HEROES of Might and Magic II™ GOLD

NEW WORLD COMPUTING®

Heroes of Might and Magic II Gold
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First Edition

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Table of Contents

Introduction	v
What's New	vi
Basic Operations	8
Tutorial	9
Main Menu	18
Standard Game	18
Campaign Game	21
Multiplayer Game	21
Adventure Screen	25
Adventure Window	25
Adventure Buttons	27
Options	28
Game Play	32
Town Screen	36
Castle Screen	38
Hero Screen	42
Movement	47
Secondary Skills	48
Skill Advancement	50
Hero Trading	52
Kingdom Overview	53
Combat	54
General Options	55
Combat Options	58
Siege Combat	59
Spells	61
Creatures	74
Structures	95
Editor	118
Keyboard Shortcuts	122
Technical Support	124
Hints on the New Maps	125

Introduction

Heroes of Might and Magic II Gold combines fantasy and strategy in a battle for territory and resources. Players must fight between one and five enemy warlords to conquer new lands, collect resources and artifacts, and capture towns. These towns need to be fortified and upgraded to produce and supply new armies. Strategic planning and tactical cunning need to be combined and balanced for victory.

What's New

Heroes of Might and Magic II, the sequel to the first Heroes of Might and Magic, has many new features and improvements. If you have played the first Heroes, here is a list of the major changes in Heroes II. Elements in the manual that refer to changes in Heroes of Might and Magic II: The Price of Loyalty are labeled (PoL). You can find more detailed information on each item in the appropriate section of the manual.

Spells: The spell system now uses a spell points instead of spell memorization. You permanently learn spells from the Mage Guilds, but have a finite number of spell points to cast those spells. Many new spells have been added, and the spells are now categorized in five levels, as opposed to four.

Combat: The battlefield has been enlarged, and new creatures have been added. Creatures can now be affected by more than one non-contradictory spell at the same time (Curse, Slow, and Protection can all be affecting a single creature).

Heroes: Two new hero types are available, the Wizard and the Necromancer. The Wizard is a powerful spellcaster with an army of magical creatures, and the Necromancer is a spellcaster that commands the undead.

Heroes now learn secondary skills, such as Archery and Leadership. Some of these skills duplicate the innate abilities of the hero types in the first Heroes (Pathfinding for the Barbarian, Navigation for the Sorceress). Heroes can know a maximum of eight secondary skills, and there are 14 skills to choose from. These skills are learned when a hero advances in level.

Towns: Towns have new defensive improvements, and some completely brand new buildings, like the statue and the marketplace. Some creature dwellings can be upgraded to produce new, upgraded creatures.

Creatures: Certain creatures can be upgraded, generally becoming faster and tougher, though some creatures aquire special abilities when upgraded. Two new groups of crea-

tures have been added, one for the Wizard and one for the Necromancer.

Adventure: The size of the maps can be smaller or larger than before (up to 1/4 the area to 4 times the area). Many scenarios will now have different victory or loss conditions instead of the standard 'Kill 'em all.' These special circumstances will be explained when you start the scenario. Two new terrain types, cracked wasteland and beach, and many new adventure objects have been added.

Campaign: The primary campaign of Heroes II allows you to choose which of Lord Ironfist's sons you will aid in succeeding to the throne, Roland or Archibald. Each side has a different set of elaborate and interesting scenarios, so be sure to try them both.

If you are not sure what something does, R-clicking on it will give quick information. This works on buttons, skills, artifacts, creatures, spells, buildings, heroes, objects on the map– almost anything you can find.

Have fun, and watch out for the Black Dragons!

Basic Operations

Mouse

When you are instructed to click on something, point to the object and click with the left mouse button. 'R-click' means click with the right mouse button.

You can get information on most things in the game by R-clicking on them. Most R-click information requires that you hold down the mouse key to read the information.

File Selector

When loading or saving a games, you will be presented with a standard File Selector window. To select a file, click on the name to highlight it. The name will now appear in the red bar at the botton of the list. Click on OKAY. Click on the CANCEL to exit the menu without making a selection, or press the ESC key.

If the list is longer than the display, you can scroll through the list in two ways. Along the right side of the list is the slider bar and two arrow buttons. Click on either arrow button to scroll in the direction indicated by the arrow. To get to a selection quickly on a long list, drag the slider bar in the direction you want.

Tutorial

Don't have the patience to explore rulebooks? Want to learn the basics quickly so you can dive into the game? This is where you want to start. This tutorial will walk you through a few turns of the Tutorial scenario.

From the Main Menu, click on Load. Then click on Standard Game from the next menu. That menu will be replaced by the File Selector. Click on the file name, Tutorial, to highlight it. The name of the file will also appear in the dark brown bar just above the two buttons at the bottom of the File Selector. Click on Okay.

After the game loads, you will find yourself on the Adventure Screen. The big window on the left is the Adventure Map. That's your castle in the middle with your starting hero sitting astride a horse at its entrance. On the right are a variety of controls and indicators. Let's explore these for a moment.

In the upper right is the World Map. There's a pink box around the area of the map that is displayed in the Adventure Map window. You start off only knowing a short distance beyond your own castle. As you move your heroes about, more of the map becomes visible. You can scroll the Adventure Map in a number of ways. Move the cursor to the extreme edge of the screen and the Adventure Map will

scroll in that direction. Give it a try. If you scroll too far and can no longer tell where you are, look up in the World Map. Place the cursor over the green blob that represents known terrain and click. The castle and the surrounding environs are displayed again in the Adventure Map window.

Below the World Map is a display showing your heroes and castles. This is the hero and castle locator. The blue-eyed woman is the hero you happened to start with. There is a light blue outline around her box, indicating she is the "active" hero. Place the cursor over her picture and R-click and hold the button down. A window will come up displaying her name, stats, and the type and number of troops that are accompanying her. Release the mouse button and the display disappears (you can R-click on many things in the game to get this kind of quick information). The blank boxes below Gwenneth (your hero) and your castle are for future heroes and castles.

Beneath the hero and castle selectors are eight buttons that will aid in playing the game. We'll discuss these as we go through the tutorial.

The bottom display is the Information Window. It currently shows the active hero’s army. Place the cursor over this window and click. It now shows the amount of resources, towns, and castles you control. It will automatically return to the army display after a few seconds. Click on it again a couple of times. It will now show you the month, week, and day. New recruits become available at the start of each week, so it's wise to keep track of the time. This tutorial begins a few days into the week so that several buildings could be added to your castle to get you into the thick of things faster.

Place the cursor over the castle next to your hero's icon in the castle selector and click (but not on the monochromatic castle in the group of eight buttons). The castle now has the blue box around it, indicating it is active. The Status Window also changes to display your resources, since your hero is no longer active. Click on the castle a second time to bring up the castle display.

Along the top of the castle window are the dwelling places of your potential recruits and the exterior of the castle. Place the cursor over any of the structures and R-click (holding

the button down) to see a description of it. Three of the structures are dwellings where you can recruit troops. The troop type, cost per unit, and the number available are listed. You will notice that nobody seems to be home at the moment (we already hired them into your army).

Along the bottom of the screen is your hero's portrait, indicating she is in the castle. Her accompanying troops are displayed in the row of boxes to her right. You can have up to five different troop types in any hero's army. Note that there are two spaces available in Gwenneth's army, indicated by the horse's head. Let's fill those up.

Click on the castle near the top of the screen. The entire display now shows the various dwellings that can be purchased. You already have the Thatched Hut, Archery Range, Blacksmith, Tavern and Well structures (marked by the yellow check). The Archery Range and Blacksmith each have a red X. Though you have the dwellings, you have not as yet purchased the upgrades, nor can you until specific prerequisites are met. Upgrades improve the quality of troops these dwellings normally provide. The Shipyard, Jousting Arena, and Cathedral have prerequisites you don't currently have and are also marked with a red X. The two portraits near the right side of the screen are the heroes that are available for hire this week. You can only have one hero in a castle at a time, so these heroes are also marked with an X. You can R-click on any on the buildings to get more information about them. For now, place the cursor over the Armory and click.

A window comes up telling you that the Armory produces Swordsmen. It also requires the Tavern and Thatched Hut to be present in the town (which we built for you already). It will take 10 ore, 10 wood, and 2000 gold to build. A quick glance to the resources that are displayed on the lower right of the screen reveals you have the necessities. Click on Okay.

The display shows the castle exterior again, and the Armory is the red-roofed building near the middle of your screen. Let's recruit some Swordsmen to fill out our army. Click on the Armory and a window entitled Recruit Swordsman comes up. There are four available at 250 gold each. You can click on the up and down arrows to select the number of troops you want to recruit, but in this case, it is easier to just click on the Max button. That will automatically choose the maximum that you can afford, up the limits of how many are available. Click on Max if you haven't already done so, and then click on Okay.

Four Swordsmen have been added to your castle garrison. The garrison occupies the five boxes above the hero's army. They will defend your castle if a hero isn't there, but might not be involved if a hero and accompanying army is in the castle. To transfer the troops from the garrison to your army, first click on the Swordsmen. This highlights them with a red outline. Now place the cursor over the empty space of the hero's army at the lower right and click. The Swordsmen are now part of Gwenneth's army. You can transfer troops from box to box by clicking on one troop, and then clicking on the troop that you want them to exchange places with. You may also do partial troop transfers if the need should

arise by holding down the Shift key when transferring troops.

There are no more troops available for now, and you can only make one improvement in your castle per turn– it's time for Gwenneth to go adventuring. Click on the Exit button on the lower right.

We are back to the Adventure Window. Note that Gwenneth has the blue border around her box indicating she is the active hero. Move the cursor around a bit in the Adventure Map. The cursor will change depending on what it is over. Move the cursor over the treasure chest that is sparkling just below and to the left of the castle entrance. As you move the cursor it will change from either a spear or a horse to a rearing horse as it is placed over the chest. The rearing horse indicates that there is an event there that the hero can interact with. Once the horse is in the rearing position, click. A green path of arrows is now displayed. This indicates the path the hero will take. She'll avoid all events, encounters and obstacles to get to the destination you clicked on, now marked by a green X. Your hero can reach anywhere along the path this turn where it is green. When the path or destination turns red, the hero won't reach there until subsequent turns. Once the path is set, click on the destination a second time and the hero will move along the path towards the destination. Do that now.

You found some gold! You can either keep the gold or distribute it to the peasants for experience. At the start of each turn, you accumulate 1000 gold for each castle you own, 250 for each town, and 1000 for each gold mine. Building up your castle and army is an expensive proposition, so the gold is needed there. At the same time, if you take the experience, your hero's stats will eventually improve, becoming better in combat or spellcasting, and will also gain new skills. For the purposes of this tutorial, click on Yes, but learning when to choose one or the other is something your own experience and style will dictate.

Look next to your hero's portrait and you'll see a yellow bar indicating the amount of movement she has left this turn. Be aware that it doesn't start at the top of the bar– there are items that can improve her movement beyond the normal. Gwenneth still has some movement left, so let's set a new destination. Click on the sparkling fountain below and

slightly to the right of your castle, making sure you have the rearing horse symbol. Note the numeral 2 on the right of the horse. That means it will take all of Gwenneth's movement this turn, and at least part of her movement next turn to reach there. Click to set the path. The destination is marked with a red X this time, indicating you can't reach there this turn. Move the cursor over to the button with the horse icon near the right side of the screen and click. This is the Move button, an alternate command that tells your hero to move along the path once it is set.

That's all for this turn. Click on the hourglass button. The Status Window will show the computer players thinking and the cursor will become a sundial. Once the cursor changes back and the Status Window reverts to Gwenneth's army, you can continue.

The red X is now green. Click on the Move button and Gwenneth continues along the path you set last turn. A message box pops up and informs you that by drinking from the fountain you will gain luck for your next battle. Good luck allows your troops to do double damage for an attack in combat– watch the rainbow arch towards your warriors when it happens.

Click on the pile of wood neatly stacked to the left of the road leading towards the bottom of the screen and move your hero there. Roads are easier to move along than other types of terrain. Don't worry about trying to precisely move along the road; your hero will do that automatically if it is to your advantage. A message will appear briefly in the Status Window saying that you have found a small amount of wood and will give the exact amount.

As you moved towards the woodpile, more of the Adventure Map was revealed to you. The hero unveils the map a set distance away as she moves about. Just to the left of where the woodpile used to be is a wooden shack and wagon. R-click on it and you can see that it is a sawmill. The sawmill produces two units of wood each turn as long as you own it. Place the cursor over the front of the sawmill (be sure you have the rearing horse cursor icon) and click twice. Read the text then click on Okay. Note that there is now a blue flag flying over the sawmill, indicating that you own it. It will continue to add two units of wood

to your resources at the start of each turn until some other faction's hero captures it.

Below the sawmill and to the right there's a wooden signpost. Move to that. You'll run out of movement before you get there. Click on the hour glass and when it is your turn again, click on the move icon. Read the message and than click on Okay. Messages may give important clues and it might be wise to stop and read them along the way.

The putrid green zombies on the right side of the map are guarding a small treasure cache, daring Gwenneth to try and defeat them. No self-respecting hero can pass up the challenge like that, so place the cursor over the zombies. Note that the cursor becomes a sword. This indicates if you move there, a battle will take place. Go ahead and move to the zombies.

The combat screen shows terrain similar to the type the combat started on in the Adventure Map. On the left side of the screen is the moving player's troops (the Attacker), and on the right is the encountered group (the Defender). Thus, your troops will be lined up on the left in any combat during your turn, and on the right in any combat during another player's turn. Your troops are lined up from top to bottom in the same order that they were lined up from left to right in your hero's display back at the castle.

Combat is fought in a series of rounds, with each unit getting to move and possibly attack once each round. The faster the unit's Speed, the sooner it moves in the combat round. The computer will determine which unit gets to move first. Your Pikemen are your fastest unit and will have a glowing yellow outline when they are ready to be moved. R-click on them to see their statistics. Now move the cursor around the field. You can move the Pikemen to any position on the field where you see the Running Man icon. All you need to do is click on the spot you want them to move to. An X with a circle behind it indicates a spot they can't move to. Some terrain may be impassable (usually marked by a tree, pit, bush, the odd flow of lava, etc.).

On the extreme left is your hero, mounted on a horse with your banner waving in the breeze. Place the cursor over the hero– when the cursor changes to a helmet, click. A window will pop up with Gwenneth's picture, her stats, and a group of four buttons.

These are the General's Options. Starting on the left is the Cast Spell button (the gesturing hand). The Cast Spell button is darkened and can't be selected because Gwenneth doesn't have any spells. The next button to the right is the Retreat button (the running knight). Retreating loses all of your hero's troops, but she'll make her way back to any of your castles with her experience and artifacts intact and can be recruited again. The next button is the Surrender option (the white flag). This is similar to the Retreat option except all your troops stay with your hero , but you must pay a penalty to the opposing General. The more troops, the bigger the payment. To surrender, there must be an opposing player's General to surrender to, and these zombies don't have one. Heroes are your commanders: they direct your units (through you) on the battlefield, add their offensive and defensive bonuses, and cast spells, but do not move about like their troops. Click on the last button (four arrows) to exit the General's Options.

Your Pikemen are still waiting patiently for orders. Move the cursor straight to the right of the Pikemen until you get the X symbol. Now back it up just a little until you get the Running Man back. That's the limit of how far they can move. Go ahead and click. One of the zombie groups will come charging forward, but won't be able to reach you. Your Swordsmen's turn is next– move them forward the same as you did the Pikemen (you might have to move the cursor up or down a bit to get around a big rock). Time to soften them up a bit. After some more zombies shamble up, your archers should be glowing. They are armed with arrows that can strike at a distance. Place the cursor

over the nearest zombie. The cursor becomes an arrow, indicating you can fire at the group without moving. Go ahead and click. The arrow is fired (R-click on the archer to see how many shots she has left) and the zombie group is greatly diminished or wiped out. Troops with distance weapons have their attack damage halved if an enemy group is next to them, so it is best to guard them and not advance. Your Peasant group is the slowest, and can't get close enough to attack. Have them timidly creep forward as best they can.

