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POWER MONGER™

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FOR PLAY ON THE SEGA CD™ SYSTEM

Rated by V.R.C.

MA-13
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- Do not leave it in direct sunlight or near a radiator or other sources of heat.

- Be sure to take an occasional break during extended play, to rest yourself and the SEGA CD Disc.

- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges and keep in the case when not in use. Clean with a lint-free, soft, dry cloth, wiping in straight lines from the center to the edge. Never use solvents or abrasive cleaners.
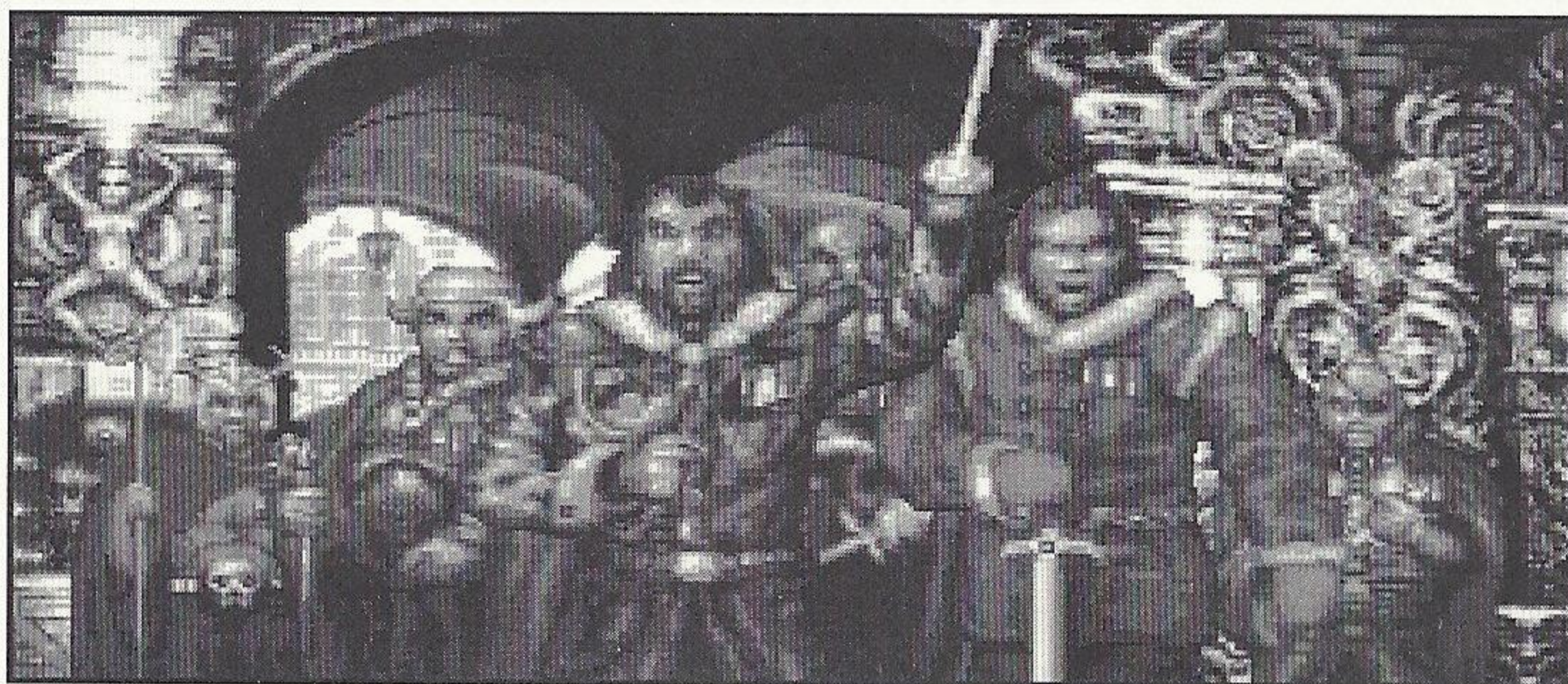
Table Of Contents

New Lands To Conquer

The Power Mongers

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

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

The Path To Power

The world of Power Monger is made up of 195 lands. Your goal is to subdue and conquer these isles on behalf of your master and unite the land under his rule.

The Conquest begins in the land in the upper left corner of the map. Your final destination is the land in the lower right corner. You don't have to conquer all 195 lands to win the game — you only have to reach the land in the lower right corner. If you manage that, you've divided the opposition and effectively brought the world under your heel.

The Pen Or The Sword

Each land is divided into settlements. As you enter each new land,

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you must win the obedience of the people in each settlement. Some settlements will quail before you and let you form an alliance — others will need more forceful means of persuasion. Whether you win the people's hearts by words of diplomacy or by force of arms, each settlement must be persuaded — there's no other path to victory.

Manage Your Resources

To wage war, you'll need resources for your army: food, recruits and weapons.

An army, as they say, marches on its stomach. If your followers don't have food, they'll go back to their homes, where at least they can hope to scrape some nutrition from the soil. You'll also need to recruit men in order to strengthen your ranks — your followers may fight fanatically for you, but if they're outnumbered you're setting them up to be massacred. Sometimes you'll find that you just don't have enough men to beat your opponent. This is where superior weapons come in. Bows are ten times as effective as knives on the battlefield. Better yet, arm yourself with a cannon and you'll have very little to fear.

Whenever you conquer a settlement, their resources are completely at your disposal, spoils of war. You must manage these resources carefully. For example, you can take a little of a settlement's food and men, a good portion of it, or all of it. How much of any resource you take depends on the situation. You must learn to balance the requirements of the day with the needs of the days to come. Only then will ultimate victory be yours.

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Control Summary

Basic Controls

D-PAD
(DIRECTIONAL PAD)

UP

START

START

TRIGGER

LEFT

A B C

DIAGONAL   DOWN   RIGHT
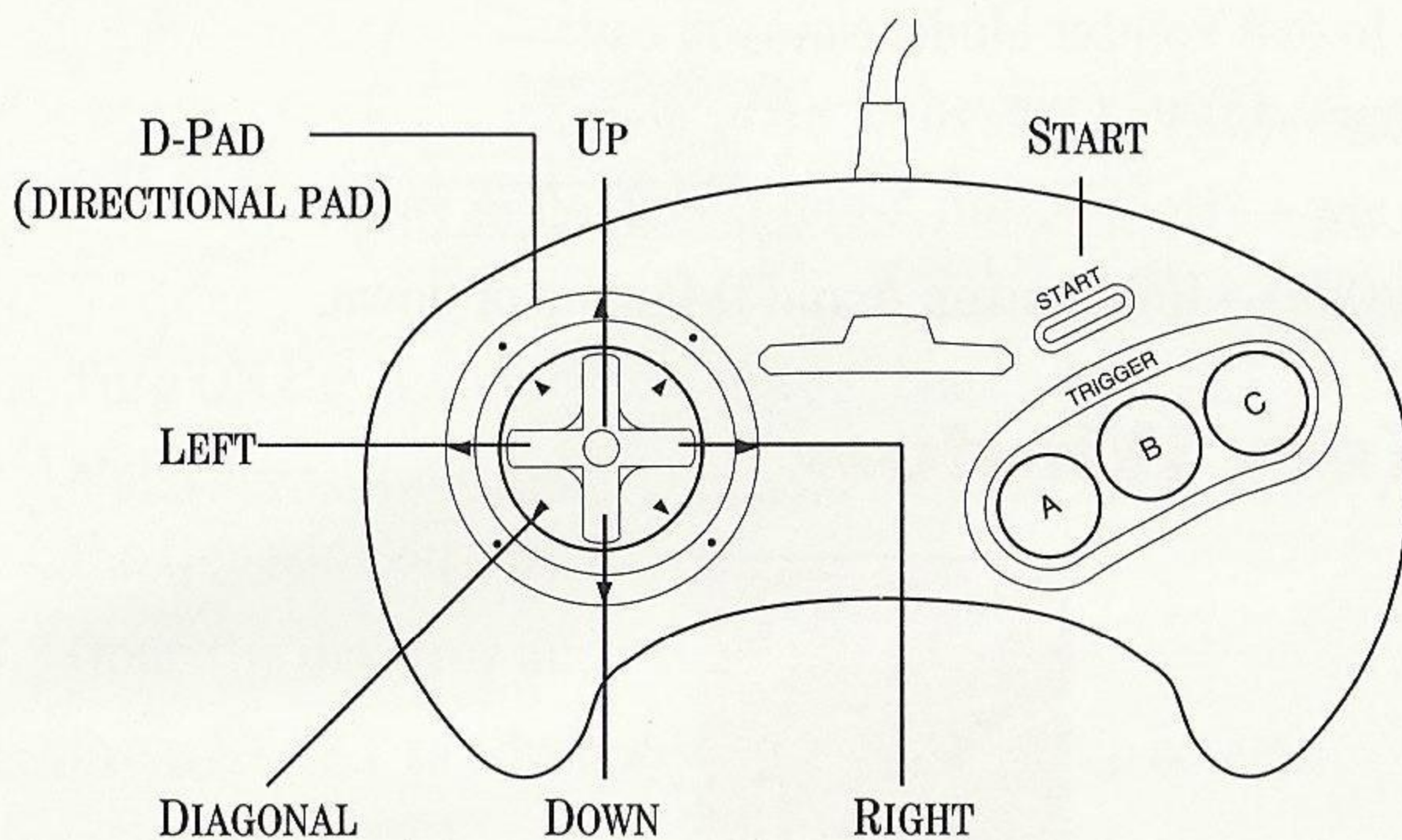
B Button — Cycles between Pointer Mode, Non-Pointer Mode, and the Overview Window.

C Button — Activates and deactivates Command Bar.

START — Pauses game.

Captains Window

When active and in pointer mode the Captains Window contains an arrow that is moved using the D-Pad. The arrow can be used to obtain information and point to locations or objects that are part of a command.

STATUS
BARS
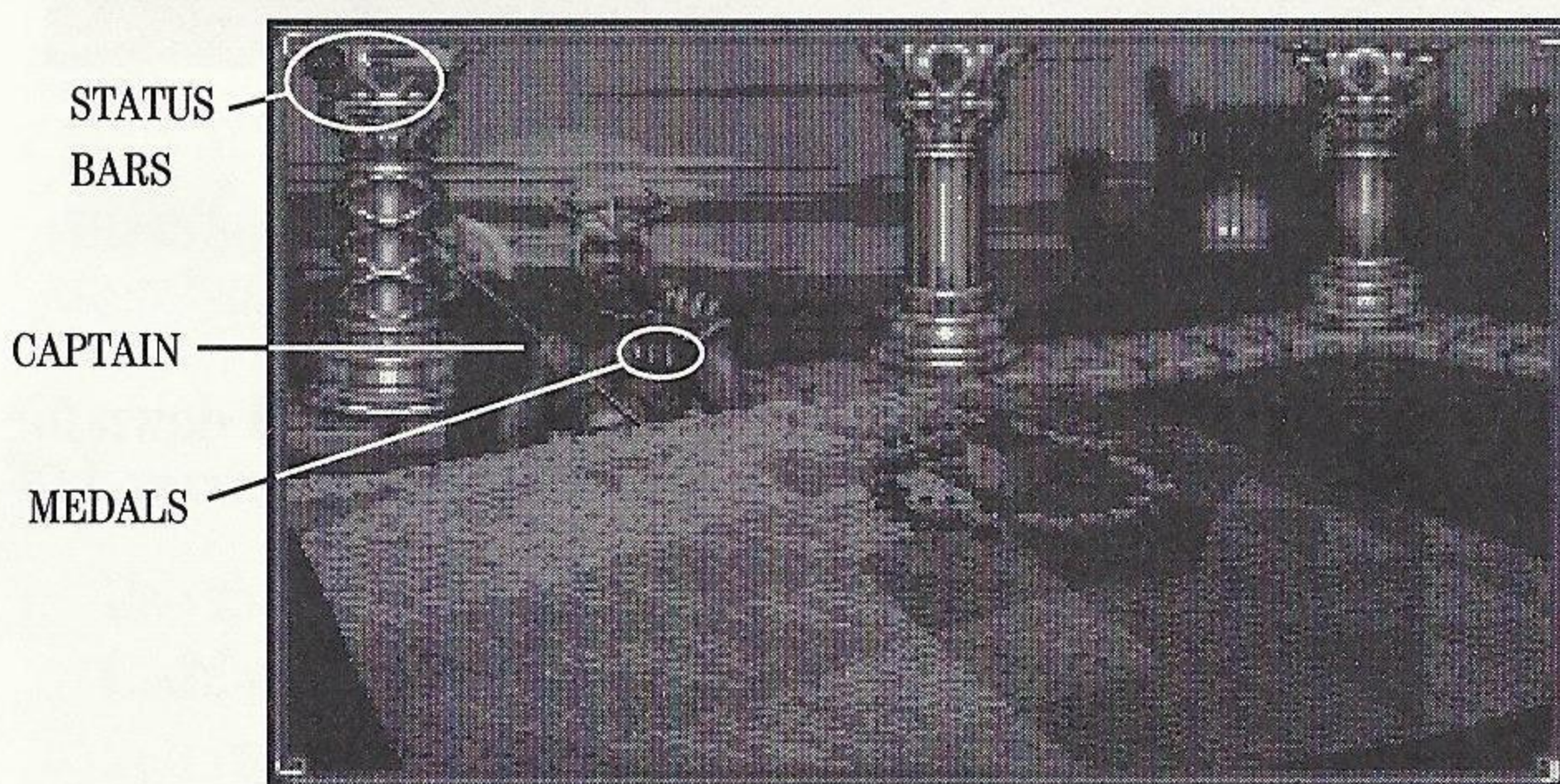
CAPTAIN

MEDALS

Captain Information — D-Pad pointer to medals and press **A**.

Re-center Captain after rotation — D-Pad pointer to status bars and press **A**.

Locate Captain in window and follow his movements — D-Pad pointer to Captain's head and press **A**.

Press **B** once to exit Pointer Mode. Now you can:

    Scroll View — D-Pad left, right, up or down.

    Rotate View — Hold button **A** and D-Pad left or right.

    Zoom In/Out — Hold button **A** and D-Pad up or down.

Overview Window

Press **B** to bring up the Overview Window. From here you can:

Move pointer — D-Pad **up, down, left** or **right**.
Change Map Mode — D-Pad pointer to button, press **A**.
Activate Command Bar — Press **C**.
Confirm selection after command — Press **A**.

Press **B** to return to Pointer Mode.

Command Bar

Select Command Bar — Press **C**.
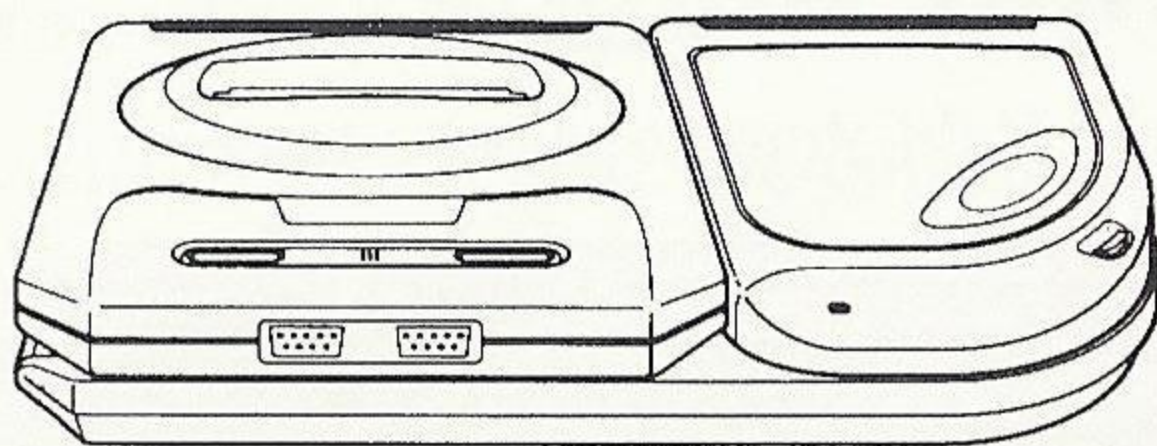Move selector box — D-Pad **left** or **right**.
Choose Command — Press **A**.
Help feature — Move the selector to any command and hold **B** down for
       a description of the command.

Starting The Game

1. Turn ON the power switch on your Sega™ Genesis™.

2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.

