similarly when you attack troops in the field, except there's little need for mercy. Enemy soldiers cannot be recruited *en masse* in the field, nor can they create supplies (at least, not until they return to their home towns, which they will do if you kill their leader). In fact, if you're looking for supplies, you're better off killing every man. When they die, they drop their equipment on the ground—then you can pick it up.

POSTURE AND TRAVEL

As your troops move across a territory, your captain's posture can determine whether he and his followers reach their destination safely. Aggressive troops are grumpy and not too smart. Despite their strength, when they see an enemy force, they're likely to attack. If the force they decide to hassle happens to be large, your troops are going to have one bad day. Passive posture cools your troops' reactions, making it less likely that they'll attack nearby enemies. However, setting your posture to passive doesn't guarantee you'll avoid skirmishes. Your troops may attack enemies anyway. Or enemy troops may attack them.

When traveling, keep a close eye on your troops. As mentioned previously, even passive troops can dig up trouble. An army that forgets its orders and tries to fight must be reminded of its original orders. To do this, reissue the order, making sure your posture is set to passive. If you have too little time to reissue the original order, quickly target a tree or old campfire with a Send-Captain order. Keep reissuing the order until your troops listen and head away from danger. Remember, once they start fighting, it may be too late to withdraw. If your captain gets involved in hand-to-hand combat, you'll have to fight to the death. You can only hope all those angels flying up the screen aren't yours.

POSTURE AS QUANTITY CONTROL

Many commands in PowerMonger allow you to pick up or drop objects (including men). With so many different types of objects, it's obvious that you need some mechanism to control the number of items manipulated. Posture provides this mechanism, allowing you to act on objects in lots of about 25 percent, 50 percent, or 100 percent of the total. Commands controlled this way are: Get Men, Transfer Men, Derank, Get Food, Drop Food, Supply Food, Equip Invention, and Drop Invention.

Manipulating objects of the same type is easy. However, handling different types of objects simultaneously can be tricky. For example, the Equip-Inventions command allows you to pick up objects from the workshop. However, the workshop may contain different types of objects at the same time. Your posture controls not only how many, but also which objects you pick up. This can present problems when you want only one object, such as a catapult.

Let's say the local workshop contains one catapult, nine pikes, and five boats. All you want is the catapult. In order to pick up the catapult, you need aggressive posture; neutral or passive posture will let you pick up only some of the boats and pikes. When you use an aggressive Equip-Inventions command, however, you pick up everything in the workshop. Worse, when you try to dispose of any of the extra objects (the boats or pikes), no matter what your posture, the first thing you drop is the catapult!

At first, it may seem impossible to keep the catapult without having

to drag around all the extra objects, too, but you can do it. Unfortunately, the technique you must use is a bit clumsy. First, send your captain out into the field, away from the town's workshop. Now, set your posture to passive and left-click the Drop-Invention command. Your captain will drop the catapult and about 25 percent of the other items. Move the captain away from the newly formed supply cache. Then set an aggressive posture and drop all you're holding. Now go back and pick up the first cache. You'll now have only a couple of extra boats and pikes with your catapult. If you want, you can now repeat the process, to dispose of the extra items, but why bother? A few extra objects won't slow you much, and may even come in handy later.

POSTURE AND INVENTING

Just as posture affects the type of inventions you pick up, so it also affects the type of inventions you create. There are eight different inventions—pots, ploughs, boats, pikes, swords, bows, cannons, and catapults—each of which you create based on your posture and other game variables, such as the location and population of the town. You can invent a cannon, for example, only in a town with a mine and only when your posture is aggressive. You can invent pikes, on the other hand,



To invent a catapult, you must adopt an aggressive posture.

anywhere there is wood, so long as your posture is neutral. (Hint: enemy towns are sometimes inventing items in their own workshops; what they are inventing will give clues as to their posture.)

To invent, pots, ploughs, and boats requires a passive posture; pikes and swords require neutral posture; and bows, cannons, and catapults require aggressive posture. When you command your troops to invent, the townspeople take on the troops' posture and maintain it even after the troops leave. They will continue to invent the appropriate items for their posture setting, and if the town should be attacked, they will defend it in a manner consistent with that same posture.

POSTURE AND TRADING

A captain's posture controls the type of objects for which he'll likely trade. Unfortunately, using posture to control your trading is a skill that requires practice, and even then, the outcome may be unpredictable. There are no strict rules as to what postures will let you trade for what objects. In one town you may need a neutral posture to trade for weapons, while in the next, a passive posture will do the same thing. This means that, if you want to be sure you get the object you're trading for, you should trade with an aggressive posture. But when you do this, you may spend more food (or extra objects) than necessary and get more items than you want.

FAR-REACHING EFFECTS

In this chapter, we've looked at some general guidelines for using posture in order to achieve various goals while playing PowerMonger. But because posture affects almost everything you do in the game, you may discover many other ways in which to apply posture in different situations. Certainly, the following chapters will refer to posture as it applies to specific subjects; there's no way to get away from it. Just remember that sometimes posture has a very clear-cut effect on a command's outcome, whereas other times, the effects are difficult, if not impossible, to predict.

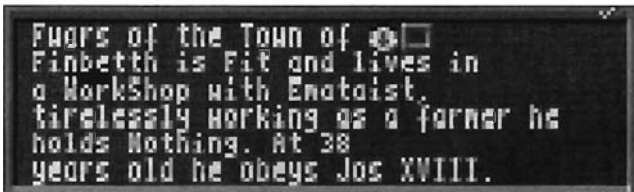
Chapter 5

A Study of Civilization: People and Towns

While PowerMonger is essentially a war game, it is also, in a way, a real-time simulation. Whether or not you're actually issuing orders to your people, life in the selected territory goes on. Townspeople invent, grow food, people are born, and enemy soldiers scour the countryside, looking for victims. Like real people, the folks who dwell in PowerMonger make decisions that control their actions. And, like real people, they don't always make logical decisions. Except in a general way, you can never be sure exactly what the people in PowerMonger will do. Because of this, the towns and the people who live in them, make PowerMonger uncannily lifelike.

THE MAKINGS OF A TOWN

Every person in PowerMonger has a home, either in a town or in a tower. If you don't believe this, bring up an information box on any figure in the game, and you'll see the town where he resides. Sometimes, people will



Call up a person's information box to see where he lives.

travel far from their home towns, but they will usually return. There's no place like home, you know—even when your home is controlled by a dangerous enemy army.

Buildings

Of the buildings in a town, only one, the red-flagged workshop, is useful to you. The other buildings are the townspeople's homes and have no effect on the game. However, left-clicking both the Query icon and any building in the town will bring up the information window for the entire town which, of course, tells you how many townsfolk there are, and how much food and equipment is up for grabs if you defeat them.