Just to throw a monkey wrench into this tutorial some of your troops may, due to high morale, get another move (it'll be obvious: a big golden bird appears above the inspired troop's head). Just click the Skip button in the lower right for now, but normally this is a great time to sneak in an extra attack.

All the units have moved and a new round starts. Your Pikemen will move first. There should be one or more zombie groups within range of your Pikemen. Place the cursor near the closest zombie pack. It should change to a sword. The direction the sword is pointing from indicates where the Pikemen will be when they attack. There's definite tactical considerations, but for the purposes of this tutorial, it doesn't matter which direction. Choose one and click. Your Pikemen will lower their weapon and attack. Any zombies that survive will then strike back.

Be aware that a group only gets a strike back against a unit next to them, and will only do so against the first unit to attack them that round. Ganging up on one target can save wear and tear on your army.

With the basics of combat under your belt, this tutorial now abandons you to your fate (no whining- you should be able to obliterate those zombies with Gwenneth's army). Feel free to continue on with the scenario, referring to the manual as questions arise. New recruits will be available at your castle next turn. It might be wise to recruit a second hero, build up another army (while staying put to guard the castle), while Gwenneth explores the countryside. Don't forget to build up the structures in your castle to get new types of units. Happy adventuring!

Main Menu

Five options are presented in the Main Menu, each of these in detail are:

New Game

This option begins a new game of Heroes II. After selecting New Game, a second window will appear offering three different types of game to play:

Standard Game: A single scenario played by a single player.
Campaign Game: Multiple scenarios played by a single player.
Multiplayer Game: A single scenario played by multiple players.

Standard Game: After selecting Standard Game, you must choose which scenario you wish to play. Clicking on the red bar labeled Scenario opens the scenario selection window. The buttons at the top of the scenario selection window will show only the scenarios of the size you select e.g. Clicking the S button shows only the small maps.

Each scenario is labeled by:

Size: The dimensions of the map: Small, Medium, Large, and Extra-Large.

Number of Players: From two through six.

Win Conditions: How you win the scenario.

Standard: Capture all opposing castles and defeat all opposing heroes.

Capture Castle: Capture a specific castle.

Defeat Hero: Defeat a particular enemy hero.

Find Artifact: Find a particular artifact.

Wealth: Accumulate a specific amount of gold in your treasury.

Team: Your team must defeat the opposing team (1 to 5 other players).

Loss Conditions: How you lose the scenario.

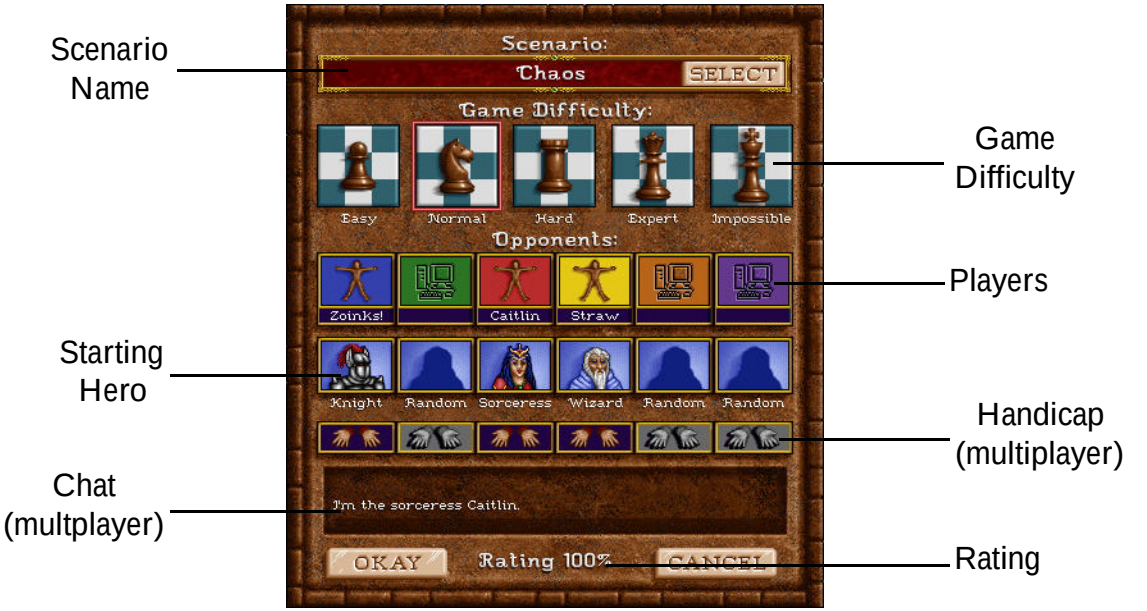
Standard: Lose all your heroes and castles.

Lose Castle: Lose a particular castle.

Lose Hero: Lose a particular hero.

Time Limit: Fail to complete objectives before time runs out.

Each scenario has a small description displayed at the bottom of the scenario selection window. Included in this section is the difficulty rating of the map, harder difficulties generally indicate the human player is penalized– either by fewer resources, tougher creatures near the starting castle, or the computer players starting with a distinct advantage.



After selecting the scenario, you must choose which game difficulty level to play at. The difficulty is changed by selecting from the ratings at the top of the screen– Easy, Normal, Hard, Expert, or Impossible. Game difficulty affects the resources you begin with, the resources the computer players begin with, and the intelligence of the computer opponents.

Next, you need to determine which color you will be. The color you select determines where you start on the map– if you select the same color on the same scenario, you will always begin in the same place. To change colors, click on the color you wish to be. If the color you wish to switch to is grayed out, then that color cannot be chosen by a human player.

If the hero picture below your color has a blue background, then you are able to select which hero type you wish to begin the scenario with. Click on the picture to cycle through the hero types. If the background is gray, then that color is always that hero type– it can never change. If the picture is a silhouette of multiple people, then that position begins with different types of heroes and towns.

Campaign Game: Selecting this option begins the Campaign Game. After the introduction, you must choose which lord to serve– the noble Roland or the treacherous Archibald. This is the only option you have in the Campaign Game.

Multiplayer Game: This option allows you to play Heroes II with other humans. Selecting this option brings up a second window which allows you to determine which communications device you will use to play multiplayer. In each multiplayer mode, you must select a Player Name, which is used to identify you throughout the game.

Hotseat: In the Hotseat Window you need to select the number of players and whether you wish to enter the players' names.

Network: In the Network Window you select the type of network you will be playing over. You can play over IPX and NetBios networks, or over the Internet using TCP/IP. IPX and TCP/IP are only available in the Windows 95 version. After selecting the type of network, you need to select whether you are the host or the guest. Each game has only one Host, and the Host sets up the game. All other players are Guests in the game. If the game was set up using TCP/IP, then each Guest must input the Host's IP address to connect.

Note: To use TCP/IP you must have Internet access, usually through an Internet Service Provider (ISP). All guests must know the host's IP address. For some ISP's, your IP address is always the same, otherwise it changes each time you access the Internet. To determine your IP address, type WINIPCFG at a DOS prompt.

Modem: In the Modem Window, you select whether you are the Host (Dials) or Guest (Answers). Both players must then select the Modem Config button (only the first time you play a modem game) to select the COM port their modem is located at and the desired speed of the connection. The Host then inputs the phone number of the Guest.

Direct Connect: In the Direct Connect Window, you select whether you are Host

or Guest. Select the COM port you are connecting from, and the desired speed of the connection.

Multiplayer Scenario Select Window: From this window, the Host of the game selects the scenario that will be played. Each player selects what color they will play, and which hero type they will be (if that option is available). The game Difficulty for all players is set by the Host, but any player may opt to take a mild or severe handicap. Severe handicap, represented by the chained hands, means that you start with 30% fewer resources and you generate 30% less gold and resources per turn. Mild handicap, represented by roped hands, is 15% fewer resources. The area at the bottom is a chat window, just type in your message and hit the enter key.

Load Game

This option loads a previously saved game, either Standard, Campaign, or Multiplayer. Select the type of saved game you wish to load. All options will bring up a standard File Select window. Simply click on the name of the scenario you wish to load, then click Okay to load the game.

Credits

This option brings up the names of all the people who contributed to the creation of Heroes of Might and Magic II: The Succession Wars.

High Scores

This option brings up the list of the High Scores achieved in Heroes II. The Campaign button displays the best Campaign scores.

Quit

This option closes the program and returns you to your operating system.

Campaign Games

The Price of Loyalty includes four entirely separate campaigns. These are accessed by selecting the existing campaign button from the main menu, and then selecting the Expansion button. If you would like to play the original Archibald vs. Roland conflict, select the Original button.

After selecting the Expansion button, a screen will come up prompting a choice of which of the new campaigns you desire to play:

The Price of Loyalty (Long Campaign)

On orders from your Emperor, you attempt to claim an ancient artifact of great power. Unfortunately, an old friend has become a powerful rival, and is attempting to claim the artifact before you. The fate of the empire balances on who retrieves the artifact first.

Descendants (Long Campaign)

You must guide a royal family as it passes from generation to generation. Your kingdom develops over time, gaining allies and enemies. Defend against internal and external threats to preserve your kingdom and grow in power. You must defeat the nearby rival kingdom!

The Wizard's Isle (Short Campaign)

A mysterious chain of islands has risen from the sea, and are rich with powerful magic. You, as well as many other eager mages, seek to control this mighty force. Whomever can control these islands will shape the destiny of the next age.

The Voyage Home (Short Campaign)

After voyaging to the outer islands of the kingdom, your ship has been wrecked by a massive storm. You must find a way to journey back to the mainland. On your return, you find a civil war has started, and you must choose which side to join.

Adventure Screen

Adventure Window

All game actions take place on the Adventure Window. From here you can examine the surrounding countryside and move your heroes. The black areas on the Adventure Window are the areas that you have not explored. Each town and hero you control will "light up" the black areas of the map around them. To scroll the Adventure Window, move the cursor to an edge of the screen– the cursor will change to an arrow, indicating the direction of the scrolling.

World Map

The upper right section of the Adventure Screen is the World Map, which shows the world as you know it. Explored sections are lit up, and unexplored areas are blacked out.

The pink rectangle within this map shows the portion of the world currently visible in the Adventure Window. Clicking within this rectangle and dragging it around the World Map will scroll the view in the Adventure Window. Clicking in the World Map, but outside the pink rectangle, will instantly reposition the view in the Adventure Window to correspond to the point clicked in the World Map.

Locator Buttons

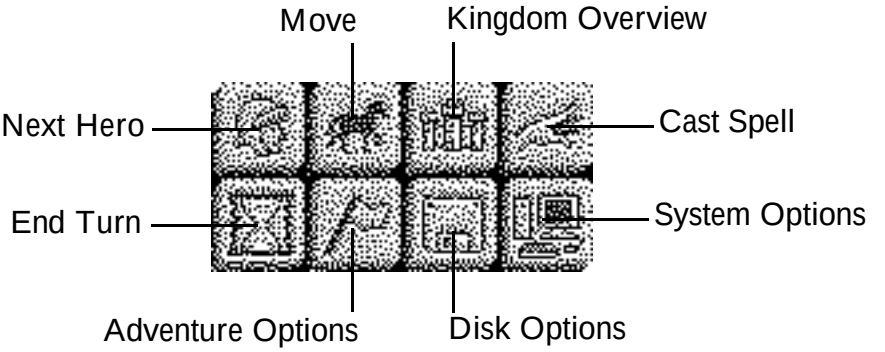
These buttons represent the heroes and castles you own. The left section is reserved for heroes, and the right section is reserved for castles and towns. Both sections display only four heroes or castles at a time, but have scroll bars to scroll through all the heroes or castles you own.

Hero Locators: Portraits of your heroes are located in the left column. On either side of the portrait are two vertical bars. The yellow bar on the left of the portrait represents how much movement your hero has remaining. The green bar on the right represents how many spell points your hero has remaining. One or more "+" symbols appear on the bar if you have a large number of spell points or movement.

Clicking on the portrait will make that hero active and center the Adventure Window on that hero. A light blue border surrounds the portrait of the active hero. By R-clicking on the hero's portrait you receive quick information on that hero. By double-clicking on the portrait, or pressing the ENTER key, you receive more detailed information on the hero (see also- Hero Screen). You can change the active hero and scroll through the hero locators by pressing the "H" key.

Town Locators: Towns and castles you own are represented in the right column of buttons. The activated town is highlighted by a light blue border. Clicking on a town locator button will activate that town and center the Adventure Window on that town. R-clicking on a town locator you receive quick information on the town. By double clicking on a town button or pressing the ENTER key, you enter the Town Screen. After building a structure in a town, a symbol will appear in the upper right corner of that town's button. You can scroll through the town locators by pressing the "T" key.

Adventure Buttons



Next Hero: Activates the next hero you have with movement points remaining, centering the Adventure Window on that hero.

Move: Moves the active hero if that hero has a movement path plotted (represented by green arrows on the Adventure Window).

Kingdom Overview: Displays the Kingdom Overview Screen. This screen lists everything you own, towns, heroes, mines, and resources as well as showing your income per day (see also– Kingdom Overview Screen).

Cast Spell: Brings up the active hero's spellbook (if he has one) and displays the Adventure spells known by that hero. The number below each spell is the cost in spell points to cast the spell. Clicking on the upper right and left corners of the spellbook turn the pages in the book. Clicking on a spell icon casts that spell and R-clicking on a spell icon gives quick information about that spell. The bookmark on the lower left shows how many spell points the hero has remaining, and the EXIT bookmark exits the spellbook without casting any spells

End Turn: Ends your current turn and allows the next player to begin his turn.

Adventure Options: Brings up a menu of actions for the Adventure Window.

View World: Shows the world as you know it, with only explored areas visible. This view shows all towns, mines, and heroes (color coded to indicate which player owns them), as well as showing visible resources and artifacts still unclaimed.

View Puzzle: Displays the puzzle map that leads your hero to the Ultimate Artifact. As you uncover pieces of the puzzle, more of the map is represented on this screen. When you have uncovered enough pieces, the exact location of the Ultimate Artifact is shown by an "X." To uncover pieces of the puzzle, you must find obelisks. Click on the EXIT in the upper right corner to return to the Adventure Screen.

Dig/Search: The active hero spends his entire movement to search the position he is at for the Ultimate Artifact. This action requires all the hero's movement, so he cannot move prior to attempting this.

Info: Shows the scenario information window. In Standard and Multiplayer games, this gives the scenario's name, description, difficulty, and victory and loss conditions.

Disk Options: Brings up menu options for saving and loading games.

New Game: Exits your current game and returns you to the New Game menu.

Load Game: Allows you to load a previously saved game. Click on the name of the game you wish to load, then click OKAY.

Save Game: Allows you to save your current game. Click on the colored bar to enter in a name of your choice for the saved game, or click on a previously saved game and click OKAY.

Quit: Ends your game and returns you to your operating system. All previously unsaved actions are lost.

System Options: Brings up the System Options menu.

Music: Adjusts the music volume level.

Effects: Adjusts the effects volume level.

Sound Type: Changes the quality of the sound from MIDI to CD Stereo (Redbook).

Speed: Allows you to set your hero's movement speed to Walk, Trot, Canter, Gallop, or Jump.

Enemy Speed: Allows you to set the movement speed of the enemy heroes.

Show Path: Toggles the Show Path feature on and off. When Show Path is turned off, your hero's path is not shown. Clicking on an area of the Adventure Window immediately moves the hero to that location. If the hero does not have enough points to get there he will move as far as possible, leaving a path shown in red for the following turn's movement. If the Show Path feature is turned off,

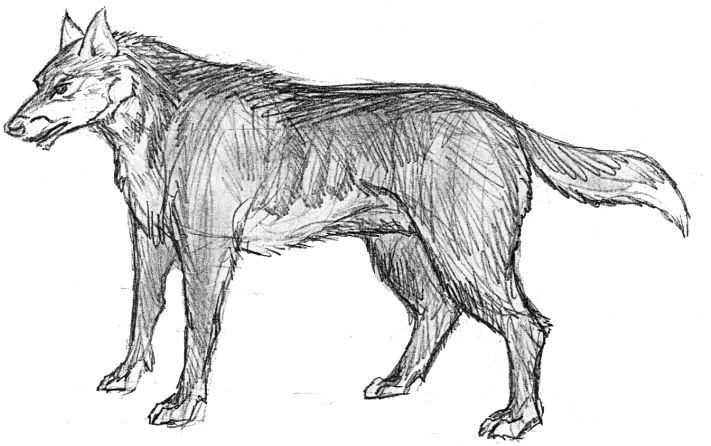
you can still see the path a hero will take by holding down the CTRL key and clicking on a location. If you like the path shown, release the CTRL key and click again, or use the Move Button.