3. Open the disc tray and place the disc inside.

4. Press **START** to advance to the Game Set-Up screen.

Name Your Captain

Your loyal subjects need to know the name of their lord. Use the Name Screen to enter the name of your Captain.

SELECT CHARACTER

DELETE LAST CHARACTER

NAME

SPACE

ENTER NAME
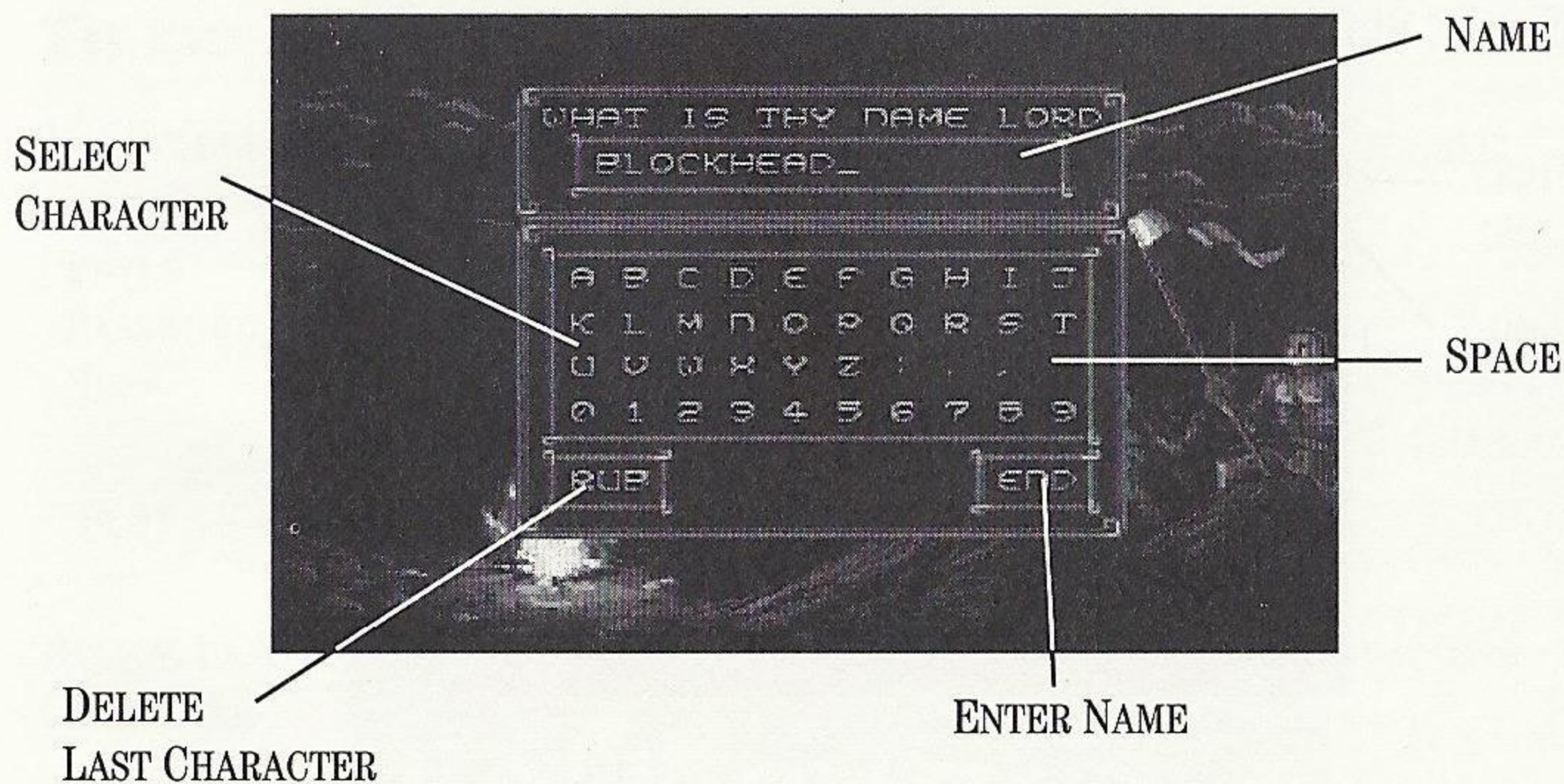
To enter your Captain's name

1. Use the D-Pad to move the box to a character, and then press **A, B** or **C**. If you make a mistake, select RUB to delete the last character. You can enter up to 15 characters.

2. Once the name you want appears in the box, select END.

The Main Menu

Choose Your Game

Use the options on the Main Menu to select a game.

To select an option

- D-Pad Up or Down to highlight the option you want, and then press **A**, **B** or **C**.

Starting A New Conquest

To start a New Conquest

1. Select Start New Conquest. The Conquest Map appears.

FIRST
LAND

HIGHLIGHT
BOX
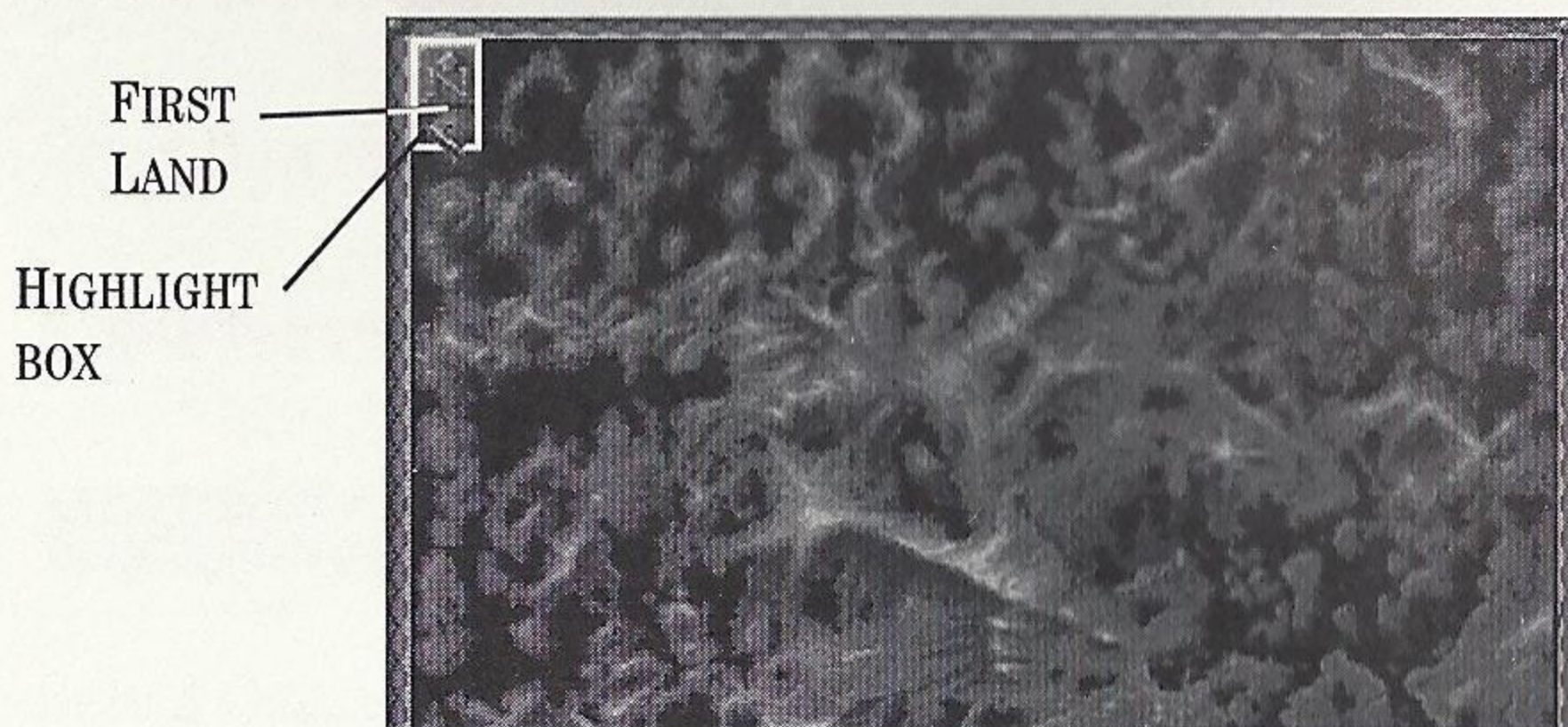
If you select START NEW CONQUEST after you've already started a Conquest, you're asked if you want to delete your last game and start again. Select YES to start again, or select NO if you decide you want to continue your old game.

2. Press **A**, **B**, or **C** to select the land in the red box. After a 3D flyby of the land, showing every hill and valley, the Game Screen appears. To skip the flyby, press START.

This is the only land you can choose when starting a new Conquest.

Continuing Your Current Conquest

To continue your Conquest

1. Select CONTINUE CONQUEST. The Conquest Map appears with a dagger in each land you've conquered.

2. Use the D-Pad to move the box to a land adjacent to one you've already conquered (a yellow box surrounds the worlds you've already conquered and a red box surrounds adjacent territories).

3. Press **A, B,** or **C** to select the land.

The Conquest Map is taller than one screen. To see the rest of the map, move the pointer to the bottom of the map and D-Pad Down to scroll.

Restoring Your Conquest With A Password

Whenever you conquer a land, you get a password and a choice of Slot number 1-4 in which to save the game. Always write down any passwords you receive and remember the Slot — that way you can resume your Conquest even if you've restarted your Sega CD system.

To restore your Conquest

1. Select Restore Conquest. The Enter Password Screen appears:

ENTER PASSWORD HERE

SLOT

DELETE LAST CHARACTER

SELECT CHARACTERS

END
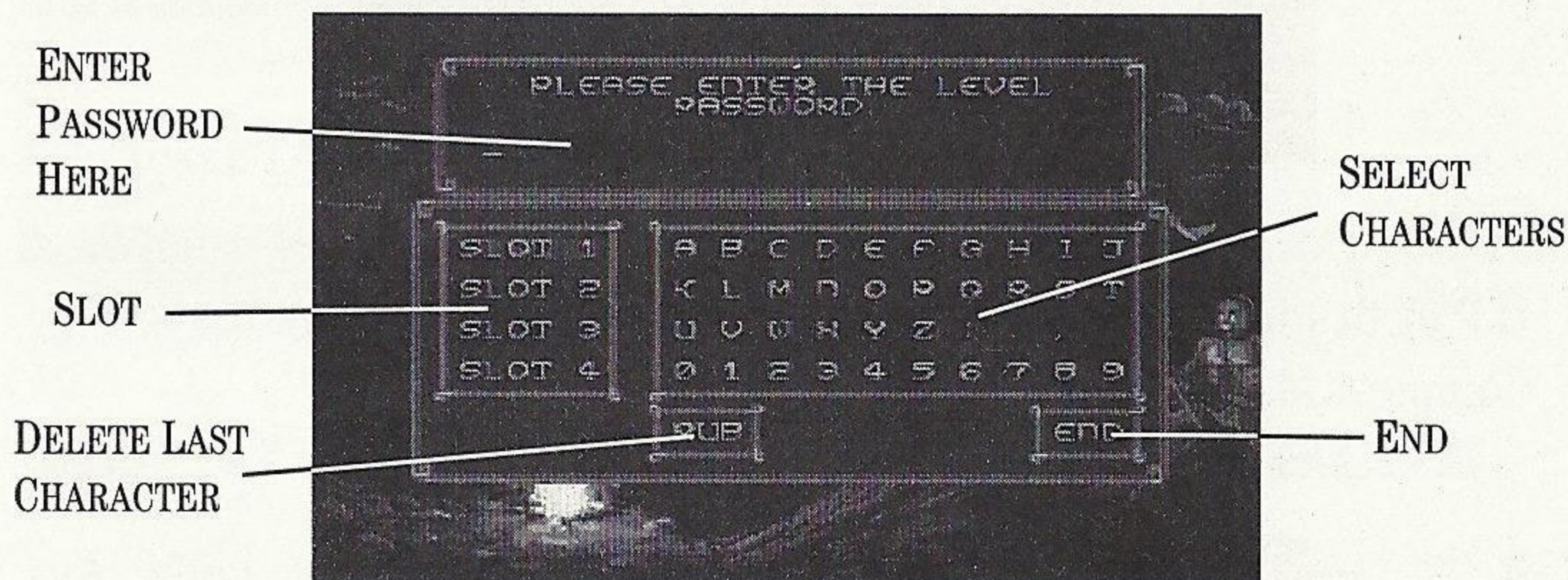
2. Use the D-pad to highlight the appropriate Slot number 1-4 (see *Saving Your Conquest*), and then press **A, B,** or **C**. Alternatively, type in the password name.

3. Once the correct password appears in the box, select End. You're taken back to the Main Menu.

4. Select Continue Conquest to resume where you left off.

Playing A Random Land

Select PLAY RANDOM LAND to let the Sega CD randomly choose a land for you to conquer. The land can be easy, challenging, or very hard — there's no way of knowing what you'll get.

Quickstart Guide To Seizing Power

This guide helps you conquer the first land in Power Monger. It introduces you to some important strategies and explains what's happening on the screen. Follow it closely and you are well on your way to ruling the world.
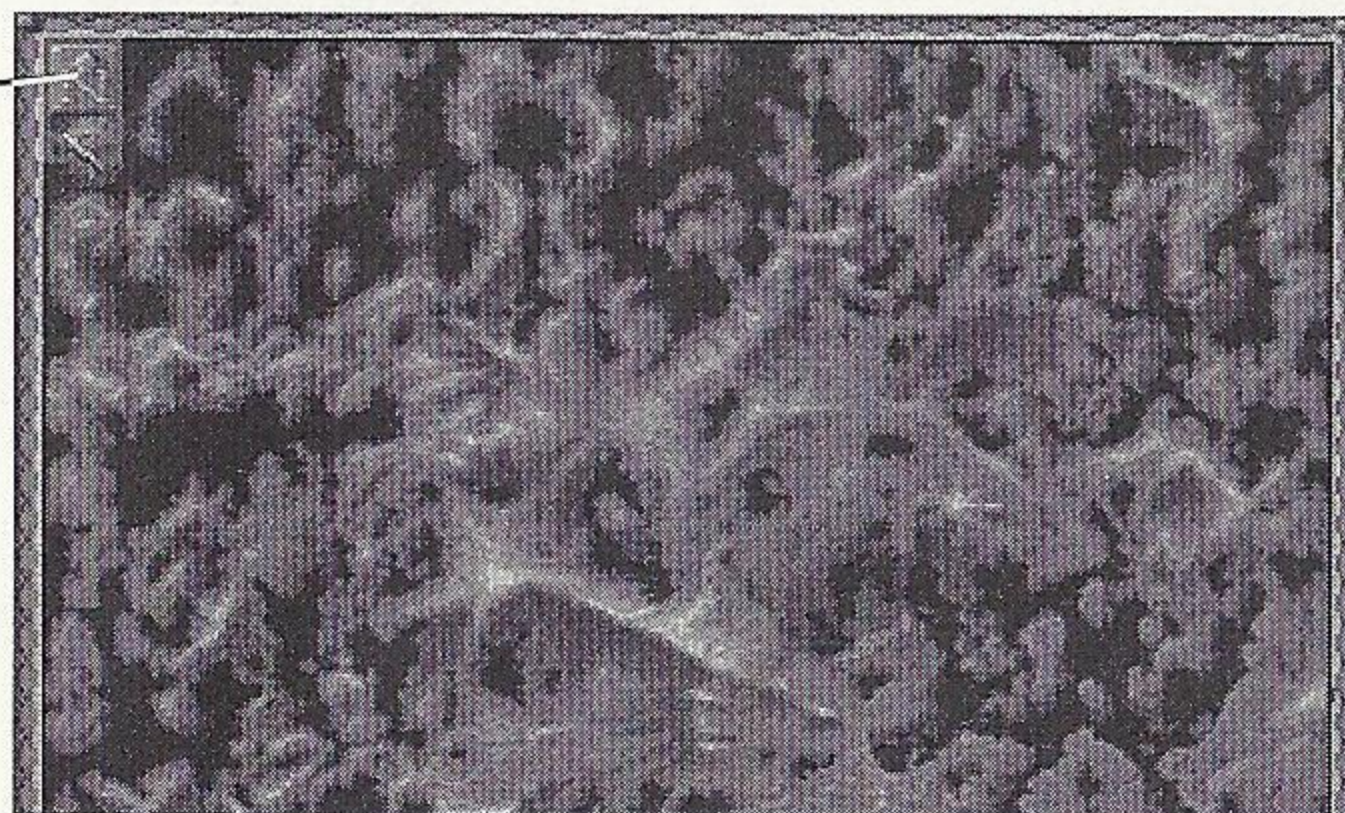
Start A New Conquest

You should have already loaded Power Monger and entered the name of your Captain — the Main Menu should be before you.

