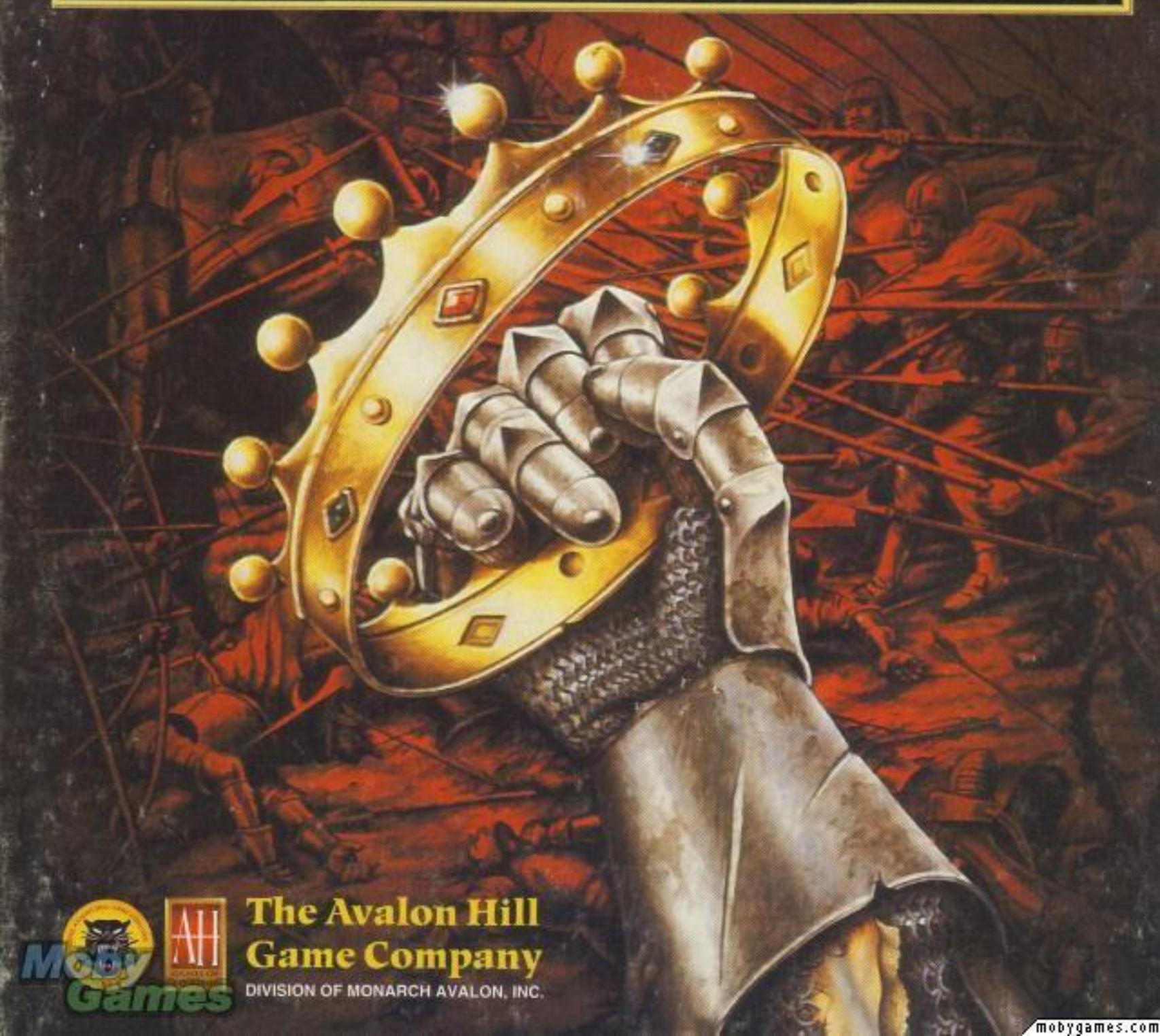
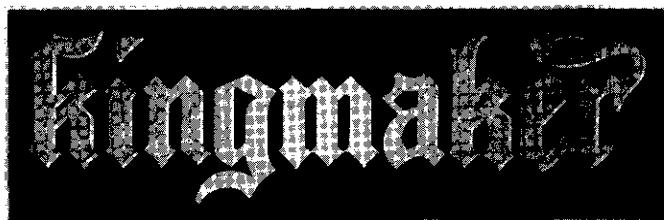


Kingmaker™



**The Avalon Hill
Game Company**

DIVISION OF MONARCH AVALON, INC.



Quick-Start Reference Folder

Installation/Loading Instructions

Amiga

Playing from Floppy Disk:

1. Insert Disk 1 into **DFO:**
2. Double-click on the "KING" icon to start the game. The program will then prompt you for Disk 2 when necessary.

Note: If you have two drives and enough memory, then insert Disk 2 onto **DFl:**.

Installing to Hard Drive:

1. Insert disk 1 into **DFO:**
2. Double click on the disk icon for "**KING!**".
3. From your Workbench screen choose "New Drawer: and name the new drawer "KING".
4. Drag the icon for **DFO:** to the new drawer named "KING".
5. When the drive light has gone out, insert Disk 2 and repeat step 4.

To play, open up the "KING" drawer and double-click on the "**KING**" icon.

Creating a Save Game Disk (Floppy Only):

1. Insert a blank disk into **DFO:**
2. From your Workbench screen initialize (format) the disk and name it "**KINGSAVE**".

PC/Compatibles

Installing to Hard Drive:

1. Insert disk 1 into your 3 1/2" Disk Drive **[RETURN]**.
2. Type "A:" or "B:" (whichever refers to your 3" drive) **[RETURN]**. Type "**INSTALL**" **[RETURN]**. Now follow the on-screen instructions. The game will install to a default directory named "KING:".

To play the game at C>, type "**CD\KING**" **[RETURN]**. Now type



IF THE GAME WILL NOT LOAD... -

Your computer must have at least 600K of FREE RAM.

BASE MEMORY PROBLEMS:

After your system loads MS-DOS, your mouse, sound drivers, and any menu programs, you must have *600K* remaining out of the original *640K* of *BASE MEMORY*. This area of memory has *nothing* to do with *your HARD DRIVE* or the remainder of your RAM, should you have *more* than *640K* of *BASE MEMORY*.

It is possible that your computer's operating system is not setup to allocate *600K* of free *BASE MEMORY*. This event is usually the reason the program will not load. You can determine how much memory is available by typing *MEM*. This will tell you how much free RAM exists. If the amount is less than *600,000* bytes, then you will have to free up *more* *BASE MEMORY*.

OPTION 1: FOR MS DOS 6.0, 6.1 or 6.2 users

- 1) Type "**CD C:\DOS**" [RETURN]. (This will move you to the directory where your DOS files are stored.)
- 2) Type "**MEMMAKBR**".

Follow the options for *DEFAULT* installation. This will move your MS DOS and other files to *HIGH MEMORY* and out of your *BASE MEMORY*.

OPTION 2: FOR MS DOS 5 users

The simplest way to free up more *BASE MEMORY* is to create a *BOOT DISK*. The following instructions will create a basic boot disk that you can use to run the game.

- 1) Place a blank floppy disk in the *A DISK*

- 2) Type "C:" [RETURN]
- 3) Type "**CD C:\DOS**" [RETURN].
- 4) Type "**FORMAT A: /S**" (this will format a blank floppy disk and transfer the MS DOS operating system).
- 5) When asked for a volume label, hit the RETURN KEY.
- 6) Type "**CD C:\KING**" [RETURN].
- 7) Type "**MAKEBOOT**" [RETURN].

This will make a basic *BOOT DISK*, but it will not include your *MOUSE DRIVERS* or your *SOUND CARD DRIVERS*.

To install your MOUSE DRIVERS:

Make sure that the *BOOT DISK* that you created is *in* the *A DRIVE*.

- 1) Type "**CD C:\MOUSE**" [RETURN].

Note: Not all mice manufacturers setup their software in the following manner. These directions are for a Microsoft Mouse or an OEM Microsoft Mouse that has installed all of the mouse software in a directory called *MOUSE*. If these instructions do not work, consult your mouse installation instructions that accompanied your mouse.

- 2) Type "**INSTALL**" [RETURN] (if *INSTALL* does not work, try "**SETUP**").
- 3) Follow the instructions on the screen until it asks you "Where do you want to install the mouse drivers?" When prompted, tell it to install the mouse drivers to your *A FLOPPY*.

After this is completed, your mouse drivers will be installed on the *BOOT DISK*.

If you do not wish to install your sound card drivers, or you do not have a sound card, skip the next set of installation instructions and proceed to "PLAYING KINGMAKER WITH A



To install your SOUND CARD DRIVERS:

Make sure that the *BOOT DISK* that you created is in the *A DRIVE*.

- 1) Type “**CD C:\SBPRO**” **[RETURN]**.

Note: Not all sound card manufacturers set their software in the following manner. These directions are for the CREATIVE LABS SOUND BLASTER PRO sound card. These instructions assume that your sound card software has been installed in a directory called **SBPRO**.

- 2) Type “**INSTALL**” **[RETURN]**.

3) Follow the instructions on the screen until it asks you “Where do you want to install the sound drivers. When prompted, tell it to install the mouse drivers to your *A FLOPPY*.

After this is complete your sound drivers will be installed on the *BOOT DISK*.

Playing **Kingmaker** with the *BOOT DISK*:

After you have completed creating a *BOOT DISK*, you are ready to begin playing **Kingmaker**.

- 1) Make sure that the *BOOT DISK* is inserted in the *A DRIVE*.
- 2) Reboot your computer by hitting the **RESET** button, or by holding down the **CONTROL, ALT and the DELETE key at the same time**.
- 3) When the system has finished booting up, type “**C:\KING**” **[RETURN]**.
- 4) Type **KING** and you are ready to begin!

TROUBLE SHOOTING (PROBLEMS & SOLUTIONS):

PROBLEM: THE NARRATOR SPEAKS ONE OR TWO WORDS AND THE VOICE STOPS.

SOLUTION: The SOUND CARD settings that you have selected in the **Kingmaker** SETUP

Locate the **SOUND CARD** diskette that came with your sound card.

Put the diskette in your *A DRIVE* and load the program that will test your sound card (please refer to your sound card documentation for the exact name to type in).

After you run the sound card test, the computer should give you three settings:

1. The **IRQ ADDRESS**,
2. The **INTERRUPT NUMBER**, and
3. The **DMA #**.

Copy these setting down.

Type **C:\KING** and hit the **ENTER KEY**. Type **INSTALL**. Select the **SOUND SETTINGS** selection. When it asks for the numbers, enter them in the same order that you copied them down.

Exit the install program and type **KING**. The sound should work normally.

PROBLEM: ONLY PART OF MY SOUND WORKS.

SOLUTION: If you have checked the settings for your sound card and they seem to be correct, but your sounds are still only partially working, you still do not have enough **FREE RAM**. Return to the section called “**BASE MEMORY PROBLEMS**”.

PROBLEM: MY 3.5” FLOPPY IS MY B: DRIVE.

SOLUTION: You can install **Kingmaker** from your **B FLOPPY DRIVE** by substituting “**B:**” wherever the “**A:**” appears. However, IBM compatible computers can only **RUN** from your **A: DRIVE** or your **INTERNAL HARD DRIVE**. If you have a **5 1/4” FLOPPY DRIVE** as your **A: Drive**, you will have to make your boot disk on a **5” floppy disk**.



FACTION SYMBOLS

There are seven different screen elements from which your Faction can be built.

Titled Nobles



Untitled Nobles



Titles (which you can give to Untitled Nobles, effectively making them Titled Nobles)



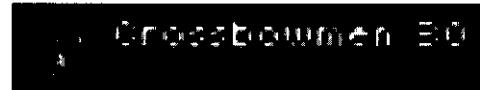
Offices (which you can give only to a Titled Noble)



Archbishops & Bishops



Mercenaries



Ships



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SYMBOLS MENU

Advanced Battle Screen



Move to Engage the Enemy:
Engage a specific enemy.



Move to Target Area: Move your troops to a designated area.



Advance to Attack: Attack a specific battalion.



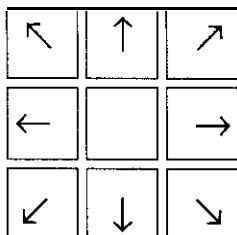
Stop/Shield: Hold your troops for further orders.

Other Keyboard Commands:

Alt-X: Quit Game (return to DOS)

Space Bar: End current Noble's move

Tab: Skip to next Noble



Arrow Keys: Scroll the Tactical Map

VICTORY LEVELS

To win *Kingmaker*, one must control the last surviving Royal Heir and crown him King (or Queen) of England. Should you achieve this, your name will be entered on the "Roll of Honor", along with a rank based upon your demonstrated skill in the recently completed game. These ranks, from lowest to loftiest, are:

Peasant

Knight

Earl

Baron

Duke

Kingmaker

Scoring during the game is tracked automatically by the program. Beginning with a base score of 100 points, each turn that passes in which you do not win the game deducts points from your score. In addition, points are gained for each battle won, and lost for each battle in which your forces are defeated. Finally, adjustments are made to your score for a number of other factors (such as, but not limited to, number of factions, use of advanced plague and/or weather, and order of set-up).

In short, the more difficulty you face in winning the game, the higher your final rank on the "Roll of Honor".

Good luck!



SYMBOLS MENU

Main Menu Screen



Faction Build: Enter the Faction Build menu.



Family Tree: Shows the Royal Heirs.



Secret Support: This is your hidden hand in which new Nobles and Titles are held until you wish to play them.



Chronicle: This gives you specific information about various topics.



Review: This allows you to review the position of the Royal Houses and the Enemy Factions.



Find: This helps you find where various items are on the map.



Load/Save: This allows you to load a Saved Game or Save your current game.



Game Options: This allows you to view/change the game options, or to "Restart" the game.



Fresh Horses: This gives you the ability to move your selected Noble an extra four moves.

Faction Build Screen



Combine: This joins the highlighted items together with the highlighted Noble.



Disperse: This splits the highlighted items from the highlighted Noble.



Review: This allows you to review the positions of the Royal Houses and the Enemy Factions.



Proceed: Takes you into the game.