Borders: Toggles the interface borders between Good, Evil, and Dynamic (good border when you start with a good hero, evil border when you start with an evil hero).

Cursors: Toggles black and white or color mouse cursors. On some systems, black and white cursors can speed up game play.

Information Box

The Information Box is located in the lower right corner. Clicking on this will toggle between the active hero's army, your resource summary, and the date.



Game Play

Hero Movement

Clicking on any area of the Adventure Window causes a path to appear for the active hero. Green arrows show the path the hero will take with longer arrows representing terrain that requires more movement points (snow, desert, swamp, etc.). A green "X" shows a location that can be reached this turn. Red arrows indicate destinations that will be reached in subsequent turns, with a red "X" appearing at the final destination, but not necessarily meaning that the hero will have used all his movement points when he reaches the end of his path.

Once a path has been marked, click on the destination again, or click the Move button, to cause the hero to begin moving along the path. If the destination is not reached that turn, then on subsequent turns the hero's path will be shown. To clear a hero's path, click on the hero. The hero will automatically take the most direct route to the destination you select, bypassing all obstacles and monsters during movement. If you want to capture a mine, visit a location, fight an enemy, or anything else, you need to make that your destination.

As your hero moves about, the cursor can change to any one of ten different icons on the Adventure Window. If a number appears next to any of these icons, that is how many turns it will take to reach the location.

Horse: This icon appears when the cursor is over terrain that the active hero can move to. Clicking causes a movement path to be plotted to the location of the click.

Rearing Horse: This icon appears when the cursor is over an event location that the active hero can move to. Clicking will cause a path to be plotted to the location of the click. Moving the hero to this location will activate the event.

Sword: This icon appears when the cursor is over an enemy hero or army camp that the active hero can move to. Clicking causes a path to be plotted to the location of the click. Moving the hero to this location will cause him to battle the hero or army.

Arrows: This icon appears when the cursor is over a friendly hero that the active hero can move to. Clicking plots a path to the friendly hero. Moving the hero will allow the heroes to trade (see also– Hero Trading Screen).

Castle: This icon appears over castles and towns. Clicking selects the castle as the active castle, or bring up the Town Screen if that castle was already active. R-clicking will bring up quick information on the castle.

Helm: This icon appears when placed over the active hero, or when placed over any of your heroes when a castle is active. Clicking selects the hero as the active hero, or bring up the Hero Screen if that hero was already active.

Ship: This icon appears when the cursor is placed over an unoccupied ship that is adjacent to land that the active hero can move to. Clicking plots a path to the ship. Moving the hero will have him board the ship- boarding a ship takes the rest of the hero's movement for that turn. His horse icon will disappear, and the ship icon will represent the hero. This icon also appears for ship movement when the destination is a water space.

Anchor: This icon appears when the cursor is placed over land adjacent to water when the active hero is aboard a ship. Clicking moves the hero to the point clicked, and the hero will disembark from the ship. The horse icon will reappear on the space clicked. Disembarking takes the rest of the hero's movement for that turn.

Arrow: This icon appears when the cursor is moved to the edges of the screen. The direction of the arrow indicates the direction that the Adventure Window is scrolling.

Pointer: This icon appears when the cursor is anywhere on the map that the active hero cannot reach by normal movement. Clicking will not do anything.

Information on almost anything in the Adventure Screen can be obtained by R-clicking on it. When a hero comes into contact with something, he initiates an event. These may be fights, rewards, information, or nuisances. Mines and towns are events that can be taken over. When a mine or town is captured, a flag of the player's color appears above the mine or in front of the town.

Army camps are represented on the combat screen by creatures. All army camps have a one space zone-of-control, which means that you interact with them if you move next to them. Your movements will frequently be blocked by army camps.

Heroes move at the speed of the slowest unit in their army. Certain terrain types, such as desert or snow, will penalize your heroes' movement, though the pathfinding skill will reduce that penalty.

Objects and Locations

As you explore, you will find a number of objects to collect. These disappear when a hero takes them, so you want to get to them as fast as possible. Some of the most common objects are:

Resources: Various resources are strewn across the land: gold, ore, wood, crystal, sulfur, gems, and mercury. Each supplies a small, random amount of the appropriate resource.

Chests: Gold or a minor artifact can be found in treasure chests. You can keep the gold you get, or convert the gold to experience points. Using chests to get experience is a quick way to raise a hero in levels.

Artifacts: Lucky heroes will find artifacts to claim. Some artifacts are guarded by creatures, some you must pay for, and others may require special talents to retrieve.

Adventurous heroes will find many special locations to visit. Locations stay on the map, offering their benefits to whomever reaches them.

Terrain Objects: These objects cannot be interacted with, instead they serve to impede your progress (mountains and trees, for example).

Single Visit Sites: These sites can be visited once. Depending on the site, that means one visit per hero (gazebo), one visit per player (obelisk), or one visit per game.

Multiple Visit Sites: These sites can be visited multiple times, and never go away. Some of these sites can be visited only once per week (windmill), some offer creatures which replenish after the first day of the week (huts), and some can be visited multiple times with no restrictions.

Continual Sites: These sites become flagged when you control them, and will offer their bonus to you continually. Sawmills, mines, and the lighthouse are examples of continual sites.

Creature Interaction and Diplomacy

When your hero encounters an army camp, that camp will sometimes join the hero if the hero has a large enough army, and room for the creatures to join (an open space, or a group of the same creatures as the army camp). If the hero has the Diplomacy secondary skill, however, and his army is strong enough, then creatures will offer to join the hero's army for an amount of gold based on the strength of the army camp. The level of diplomacy the hero has determines how many creatures in the army camp will join up with the hero– either 25%, 50%, or 100%– but the cost is always based on the total number of creatures in the army camp. If the hero is overwhelmingly powerful, the army camps will attempt to flee from the hero, and you have the option of fighting them before they run.

Town Screen

Towns and castles supply you with your armies, spells, and gold. Towns and castles provide the main objective in most scenarios, for if you lose all your castles and towns, you have only seven days to capture one, or you lose the scenario. Six types of towns and castles can be found, one to match each of the six hero types: Barbarian, Knight, Necromancer, Sorceress, Warlock, and Wizard. Towns provide you with 250 gold per day, and castles provide you with 1000 gold per day.

Town Window: The Town Window displays your castle and all structures and upgrades built at the castle. Clicking on any structure will bring up that structure's window. R-clicking on a structure will give information on that structure's use. In a town, the castle is replaced by a tent. Clicking on the tent gives you the option of upgrading the town to a castle for 5000 gold and 20 wood and ore.

Crest: Brings up the Kingdom Overview screen.

Arrow Buttons: These buttons will switch the Town Screen to another castle or town you own, in the order they appear on the Town Locator Buttons. The Arrow Buttons allow you to quickly page through all of your towns without returning to the Adventure Screen.

Hero Portrait: This only appears if a hero is in the town. Clicking on the portrait brings up the Hero Screen.

Garrison Army: The row adjacent to the Crest is reserved for the town's Garrison Army (the troops that guard the town). The town garrison can have a maximum of five different types of creatures. When a hero is in town, you can trade creatures between the town and the hero.

> *Moving units:* To move a creature, click on it, then click where you want it to go. To swap creatures, click on a creature, then click on the creature you want to swap with. To split an army, click on the creature, then Shift-click on an empty space, then enter the number of creatures to split.

Resource Summary: The lower right corner is the Resource Summary, which displays the amount of gold and resources available to you to build structures and buy creatures.

Town Name: The name of the town is displayed centered above the Garrison Army.

Castle Screen

Once you own a castle, you can expand the town by building structures. You may only build one structure or upgrade per turn in each castle. To build a structure, click on the castle to bring up the Castle Screen. The Castle Screen is broken into sections:

Structures: The left side of the Castle Screen is dedicated to the structures that can be built in each town. The backgrounds of the names of the structures in the town can have different colors: Green indicates a structure that can be built this turn, red for a structure that cannot be built this turn, and brown for a structure that has been previously built. Any structure with a red "X" in the lower right corner is currently unavailable for selection because a pre-requisite structure has not yet been built, or because you have built a structure in this castle already this turn. A red slash with coins underneath means that you do not currently have the required resources to build the structure. A yellow check mark indicates a structure that is present in the town. Every town can build the following structures:

Six Dwellings: These house the creatures that make up your heroes' armies. Dwellings offer creatures to purchase when built, and replenish at the beginning

of each week (Day 1). The availability of creatures varies from creature to creature (more halflings will be available per week than titans).

Dwelling Upgrades: Certain dwellings in each castle can be upgraded, allowing the purchase of upgraded units. The upgrade must be purchased separately, and may require different resources or have different prerequisites than the structure it upgrades. When a structure is upgraded, all unpurchased creatures in the dwelling are automatically upgraded to the newer version, but creatures previously purchased remain the same. If you have non-upgraded units in a town with the upgraded dwelling for those units, you can upgrade your units by going into the creature screen and clicking the Upgrade button. The cost is double the difference in price between the upgraded and non-upgraded version, per creature to be upgraded.

Mage Guild: Building the Mage Guild will give your heroes the chance to purchase a spellbook for 500 gold if they do not currently possess one (Knight and Barbarian heroes). The Mage Guild can be upgraded four times, to a maximum of a fifth level Mage Guild. When a Mage Guild is purchased, you receive 3 first level spells. The first upgrade adds 3 second level spells, the second upgrade adds 2 third level spells, the third upgrade adds 2 fourth level spells, and the fourth and final upgrade adds 1 fifth level spell. Any hero that visits a castle with a Mage Guild automatically learns all the spells available at that Mage Guild (provided he has the required level of the Wisdom secondary skill). Clicking on the Guild will show which spells are available in the Guild. A hero beginning his turn in a town with a Mage Guild will regain all his spell points.

Tavern: Gives the defenders of the town a bonus to their morale when defending the town. The tavern is also a center for gossip and rumors– each week a rumor will be available in the Tavern. Occasionally valuable information can be learned from these rumors. The Tavern is not available in the Necromancer castle– undead don't get thirsty.

Thieves' Guild: Establishes contact with spies allowing you to gain information on

the other players and on the defending units of castles and towns. The more Thieves' Guilds you own, the more information you receive. Clicking on the Thieves' Guild structure from the Castle Screen brings up the Player Ranking Screen, which ranks the players in ten statistics. Each player is symbolized by a flag of their color. At the bottom of the screen are four statistics that shows the portrait of each players most powerful hero, the statistics of that best hero, the personality of the opponent, and the best creature being used by each opponent. Remember that the more Thieves' Guilds you own, the more complete the information– five Thieves' Guilds will give you complete information.

Shipyard: If the entrance of a town borders water, then you can build a Shipyard in that town. Building a ship costs 10 wood and 1000 gold. If a ship is adjacent to the entrance to town, then a ship will appear in the Town Screen, and you will be unable to build a ship.

Statue: The statue increases the income of a castle by 250 gold.

Marketplace: Allows you to convert resources you have into other resources. The more Marketplaces you own, the better the exchange rate. It is possible to convert any resource– wood, ore, crystal, mercury, sulfur, gems, and even gold– into another, but the exchange is never one for one, and the rate plateaus when you control nine Marketplaces.

Well: The Well adds two to the growth rate of all creatures produced in the dwellings in the town. Clicking on the well brings up a window displaying the growth per week of each creature in town, and the number currently available to purchase.

Horde Building: Each castle has a Horde Building associated with it. This structure increases the growth rate of the weakest creature by eight per week (goblins, peasants, skeletons, sprites, centaurs, and halflings).

Special Building: Each castle has a special building or effect that can be built in the town. The Knight adds Fortifications to his castle walls (strengthening the wall

against enemy catapult attacks), the Barbarian can build an Arena (giving the garrison troops higher morale), the Sorceress can create a Rainbow over the town (adding luck to the defenders), the Warlock builds a Dungeon (generates 500 gold more income in the castle), the Necromancer summons a powerful Storm over his castle (giving defending spell casters +2 spell power), and the Wizard constructs a Library to aid his research (adding an extra spell per level of the Mage Guild).

Right and Left Turrets: The Right and Left Turrets augment the firepower of the primary Ballista, allowing an extra shot per turret.

Moat: The Moat stops ground creatures' movement, and makes them more vulnerable while they are crossing the Moat.

Castle Picture: The upper right corner of the Castle Screen contains a picture of the castle, indicating what defense upgrades have been purchased (left and right turrets and/or moat).

Captain of the Guard: Below the Castle Picture is the Captain of the Guard. You may hire a Captain to help defend the town. The Captain comes with a spellbook containing all the spells available in the town's Mage Guild. The left box shows his portrait, the right box gives the Captain's statistics. In the Captain's information boxes you can choose whether the garrison troops are in spread (a space between each creature in combat) or group (no spaces between creatures) formation, this option is only available in towns with a Captain. The Captain swears his allegiance to the town he is stationed in, not to any lord. If the town is captured, he will function for the new owner of the town.

Recruit Hero: Below the Captain of the Guard are two portraits- these are the heroes available for hire. All heroes cost 2500 gold to hire. Clicking on a portrait brings up a window asking if you want to hire that hero. R-clicking on a portrait brings up that hero's Hero Screen. If a hero is currently in the town, you will not be able to hire a hero at that town (until you move the hero out of the town).

Resource Summary: In the lower right is the Summary of all your resources and gold.

Hero Screen

Hero Window

This window is opened by clicking on the active hero on the Adventure Window, clicking on the active hero's portrait on the Hero Locator Buttons, or by clicking on the hero's portrait from the Town Screen or Kingdom Overview.

Hero Name: The hero's name is centered at the top of the window.

Hero Portrait: The hero's portrait is displayed in the upper left of the window.

Hero Statistics: To the right of the Hero's Portrait are the Hero Statistics. These can be modified by events and artifacts and increase as the hero advances in levels.

> *Attack:* This ability effects how much damage your creatures inflict in combat. The hero's attack skill is added to each of the creatures' attack skills in his army. For more information on the Attack Skill, see Combat.

Defense: This ability effects how much damage your creatures take in combat. The hero's defense skill is added to each of the creatures' defense skills in his army. For more information on the Defense Skill, see Combat.

Spell Power: This ability represents the spell casting skill of a hero. Spell Power determines the duration and damage of spells cast by the hero.

Knowledge: This ability determines the hero's maximum number of spell points. Each point of Knowledge gives the hero 10 spell points.

Morale Detail: Shows the total bonus or penalty to the armies' morale. Clicking on this brings up the morale modifiers.

Luck Detail: Shows the total bonus or penalty to the armies' luck. Clicking on this brings up the luck modifiers.

Experience Detail: Shows the experience earned by the hero. Clicking on this brings up what level the hero is, and the experience needed to advance to the next level. Each time the hero wins a battle, he is awarded experience based on the power of the creatures defeated.

Spell Points Detail: Shows maximum and remaining spell points.

Open or Close Formation: These buttons determine whether your army will be lined up adjacent to each other (Group) or lined up with a space between each creature (Spread) in combat.

Crest: Below the hero's portrait is the hero's Crest.

Army: To the right of the Crest is the hero's army. A hero can have a maximum of five different types of creatures in his army at one time (one for each of the five boxes). The order that you place the creatures, from left to right, will be the order they appear in combat, from top to bottom.

Moving units: To move a creature, click on it, then click where you want it to go.