The Color of Loyalty

Each town in a territory is controlled by one of four First Captains, and all the citizens in each town obey their First Captain. To make things easier for fledgling captains like us, each population is color-coded to indicate the captain to which it is loyal. The blue citizens are loyal to Jayne III, the red citizens are loyal to Jos XVIII, the yellow citizens are loyal to Harold II, and the white citizens are loyal to you.

Obviously, white-clad citizens won't cause you trouble. Similarly, yellow citizens are usually a yellow lot, willing to stick to their own affairs, as long as you leave them alone. While the yellows rarely attack other towns, they will defend their own property. The reds and the blues will attack where they can, as well as guard their holdings jealously. It is your sworn duty to remove them from power.

Subordinate Captains

Some large towns house a subordinate captain. Subordinate captains are loyal to the controlling First Captain, but like the townspeople, they are quick to switch loyalties when a new army takes over. When you defeat a town containing a subordinate captain, if the captain survives the battle, he will join forces with you, and his figure will appear above the close-up map. Your First Captain can then issue orders to him via carrier pigeon. (You left-click the captain to whom you want to issue orders, which places the bobbing arrow above his head. You then give the orders in the usual way. Be sure to reselect your First Captain after you've finished ordering a subordinate captain.)



Your First Captain can issue orders to your subordinate captains via carrier pigeon.

Subordinate captains are useful for spying on the enemy, for controlling a town's actions from a distance, and for toting supplies from one location to another. If you manage to put together a huge army, you might want to assign some men to a subordinate captain and send him off to fight, too. However, limited food supplies and long wait times for the delivery of commands sometimes make this strategy impractical.

Livestock

Besides food created by farming or fishing, towns frequently contain one other food source: sheep. Each sheep yields a large supply of meat, about 180 food units, and are a welcome site to hungry troops. Sheep may be wandering freely in and around a town, or they may be accompanied by a shepherd. Sometimes, sheep will wander far enough away from an enemy town that you can attack them without starting a fight. The closer you get to an enemy town, however, the less chance you have of killing sheep successfully.

THREE MEASURES OF POWER

Three factors determine a town's strength: the number of people in the town, the town's posture, and the weapons being used.

Figuring out whether a town is safe to attack is something you must

learn from experience. Although you can usually judge the size of a town's population (just bring up an information box), the town's posture and weapons are much harder to determine. Here, we'll look at a couple of techniques that'll help you root out your enemies' secrets.

Population

As mentioned above, you can easily judge the size of a town's population by calling up an information box for the town. Click the Query icon, and then click any building in the town. The information window shows the number of residents in the town. It will not, however, include the number of townspeople recruited by a subordinate captain town leader into the service of an enemy army, even if those same townsfolk are still camped right in the town square.

Posture

Just like the captains who control them, towns have posture. A town's posture affects the way the townspeople respond to attacks. An aggressive town will defend itself more savagely than a passive one. If you leave a town in an aggressive state, you may return to find the remnants of great battles strewn over nearby fields, a great cache of supplies and food stores.

It's difficult to know exactly what an enemy town's posture is, but you can make an educated guess. First, take note of any inventions in the workshop. If the townspeople are producing pots, you can be certain the town's posture is passive. If they're producing bows or a catapult, odds are good that their posture is aggressive.

Another way to guess posture is to attack the town in question and observe the results. If you're set to passive posture and the fight seems to take a long time, then the town is probably set to passive, too. If the town's army rips through your men like a chain saw, it's probably set to aggressive posture. Of course, this method of judging posture isn't terrifically helpful, since by the time you discover that a town is aggressive, your army will be reduced to bits of gooey, crimson flesh.

Remember that posture does not absolutely control a person's actions in PowerMonger. Posture combines with various game variables, including some that are randomly determined, to come up with a final result. In short, posture is only an indicator of a town's general mood. It does not guarantee that a town will behave in a certain manner. This makes the posture-guessing game that much more difficult.

Weapons

Except for attacking and watching the fight, there's no certain way of knowing how well a town is armed. Yes, when you attack, weapons in the workshop will be scooped up to arm the defending force. However, armies that came into the town previously may have brought other weapons with them. Thus, while the contents of the workshop will tell you how some townspeople are armed, it won't indicate what all the townspeople or soldiers are using. You can use the Query command to find out what an individual is carrying, but it is almost impossible to find and query every member of an enemy army.

Wanderers

Although all people in PowerMonger have homes, they don't necessarily stay there. People may, in fact, wander far from their towns, maybe even to the opposite end of a territory. There are several reasons for this. Maybe one of your men didn't have a boat, and so he got separated from his army when they crossed water. Or maybe this soldier's army was defeated in battle, leaving him behind as the sole survivor. Another possibility is that the person was just "born" and is on his way to his new town. Whatever the reason for their separation, most wanderers will eventually return to their homes.

One way to speed a wanderer back into the bosom of his kin is to issue a Get-Men command for the man's home town. When you do this, every citizen (assuming your posture is aggressive) of that town will try to return there and enlist into your forces. If you happen to be out in the field and see one of your townspeople wandering alone, you can recruit

him on the spot, by targeting him with an aggressive Get-Men command.

Wherever your people are, you can keep tabs on them by glancing occasionally at the overview map, where they appear as white dots, in any viewing mode.

Townspeople

Every town has a limit to the size of its population. When you first start a territory, each town's population is at its maximum. Small towns (4 buildings) usually start with 10 people, medium towns (8 buildings) start with 17 (if they will eventually be rallied into mobile military service by a subordinate captain) or 18 (if they plan to stay put), and large towns (14 buildings) start with around 33 or 34 people (depending on whether they plan to march). Whenever deaths cause the population of a town to drop below the maximum, new townspeople slowly appear, one by one, to replace the dearly departed. This process continues until the town is back to its maximum size. Strangely, these new people are usually born in towns other than their own, sometimes even in enemy towns. Watch the towns where people are being born (center the close-up map on the town), and you will actually see a stork fly down with a little bundle of joy and deposit it in one of the houses.

It's important to note that only dead citizens are replaced, not citizens recruited into an army. In other words, a territory tries to keep a stable population. A point of interest: it appears that repopulation occurs faster during the spring, by a factor of about 50 percent. Doesn't that figure? Also, in order to produce a new towns person, a husband and wife must be left alone in their house. How romantic!

Mood

When you call up a town's information window, you can see not only the size of the population, but also its mood. A town's mood can cycle through many states, from sycophantic (downright obsequious) to rebellious (ready to switch loyalties), depending on how well the people think you're treating them. When you first conquer a town, the population's mood will

probably be discontented. You can improve the town's mood by giving the people food. However, there's some question whether it's worth the effort (not to mention worth the loss of food), since, as long as the town's mood doesn't decline, they'll follow your orders with little fuss.