Scroll Up a Noble



Scroll Down a Noble



Scroll Up a line



Scroll Down a line



Production	Producer
Production Coordination	Steve Fulton (US version)
Art Coordination	Reed Martin (UK version)
Mannals	Executive Producer
Play Test Site	Jim Rose
Production Team	
Production Coordination	Phyllis Chisick
Art Coordination	John Bach
Mannals	Charles Kibler
Play Test Site	Steve Lamentado
Technical Art Director	Joe Amorali
Historical Maps	Matt Pumfrey
Camera Preparation	Paul Bonner
Printing Coordination	Martin Smith
Rules Editing	Play Testing Team (UK version)
Printing & Packaging	Paul Bonner
Original Boardgame Design	Play Testing Team (US version)
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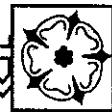
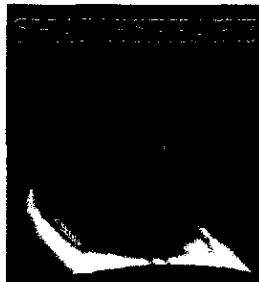


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The exact date of his birth is unknown but it is a matter of record that William Shakespeare, destined to become the world's greatest playwright, was baptized on 26 April 1564 in the parish church of Stratford-on-Avon. Shakespeare seems to have departed under a cloud on or shortly after 1584 and does not emerge from the shadows of history again until 1592. At that point, his name appeared as author of *Henry IV, Part 2* as performed in London.

Reported to have been a competent actor, Shakespeare was the mainstay of the Chamberlain company for some 15 years. His greatest contribution to the success of the troupe was, however, the plays he penned—on average, two a year—for their repertory. In all, 38 bore his signature.

INTRODUCTION

Scene 4 of Act II of *Henry VI, Part One* by the English poet and playwright William Shakespeare is one of high drama. In this evocative scene, six powerful lords of medieval England stand in the Temple Gardens. Richard, Duke of York, has just challenged his rival, John Beaufort, Duke of Somerset, over matters of State. Beaufort—foremost of those who surround the Ring at Court and guide his actions—can barely restrain his anger. The two have recently argued loudly in the Hall, each trying to persuade the other nobles of England of the righteousness of their case. But those present cannot agree upon a clear winner in the debate.

Determined to resolve the issue, York plucks a white rose from a nearby bush, and declares that those who support him should do likewise. Echoing this emotional display, Beaufort picks a red rose

and calls for his supporters to do the same.

In vain, an undistinguished noble named Vernon pleads with both headstrong lords to accept that “he upon whose side the fewest roses are cropp'd from the tree shall yield the other in the right opinion”. The nobles are drawn into their factions; the Earl of Warwick, Vernon and an unnamed lawyer take the white rose, while the Earl of Suffolk alone sides with Beaufort. Realizing how matters have turned and too proud to yield, Beaufort almost draws his dagger there and then to end the looming squabble. The scene ends with these ominous words by Richard to his own supporters:

“Come, let us four to dinner. I dare say this quarrel will drink blood another day.”

In four linked plays, Shakespeare portrays the “Wars of the Roses” (1450 through 1490) as a period of treachery, murder, fearsome vengeance and bloody battle among

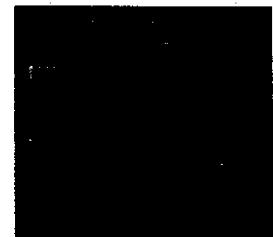


the great nobles of the land. For those who lived in Shakespeare's day-a century after these events unfolded-the wars were viewed as a time of violence, devastation and anarchy in their beloved England. Only when Henry Tudor killed Richard III at Bosworth did these evil times come to an end.

The victorious Tudors-whose faithful propagandist Shakespeare certainly was-had a vested interest in portraying the Wars of the Roses in this way. His popular plays reminded anyone considering rebellion that loyalty to the crown might be the lesser of possible evils. Henry Tudor had taken the crown from Richard III's head and his new dynasty was precariously seated upon the throne of England. This new king, Henry VII, faced open revolts in the field and his reign was troubled by a succession of conspiracies; Henry VIII felt the grumblings of rebellion; even "Good Queen Bess", known to history as

Elizabeth I, faced the opposition of some powerful northern lords.

To promote their right to rule, the royal Tudors claimed they were the legitimate heirs of the Plantagenets. Henry Tudor was indeed related to Henry VI (see the lineage shown on the chart of family trees found in the "Historical Manual"). Certainly, they were the last champions of the Lancastrian cause, all others having fallen. Too, in fulfillment of pledges: to his Yorkist supporters, Henry married Elizabeth of York, symbolically uniting the warring factions. In this way, the culmination of the wars could be portrayed as the legitimate victory of Lancaster over Yorkist usurpers, along with a reconciliation with the defeated through an act of dynastic union. The Red and White roses, and hence all England, were as one at last.



One of the great castles of the Northern Marches and a seat of the Percy family, the fortress featured prominently in the northern campaigns of 1461-64.





The home of the Fitzalan family played no major part in the Wars. The castle on the site today is of a considerably more modern vintage.

It is typical of the Wars of the Roses that this brief, simple explanation has passed into popular belief. Much of what we know-or believe we know-has been obscured behind symbols and legend, without much basis in fact. The emblems themselves, for example, are primarily a playwright's fancy. The "War" of White and Red Roses was not an allegory understood at the time of the struggle itself. In fact, the symbols were themselves rarely used by the two factions-Edward IV is better known for his symbol of the "Sun In Splendor," while Richard II fought under the banner of the "White Boar".

It is equally confusing to the modern American student (or game player) to discover that the Lancastrians held extensive estates in Yorkshire, while the Yorkists were strongest in the Midlands! In fact, the entire history of the period is a confusing jumble of names (there are altogether too many Prince

Edwards!!!), titles, places and dates presented against an ever-changing background of treachery and political chicanery. And barely half of what you read is factual..



Since Shakespeare's day, popular perception of the Wars of the Roses has been confused by the propaganda of partisan supporters of the White or the Red, or by those who see the whole affair as a minor dynastic squabble. It is true that their significance in the history of the art or practice of warfare is small. And while the Wars were not the general bloodbath Shakespeare described for the Elizabethan stage, the royal house of Plantagenet was wiped out...along with other noble dynasties beside. Modern historical research, however, has shown that the era was no better nor worse than those that came before and after.



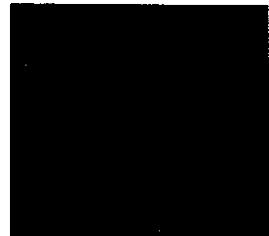
But it is far too easy to trivialize the Wars. Like all civil conflicts, they were savagely contested. They were marked by a ferocity and brutality practically unknown in the history of England before or since. Although the various battles were often small, and most victories owed more to treachery or accident than to skill or force of arms, blood was spilled freely. (Though one foreign commentator remarked that the English fought very curious wars: "...once they have gained a battle, they do no more killing, especially of common people.")

A number of victories were celebrated by the beheading of captured leaders, especially as the Wars progressed. This can be traced to the fact that the several campaigns were primarily a struggle between opposing factions, vying for political power with no sweeping or revolutionary ideals at stake. Although the Yorkists claimed a constitutional cause for

their revolt, both sides were cut from the same political cloth.

The intermittent struggle that spanned the reigns of Henry VI, Edward IV and Richard III was also characterized by the way many local disputes between various noble Houses were fought under the banner of the continuing "Civil War". In the far north, the Nevilles and the Percies had been bitter rivals for centuries. The victory of the Yorkist cause in the north was really the triumph of the House of Neville at the expense of the House of Percy. In southwest England, an interminable feud between the Courtenay Earls of Devon and the upstart Bonville family drew major players into the Wars, who sided with their supporters in a local dispute over lands and titles.

For those nobles bold enough, the Wars of the Roses provided opportunities for advancement and accumulation of power as established families fell by the wayside and local



An unfortified town in the Midlands, west of Leicester.



Another of the great northern castles, this fortress is given to whichever noble is granted the Office of Warden of the Northern Marches. The castle was an important target during the Northern Campaigns of 1461-64.

rivals were slain. The tragic story is epitomized by the tale of Richard Neville, Earl of Warwick, the man immortalized as the "Kingmaker". Warwick used his power, the patronage at the command of his wealthy family, and the desperate times to promote Neville interests, even while he strove to put Edward on the throne. Then, having achieved all this-at the high point of his career-Richard Neville and Edward IV parted company. The Kingmaker went to war against his King, only to die on the battlefield at Barnet in April 1471.

Powerful English nobles had acted against the ruling house before; indeed, when they had conspired together against King John they were called heroes. But the convoluted plots and campaigns of the likes of Warwick, Somerset, de la Pole and Stanley marked the beginning of the end for the feudal barons, who had treated their kings like puppets. On a social level, the

upheaval focused the growing dissatisfaction among the commoners to hereditary loyalty to any nobility and fostered a desire for a sound, stable and effective central government by the crown.



In KINGMAKER, the chaotic spirit of the age is captured perfectly in a game of factional politics and bloody warfare. The object is to control the last of the eight rivals of the royal houses of Lancaster and York for the throne of England. To accomplish this, you will maneuver an ever-changing group of nobles in order to seize and promote one of these royal heirs while simultaneously eliminating all other rivals. Can you place your candidate upon the throne? Or will you end, as so many nobles did, bent beneath the headman's axe.. .





This manual provides all the information you need to play **KINGMAKER**. It is written assuming you are playing with a mouse, in VGA, on an IBM-compatible PC, with the game stored on your hard drive. (For Amiga format, consult the Quick-Start Reference Folder.)

Before You Start

Check that your game box contains the following items:

- 3 Disks
- 2 Manuals
- Quick-Start Reference Folder
- Player Aid Sheet

You can now install **KINGMAKER** on your computer's hard drive. [Please follow the instructions on the Quick-Start Reference Folder.]

Sound

Select the sound options appropriate for your machine. The music will run on AdLib/SoundBlaster or Roland; the FX run on SoundBlaster or Roland; digitized speech is only available on SoundBlaster.

GETTING STARTED

This manual contains all the instructions you need to play **KINGMAKER**. [The basics are also summarized on the Reference Folder.] All the game's major functions can be accessed with the mouse, although you do need to use your keyboard as well. There is an on-line help facility (termed "Autohelp" hereafter) for use during play.

From Start-Up, you are taken through a short introduction, conducted by William Shakespeare. You can hit any key to escape.

New/Saved Game Menu

You are now presented with this menu:

New Game

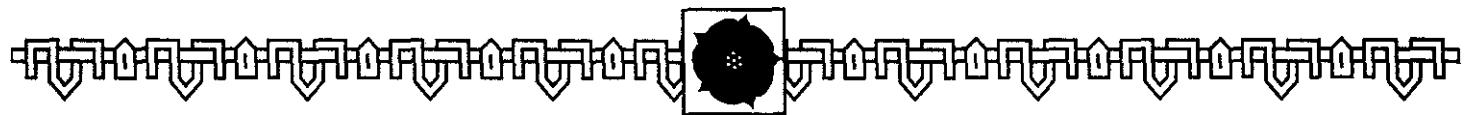
Saved Game

Select **New Game** to start afresh.

Select **Saved Game** to restore a game previously saved to disk.



This famous Roman spa in the west of England lies close to Bristol.



Number of Factions

Selecting New **Game** brings up a second menu, which asks you to select the number of Factions you will face in the game.

- 1 Faction (easy)**
- 2 Factions**
- 3 Factions**
- 4 Factions**
- 5 Factions(hard)**

The more Factions the computer controls, the tougher the game becomes—although the computer-controlled factions will compete against each other just as fiercely as they compete against you. The Roll of Honor rewards victory against large numbers of Factions with greater glory.

Difficulty Level

A third menu asks you to set one of two difficulty levels:

- Allocate **Blind** (hard—you place first)
- After** Computer (easy—you see where all other Factions have placed their forces *before* you place yours)

This is a Royal Castle and port on the island of Anglesey, off the northwestern tip of W&S.

Allocate Blind forces you to place your Nobles on the map in ignorance of the actions of the computer-controlled Factions.

If you select **After Computer**, you see the computer-controlled Faction(s) appear on the map before you make your own dispositions. This allows you to see which Royal Heirs are most at risk of capture by your opponents, and where the enemy are strongest.

Advanced Options

You are next asked to set or reject two Advanced Game **options**. **Advanced Weather** and **Advanced Plague**—and the level of **Autohelp**. The Advanced Game options affect the way the game is played, although neither adds to the difficulty. Use the buttons to toggle these options on or off.

Advanced Weather is checked at the beginning of the player's turn. The computer determines whether this is to be a **Fair Weather** or **Bad Weather** Turn. In **Fair Weather**, the game proceeds as normal. In **Bad Weather**, the following restrictions apply:



- (a) Armies move only 3 areas per Turn.
- (b) No Combat or Sieges are possible.
- (c) Storms at Sea occur more often, and can sink Ships.

With **Advanced Plague**, infection can break out anywhere, not just in towns. Plague spreads along roads, through ports, and into Towns and Cities. Death is no longer automatic, but anyone caught in a Plague area has a 25% chance of being killed.

Select On/Off for each option.

Autohelp

KINGMAKER features an on-line help facility. Before the game begins, you must decide if you wish to activate it. As with the Advanced Weather and Advanced Plague options, use the appropriate button to toggle **Autohelp** on or off. If activated, at select moments during the game, messages will appear on the screen offering you instructions on how to play and suggestions on how to play well. The action

pauses so that the player may read these at his leisure. When ready to proceed with the game, click on the **Right Mouse Button**.

Animation

Finally, players may use the On/Off toggle to suspend the on-screen animation for certain events (notably, the execution sequence). These graphics play no role in the game, and are intended for entertainment purposes only.

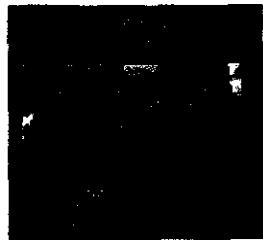
Having completed your game set-up, click on the **Exit** button. **KINGMAKER** now completes loading.

Copy Security

At selected intervals during the game, you may be asked to pass a **Copy Security** Check. Your computer displays a picture of a City, Town or Castle featured in the game, along with a range of page numbers. All the Towns and Castles featured in this way are listed, with their pictures, in this manual. Find *the correct Town/Castle*, and enter its name at the prompt.



This magnificent castle, east of Nottingham, is one of those belonging to the Roos family.



This vital city in the west of England is also a major port.

OBJECT OF THE GAME

In **KINGMAKER**, you control a Faction of power-hungry nobles and their supporters. Your objective is to control the last Royal Heir in the game, and to crown him King (or Queen, in the case of Margaret of Anjou) of England. In other words, you're not trying to become King yourself, but to be the power behind the throne, the ultimate puppet-master.

To achieve this, you must:

- (a) capture and control a Royal Heir;
- (b) eliminate all his/her rivals; and
- (c) have your Heir crowned King in a Cathedral Town or City by an Archbishop or two Bishops.

In addition to the Noble members of your Faction, you may control "Assets" (such as Offices of the Crown, Mercenaries and Ships). Other Nobles and Assets are gained during the game, which you may either bring into play at once or keep hidden, ready to be produced at a vital moment.

Of course, in the meantime, the opposing (computer-controlled) Factions are trying to do the same thing..

Roll of Honor

KINGMAKER includes a Roll of Honor, which carries the names and ranks of those players who have best fulfilled their destiny. You may enter your name on the Roll of Honor if you successfully complete the game.