To swap creatures, click on a creature, then click on the creature you want to swap with. To split an army, click on the creature, then Shift-click on an empty space, then enter the number of creatures to split.

Double clicking on a creature brings up an information window showing that creature's statistics. Creatures that are no longer needed can be dismissed by clicking the Dismiss button. Each creature has the following statistics:

Attack: The higher the Attack rating, the more damage the creature inflicts in combat. The number in parentheses is the Attack skill of the creature with the hero's Defense skill added in. For more information on the Attack Skill, see Combat.

Defense: The higher the Defense skill, the less damage the creature takes in combat. The number in parentheses is the Defense skill of the creature with the hero's Defense rating added in. For more information on the Defense Skill, see Combat.

Shots: The number of shots a unit with range strike ability has remaining.

Damage: The base range of damage the creature inflicts in combat.

Hit Points: The amount of damage each creature in that unit can take before dying.

Speed: Refers to the order in which creatures move– faster creatures move before slower ones– and also how far a creature can move in combat.

Morale: High morale can enable a unit to take an extra action in combat, whereas poor morale can freeze the unit in a state of panic.

Luck: Good luck can grant a unit double damage for an attack in combat, where as bad luck can force a unit to do half damage for an attack in combat.

Secondary Skills: Below the Army are the secondary skills. Each hero can learn a maximum of eight secondary skills, with a maximum of three levels of expertise in each skill. Clicking on any skill brings up a window which informs you of the effects of the skill.

Artifacts: Fourteen slots are available for holding the artifacts you discover. All artifacts owned by a hero are displayed in this section. Clicking on any artifact will bring up a description of the artifact's powers.

Dismiss: This button, located on the left side of the screen, allows you to dismiss the current hero. Because you have a maximum of eight heroes, you may wish to dismiss a weak, poorly placed hero to replace him with a stronger or better positioned hero.

Heroes who are dismissed or defeated go back to the hero pool and can be recruited again. Heroes keep their artifacts (unless defeated by another hero) and experience when they are defeated or dismissed. Be aware that heroes never die– they go back to the hero pool and can then be recruited by any warlord.

Arrow Buttons: These buttons will switch the Hero Screen to another hero you own, in the order they appear on the Hero Locator Buttons. The Arrow Buttons allow you to quickly page through all of your heroes without returning to the Adventure Screen.

Types

Each hero will have different attributes and skills. Heroes start with a few experience points, a small number of creatures, and the following statistics:

Barbarian: Attack skill of 3 and Defense skill of 1
Spell power of 1 and Knowledge of 1
Advanced Pathfinding skill

Knight: Attack skill of 2 and Defense skill of 2
Spell power of 1 and Knowledge of 1
Basic Ballistics skill and Basic Leadership skill
‘

Necromancer: Attack skill of 1 and Defense skill of 0
Spell power of 2 and Knowledge of 2
Basic Wisdom skill and Basic Necromancy skill
Spellbook with the Haste spell

Sorceress: Attack skill of 0 and Defense skill of 0
Spell power of 2 and Knowledge of 3
Basic Wisdom skill and Advanced Navigation skill
Spellbook with the Bless spell

Warlock: Attack skill of 0 and Defense skill of 0
Spell power of 3 and Knowledge of 2
Basic Wisdom skill and Advanced Scouting skill
Spellbook with the Curse spell

Wizard: Attack skill of 0 and Defense skill of 1
Spell power of 2 and Knowledge of 2
Advanced Wisdom skill
Spellbook with the Stoneskin spell

Movement

Heroes move at the speed of the slowest unit in their army unless they are in a ship, in which case they move at the same speed. The Logistics secondary skill increases the heroes' land movement, and the Navigation secondary skill increases the heroes' water movement. Heroes have a penalty to their movement when on rough terrains, but this penalty can be offset by having the Pathfinding secondary skill. The effects of terrain and Pathfinding are expressed in the chart below by percent of the penalties to normal movement (200% means you move at half speed).

Terrain	No Pathfinding	Basic Pathfinding	Advanced Pathfinding	Expert Pathfinding
Desert	200%	175%	150%	100%
Swamp	175%	150%	125%	100%
Snow	175%	150%	100%	100%
Cracked	125%	100%	100%	100%
Beach	125%	100%	100%	100%
Lava	100%	100%	100%	100%
Water	100%	100%	100%	100%
Dirt	100%	100%	100%	100%
Grass	100%	100%	100%	100%
Road	75%	75%	75%	75%

Notice that you get a 25% bonus to movement while traveling on a road. Moving on a road is faster than moving on grass or dirt, and the roads make travel over rough terrains very easy. Pathfinding becomes one of the most useful skills on a map with large areas of rough terrain.

Hero Secondary Skills

Besides the four basic hero statistics, a hero can learn and advance in secondary skills. These skills give the hero abilities like farther movement over land or sea, learning high level spells, or improving his skill with the catapult in castle sieges. A hero can learn at maximum eight secondary skills and all skills are known at three levels– Basic (level 1), Advanced (level 2), and Expert (level 3).

Archery
Increases the damage done by the hero's range strike units.

Basic:	+10% damage
Advanced:	+25% damage
Expert:	+50% damage

Ballistics
In a siege, the catapult's shots, damage, and accuracy are increased.

Basic:	1 shot + extra dam.
Advanced:	2 shots + extra dam.
Expert:	2 shots + max dam.

Diplomacy
Allows the hero to bribe army camps. The higher the skill, the more that join.

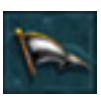
Basic:	25% join
Advanced:	50% join
Expert:	100% join

Eagle Eye
Gives the hero a chance to learn a spell cast by an enemy spellcaster.

Basic:	20% 2nd level max
Advanced:	30% 3rd level max
Expert:	40% 4th level max

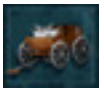
Estates
The hero begins to generate money as if he were a small town.

Basic:	100 gold/day
Advanced:	250 gold/day
Expert:	500 gold/day



Leadership
Grant's the hero a bonus to morale. Necromancers cannot learn Leadership.

Basic:	+1 morale
Advanced:	+2 morale
Expert:	+3 morale



Logistics
Gives the hero extra land movement.

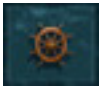
Basic:	+10% movement
Advanced:	+20% movement
Expert:	+30% movement

Luck
Grants the hero's army a bonus to luck in combat.

Basic:	+1 luck
Advanced:	+2 luck
Expert:	+3 luck

Mysticism
Increases the rate per turn that a hero regains spell points.

Basic:	2 spell point/turn
Advanced:	3 spell points/turn
Expert:	4 spell points/turn



Navigation
Increases the hero's movement on water.

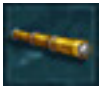
Basic:	+50% movement
Advanced:	+100% movement
Expert:	+150% movement

Necromancy
Animates a portion of the units killed in battle into skeletons when you win.

Basic:	10% of killed units
Advanced:	20% of killed units
Expert:	30% of killed units

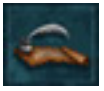
Pathfinding
Reduces the movement penalty of the hero over rough terrain.

Basic:	Reduces penalty 25
Advanced:	Reduces penalty 50
Expert:	Reduces penalty 100



Scouting
Increases the visibilty radius of the hero in the Adventure Window.

Basic:	+1 square
Advanced:	+2 squares
Expert:	+3 squares



Wisdom
Allows the hero to learn higher than 2nd level spells.

Basic:	3rd level spells
Advanced:	4th level spells
Expert:	5th level spells

Skill Advancement

Skills are improved by advancing in levels. When a hero advances a level, a screen will appear giving the hero a bonus to a primary skill (Attack, Defense, Spell Power, or Knowledge), and the choice between two secondary skills. One or both may be skills already known by the hero which the hero can then advance in, otherwise the skill(s) are new to the hero and are learned at the Basic level. The skills a hero has to choose from are randomly selected, weighted by the class of hero.

Primary Skill Advancement: The table below gives the percentage chance of learning a primary skill when going up each level. For the first nine levels heroes tend to be specialized in one or two skills, but at tenth level and beyond they generalize much more.

Type	Attack	Defense	Power	Knowledge
Barbarian 2-9	55%	35%	5%	5%
Barbarian 10+	30%	30%	20%	20%
Knight 2-9	35%	45%	10%	10%
Knight 10+	25%	25%	25%	25%
Necromancer 2-9	15%	15%	35%	35%
Necromancer 10+	25%	25%	25%	25%
Sorceress 2-9	10%	10%	30%	50%
Sorceress 10+	20%	20%	30%	30%
Warlock 2-9	10%	10%	50%	30%
Warlock 10+	20%	20%	30%	30%
Wizard 2-9	10%	10%	40%	40%
Wizard 10+	20%	20%	30%	30%

Secondary Skill Advancement: Each secondary skill has a different chance to be learned by each hero type. The table below lists the secondary skills and the hero types with an indication of how often a skill will be learned. The higher the number, the higher the chance that the skill will be available to learn; the lower the number, the lower the chance that the skill will be available (a 0 means no chance)

Skill	Barbarian	Knight	Necromancer	Sorceress	Warlock	Wizard
Archery	**3**	2	1	**3**	1	1
Ballistics	3	**4**	3	3	3	3
Diplomacy	2	**3**	2	2	2	2
Eagle Eye	1	1	**3**	2	**3**	**3**
Estates	2	**3**	2	2	2	2
Leadership	3	**5**	0	1	1	2
Logistics	**3**	**3**	2	2	2	2
Luck	2	1	1	**3**	1	2
Mysticism	1	1	3	3	3	**4**
Navigation	3	2	2	**4**	2	2
Necromancy	0	0	**5**	0	1	0
Pathfinding	**4**	3	3	2	2	2
Scouting	**4**	2	1	1	**4**	2
Wisdom	1	2	4	4	**5**	**5**

Hero Trading Screen

A hero can trade creatures and artifacts with another hero you control by plotting a path to the friendly hero. The Hero Trading Screen is broken into three areas.

Hero Information Area: The heroes' portraits, names, statistics, and skills are located here. This information is provided for your convenience, these items cannot be swapped between heroes.

Armies: To swap creatures between heroes, click on the creature, then click on the creature's destination. If the destination is occupied by a creature, the two creatures exchange places. Shift-click will move only the number of creatures you specify. Remember that a hero must have at least one creature in his army.

Artifacts: To trade artifacts between heroes, click on the artifact you wish to move, then click on its destination. If the destination is another artifact, then the artifacts are swapped. Spellbooks and cursed artifacts cannot be traded.

Kingdom Overview Screen

The Kingdom Overview Screen can be reached by clicking the Kingdom Overview Adventure Button or clicking on the Crest in any town or castle you control. At the bottom of this screen is a listing of the types and quantities of mines you control. Below this is a resource summary showing the total amounts of each resource you possess. At the bottom of the screen is your daily income in gold. Also appearing at the bottom are any "global effects" you control, like the lighthouse.

Two buttons marked Hero and Town are to the right of the mines. Clicking on these buttons will show your heroes or towns, respectively. The Hero display shows each hero, their mini-portrait and crest, skills, artifacts, and creatures. The Town display shows each town, defensive upgrades (turrets/moat), mini-picture, garrison forces, and creatures available. If you have more than four heroes or towns, scroll through the list using the scroll bars. Clicking on the hero or town portrait will bring up that hero or town's Hero or Town Screen (whichever applies).

Combat

When your hero encounters an enemy hero or town, or a hostile army camp, he enters combat. If your hero is attacking an enemy castle he enters siege combat, otherwise he engages in field combat. The screen will change to the Combat Screen, showing your hero and the enemy hero (if present) on horseback, your units in the order you have placed them, and the enemy units. The attacker is always on the left side, and the defender is always on the right.

Every hero is represented by a rider on horseback. No creature can attack the hero, nor can the hero directly attack any creature. Clicking on your hero will give information and options for the hero during the combat.

General Options Window: From this window your hero has the following options:

Cast Spell: This will open up the hero's spellbook and display only the hero's combat spells. The number below each spell is the cost in spell points to cast the spell. Click on a spell to cast it, R-click on a spell for quick information on the spell. Click on the upper right and left page corners to turn the pages of the book. The bookmark on the lower right shows the hero's remaining spell points, and the book mark labeled EXIT allows you to leave the screen without casting a spell. Pressing "C" on the keyboard will also open the spellbook.

Retreat: This causes the hero to flee combat- he loses his army but retains his skills, experience, and artifacts. It is better to save a hero you have invested time and money in rather than let him be defeated. The hero disappears from the Adventure Window, but reappears for hire in your castles.

Surrender: This option is similar to retreat, but can only be performed in combat against an opposing hero. Surrender will allow you to keep your army by paying

a ransom to the opposing hero based on the power of your army. The hero again disappears from the Adventure Window and appears for hire in your castles, with his army intact. The payment will be reduced by 20% per level of the Diplomacy secondary skill.

Exit: This option returns you to the Combat Screen.

Heroes never die. If you defeat a hero, you claim any artifacts that hero had (except the enemy hero's spellbook). The defeated hero goes back into the hero pool and can be recruited by anyone.

Creatures

In combat, the fastest creature present is allowed to act first, with a tie in speed going to the attacker, starting from the top unit and going to the bottom unit. If multiple creatures have the same speed, then the order alternates between attacker and defender– if the attacker and defender both have two speed four units, then the attacker's top speed four unit moves, then the defender's top speed four unit, then back to the attacker's remaining unit, then the defender's remaining unit.

A variety of icons replace the standard cursor in combat:

Running Man: Indicates that the location on the Combat Screen is a valid move for the active creature.

Flying Man: Indicates that the location on the Combat Screen is a valid move for the active flying creature.

Sword: Indicates that the active creature can move and attack the enemy creature from the direction indicated by the sword.

Arrow: Indicates that the active creature has a clear shot at the enemy the cursor is over. This symbol only appears for units with a range attack.

Broken Arrow: Indicates that the active range strike creature will do half damage to the enemy the cursor is over- this penalty is negated by having the Archery secondary skill. This cursor only appears on a creature behind castle walls.

Red "X" with Circle: Indicates that the location on the Combat Screen is an invalid move for the active creature.

Question Mark: Appears over any unit and shows the creature statistic window for that creature.

Helmet: Opens the General's Options Window. If used over an enemy hero, it gives the statistics of the enemy hero.

The highlighted creature is the one currently taking action. Each creature may move and/or attack or SKIP its action for the turn (pressing the space bar will also SKIP the creature. To move a creature, place the running or flying man cursor over the location you wish to move the creature to and click. To attack an enemy, place the cursor over an enemy (it will become a sword or an arrow if you are capable of attacking this turn) and click. The direction of the sword defines from where you will attack the enemy. After a creature attacks, the defending creature retaliates against the attacker (provided the defender is still alive). A creature may only retaliate against one attack per turn.

The total damage a creature inflicts is the base damage of the creature multiplied by the number of creatures attacking. This is modified by the difference between the attacking creature's Attack skill and the defending creature's Defense skill. Each point of Attack over Defense gives an additional 10% extra damage (1 over 110%, 5 over 150%) to a maximum of three times the damage. Each point of Defense over Attack reduces the damage taken by 5% (1 over gives 95%, 5 over 75%) to a minimum of 30%. The final damage is subtracted from the defender's hit points, resulting in the number of creatures killed. Damage carries over from turn to turn.

As an example, if 3 Rocs (Attack 7 / Defense 7 / Damage 4-8 / Hit Points 40) were attacking 5 Pikemen (Attack 5 / Defense 9 / Damage 3-4 / Hit Points 15), the Rocs do an aver-

age of 6 points of damage each (on average) multiplied by 3 (the number of Rocs attacking) for a total of 18 points. The Defense of the Pikemen, however, is two above the Attack of the Rocs (9 as compared to 7), so the damage is lessened 10% (2 difference in Defense favor) to a total of 16, which kills one Pikeman (Pikemen have 15 Hit Points), and damages a Pikeman for 1 point.