If, however, you treat a town poorly, if you constantly take away their food and supplies, leaving them to starve during the long, frigid winters, their mood will decline, until finally they rebel and switch loyalties to another captain. It's unlikely that, during normal game play, you'll brutalize a town so much that they give up on you and switch loyalties, but it can happen.

WAR AND PEACE

As you can see from this chapter, there's a lot to know in order to handle towns and people successfully. You must learn not only what makes up a town and its population, but also how to treat people, so you can count on them to provide for your needs throughout the game. In other words, although PowerMonger is a war game, it is one that encourages not only acts of ruthlessness, but acts of kindness as well. A successful captain must be tough, diplomatic, and fair.

Chapter 6

Clamoring for Comestibles: Food Supplies

When the eats run out, so do your troops, high-tailing it back to their home towns, where somebody will at least feed them now and then. Maintaining your food supply is so important that it must be your first concern when you start a new territory.

In some territories, there's more food than a hundred armies can consume. In other territories, food is scarce. In these famine-struck territories, you must travel quickly from one town to the next, snatching up food as fast as towns can produced it. Unfortunately, this leaves you little time for other important matters, like inventing better weapons.

Obviously, gathering food, while not abandoning other tasks, is a skill that you master. In this chapter, we'll look at methods for keeping troops plump and plucky.

FOOD IN TOWNS

The most obvious place to go when your troops are grumbling for grub is the nearest town. In times of plenty, towns stock their larders to overflowing, and, as long as the townspeople are loyal to you, they'll be willing to share. However, during frigid winters or just after an enemy invasion, a town may itself be on the verge of starvation. Small towns especially have a tough time keeping digestible commodities on their tables, let alone having extra to feed your soldiers.

There are two types of towns from which you can obtain food—friendly towns and allied towns. Friendly towns are those you have conquered. Their people will give you as much food as you need, even if they starve (although, if you keep leaving their cupboards bare, they'll eventually rebel). Allied towns are those with whom you have forged an alliance. Allies will share their food and supplies with you, but they expect you to share with them, too. This is rarely a problem, though, since you're not likely to bother with an alliance unless you're already desperate—that is, you've nothing left to share.

Getting Food from Friendly Towns

When your soldiers enter a town which is under your command, they can pig out all they want, up to the total food supply. If you take all the food, though, the townspeople will stop whatever they were doing (inventing, maybe) and get busy farming or fishing. (Also, their mood will decline.) How effective their farming or fishing will be depends on several factors, including the number of people in the town and the season. Obviously, the more people working, the faster they'll produce food.

Getting Food from Enemy Towns

Another way to get food is to form an alliance with an enemy. When you do this, you have access to the allied captain's food and supplies, anywhere on the map. Unfortunately, forming an alliance is rarely easy. Most First Captains are pretty rude to strangers. Some, though, will agree to your proposal right off. If you get a stubborn one, try trading with the town first. This usually changes their attitude.

Once you have forged an alliance, you have access to any of the food and supplies in any of the allied captain's towns. The flip side is that your ally's troops also have access to your supplies. For this reason, your best bet is probably to take what you can get, and then break the alliance at the first opportunity. This can be a problem when you've got a small force, and your ally's town is very large. If you break the alliance, they will immediately attack. If you need to break an alliance, find a smaller town owned by the same captain and attack it.

Keep in mind that alliances are fragile things. They can break down at any time, so don't push your luck.

SHEEP

In most territories, sheep are an important food supply. Nothing lifts your troops' spirits higher than finding a town loaded with these woolly wonders. Your men can then fill their backpacks with enough mutton to last their entire service. To slaughter a sheep and add its meat to your storage, target it with an Attack command. The food, about 180 units, is added to your supplies automatically.

When you start a new territory, scan the map to see where the sheep are hanging out. Then plan your conquest route to get to the sheep before you run out of food. Remember that sheep sometimes roam the countryside. They don't always belong to a town. Also, remember that attacking sheep near an enemy town is a dangerous way to fill your belly and can easily lead to a battle.

If you get desperate for food, and the only sheep around belong to enemy towns, you can, if you know what you're doing, try to grab a couple. Center the town in the close-up map, zoom the view back to show the widest area, and then watch. Assuming there are a lot of sheep in the town, chances are good several will wander away. When they do, you can scoop them up. If you get overconfident, though, and attack a sheep too close to an enemy town, you'd better have your swords sharpened and your arrows nocked; most towns don't think too highly of sheep-rustlers.

If you've formed an alliance with an enemy town, you can attack their sheep. However, this technique is not without its risks. Any type of attack increases the chances of breaking the alliance, especially if your attacks are sloppily aimed. If a townsperson or building is too close, your sheep-gathering may be interpreted as a hostile action, which will break the alliance and start a battle.

Never pass up an opportunity to grab some easy food; you can carry as much as you want without slowing your movement. But once you have a large stock of food, say 3,000 or 4,000 units, don't bother with sheep anymore. Instead, devote all your energies to defeating the other captains.

FOOD CACHES

Although they are sometimes difficult to find, food caches can make the difference between losing your army and winning the war. Food caches are formed when a captain drops part or all of his food supply onto a field. You can form your own caches, by clicking the Drop-Food command. The amount of food dropped depends on your posture. But, because you can carry all the food you want, there's no reason to form your own caches, except maybe to leave food behind for a subordinate captain who has troops with him. (The captains themselves don't need food, although they will eat it if you give it to them.)

Food caches left behind by defeated captains contain all the food that captain was carrying. Some caches are small, and some are large, maybe even big enough to last you through an entire campaign. A food cache, which appears as a bag of grain, dropped by a defeated captain may be buried under a pile of boats or other dropped supplies. Remember, whenever you see the remains of a battle, you should check for that little bag of grain. If you don't see a cache, click the Get-Food icon, and then click the mouse pointer all over the area where the battle took place. If there is a food cache anywhere around, you'll hear your captain shout "Yeah!", and the food will be added to your storage.