Richard of York Archbishop of York
Duke Richard Richard Neville
Richard of York Archbishop of York
Duke Joseph Joseph Kendall



THE ROYAL HEIRS

Because the Royal Heirs are the key to success or failure in the game, it's important you understand how they work before you deploy your Assets at the beginning of the game. The quick capture of a Royal Heir can pay rich dividends as play unfolds.

The Royal Houses

Here are nine potential heirs to the throne of England. These are:



House of Lancaster

Henry VI

Margaret of Anjou

Edward, Prince of Wales

Beaufort, Duke of Somerset



House of York

Richard, Duke of York

Edward, Earl of March

Edmund, Earl of Rutland

George, Duke of Clarence

Richard, Duke of Gloucester

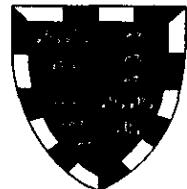
Capturing Royal Heirs

Royal Heirs are captured when Nobles from a Faction occupy the same area on the map. If the Heir is accompanied by another Faction's Nobles, the enemy must be defeated in battle before the Heir can be captured. (See the chapter on **Combat** to find out how this works.)

If the Royal Heir occupies a City, Town or Castle, that place may have to be captured by Siege. (This is covered in detail in the section on Sieges.) However, since you may need to overcome a Castle early on in the game in order to capture a Royal Heir, the basic idea is presented here.

The total Troop Strength of the Noble(s) trying to capture the Royal Heir must be equal to or greater than the Town/Castle's garrison. The example on the following page should make this clear:

BEAUFORT



- The Duke of Somerset is a Noble who can become part of a Faction (either player or computer-controlled). If all the other Lancastrian heirs to the throne are dead, Beaufort may be crowned King. In effect, Beaufort is fourth in line in the Lancastrian succession. However, if the only other heir still alive is a crowned Yorkist heir, the faction controlling the Yorkist wins the game, no matter what Beaufort's status is.

In all other respects, Beaufort performs like a normal Noble.



One of the many royal castles built after the subjugation of Wales. On the northern coast of the principality, it is gained by whichever Faction controls the Office of Chancellor of England.



*Edward, Earl of March, is in Harlech, which, like all Royal Castles, has a garrison of 200 men. The Percy faction wishes to capture him. Percy himself, Earl of Northumberland and Constable of Dover Castle, is accompanied by Stanley. Percy has 100 Troops from his own household and 50 men by virtue of being Constable of Dover, while Stanley's contribution is another 50 Troops. That gives Percy a total Troop Strength of **200**. He can besiege Harlech and when it falls-will capture Edward.*

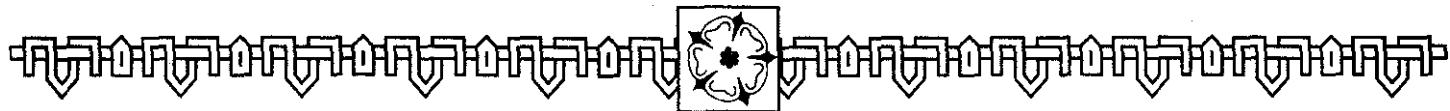
Note that every Castle, City and Fortified Town has a Garrison, although strengths may vary.

In every game, the Royal Heirs start in the same places. These locations are listed here, along with their garrison, any other Troops who might be there, and the name of any Office which grants ownership of that place to the Noble who possesses the Office. The Royal Heirs at the beginning of the game:

Henry VI (London): "The capital is controlled by the *Constable of the Tower*, who can seize Henry directly. Otherwise, London must be besieged by a force of at least 300 troops-more if another faction has troops in the City (and whoever controls the Constable of the Tower has at least 250).

Margaret of Anjou (Coventry): this Fortified Town must be besieged by a force of at least 200 troops-more if another faction moves troops into it.

Edward, Prince of Wales (Kenilworth): this Royal Castle must be besieged by a force of at least 200 troops-more if another Faction has troops in the Castle.



Beaufort, Duke of Somerset: as mentioned above, Beaufort is a special case, and enters the game as an ordinary Noble.

Richard, Duke of York Work: This City is controlled by the *Archbishop of York*, who can seize Richard directly. Otherwise, York must be besieged by a force of at least 300 troops-more if another faction has troops there (and anyone who controls the Archbishop has at least 30).

Edward, Earl of March (Harlech): This Royal Castle is controlled by the *Marshal of England*, who can seize Edward directly. Otherwise, Harlech must be besieged by a force of at least 200 troops-more if another faction has troops in the Castle (and whoever controls the Marshal has at least 100).

Edmund, Earl of Rutland (Ireland): the “Emerald Isle” is controlled by the *Lieutenant of Ireland*, who can seize Edmund directly. If no faction controls the Lieutenant, Edmund can be seized with a minimum force (provided you have a ship) since there is no garrison protecting the Earl. However, if another Faction controls the Lieu-

tenant of Ireland, and sends him over to guard Edmund, that Noble has at least 250 troops at his disposal in Ireland, and must be defeated in Battle before Edmund can be captured.

George, Duke of Clarence (Cardigan): This is an Open Town, with no garrison. Whoever reaches the town first can seize Clarence.

Richard, Duke of Gloucester (Calais): This Town is controlled by the Captain of Calais, who can seize Edmund directly. Otherwise, Calais must be besieged by a force of at least 200 troops-more if another faction has troops in the Town (and anyone who controls the Captain of Calais has at least 350). Furthermore, the besieging force needs to be transported by Ship to reach it. Because of these factors, Richard is often not captured during the game, but dies when the Plague reaches Calais.



This unfortified town is a small port in East Anglia, close to Norwich.



The seat of the most important Archbishop in the English Church, it is also a vital town on the road leading southeast from London, and is close to several ports.

Initial Strategy

Planning the risk-free capture of a Royal Heir is one of the most important parts of the game's opening Turns. Your Faction's opening dispositions and moves should be geared primarily towards the capture of at least one Royal Heir. Choosing the right one is a question of balancing a number of variables-how close are members of your faction to the Heir? How close are the forces of opposing Factions? How well guarded is the Heir? Is there a Noble in play who can capture the Heir easily by virtue of an Office they hold?

For your first few games, the best strategy might seem bewilderingly obscure. Until you get used to the game, set yourself a simple goal, and work for it. You'll soon get used to the advantages of certain combinations. For example, Neville, Earl of Warwick, can start the game close to Kenilworth, Cardigan or York. He has 50 Troops automatically. On his own, he can capture Clarence in Cardigan, unless Herbert can beat him there. With another 150 Troops assigned to him, he can cap-

ture Kenilworth and the Prince of Wales. With 250 extra Troops, he can capture York in the first Turn; or he can enter the City freely if the Faction controls the Archbishop. This flexibility makes Neville a very powerful Noble.

Controlling Royal Heirs

Having captured a Royal Heir, a Faction can begin the process of eliminating their rivals and having that Heir crowned King. Each faction may control more than one Royal Heir, but may not control Heirs from both royal houses (Lancaster and York) for more than two consecutive Turns. After that, one or the other Heir must be executed.

A Faction may execute any Royal Heir it controls at any time. You are asked if you wish to execute an Heir at the point at which he or she is captured. Thereafter, click on the Heir's name in the Family Tree display and you are asked if you wish to execute him or her.

When you capture Royal Heirs, they are assigned to one of the Nobles in the Army. The royal captive now follows



your army, and is in your control until captured or killed. The presence of a Royal Heir alongside your army brings a small benefit to its combat abilities, but otherwise he is just a target for the other Factions to pursue. Make sure you protect your Royal Heir(s) with ample forces-allowing for even the most unlikely mishap.

Crowning Royal Heirs

To win the game, you must control the last, crowned Royal Heir. This implies two actions. First, the last surviving Heir must have been crowned Ring, and, second, you need to see the other Heirs killed.

Some may die at the hands of your enemies. Others may fall into your hands through victory in Battle or Siege. As you capture Royal Heirs, you must judge when the moment is right to execute them. Since you become biased towards one of the Royal Houses, some decisions are easy. On the other hand, knowing when to "lose" a second member of the same Royal House is more tricky.

The second task ahead of you is to arrange the Coronation of one of your Royal Heirs. Royal Heirs can be crowned only in the order of succession for their Houses. Margaret of Anjou, for example, can only be crowned "Ring" once Henry VI is dead, and Edward, Prince of Wales can become Ring only after she joins her husband in the grave. Note that it is quite possible for there to be two Rings, a Yorkist and a Lancastrian at the same time.

In addition to this rule about seniority within each House, there are other conditions which must be met for a Coronation to take place.

- (a) The Heir must occupy a Cathedral. Several Towns and Cities have Cathedrals, from mighty London and York, through lesser Towns like Lincoln and Exeter, down to small centers like Salisbury or St David's
- (b) The Heir must be accompanied by at least one Noble of your Faction.
- (c) The Heir must be accompanied by at least one Archbishop or two Bishops.



An unfortified town and port in South Wales.



A royal castle on the Isle of Wight.

If these conditions are met, your Royal Heir is automatically crowned King.

Once you control a crowned King, you have the power to call Parliament. This may allow you to give additional Assets to your Faction's Nobles. This power only resides in a King's Faction when there is but one King—if there is a rival monarch, the Chancellor has this power instead.

On the minus side, a sole crowned King can be pulled to different parts of the country to meet Embassies from foreign lands. This can be very awkward, since it can disrupt your plans and divide a secure army into two smaller, defeatable forces. (The fact that Henry VI starts the game as the sole crowned King can lead to a situation where he is called away from London to an unfortified town, making him easy to capture.)

FACTIONS

Before the bloody struggle for the Crown can commence, you **need** to know who your supporters are, and what resources you have. At the beginning of the game, you are presented with a display like this:



Key:

- 1** All-Britain Map, showing places associated with your Faction
- 2** The Build Faction Box, showing the Nobles in your Faction
- 3** Faction Build controls



The **All-Britain Map** shows **all** of England and Wales, the Scottish Borders, plus the Irish and French coasts. This is where the action takes place. Several Cities, Towns and Castles may be picked out in different colors. Gold locations are Castles belonging to the Nobles of your Faction. White dots mark various locations connected with Assets under your control. The white and red squares with black crosses show the locations of Royal Heirs.

The Build Faction Box and Controls

In the **Build Faction Box and Controls** at the top right of the screen there is a list of Nobles, some with Titles, and others not. These are the initial members of your Faction. The display shows their name, their title (if any) and the number of troops under their immediate command at that moment.

There should also be a cursor, which you can position with the mouse pointer. To scroll up or down, click the Left Mouse Button on one of the but-

tons in the first row under the Build Faction Box. In order, these are:



Scroll up a Noble



Scroll up a Line



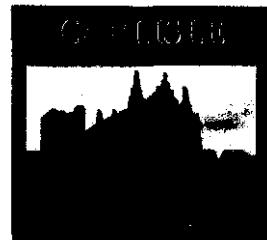
Scroll down a Line



Scroll down a Noble

You can also position the Cursor by clicking on one of the locations marked in white or gold on the map. If London, for example, is marked white, click on it and the cursor moves to show the Office of the Constable of the Tower, an Asset which grants possession of the City to whichever Noble is given the Office.

During the game you can return to the **Build Faction Box and Controls** display by clicking on the **Faction Icon**.



A strategically vital cathedral town in the far north of England, at the furthest reaches of the road network, it is controlled by whichever Faction gains the allegiance of its Bishop.





An important cathedral town in the northwest of England, it is gained by whichever Faction controls the Office of Chamberlain of the County Palatine. The town is connected-via Shrewsbury-to the main road network.

Building Your Faction

Your first task as a Kingmaker is to allocate the Assets you have been given to these Nobles. Click on the **Noble Up** button a few times, and you scroll up to the list of your Assets.

Each Faction begins with a random assortment of forces. Depending on the number of computer-controlled Factions you chose during the start-up sequence, you have 6-18 Nobles and other Assets available. Some, such as the independent towns, are not featured on this list, but are in your possession on the main map.

Number of Factions (including Player's)	Assets
--	---------------

2	18
3	12
4	9
5	7
6	6

There are eight different elements from which your Faction will be built. These are:

Titled Nobles

	Neville E. Warwick	50
--	-----------------------	----

Untitled Nobles

	Cromwell	10
--	----------	----

Titles (which you can give to Untitled Nobles, effectively making them a Titled Noble)

	Earl of Richmond	40
--	---------------------	----

Offices (which you can give only to a Titled Noble)

	Chanc. of Cornwall	50
---	-----------------------	----

Archbishops & Bishops

	Bishop of Norwich	
--	----------------------	--



Mercenaries

• Crossbowmen 30

Ships

• Le Swan

Each Asset is listed by its name, and several have a numerical value attached-these are the Troops which that Asset automatically and permanently bestows on the Faction. Other benefits may also come from possessing that Asset.

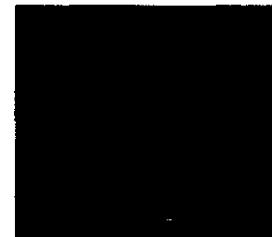
Independent Towns under your control are not shown in the Faction Box. Instead, your Faction's flag is placed above the town on the Area Map.

You can learn more about any Noble or Asset by positioning the mouse pointer over its icon (the pointer changes shape to a Question Mark as you do so). Click the **Left Mouse Button**. You can now read the **Chronicle** information about that item.

Once you are satisfied that you understand the strength of the Assets in your Faction, you must allocate these to your Nobles. A Noble may only have one Title, and only Titled Nobles may have Offices. Apart from that, you can combine these forces as you wish.

Select a Noble by clicking on his name with the mouse pointer; he becomes highlighted, and the Castles which he possesses flash on the All-Britain map.

Now you can allocate your resources to capture Royal Heirs and to frustrate the enemy. No one strategy in **KING-MAKER** works better than others, so you should group your resources in pursuit of a number of key goals- the rapid capture of Royal Heirs, regional supremacy, and security.



An unfortified town and port of the south coast of England.



A castle on the Welsh border belonging to the Fitzalan family.

Locating Royal Heirs

The **All-Britain Map** shows the starting locations of the Royal Heirs—white dots for the Yorkists, pink dots for the Lancastrians. You'll see the Yorkist Rutland in Ireland, and two Lancastrians in the Midlands—Prince Edward and Margaret of Anjou.

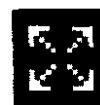
As discussed above, if one of your Nobles starts the game close to a Royal Heir, you may wish to ensure he has sufficient strength to capture the Heir at the beginning of the game. For Clarence, just 10 men can do it; for Prince Edward, you need at least 200 to overcome the garrison at Kenilworth. You can 'tour' these locations using the **Review** button (see page 23).

Allocating Assets

Having selected a Noble, scroll through the list of your Faction's Assets (or select white locations on the map which are close to your Noble's castles). Click on an Asset; it is highlighted and any places on the map associated with that Asset start flashing. You can select further Assets in the same fashion. When you have selected the Assets you wish to allocate to that Noble, click on the **Combine** button.