1. D-Pad to highlight START NEW CONQUEST, and then press A. The Conquest Map appears.
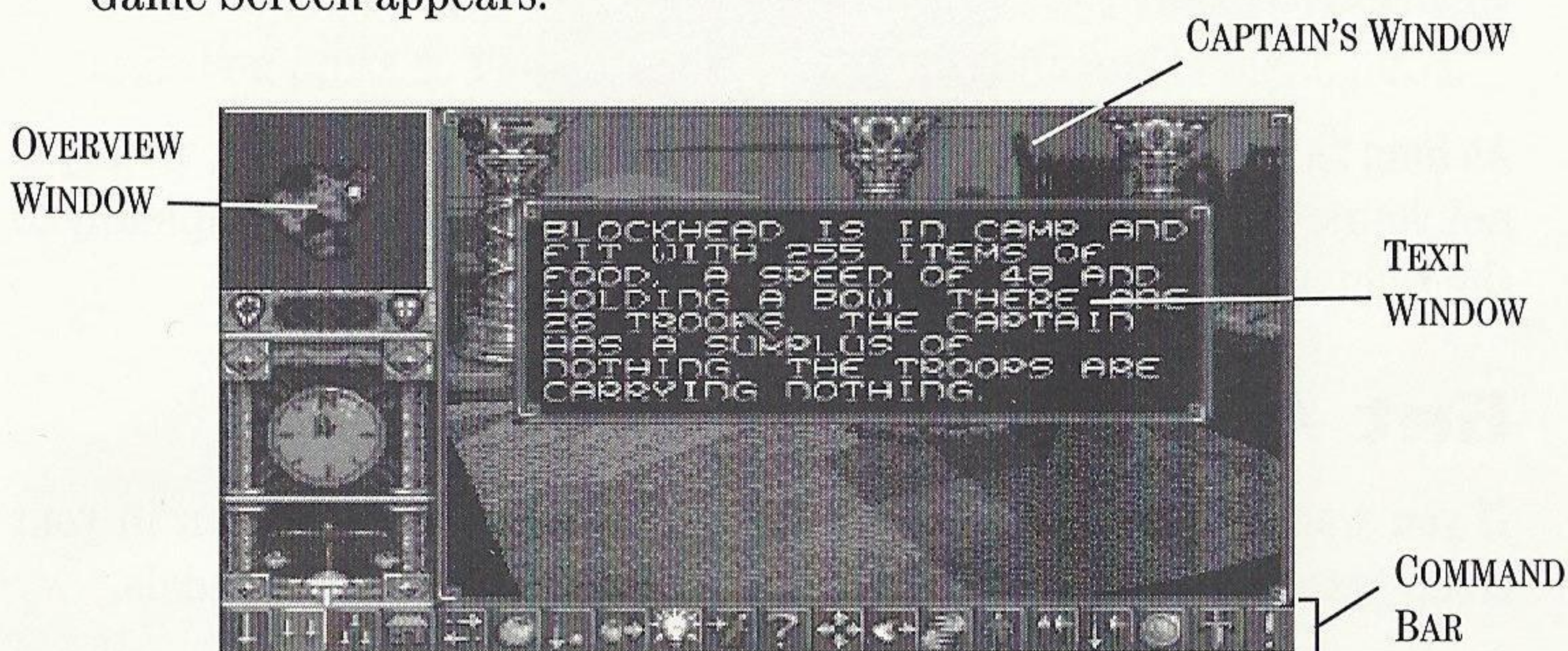
FIRST LAND

First land in Conquest

The Conquest Map shows you which lands belong to you, and which lands are yet to be conquered. Since this is a new Conquest, you don't rule anything yet — your only choice is to start with the first land.

2. Press **A** to select the first land in the Conquest. After a moment, the Game Screen appears:

CAPTAIN'S WINDOW

OVERVIEW WINDOW

BLOCKHEAD IS IN CAMP AND FIT WITH 255 ITEMS OF FOOD. A SPEED OF 48 AND HOLDING A BOW. THERE ARE 26 TROOPS. THE CAPTAIN HAS A SURPLUS OF NOTHING. THE TROOPS ARE CARRYING NOTHING.

TEXT WINDOW

COMMAND BAR

Whenever you begin the conquest of a new land, the first thing you see is your men filing out of your tower. The tower is your home base.

Pause The Game

The world of Power Monger runs in "real-time" — that is, the people in the world carry on working and fighting even while you're deciding what to do. While going through this tutorial, you need to pause the game now and then to read what you should do next.

1. Press **START** to pause the game.
2. Whenever you're ready to perform your next action, press **START** again to go back to "real-time".

Monitor Your Captain's Status

You should constantly be aware of how many troops the captain has, how much food he's carrying and his health. The Status Bars in the top left corner of the Captains Window give you a rough idea of how much of these you have.
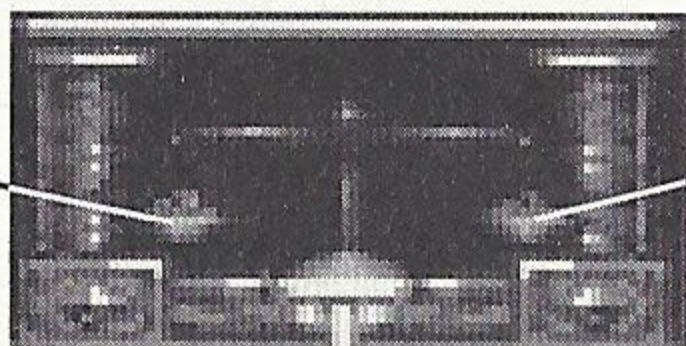
FOOD (BLUE)

TROOPS (RED)

HEALTH (GREEN)
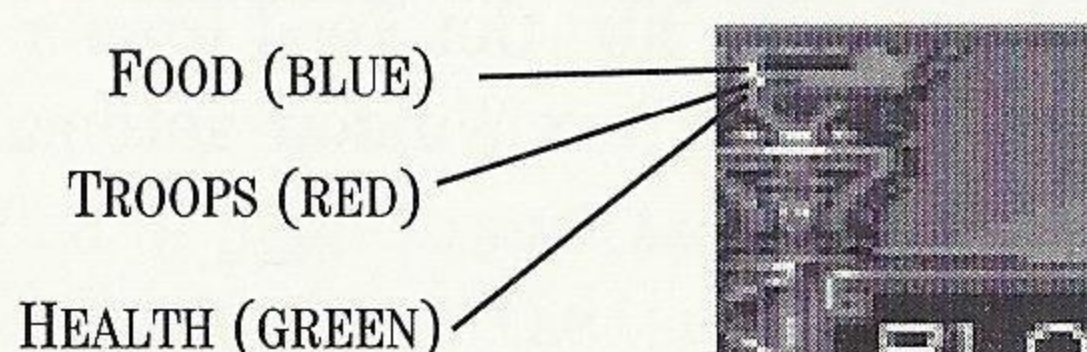
Watch The Conquest Scales

The Conquest Scales tell you how close you are to conquering the land.

PEOPLE LOYAL TO
OTHER CAPTAINS

PEOPLE LOYAL
TO YOU

As long as there are grains of sand in the left side of the scales, victory is not yours. In order to have won, the scales must be tipped completely to the right and there must be no grains of sand on the left.

Get Accurate Info

If you want to know the exact number of food items and men in your troop (as well as some other information), use the captain's medals.

1. D-Pad to point at the Captain's medals.

CAPTAIN'S
MEDALS

2. Press **A.** The info appears in the Text Window below.

This information updates itself automatically. For example, if your Captain has 255 food items and you make him Get Food from a settlement with 18 food items, the info in the Text Window automatically changes to show 273 food items.

Get Food From Your Tower

There's a small supply of food in your tower. You might as well take it with you — it won't do you any good to leave it there.

1. Press **C** to highlight the Command Bar.

2. D-Pad to move the selection box to the Aggressive Posture command, and then press **A**. The Aggressive Posture command is highlighted.

PASSIVE
POSTURE

NEUTRAL   AGGRESSIVE
POSTURE   POSTURE
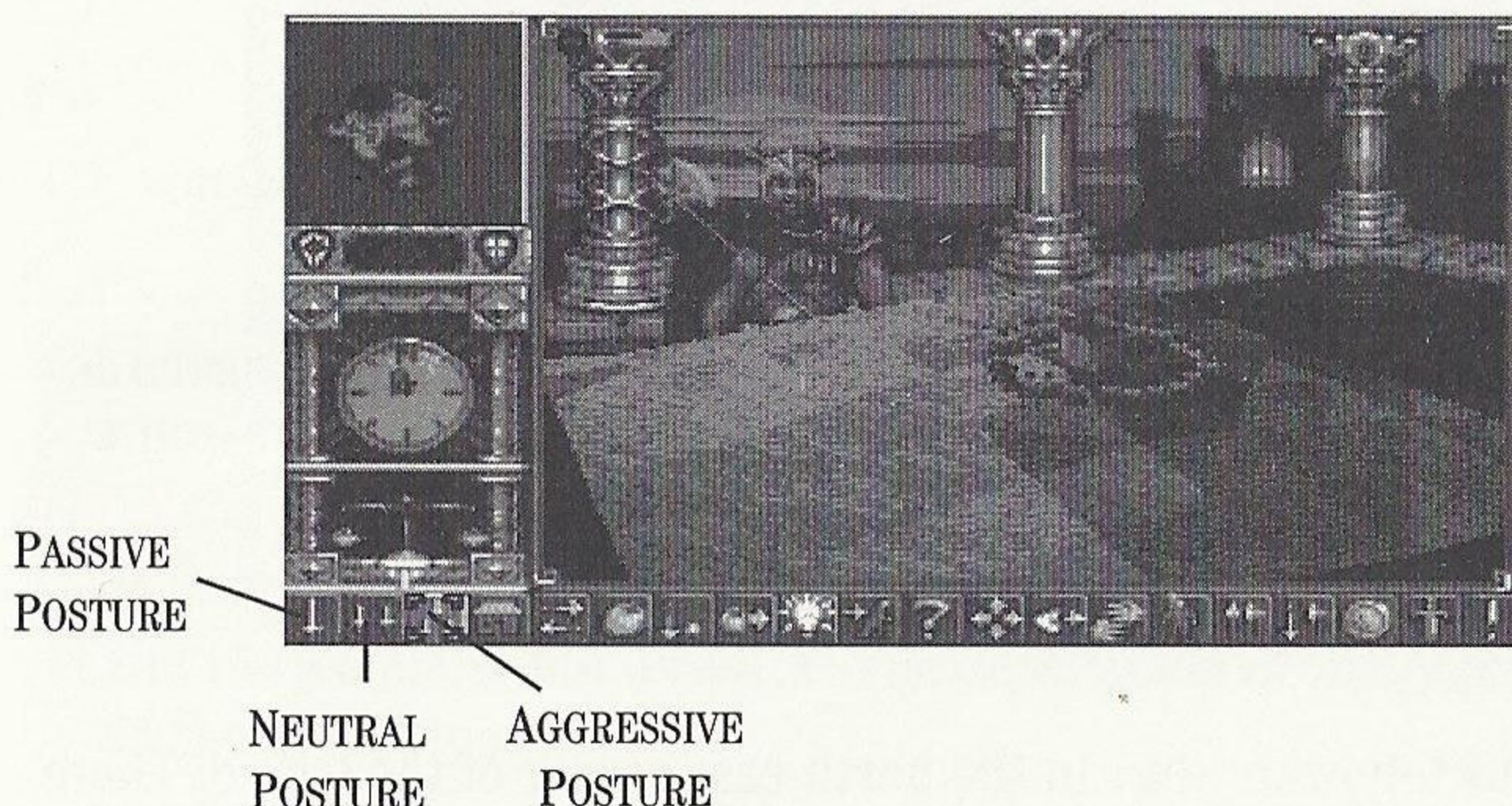
The Posture commands are settings that modify most of the other commands. They let you tell your followers how aggressively they should act when carrying out your orders. Since you want your followers to take all of the food from the tower, you want to be in an Aggressive Posture.

3. D-Pad to move the selection box to the Food Collection Icon, and then press **A**. The Food Collection Icon is highlighted, and the Captains Window automatically becomes the active window.
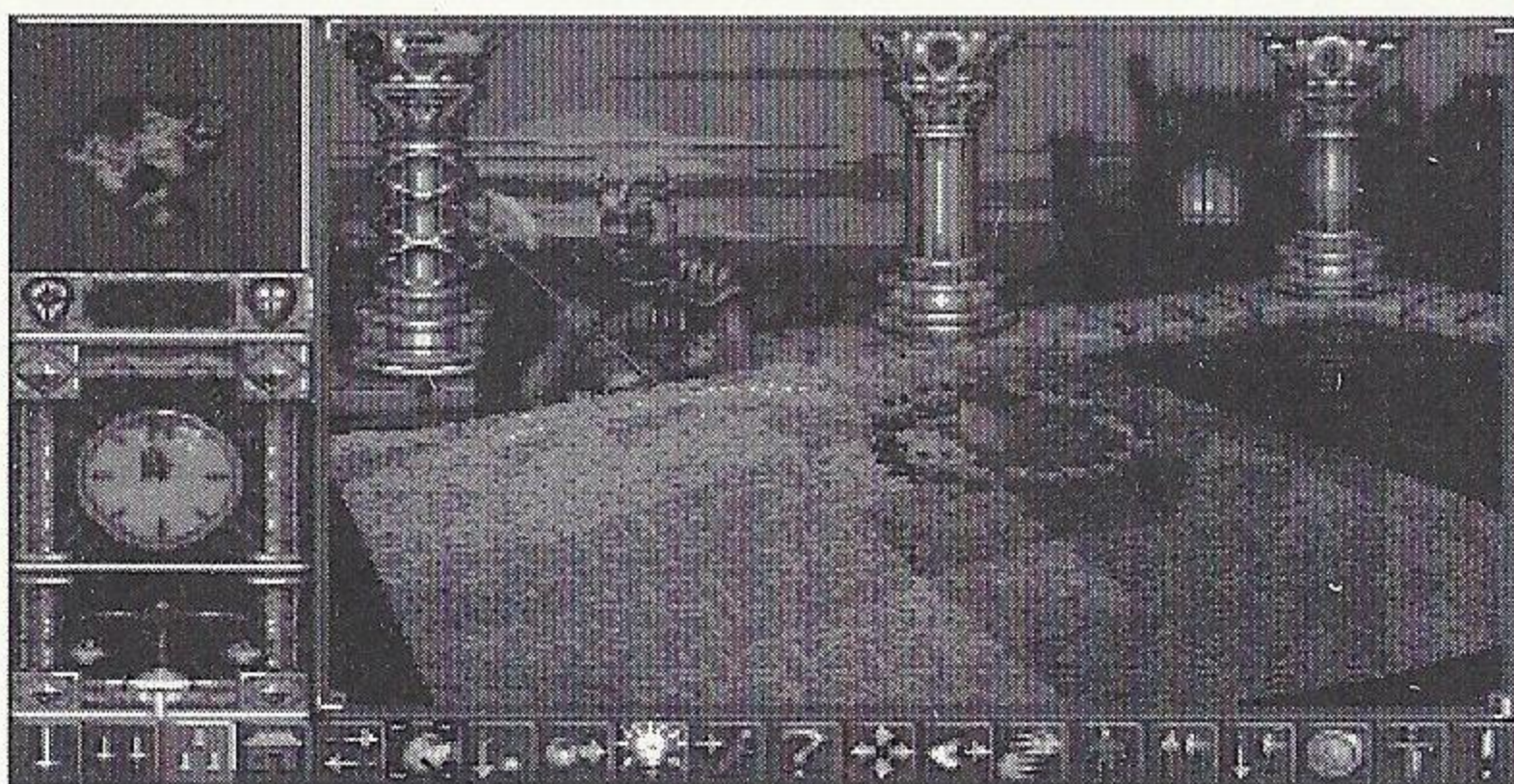
FOOD COLLECTION ICON

4. D-Pad to point to your tower, and then press **A**. Watch as your men take the food from the tower.

As your men take food, notice that the number of food items in the Text Window and status bar increases.