Chapter 7

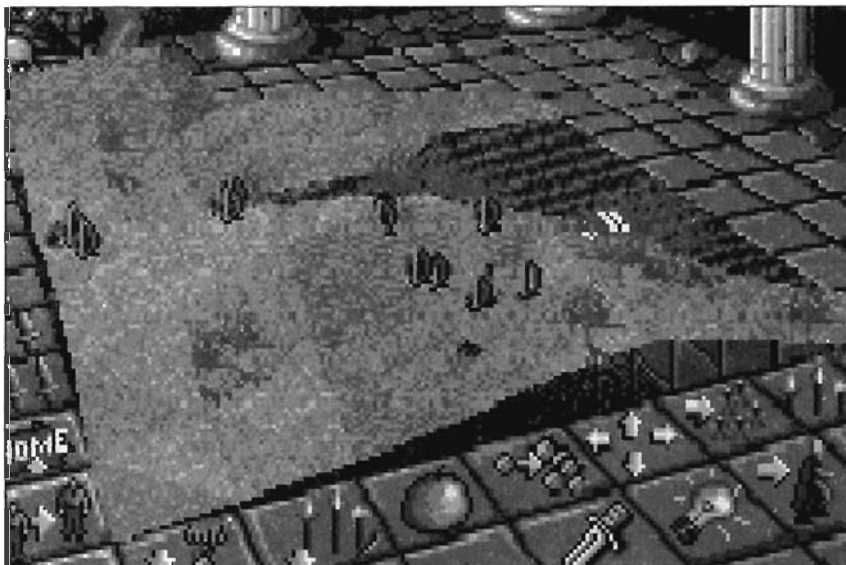
Getting the Goods: Inventing, Trading, Forming Alliances, and Scouting the Landscape

In the previous chapter, we discussed ways to keep your troops' bellies bulging. Food, however, is only one of the supplies you need during a campaign. Depending on the territory you're playing, you also need pots, boats, ploughs, bows, pikes, catapults, swords, and cannons.

Unfortunately, these supplies are rarely readily available. Mostly, they must be invented in a workshop. Only after creating them can you scoop them up and use them for trading, traveling, or dicing up an enemy army or two.

Though inventing your own supplies is easy, you might sometimes get a hankering to gather helpful goodies from enemy towns, either by trading or by forming alliances. It is surely satisfying to trade a few boats for a catapult, and then use the catapult against the town that sold it to you!

Also, occasionally you'll find supplies lying in a field, where a defeated army dropped them. There's nothing like a free fleet of boats or a dozen new bows to raise the spirits of battle-weary troops.



Occasionally, you will find supplies lying on the ground

In most territories, you can get the supplies you need by inventing. Some tougher areas, though, may force you to use many different methods. Never forget that a well-stocked army is a superior army. Let's take a detailed look at each of the four ways of acquiring supplies:

INVENTING SUPPLIES

The most common way of getting supplies for your troops is to invent them yourself. Any town with a workshop and raw materials nearby can supply you with most of the goods you need. Inventing can take a long time, though, especially if you need many inventions. If you hang around in a town, waiting for it to produce supplies, you may give the enemy first pick of the other towns on the map. Worse, you may fall victim to a surprise attack, when savage enemies swoop down upon your not-yet-armed troops.

Being successful at inventing means learning a few tricks and techniques.

Requirements for Inventing

For the most part, your posture controls the type of inventions you create. Laid-back captains are thrilled to latch onto a new boat or to grab a few pots for trading with a neighbor. High-strung captains, on the other hand, get all dizzy, sweaty, and eager when they see deadly devices like catapults and cannons. These are the guys who dream about decomposing corpses and wake up grinning. Dig?

Besides posture, there are other requirements you must meet in order to create specific items. For example, every invention (except pots) requires a particular type of raw material, and you can create most inventions only in certain locations. The chart below lists the inventions, along with the requirements for building them.

INVENTION	POSTURE	MATERIALS	LOCATION	CONDITION
Pots	Passive	None	Anywhere	No wood available
Ploughs	Passive	Wood	Near forests	No fisherman
Boats	Passive	Wood	Near water	Fisherman
Pikes	Neutral	Wood	Near forests	None
Bows	Aggressive	Wood	Near forests	No merchant
Swords	Any	Ore	Near a mine	No merchant
Catapult	Aggressive	Wood	Near forest	Merchant
Cannon	Aggressive	Ore	Near a mine	Merchant

Notice how, in order for you to invent them, some items require a merchant or a fisherman. This doesn't mean that a merchant or fisherman must be present at the time you do the inventing. It means only that a merchant or fisherman must have, at one time, lived in the town. The idea is that the merchant or fisherman trained the guys who run the workshop, so they know how to make things like boats, catapults, or cannons. Even if the original fisherman or merchant is long dead, the men in the workshop retain the skills taught them.



You must be near water to invent boats

Besides posture and available materials, the number of people working also affects the inventing process. The more people you can apply to the task, the faster the workshop will fill.

When Nothing's Getting Done

After playing a few territories, you'll notice that your troops and townspeople are often sluggish about inventing. Oh, they go through the motions, running into the woods or out to the mine, bringing materials back to the town. You can hear them hammering and sawing. Yet they make nothing.

The people in PowerMonger aren't a very responsible lot and are darn lazy. When you notice that they haven't taken your Invent order seriously, get their attention by reissuing the command. This gentle nudge is usually enough to remind them of what they're supposed to be doing.

So you never waste time waiting for devious inventors, make it a habit to issue the Invent command twice. But make sure the first command has taken effect before issuing the second.

If your men refuse to invent no matter what you do, if they set up camp in town square and stay there, they've probably run out of materials. Check the trees near the town. Are most cut down? It's not possible to invent without materials. When checking for the availability of wood, you can't rely on the overview map. All those red dots on the map may be nothing more than tree stumps. The overview map doesn't distinguish between healthy trees and rotting stumps.

TRADING FOR SUPPLIES

Inventing your own supplies can take a long time. Rather than sitting around and waiting for supplies to replenish themselves, you can go on your way, leaving the townspeople to do the work for you. But, you must return to the town to pick up the supplies. PowerMonger doesn't include a delivery service. Unless you're traveling a circular route, returning for supplies may take more time than waiting would have.

The solution to this problem is to trade for supplies. When you find a town that has already created something you need—boats or bows, for example—you can buy them from the local townspeople and then continue on your way. Of course, if the town is small enough, you can just take it over and take the supplies. But what if the town is too big? Trading (or making an alliance, which is a lot like trading) is your only recourse.

Unfortunately, trading is one of PowerMonger's most confusing commands. It's extremely difficult to know exactly what will happen with any given combination of posture and supplies on hand. Basically, when you trade, some of your food or extra supplies are traded for food or items in the town's workshop. Your posture controls which objects you're most likely to trade for, but there's really no way to predict exactly what you'll get. If your posture is set to passive, you might not be able to trade for a catapult, but may get something like boats instead (assuming there are also boats in the workshop).

Posture controls which objects a captain will trade to get. On the other hand, innate aggression controls how skilled a captain is at trading. Subordinate captains have less innate aggression than your First Captain. The further to the right on the screen the captain is, the wimpier he is. In other words, First Captains are the most successful traders.

WINNING AN ALLY

Trading is a good way to get supplies without having to wait for people to create them. But, trading is a one-time deal. Once you buy, all negotiations are closed, and you're back to being enemies. When you form an alliance, however, the arrangement is long-lasting (sometimes). Moreover, you have access not only to the food and supplies in the town where you formed the alliance, but also everything in any other town owned by your new ally (except men; you can't recruit soldiers). Until the alliance is broken by an aggressive move by either ally, you can continue to help yourself to any of your enemy's stores.