The list automatically reconfigures so that the Assets you have allocated to a Noble are listed directly under his name. Do the same for the other Nobles in your Faction. If you make a mistake, or you're unhappy with the way your forces are allocated, you can click on a Noble and the **Disperse** button to break up that grouping.





The aim is to allocate all of your Assets to the Nobles in your Faction. However, you may not be able to allocate all the forces at your disposal. For example, you may have an Office left over, and no Titled Noble to give it to. This is unfortunate, and there's nothing you can do about it. The Asset is placed in **Chancery** when you finish building your Faction. In all other cases, you see a warning if you try to leave the Build Faction Phase without having allocated all your forces.

Enemy Facts

If you selected **Allocate Blind** as a pregame option, you must place your forces in ignorance of the whereabouts of the enemy. Your first chance to see what opposition you face will come during the first turn.

If, however, you selected **After Computer**, you will have seen the other Factions place their forces before you start. This could affect your choices. If it looks as though an enemy Faction has the means to capture a Royal Heir before you, then you should change

your plans. You might also want to avoid starting a Noble in a part of the country swarming with enemy troops.

Reviewing Enemy Facts

You can review the dispositions of the computer-controlled Factions by pressing the **Review** icon. This function is only available if you chose to deploy after the computer.



Select to view one of the enemy Factions, or the Royal Heirs. You are given a "guided tour" of each Faction you select, working through the Nobles one-by-one.

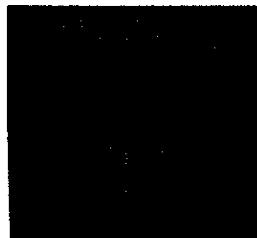
Use Review to take note of where enemy Nobles are, and where their strengths lie. What Royal Heirs are they likely to move after? How easy is it for them to combine their forces? Is there an option for your faction to pounce on an isolated Noble?

Click the **Right Mouse Button** to return to the view.

Smart Moves

Getting your forces organized effectively at the beginning of the game is a major part of being a winning King-maker. Give the best Titles and Offices to your strongest Nobles. Pay special attention to Offices and Clerics which have bonuses in particular parts of the country; these give you regional power-bases if grouped together.

Make sure Nobles in a position to capture a Royal Heir have enough troops, not just to capture him, but to hold him. Clarence is easy to capture—if you can get to him first? Do you have any Offices which give you possession of London or York, or any other starting location for a Royal Heir?



This castle in Yorkshire, south of York and commanding both the roads leading south from that city, is the home of the Clifford family.

Starting Locations

When you have completed allocating your forces, click **on** the **Proceed** button. Select a starting location for each Noble in turn—their Home Castles are the flashing [gold] “spots” (other locations associated with them through Offices, etc are shown in [white]). Position the cursor on it and click the mouse button to select a Castle.



RAISING THE STANDARDS

After you click on the Proceed Icon, your Faction raises its standard, proclaiming its candidacy for power. It is 1453 and Margaret of Anjou has just produced an heir for Henry VI. The Yorkists see their chance to seize the throne slipping away. The times are out of joint; “let slip the dogs of war. . .”

The other Factions, your opponents in the race for power, raise their stan-

dards likewise. Depending on which option you selected at the start, they show their hand either before or after you have deployed your forces.

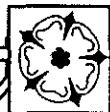
Observing the Enemy

You can keep an eye on the other Factions using the All-Britain Map (which shows the location of each army with a dot of its Faction color) and the **Review** option.



Click on the arrow in the bottom left corner of the small map in the Information Box (click the **Right Mouse Button** to make this visible). This brings up the All-Britain Map, showing the location of enemy forces and unclaimed Royal Heirs.

You can also click on the **Review** icon on the main panel (see page 28). This works exactly the same as the Review in the Build Faction display (see page 23).



The Family Tree

You can also gain intelligence about the Royal Heirs through the **Family Tree** icon.



This lists the Royal Heirs, by House, in their order of precedence. Where a Royal Heir has been killed, his or her name is "crossed-out". Where a Royal Heir has been captured by a Faction, this is indicated by a bar in the color of that Faction under the Heir's name. If a Royal Heir has been crowned King, this is indicated by a Crown beside his or her name.

KNOW YOUR ENEMY

Depending on the option you selected at the beginning of the game, your Faction is opposed by 1-5 other Factions, equally determined to seize unchallenged power.

Identifying Factions

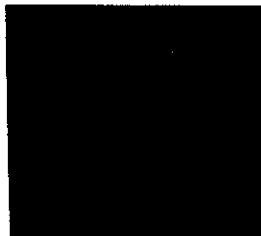
Throughout the game, each Faction's resources are marked by a single color. The player's Faction is always green. Each Faction's color is used to signify:

- (a) The Faction to which a Noble belongs; the background color behind their shields is the same as their Faction's,
- (b) Cities, Towns and Castles controlled by that Faction, which are marked by a flag of the appropriate color on the map,
- (c) Royal Heirs captured by the Faction (on the Family Tree).

In addition, the most senior Noble of the Faction gives his name to the Faction as a whole-messages will speak of "Percy's Faction", or "Mowbray's Faction", for instance.



Another of the great Royal Castles of northern Wales, this fortress is gained by whichever Faction controls the Office of Chancellor of the Duchy of Lancaster. The extra troops gained by the Noble holding this **Office** when within three areas allows him to command this part of Wales, and may provide enough troops to seize Edward of March from Harlech.



This castle, on the south coast of England, near Weymouth, is the bastion of the Beaufort family.

Computer-controlled Factions

Computer-controlled Factions have the same goals as you. They try to control **one** Royal Heir, and eliminate all others. To do this they need to defeat enemy Factions.

Each Noble in a computer-controlled Faction is rated for his Aggressiveness, Mercy and Ambition. As you play, you'll appreciate how Nobles display different degrees of each attribute. If you read through the historical information in the Historical Manual, you can work out for yourself who are the blood-thirsty, grasping ego-maniacs.,

Aggression measures the extent to which the Noble is prepared to take risks in seeking battle. Aggressive Nobles fight more battles when the odds are less heavily stacked in their favor. They also take greater personal risks in combat.

Mercy measures the extent to which the Noble is prepared to temper his Ambition and Aggression with a measured and less bloodthirsty attitude

towards his opponents. This particularly affects how the Noble deals with prisoners.

Ambition dictates how readily the senior Noble in a Faction seeks and uses the instruments of State-Coronations and Parliament-in pursuit of his goal.

The computer checks the attributes of Faction Leaders or local commanders whenever it is deciding how the Factions it controls will behave.

What are they up to?

As previously stated, you can Review the whereabouts of all or some of the Nobles in different enemy Factions by clicking on the **Review** icon of the **Build Faction** display.

Facton Rivalry

The computer-controlled Factions have their programmed priorities (which aren't so very different from the player's). However, during the game, these may become unbalanced by specific rivalries between Factions.



Each computer-controlled Faction records the injuries done to it by other Factions (including the player's). Each Battle fought increases the Rivalry between its participants. The execution of a Noble can increase it even more.

These Rivalries become sharper and more intense as the game goes on. The computer-controlled Factions seek out enemy Factions with whom they have the most intense Rivalry, looking for revenge...

CONTROLLING THE ACTION

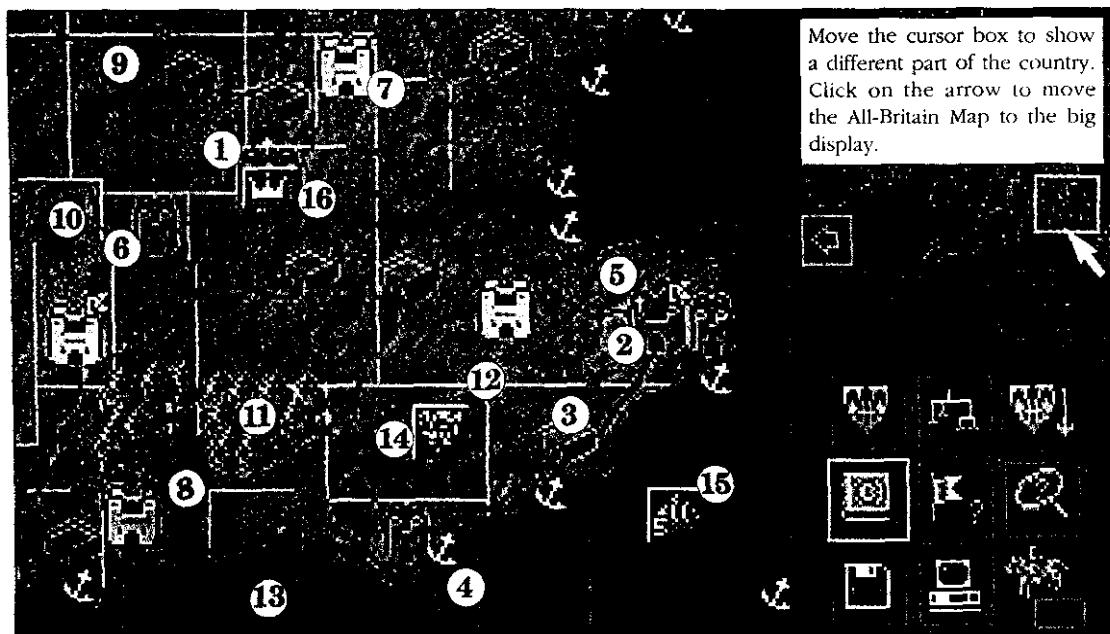
During the any phase of the player

Turn you have the option to

inspect areas in detail. During the computer Faction's Turn, you will see their forces move.

The Area Map

Play now switches to the Area Map display. This appears as follows:



Map key

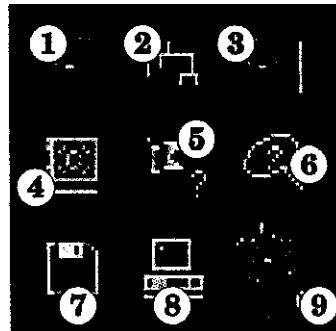
1. City (three towers); This one has a Royal Heir in residence
2. Fortified Town
3. Unfortified Town
4. Port (anchor signifies that the Town is also a Port)
5. Cathedral (cross signifies that the Town has also a Cathedral)
6. Royal Castle
7. Noble Castle
8. Faction flag (signifies which Faction possesses this Asset; the player's flags are green)
9. Road (allows faster movement)
10. River (plays no part in the game)
11. Forest (slows movement)
12. Area Boundary
13. Sea Area
14. Nobles (shown by their heraldic shield. Only the most senior Noble in an Army is shown. The background colour shows which Faction the Noble belongs to—the player's colour is green)
15. Ship
16. Royal Heir



This Royal Castle and port on the coast in southeast England is controlled by whichever Faction gains the office of Constable of Dover Castle.

Game Controls

On the right of the screen, there is an Information Box, and the following icons.



1 Faction Build

This returns you to the Faction Box, where you can make changes to your

Faction's line-up. You can also use the Review function to observe where other Factions have their armies, and where the Royal Heirs are.

2 Family Tree

You can gain intelligence about the Royal Heirs through the Family Tree icon. This lists the Royal Heirs, by House, in their order of precedence.

Controls key

1. Faction Build Key
2. Family Tree Key
3. Secret Support Key
4. Chronicle Key
5. Review Key
6. Find Key
7. Load/Save Options
8. Game Options
9. Fresh Horses Icon

Where a Royal Heir has been killed, that character's name will be "crossed-out". Where a Royal Heir has been captured by a Faction, this is indicated by a bar in the color of that Faction. If a Royal Heir has been crowned Ring, this is indicated by the Crown beside his name.

3 Secret Support

During the Reinforcement Phase of the game, Factions may be joined by additional Nobles. These can be brought into play on later turns through the **Secret Support** button. See the chapter on Reinforcement.

4 Chronicle

Use the menus to discover detailed information about various parts of the game. Click on the item you wish to read.

5 Review

This allows you to discover the whereabouts of Royal Heirs and enemy Nobles. (See page 24.)



6 Find

Use this to track down Nobles, Royal Heirs, Bishops, Towns or any other item.

7 Load/Save Options

You can store up to eight saved games on your hard disk. Click on a line to highlight it, type in a unique name, and **Return**. Click on "Save this Game" and return to play.

You can also "Load a Saved Game" from here.

8 Game Options

From here you can Restart the game (return to the New Game option), Quit, Toggle the Sound and Animation (see page 11) On/Off and alter the Auto-Help setting (click on the button to cycle through the options).

9 Fresh Horses

This records how many Fresh Horses your Faction has. **See Movement** for the way to use **Fresh Horses** in the game.

THE SEQUENCE OF PLAY

Play continues in turns, until one Faction achieves the Victory Conditions-namely, control of the sole remaining Royal Heir, Crowned King of England.

In each Turn, each Faction proceeds through up to six phases, namely:

Events Phase: the vagaries of chance.

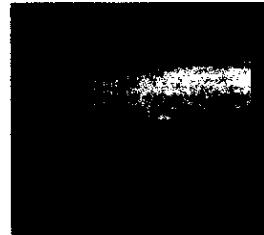
Movement Phase: your chance to move all or some of your forces.

Combat Phase: all battles and sieges are resolved.

Parliament Phase: The King (if there is only one) or the Chancellor may summon Parliament (see page 54).

Coronation Phase: The first Royal Heir in order of succession from either Royal House may be Crowned.

Reinforcement Phase: Each Faction receives additional forces, which may be allocated immediately or kept hidden.



This, near Ipswich in Suffolk, is one of the five castles possessed by the Mowbray family.



An important Royal Castle on the west coast of Wales. It is controlled by whichever Faction has the Office of Marshal of England. Since this is the starting location for the Yorkist Prince Edward of March, the Marshal has an immediate advantage in possessing it.

Order of Play

The Faction controlling the Office of Chancellor of England moves first, followed by the others in rotation. Should the Chancellor's Office not be in play, the most senior cleric from the following list determines which Faction starts first.

Archbishop of Canterbury

Archbishop of York

Bishop of Durham

Bishop of Carlisle

Bishop of Lincoln

Bishop of Norwich

If this does not decide the issue, the faction with the greatest number of permanent troops moves first.

THE EVENTS PHASE

Plagues, emissaries from foreign lands, storms at sea, raids, revolts...a turbulent world is turning while you and your rivals squabble over the throne.

During this phase of each Faction's Turn, you are kept informed of Events

in the kingdom through the Information Window in the top right of the screen.

Events can create opportunities, or rob a well-planned strategy of a vital component. Watch them carefully. It is possible for there to be No Event during a Faction's Turn. Some Events affecting enemy Factions are kept secret from you.

The different types of Events are listed here, along with their effects.

Plague

Plague strikes at one or more Cities and Towns. Any Noble and/or Royal Heir in that Town is killed immediately. The Plague does not affect the surrounding countryside, though it will affect any Port attached to the Town.