Look At The Lay Of The Land

As you can see from the Overview Map, the first land is a single small island. The small man on the Overview Map marks your Captain's location; the white cross marks the point on the map currently in view on the Close-Up Map.

CAPTAIN'S LOCATION (RED MAN)

POINT BEING VIEWED ON CLOSE-UP MAP (WHITE CROSS)
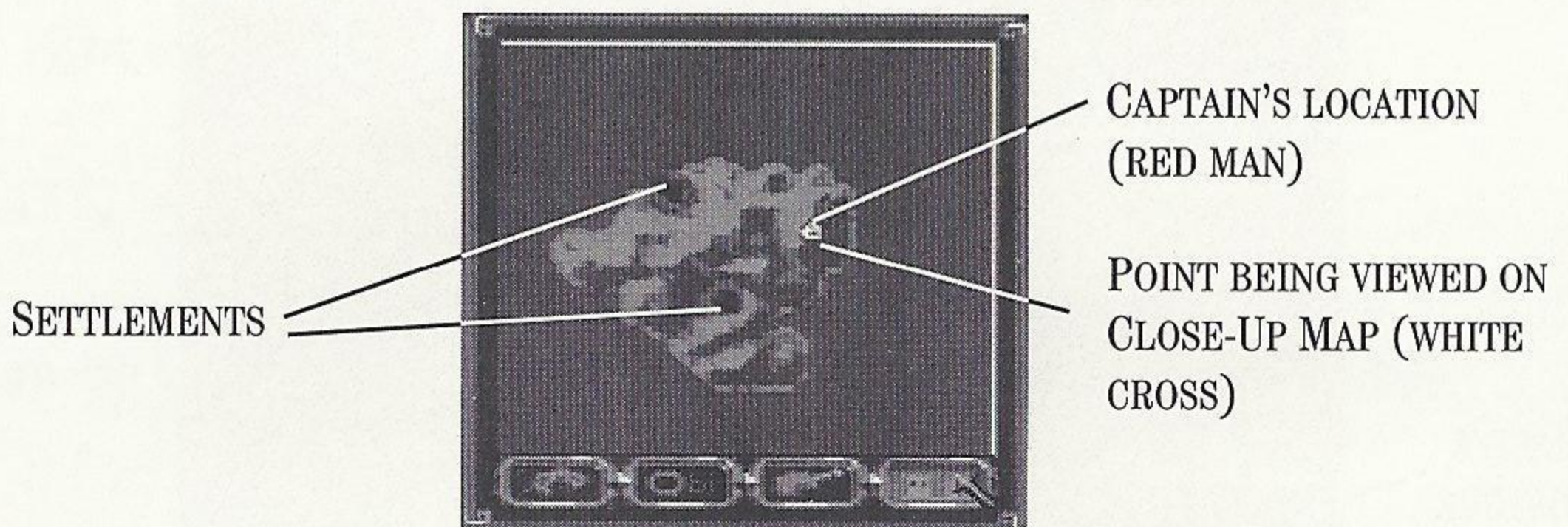
SETTLEMENTS

You and your followers start in the north-east corner of the island. There are two small settlements — one in the south and the other in the north-west. You can find out important things about settlements without actually going to them.

1. Press **B** twice until the Overview Window appears.

2. D-Pad to point at the southern settlement, and then press **A**. The view on the Close-Up Map switches to the southern settlement.
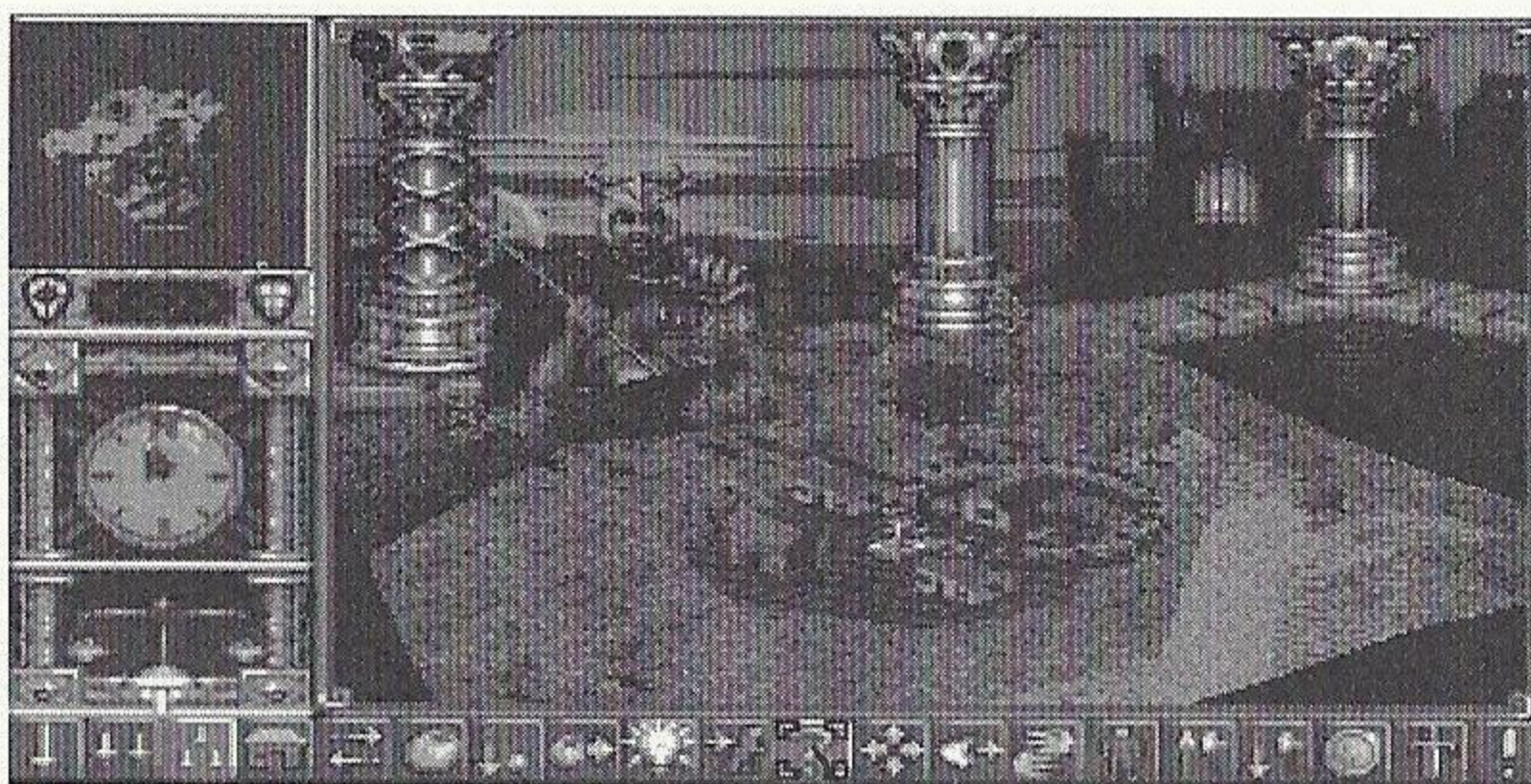
Press **B** to close the Overview Window.

You see a group of buildings with people busily going about their lives. Notice that these people wear blue shirts, while your men wear white.

3. Press **C** to highlight the Command Bar.

4. D-Pad to move the selection box to the Information Icon, and then press **A**.

INFORMATION ICON

5. D-Pad to point to any object in the settlement — a building, person, the town square, etc. Press **A**. The description of the object appears in the Text Window.
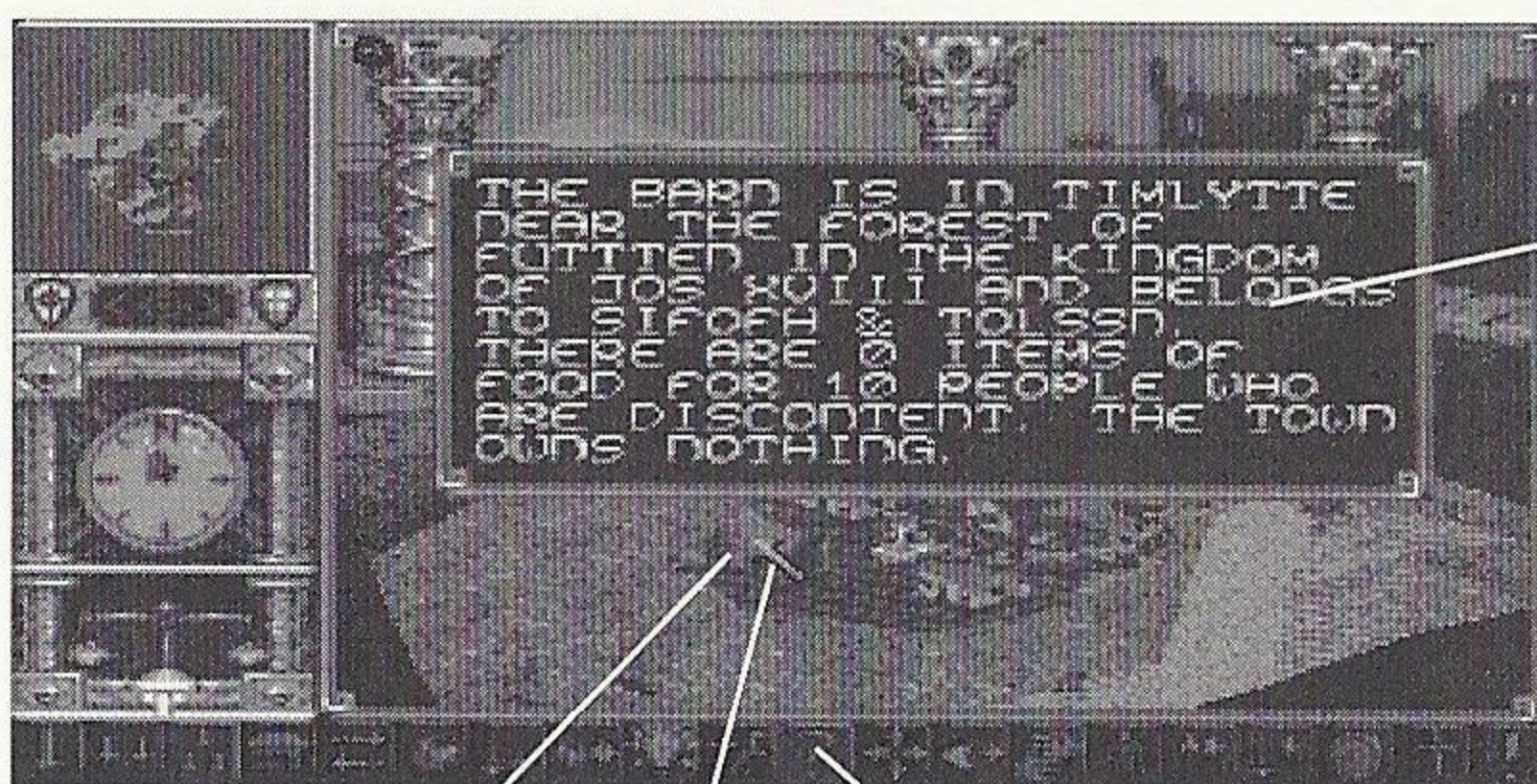
DESCRIPTION OF OBJECT

OBJECT BEING QUERIED   INFORMATION ICON

POINTER

6. As long as the Information Icon is highlighted, you can continue to investigate objects in the Captains Window. D-Pad to move the pointer to a different object, and then press A to read about it.

As you get information, you discover useful things about the settlement. For example, you find that the name of the town is Timlytte, and that it consists of some farmhouses, a ruin, a workshop, and a square. It belongs — in name at least — to the kingdom of Jayne III, but the people are feeling a bit rebellious. It's populated by a total of 10 people and holds 24 food items.

Attack Timlytte

Now you're going to attack the people of Timlytte.

1. Press **C** to highlight the Command Bar.
2. D-Pad to move the selection box to the Passive Posture command, and then press **A**.

PASSIVE POSTURE ICON. HIGHLIGHT AND PRESS **A**.

Passive Posture makes your men do things in extreme moderation. You want your Captain to have a Passive Posture so that he and his men only "subdue" the people instead of killing them.
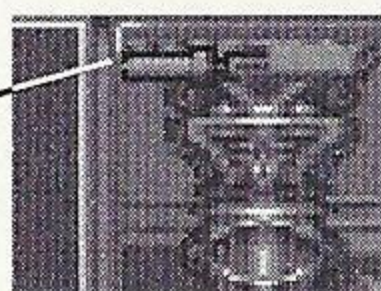
3. D-Pad to move the selection box to the Battle Icon, and then press **A**.

 BATTLE ICON

4. D-Pad to point to any building in Timlytte, and then press A. Your men acknowledge the order with a "Yeah!" and march off to attack Timlytte. The currently controlled Captain animates; any other Captains remain still.

BATTLE JOB SYMBOL

Watch The Fight

When your Captain and his troops get near Timlytte, his troops will seek out all of the people of the town and "convince" them to join your side through a show of force. Since you easily outnumber them, you will eventually win. While you're watching, try out some of the views.

Press **B** to exit Pointer Mode.

Scroll View — D-Pad **left, right, up** or **down.**
Rotate View — Hold button **A** and D-Pad **left** or **right.**
Zoom In/Out — Hold button **A** and D-Pad **up** or **down.**

As each member of the town surrenders, they return to their home. Once everyone in the town has surrendered, the battle is over. Your Captain strikes a "victory campfire" and your troops come back and sit in a circle around him. The Campfire Symbol appears next to the status bars, indicating that the Captain's awaiting your next order.

CAMPFIRE SYMBOL
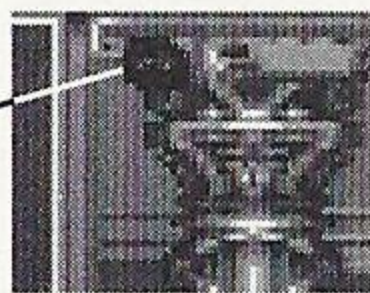
Take A Look At The Conquest Scales

Once you've conquered Timlytte, the Conquest Scales tip completely to the right, with no grains of sand on the left. This means you've conquered enough people to claim the whole land as your own — you've won it!

VICTORY!

As long as you're here, you might as well learn some other tricks that will be useful on the next world.

Get More Food

Your followers won't follow you for long if they're starving, so take a moment to get more food items.

1. Press C to highlight the Command Bar.
2. D-Pad to move the selection box to the Aggressive Posture command, and then press A. The Aggressive Posture command is highlighted.
3. D-Pad to move the selection box to the Food Collection Icon, and then press A. The Food Collection Icon is highlighted, and the Captains Window automatically becomes the active window.
4. D-Pad to point to any building in the town of Timlytte, and then press A. Your men retrieve as much as they can from the town of Timlytte.

Attack A Sheep

Sheep are very rich sources of food. Just to make sure you have enough food items, slaughter a sheep.

1. Press C to highlight the Command Bar.
2. D-Pad to move the selection box to the Battle Icon, and then press A. The Battle icon is highlighted.
3. D-Pad to point to a grazing sheep, and then press A. Your men attack the sheep and slaughter it, and 180 food items are automatically added to your inventory.

Get Men From Timlytte

It's always good to have more men than your opponent. You can recruit men from any town you own.

1. Press C to highlight the Command Bar.
2. D-Pad to move the selection box to the Recruiting Icon, and then press A. The Recruiting Icon is highlighted.
3. D-Pad to point to any building in Timlytte, and then press A. Your men automatically enter the town and press-gang every able-bodied person they can find into your army.

Attack Whdgn

Whdgn is the town to the north. Attack it in the same way you attacked Timlytte. Make sure that you switch to Passive Posture before you attack — you don't want to unnecessarily slaughter people.

Retire

Once your men have conquered Whdgn, your domination is complete. Go ahead and retire from this land — you've earned a rest.

1. Press C to highlight the Command Bar.

2. D-Pad to move the selection box to the System Icon, and then press A.

SELECT THE SYSTEM ICON

3. Once you've selected the System Icon, the Options Menu appears.

4. D-Pad down to highlight the Retire option, and then press A. A screen appears heralding your victory — press START to go to the Save Conquest Screen (see *Saving Your Conquest*).