The Pikemen retaliate doing 3.5 points of damage each (on average) multiplied by 4 (the number of Pikemen retaliating) for a total of 14 points. Because the Attack of the Pikemen (5) is two less than the Defense of the Rocs (7) , the Pikemen do 14 to the Rocs, which is lessened by 10%, and becomes 12– not enough to kill one Roc (40 Hit Points).

Other effects and spells can modify the Attack and Defense skill of the creatures, or how much damage the creatures do.

Creatures that have high morale are sometimes able to make a second move and/or attack immediately after their first. Creatures that have poor morale are sometimes frozen, unable to perform any action for that round.

Creatures that receive good luck for an attack do double damage, and creatures that receive bad luck for an attack do half damage.

The **AUTO** button will have the computer take over fighting the battle for you. Remember that the computer does not necessarily fight battles the same way you do, but has the same desire to win. The computer will cast spells when on AUTO combat.

The **OPTS** button brings up a window of Combat System Options.

Animation Speed: Cycles between Normal, Fast, and Very Fast.

View Grid: Displays the grid that determines exact creature and cursor locations.

Mini Information Window: Gives information on your currently active stack, and on any stack the cursor is over– useful if the number of creatures in a stack is partially hidden. This will show all spells affecting the creatures as well.

Shadow Mouse: Shadows the hex the cursor is over, giving finer control over creature movement and spell aiming.

Shadow Grid: Shadows any valid movement locations for the currently active units, and deepens the shadows for any enemy the active unit can attack this turn.

Auto Combat Spells: Prevents the computer from casting spells for you when you use the AUTO feature.

Siege Combat

Siege combat is identical to field combat with one major exception– the defender is inside a castle. To attack the defending units, the attacker needs to bypass the walls, either by knocking them down, by shooting over them with range attacks, or by flying over them with flying creatures.

The attacker has a special weapon to attack the castle– a catapult. The catapult fires once per turn before the first attacking creature moves. The catapult will damage a random section of the castle walls, and will eventually destroy the turrets. When all wall segments and turrets have been destroyed, the catapult will destroy the main ballista. If the attacking hero has the Ballistics skill, the catapult will be more accurate and can do more damage to the walls. It may take multiple shots to breach a wall segment of the castle. Until a wall segment is breached, ground creatures may not enter the castle.

The defender has quite a few special weapons during a siege. Most important are the castle walls, which partially shield the defending creatures from range attacks, and keep all enemy ground units out of the castle. The defender's ground troops may exit the castle at any time through the drawbridge.

The defender is aided by the castle ballista which fires a shot at an enemy unit once per turn before the first defending unit moves. The damage of the ballista is determined by the number of structures built in the town, and the level of the Mage Guild. R-clicking on the ballista will give information on it. The ballista will cease firing when there are no defenders behind the castle walls. A defender's castle may also be upgraded with two turrets that perform as the ballista in all respects, though each doing about half the damage as the ballista.

The defender's castle may also have a moat, which stops ground movement and leaves any unit in the moat more vulnerable to attacks. The defending castle may also have a Captain, which acts as a hero in the town, adding his skills to the defending creatures and casting any spells available at the town's Mage Guild.

Spells

Spells, and a particular hero's ability to cast them, are a major part of Heroes II. Before you can cast any spell, your hero needs a spellbook and a Mage Guild to learn the spells from (he may need the Mage Guild to get a spellbook). To learn spells above 2nd level, the hero must also possess the Wisdom skill.

Casting spells costs spell points– the cost of each spell is listed below the spell in your spellbook. To cast a spell, click on the spell you wish to cast from the spellbook. R-clicking gives quick information on the spell. To turn the pages, click on the upper right and left corners of the book. The EXIT bookmark will exit you from the spellbook. The Horse and Sword bookmarks show you the Adventure and Combat spells you know, respectively.

Combat spells may only be cast in combat, and Adventure spells may only be cast from the Adventure Window. You can determine how many spell points a hero has remaining by looking at the green bar to the right of the hero's portrait in the Hero Locator Buttons, from the Hero Screen, or by the bookmark on the lower left of the spellbook. Spell points are regained by starting a turn in a castle with a Mage Guild, or slowly over time (at the rate of one per day).

Level One Spells

Bless

Cost: 3
Type: Combat
Target: 1 ally
Duration: 1 rnd / Power

Blessed creatures inflict maximum damage.

Bloodlust

Cost: 3
Type: Combat
Target: 1 ally
Duration: 1 rnd / Power

Adds +3 to the creature's Attack skill.

Cure

Cost: 6
Type: Combat
Target: 1 ally
Duration: Instant

Removes all negative spells and heals 5x Power in hit points.

Curse

Cost: 3
Type: Combat
Target: 1 enemy
Duration: 1 rnd / Power

Cursed creatures inflict minimum damage.

Dispel Magic

Cost: 5
Type: Combat
Target: 1 creature
Duration: Instant

Removes all spells on a creature.

Haste

Cost: 3
Type: Combat
Target: 1 ally
Duration: 1 rnd / Power

Adds +2 to the creature's Speed.

Magic Arrow

Cost: 3
Type: Combat
Target: 1 enemy
Duration: Instant

Inflicts 10x Power in damage to a single enemy creature.

Shield

Cost: 3
Type: Combat
Target: 1 ally
Duration: 1 rnd / Power

Shielded creatures take half damage from range strike attacks.

Slow

Cost: 3
Type: Combat
Target: 1 enemy
Duration: 1 rnd / Power

Slowed creatures are reduced to half their normal speeds.

Stoneskin

Cost: 3
Type: Combat
Target: 1 ally
Duration: 1 rnd / Power

Adds +3 to the creature's Defense Skill.

View Mines

Cost: 1
Type: Adventure
Target: na
Duration: na

Shows the location of all mines, and their controllers, on World View.

View Resources

Cost: 1
Type: Adventure
Target: na
Duration: na

Shows the location of all remaining resources on the map in World View.

Level Two Spells

Blind

Cost: 6
Type: Combat
Target: 1 enemy
Duration: 1 rnd / Power

Blind creatures cannot take action until attacked and retaliate with half strength.

Cold Ray

Cost: 6
Type: Combat
Target: 1 enemy
Duration: Instant

Inflicts 20x Power in cold damage to a single enemy creature.

Death Ripple

Cost: 6
Type: Combat
Target: All living creatures
Duration: Instant

Inflicts 5x Power in death magic to all non-undead creatures.

Disrupting Ray

Cost: 7
Type: Combat
Target: 1 enemy
Duration: Combat

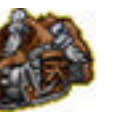
Reduces Defense of target by 3. A creature can be affected multiple times by this spell.

Dragon Slayer

Cost: 6
Type: Combat
Target: 1 ally
Duration: 1 rnd / Power

Creature gains +5 to Attack skill against Dragons.

Haunt



Cost: 8
Type: Adventure
Target: 1 mine
Duration: Until defeated

Deflags a mine and sets 4x Power ghosts to guard it.

Lightning Bolt

Cost: 7
Type: Combat
Target: 1 enemy
Duration: Instant

Inflicts 25x Power in electricity damage to a single enemy creature.

Steelskin

Cost: 6
Type: Combat
Target: 1 ally
Duration: 1 rnd / Power

Adds +5 to the creature's Defense Skill.

Summon Boat

Cost: 5
Type: Adventure
Target: na
Duration: na

Summons nearest friendly, empty boat to caster's location.

View Artifacts

Cost: 2
Type: Adventure
Target: na
Duration: na

Shows the location of all remaining artifacts on the World View.

Visions

Cost: 6
Type: Adventure
Target: 1 Army camp
Duration: Instant

Gives relative strength of an army camp, and whether that camp will offer to join the hero.

Level Three Spells

Animate Dead

Cost: 10
Type: Combat
Target: Killed undead
Duration: Permanent

Regrows 50x Spell Power in hit points of killed undead.

Anti-Magic

Cost: 7
Type: Combat
Target: 1 ally
Duration: 1 rnd / Power

Creature gains immunity to all magic.

Cold Ring

Cost: 9
Type: Combat
Target: 6 hexes
Duration: Instant

Inflicts 10x Power in cold damage to the adjacent hexes of the target hex.

Death Wave

Cost: 10
Type: Combat
Target: All living creatures
Duration: Instant

Inflicts 10x Power in death magic to all non-undead creatures.

Earthquake

Cost: 15
Type: Combat
Target: na
Duration: Instant

Damages all castle walls during siege combat.

Fireball

Cost: 9
Type: Combat
Target: 7 hexes
Duration: Instant

Inflicts 10x Power in fire damage to the target hex and each adjacent hex.

Holy Word

Cost: 9
Type: Combat
Target: All undead creatures
Duration: Instant

Inflicts 10x Power in holy damage to all undead creatures.

Identify Hero

Cost: 3
Type: Adventure
Target: 1 enemy hero
Duration: 1 day

Allows you to view an enemy hero's statistics and army size.

Mass Bless

Cost: 12
Type: Combat
Target: All allies
Duration: 1 rnd / Power

Blessed creatures inflict maximum damage.

Mass Curse

Cost: 12
Type: Combat
Target: All enemies
Duration: 1 rnd / Level

Cursed creatures inflict minimum damage in combat.

Mass Dispel

Cost: 12
Type: Combat
Target: All creatures
Duration: Instant

Removes all spells from all creatures.

Mass Haste

Cost: 10
Type: Combat
Target: All allies
Duration: 1 rnd / level

Adds +2 to creatures' Speed.

Paralyze

Cost: 9
Type: Combat
Target: 1 enemy
Duration: 1 rnd / level

Paralyzed creatures cannot take action until attacked, and cannot retaliate.

Teleport

Cost: 9
Type: Combat
Target: 1 ally
Duration: Instant

Instantly moves any friendly creature to any unoccupied hex.

View Heroes

Cost: 2
Type: Adventure
Target: na
Duration: na

Shows the location and color of all heroes in the World View.

View Towns

Cost: 2
Type: Adventure
Target: na
Duration: na

Shows the location and color of all towns in the World View.

Level Four Spells

Berserk

Cost: 12
Type: Combat
Target: 1 enemy
Duration: 1 attack

Berserk creatures will randomly attack the nearest stack.

Chain Lightning

Cost: 15
Type: Combat
Target: Special
Duration: Instant

Inflicts 40x Power in electricity damage, then half that damage to nearest creature, until four creatures are hit.

Fireblast

Cost: 15
Type: Combat
Target: 19 hexes
Duration: Instant

Inflicts 10x Power in fire damage to the target hex, and to the 18 adjacent hexes.

Holy Shout

Cost: 12
Type: Combat
Target: All undead creatures
Duration: Instant

Inflicts 20x Power in holy damage to all undead creatures.

Mass Cure

Cost: 15
Type: Combat
Target: All allies
Duration: Instant

Removes all negative spells and heals 5x Power in hit points.

Mass Shield

Cost: 7
Type: Combat
Target: All allies
Duration: 1 rnd / level

Shielded creatures take half damage from range strike attacks.

Mass Slow

Cost: 15
Type: Combat
Target: All enemies
Duration: 1 rnd / level

Slowed creatures are reduced to half their normal Speed.

Meteor Shower

Cost: 15
Type: Combat
Target: 7 hexes
Duration: Instant

Inflicts 25x power in damage to the target hex, and each adjacent hex.

Resurrection

Cost: 12
Type: Combat
Target: Killed creature
Duration: Combat

Regrows 50x Power in hit points of killed units.

Set Air Guardian

Cost: 15
Type: Adventure
Target: 1 mine
Duration: Until defeated

Sets 4x Power in Air Elementals to guard the mine.

Set Earth Guardian

Cost: 15
Type: Adventure
Target: 1 mine
Duration: Until defeated

Sets 4x Power in Earth Elementals to guard the mine.

Set Fire Guardian

Cost: 15
Type: Adventure
Target: 1 mine
Duration: Until defeated

Sets 4x Power in Fire Elementals to guard the mine.

Set Water Guardian

Cost: 15
Type: Adventure
Target: 1 mine
Duration: Until defeated

Sets 4x Power in Water Elementals to guard the mine.

Storm

Cost: 15
Type: Combat
Target: All creatures
Duration: Instant

Inflicts 25x Power in damage to all creatures.

Town Gate

Cost: 10
Type: Adventure
Target: Hero
Duration: Instant

Teleports hero to nearest friendly town.

View All

Cost: 3
Type: Adventure
Target: na
Duration: na

Combines all the previous View spells, and shows the entire map in the World View.

Level Five Spells

Armageddon

Cost: 20
Type: Combat
Target: All creatures
Duration: Instant

Inflicts 50x Power in damage to all creatures.

Dimension Door

Cost: 10
Type: Adventure
Target: na
Duration: na

Teleports the hero to an unoccupied, visible location.

Hypnotize

Cost: 15
Type: Combat
Target: 1 enemy
Duration: 1 rnd

Takes control of the creature if the hit points of the stack are less than 25x Power.

Mirror Image

Cost: 25
Type: Combat
Target: 1 ally
Duration: Combat

Duplicates one of your creature stacks. The image is dispelled if it takes any damage.

Resurrection True

Cost: 15
Type: Combat
Target: Killed creature
Duration: Permanent

Regrows 50x Power in hit points of killed units.

Summon Air Elemental

Cost: 30
Type: Combat
Target: na
Duration: Combat

Summons 3x Power in Air Elementals.

Summon Earth Elemental

Cost: 30
Type: Combat
Target: na
Duration: Combat

Summons 3x Power in Earth Elementals.

Summon Fire Elemental

Cost: 30
Type: Combat
Target: na
Duration: Combat

Summons 3x Power in Fire Elementals.

Summon Water Elemental

Cost: 30
Type: Combat
Target: na
Duration: Combat

Summons 3x Power in Water Elementals.

Town Portal

Cost: 20
Type: Adventure
Target: Hero
Duration: na

Teleports the hero to any friendly town.

Creatures

Barbarian

Barbarian creatures are generally slow, but have high Attack skills and hit points. While excellent in the early and midgame, the Barbarian creatures begin to falter towards the endgame. The early game advantage is accented in small and medium maps.

Goblin

		Cost:	40
Attack:	3	Hits:	3
Defense:	1	Speed:	Average
Damage:	1-2	Shots:	0

A solid low level creature, packs of Goblins are a match for most level two creatures.

Orc

		Cost:	140
Attack:	3	Hits:	10
Defense:	4	Speed:	Very Slow
Damage:	2-3	Shots:	8

Though slow, Orcs provide range attack until Trolls can be recruited.

Orc Chieftan

		Cost:	175
Attack:	3	Hits:	**15**
Defense:	4	Speed:	**Slow**
Damage:	**3-4**	Shots:	**16**

The upgrade to the Orcs gives them longer durabilty in combat.

Wolf

		Cost:	200
Attack:	6	Hits:	20
Defense:	2	Speed:	Very Fast
Damage:	3-5	Shots:	0

2 Attacks. Wolves are incredible offensive units, but they need to be used carefully because they cannot take damage well.

Ogre

		Cost:	300
Attack:	9	Hits:	40
Defense:	5	Speed:	Very Slow
Damage:	4-6	Shots:	0

Ogres are the anchor of the Barbarian units. Though tough, Ogres are very slow on the battlefield, making it difficult for them to attack.

Ogre Lord

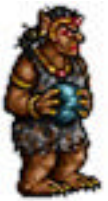
		Cost:	500
Attack:	9	Hits:	**60**
Defense:	5	Speed:	**Average**
Damage:	**5-7**	Shots:	0

The upgrade to the Ogre not only adds speed, but a sizeable increase in hit points.

Troll

		Cost:	600
Attack:	10	Hits:	40
Defense:	5	Speed:	Average
Damage:	5-7	Shots:	8

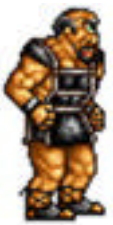
Regenerates. The ability to regenerate and strike at range makes trolls incredibly useful in castle sieges.



War Troll

		Cost:	700
Attack:	10	Hits:	40
Defense:	5	Speed:	**Fast**
Damage:	**7-9**	Shots:	**16**

Regenerates. The Troll upgrade increases in damage and speed, while keeping the ability to regenerate.