Before the game, you can toggle on the **Advanced Plague** Rules. Under these Rules, Plague can break out in a Port at any time. Once it does, it spreads widely, area by area. It moves fastest along the coast, port to port, and into areas which contain armies.



Any Noble, Royal Heir, Archbishop or Bishop who spends any part of a turn in an area affected by Plague under the Advanced rules may contract the disease and be slain. In addition, Mercenaries may desert if their leaders insist on trying to pass through plague-infested regions.

Storms At Sea

Storms drive all Ships at sea into the nearest Port at once (obviously, if a Ship is already in Port, there is no effect), a friendly one if possible, a neutral one as a second choice. A Ship forced into a neutral or hostile Port may have difficulty leaving again.

If the **Advanced Weather** option (see Page 11) has been selected, a Storm at Sea may sink-rather than drive ashore-ships. In this case, the ship, and all passengers aboard it at the time, are lost. Even worse, Storms occur with more frequency.

Raids, Revolts & Piracy

Because of unrest in different parts of the Realm, Nobles may be forced to leave the armies they march with, in order to meet the threat. Nobles may be summoned because of their Title, or because of an Office or Bishop they hold. All forces associated with the summoned Noble move with him. Other Nobles in the same army do not move. If an Heir is present in an army split up through a summons of this kind, the Royal Heir remains with the Noble commanding the army

The Noble moves immediately into the place named on the summons. If the location is no longer friendly, the Noble remains outside instead.

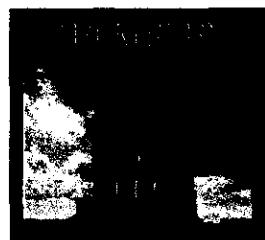
If a Noble is summoned to two separate locations by virtue of (for example) his Title and his Office, he goes to the first location named by the Event.

Nobles in besieged castles, at sea, on an island or in Calais cannot respond even if they have a Ship close at hand.

Smart Moves

Events can play a large part in a winning strategy—or in a sudden reversal of fortune. Beware Embassies and Raids; they can drag key members of your Faction off to distant parts of the country, perhaps dividing your forces into groups small enough to be destroyed piecemeal.

Fresh Horses are a vital resource. Don't squander them for small advantages. The sudden shift of a large Army to a decisive battlefield can change the course of the game in your favor.



This noble castle in Yorkshire belongs to the Roos Family.

Embassy

News of the arrival of an Embassy causes the King to move at once to the place where the meeting is to take place. Embassies do not arrive when there is no King, or when there are two. Any Nobles accompanying the King when the Embassy is announced must move to the meeting-place with him.

If the King is besieged in a Town or Castle, or if he is at sea, on an island or in Calais, he cannot respond even if he has a Ship close-at-hand.

Fresh Horses

Factions may receive Fresh Horses. These are recorded in the icon on the control panel.



Number indicates fresh horses available

Fresh Horses allow a single Army to move twice in a single Turn. To use Fresh Horses, **Inspect** an Army. If your Faction has sufficient Fresh Horses, you will be offered the option to use them, and to move four extra areas.



Parliamentary Summons

A Faction which includes the Chancellor may receive a **Writ of Parliamentary Summons**. The Faction retains this Summons, and can play it at an appropriate time to summon a session of Parliament. (See **Parliament**, page 54.)

If a Faction loses control of the Chancellor, all the Summonses they hold are discarded.

Factions may also receive a **Writ of Attendance**. Their use also is described in the section on "**Parliament**" (page 54).

Mercenaries Go Home

Finally, a Faction's foreign Mercenaries may be called home. This affects all Mercenaries, except the Scots and Irish.

THE MOVEMENT PHASE

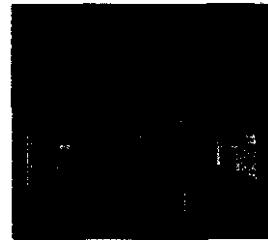
At the beginning of your Turn, the Area map centers on one of your Nobles. His shield flashes, to show that he is waiting for orders.

Nobles are represented on the Area Map by their heraldic shields. If two or more Nobles are grouped together in an Army, only the most senior is shown.

Inspect

Basic intelligence about most items can be gathered by clicking on them with the **Right Mouse Button**. Details appear in the **Information Box**.

You can look at different parts of Britain using the large-scale map in the top right window. Click the pointer on any part of this map, and the main Area Map centers on the selected area. Click on the button in the bottom left corner to bring up the All-Britain Map. If you click on that map, the display returns to the detailed view.



This town on the Welsh border is an "Open" Town. It cannot be controlled by any Faction. However, while occupied by any Army, the citizens will provide a 200 man garrison to help defend the Town.



Smart Moves

Get used to the different garrisons of Towns, Nobk Castles and Royal Castles. In the opening phases of the game, your ability to capture Royal Heirs depends on you having a large enough army to defeat the garrison that protects them. This makes George of Clarence very easy to capture, since he has no defenders. If Herbert is in your Faction, with his Noble castle close to Cardigan, you can be reasonably sure of capturing Clarence.

Use the Inspect function to check out a Town or Castle before you attack. Use the most efficient force you have.

Nobles/Armies

Click the **Right Mouse** Button on a Noble's shield, and the Information Box displays the names of the Noble leading the army, any lesser Nobles or Royal Heirs with him, and this summary:



T = **Troop Strength**

B = **Archbishops/Bishops;**

R = **Royal Heirs;**

S = **Ships** (controlled by a member of that Army).

If the Noble occupies a City, Fortified Town or Castle, his Troop Strength is strengthened by its garrison. This is shown by a "+" sign after the Troop Strength number. (Garrisons are discussed in the **Sieges** section.)

Castles, Cities & Towns

When you Inspect a Castle, Town or City, you are shown an illustration, the place's name, and three pieces of information:

C = **Capacity:** the maximum number of Troops the location can hold (excluding its own garrison);

G = **Garrison:** the number of Troops the location adds to a defending Army;

S = The current total of Troops present.

Ships

When you Inspect a Ship, you are shown its name, any passengers aboard, and whether it is At Sea or In Port.

Movement

During your turn's Movement Phase, you may move each of your Nobles and Ships along with all forces stacked with them.

Each Noble can command an Army, consisting of the Assets he controls directly, plus any lesser Nobles placed under his command (see **Com-**



Not to be confused with the modern city in Yorkshire, this noble castle in Kent belongs to the Stafford family.

Terrain Effects

Certain terrain affects movement:

Forest: Any move into a Forest area ends there. You can move out next Turn.

Estuaries: Land forces cannot cross estuaries.

Sea: Only Ships may enter Sea areas. Nobles require Ships to make sea crossings.

Rivers have no effect on the game, except where they act as area boundaries.

If you try to make an illegal move, an audible warning sounds.

Road Movement

In addition, an Army may move by **Road**, provided it starts the Movement Phase in an area bisected by a Road.

As you move the pointer over the map, beyond the normal range of land movement, the pointer changes shape to look like this:



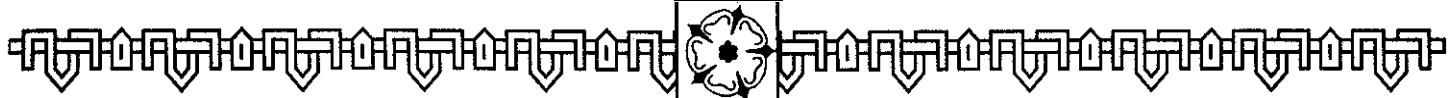
Whenever it passes over an area to which there is a direct, unblocked Road connection. Click on the area, and the Army moves directly there.

Not all Road areas will be accessible. Road Movement is blocked by Neutral or Unfriendly Fortified Towns, Cities or Castles. It is not blocked by the presence of enemy forces.

You cannot combine Road with ordinary movement.

Castles, Towns & Cities

Towns and Castles are part of the area they occupy. When selecting an area to move into, click either on the open area, or directly on the Castle, City or Town you wish to enter. If a force enters an area containing a Town or Castle, it may pass by or remain outside the place freely. If, however, you wish the Army to occupy the Town or Castle, click directly on its symbol.



Status of Towns & Cities

Your ability to enter a Town or Castle depends on its Status. Towns can be **Open, Fortified or Unfortified**. All Cities are Fortified. Naturally, so are all Castles.

Open Towns (Cardigan, Hereford and Kingston) are friendly to all Factions. They can be occupied and besieged, but never controlled. As soon as an occupying army moves out, an Open Town reverts to its original status. Unless defended by a Factional Army, they pose no hindrance to movement. Cardigan-where George, Duke of Clarence, starts the game-is a particularly important Open Town.

Unfortified Towns have no major effect on the game, though they may also be Ports and/or Cathedrals. They can be defended, but without advantage to the defender. They can never be controlled. Unless defended, they pose no hindrance to movement.

Control of Castles, Towns & Cities

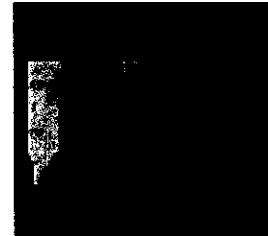
As the game progresses, the control of key locations becomes vital. From any Faction's perspective, all **Castles, Cities and Fortified Towns** are either Friendly, Neutral or Hostile.

Friendly places are those controlled by the moving Faction. They may be freely entered, and place no restriction on Road or other Movement.

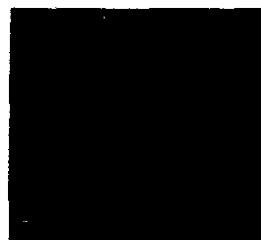
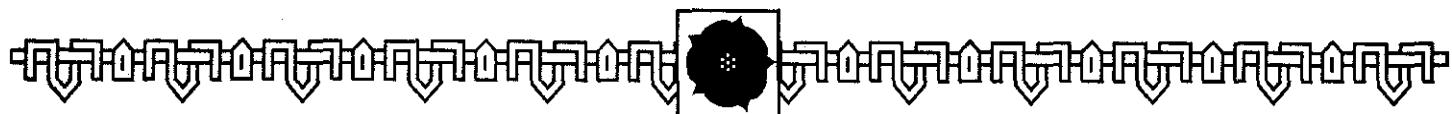
Neutral places are controlled by no Faction. No Noble or army may enter them; they must first be captured by Siege. They do block Road Movement.

Hostile places are those belonging to other Factions. They block Road Movement and can only be captured by Siege.

Sieges are covered in the **Combat** Chapter. Obviously, once a place is captured by Siege, it becomes Friendly to the Faction which captures it.



An unfortified town on the road from London to Shrewsbury.



An important cathedral town in the east of England, control is gained by whichever Faction gains the allegiance of the Bishop.

Capacity of Castles, Towns & Cities

The only other restriction on entering Castles, Towns or Cities is that the Capacity of the place must not be exceeded by the Troop Strength of the visitors. Different places have different capacities:

Type	Symbol	Capacity
Unfortified Towns		n/a
Towns (incl. Open Towns)		400
Cities		unlimited
Noble Castles		300
Royal Castles		300

If an army's Troop Strength is too great to enter the Town or Castle, the army must be split up to allow a portion to enter. The remainder are left outside.

Combining/Dividing Armies

Nobles and Armies of the same Faction can be combined by moving one onto the other during the Movement Phase. The forces combine automatically.

To divide an army, double-click the Left Mouse Button on its shield. You are shown a list of the Nobles and Royal Heirs in that army. Select those you wish to stay together by clicking on their name with the Left Mouse Button, then click on the **Combine** button. Then hit the **Proceed** button, and play continues. This is, in effect, a simpler version of the **Build Faction** routine, allowing you to "allocate" Nobles to different Armies.

Enemy Armies

Enemy forces pose no hindrance to movement. If an Army ends its movement in the same area as an enemy army, a message explains that you are skirmishing with the opposing force. You are given the option to attack in the **Combat** Phase.



Sea Movement

Armies may also be moved by **Ship**. Any Noble moved into a Friendly or Unfortified Port in which the faction also has a ship may embark. Click on the ship as you would click on any other destination and the Noble/Army moves to the Ship and boards it. All Ships move later in a Faction's turn, after the armies, and can move independently, without passengers

Any number of Nobles may travel together by **Ship**, but they must be combined into one army before they board the ship. Only one army can travel on a ship. If loaded with passengers, a red dot will appear in the upper left-hand corner of the ship marker. Ships can be inspected (by clicking on the Ship's marker with the **Right Mouse Button**).

Sea Movement is conducted in the same manner as land movement. When the Ship is flashing, it is waiting for orders. Move the pointer over an adjacent sea area and it changes shape. Click on the area for the Ship to move there.

Ships may move up to five areas. Ports count as separate areas, as shown by the shading. A Ship can leave Port and move into the adjacent Sea area, or from a Sea area to a port on its periphery, including along estuaries.

Fair Winds

Fair Winds allow you to move one Ship and all its passengers an extra five areas (three during Bad Weather). You only discover if the weather is fair once you start moving.

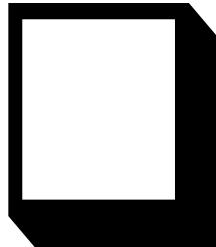
Entering Port

As soon as a Ship enters a Port, movement ceases and all passengers automatically disembark. They cannot move until the next turn.

Ships may not enter Fortified, Neutral or Unfriendly Ports unless forced to by an Event (sheltering from a Storm, for example). A Ship which occupies a Neutral port is free to leave in the following turn. A Ship which occupies a Port controlled by another Faction may not be allowed to leave.



The capital city of the realm, it is also a cathedral, a port and the starting location of King Henry VI. Access to the city-and the opportunity to capture the King without a siege-is gained through the Office of Constable of the Tower.



Found on the Welsh border, this is the haven of the Earls of Shrewsbury, the Talbot family.

If a Faction loses control of a Ship while it is at Sea (through the loss, for example, of the Office to which the Ship is attached or the seizure of its home port), the Ship may complete its journey before it is lost.

Ships cannot block the movement of other Ships, nor do they engage in combat.

Reinforcements

Reinforcements can be made active at any time during the Movement Phase. Nobles are brought into play through the Secret Support icon. Other Assets can be assigned to a Noble through the Build Faction screen once it has been brought into play.

THE COMBAT PHASE

Any army which ends its movement in the same area as an opposing Faction's army can attack the enemy during the Combat Phase. If you move an army onto the heraldic shield representing another

Faction's forces, a message appears to tell you that you are skirmishing with the enemy. If it was your intention to attack, and you do not get this message when you move, try moving your army within the area.

An individual Noble or Army may only attack once per turn. If the defending force occupies a City, Fortified Town or Castle, they can only be attacked by Siege. (This is covered in the next chapter.)

Choosing to Attack

When an army of the player's Faction ends its movement in the same area as an enemy force, a box appears, detailing the forces present in the area, and asking if you wish to attack or evade it:





(Control is covered in **Advanced Battle**, page 46.)

If you **Evade**, and there is more than one army present in the area, you will be offered the chance to attack the second. If not, your army has completed its turn. Evading doesn't mean that there can't still be a battle here; the enemy Faction might attack you during its turn.