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Hints on Continuing the Conquest

If you choose to Continue Conquest, select a land bordering on the one just conquered. Some words of advice: You're men start out carrying nothing but simple knives, and they're facing larger populations than the ones on the world you just conquered. A good strategy would be to build up a healthy food supply, conquer a small village with a workshop near a forest, and have the villagers Invent some better weapons for you. Taking large towns is easier with good arms.

Saving Your Conquest

At the Save Conquest screen you pick up your password and choose the Slot number 1-4 which the saved game will fill. You only receive a password having successfully conquered a land; suffer a defeat and it's back to square one.

1. Write down your password, and then D-Pad **down** to highlight the Slot number box in red.

Note: To save a conquest you MUST choose a Slot. Without the appropriate Slot number, you aren't able to resume a saved game.

2. Press **A, B** or **C.** The Main Menu appears again. Select Continue Conquest to move on to the next land, or end the game safe in the knowledge you can resume it later.

3. Alternatively, at the Save Conquest screen D-Pad **down** to highlight Cancel. Pressing **A, B,** or **C** now takes you to the Main Menu without saving the conquest.
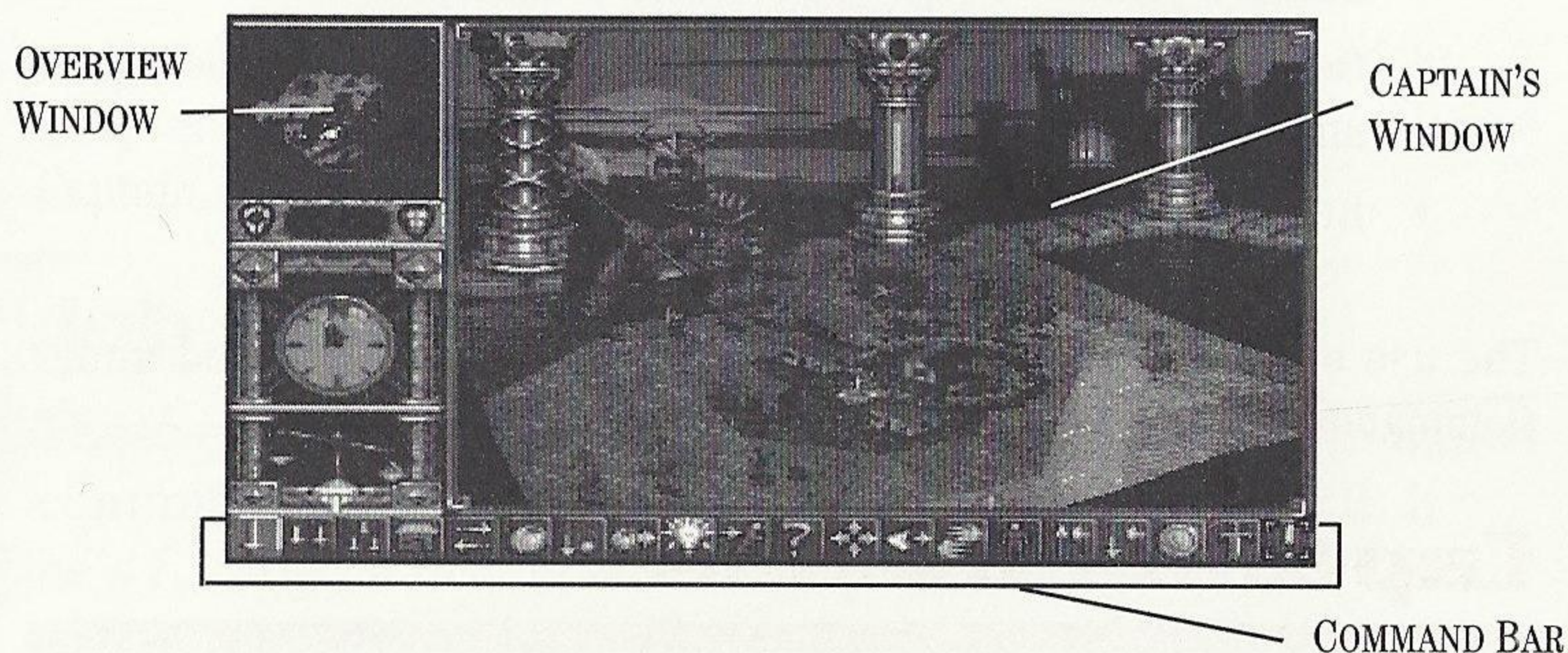
Note: If Power Monger fails to save, your Sega CD may not have sufficient spare memory. Consult your Sega documentation for details on how to overcome this problem.

Using The Windows

The Game Screen is divided into two Windows and a Command Bar.

OVERVIEW WINDOW

CAPTAIN'S WINDOW

COMMAND BAR

Highlighting Windows

You can control different features of the game depending on which Window is currently highlighted or "active". Use the B button to switch between the Captains Window and the Overview Window.
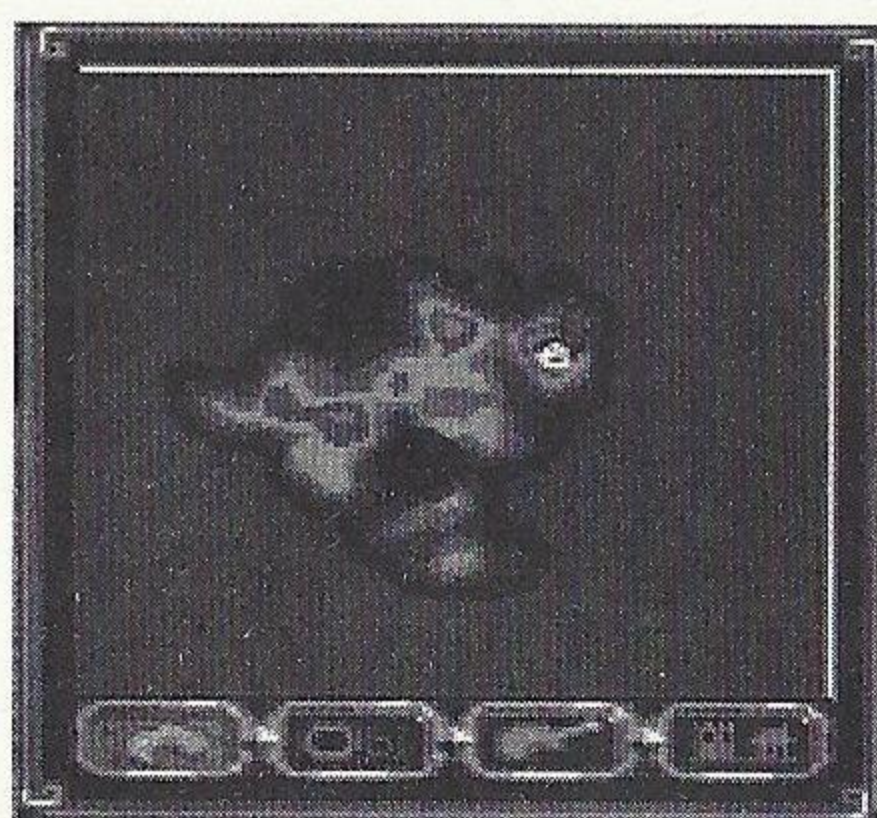
For details on what you can do when each Window is active, see the Window descriptions.

Highlighting The Command Bar

The Command Bar lets you issue orders to your men. Press C to highlight the Command Bar.

Once the Command Bar is highlighted, you can either:

- Select a command (D-Pad, and then press **A**)
- Get "on-line help" info on any command (D-Pad, and then press and hold **B**)
- Return to the active window (press **C**)

The use of each command in the Command Bar is described under Commands.

Captains Window

The Captains Window shows you standing with any captains loyal to you.

The Captains

If you conquer a settlement in Passive mode with another Captain in it, he immediately switches sides and swears his loyalty to you. The new Captain appears round the Close-Up map, and you can command him, too.

The first Captain is the lifeblood of your Conquest — if he dies, the game ends. If any other Captain dies in your service, the game doesn't end — you just have one less Captain to command.

JOB SYMBOL STATUS BARS CAPTAIN MEDALS CLOSE-UP MAP
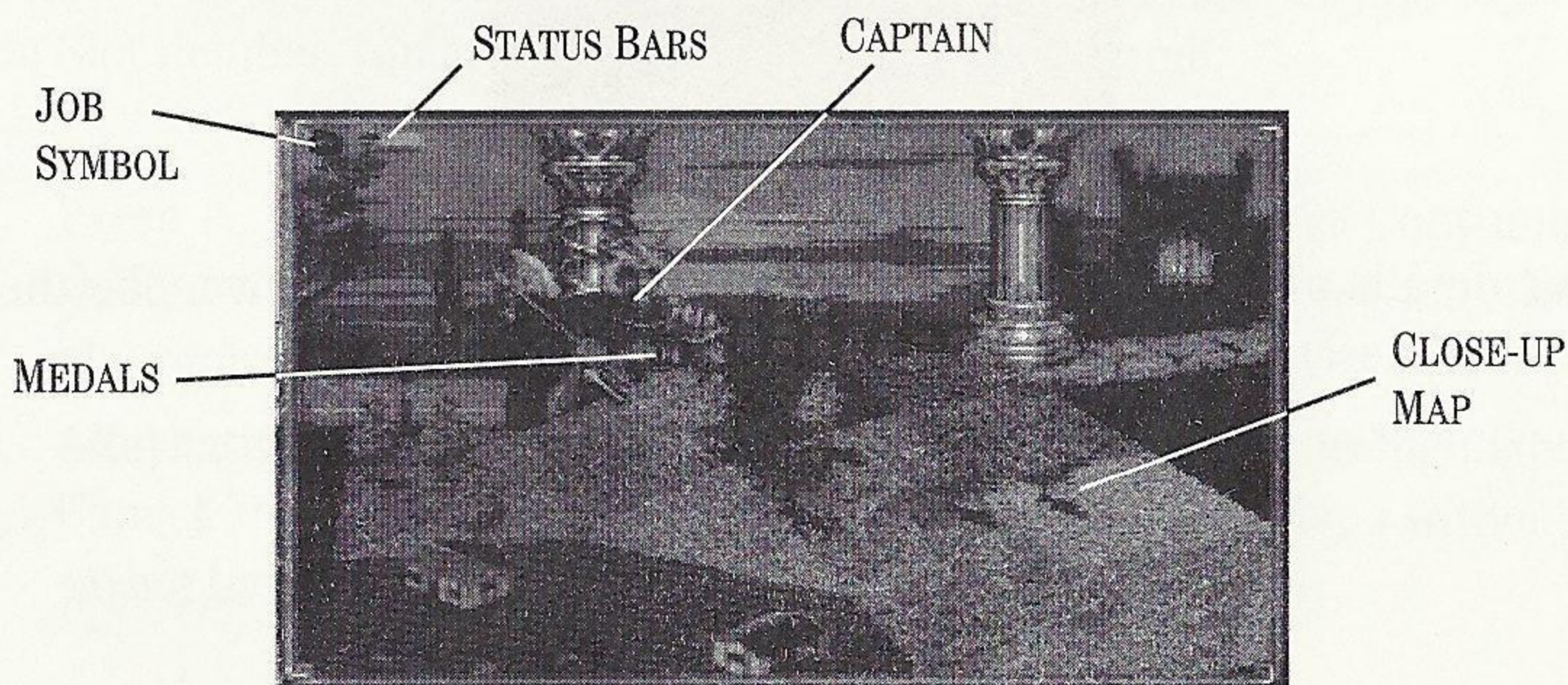
Status Bars

At the top of the screen there are bars indicating the Captain's food supply, troops under his command, and health.
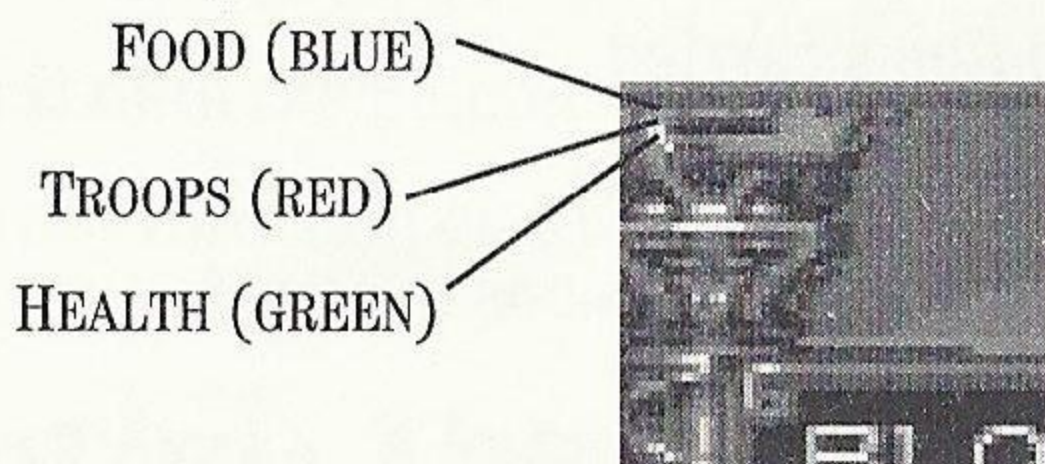
FOOD (BLUE)

TROOPS (RED)

HEALTH (GREEN)

Keep an eye on the green Health Bar — when it's gone, so is the Captain.

Job Symbols

These run from the top left of the screen and indicate which command the Captain is currently trying to carry out. If he's finished a task, a small campfire symbol appears, indicating that he and his followers are resting while awaiting further orders.

Selecting A Captain To Receive Orders

To select another Captain to receive orders:
D-Pad to point at the Captain's torso. Press A. Now he's the recipient of your commands.

The currently selected Captain becomes animated — any commands you make are carried out by that Captain only.

Additional Captains communicate with your first Captain using carrier pigeons. Since carrier pigeons have to fly between Captains, you'll notice a short "delay" between giving an order and the subordinate Captain's acknowledgement of it. *A little white pigeon fluttering beside the Status Bars of the subordinate Captain means an order is still "on the way".*

Note: You can attack enemy carrier pigeons if your men are armed with bows. This hinders communication between enemy Captains.
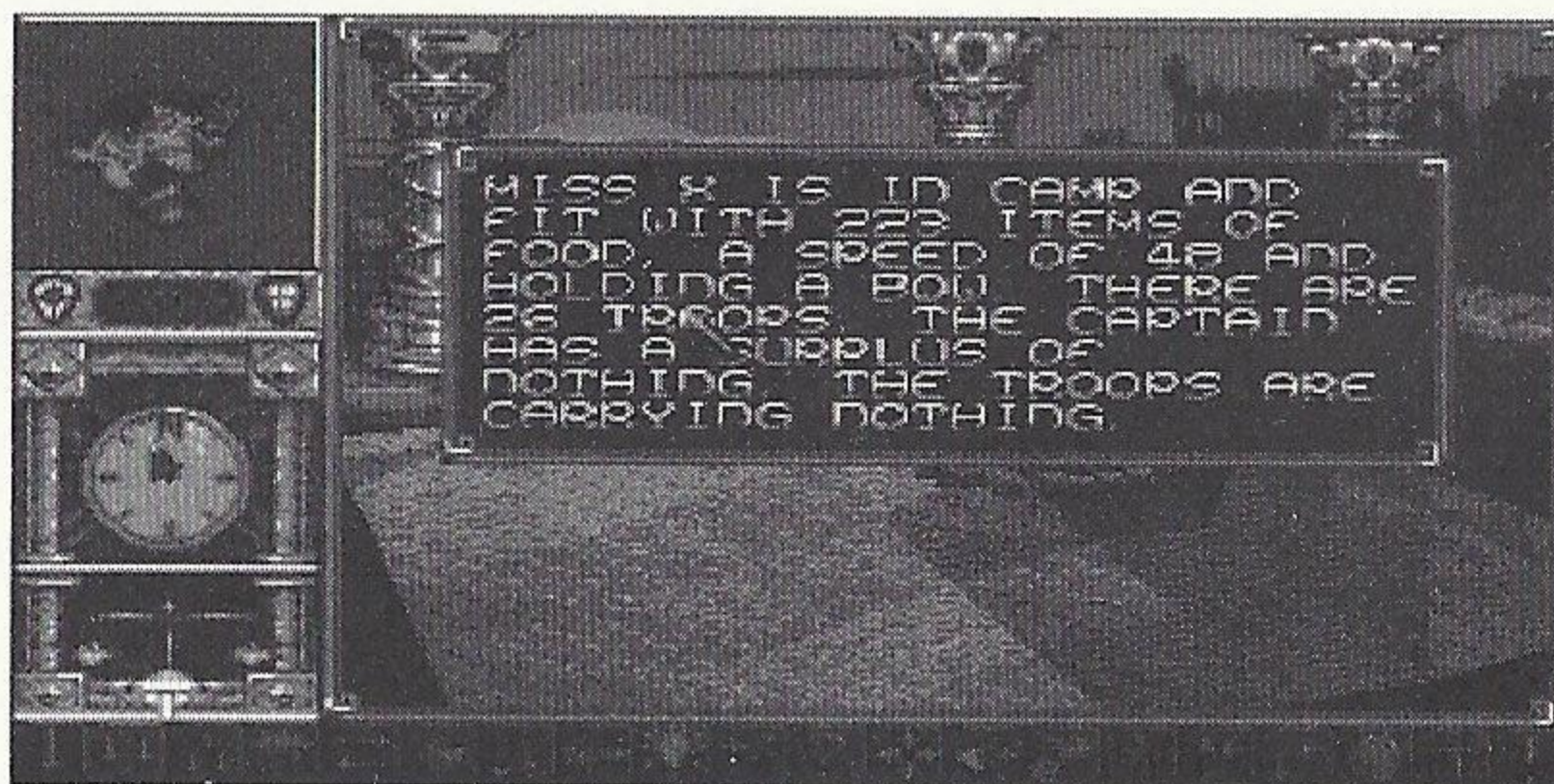
Getting Info On A Captain