Cyclops

		Cost:	750 + 1
Attack:	12	Hits:	80
Defense:	9	Speed:	Fast
Damage:	12-24	Shots:	0

Attack affects 2 spaces, 20% chance to Paralyze creatures. Cyclopes are powerful ground combatants.

Knight

Knight creatures have high defense skills, and at the upper levels are fairly fast. Like the Barbarian, however, the Knight creatures are best in the early and midgame. In the endgame, the best success will be fighting against the Sorceress or Neromancer. Small and medium maps allow the Knight to press his early game advantage.

Peasant

		Cost:	20
Attack:	1	Hits:	1
Defense:	1	Speed:	Very Slow
Damage:	1-1	Shots:	0

The weakest creature, their only redeeming quality is numbers- they are cheap and plentiful.

Archer

		Cost:	150
Attack:	5	Hits:	10
Defense:	3	Speed:	Very Slow
Damage:	2-3	Shots:	12

The only range strike unit for the Knight, the slow speed of the Archers can be a setback.

Ranger

		Cost:	200
Attack:	5	Hits:	10
Defense:	3	Speed:	**Average**
Damage:	2-3	Shots:	**24**

Fires 2 shots per turn. The best low level upgrade available, the Ranger is almost twice as good as an Archer on offense.

Pikeman

		Cost:	200
Attack:	5	Hits:	15
Defense:	9	Speed:	Average
Damage:	3-4	Shots:	0

Pikemen compose half of the standard units of the Knight. Though weak on offense, the Pikemen's Defense allows them to last in battle.

Veteran Pikeman

		Cost:	250
Attack:	5	Hits:	**20**
Defense:	9	Speed:	**Fast**
Damage:	3-4	Shots:	0

The upgrade of the Pikeman gives increased speed and hit points.

Swordsman

		Cost:	250
Attack:	7	Hits:	25
Defense:	9	Speed:	Average
Damage:	4-6	Shots:	0

The other half of the standard Knight units, Swordsmen are tougher than Pikemen, and do considerably more damage.

Master Swordsman

		Cost:	300
Attack:	7	Hits:	**30**
Defense:	9	Speed:	**Fast**
Damage:	4-6	Shots:	0

The Swordsman upgrade gives increased speed and hit points.

Cavalry

		Cost:	300
Attack:	10	Hits:	30
Defense:	9	Speed:	Very Fast
Damage:	5-10	Shots:	0

Cavalry deal considerable damage, and their high speed allows them to manuever easily around the battlefield.

Champion

		Cost:	375
Attack:	10	Hits:	**40**
Defense:	9	Speed:	**Ultra Fast**
Damage:	5-10	Shots:	0

One of the fastest units, the Cavalry upgrade can move around almost at will on the battlefield.

Paladin

		Cost:	600
Attack:	11	Hits:	50
Defense:	12	Speed:	Fast
Damage:	10-20	Shots:	0

2 attacks. Expert warriors, Paladins are best suited on offense, where their ability to strike twice gives them the biggest advantage.

Crusader

		Cost:	1000
Attack:	11	Hits:	**65**
Defense:	12	Speed:	**Very Fast**
Damage:	10-20	Shots:	0

2 attacks. Immune to curse. x2 damage vs. undead. The Paladin upgrade becomes a nightmare for the unwary Necromancer.

Necromancer

The Necromancer creatures, while weak at the low levels, become much more powerful at the high levels. The Necromancer is weak in the early game, but strong in the mid and endgame. Larger maps give the Necromancer time to develop the higher level creatures.

All Necromancer units (and ghosts) are undead, and are therefore immune to mind affecting spells, Bless and Curse, and are always at neutral morale.

Skeleton

		Cost:	75
Attack:	4	Hits:	4
Defense:	3	Speed:	Average
Damage:	2-3	Shots:	0

The best level one creature, Skeletons should be hoarded by Necromancers, as they provide easily available power early on.

Zombie

		Cost:	150
Attack:	5	Hits:	15
Defense:	2	Speed:	Very Slow
Damage:	2-3	Shots:	0

Though having more hits than Skeletons, Zombies have a low Defense and speed.

Mutant Zombie

		Cost:	200
Attack:	5	Hits:	**20**
Defense:	2	Speed:	**Average**
Damage:	2-3	Shots:	0

The zombie upgrade increases the speed of the Zombies. Mutant Zombies are worthwhile additions to any fledgling undead army.

Mummy

		Cost:	250
Attack:	6	Hits:	25
Defense:	6	Speed:	Average
Damage:	3-4	Shots:	0

20% chance to curse enemy creatures. The best ground creature available for the Necromancer.

Royal Mummy

		Cost:	300
Attack:	6	Hits:	**30**
Defense:	6	Speed:	**Fast**
Damage:	3-4	Shots:	0

30% chance to Curse enemy creatures. The upgrade of the Mummy has improved speed and toughness.

Vampire

		Cost:	500
Attack:	8	Hits:	30
Defense:	6	Speed:	Average
Damage:	5-7	Shots:	0

Flies. Creatures attacked by Vampires cannot retaliate. Vampires are necessary for the success of the Necromancer.

Vampire Lord

		Cost:	650
Attack:	8	Hits:	**40**
Defense:	6	Speed:	**Fast**
Damage:	5-7	Shots:	0

Flies. Creatures attacked by Vampire Lords cannot retaliate. Vampire Lords gain some back some of the damage they do as hit points

Lich

		Cost:	750
Attack:	7	Hits:	25
Defense:	12	Speed:	Fast
Damage:	8-10	Shots:	12

Range attack affects adjacent hexes. Liches are the only range strike unit available to the Necromancer.

Power Lich

		Cost:	900
Attack:	7	Hits:	**35**
Defense:	**13**	Speed:	**Very Fast**
Damage:	8-10	Shots:	**24**

Range attack affects adjacent hexes. This upgrade of the Lich improves the durability of the Lich in combat.

Bone Dragon

		Cost:	1500
Attack:	11	Hits:	150
Defense:	9	Speed:	Average
Damage:	25-45	Shots:	0

Flies. Lowers the morale of opposing creatures. Bone Dragons are fierce creatures, second only to the Warlock Dragons in raw damage.

Sorceress

Sorceress creatures are generally very fast, but have low hit points. Weak in the early game, and moderate at best in the endgame, the Sorceress creatures are the best in the midgame. The combination of speed, flying, and range attack becomes incredibly potent. Medium maps are perfect for Sorceress creatures.

Sprite

		Cost:	50
Attack:	4	Hits:	2
Defense:	2	Speed:	Average
Damage:	1-2	Shots:	0

Flies. Creatures attacked by Sprites cannot retaliate. Sprites are powerful in large numbers.

Dwarf

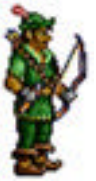
		Cost:	200
Attack:	6	Hits:	20
Defense:	5	Speed:	Very Slow
Damage:	2-4	Shots:	0

25% Magic resistance. Dwarves make excellent garrison units because of their toughness and magic resistance.

Battle Dwarf

		Cost:	250
Attack:	6	Hits:	20
Defense:	**6**	Speed:	**Average**
Damage:	2-4	Shots:	0

25% Magic resistance. The upgrade of the Dwarf is faster and tougher.



Elf

		Cost:	250
Attack:	4	Hits:	15
Defense:	3	Speed:	Average
Damage:	2-3	Shots:	24

Fires 2 shots per turn. Elves are incredible offensive units, able to deal large amounts of damage at range.

Grand Elf

		Cost:	300
Attack:	**5**	Hits:	15
Defense:	**5**	Speed:	**Very Fast**
Damage:	2-3	Shots:	24

Fires 2 shots per turn. The Elf upgrade becomes faster and more skilled. Grand Elves are able to whittle down enemy forces quickly.

Druid

		Cost:	350
Attack:	7	Hits:	25
Defense:	5	Speed:	Fast
Damage:	5-8	Shots:	8

Druids are one of the best range strike units available. Though weak, few units can close to melee range on the Druid without dying.

Greater Druid

		Cost:	400
Attack:	7	Hits:	25
Defense:	**7**	Speed:	**Very Fast**
Damage:	5-8	Shots:	**16**

The Druid upgrade is faster and tougher. Greater Druids and Grand Elves complement each other well.

Unicorn

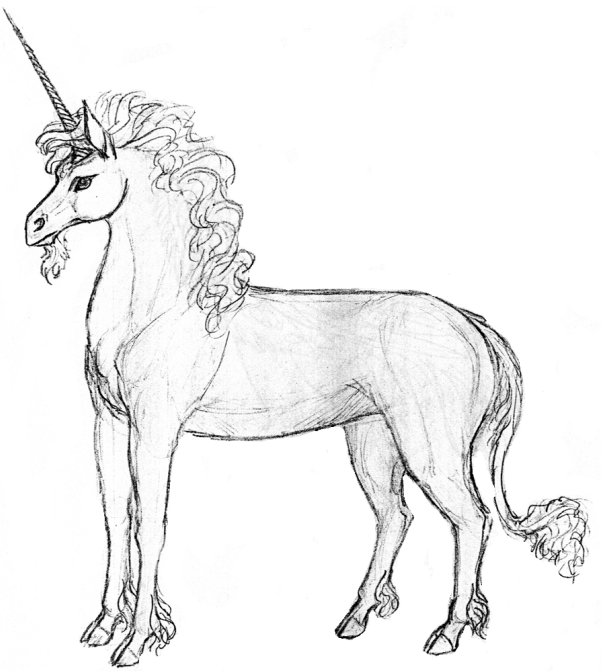
		Cost:	500
Attack:	10	Hits:	40
Defense:	9	Speed:	Fast
Damage:	7-14	Shots:	0

20% chance to Blind enemy creature. Unicorns are solid ground creatures. They are tough, fast, and deal good damage.

Phoenix

		Cost:	1500 + 1
Attack:	12	Hits:	100
Defense:	10	Speed:	Ultra Fast
Damage:	20-40	Shots:	0

Flies. Attack affects two hexes. Immune to elemental spells. Extremely fast and powerful, Phoenixes can be formidable opponents.



Warlock

The Warlock units are slow and expensive, but have high hit points and good Attack and Defense skills. Poor in the midgame, Warlock creaturesare effective in the early game, and show their true colors in the endgame, where Dragons rule the battlefield. Warlocks can have success on small maps, but generally do better on larger maps where they have time to develop Dragons.

Centaur

		Cost:	60
Attack:	3	Hits:	5
Defense:	1	Speed:	Average
Damage:	1-2	Shots:	8

Centaurs are the only range strike creature available to the Warlock, and are valuable for that reason.

Gargoyle

		Cost:	200
Attack:	4	Hits:	15
Defense:	7	Speed:	Very Fast
Damage:	2-3	Shots:	0

Flies. Due to their speed and toughness, Gargoyles are one of the most useful Warlock creatures.

Griffin

		Cost:	300
Attack:	6	Hits:	25
Defense:	6	Speed:	Average
Damage:	3-5	Shots:	0

Flies. May retaliate against any number of attackers. Griffins are able to fight large numbers of creatures and prove victorious.

Minotaur

		Cost:	400
Attack:	9	Hits:	35
Defense:	8	Speed:	Average
Damage:	5-10	Shots:	0

Minotaurs are good offensive creatures, but are slow compared to the earlier Warlock creatures.

Minotaur King

		Cost:	500
Attack:	9	Hits:	**45**
Defense:	8	Speed:	**Very Fast**
Damage:	5-10	Shots:	0

The Minotaur upgrade saves the Warlock in the midgame because of the increased speed and toughness.

Hydra

		Cost:	800
Attack:	8	Hits:	75
Defense:	9	Speed:	Very Slow
Damage:	6-12	Shots:	0

Attacks all adjacent enemies. Though powerful, their slow speed makes the Hydra most useful as a garrison creature.

Green Dragon

		Cost:	3000 + 1
Attack:	12	Hits:	200
Defense:	12	Speed:	Average
Damage:	25-50	Shots:	0

Flies. Attack affects two hexes. Immune to spells. The Dragon easily reigns as the best sixth level creature, and can fight small armies itself.

Red Dragon

		Cost:	3500 + 1
Attack:	**13**	Hits:	**250**
Defense:	**13**	Speed:	**Fast**
Damage:	25-50	Shots:	0

Flies. Attack affects two hexes. Immune to spells. The first upgrade to the Dragon improves in speed, toughness, and skill.

Black Dragon

		Cost:	4000 + 2
Attack:	**14**	Hits:	**300**
Defense:	**14**	Speed:	**Very Fast**
Damage:	25-50	Shots:	0

Flies. Attack affects two hexes. Immune to spells. The second upgrade to the Dragon improves again in speed, toughness, and skill.

Wizard

Wizard creatures have a little of everything, some toughness, some speed, some range strike ability. Like the Necromancer, the Wizard is weak in the early game, strong in the midgame, and challenges the Warlock for endgame power. Titans and Archmages are the best range strike creatures around, and Titans match up to Dragons in power.

Halfling

		Cost:	50
Attack:	2	Hits:	3
Defense:	1	Speed:	Slow
Damage:	1-3	Shots:	12

Halflings provide solid, early range strike ability for the Wizard.

Boar

		Cost:	150
Attack:	5	Hits:	15
Defense:	4	Speed:	Very Fast
Damage:	2-3	Shots:	0

Boars are fast and strong, and make excellent units for exploring.

Iron Golem

		Cost:	300
Attack:	5	Hits:	30
Defense:	10	Speed:	Very Slow
Damage:	4-5	Shots:	0

1/2 damage from elemental spells. The high defense, partial magic resistance, and slow speed make Golems excellent garrison creatures.

Steel Golem Cost: 350

Attack:	**7**	Hits:	**35**
Defense:	10	Speed:	**Slow**
Damage:	4-5	Shots:	0

1/2 damage from elemental spells. The Golem upgrade is faster, tougher, and stronger.

Roc Cost: 400

Attack:	7	Hits:	40
Defense:	7	Speed:	Average
Damage:	4-8	Shots:	0

Flies. The only flying creature available to the Wizard, the Roc offers solid offense and defense.

Mage Cost: 600

Attack:	11	Hits:	30
Defense:	7	Speed:	Fast
Damage:	7-9	Shots:	12

No penalty for attacking adjacent units. Though weak, Mages provide incredible offensive power.

Archmage Cost: 700

Attack:	**12**	Hits:	**35**
Defense:	**8**	Speed:	**Very Fast**
Damage:	7-9	Shots:	24

No adjacent penalty. 20% chance to dispel beneficial spells on their target. Archmages are second only to Titans in range strike ability.

Giant

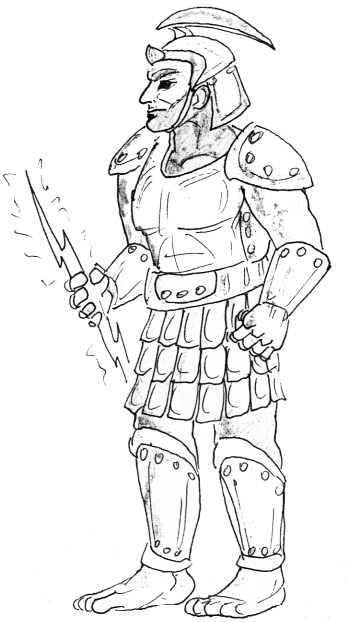
		Cost:	1250 + 1
Attack:	13	Hits:	150
Defense:	10	Speed:	Average
Damage:	20-30	Shots:	0

Immune to mind affecting spells. Giants do good damage and have enormous hit points, making them the scariest creature on the ground.

Titan

		Cost:	5000 + 2
Attack:	**15**	Hits:	**300**
Defense:	**15**	Speed:	**Very Fast**
Damage:	20-30	Shots:	**16**

Immune to mind affecting spells. No penalty for attacking adjacent units. Titans are capable of defeating Dragons in one on one combat.