Computer-controlled Nobles are rated for their aggression. Some, such as Warwick, seek battle at almost any odds. Others, such as Fitzalan, only attack when they know they can win. Experience will expose the more aggressive Nobles.

All Nobles in an army contribute their Troop Strength to a grand total. As has been shown, you can **Inspect** an enemy force by clicking the Right Mouse Button on its heraldic shield during the Movement Phase.

Battle Resolution

If you elect to **Attack**, if you are attacked by an enemy Faction, or if

there is a battle between two computer-controlled Factions, heralds bring word of the outcome.

Battles can be delayed by Storms or Bad Weather. In the Basic Game, there is a small chance of a Storm preventing battle. Using the **Advanced Weather** option, combat is impossible during a **Bad Weather** turn.

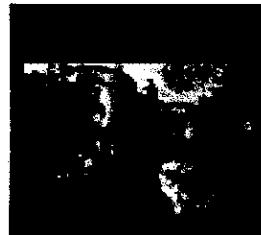
A battle's outcome is decided through a simple calculation. The Troop Strength of the attacker is compared to the Troop Strength of the defender, and expressed as a ratio. This can be: a simple majority, 5:4, 3:2, 2:1, 3:1 or 4:1. The ratio is always rounded down in favor of the smaller force.

For example, if a force of 410 Troops attacked an army of just 280, the ratio would be 1.95:1, which falls between 3:2 and 2:1. The Battle Ratio is therefore 3:2 in the attacker's favor.

Each battle can either be a Victory for the larger army, or Inconclusive. The odds on either outcome depend on the ratio between the two forces.



An important cathedral city in East Anglia. It is gained by whichever Faction gains the allegiance of its Bishop.



An independent fortified town in the Midlands, this is also the home of the Royal Guild of Manual Writers.

Attacking with a Smaller Army

Small forces can attack larger ones in the hope of killing one or more Nobles in the opposing army. The odds are calculated in the same manner as for an attack by a larger army, but reversed.

The Outcome

The following are the approximate odds against a decisive victory for the larger army.

Battle Ratio	Outcome	
	Victory	Indecisive
1:1	15%	85%
5:4	25%	75%
3:2	40%	60%
2:1	55%	45%
3:1	70%	30%
4:1+	85%	15%

Having calculated the outcome, the computer displays the result on the screen. In a decisive battle the smaller army is destroyed. An indecisive outcome means it has escaped to fight another day.

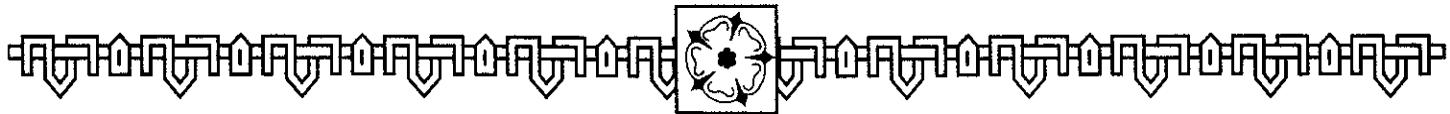
Casualties

Even in an **Inconclusive Battle**, there can be critical losses on either side. The Battle Result names those Nobles killed in the affray. Each Noble has a variable chance of becoming a fatality, the more aggressive Nobles having the highest chance. On average, the odds are about 1-in-12 (8%).

In an **Inconclusive Battle**, where no major victory is scored by either side, those Nobles who cheated death leave the field of battle with their lives and other Assets intact.

In a **Victory**, on the other hand, all the loser's surviving Nobles are captured, and many of the forces they controlled may be lost through Ransom.

The outcome of all battles—even those between computer-controlled Factions—are shown. The Herald bring news of the deaths of Royal Heirs or your deadly rivals, be it on the battlefield or through execution.



Ambush

If a small Army attacks a larger one at odds of worse than 1:4, it will certainly be decisively defeated. The only point in such a suicidal attack is that it might just lead to the death of a more important Noble in the larger army. Only one Noble in the larger Army can be killed in this way.

An **Ambush** is a desperate tactic, but it might just mean that you kill off a Noble controlling 300 men for the loss of a minor pawn like Audley..

Executing Captured Nobles

To the victor, the spoils. The victorious Faction decides how to deal with captured Nobles and their possessions. If you are the victorious party in a **Battle**, a box appears, listing the Nobles you have captured one by one. The **Information Box** displays the Assets available for Ransom. For each Noble, you are asked whether he is to be executed, ransomed or set free.

If executed, the Noble is removed from his Faction, along with any Assets he held. Titles and Offices are placed in Chancery; all other Assets are removed. All Towns, Cities and Castles controlled by that Noble, either directly or through his Assets, become Neutral and all occupants are expelled.

If set Free, the Noble returns to play with all his Assets intact. Why would you do this? Remember Faction Rivalry. Killing a Noble may take him out of the game, but his Faction may never forgive or forget your action.

Ransoming Captured Nobles

Alternatively, a Faction can attempt to Ransom all or some of its captives. If successful, the Faction takes control of all or some of the Assets of the captured Noble's Faction in exchange for his freedom.

Titles and Offices cannot be taken. Nor can any Asset gained as part of another Asset (for example, the town of Lincoln, which is part of the holding of the Bishop of Lincoln).

Smart Moves

Calculate the battle odds carefully, and send in as few troops as you need to achieve a 2:1 or 3:1 advantage. Excess troops contribute nothing, and you risk a vital Noble becoming a casualty.

Be ruthless with just one computer-Faction at a time! Once Faction Rivalry has built up beyond a certain level, your forces will face constant attacks.



A fortified town on the road west from London, if is gained through control of the Office of Chancellor of the Duchy of Cornwall.

Royal Heirs, Archbishops & Bishops, Ships and certain Towns which are not attached to Offices or other Assets can be taken as Ransom, along with all Troops or other Assets connected with them.

Select one or more of the items displayed in the **Information Box**, and then click on the **Ransom** button. You will be told either that the Ransom is agreed, in which case your army gains control of these Assets and the captured Noble is set free, or that the demand is refused. In the latter case, you are offered the choice to either set the Noble free, or to execute him.

Naturally, the more you demand, the less likely it is that the other faction will agree to your demands.

If a Royal Heir is captured, the option is given to execute him at once. You can not Ransom Royalty.

All Mercenaries in the defeated army are destroyed, and are removed from the Faction's strength immediately.

Mercy or Vengeance?

If the player's Faction is the loser, the computer displays the extent of captor's malice or mercy. It may allow you to ransom your Nobles. You must decide whether the Ransom is worth paying. Sometimes, a Noble is set free even without a Ransom being paid.

If a Ransom is demanded, you will be told which Noble is being considered, and which of your Assets the enemy demands. You may either **Accept** or **Reject** the demand.

The computer-Factions have their own rationale for deciding when to set a Noble free, when to execute him, and when to demand Ransom. As part of this, through Faction Rivalry, they keep note of how you treat the prisoners you capture. The more generous you are, the more likely they are to be generous with you. On the other hand, if you execute prisoners regularly, you can be sure you will be at the center of every other Faction's vengeful plans.



Heirs

Nobles killed in battle or executed afterwards are removed from play. Their heirs may appear later through the **Reinforcement Phase**.

Chancery

The Titles (where these are not permanently attached to a Titled Noble) and Offices of Nobles who die as a consequence of Battle are placed in **Chancery** (see the **Parliament** chapter). They only re-enter play through the summoning of Parliament.

Executing Royal Heirs

As has been previously mentioned, when Royal Heirs are captured, you are given the choice of whether to execute them immediately or hold them prisoner. You must decide if the Royal Heir has any potential place in your plans; if not, then you must act with appropriate brutality. .

You are faced with the same decision if you capture Heirs from both the opposed Royal Houses. You can only sit on the fence in the dispute between York and Lancaster for a short while. But after two turns, you are asked to choose which Royal Heir you will continue to support, and which will meet his inevitable fate.

During play, if you decide that a Royal Heir you have been holding prisoner becomes superfluous, then click on the **Family** Tree button. From this display, select the name of the Royal Heir you have decided you no longer need. You are given the opportunity to execute the poor wretch. If you select "Yes", the headsman will be summoned at once.

The computer-controlled Factions are making the same kinds of decisions. Ambitious Nobles find it easier to kill Royal Heirs than more reserved characters. Sooner or later, though, the Royal Heirs must decline in number and die, until but one remains..

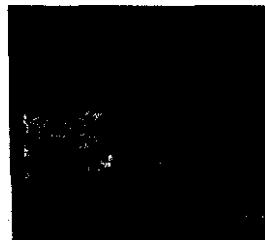
Smart Moves

Try to capture Royal Heirs with the highest seniority in their House, so that they can be Crowned as easily as possible.

Execute any Heir in danger of being captured, and you might discourage an attack on his defenders.

Lock up your Royal Heir in a safe castle (towns can suffer from the plague) with sufficient defenders (this is where a regional power-base becomes important. Islands can be very useful if the other factions have no ships).

Only send Royal Heirs into Battle if you're using the Advanced Battle option.



This a castle near Durham belonging to the Neville family.

Advanced Battle

At any time in the game, you may fight a battle using the Advanced Battle rules. Simply select "Control" when the option to attack or defend is offered to you. Instead of the normal resolution of the conflict, you are taken to the battlefield, to take command of your army personally.

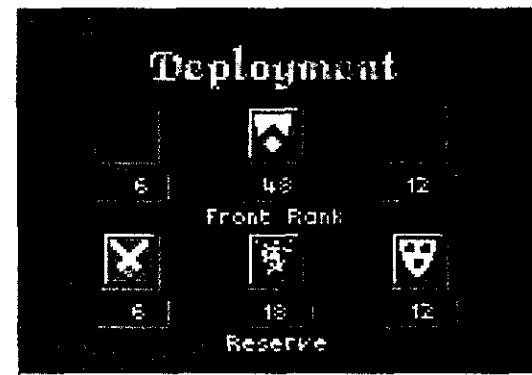
By superior generalship and good fortune, you may find that you can achieve a greater level of success than the normal resolution brings.

The Plan of Battle

Before the battle, you must allocate your forces, under the command of the Nobles you have in that army, to their places on the battlefield.

Your army will consist of two lines, a Front Rank and a Reserve, and each line is divided into a Right Wing, Centre and Left Wing, according to the accepted military practice of the period.

The Nobles in your army (along with any Royal Heirs and Mercenaries) are listed in the **Information Box**. Select them one-by-one and place them in one of the six "slots" available. You might, for example (and this would be normal practice), place your most senior Noble in the Center of the Front Rank. Continue to do this until all your forces have been allocated to a place on the battlefield.



As you allocate your Nobles, their shield appears in that position, and the box underneath records their Troop Strength. Mercenaries, likewise, add their strength to that "battalion". A



Royal Heir merely adds himself, but he gives that battalion an edge in the coming fight.

Scaling

To make things easier to handle on screen, the computer automatically scales larger forces down (equally on both sides), so that each man on the screen equals 2, 5 or even 10 actual troops. As your Nobles are placed in position, the Troop Strength given in the box shows their actual size.

Command

The first Noble placed in each position commands that "battalion" once fighting begins. It pays to have a Noble in command of each battalion, since they will relay your orders more successfully. More than one Noble can be placed in a battalion, adding his Troop Strength, but he has no command role.

"Spilling"

Sometimes, even having taken scaling into account, one Noble brings a disproportionate number of troops to

the field (for example, if one Noble controls 200 troops out of an Army of 220).

Each of the "battalions" can hold a maximum of 30 figures (after scaling has been taken into account). If a Noble is placed in command of a battalion, and he has more than 30 men, the excess will "spill" into a neighboring battalion. Unless another Noble is then placed in command of this neighboring battalion, these troops remain under the direct command of their lord.

Naturally, it makes sense to make certain that as many of your battalions as possible have a Noble to command them. Your troops are an unwieldy bunch, and once the fighting starts it's very difficult to maneuver them around the battlefield.

Of course, if you have less than six Nobles, you can't place a Noble in command of each battalion, so there may be battalions who take their orders from a distant Noble. They will suffer from delays and errors accordingly. An army of 200 men with six Nobles involved will be easier to command than an army of 200 commanded by one Noble.



A castle near Durham, in northern England, owned by the Neville family.



Thii castle, near Leices-
ter in the Midlands, is
owned by the Grey
family.

The Battlefield

Having laid out your forces, the action now shifts to the battlefield itself. Your Army, dressed in red, and with its green banners prominent, will be arrayed opposite the host of your opponent (dressed in blue, with banners of its Faction's color).

Your men are arrayed in their "battalions", as you deployed them. The Front Rank is nearest the enemy, with the Center separated from the Left and the Right.

In each battalion, there is a mix of Spearmen, Archers and Men-at-Arms, normally in three ranks. The numbers of each type are decided by the source of the Troop Strength you placed in the battalion. For example, the Noble's own household troops contribute one-third Spearmen, one-third Archers and one-third Men-at-Arms (which means that the 30 Troop Strength Talbot commands supply 10 of each). Most Troops supplied by virtue of Office or by Bishops are one-third Spearmen and two-thirds Archers. Some Mercenary units are all Archers.

Your Nobles appear mounted on dark horses under a banner. Any Royal Heirs you have are mounted on White Horses.

To move round the battlefield, move the mouse pointer and press the **Left Mouse Button**. The view centers on the pointer.

There is a menu bar across the top of the screen. Use this to command the action. The first thing you will want to do is to issue Orders.

Orders

Select the **Orders** box in the Menu Bar.

Each battalion is divided into two "companies" of up to 15 men. You can give orders to each company individually, or by giving orders to the Noble-to the whole battalion. You can also give individual orders to Royal Heirs, who have no command role.

Select a company by clicking on one of its soldiers using the **Right Mouse Button**. If you move the pointer



around the battlefield, you will now see a yellow line appear. Select a target- this can be either a place or an enemy soldier. If you select an open area on the map, your selected company marches in that direction. If you select an enemy Noble or soldier to be the target, when you release the button, you are presented with a pair of icons like this:



If you select the '**man**' icon, your chosen company will attempt to engage that target in combat, tracking them across the battlefield if need be. If you select the '**area**' icon, your men move to the target area.

When you give orders to the whole battalion through their commanding Noble, you are given an additional pair of icons to select from. Select the Arrow icon if you wish your troops to advance to the attack. Select the **Shield** if you want them to halt in place immediately.



As soon as they come into range, your Archers open fire on the enemy. They have a limited supply of arrows- once these have gone, they become spearmen. Your men will also melee automatically if they come into contact with enemy troops. Normally, once this occurs they will be virtually impossible to control again, and will ignore any fresh orders you try to give them.



A beautiful unfortified cathedral town in the south of England, just northwest of Southampton.

Review

You can Review which Orders each unit has been given by clicking on the **Review** box in the Menu Bar. Select a unit. You will see where it has been ordered to march.

