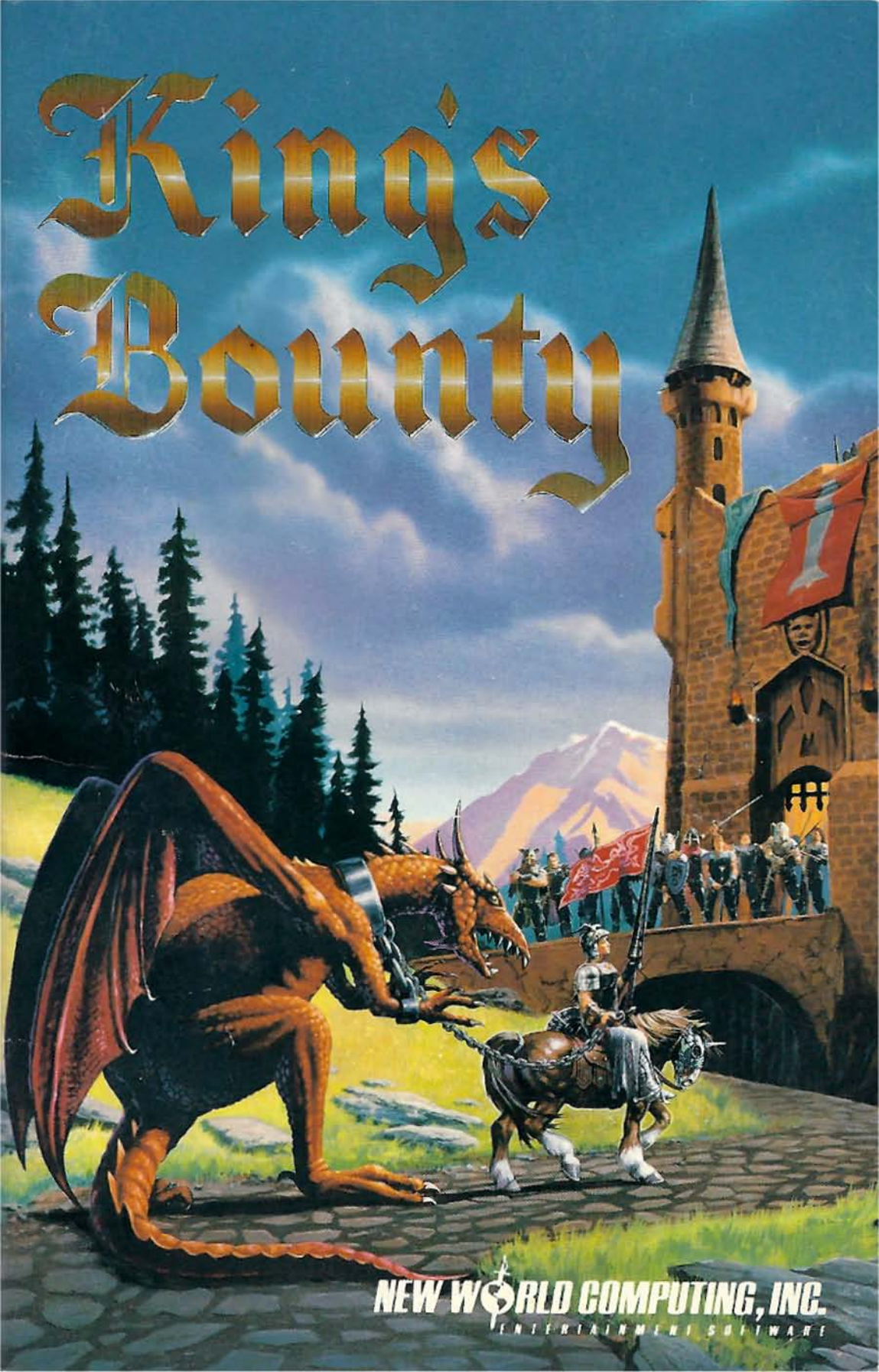