The medals on each Captain's chest can be used to get information on that Captain:

- Name
- Current job
- Surplus items
- Food items carried
- Equipment carried
- Speed
- Troops in squad

To get info on a Captain

D-Pad to point at the Captain's medals. Press **A**. The info appears in the Text Window.
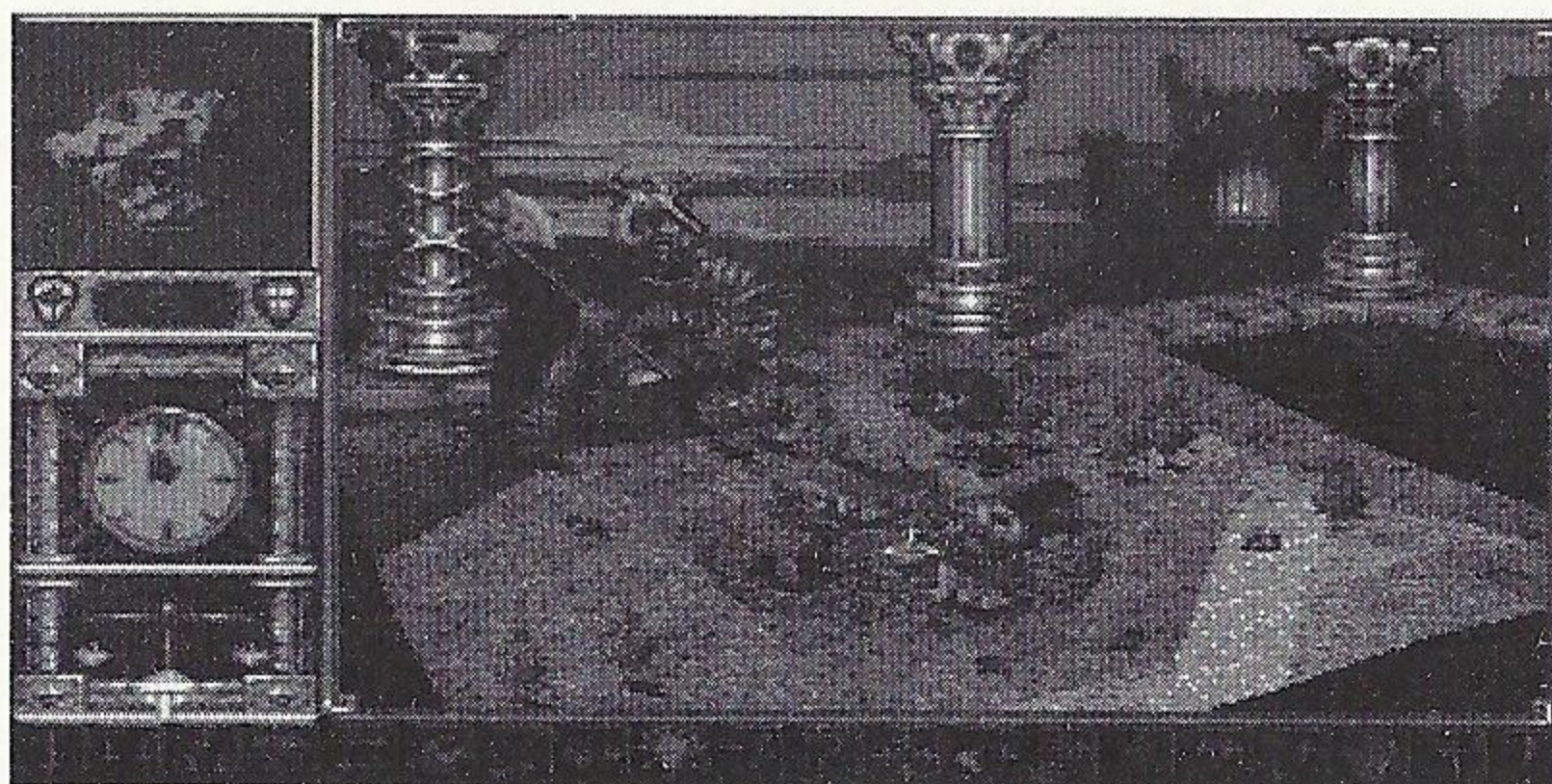

SELECT THE CAPTAIN'S MEDALS TO GET INFORMATION

"Snapping" Your View To A Captain

If you've switched your view from your Captain to some other part of the land, you can quickly "snap" your view back to him.

To snap your view to a Captain

D-Pad to point at the Captain's head, and press **A**. The Close-Up Map immediately centers on the Captain you're pointing to.

Scrolling Your View Of The Close-Up Map

To scroll your view

1. Press **B** until the pointer disappears.
2. Press any direction on the D-Pad.

Rotating The Close-Up Map

You can rotate the Close-Up Map to see around mountains or get a different angle on the game or other Captains (if you have them).
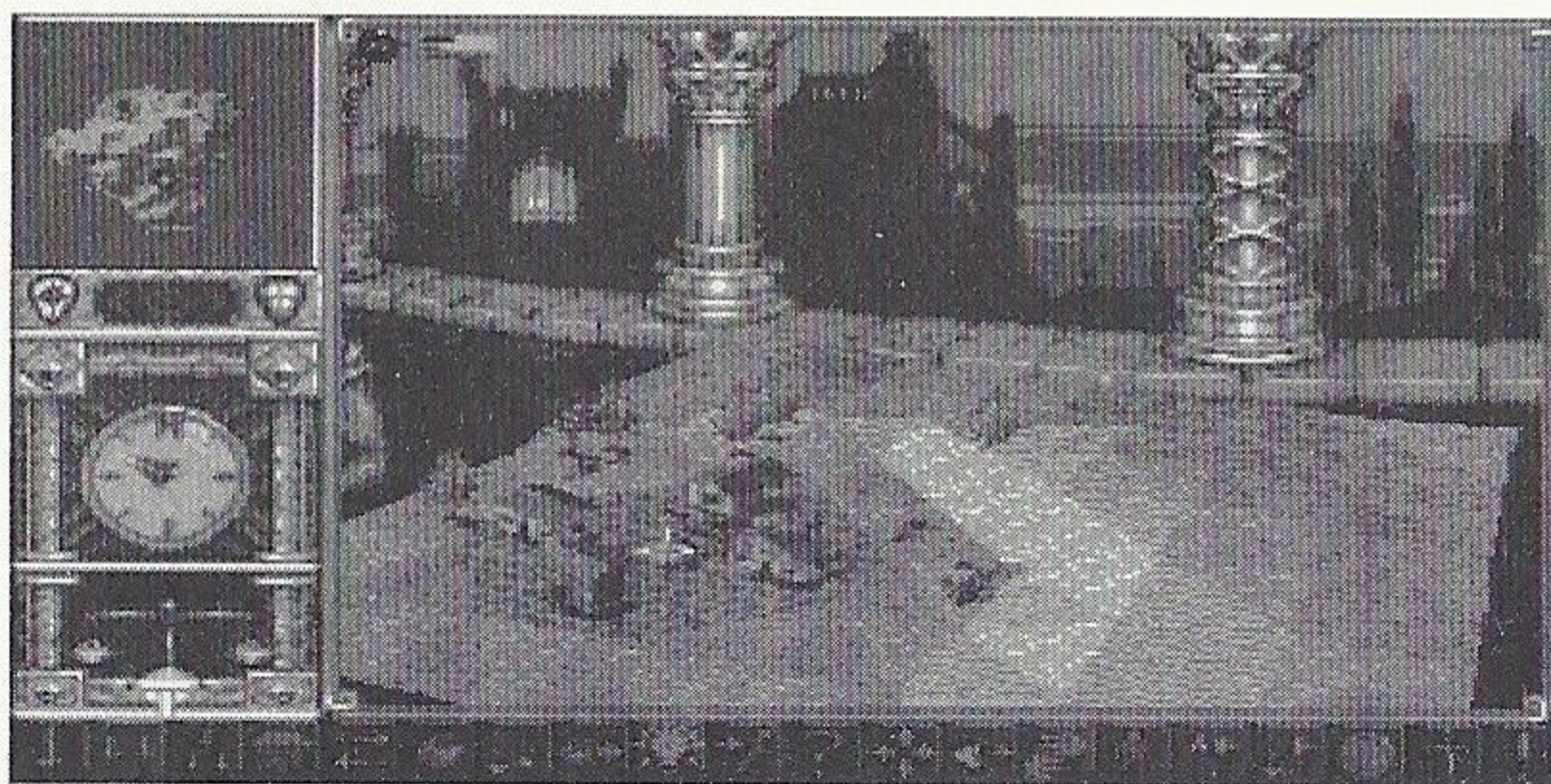
ROTATE VIEW OF CLOSE-UP MAP

To rotate your view

1. Press **B** until the pointer disappears.
2. Hold down **A**. Hold down D-Pad **right** to rotate anti-clockwise or **left** rotate clockwise.

Once you've rotated your view, you may find scrolling difficult. It's easiest to scroll when the arrow on the direction pointer is at its default position (North).

Zooming In & Out
On The Close-Up Map

ZOOM IN...
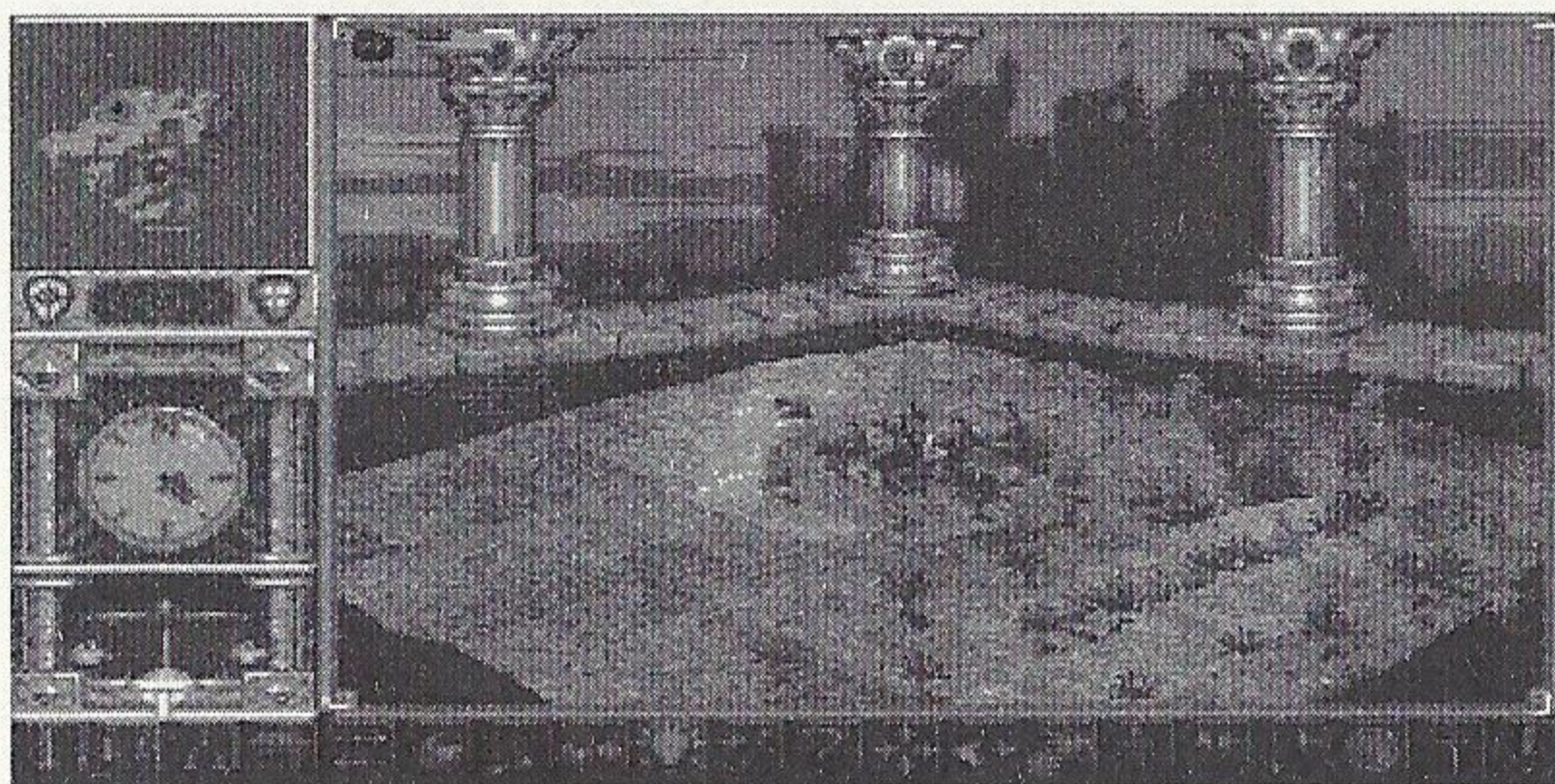
...ZOOM OUT

You can also zoom in and out on the Close-Up Map.

To zoom in and out

1. Press **B** until the pointer disappears.

2. Hold down **A**, and then D-Pad up to zoom in or down to zoom out.

Conquest Scales

The Conquest Scales tell you what percentage of the total population of the land you've conquered. Use them to tell whether you're winning or losing.

PEOPLE LOYAL TO
OTHER CAPTAINS

PEOPLE LOYAL
TO YOU

26

As long as there are grains of sand in the left side of the scales, victory is not yours. The scales must be tipped completely to the right and there must be no grains of sand on the left.

Overview Window

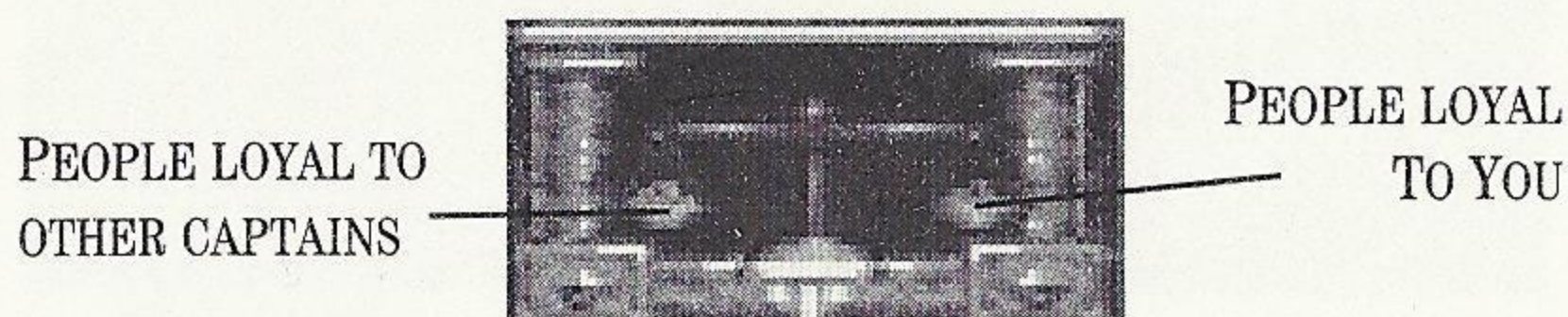Press B twice from the Pointer Mode to bring up a larger version of the Window. The Overview Window shows the entire land you're trying to conquer. On this map you can see roads, settlements, and bodies of water, as well as other information depending on which map mode you're in. When not active the Overview Window can be seen in the top left corner of the screen.