Status

Once the battle begins, you may wish to see how healthy your forces are. Select the **Status** box in the Menu Bar.



A small, unfortified town north of London, astride the roads to York and Shrewsbury. This was the site of two major battles in the Wars of the Roses.

Select a unit with the **Right Mouse Button**. You will see the name of its commander, its type (Spearman, Archer or Man-at-Arms or Noble) and its Status.

Status is a measure of the unit's cohesion, how well it is capable of performing its duties. Nobles and Men-at-Arms start as Elite forces; all other start as Firm. The presence of a Royal Heir in a Battalion makes all units in that Battalion start as Elite troops.

As a unit takes missile fire, or is battered in a melee, it loses Status, falling to **Shaken** and then **Routed**.

A **Shaken** unit tries to retreat out of melee and missile range.

A **Routed** unit flees the battlefield.

Continue

Having inspected your Army and given your orders, select the **Continue** box in the Menu Bar.

The battle commences. Your men attempt to obey their orders. If you want to give your troops additional Orders, click the **Right Mouse Button** to recover the Menu Bar.

Once a battalion is deeply engaged in battle, they become incapable of obeying fresh orders. Commanding a medieval army was an imprecise science, at best.

You will also find that your battalion commanders may exercise a little "discretion" if they feel they should be taking a more active or passive role. Under fire, or faced with an opponent against whom the Faction has a strong Faction Rivalry, an Aggressive Noble might ignore your order to stand firm, and charge into the fray. On the other hand, a less Aggressive Noble might be slow in obeying an order to attack.



Noble Casualties

During **an Advanced Battle**, Nobles and Royal Heirs can be killed. Each arrow strike or melee blow has a small chance of killing one of these prominent figures. The battle continues, but all units in a Battalion commanded by a Noble who is slain, or who were accompanied by a Royal Heir who fell, suffer an immediate fall in Status.

Victory!

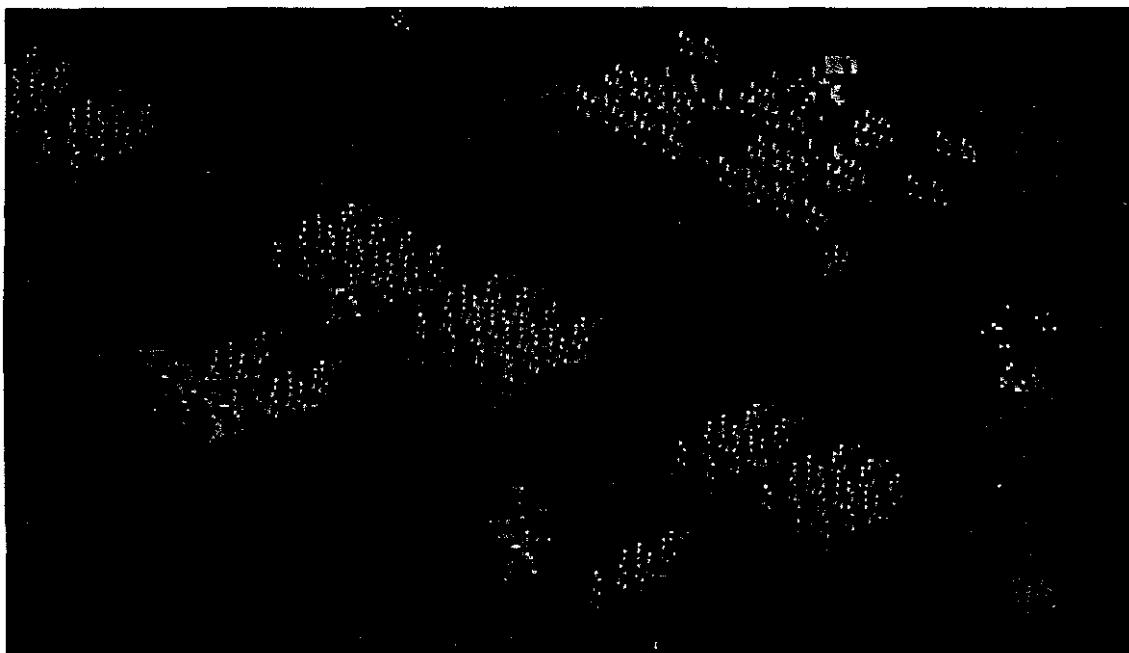
The battle continues until one of the following occurs:

- (a) **One** of the armies completely Routs from the battlefield. This counts as a decisive Victory for the other side.
- (b) 50% or more of each army routs, in which case the battle is Inconclusive.

Smart Moves

*Use **Advanced Battle** selectively. It's extremely unlikely you will change the outcome of a battle in which you are outnumbered 2:1, but you might be able to influence the outcome of a close battle.*

*The other reason to use **Advanced Battle** is to achieve a specific goal – ie, the death of a Royal Heir or a powerful enemy Noble. Target your forces to overwhelm this goal. You may lose the battle, but the death of Percy, Warden of the Northern Marches and commander of 100 mercenaries would be worth it!*





An unfortified cathedral town on the west coast of Wales.

With the battle over, the game returns to the normal display. If the Victory was a decisive one, all the defeated army's Nobles will be prisoners, and can be ransomed, executed or set free in the usual fashion.

You can speed up the conclusion of a battle by using either of the other buttons on the Menu Bar. **Fight** places the battle into a Quicker Mode. You won't be able to access the Menu Bar any longer, and all combat damage is doubled. Click on **Surrender** when your position is to hopeless to continue. This at least means your remaining Nobles survive until the Ransom routine..

Sieges

If an army belonging to one Faction attacks another Faction's forces occupying a City, Town or Castle, a Siege must take place. In order to declare a Siege, the attacking army must have a Troop Strength of at least an equal size to the opposing army, including the Garrison.

Garrisons

Garrisons resist Sieges, even when no other troops of their Faction are present. This is particularly important when considering Neutral Towns.

The number of Garrison Troops depends on the location.

Type	Symbol	Garrison
Unfortified Towns		none
Towns (incl. Open Towns)		200
Cities		300
Noble Castles		200
Royal Castles		100

Open Towns only provide a Garrison while occupied by a Faction's forces. At other times they have a Garrison strength of 0, and can be freely entered.



When **you Inspect an army**, the presence of additional Garrison Troops is signified by a '+' sign. If **you Inspect** a place, the size of its garrison is given after the 'G', and the total Troop Strength (including any Nobles' forces) after the 'S'.

If the Troop Strength of the attacking army falls below the size of the defender's army (including the garrison), 'the siege is lifted. This can happen if the attack is delayed and the attacker is weakened by Events. During the Movement Phase, the besieger may voluntarily raise the Siege simply by moving away.

Siege Resolution

Each turn after a Siege is declared, there is an 85% chance that the defenders will capitulate. In the meantime, as in battle, Nobles can be killed in the fighting. A display shows all Nobles who perish in this way.

The Siege may be successful immediately, or it may take a number of turns to be successful. This largely depends on good weather; a Siege cannot proceed during Storms (Basic Game) or a Bad Weather Turn (Advanced Weather).

During their turn, the defenders (excluding the Garrison) may sally forth to give battle (particularly if the odds aren't too much against them). They can join forces with a relieving army, but they can't move away from the Castle itself.

Once the besieged defenders surrender, the outcome is shown on screen. All those within are captured, and may be dealt with in the same way as Nobles captured after a victorious battle.

A City, Town or Castle captured in this way becomes Friendly to the victor, even if it is associated with an Office or other Asset. It only becomes Neutral if the Faction is destroyed.

No-one may get in or out of a City, Town or Castle under siege.

Smart Moves

Attack with the barest minimum force you need to succeed. Extra Nobles contribute nothing, and may end up as casualties.

The defender faces the same chance of defeat no matter what the odds. It might be better to attack the besieging force than to wait for the inevitable. If, for example, you have a 200-strong army plus 200 Garrison besieged by 400 attackers, there is an 85% chance they will all be captured next turn. A sally by the 200 troops will be fought at 2:1 odds—which means the besieging army only has a 55% chance of inflicting a decisive defeat.



Found on the east coast of England, near the Wash, this is the home castle of the Cromwell family.

THE PARLIAMENT PHASE

During the course of play, Titles and Offices may become “vacant” as Nobles are killed. These Assets are placed in Chancery and can only be returned to play by Parliament.

Chancery

Titles and Offices appear in Chancery through one of two methods.

- (a)** Some Factions may not be able to allocate all the Assets they begin the game with (because they did not have enough Nobles). The excess is placed in Chancery.
- (b)** Any Offices or separate Titles held by a Noble killed through Plague, Battle or execution are placed in Chancery.

Not all Titles can be separated from their Nobles, even by death. Some Nobles have a Title permanently associated with them. If they are killed, and their Heir appears later in the game, the Heir automatically has the Title.

Summoning Parliament

Parliament may be summoned during the Parliament Phase of any Faction’s turn. It is summoned in one of two ways.

- (a)** If there is one Crowned King (or Queen), the Faction controlling that Royal Heir may call Parliament.
- (b)** If there is no Crowned King/Queen, or if there are two, the Chancellor can Summon Parliament. The Faction controlling the Chancellor must also issue a Writ of Parliamentary Summons (these are gained through the Events Phase and stored among the Faction’s secret Assets).

In either case, the King or Chancellor must occupy a Town or City (excluding Calais or anywhere under siege), and must also possess at least one **Writ of Attendance** (likewise gained through the Events Phase).

If all these conditions are met, the Faction controlling the King or Chancellor is told how many Assets are in Chancery, and is offered the opportunity to call Parliament.



Writs of Attendance

Haying decided to call a Parliament, the Faction must first serve a **Writ of Attendance** on a Noble in one of the other Factions. You are asked to select which Noble receives a Writ from a list in the Information Box of all the Nobles in play. Use the scroll buttons to move through the list, and click on the selected Noble. Naturally, the computer handles this choice automatically for its factions. You are told if one of your Nobles is selected.

Each Faction which possesses **Writs of Attendance** is then asked if they too wish to serve these on Nobles in other Factions. If your Faction holds any additional Writs, you will be asked if you wish to play them. Either select Nobles from the list, or select **Cancel**.

All Nobles summoned to Parliament by a Writ must attend.

Voluntary Attendance

Finally, each Faction is asked if any of their Nobles attend Parliament voluntarily.

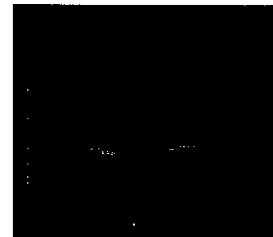
Nobles cannot be summoned or volunteer to attend if they are in a besieged City or Town. Nor can they attend if they are in Calais or some other location separated from mainland Britain by the sea, unless the Faction they are part of controls a Ship with sufficient capacity to transport the Noble and his followers.

Those Nobles who grace Parliament with their presence then make their way there, regardless of normal Movement rules and without Combat.

Attending Parliament

Once Parliament has assembled, the Faction which summoned it is entitled to reallocate Titles or Offices which have been placed in Chancery.

One Title or Office can be reallocated for each Noble attending Parliament (assuming there are sufficient in Chancery).



An unfortified town in the west of England, and the site of the battle at which the last hope of the old Lancastrian cause, Prince Edward, was killed,



Smart Moves

As far as possible, try to arrange things so that only those Offices and Titles you want for your Nobles are released from Chancery. This means having as few Nobles present as you require. Since the Faction Summoning Parliament always selects its participants first, this means second-guessing the opposition. It goes without saying that you should never summon Parliament if you don't have Untitled Nobles, or Nobles without Offices.

Titles and Offices may be given to any Noble and not just to those actually present, subject to the usual rules concerning combinations of Nobles, Titles and Offices. If the player controls Parliament, you are asked to combine a Noble with each Title or Office in turn.

Any Titles or Offices which cannot be allocated are returned to Chancery.

You can give a new Title or Office to one of your Nobles who already controls such an Asset. His old Asset will have to be given to someone else. This is the only time Offices may be transferred.

Once Parliament dissolves, the Factions move away during the Movement Phase of their turn as normal. No Battle may take place in the Town or City either during Parliament or for a full turn thereafter. The "King's Peace" forbids any transgression of this law.

THE CORONATION PHASE

Part of the Victory Conditions for KINGMAKER is that a Faction must not only control the last surviving Royal Heir, but must also have that Heir crowned as King (or Queen) of England. Coronations, therefore, play a central part in the game. In addition, a Crowned Heir may be able to Summon Parliament.

Arranging a Coronation

The following conditions must be met before a Faction can Crown a Royal Heir:

- They must control the most senior Yorkist or Lancastrian Royal Heirs, according to the Order of Succession of that House.
- The potential King must occupy a Town or City which is also a Cathedral, and must be accompanied by either an Archbishop or two Bishops.

If these conditions apply, the Faction automatically Crowns its Royal Heir.



THE REINFORCEMENT PHASE

In the final Phase of each Faction's Turn, it receives one Asset as a reinforcement, so long as there are Assets available. All the Nobles, Titles, Offices, Bishops, Ships, etc which were not distributed at the beginning of the game are available, as are all Nobles killed during the game, and any other Assets removed during play. Titles and Offices, as we have seen, are placed in **Chancery** when they are removed, and return to play through Parliament.

A message appears to tell you which Asset has become available. Nobles who join a Faction are automatically added to the Faction's **Secret Support**. Other Assets are placed in the **Facton Build** box.

Secret Support

Secret Support can be thought of as those supporters of your Faction who have not yet come into the open, declaring their allegiance. Computer Factions determine when to bring their supporters into play automatically. You must activate your secret reinforcements as you see fit.

Select the **Secret Support** icon:



The list of your secret supporters appears. **Select** a **Noble** by clicking on his name, and select **Proceed** to bring him into a home castle. Nobles start in their home castle unless it has been captured by another Faction, in which case the Noble starts instead in the nearest Friendly Castle, Town or City.

As usual, you can learn more about the Noble by positioning the mouse pointer over his icon. Click the **Left Mouse Button**. You can now read the **Chronicle** information about him.



This imposing castle is one of the seats of the Earls of Warwick, the Nevilles.



Smart Moves

Keeping a few Assets in reserve can provide you with a crucial edge at vital moments. Just when your opponents thought you were ripe for defeat, up pops Stanley, Marshal of England, to declare his allegiance to your Faction at a crucial Battle. A sure defeat becomes a devastating victory, and it is your opponent, not you, who is left shattered...

Other Assets

All other Assets are brought into play through the **Build Faction** box. Allocating an asset to a Noble activates that asset. This is done in the same way as in the original Faction Build stage (see page 20); select a Noble and the asset you wish to give him, click on **Combine**, and the asset is brought into play. Any assets you have not allocated by the time you click on **Proceed** are returned remain in reserve.

Until a Noble declares his allegiance to your Faction, or an Asset is assigned to one of your Nobles, they are completely secret-the other Factions do not know of their existence. The computer-controlled Factions likewise develop their "secret reserves".