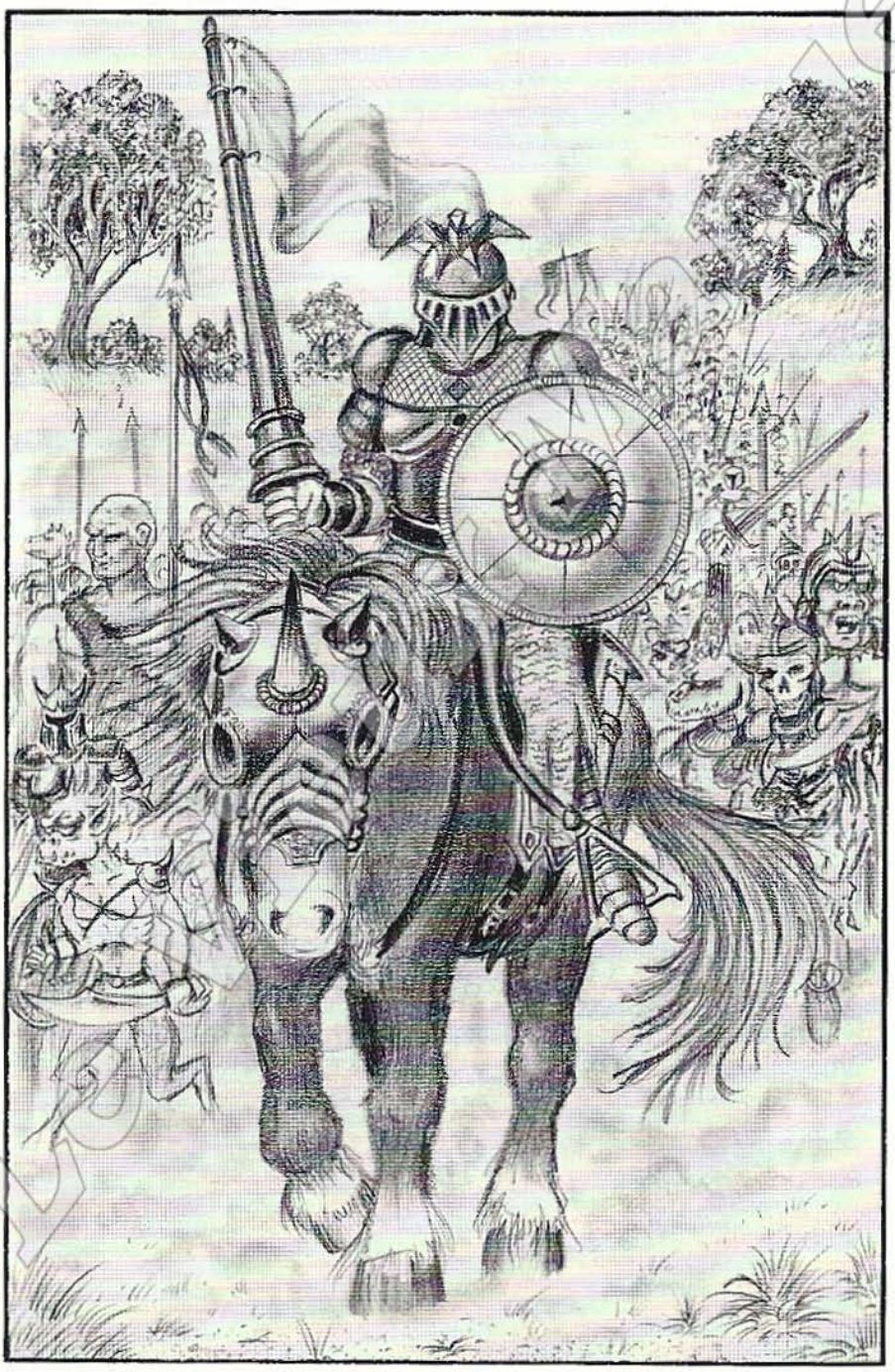