Nothing comes free. First, forging an alliance usually (but not always) requires that you pay some sort of tribute—either food or supplies. Anyway, you lose the tribute whether or not the alliance is actually formed. Also, while a successfully formed alliance gives you access to your enemy's supplies, your enemy also has access to yours. Any time he gets a hankering, he can march into one of your towns and eat himself sick, or maybe gather a new arsenal from your workshop. Still, alliances usually work to your benefit. By the time you need to create an alliance, you're low on supplies and food, anyway. Otherwise, why forge an alliance? So, until your towns produce new supplies, your enemy will have poor pickings.

Creating an alliance requires that both parties be in agreement. Unfortunately, the other captains in PowerMonger tend to be unlikable guys, the kind of people who are happy only when their neighbors are miserable. Chances are good, that, when you try to form an alliance, you'll receive a nasty insult calculated to anger you into fighting. Incidentally, although one would think that posture would help in forming alliances, it doesn't seem to make much difference. One thing that does help, though, is first trading with the captain you want as an ally. When a captain can see the color of your money, he usually becomes a jolly sort of fellow. This is because trading with a town is considered a positive act, one that creates good will. The more your enemies respect you, the more likely they'll be to trade. Conversely, if you've been attacking your prospective ally's other towns, he'd sooner cut off his lips and feed them to a sheep than trade with you.

After you've got an ally, take full advantage of him, because, eventually, you're going to have to break the alliance. After all, in order to control the territory, you have to be head honcho. Many PowerMonger players say they avoid making alliances for exactly this reason—because they feel guilty making a friend and then stabbing him in the back.

But, hey, in PowerMonger, that's what backs are for, so stab away. When you're ready to break the alliance, find a town owned by your ally, one that you know you can beat, and attack it. The alliance will be broken and your ex-friends will come charging for your blood.

SUPPLIES IN THE FIELDS

As the war for territorial dominance wages, as more and more armies fall prey to superior forces, the landscape becomes strewn with the debris of battle. In this debris, you can frequently find many valuable items: food caches, boats, bows, pikes, and just about any other type of object. This stuff is all yours for the taking by using the Get-Food icon to pick up food caches and the Equip-Invention icon to pick up supplies. Your posture has no effect when picking up objects from a field.

What's best about these war leftovers is that the other captains never bother to pick them up. This stuff will stay where it was dropped for the entire game if you don't get it. So, before you spend lots of money trying to trade or form alliances, look around in the areas near you. You may find exactly what you need—free.

RARELY NECESSARY

Most PowerMonger players have found that trading and forming alliances are rarely necessary. You can beat any territory by creating your own supplies. However, there are times when getting along with your neighbors is more beneficial than fighting with them. It's nice to know that, when your cupboards are bare, you can still get the supplies you need—even if it means stabbing a friend in the back.

Traveling the Territories: Troop Movement

In order to take over a territory, you must do a lot of troop shuffling. Your troops must travel from town to town, run from superior enemy forces, search out areas containing food or supplies, and walk around water when they have no boats. When you get right down to it, PowerMonger is as much a game of movement as of conquest.

SIMPLE MOVEMENT

Moving your troops is easy. Just click the Send-Captain icon and click a destination. When your captain starts moving, unless he's going only a short distance, your troops will go with him. You can choose your destination on either the overview map or the close-up map. Which map you should use depends on how accurately you want to place your men. The close-up map allows you to pick more specific locations than the overview map, but the close-up map restricts the type of locations you can choose.

Locations on the Overview Map

If you're not too fussy about exactly where your troops go, you can select your destination on the overview map. You can target any location,



Getting your men to move through a narrow pass isn't easy

including water. (In order to cross water, some or all of your men must have boats.) The overview map is especially useful for choosing distant locations, because you can see the actual route your men will take. When traveling long distances, your troops may face obstacles, including water and enemy towns. The overview map lets you select the most unobstructed routes to your destination.

On the other hand, when you choose your destination on the overview map, you can't control exactly where your men will go. Because of the map's larger scale, specific destinations and routes may be difficult, if not impossible, to pinpoint. Getting your men to move through a narrow pass, for example, is tough on the overview map. Be aware that your men always try to move in a straight line. Straight-line movement over long distances may leave some of your men stranded in the twists and curves of the landscape. To get past areas like this, you need to travel in shorter hops, which must be done on the close-up map.

Locations on the Close-up Map

Often, you'll need finer control over your troops' movement than is possible on the overview map. This necessitates selecting target locations from the close-up map. According to PowerMonger's manual, you have only to click the target location. However, it's not that simple.

Clicking an open area on the close-up map will get you nowhere. When targeting a location on the close-up map, you must click an object, something like a tree, a boat, or a burned-out campfire. Just about any object will do. You just can't point to open ground, which is too bad, because often that's exactly where you want to go. Only on the overview map can you send your troops to an open area.

STAYING OUT OF TROUBLE

When your troops pass close to an enemy army, they often want to fight. This is especially true when your troops are defending a town. In this case, when threatened, they automatically spring into battle. They don't care if the enemy is twice their size—or even 10 times their size. A tiny, 6-man force is just as likely to jump into the fray as a 50-man army. Obviously, if you expect your troops to survive, you must force them to listen to common sense.

When your troops take an unhealthy interest in a superior enemy force, immediately set your posture to passive (making your troops less aggressive) and then use the Send-Captain command to send them away from the danger. If your troops are defending a town, you'll probably have to issue the command many times. Until the enemies move on, your troops will keep trying to return to the town. They can't stand to let the bad guys get the upper hand.

TRAVELING OVER WATER

All the territories have water areas. Sometimes, a territory is a large island surrounded by water. In this case, except for fishing for food, you can ignore the water, because it'll never be an obstacle to troop movement. Other times, a territory may be dotted with many ponds and lakes. While you can force your troops to go around such obstacles, it is often easier to supply them all with boats, so they can take the more direct routes across the water. In other territories, the land is divided into several islands. In this case, you have no choice but to supply your troops with boats. You can't win the territory if you can't get to the enemy towns.

In many territories, water is a serious obstacle. If not all your men

have boats when your troops get to water, those with boats will cross, while those without boats will get stuck at the shoreline. If the body of water is small enough, some of these men will manage to find their way around and join up with your troops. Sometimes, though—certainly in the case of islands—those men will be left behind until they can get boats. Fragmenting your forces in this way should be avoided, since it can weaken your army considerably.

Don't let the numbers in the captain's information window fool you. When your forces become fragmented, the information window still shows the full troop count; after all, they're still in your service, even if they don't happen to be with you at the moment.

Supplying Boats to Distant Troops

If you leave men behind, even if you leave them behind on an island, you can still supply them with boats. Whenever you pick up supplies from a workshop or a field, the supplies your captain is carrying are automatically redistributed among your troops. Amazingly enough, this includes troops that are far away. For example, when you pick up a cache of boats, every man in your army who needs a boat will share the booty, no matter where he is.