Rebuilding Your Faction

During the game, Nobles in your Faction may be killed. Any Titles or Offices they control are returned to Chancery (see Parliament). Towns, Cities or Castles which they controlled become Neutral.

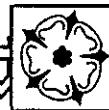
As your Faction suffers losses, **or** is enlarged through Reinforcement, you may wish to reshape your Faction, redistributing your assets. Return to the **Build Faction** Box display by clicking on the **Faction Icon**.



You cannot reallocate Titles or Offices in this way-this must be done at **Parliament**. Other assets, such as Mercenaries or Bishops, can only be exchanged between two or more Nobles in the same army.

Parliamentary Summons & Writs of Attendance

During the Events Phase, you may receive **Parliamentary Summons** and **Writs of Attendance**. These are automatically stored, and can be played in the Parliament Phase, as outlined above.



GLOSSARY

Archbishops. The senior members of the Church in England. Control of an Archbishop allows you to crown a Royal Heir. There are two Archbishops. Canterbury is the most senior; York provides the Faction with extra Troops.

Armies. **Two** or more Nobles in the same Faction can be combined together, along with all their Assets, to form an army, commanded by the more senior of the Nobles. They are represented on the map by the shield of the senior Noble.

Bishops. Lesser Clerics of the Church in England. There are four Bishops in the game, and any Noble can control any number of them. You need two Bishops to stage a Coronation. Most Bishops bring other Assets with them.

Cathedrals. Found in Towns and Cities, Cathedrals are sites where Coronations take place.

Cities. Larger versions of Towns, the cities of London, York, Bristol and Norwich have garrisons of 300 Troops.

Faction. One of between two and six groups of Nobles, each group vying against the others for the ultimate prize—the government of England. The player controls one Faction, the computer controls the others. Each is identified by the name of its leader and a color. The player's Faction is always green.

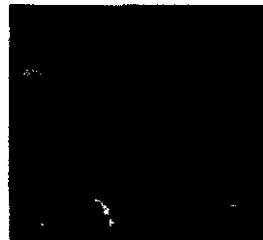
Mercenaries. There are nine mercenary bands in the game, and any number may be controlled by any Noble.

Nobles. Nobles are the basic playing-piece of the game composing your Faction's armies. They can be Titled or Untitled. Each Noble is shown on the map by his heraldic shield. They can be combined together to form armies.

Offices. These provide additional power. Each Titled Noble (or Untitled Nobles granted a Title) can be given one Office. They confer extra troop strengths (sometimes tied to one part of the country), Towns or Castles. There are twelve Offices. A Titled Noble with an Office is a potent combination.



An unfortified cathedral town in the west of England.



A Royal Castle west of London.

Royal Castles. Well-garrisoned fortifications in key parts of the country. Only one—Carisbrooke—can be controlled in this way. It can be given to any Noble.

Ships. These provide vital transport, particularly if your faction has a base in Calais, Ireland or the Isle of Man. There are twelve in the game, and any Noble may control any number of them.

Titled Nobles. These are the primary members of a Faction. There are nine in all, and even the least powerful has a respectable number of Troop Strength points.

Titles. These are high honors which can be given to your Untitled Nobles. Obviously, only one can be allotted to each Untitled Noble. This effectively makes them the same as Titled Nobles, though not as permanent. There are eight Titles available.

Towns. These are the key locations in England. Fortified Towns provide a defensive Garrison of 200 men for the Faction which controls them. Unfortified Towns do not, and they cannot be controlled. Open Towns (namely Cardigan, Hereford and Kingston) cannot be controlled, but do provide Garrisons if occupied. Control of certain independent towns is gained either at the start of the game or through Reinforcement. Others can be gained by control of Offices, Bishops or Titles. Towns can be also captured by Siege. As far as any Faction is concerned, a Town is either Friendly (occupied and/or controlled by the Faction), Neutral (controlled by no faction) or Unfriendly (controlled by an enemy faction). A Fortified Town can shelter up to 400 Troops.

Untitled Nobles. These are less powerful Nobles, but they can be built up to be as powerful as their titled cousins.



REFERENCE

The following are references to all the forces in the game:

Titled Nobles:

Percy, Earl of Northumberland

Troop Strength 100; Alnwick and Cockermouth Castles

Mowbray, Duke of Norfolk

Troop Strength 50; Castle Rising, Denbigh, Framlingham, Usk and Wressle Castles

Neville, Earl of Warwick

Troop Strength 50; Oggmore, Richmond, Warwick and Raby Castles

Beaufort, Duke of Somerset

Troop Strength 30; Corfe Castle

Stafford, Duke of Buckingham

Troop Strength 30; Leeds and Newcastle Castles

Pole, Duke of Suffolk

Troop Strength 30; Ludlow Castle

Talbot, Earl of Shrewsbury

Troop Strength 30; Ludlow Castle

Courtenay, Earl of Devon

Troop Strength 30; Okehampton Castle

Fitzalan, Earl of Arundel

Troop Strength 30; Arundel and Chirk

Untitled Nobles:

Stanley

Troop Strength 50; Douglas Castle

Roos

Troop Strength 20; Belvoir and Helmsley Castles

Grey

Troop Strength 20; Chillingham and Rockingham Castles

Holland

Troop Strength 20; Kimbolton and Compton Castles

Cromwell

Troop Strength 10; Tattershall Castle

Howard

Troop Strength 10; Farnham Castle

Bourchier

Troop Strength 10; Pleshy Castle

Greystoke

Troop Strength 10; Appleby Castle

Scrope

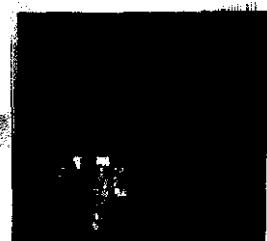
Troop Strength 10; Masham Castle

Clifford

Troop Strength 10; Conisborough Castle



This Suffolk castle is the home of the de la Pole family.



An important cathedral city in the north of England, it is gained by whichever Faction controls its Archbishop. Richard, the most senior member of his Royal House, begins the game in this city.

Audley

Troop Strength 10; Tickhill Castle

Berkeley

Troop Strength 10; Berkeley Castle

Hastings

Troop Strength 10; Tutbury Castle

Herbert

Troop Strength 10; Llanstephan Castle

Titles:

Earl of Richmond

Troop Strength 40

Earl of Westmoreland

Troop Strength 40

Earl of Kent

Troop Strength 30

Earl of Salisbury

Troop Strength 30

Earl of Worcester

Troop Strength 30

Earl of Wiltshire

Troop Strength 30

Duke of Exeter

Troop Strength 20; Exeter

Earl of Essex

Troop Strength 20

Offices:

Marshal of England

Troop Strength 100; Harlech Castle

Chancellor of England

Troop Strength 50; Caernarvon Castle

Captain of Calais

Troop Strength 50; 300 extra troops in Calais; Calais

Chamberlain of the County Palatine of Chester

Troop Strength 50; 200 extra troops in Wales; Rhuddlan, Chester

Lieutenant of Ireland

Troop Strength 50; 200 extra troops in Ireland

Chancellor of the Duchy of Cornwall

Troop Strength 50; 100 extra troops in Devon and Cornwall; Oxford, Plymouth

Chancellor of the Duchy of Lancaster

Troop Strength 50; 100 extra troops within three areas of Conway; Conway Castle

Warden Of the Northern Marches

Troop Strength 50; 100 extra troops north of the River Tees; Bamburgh, Berwick



Constable of Dover Castle

Troop Strength 50; Dover

Constable of the Tower of London

Troop Strength 50; 200 extra troops within two areas of London; London

Steward of the Royal Household

Troop Strength 50; Newark

Treasurer of England

Troop Strength 50; Wallingford and Beaumaris

Admiral of England

Troop Strength 50; Lynn, Southampton; Le Margaret of Rye, Le Christopher of Southampton

Warden of the Cinque Ports

Troop Strength 50; Pevensey; Le Trinity of Rye, Le George of Rye

Bishops:

Archbishop of Canterbury

Canterbury

Archbishop of York

Troop Strength 30 north of the River Trent; York

Bishop of Norwich

Norwich

Bishop of Carlisle

Troop Strength 30 north of the River Trent; Carlisle

Bishop of Durham

Troop Strength 30 north of the River Trent; Durham

Bishop of Lincoln

Lincoln

Independent Towns:

Bristol, Coventry, Ipswich, Lancaster, Leicester, Newcastle, Northampton, Nottingham, Shrewsbury, Swansea

Independent Ships:

Le Swan of Berwick, Le Rose of Plymouth, Le Lucas of Whitby, Le Michael of Bristol, Le Nicholas of London

Mercenaries:

100 French Foot Soldiers; two 30 Burgundian Crossbowmen; two 20 Flemish Crossbowmen; two 20 Scots Archers; two 10 Saxons

Royal Castle:

Carisbrooke



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GENie: Sign-up for GENie can be obtained by calling 1-800-638-9636. There is no charge for the initial sign on. After you are signed up, at the prompt, type "SCORPIA", then change to section 21, AVALON HILL. You can also Email us at AVALON.HILL2

America On-line: AOL introductory subscriptions can be obtained FREE by calling 1-800-827-6364. Five hours of free time are provided with the first month. After you are on-line, go to the computer software section. You can Email us at AH GAMES.



How To's & Technical Notes

TO WIN:

As in the original boardgame, to win you must control the last living Royal Heir in the game and he/she must be crowned King of England. To achieve this, you must:

- 1) Capture a Royal Heir;
- 2) Eliminate all the other Heirs;
- 3) Crown the controlled Heir (in a Cathedral City/Town; requires an Archbishop or two Bishops).

At the point that all three of the above conditions are fulfilled, the game will end upon the conclusion of the current turn and the final screens leading to the "Roll of Honor" will be displayed. Note that, however, your crowned king must be in England to claim the victory--being at sea or in exile will not serve to secure the throne.

So, in as succinct as terms as possible, to win KINGMAKER the human player needs to amass enough forces in one place to capture one of the Royal Heirs (oftentimes an office will give one access without the need to overcome the city/castle defenses). One must then eliminate (capture and execute) all the other heirs to the throne, while keeping "e's own heir in England. Finally, at some point in the play, one must crown one's heir (keeping in mind the order of succession). This is handled automatically by the computer if all members of the same line ahead of the heir are dead, one has two bishops or one archbishop with the same army as the heir, and one ends the player turn in a city or town with a cathedral (indicated by a cross on the map). At the point where all these criteria are met by any one faction--human- or computer-controlled--the game ends.

DEVIATION FROM THE BOARDGAME:

In the course of devising this computer adaptation of the classic boardgame, some deviations from the original KINGMAKER rules were required. Those who are familiar with the original may wish to make note of the following deviations, as they can affect strategy. The following is a brief summary--in no particular order--of these:

- 1) If a noble is killed (through battle or plague), upon return to play they will always be placed at their home castle, even if that castle is currently controlled by another faction (they are considered outside the castle in this instance).
- 2) If summoned by piracy or raid, the Admiral of England and/or the Warden of the Cinque Ports are not accompanied by their ships. Only the noble himself is placed in the named location.
- 3) Upon being summoned, a" affected noble that is called to two or more places (due to titles, offices or bishoprics held) is automatically assigned to the last location mentioned.
- 4) A noble that has been summoned will be placed in the city, town or castle named unless it is currently controlled by another faction (in which case, he will be placed in the same space but outside the location).
- 5) A noble will always respond to a summons, unless at sea in a ship.
- 6) If in an Army, any controlled Royal Heir is automatically assigned to the most "senior" (not necessarily the most powerful) noble present.
- 7) It costs all movement points to enter a Woods space, and further movement ceases for the moving noble(s) immediately.
- 8) If driven ashore by "Storms at Sea", and more than one port is equidistant to the ship, the ship is automatically placed in whichever is friendly. If neither is controlled by your faction, it will be placed in whichever is neutral, if neither is friendly or neutral, the choice is randomly made by the program.
- 9) Ships have variable troop-carrying capacities. Remember, however, that a location-specific bonus associated with an office is no longer given added the moment the noble boards a ship.

While there may be other minor variations in the computer version from the original McNeil design, these are rarely seen and so trivial as not to affect strategy in any manner. Should you have a question on the rules of the game, please feel free to jot them down and send them (along with a self-addressed, stamped envelop) to The Avalon Hill Game Company.

TECHNICAL NOTES

LOGITECH MOUSE OWNERS: Some Logitech **mouse** drivers **may cause** a conflict with **KINGMAKER**. If you have a LOGITECH **mouse** and **your KINGMAKER** game is experiencing problems, LOGITECH has provided the following fix:

In your AUTOEXEC.BAT or CONFIG.SYS file, add the following parameter to the end of the line where your mouse driver is loaded: NOVCI.

According to LOGITECH, this should alleviate any lockups, mouse conflicts, or graphic problems your machine may be experiencing. After you have added the fix **to the mouse** line, delete **all** the **KINGMAKER** files and re-install from scratch.

CORRUPTED FILES: If you reset your machine during a computer player's turn, some of the data tiles may become corrupted. IF you are experiencing unexplained problems with a particular noble, this should solve the problem.

SOUND CARD DOES NOT WORK: When installing **KINGMAKER**, pay close attention to the setting for the sound card. It is a common mistake to leave the settings in the DEFAULT position, which may not match yours. You can check the sound card settings by typing the following:

CDIKING (RETURN)
TYPE DMA.CFG (RETURN)

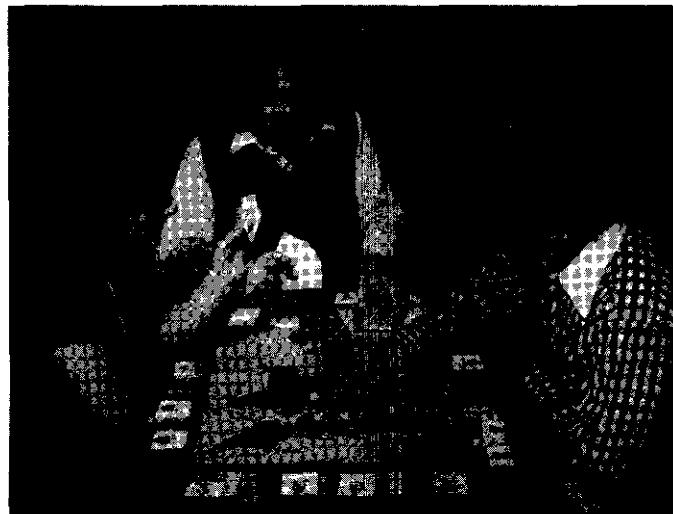
The file will have 3 values; e.g., "220 5 1". The First number is the address, the second is the IRQ number, and the Third is the DMA setting. If these numbers do not match, re-install the sound settings.

If you like the computer version of KINGMAKER ... you'll love our KINGMAKER boardgame!

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Windows based and Macintosh version released.