King's Bounty
NEW WORLD COMPUTING, INC.
ENTERTAINMENT SOFTWARE

King's Bounty



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FIRST EDITION

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Electronic Manuel

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Theft of the Sceptre

I

The crypt below the ruined keep was dank and musty. Moisture congealed on the walls and trickled slowly down to the floor, forming small puddles. A pair of grimy grave robbers braved the crypt and set about exploring the tombs.

Caneghor the Mystic, old and bent, sifted through ancient relics buried along with an equally aged mummy. His young and somewhat frivolous companion, Hack the Rogue, sought treasure in the tomb of an ancient warrior queen. Caneghor smiled as he turned the pages in a book and silently wished Hack luck, warrior queens were not renown for their booty.

"Aha! Hack, come here and look at this," chortled Caneghor. His eyes gleamed like a librarian who has found a rare and precious volume. One of the tomes floated in the air before Caneghor. He was studying it intensely, leafing through the pages with a rapidity surprising for one his age.

Hack strutted out wearing glimmering jewelry he had just liberated from the warrior queen. His eyes betrayed fear as he noticed the levitating book. "I wish you wouldn't do that around me, I hate it!" Hack paused and gave an appraisal, "Book looks valuable . . . gold inlay on leather . . . lemme see it!"

As Hack reached for the floating book, Caneghor shouted fiercely, "No!" His eyes blazed with mystic power, "This is for the Master."

The cave was unfathomably large as was its chief occupant Arech Dragonbreath. Arech wondered what his henchmen wanted now. Hack the Rogue was almost unbearable, a petty thief who acted the part of an accomplished master criminal.

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Arech laughed, hot smoke streaming from his scaly nostrils, as he thought of several bloody ways for Hack to die. Hack paled as he was bathed in the uncomfortably warm smoke. He backed away from the immense dragon, trying to blend in with the natural crevices of the cavern wall.

Caneghor decided it was time to speak, "O Arech, mightiest of dragons, most cunning of all, I bring you knowledge of unbridled power."

Arech smiled, rows of dagger-sharp teeth glistening with saliva. Caneghor always knew how to please him. A very useful man, even though he was unambitious.

"What do you bring me, master sage," queried Arech.

"A book, milord. A book with a prophecy," intoned Caneghor. He straightened, "The prophecy reveals how Good King Maximus can be toppled from his throne and be supplanted."

"How is that, Caneghor?" Arech's greed for power was aroused, "How can I dethrone Maximus?"

"Steal the Sceptre of Order," blurted the suddenly courageous Hack.

Arech grumbled a low and distant thunder. He unfurled his wings, enclosing the two men under an umbrella of darkness. Arech slowly lowered his massive head, neck extending sinuously until he was face-to-face with the humans. "Why the Sceptre," he breathed.

Caneghor and Hack were assailed by a tepid gust of sulfurous air. As Hack trembled, Caneghor spoke firmly, "For it ties him to the land, Arech. He loses the Sceptre, and the Four Continents lose Order. And without Order, Chaos shall rule."

Arech shot a burst of flame across the cavern, scorching the farthest wall. "Excellent," he roared, "Excellent! You both shall be rewarded."

Hack's eyes lit up at the mention of the word reward. Caneghor merely smiled. Arech did not even notice, he was already formulating a master plan.

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II

Baron Johnno Makahl stretched his considerable girth across the pillows which lay strewn across the tent floor. A slave girl murmured dreamily next to him. He contemplated her sleek back as dawn slowly approached.

The Baron was of a once proud lineage whose mighty empire had shattered and collapsed upon itself until it was no more than a pitifully small island nation, far removed from the days of conquest and glory.

He stared in surprise as a huge cyclops burst through the tent flaps. The Baron, seemingly offended by the cyclops' lack of manners, stood up with fire in his eyes.

"How dare you," he yelled. "What do you want?"

"We fight now," bellowed the dim-witted Bargash Eyesore. "Arech say attack castle now." He focused on the girl with his solitary, menacing eye, "Kill!" Bargash smiled toothily as the slave cringed with fear.

The Baron smiled, pretending not to notice the exchange. How quaint, the one-eyed monster wanted to play with the soldiers. "Prepare the troops. I will lead them into battle myself. Now, leave me."

The Baron sat mounted upon a dazzling white charger. Bargash stood next to him, towering over the mounted man. Thousands of troops stretched behind them, a motley crew of men and monsters.

Raising his gauntleted hand, the Baron signalled the trumpeter to sound the attack. Galloping, he led the charge down to The King's Castle, home to King Maximus.

At first, the battle went well. The Baron withdrew to a hill overlooking the field of battle surrounded by his entourage. His troops slaughtered the surprised garrison that met them on the field. Bargash Eyesore was especially impressive, laying waste

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to all about him. He pulverized friend and foe alike with his deadly piked club.

Then, Maximus appeared on the castle parapet. He was adorned in mirrored armor, a beacon of blazing light reflecting the mid-morning sun. He held the Sceptre of Order high, so all could see it. Suddenly, pikemen rushed from the hastily opened castle gates, clearing a path for the charging cavalry and knights.

The Baron's troops hesitated, surprised by the ferocity of the counterattack. Within minutes, it was clear that Maximus had won the day. On his hilltop, the Baron watched in sorrow as Bargash was captured. It was time to flee.