Note that each member of your army can carry only one boat. Extra boats are added to your captain's extra stock and won't be distributed until you hire on new men who happen to need boats. Also, extra boats won't automatically be distributed to new recruits; you must first drop your extra boats, and then pick them up again with the Equip-Invention command. And finally, not all new troopers need boats; sometimes they're already carrying them.

Checking Who Has Boats

How do you know whether all your men have boats? You sure don't want to bring up an information window on each. That'd take too long. One method for checking is to have your captain pick up a boat. If the boat gets added to the captain's extra stock, then all your men have boats. If the boat doesn't appear as extra stock, then it was given to one of your

men. Each soldier can carry only one boat at a time, so as long as they're taking the boats your captain picks up, they need them.

Another way to test who has a boat and who doesn't is to send your captain a short way out into water, watching to see how many men go with him. Any troops that stay behind on the shore still need boats.

GETTING AROUND WATER

If you don't have enough boats for all your men, you should avoid traveling over water if you can. Keeping your men together is usually more important than taking shortcuts. However, steering your men around water areas can be tricky. Narrow fingers of land or small land bridges can fragment your army, unless you're expert at maneuvering your troops. Trying to guide your men through tight quarters on the overview map requires careful maneuvers. Remember that your troops tend to move in a straight line. You need to move in small increments rather than traversing the entire distance in one move.

WHEN YOU GET THERE

In this chapter, you learned how to get your men efficiently from one place to another. Once they get to their target locations, however, they'll frequently have to face a pack of blood-thirsty enemies who would like nothing better than to feed them to their dogs. What to do? Keep reading.

Chapter 9

Bows, Battle, and Blood: Warfare in PowerMonger

Battle strategy in PowerMonger is tough to learn, thanks to all the factors that affect combat. Many things have to be considered, including: the size of armies, the type of weapons, the population of towns, and, of course, the ever-important posture. These factors, along with a few more subtle ones, influence the outcome of your quest for territorial domination. As novice players know, it can be difficult to determine exactly what combination of characteristics will work best in any situation.

But being a successful PowerMonger is a skill that you can learn. In this chapter, we'll show you how to reign supreme on the battlefield. You'll learn all about how weapons, posture, population, and even location can turn your losing battles into high-voltage victories.

POSTURE IN BATTLE

It's difficult to say what the most significant battle factor is, but it is certain that posture plays as an important role as (if not a more important role than) such factors as weapons and army size. Posture can turn a humiliating defeat into an easy victory in individual battles and even in the game overall. How you handle posture has a cumulative

effect on your game. If you always attack towns aggressively, for example, killing all the townspeople, you'll have no new soldiers to recruit and no townspeople who can farm for food or invent supplies. Then when you take on a large enemy force, you'll find yourself in deep sheepdung.

In battle, posture controls how hard your warriors fight and whether they will be merciful toward their enemies. Likewise, the enemy's posture affects how hard he fights and whether he'll be merciful toward you. Both postures need to be considered before coming to a decision on how to handle a combat situation.

Your Starting Posture

How you control your posture in a combat situation depends on whether you're fighting a town or fighting armies in the field. When fighting towns, you should choose posture based on the town's posture and the number of people you want left alive after the fight. Because these two factors are subtly related, finding the right balance can be difficult. For example, suppose you've got an army of about 20 troops. You're about to attack a medium-sized town. There's no army camped in the town square, so you have only the town's citizens to deal with. Being a medium-sized town, the population is probably around 18 or less, so, all things being equal, you should have little trouble taking them over.

However, because the next town on your conquest route is big, you want to recruit as many men as you can from this one. If you attack with a passive posture, you won't kill more than one, or maybe two townspeople. On the other hand, if you attack with aggressive posture, and the town is aggressive, you may lose many men, maybe even the game. Do you take a chance, and stick with aggressive posture, hoping to recruit all 18 men into service? Or should you attack with neutral posture, killing half the population, but being reasonably sure of victory? If you recruit only half the people in the town, will you have enough men to beat the big town?

As you can see, there's a lot to consider with respect to posture. In a situation like the one above, if you've been unable to determine the town's posture using the techniques we discussed in a previous chapter, you should probably try a passive attack on the town. You need those extra men. Eventually, you'll have to lay your cards on the table.

Changing Posture on the Fly

So, let's say you go ahead and attack the town with passive posture, and the worst happens. They start cutting through you like a train through a cow. Is all lost? Nope. Luckily, although it's unlikely you can disengage from the enemy, PowerMonger allows you to modify your posture mid-battle. By increasing your posture to neutral, or even aggressive, you may be able to turn the battle. Let's see how switching posture mid-battle can affect the outcome of the fight.

If, after changing your posture, the battle is still going badly, you'd better make funeral plans. Your troops fight to the finish. If your captain is out of the conflict—that is, if he's standing in the background, not involved in hand-to-hand combat—you might be able to get him to retreat. If not . . . well . . . if you still possess your tower, when your captain gets mortally wounded, he may give up the fight on his own and head for the tower to recuperate. In this case, you'll probably lose all your troops, but at least you'll still be in the game.

PROTECTING YOUR CAPTAIN

How can you prevent your captain from being attacked? You can't. While you can tell your army where to attack and whom to fight, you can't control how they do it. If your captain is feeling macho and goes charging in with the rest of his men, all you can do is watch and mumble nasty things under your breath. However, although you can't force your men to follow your commands in a specific way, you can at least set up a situation that may encourage a certain behavior.

Setting Up a Front Line

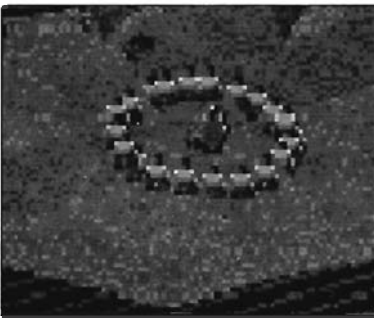
One method of protecting your captain is to give your men different types of weapons. When all your troops are using the same weapon, they tend to move into battle as a unit. (Brothers in arms, as it were.) But, when some men have bows and some have pikes, for example, your men divide into separate units, with the pikemen jumping into hand-to-hand combat and the bowmen firing from the rear. In this case, your captain

usually stays to the rear with the bowmen (he's the first to get a bow), while the pikemen hold the enemy off. This helps keep your captain alive and your nerves unjangled.

A Protective Circle

Another way to protect your captain—although this is a defensive technique more than an offensive one—is to keep him surrounded by his men. Although you can't command your men to do this, you can, again, contrive situations in which this happens. Specifically, when your army is camped in the field or when they are camped in a town square, they automatically circle your captain. If your men are camped in the town square when they get attacked, your leader gets a little extra

protection, because the captain is covered from every direction.