SETTLEMENTS (BLACK AREAS)

FOOD MODE

CONTOUR MODE

SETTLEMENTS MODE

OBJECTS MODE
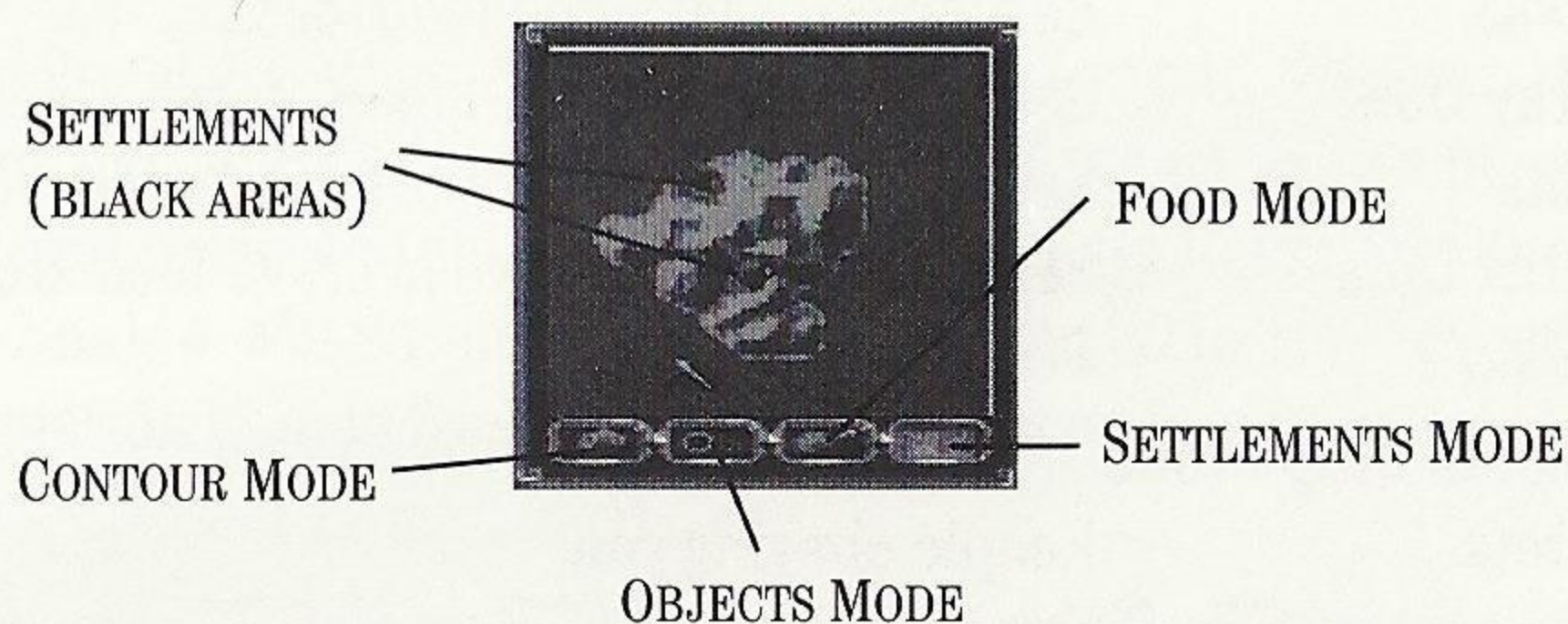
Changing Map Modes

Below the Overview Map are four map mode symbols. The Overview Window displays different information depending on the map mode you're in.

To change map modes:

1. Press **B** twice from the Pointer Mode until the Overview Window appears.
2. D-Pad to move the pointer to one of the map mode symbols.
3. Press **A**.

Contour Map Mode

Dark Green	Lowest elevation
Light Green	•
Yellow	••
Red	•••
White	Highest elevation

Objects Map Mode

Brown Dots	Trees
Orange Dots	Houses
Yellow Dots	Workshops
White Dots	Populations obeying you
Gray Lines	Roads

Food Map Mode

Black Dots	Settlements with no food stores
Dark Gray Dots	Settlements with small food stores
Gray Dots	Settlements with average food stores
Light Gray Dots	Settlements with above average food stores
White Dots	People obeying you

Settlements Map Mode

White Dots	People obeying you
Gray Lines	Roads

Using The Overview Window To View Another Location

You can use the Overview Window to change your view on the Close-Up Map. There are two ways to change your view: snap and scroll.

To snap your view

1. Press **B** twice from the Pointer Mode until the Overview Window appears.

2. D-Pad to point at the location you want to view.

3. Press **A**. Your view of the Close-Up Map switches to the point on the map.

To scroll your view from the Overview Window

1. Hold down **A**, and then hold down a direction on the D-Pad.

Text Window

The Text Window displays information gained from various sources:

- Information icon — See Information under Commands.
- Captain's Medals — See Getting Info On A Captain under Captains Window.
- On-Line Help — See On-Line Help under Using the Command Bar.
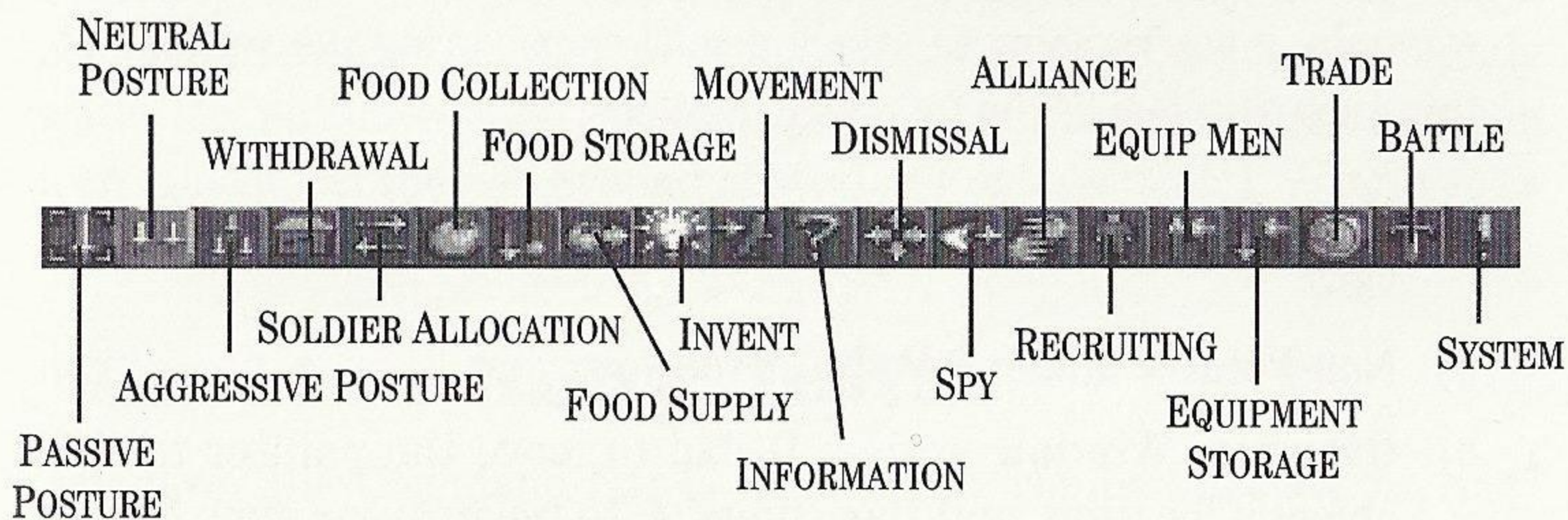
Automatic Info Update

The Text Window automatically updates the information on an object.

For example, say you get information on a town and discover that the settlement has 10 people, 58 food items and 0 items. If the people harvest food and increase their food supply by 12 food items, the number in the Text Window will automatically change from 58 to 70. This applies to any information gained from the Information Icon or a Captain's Medals.

Using The Command Bar

The Commands are different orders you can issue to your Captains.

NEUTRAL POSTURE   FOOD COLLECTION   MOVEMENT   ALLIANCE   TRADE
WITHDRAWAL   FOOD STORAGE   DISMISSAL   EQUIP MEN   BATTLE

SOLDIER ALLOCATION   INVENT   RECRUITING   SYSTEM
AGGRESSIVE POSTURE   FOOD SUPPLY   SPY   EQUIPMENT STORAGE
PASSIVE POSTURE   INFORMATION

Issuing Commands

Issuing commands is generally a three step process. First you select which Captain will be carrying out your command (if you have more than one Captain, that is). Next, you select the command itself. Finally, you select what the object of his command is — a settlement, a tree, a person, an animal, a weapon, or simply a location on the map.

The following procedure explains how to issue a majority of the commands. A few of the commands — Food Storage, Dismissal, Withdrawal, Equipment Storage, Soldier Allocation — don't follow this standard procedure. For details on issuing these special commands, see the command descriptions below.

To issue a Command

1. Press **B** until you're in Pointer Mode.
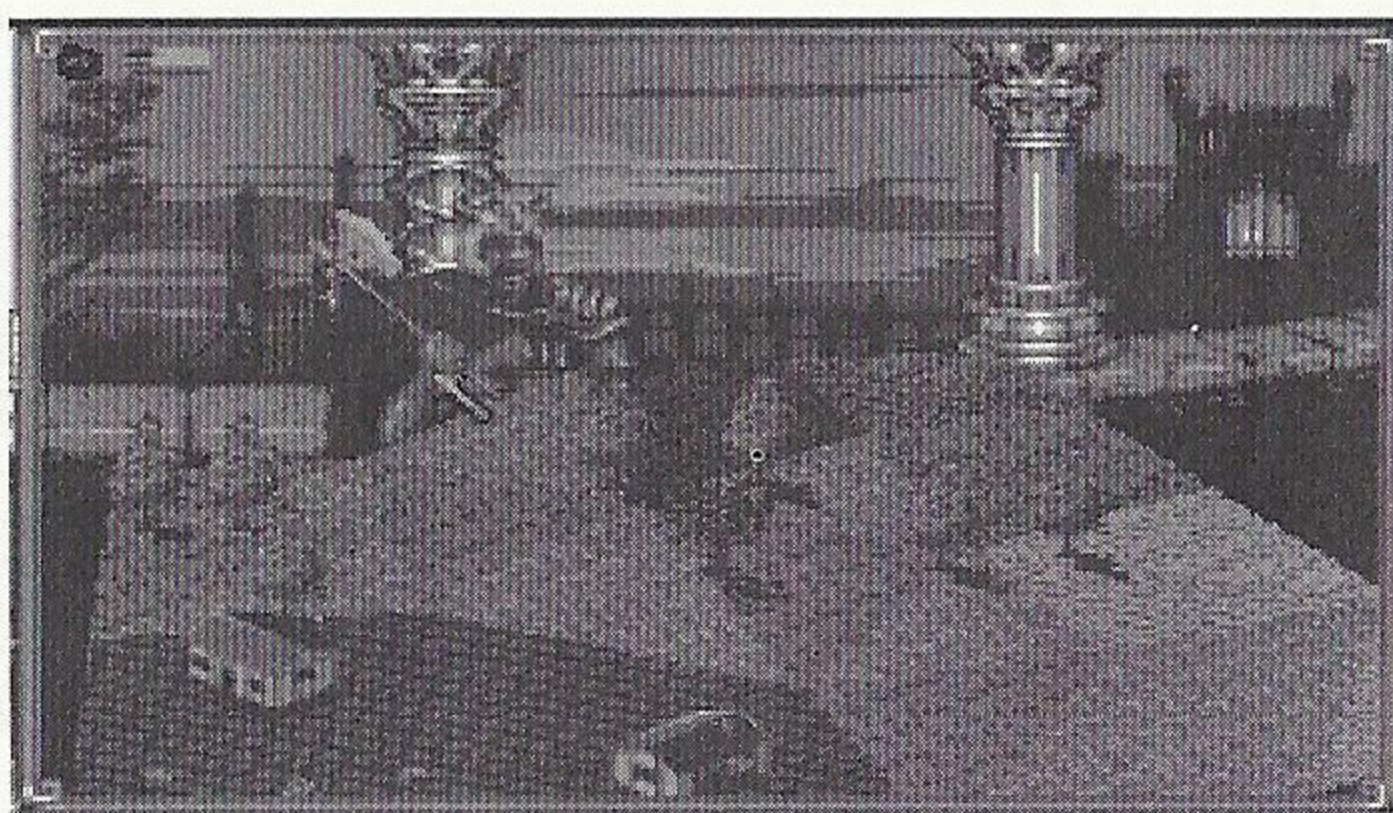
2. If you have more than one Captain, choose the one you want to carry out the order. D-Pad to point at the Captain's torso, and then press **A**. The selected Captain becomes animated, while the others remain still until selected.

3. Bring the object of the command into view on the Close-Up Map. For example, if you're going to attack a settlement, bring the settlement into view. Use one of the following methods:

   a) **From Pointer Mode:** Hold down A, and then D-Pad to scroll your view

   b) **Non-Pointer Mode:** D-Pad to scroll your view.

   c) **Overview Window active:** D-Pad to move the pointer to the object's location, and then press **A** to "snap" your view to the location

4. Press **C** to highlight the Command Bar. D-Pad to bracket the command you want to give, and then press **A**. When you successfully select the command, it will turn light blue.

SELECTED COMMAND

5. Once you've selected your command, you must specify the object of your command. D-Pad to point at the object on the map, and then press **A**.

Since it's difficult to accurately point at anything smaller than a settlement on the Overview Map, you're usually better off selecting objects from the Close-Up Map. If the Overview Window is currently activated, press B to activate the Captain's Window, and then select from the Close-Up Map.

You can only select objects that are appropriate to the command you're giving. For example, an Invent command can only have a settlement with a workshop as its target. Any attempts to select an inappropriate object will fail.

If you're not sure whether you're pointing at a "valid" object, glance at the Overview Map. You'll see a Direction Line that extends from the Captain to the location you're viewing:

If the Direction Line is black, you're not pointing at an appropriate object. If it's red, the object is valid and you can select it.

6. Once you've successfully given the command, the Captain and his men begin to carry it out. A Job Symbol appears above the Captain's head to remind you which order the Captain is carrying out. For a complete list of Job Symbols and their meanings, see Job Symbols under Captains Window.

Your Captains communicate using carrier pigeons. If you're giving a command to a *subordinate* Captain, the order may be delayed slightly while the pigeon carries the command to him (a small carrier pigeon icon appears as the Job Symbol above the Captains head). When you're giving a command to your first Captain, you experience no delay.

"On-Line Help" Info

Whenever the Command Bar is highlighted, you can get an "on-line" explanation of any command.

To use the On-Line Help feature

1. Press C until the Command Bar is highlighted.

2. D-Pad to move the selection box to the option you want information on, and then press and hold B. The explanation of the command appears in the Text Window.

Postures

Passive Posture

Neutral Posture

Aggressive Posture

The Posture commands are settings that modify all other commands except Information and System. They let you tell your followers how aggressively they should act when carrying out your orders. For example, if you attack a settlement with Passive Posture highlighted, your followers will try to subdue the population and 'convince' them to join your side through a strong show of arms. If you attack with a Neutral Posture, your followers will resort to violence if necessary, and some of the population may die during your attack. Attack with an Aggressive Posture and your followers will try to wipe out as many people as possible.

Postures & "Quantity" Commands

Certain commands deal specifically with *quantities* of things, that is, the transfer of soldiers or goods:

Men	Food	Inventions
Recruit	Food Collection	Equip Men
Dismissal	Food Storage	Equipment Storage
Soldier Allocation	Food Supply	

When the Postures are applied to these commands, they specify the percentage of soldiers or goods being transferred:

Passive Posture   = 25%
Neutral Posture   = 50%
Aggressive Posture = 100%

So if you're in a Passive Posture and you instruct your followers to Store Food, they'll drop 25% of the total food supply. Give the same command in an Aggressive Posture and they'll drop all of the food they are carrying.