A dirt encrusted horseman knelt before King Maximus, "My liege, Baron Makahl has been captured. We have thrown him into the dungeon next to his single-visioned compatriot."

The King grinned, "Well done. The Four Continents are safer now that he lays in captivity."

The Baron frowned as he lay staring at the stone ceiling. The cell just would not do. Bargash snored louder than an army. Still, he contemplated, Arech would be pleased that the first stage of his plan was successful. He closed his eyes and dreamt of the riches that would be his.

III

A bearded wizard, garbed from head to toe in crimson, bent over the Tome of the Prophecy muttering to himself. Magus Deathspell could not believe it. He, the most powerful wizard on the Four Continents, upstaged by a nobody, an old man and his bumbling petty thief of a companion. Now, reduced to research with the arrogant trickster Prince Barrowpine, Lord of the Elves.

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Magus wondered why he put up with Arech's orders. Maybe he should research a way to kill the mighty dragon. Slow poison or a dry rot spell would do nicely. Magus' index finger glowed eerily with power as he anticipated the demise of his master.

Prince Barrowpine strode regally into the room. The pair of guards escorting him remained just inside the entryway, waiting silently. The Prince spoke, "You should be studying, not daydreaming, O mighty wizard."

Magus glared at the Prince, daring him to continue.

"Arech will be displeased with you, most ingenious of wizards, if we do not finish translating the second part of the Prophecy," taunted the elf.

Magus' finger glowed sun-bright and then the blinding light lanced out into two twin beams of destruction. Where the guards stood, nothing remained but wisps of smoke, and even these faded into oblivion. A grin of satisfaction crossed Magus' face.

The Prince burst into laughter, "Really Magus, you shouldn't go around destroying my illusions like that. I shall just have to surround myself with new ones."

Prince Barrowpine then proceeded to reach into a pouch and remove his fabled enchanted coin. He held it aloft and it flickered brightly like a lighthouse beacon. The guards reappeared, silent as ever, waiting once again.

"Enough games, Deathspell. Tell me more about the passage in the book mentioning the demons." The Prince paused, "Are we really going to ally ourselves with a demon? Demons unnerve me more than Arech, and Arech Dragonbreath frightens me to death."

Magus glowered, "I like it not also, but, it states clearly in this passage here, 'The Good King and his symbol of Order will be replaced by an Evil King and a symbol of Chaos.' " Magus continued, "The only kings extant now are Maximus and

Urthrax Killspite, the Demon King."

"Very well," sighed the Prince, "I suppose we should inform Arech of this."

IV

It was after midnight. Furtive clouds stole quickly over the face of the moon, as if afraid to remain in any one place for too long.

The devastated castle crested a desolate hilltop. Long moon shadows played ominously over the empty courtyards, highlighting the bleakness of the ruins. The whole countryside was dead, as were the castle's inhabitants.

In the still functional north wing of the castle, three figures sat across from one another at a table in a dimly lit room. Two were Undead, and the third gesticulated wildly over a map which lay across the table.

"It cannot be done at night. It is not proper to conduct battle after dusk. We have enough forces, let us attack by daylight," pleaded the lone human in the room, Auric Whiteskin.

Auric was a bear of a man, tall, heavily muscled, and full of life. He wore his customary Whiteskin, sewn together flesh of baby lambs which he believed protected him from disaster, disease, and other malign occurrences. He was worried, the undead did not understand the foibles of the living.

Dressed in moldering green strips of cloth and garnished with the odor of death, Ragface, mightiest of the Undead, spoke, "At night, we have a distinct advantage. Our troops fight better and the humans will be scared. After all, it is the Week of the Demon, and we would not want to disappoint their superstitions."

Rinaldus Drybone, the Lich Lord, crossed his arms. Bone, yellowed with age peered from the folds of his robe. His head, a

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human skull, gazed expressionlessly outward. The burning red embers that were his eyes floated in his otherwise empty eye sockets, scanning slowly from first Auric and then to Ragface. He spoke with a hollow voice, "There will be more death during the light than in the dark. The humans will kill more of each other if they can see each other. We will fight during the daylight."

Auric cursed himself softly as Ragface acquiesced to Rinaldus' order. He could not believe that he had just consigned his loyal troops to slaughter just for the added amusement of the two undead lords. Arech's mission could have been fulfilled just as easily during nightfall. Too bad honor was not an expedient to him.