Neutral

These creatures do not belong under any hero type, and range from ghosts to rogues to elementals. Any of these creatures can end up in a heroes army (except ghosts), and using them can sometimes make the difference between victory and defeat. Recruiting these creatures becomes a necessity on higher game difficulties, where you need to fill your armies with whatever you can find, but on the lower difficulties they are more of a bonus.

Rogue

		Cost:	50
Attack:	6	Hits:	4
Defense:	1	Speed:	Fast
Damage:	1-2	Shots:	0

Creatures attacked by Rogues cannot retaliate. Rogues are useful early in the game, providing extra offense to any hero's army.

Nomad

		Cost:	200
Attack:	7	Hits:	20
Defense:	6	Speed:	Very Fast
Damage:	2-5	Shots:	0

Nomads provide inexpensive fast creatures that can deal and take damage reasonably well.

Ghost

Attack:	8	Hits:	20
Defense:	7	Speed:	Fast
Damage:	4-6	Shots:	0

Flies. Undead. Creatures killed by ghosts become ghosts. Ghosts are fearsome opponents. Never attack ghosts with level one creatures!

Genie

		Cost:	650 + 1
Attack:	10	Hits:	50
Defense:	9	Speed:	Very Fast
Damage:	20-30	Shots:	0

Flies. 10% halve enemy unit. Between Paladin and Phoenix in power, the Genies low cost and awesome special ability are always useful.

Medusa

		Cost:	500
Attack:	8	Hits:	35
Defense:	9	Speed:	Average
Damage:	6-10	Shots:	0

20% chance to turn victim to stone for the combat. Medusas make a welcome addition to any army or garrison force.

Air Elemental

Attack:	7	Hits:	35
Defense:	7	Speed:	Very Fast
Damage:	2-8	Shots:	0

Neutral morale. Immune to mind spells and Meteor Swarm. Storm and Lightning Bolt do x2 damage.

Earth Elemental

Attack:	8	Hits:	50
Defense:	8	Speed:	Slow
Damage:	4-5	Shots:	0

Neutral morale. Immune to mind spells, Lightning Bolt, and Storm. Meteor Swarm does x2 damage.

Fire Elemental

Attack:	8	Hits:	40
Defense:	6	Speed:	Fast
Damage:	4-6	Shots:	0

Neutral morale. Immune to mind and fire spells. Cold spells do x2 damage.

Water Elemental

Attack:	6	Hits:	45
Defense:	8	Speed:	Average
Damage:	3-7	Shots:	0

Neutral morale. Immune to mind and cold spells. Fire spells do x2 damage.

Structures

All the structures available are listed below, arranged by town.

Common

The following structures are available in all towns. The Wizard town versions are shown– they may look different in the other towns.

Mage Guild

Cost: 2000 + 5 + 5

Effect: Allows spellbook purchase and teaches spells. Additional levels become increasingly more expensive.

Tavern

Cost: 500 + 5

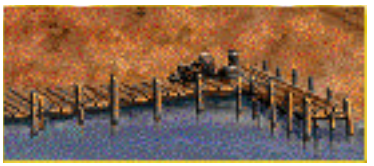
Effect: Gives defenders a bonus to morale and offers rumors. Not available in Necromancer towns.

Thieves' Guild

Cost: 750 + 5

Effect: Gives information comparing the players. Additional Guilds give more information.

Shipyard



Cost: 2000 + 20

Effect: Allows construction of ships.

Ships cost: 1000 + 10

Statue

Cost: 1250 + 5

Effect: Increases income of town by 250

Marketplace

Cost: 500 + 5

Effect: Allows trading of resources. Additional Marketplaces give a better exchange rate.

Well

Cost: 500

Effect: Increases creature production of each dwelling by two per week.

Horde Building

Cost: 1000

Effect: Increases creature production of the lowest dwelling by eight per week.

Left Turret

Cost: 1500 + 5

Effect: Adds a smaller ballista in the castle walls.

Right Turret

Cost: 1500 + 5

Effect: Adds a smaller ballista in the castle walls.

Moat

Cost: 750

Effect: Entering moat stops ground movement, and units have -3 Defense while in the moat.

Barbarian

The total cost for all the Barbarian structures is the least of all the hero types, but they require an enormous amount of ore. A small amount of wood is needed, and crystals only at the highest level.

Hut

Cost: 300

Requires: Nothing

Effect: Generates 10 Goblins per week.

Stick Hut

Cost: 800 + 5

Requires: Hut

Effect: Generates 8 Orcs per week.

Stick Hut Upgrade

Cost: 1200 + 5

Requires: Adobe, Den, Stick Hut

Effect: Upgrades Orcs to Orc Chieftans.

Den

Cost: 1000

Requires: Hut

Effect: Generates 5 Wolves per week.

Adobe

Cost: 2000 + 10 + 10

Requires: Hut

Effect: Generates 4 Ogres per week.

Adobe Upgrade

Cost: 3000 + 5 + 5

Requires: Adobe, Den, Stick Hut

Effect: Upgrades Ogres to Ogre Lords.

Bridge

Cost: 4000 + 20

Requires: Adobe

Effect: Generates 3 Trolls per week.

Bridge Upgrade

Cost: 2000 + 10

Requires: Bridge

Effect: Upgrades Trolls to War Trolls.

Pyramid

Cost: 6000 + 20 + 20

Requires: Bridge

Effect: Generates 2 Cyclops per week.

Coliseum

Cost: 2000 + 10 + 10

Requires: Nothing

Effect: Gives defenders +2 Morale

Knight

The Knight castle has the most structures, and requires vast amounts of wood. A small amount of ore is necessary as well, and crystals only at the highest level.

Thatched Hut

Cost: 200

Requires: Nothing

Effect: Generates 12 Peasants per week.

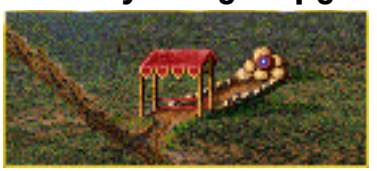
Archery Range

Cost: 1000

Requires: Thatched Hut

Effect: Generates 8 Archers per week.

Archery Range Upgrade



Cost: 1500 + 5

Requires: Armory, Blacksmith, Archery Range

Effect: Upgrades Archers to Rangers.

Blacksmith

Cost: 1000 + 5

Requires: Well, Thatched Hut

Effect: Generates 5 Pikemen per week.

Blacksmith Upgrade

Cost: 1500 + 5

Requires: Blacksmith, Armory

Effect: Upgrades Pikemen to Veteran Pikemen.

Armory

Cost: 2000 + 10 + 10

Requires: Tavern, Thatched Hut

Effect: Generates 4 Swordsmen per week.

Armory Upgrade

Cost: 2000 + 5 + 5

Requires: Armory, Blacksmith

Effect: Upgrades Swordsmen to Master Swordsmen.

Jousting Arena

Cost: 3000 + 20

Requires: Blacksmith, Armory

Effect: Generates 3 Cavalry per week.

Jousting Arena Upgrade

Cost: 3000 + 10

Requires: Jousting Arena

Effect: Upgrades Cavary to Champions.

Cathedral

Cost: 5000 + 20 + 20

Requires: Blacksmith, Armory

Effect: Generates 2 Paladins per week.

Cathedral Upgrade

Cost: 5000 + 10 + 10

Requires: Cathedral

Effect: Upgrades Paladins to Crusaders.

Fortifications

Cost: 1500 + 5 + 15

Requires: Nothing

Effect: Toughens castle walls.

Necromancer

Necromancer structures have some of the highest total resource costs. Few resources are required at the low levels, but many are required at the high levels. The top level structures also have a high gold cost.

Archeological Dig

Cost: 400

Requires: Nothing

Effect: Generates 8 skeletons per week.

Graveyard

Cost: 1000

Requires: Archeological Dig

Effect: Generates 6 Zombies per week.

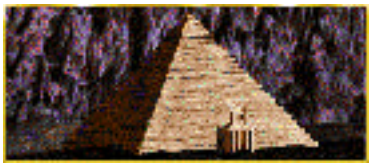
Graveyard Upgrade

Cost: 1000

Requires: Graveyard, Mage Guild

Effect: Upgrades Zombies to Mutant Zombies.

Pyramid

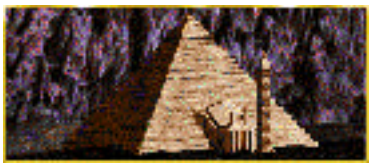


Cost: 1500 + 10

Requires: Archeological Dig

Effect: Generates 4 Mummies per week.

Pyramid Upgrade



Cost: 1500 + 5

Requires: Pyramid

Effect: Upgrades Mummies to Royal Mummies.

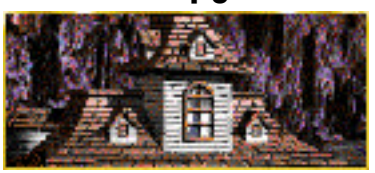
Mansion

Cost: 3000 + 10

Requires: Pyramid, Thieves' Guild

Effect: Generates 3 Vampires per week.

Mansion Upgrade



Cost: 4000 + 5 + 10 + 10

Requires: Mansion

Effect: Upgrades Vampires to Vampire Lords.

Mausoleum

Cost: 4000 + 10 + 10

Requires: Mage Guild, Pyramid, Graveyard

Effect: Generates 2 Liches per week.

Mausoleum Upgrade

Cost: 3000 + 5 + 5

Requires: Mausoleum, 2nd level Mage Guild

Effect: Upgrades Liches to Power Liches.

Laboratory

Cost: 10000 + 10 + 10 + 5 + 5 + 5 + 5

Requires: Mausoleum

Effect: Generates 1 Bone Dragon per week.

Perpetual Storm

Cost: 1000 + 10 + 10

Requires: Nothing

Effect: +2 Spell Power to defending hero or captain.

Sorceress

Sorceress structures require small amounts of wood and ore at the early levels, but gems and mercury are required for the highest level structures. In total cost, the Sorceress falls between the Knight and Necromancer.

Treehouse

Cost: 500 + 5

Requires: Nothing

Effect: Generates 8 Sprites per week.

Cottage

Cost: 1000 + 5

Requires: Treehouse, Tavern

Effect: Generates 6 Dwarves per week.

Cottage Upgrade

Cost: 1500 + 5

Requires: Cottage, Well

Effect: Upgrades Dwarves to Battle Dwarves.

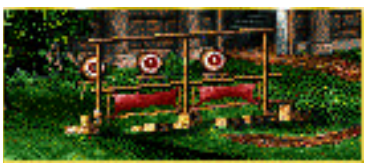
Archery Range

Cost: 1500

Requires: Treehouse

Effect: Generates 4 Elves per week.

Archery Range Upgrade



Cost: 1500 + 5

Requires: Archery Range, Stonehenge

Effect: Upgrades Elves to Grand Elves.

Stonehenge

Cost: 2500 + 10

Requires: Archery Range, Mage Guild

Effect: Generates 3 Druids per week.

Stonehenge Upgrade

Cost: 1500 + 5

Requires: Stonehenge

Effect: Upgrades Druids to Greater Druids.

Fenced Meadow

Cost: 3000 + 10 + 10

Requires: Stonehenge

Effect: Generates 2 Unicorns per week.

Red Tower

Cost: 10000 + 30 + 20

Requires: Fenced Meadow

Effect: Generates 1 Phoenix per week.

Rainbow

Cost: 1500 + 10

Requires: Nothing

Effect: Gives +2 luck to defenders.

Warlock

The incredible gold cost for the Warlock structures is offset by the reasonable resource cost– ore, a few gems, and a lot of sulfur. Most of the Warlock's high price comes from the final few structures, especially the Dragon Tower and its upgrades.

Cave

Cost: 500

Requires: Nothing

Effect: Generates 8 Centaurs per week.

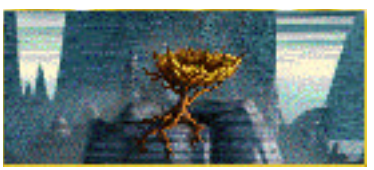
Crypt

Cost: 1000 + 10

Requires: Cave

Effect: Generates 6 Gargoyles per week.

Nest



Cost: 2000

Requires: Cave

Effect: Generates 4 Griffins per week.

Maze

Cost: 3000 + 10

Requires: Nest

Effect: Generates 3 Minotaurs per week.

Maze Upgrade

Cost: 2000 + 5

Requires: Maze

Effect: Upgrades Minotaurs to Minotaur Kings.

Swamp

Cost: 4000 + 10

Requires: Crypt

Effect: Generates 2 Hydras per week.

Black Tower

Cost: 15000 + 30 + 20

Requires: Maze, Swamp

Effect: Generates 1 Green Dragon per week.

Black Tower Upgrade

Cost: 5000 + 5 + 10

Requires: Black Tower

Effect: Upgrades Green Dragons to Red Dragons.

Black Tower Upgrade 2

Cost: 5000 + 5 + 10

Requires: Black Tower Upgrade

Effect: Upgrades Red Dragons to Black Dragons.

Dungeon

Cost: 3000 + 5 + 10

Requires: Nothing

Effect: Increases income by 500

Wizard

Wizard structures have the highest resource cost of any town, and the second highest gold cost (second only to the Warlock). The higher level structures bear most of the cost, the Ivory Tower plus upgrade and the Cloud Castle plus upgrade.

Habitat

Cost: 400

Requires: Nothing

Effect: Generates 8 Halflings per week.

Boar Pen

Cost: 800

Requires: Habitat

Effect: Generates 6 Boars per week.

Foundry

Cost: 1500 + 5 + 5

Requires: Habitat

Effect: Generates 4 Iron Golems per week.

Foundry Upgrade

Cost: 1500 + 5

Requires: Foundry, Well

Effect: Upgrades Iron Golems to Steel Golems.

Cliff Nest

Cost: 3000 + 5

Requires: Boar Pen

Effect: Generates 3 Rocs per week.

Ivory Tower

Cost: 3500 + 5 + 5 + 5 + 5 + 5 + 5

Requires: Foundry, Mage Guild

Effect: Generates 2 Mages per week.

Ivory Tower Upgrade

Cost: 4000 + 5 + 5

Requires: Ivory Tower, Library

Effect: Upgrades Mages to Archmages.

Cloud Castle

Cost: 12500 + 5 + 5 + 20

Requires: Cliff Nest, Mage Guild

Effect: Generates 1 Giant per week.

Cloud Castle Upgrade

Cost: 12500 + 5 + 5 + 20

Requires: Cloud Castle

Effect: Upgrades Giants to Titans.

Library

Cost: 1500 + 5 + 5 + 5 + 5 + 5 + 5

Requires: Nothing

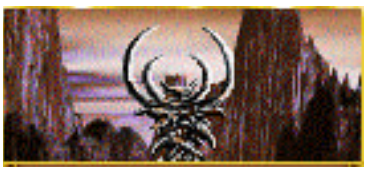
Effect: Adds 1 spell each level in Mage Guild.

New Structure (PoL)

The Necromancer castle has a new building in the Price of Loyalty expansion. Where the other castles have a tavern, the necromancer castle now has an Evil Shrine.

Evil Shrine

Cost: 4000 + 10 + 10



Requires: Nothing

Effect: Increases the number of skeletons resurrected after a battle by 10%, to a maximum of 60%.

Editor Compatibility (PoL)

The expansion set has upgraded the editor from the original game, allowing you access to all of the new artifacts, locations and portraits used in the Price of Loyalty. If you use any of these new features, the map will NOT be useable by someone who does not have the expansion set installed. If you create a map without using the new features, the map WILL be useable by someone without the expansion set.

You will be notified when you are saving your map whether or not you have used any of the features found only in the expansion. Maps with new features will have the .MX2 extension, while ones without will still have the .MP2 extension.

Editor

The Map Editor allows you to create or modify maps for Heroes II. Designing maps is easier after you are familiar with the game, so it is suggested that you play a number of the pre-designed maps before trying to design any of your own.

The World Editor is a separate program from Heroes II. To load the editor from Windows, select the Editor option from your Start bar under the Heroes tag in Program files.

You are given three options in the opening screen:

New Map: This allows you to generate a new map. You must decide what size map you are creating- Small 36x36, Medium 72x72, Large 108x108, or Extra Large 144x144.