When camped, the troops surround their captain in a defensive circle.

Some players have also found it helpful to move their men into an enemy town square, so they set up a camp circle, before attacking a town. While we haven't had much luck with this technique, it might be something to try. The danger is that your men might rush off and leave your leader standing alone in the center of the town—not a good place to be when the town wants your blood.

WEAPONS

Like posture, weapons also heavily influence battle. In fact, sometimes, superior weapons may actually overcome big differences in posture. For example, a passive army toting a catapult can easily overcome a big, aggressive enemy army (assuming the enemy doesn't also have a catapult, of course). Unfortunately, the enemy can use the same weapons you can. So, it's a good idea to have some idea of what you're up against before attacking an enemy army. You sure don't want to fight one with a catapult or a cannon, if you don't have one, too. Luckily, about the only

time you'll run into an enemy catapult or cannon is when you're attacking a town. Enemy soldiers hardly ever take them into the field.

In PowerMonger, each of your troops can have one of four weapons: fists, pikes, bows, and swords. In addition, your captain has the honor of lugging around a catapult or a cannon, if you have one. Obviously, fists are the weakest weapons. Still, when fighting an unarmed enemy army, fists do quite nicely, thank you. Pikes and swords are effective weapons for close-in fighting, and are particularly nice when combined with bows, since the men carrying pikes will stay to the front, holding back enemy troops and protecting your captain from exposure to hand-to-hand combat.

As far as hand weapons go, bows are the best. When your army is fully armed with bows, inferior armies (those without bows) are destroyed almost immediately. Remember that, though bows are quite deadly, it's a good idea to have some men armed with pikes or swords in order to handle the front lines.

The real powerhouses are catapults and cannons. When you bring one of these babies into battle, you'll send scores of angels heavenward. Invent a catapult as soon as you can. Some large towns can be conquered only with a catapult or a cannon.

NUMBER OF TROOPS

It doesn't take a genius to figure out that big armies are tough armies. However, when you start building up your troops, there are several things you must keep in mind. First, big armies consume food at an alarming rate. Unless you already have a very large food supply, or food is plentiful in the territory, you should try to keep your troops lean and mean. A 25- to 30-man army of well-armed men is usually sufficient to take on most small- and medium-sized towns. If food is at a premium, it may be prudent to make big towns last on your conquest route. Then you won't need to worry as much about keeping up a good food supply, since you can keep your army small until the last.

Another thing to keep in mind when building up your troops is the number of men you might need to leave behind in order to produce food or invent. Leaving men to work in towns can give you a continual supply



*When you bring a catapult into battle,
you will send scores of angels heavenward*

of goods and reinforcements. Of course, there's always the chance that an enemy army will take over your town and get all the supplies.

No matter how large your army, remember that both their weapons and their posture will help determine how well they do in battle. A small, aggressive, well-armed army is a killing machine, whereas a big, passive, bare-handed army is little more than a food hog.

HANDLING BIG ENEMY ARMIES

In some territories, the enemy will amass huge squads of men, against which you have as much chance as a snowflake in the Sahara. No matter how you attack them, you'll come out on the bloody end of the stick. In cases like these, the best way to fight is not to fight. Remember that big armies consume much food and need many supplies. Chances are, if you just wait them out, the army will eventually crumble under its own weight, with most of the men returning to their home towns. If you happen to be the new ruler of that home town, the returning men automatically switch sides and become loyal to you.

Another thing to try is to move from one end of the territory to the other, drawing the enemy after you. (This works only with some enemy armies; you'll know which ones, because they follow you everywhere.) Try to lead your men through narrow passes and other difficult terrain,

which may cause the enemy army to fragment. When a small group of enemy soldiers gets left behind, attack and kill them. In this way, you can whittle away at the main force, slowly cutting it down to your size.

While you're running around, you should take over every town you can. If the enemy's troops should suddenly leave his service, you may get a quick increase in loyal townspeople. After you take over a town, see how close the enemy army is to you. If you have a little time, start inventing better weapons. If you get interrupted, that's okay. The inventing process is cumulative. In other words, the next time you get back to that town and invent, you'll take up where you left off. Your previous work won't be lost.

In order to keep track of an enemy army's location, find its captain (or at least one of his men) and open his information window. (Click on the Query icon and then on the man.) Move the window up out of the way and continue playing. Whenever you want to know where that army is, click the information window's Eye icon, which will center the close-up map around the window's subject. If you open an enemy captain's information window, you can keep an eye on his health. Decreasing health may mean that he's running out of food.

Another advantage of staying out of the enemy armies' way is that they will fight each other, weakening the armies and leaving battlefields loaded with abandoned goodies, like food caches, boats, and weapons. Because the enemy soldiers never bother to pick this stuff up, it's yours for the taking.

SUBORDINATE CAPTAINS

You can sometimes use subordinate captains to take over towns. Frequently, however, doing this is more effort than it's worth. First, depending on how far away the captain is from your First Captain, it may take a long time for him to receive his orders. This means that subordinate captains are good for doing only one thing at a time. Without knowing the results of a previous order, it's hard to issue a second or third one. Stacking commands in an effort to speed up the process is rarely successful.

Second, giving a subordinate captain his own army means not only reducing the size of your own army (which may be okay in some

circumstances), but also dividing up your food supply. While a subordinate captain doesn't need food himself (I don't know what these captains eat), his troops sure do. If he doesn't have food to give them, they will desert. In many territories, there just isn't enough food around to supply more than one army.

Finally, subordinate captains are less aggressive than your First Captain. The farther to the right they are on your screen, the less aggressive they are. In other words, some subordinate captains may not have the fighting spirit.

If you insist on using a subordinate captain to fight, the best way is to assign him a limited number of troops, give him only enough food to get him where you want to him to go, and then send him on a suicide mission to weaken a particularly tough town or army. If they happen to take over the town, when the food runs out, the surviving soldiers will return to their home towns. If they lose the fight, the subordinate captain will probably die, but then you can use your First Captain and his troops to mop up the town (unless the suicide attack was ineffective).

Subordinate captains are best used as spies or as leaders of towns. As spies, if they are successful in infiltrating an enemy force, its troops will appear on your overview map, allowing you to keep track of them. If you leave a subordinate captain behind in a town, you can give the town orders from a distance, without having to involve your own men. For example, if you need more bows, you can issue the subordinate captain an Invent command, and when you get to the town, your bows will be ready and waiting for you.

A MYRIAD OF WAYS TO PLAY

Battle strategies vary from one territory to the next. Although we can give you general guidelines to employ when conducting your conquest, it is up to you to apply those guidelines in creative ways. Defeating some territories may take several attempts, while others will fall before you with ease. The trick is to find the right combination of moves by careful trial-and-error warfare. Some territories are harder than others, but you can beat every one.