Leaning over the map once more, Auric outlined his battle plan to the two Undead. The continent Saharia would be liberated from King Maximus' rule quickly. Afterward, Auric, Ragface, and Rinaldus would rule jointly over what was left.

V

King's Castle was in a state of uproar. Rebels had successfully wrested control of the entire continent of Saharia from King Maximus in a matter of days. A seemingly endless stream of refugees were pouring into the castle daily, seeking safety and shelter.

To make matters worse, a trio of disreputable nobles from a distant land were in the castle on a matter of state. They were forever poking around, wandering into restricted areas with innocent looks on their faces, and mercilessly running the royal stewards ragged. It seemed that the nobles felt that they had to take the king literally when he told them that they had the run of the castle until he would have time to give them a proper audience.

At the moment, the trio of nobles appeared to be giving the

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royal stewards a break, allowing them to prepare for the evenings feast.

The Czar Nickolai, a strange and wild looking man, paced around his tower suite in a frenzy. His disheveled appearance made him look more like a crazed conjurer or a possessed soul than a king from a foreign land.

His eyes, which some said revealed madness, darted back and forth across the room, glancing at everything and recognizing nothing. Nickolai's fists clenched and unclenched constantly, moving in a strange cadence with the mutterings which passed under his breath. It sounded as if he was arguing with himself.

"If it were with anything but a demon I would have no problem. Yet, they have so much power to offer. Demons bother me, nothing else does. I don't let them bother me. Demons don't care what I let them do or don't do, they do what they want. What are you going to do?"

Sir Moradon the Cruel, a knight with a rather sinister background, took the Czar's question as a cue, "I think we should ally with this Arech Dragonbreath. He has impressed me more than this knave Maximus. Arech said he would liberate Saharia and he did. Maximus was supposed to have a conference with us more than a week ago about establishing trade between our two empires. A man of inaction and indecision does not impress me as much as a man willing to take risks to ensure decisive action, even if it fails. I say Arech is right, he should rule the Four Continents rather than Maximus."

Moradon neglected to mention that he was secretly promised significant trade monopolies for cooperating with Arech. He had hesitated when Arech mentioned that a demon would have to rule as figurehead, but his reservations were cleared when large parcels of land were dangled before his greedy eyes.

Princess Aimola, a rather striking if overweight woman known more for her deceitfulness than her beauty, sat upon a

great, stuffed chair. Absentmindedly twirling a strand of her long, dark hair, she pondered what Sir Moradon the Cruel had said. She also pondered the treasure hoard that Arech had shown her. It was to be hers if she supported him with the one small indiscretion.

"But Moradon, you forgot. A demon is going to rule the Four Continents. No matter how powerful this dragon Arech is, will he be able to fully control a demon as he would a puppet? I think not. Yet, I cannot agree that life for us would be much easier if Arech held sway in the government. I found his arguments very persuasive. Besides, I think it would be thrilling to poison our unsuspecting Maximus at a public feast."

Nickolai stopped moving and silence spread over the room like a blanket. His eyes turned to fire and he said, "We will side with Auric. The demon king will help us greatly as will Arech. We must act swiftly."

Aimola and Moradon turned and stared at one another. Maybe the rumors were true, their sorcerer Lord Nickolai had cast one spell too many in his thirst for power.

Nickolai made for the door and thrust it open. A kitchen boy, no doubt sent to notify the trio of the exact time they were expected at the feast, paled with fear at being caught eavesdropping. The Czar picked up the child roughly and shut the door. Grinning savagely, he drew a long, sharp dagger from a hidden sheath.

The boy struggled fiercely, trying to make noise, trying to bite the hand that smothered his mouth, trying to live. It was to no avail. Nickolai arched the boy's head backward and ran his razor sharp dagger across the exposed throat. A fountain of coruscating blood leaped from the youth's slit arteries, spraying the walls with a multitude of tiny crimson droplets.

Moradon smiled a simple smile of pleasure as he watched Nickolai with utter fascination. Aimola covered her face with

an ever-present handkerchief as she averted her gaze. Nickolai laughed with glee as he cleaned his knife on the back of the boy's tunic. Not a drop of blood stained his clothes.

"Let's prepare for the feast," commanded the Czar. "Go to your rooms and meet me as soon as you can. I shall take care of my little mess."

After Aimola and Moradon had left, Nickolai fell to the floor trembling, "No, no, not again! I must stay in control." It was not to be. Flames leapt out from nowhere and danced all around him. He closed his dark eyes and shuddered.