Load Map: This allows you to load a previously saved map. Select the map you wish to load, and click OKAY to load it.

Quit: This option closes the program and returns you to your operating system.

Editor Screen

After selecting a Saved map, or starting on a new map, the screen changes to the Editor Screen. The Editor is broken up into parts:

Editor Window: All editing work is done in this window. All terrain starts as water.

World Map: Shows the terrain for the entire map, the pink rectangle corresponds to the visible area in the Editor Window.

Mode Buttons: These buttons allow you to create and edit terrain and overlays.

> *Terrain:* This button allows you to select which terrain to paint the map with. The entire map defaults to water. Select the terrain type you wish to begin with,

then click on the size of brush you wish to “paint” with. The choices are 1x1, 2x2, 4x4, or area. The area brush works by clicking on the map and dragging the cursor, which will form a pink rectangle. Releasing the mouse button will fill the rectangle with the terrain selected.

Overlays: This button allows you to select which overlays to place on the map. Overlays are objects, events, and terrain objects that lay on the map. To select the type of overlay to place, click on the appropriate button. Each terrain type has a button, and heroes, towns, artifacts, and treasures each have a button as well. The screen will change to a series of boxes each containing a different overlay of the type you selected. Clicking one with the mouse closes the window and returns you to the Editor Screen with the selected overlay on your mouse cursor. Place the overlay on the map by clicking where you want it placed.

Cell Details: Heroes, Towns, army camps, signs, bottles, and many other events have details that you can edit for effect on a map. Heroes can begin with specific creatures, portrait, name, artifacts, or skills. Towns can start with creatures, names, structures, and captains. Army camps can have set numbers of creatures but if you edit the number of creatures in an army camp, the camp will never offer to join a hero.

Roads and Streams: These two buttons activate the line drawing tool to create roads or streams. Click the mouse where you want the road or stream to start, then drag along the path you want it to follow.

Erase: While the eraser is selected, the brush will erase overlays. Select the size of the eraser with same brush buttons used in Terrain.

Zoom: Toggles between three levels of zoom.

Undo: Will undo the last change you made to your map. This is the easiest way to remove

an overlay you just placed.

New: Brings up the New Map dialog.

Specs: Allows you to modify major features of the map.

Scenario Victory and Loss Conditions: Allows you to set up special victory and loss conditions for your map. Click on the arrow to select a new Victory or Loss condition. If you want the computer to win via the special condition, check the appropriate box. If you want to allow a normal victory (all enemy castles taken and all enemy heroes defeated), then check the box. If additional information is needed on the victory condition (a specific value or condition), that is adjusted in the Victory Condition Extra row.

Map Name: Enter the name of your map, this is the name which will appear in the Scenario Select Window in Heroes II.

Map Description: A five line description of your scenario which will be visible from the Scenario Select Window in Heroes II.

Difficulty: Your decision on the map's difficulty. If the human player starts with a disadvantagous position, the map's difficulty is usually increased to reflect this.

Players: Assign which colors can be played by computer or human players. Click on the colored square to toggle the assignment between Human only, Computer only, or Human or Computer.

Start Hero in Castle: Determines if a random hero begins the game at each player's main castle. If the option is clicked off, then only heroes placed in the Editor begin the game on the map.

Rumors: Enter in rumors that can will be randomly displayed in Taverns during play.

Events: Allows for timed events to occur in a scenario. Enter the message of the

event, and assign if resources are given or taken away. Then determine when the event occurs, and how often it reoccurs (if at all). Then decide which colors get the event, and if computer players get the event.

Disk Options:

New: Brings up the New Map dialog.

Load: Brings up the Load Map dialog.

Save: Saves the map to your Heroes2\maps directory.

Quit: Exits the Editor and returns to your operating system.

System Options: Allows you to alter the way things look in the Editor Window.

Animations: If on, then the overlays will animate (for example, the windmill blades will turn.)

Cycling: If on, then the pixels will cycle on terrains and overlays (lava and water, for example).

Grids: Turns the grid on the overlay you have selected, to help you in placing the object.

Cursor: Toggles between black and white or color mouse cursors.

Note: Due to the complexity of Heroes of Might and Magic II, the editor can create maps that will produce unredictable results. Keep in mind that this is an EDITor, and that you will have to make revisions on your maps to make them perfect. With a little practice, it becomes easy to generate quality maps.

Keyboard Shortcuts

Adventure Window Keys

Tab - *Next Hero* - activates the next hero in you own with movement points left.

M - *Move* - automatically continues movement for a hero who is displaying a movement path.

K - *Kingdom Overview* - displays the Kingdom Overview Window, summarizing your heroes, castles, towns, mines, treasury and gold per day.

C - *Cast Spell* - opens the current hero's spell book, to cast a spell.

E - *End Turn* - ends your turn and proceeds to the next player.

A - *Adventure Options* - brings up a menu of options you may perform in the Adventure Options Window.

F - *File Options* - brings menu of options you may perform in the File Options Window.

O - *System Options* - brings a panel of System Options for overall game settings, including such things as sound and music control and movement speed.

Arrow Keys - move the current hero.

Ctrl + Arrow Keys - scroll the radar area around.

Adventure Options Keys

V - *View World* - displays a detailed view of the world. Only explored areas are visible.

P - *View Puzzle* - displays the puzzle map that leads your hero to the Ultimate Artifact.

I - *Info Window* - brings up the Scenario Information window, showing the scenario's name, description, starting options, and victory and losss conditions.

D - *Dig* - the active hero will dig at his current location for the Ultimate Artifact. Digging requires full mobility of the hero and takes a full turn's movement.

File Options Keys

N - *New Game* - starts a new game.

L - *Load Game* - loads a previously saved game.

S - *Save Game* - brings up a window of file names. You may save your game under its previous name or enter a new name for the save game.

Q - *Quit* - exits Heroes II and returns to the operating system.

Hero and Town Keys

H - *Hero Locator* - makes active the first hero in the hero locators. Further H keystrokes will scroll through the hero locators.

T - *Town Locator* - makes active the first town in the town locators. Further T keystrokes will scroll through the town locators.

Enter/Return - brings up the Hero or Town/Castle Window for the hero or town that is currently active.

General Keys

Esc - Will function as CANCEL, EXIT, or NO when any of these options appear.

Enter/Return - will function as OKAY, ACCEPT, or YES when these options appear.

Left Arrow/Right Arrow - will scroll left or right through different heroes, towns, or spell book pages whenever any of these windows are open.

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Hints and Tips from the Map Creators

Family Reunion Hints and Tips:

Kill the three key heroes Wegard, Dracor and Arabele as quickly as possible, especially Wegard. The first colors to attack you are either Red (using Wegard) or Green (Arabele). Purple is the most powerful but will require some time to break out of its area so only start worrying about purple (Dracor) from the fifth to sixth week onwards.

Haradale county: there are only 1 swordsman guarding in most cases so don't be afraid to attack !

Bloodhome Keep: Bone dragons behind the keep guard barrow mounds! The vampire lords nearby guard a pendent of life and a spell scroll with "Death Wave"

Kalimore area: The herb gardens to the west of the castle High Sorcerer contain events giving you arcane necklace and clover. The hut of magi there will reveal most of the map. The five obelisks there will reveal the ultimate artifact. The titans at the library are guarding the spell scrolls: "Armageddon", "Dimension Door" and "Town Portal" High Sorcerer and Bloodhome keep both have fifth level mage towers already in them.

Tactics : Take over Haradale Keep as soon as possible. Upgrade High Haven and Silverspire (your initial castle and town) as soon as possible. Once you see Wegard (Red), attack him with your most powerful hero. Same for Arabele (Green). After defeating the first heroes sent at you, attack red, which would have the town gateway and two towns and 1 castle in the desert to the west. Eliminating red is vital because the barbarian heroes expand very quickly. Beware of Purple (Dracor). When you do meet Dracor or any of purple's heroes, they will definitely come with dragons in their group.

Gates of Hell Hints and Tips:

Gates of Hell Hint 1:

It's not the first week that is the challenge... it's the first day. There is a way to get one of your heroes past the Demon guardian on the first day.

There is no other immediate escape from the prison where the majority of your heroes start. If there is a way out other than past the Demon, it will take you a while to find it, and you don't have that kind of time at first.

Your first priority is to get your hero past the Demon. Do not do anything else before you accomplish this.

Gates of Hell Hint 2:

Take a good look at the hero who is able to escape (Flynn for Green, Melchior for Blue). Each of them has an artifact in their possession, which should tip you off as to what they need to do in order to escape.

You have one hero who is not imprisoned, but I would not recommend moving them off the Gate. Their job is to sit on that Gateway so nobody can come through it. If they leave their post, you could be in for a world of hurt.

If you don't get your hero free from the Demon the first round, your gateway guardian (Dawnstar for Green and Chakotay for Blue) are your only hope. You're going to lose your main castle the first round, and these heroes have to go find you a new castle within seven days or you're done for. In order to do this, they will have to abandon their post, and then you have to rely on luck. If the purple or orange player decides to come through the gate you abandoned, that's all she wrote.

There's a better way to play it than to put Dawnstar and Chakotay into action, though...

Gates of Hell Hint 3:

It is possible that many players don't quite know how the Surrender feature of the game works. What happens when you Surrender is that you pay the enemy player a certain amount of gold, based on the number of troops you have, and you disappear. The hero who surrendered then appears in the Hero Recruitment Pool for your side (displacing a hero that was there before), with all his/her troops still intact.
You can recruit that hero for the normal 2500 with all the armies and artifacts they have with them.

This is what you have to do to survive the first round. Your money has been carefully rationed - you have just enough in the first round to Surrender Flynn and Melchior with the armies they command, and then to recruit them back in your main castle. After that, you will be almost broke, but Flynn and Melchior should be able to handle the immediate threats to your castle.

Ah, but how do you get the rest of your heroes out after that?

Gates of Hell Hint 4:

The Surrender trick will only work once. The rest of the heroes who are imprisoned will be killed outright if they attempt to escape. The Demon guardians have troops, which are faster than anything the rest of your people have - they'll fry you where you stand before you can even take a single action in the combat.

You will never, never be able to defeat those Demon guardians in combat. That is impossible. In order to make them disappear and free the rest of your heroes you will need to defeat the Red player by taking all of her towns.

Fortunately, she only has one town. She also has only one other hero besides the Demon guardians, and that hero only has a limited range of motion. She cannot recruit any other heroes. She is a static player... all you have to do is find her.

Roc Around the Clock Hints and Tips

No spoilers here, just a few suggestions.

1. Don't Worry, be Happy! This map is actually easy for most, if played at normal difficulty. At higher difficulty settings, the computer advantage will kick in.

2. Take your time, enjoy your visit. This is an explorer style map. Although you don't have to beat any of the other colours to win, there are places you have to find. Don't worry about the time limit, it is there primarily for storyline. There are lots of (hopefully) interesting and amusing events scattered about the map. If you try to beat the map in record time, you'll probably miss them.

3. One for the Road. Check your tavern weekly for rumours. It will be profitable at best, at worst worth a chuckle or two.

4. Bad news for builders. There is only one town you can build up to a castle, and somebody else will probably do it for you. The main use for resources is converting them into cash for troops. This also means you can't recruit new hero for a while.

5. You'll have to wing it. Most of the troops you will come across are flyers. Adjust your battle tactics accordingly.

6. Don't get greedy! With only one hero, you can overload yourself with junk artifacts, and miss the event goodies.

7. Don't Jump to conclusions. You have very little chance of getting dimension door. If you do, be warned it will do little good in reaching your goal.

The Road Home Hints and Tips

- *The North Road:*

This is a flat-out sprint. You have to be smarter than the Barbarian player on your heels, because he's faster than you. Your forces should be strong enough to punch through the enemy lines in front of you, but if the horde from the West catches up to you, you're toast. Don't take the dwarves, they'll just slow you down, and you should be able to get through without them. Build up the dwarfish town to a castle so you can recruit heroes that can distract the barbarian from the West. Leave as many resources as you can bear along the way, because the enemy will probably take time from pursuing you to pick them up.

- *The Middle Road:*

This one requires that you be a little craftier than the others, and perhaps a little luckier. A good strategy is build up the Elf town to a castle and hole up there for a while, sending out sacrificial heroes (Warlocks are best - you can make them go quickly by taking away the Centaurs and they come equipped with Scouting) to get a look at the land. If you find a safe path home, go for it, but be sure you have enough territory cleared to spot enemies coming your way. If one of the sacrificial heroes can make it home, that's fine too. Remember to bring the Phoenix army back to Faelina, though, because you lose if she gets killed. The Elves can help a hero clear out the monsters on the way, so dispense them wisely. You get more help from Faelira's blue forces on this one, but the enemy is very strong.

- *The South Road:*

You MIGHT be able to take this the same way as the Middle Road, but you'd be much better off going for the back door approach to the west. The yellow player has a reasonably dangerous force, but hardly as bad as the Necromancers. In fact, he may even decide not to pick a fight with you if your troops are still reasonably strong after the trip. Take the Unicorns with you by all means - you'll need them.

- *Faelira:*
If you play the blue player (which you only can in multiplayer), you have to be pretty selfless. You aren't going to win this fight yourself, but your ally can win it for you. If she gets home, then you've done your job. That means you take out as many enemies as you can and, more importantly, keep them focused on you rather than her. A good way to do this is to find a town over which you and the enemy can squabble, where he'll focus his energies. When Faelina chooses her path, your forces must be concentrated there.
The others should focus on mustering resources to feed the fight along the path that Faelina chooses.

Thunk Hints and Tips

I'm not going to put many spoilers here. I think there are many ways to beat this map and I dont want to ruin your adventure by putting how I did it here. Just a few pointers for the beginning of the game to help you out.

1. Get the gold mine (yes, you can beat that many peasants). Block the portal and leave him there until rescued.
2. With Catarina, kill the Paladins guarding the lighthouses and the genies to the north. You will probably lose a lot of troops, but you must take both of these spots!
3. Get the seeing eye pendant on the tiny island south of Holbark, not necessarily in the beginning though.
4. Visit all three sphinxes - there are clues to their answers hidden in the level so look hard!
5. Rescue Corribus. You may or may not be safe on that island (d-door), so rescue him SOON. He is also a high level hero and you'll need it.
6. Don't get discouraged. Start with the barbarians. It will probably take you several months before you get a hold of the map, if you get a hold of the map. Your opponents start out with HUGE advantages.
7. Watch out for THUNK. Do not engage him until you are ready and do not end a

turn near him or near a portal, as he will attack and kill your main hero. You may and probably will have to give up LOTS of castles to him and flee through a portal to avoid destruction.
8. Free Bred as soon as you can from his prison (need the Blue tent). He has lots of crusaders that you could use.
9. Look at the rumors! They'll tell you which heroes to avoid and other useful information.
10. Find Battle Garb and Find UA.

Wizard's Land 1 Hints and Tips

Try to get the Lightning Bolt spell as early as possible. Reload if necessary to get it in your town. It is very helpful because your troops are initially weak.

Explore quickly and efficiently. While you do not need to visit every place to win, you should try to visit as many as possible. Look out especially for places that give you bonuses to primary skills.

Do not hesitate to pick up every artifact you find. There are exactly enough artifacts to fill your slots.

You cannot build anything, so don't go out of your way to get resources. You only need gold, sulfur (for the dragons) and maybe some gems (for the Trees of Knowledge). Incidentally, you also cannot hire any more heroes, so make the most of Solmyr.

Pray to all the gods that the Ultimate Artifact is something useful.

Get the two warlock towns ASAP. Because of a glitch in the editor, you'll have to go with red dragons against titans, but it's winnable (and good practice).

Also pray to all the gods that Mandalis does not get spells like Resurrect True or Mirror Image.

Useful spells for you include Dimension Door, Town Portal, Armageddon, and any lightning spell (because of Lightning Rod).

In the final battle, you might consider dragging the centaurs along so that the titans shoot them instead of the dragons. Gargoyles or minotaur kings are also useful for the first strike.

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