Chapter 10

The Four Seasons: Effects of Weather

We said that PowerMonger is, in a limited way, actually a simulation, because its makers attempted to create a complete and realistic world. Every “person” in the game has an identity, including a home and a job. These people live their lives in a computer real-time, farming, building, traveling, and fighting. Because PowerMonger attempts to simulate life on another planet, climate has to be considered. The world of PowerMonger does, in fact, cycle through four seasons: spring, summer, winter, and autumn. As the seasons change, life in PowerMonger’s world is affected in subtle and not-so-subtle ways.

DISCERNING THE SEASON

Because troop movement and the availability of supplies are affected by weather changes, knowing the current season is helpful when formulating a battle plan. Luckily, it’s easy to identify seasonal changes in PowerMonger, as well as identify the seasons themselves.

During a game, the change of season is accompanied by a kind of whooshing sound, at which point trees transform into their appropriate look for the current time of year. In winter, all trees except evergreens are brown and leafless. Evergreens stay green year-round. (Gee, I wonder if that’s why they call them evergreens.) In spring, trees sprout a cloak of

white buds; in summer, they are fully green; and in the fall, their leaves turn brown.

If you want to be sure of the season, you can target a tree with the Query command. You'll get a small information window, telling you the tree's type, its location, and the season.

THE COLD OF WINTER

Winter is an unproductive time for the people in PowerMonger. It is, in fact, the most disruptive of seasons, the one that forces the most significant changes on your battle plans. Crops don't grow worth a darn in frozen ground, so food shortages are common in cold months. Unless a town has managed to sock away a good-sized storage cache, hungry people will be roaming the streets. How does this food shortage affect you? Well, if the food shortage is limited to enemy towns, it hardly affects you at all (except that a starving enemy may be a weak one). But when your own towns are starving, you are faced with two major problems—hungry people and angry people.



Starving townspeople are grumpy and aren't willing to do much in your behalf.

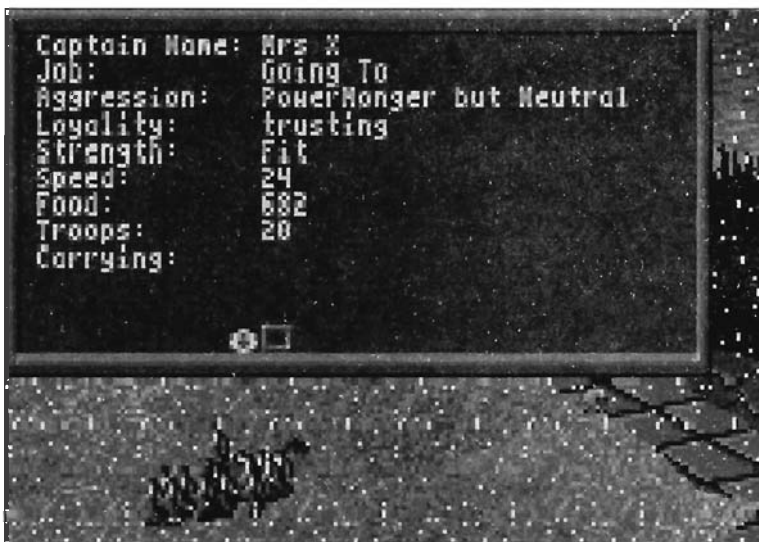
Activities in Winter

Whether your people are starving or eating, they have to keep busy through those long, dark, winter months. Remember, that these guys know nothing about skiing or ice skating, so they get pretty bored. Usually during the winter months, townspeople turn to inventing to keep their minds off the snow and ice. When the workshop is slow (maybe due to a shortage of materials), they like to rebuild ruins. If you watch a ruined building long enough, eventually you'll see the townspeople set to work repairing it. And once they get busy on it, they usually finish the job within a couple of years, which isn't bad considering they work only in the winter.

Some winters, if they're really feeling blue, townspeople will not even bother to leave their homes. They'll just sit by the fire and plan their leader's downfall. Hopefully, they won't be talking about you.

Weather in Winter

With howling north winds come blizzards. You can expect a snow storm or two. Luckily, in PowerMonger, you don't have to shovel walks or plow



When roads get slicked with snow and ice, troops move slowly

streets. However, bad weather can put a damper on your travel plans. Consider that an unencumbered captain can travel at a speed of 40 in normal weather. During winter that rate is reduced to 32. When roads get slicked with snow and ice, movement rate is reduced to only 16.

Try to do all your traveling in other seasons. Winter is not kind to the road weary.

SPRING

When spring arrives, trees are suddenly popping with white buds and the sleeping earth comes to life. In this season, life in towns starts to return to normal. Busy-work, like rebuilding ruins, comes to a halt, as townspeople put their all to farming, inventing, and producing new offspring. Although, the difference seems only slight, new births seem to increase in spring. (I guess that's what happens when you've got a lot of bored people lying around the house all winter.)

In a small town, when all the townspeople get busy farming, they can produce as much as (and sometimes even a little more than) 100 units of food. Big towns, with their larger populations, can produce much more. Even when they have enough food, during the spring townspeople like to continue farming, stocking up for the long winter months that will return. They aren't likely to turn to inventing unless you order them to.

Weather in spring is usually fairly mild. It's not unusual to have a spring shower or two, which can slow troop movement somewhat. Wet roads can slow your troops from their standard speed of 40 to about 24.

SUMMER

With summer, come dry months. Food production seems slightly lower in this time of year, but not by much. If townspeople were farming or fishing through the spring, they will continue to do so when summer rolls along, unless you order them to do otherwise. A little bit of heat doesn't keep them from their work.

Summer is the best season for traveling, because it hardly ever rains. And it certainly never snows. Warm-weather travels can get you where you want to go much faster than travel in other seasons. So, have your

troops put on their hiking boots and take to the field. Save your inventing and other in-town activities for the bad weather.

AUTUMN

Autumn is another rainy season, which means that farming is productive, but traveling may be slow at times. Still, you can't keep your troops cooped up in a town just because of a little rain. They won't melt, you know. If you need to stop to invent new supplies, fall isn't a bad time, since you can continue your inventing on into the winter months, which will arrive before you know it. If you don't need supplies, keep your troops moving. Save town activities for the cold months.

A SEASON SUMMARY

All in all, winter is the only season that affects game play significantly. Winter's snow storms slow troop movements to a crawl, and the complete halt of food production can leave both townspeople and troops alike scavenging for belly-fillers. (Of course, troops have the advantage of being able to slaughter sheep, should they find any roaming about in the snow.) Except for the lack of rain in summer months, the three remaining seasons are very similar. When planning your strategy, however, be sure to take advantage of summer's good weather to move your troops to new areas.