Unpredictable Effects Of Passive & Aggressive

A Captain's actions are not always predictable when his posture is set on Passive or Aggressive. For example, if an Aggressive Captain is near a battle — even a battle that doesn't immediately concern him — he may join in the fray. If he's Passive, he may run away. Any of these actions can be avoided by changing the Captain's Posture.

Commands

Information

The Information Icon gives you information on various objects on the Close-Up Map.

Unlike the other commands, the Information Icon remains selected even after you've queried an object. As long as the icon is highlighted, you can continue to select objects. The icon remains highlighted until you select it again or choose a different icon.

Objects
The Information Icon reveals different information depending on what you point at:

Settlement
: Building Type • Kingdom • Owners • Obedience • Food items and people in entire settlement • Loyalty • Inventions

People
: Name • Settlement where they live • Health • Building they live in How hard they work • Profession • Items they have equipped • Captain they follow • Age

Trees
: Type of tree • Forest it belongs to • Whether there are birds in the branches • Season

Birds
: Whether it's a carrier pigeon or stork • Who it's flying to.

Battle

Battle orders a Captain and his followers to attack a target. How aggressively the followers act in the attack depends on the Captain's current Posture.

You attack settlements, towers, and individuals in order to bring them under your control. When you successfully conquer a place, the people immediately switch obedience to you. That means that you gain access to all their resources — food, people, livestock, workshops, and boats.

You can also attack sheep and trees. Slain sheep are automatically added to your food supply — they're excellent sources of food for an army on the move. If you attack a tree, you chop it down. This is only useful for preventing enemies from using it to make their own inventions.

Food Collection

Food Collection lets you take food from a settlement you've conquered or a food cache (see Food Storage). The percentage of food your followers gather depends on the Captain's current Posture.

Note: Though sheep are a good source of nutrition, you must use the Battle Icon to turn them into food. The Food Collection Icon is only good for stored food — it has no effect on living, bleating livestock.

Food Storage

Select the Food Storage Icon and your Captain immediately drops some or all of the food he's carrying, depending on his current Posture. He'll automatically drop it right where he's standing.

If a Captain drops food in the wilderness, it turns into a food cache that can be picked up later by any of your Captains (use the Food Collection Icon). Don't worry about enemies picking up one of your food caches — it's hidden, so they can't see it. If you drop it while standing in a settlement, it's added to the settlement's stock.

Food Supply

Food Supply orders a Captain to collect food from friendly settlements and drop it off in the wilderness or in another friendly settlement. The amount of food the Captain takes from friendly settlements depends on his current Posture.

This command is particularly useful if you have two or more Captains. For example, one Captain can Invent in a settlement while the second Captain supplies the settlement with provisions.

Note: If you want the Captain to Supply Food to a point in the wilderness, make sure you designate that point on the Overview Window. If you want him to supply to a settlement, you can use the Overview Window or the Close-Up Map.

Recruiting

Recruiting orders a Captain to recruit soldiers from a conquered settlement. The percentage of the population the Captain recruits depends on his current Posture.

Note: You can only Recruit from a settlement you've conquered — you cannot recruit individual people wandering around.

Dismissal

Select the Dismissal Icon and your Captain sends home some or all of his followers, depending on his Posture.

Once you've selected this command, recruits will automatically head for the settlement from which you recruited them. Your original followers will return to your tower.

Soldier Allocation

Soldier Allocation orders one Captain to assign recruits to another Captain. The number of men allocated depends on the Posture of the Captain who's supplying the men.

To Allocate Men

1. Press **B** until you're in Pointer Mode.
2. Select the Captain you want to do the allocating. For information on selecting Captains, see the Captains Window section.
3. Press **C** to go to the Command Bar.
4. D-Pad to bracket the Soldier Allocation Icon, and then press **A**.
5. D-Pad to point at the Captain you want to receive the men (not the Captain on Close-Up Map, but the one standing behind the Close-Up Map with the other Captains). Press **A**.

Withdrawal

Withdrawal sends a Captain and all of his followers back to their homes — this is handy for making a quick retreat.

Once you've selected this command, recruits automatically head for the settlement from which you recruited them. Your original followers return to your tower.

Invent

Invent orders a Captain and his followers to use a workshop and any of its inhabitants to create useful items. Only settlements with workshops are capable of producing inventions.

To find out which settlements have a workshop, use the Objects Mode in the Overview Window (see Overview Window). If you're viewing a particular settlement on the Close-Up Map, you can Get Information about its various buildings to find out if any of them are workshops.

Once your people have invented an item, it appears outside the workshop

If you want to be absolutely certain whether they've invented anything, Get Information on the workshop.

Keep in mind that both your followers and the craftsmen in the workshop can't get food while they're inventing. If the local population runs out of food, the craftsmen will stop inventing and start producing food until they have a large enough supply. If your men run out of food, they'll go home.

You can't specify what your men should invent, but you can influence their creativity by the location of the workshop you choose. For example, inventing near a forest on low land near water usually produces boats. Inventing in a settlement on high ground away from any forest usually produces swords or cannons.

The inventions created by a workshop depend on several factors:

Raw Materials

Raw materials include wood and steel.
Forests are the obvious sources of wood. Wood can be used to make

ploughs, bows, pikes, catapults and, if you're near water, boats. To find out whether there are forests near your workshop, you can Get Information on any building in the settlement, use the Objects Mode in the Overview Window (see Overview Window), or simply scroll the Close-Up Map until you spot trees.

Steel can be used to make swords. If the workshop is at a high enough elevation, your men may construct a mine from which they dig raw ore to forge into steel. They construct a tower, beneath which is the actual mine.

Note: Not every tower is a mine. Use the Information Icon to tell an ordinary tower from a mine.

If you aren't near any useful raw materials, your workshop produces pots from the local mud. Pots are only valuable for trade.

Posture

A Passive Posture produces items like pots and ploughs, while an Aggressive Posture produces heavy weapons like bows, cannons and catapults.

Occupations In Settlement

Intricate weapons such as cannons and catapults require specialized parts that the local population can't manufacture. In order to build a cannon or catapult, a merchant must be present in the settlement to provide needed parts from foreign places. If you want to build a boat, a fisherman must be present.

Summary Of Factors Influencing Inventing

Pots	Can be made any time.
Ploughs	Passive posture, wood.
Boats	Passive posture, wood, fisherman present.
Pikes	Neutral posture, wood.
Sword	Passive or Neutral posture, steel.
Bows	Aggressive posture, wood.
Cannon	Aggressive posture, steel, merchant in settlement.
Catapult	Aggressive posture, wood, merchant in settlement.

Equip Men

Invented objects must be 'equipped' before your soldiers can use them. You can equip inventions stored in a building or near a workshop, weapons left on the battlefield, or boats found in the water. You can't see inventions stored in a building — only the Information Icon can tell you if a building contains inventions — but you can see items dropped on the ground.

Hand-weapons — bows, pikes and swords — are automatically distributed to troops. The Captain is equipped first, his original followers are equipped second, and any other recruits last. If troops have more than one kind of weapon to choose from, they will choose bows first, then swords, and then pikes.

Other weapons, such as cannon and catapults, are carried as stock by the Captain for use in trade and making alliances. The more stock a Captain has, the slower he travels, so be careful not to overload him. The only excess items that won't weigh him down are pots. To find out how much the Captain is carrying, use his medals (see "Getting Info On A Captain" under Captains Window in Using The Windows).

Equipment Storage

Equipment Storage orders a Captain to drop any surplus items he's carrying. The Captain drops the items right where he's standing — the amount he drops depends on his current Posture. A Captain can't drop equipped weapons or boats.

In the wilderness, dropped inventions are left on the ground — they can be picked up later by any of your Captains (use the Equip Men Icon). Don't worry about enemies picking up one of your weapons — it's hidden, so they can't see it. If you drop them in a settlement, they're added to the settlement's stock.

Movement

Movement orders a Captain to move to the location you choose.

In peacetime, this command is useful for getting a Captain to move his unit to a strategically superior position. During combat, you can use the command to move the Captain out of harm's way. If you don't move him

too far, his followers continue fighting while he maintains a safe distance. If you move him far away, his men will break off the fight in order to follow him.

Note: If you want to send the captain to a point in the wilderness, make sure you select from the Overview Window. If you're sending him to a settlement, you can use the Overview Window or the Close-Up Map.

Alliance

Alliance orders a Captain to make an alliance with a foreign settlement.

To make an alliance, you need surplus stock to use as a tribute of your good intentions. If the alliance is rejected, you lose the tribute you offered.

Once you make an alliance, you have access to the allied Captain's settlements and resources, and he and his comrades have access to yours. An alliance is only broken if you attack your ally or one of his settlements.

Spy

Spy orders a Captain to enter an enemy settlement and gather intelligence on its population and, if possible, its armies' movements.

Spying is a dangerous activity. If the Captain is caught spying, he'll be executed on the spot. But if he's good enough, he'll be accepted into the community. At this point, the location of every person belonging to that settlement will show up on the Overview map as dots of the appropriate color — red or blue for enemies, or yellow for neutral. If he gets recruited into an enemy unit, the dots on the Overview Map indicate the location of the soldiers in that unit.

Trade

Trade orders a Captain to trade surplus inventions (pots and weapons) with a settlement in return for food or other inventions.

Every item in the game has a set food value. How much you get for your surplus stock — or how much food you pay for new inventions — depends on how good your Captain is at bartering. Some Captain's are better at it than others.

The Captain's Posture determines what he will trade for and which items he wants first. A Captain with an Aggressive Posture will want a big, heavy weapon like a cannon or catapult. With a Neutral Posture he'll prefer things like a boat, but if he's in a Passive Posture he'll be satisfied with a plough.

System

Select the System Icon to bring up the Options Menu:

Continue

Continue on the land you're currently trying to conquer.

Retire

Quit the land you're currently trying to conquer. If you control a majority of the people in the land, you'll see a screen announcing your victory — if you control less than a majority, you'll see a screen declaring your complete and utterly humiliating defeat.

When either one of these screens appear, press **START**. If you were victorious, you get a password (press **A, B** or **C** again to continue); if not, you go straight back to the Main Menu.

Replay Map

"Try again." This option lets you start over on the land you just tried to conquer.

Select Map

Takes you to the Conquest Map.

Random Map

Lets the Sega CD randomly choose a land for you to conquer.

About
Bullfrog Productions, Ltd.

Using divine inspiration and supernatural computing powers, Bullfrog are the creators of the universal hit Power Monger, the original conquer-and-pillage-simulator that redefined the strategy game and single-handedly created an entire genre.

Power Monger was just the start of an on-going series of successful titles developed at Bullfrog's ultra-secret research lab in Guildford, England (follow the M25 to Junction 3, take the A3 until you see the inflatable sheep). The game has appeared on every major format, including the Sega CD — a tribute to their popularity with game players of every shape and size.

Credits

Original Game Design by Bullfrog Productions, Ltd.
Sega CD Version: Sprytes Ltd.
Project Managers: Jon Dean, Ian Oliver
Programming: Alaric Binnie, John Mullins
Graphics: Pete Lyon, Smoke
Musical Arrangements & Effects: Andy Johnson
For Electronic Arts:
Executive Producer: Joss Ellis
Producer: Kevin Buckner
Associate Producer: Diarmid Clarke
Product Manager: Sean Ratcliffe (U.K.), Rick Lucas (U.S.)
Technical Supervision: Colin McLaughlin (U.K.), Tim Brengle (U.S.)
Technical Support: Hugo Van Der Sanden
Lead Tester: Mark Bergan (U.K.), Bryan Beckstrand (U.S.)
Test Supervisor: Nick Goldsworthy
Music: Jason A.S. Whitely
Package Direction: Nancy Waisanen
Documentation: Clive Downie, Neil Cook
Manual Layout: Tom Peters
Quality Assurance: Richard Wilson (U.K.), Dan Gossett (U.S.)
Aerial Sequences: Colin Chung, Mark Sibson, Eve Penford

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OVER 500 MEGS of NEW FEATURES IN NHL '94 CD

Authentic NHL® Footage – Over 200 authentic video clips of your favorite NHL stars. Watch MacInnis pound a slap shot, Belfour make that great kick save or McSorley deliver that punishing body check in full color, full motion video.

Digitized Speech – EA Sports announcer Ron Barr gives the inside line on the stars of NHL '94. Over 50 megs of CD quality sound.
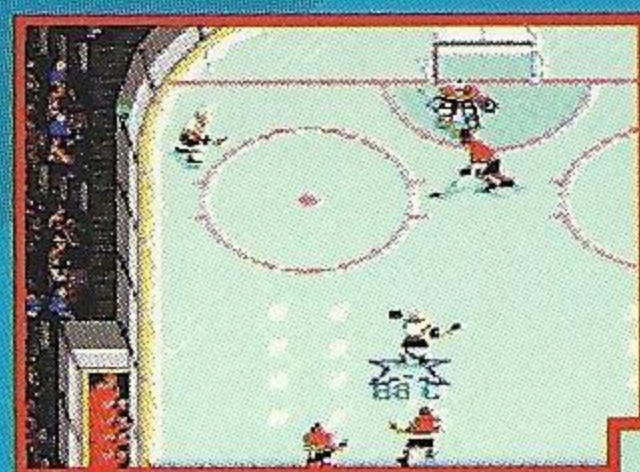
CD Sound Effects – Only the CD can deliver true Hockey sounds. Now you really hear the puck hit the goalies' pads, the sticks crushing that slap-shot or the boards shaking after that body check. It's just like being at rinkside.

Real Organ Music – Just like dropping the San Jose Sharks Organ right into your CD player – the last time you heard sound this good you were really at the game.

"He's got a slap shot like a howitzer. He's too fast for any of my guys. They need to get his attention. First he came through my 5 hole. Then he went top shelf. Next time he'll try that deke. Not a chance–this cage is closed for the night. Last thing I want to hear is that wailing in my ears again…" ■ Any Goalie, NHL
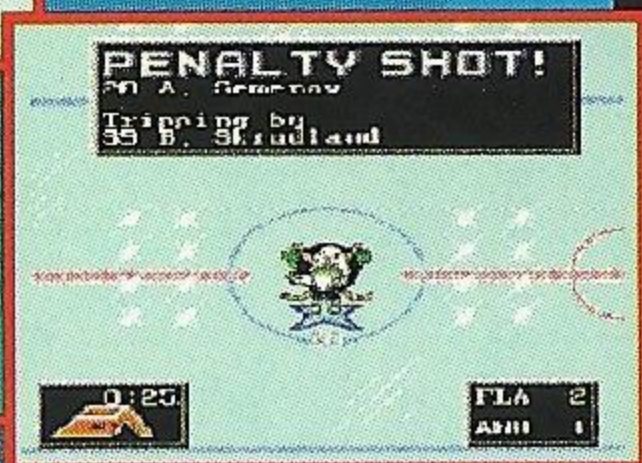
One Timers
Drop a pass back to your big stick at the point and let him rocket a slap shot into the net.

Penalty Shots and Shootout Mode
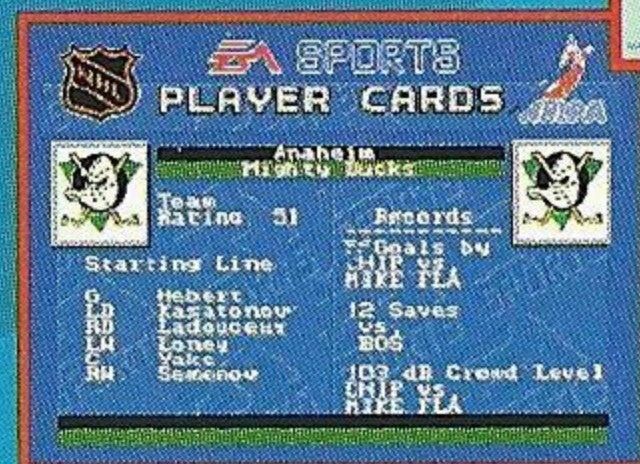Trip a speedy forward on a breakaway and he'll go one on one with your goalie.

Full color video clips
Over 200 authentic full color video clips show your favorite stars in action – great goals, saves, passes and board checks.

SAME GREAT NHL '94 GENESIS FEATURES

✓ 4 Way Play Support
✓ Goalie Control
✓ Penalty Shots and Shootout Mode
✓ One-Timers
✓ Expansion Teams – Ducks and Panthers

NHL '94 Sega CD captures the same great gameplay as NHL '94 for the Sega Genesis and adds new sounds, digitized speech and over 200 video clips to make it the most realistic Hockey game ever created.

SEGA

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