A change swept over Nickolai's body. He stood up and surveyed the completely clean room with his eyes of fire. There was no trace of the blood or the body, all that remained was a slight smell of sulfur.

VI

Magus Deathspell placed the finishing touches on his pentagram. The five-pointed star was drawn in dried blood and the protective circle and runes of protection were drawn in an enchanted powder made of ground bone. He stepped backward and admired his work. Fit to enslave the Demon King, he thought. He was snapped out of his reverie abruptly.

"Is it done, wizard?" That was Arech, impatient and imposing, "Let us finish our business."

"It is ready, Arech." Magus glared at the dragon and took a deep breath, "I should rest before I summon Urthrax Killspite, he is strong and I am too tired now to incant a spell properly. Besides, I heard that progress was made deciphering the last part of the Prophecy. I am curious."

"Very well, Magus. I do not like having to wait, but I dislike the thought of having an uncontrolled demon in my cavern. You have three hours," decreed Arech. The wizard left

and Arech flew out of the cavern entrance to do some research himself.

Magus walked through the tunnel system to the library. The network interlacing all of the caverns was quite elaborate. One day, he would ask Arech how this was all made and why a dragon would want such a complex.

He entered the library and saw Caneghor the Mystic scribing down information that Prince Barrowpine was rattling off. "What have you two found," demanded Magus.

"An addition to the prophecy," said Caneghor. "It seems that conditions must be met for the Sceptre to be stolen."

Barrowpine continued, "No evil may be in the castle except the evil stealing the Sceptre. Once the Sceptre has been stolen, we must wait. King Maximus will sicken and die soon after the theft. While he sickens, so will the land. Chaos will slowly replace Order. When the king is finally dead, the demon will sit upon the throne."

Magus concluded, "And with the demon on the throne, we will have accomplished all that we have strived for."

"I just hope that Arech can control the demon," said Caneghor nervously, "I would not relish living under the rule of a freed demon."

"There is no fear of that happening, my incantations will bind the demon thoroughly," assured Magus.

Magus took his leave and went to his chambers to rest and prepare for the evening's exertions.

Arech returned to his chambers. The news he had received was disheartening. He would have to arrange for his servitors to be rescued from King's Castle. Baron Makahl and Bargash Eyesore were faithful servants and Arech knew their abilities completely. But the three new allies were another question altogether.

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Czar Nickolai, Sir Moradon, and Princess Aimola were held captive for attempting to murder Maximus. Overconfident, they had made mistakes. Before the feast had begun, an outcry was raised, a kitchen boy was missing. Maximus and the revelers left the table to help search for the lad. The three panicked and began preparations to leave.

When the youth did not turn up after many hours, the search was called off until morning. The food for the feast had been left untouched and Maximus had given it to his servants. The one eating Maximus' portion had died from poisoning.

Conspicuous by their absence, the three were brought before the king. Poison had been found in Aimola's belongings, which were packed neatly away for a midnight journey. Furious, the king jailed the three and set their execution for the first day of the Week of the Peasant.

Arech wondered if he could trust such a trio to serve him. However, it did not matter. They had to be removed from the castle with the rest. Arech rumbled and exhaled smoke, a dragon's laughter. He knew just the pair to free them all from Maximus. Now, on to the conjuration.

VII

The two pirate ships cruised silently over the ocean waters. They were sailing blind at night, sneaking up on The King's Castle with only the light of a quarter moon to guide them.

The Dread Pirate Rob stood alone at the prow of the flagship, inhaling deeply of the sea air. Nothing thrilled him more than the sea and sailing. And fighting.

Rob was a small man, but lithe and swift. He fought with a rapier to make the most of the small advantages he possessed. It was enough to make him the scourge of the seas. It was enough to have Arech Dragonbreath pay him an exorbitant

sum to rescue his five servants.

On the second ship, a hesitant knock woke Mahk Bellowspeak from his well-deserved rest. Mahk lived up to his name and bellowed, "It had better be good for you to wake me. You know that I get cranky when I don't get enough sleep."

A voice quivering with fear answered, "The Dread Pirate Rob signalled us, sir. We have arrived."

A slow smirk passed across Mahk's green face. The cabin boy would live, it was time to fight! Mahk dressed quickly, picking up clothes off the floor of his cabin haphazardly. With care, he took his mighty two-handed sword from its protective coverings. It shined brightly in the dim lamplight.

Mahk left the cabin and waited.

Murray, sometimes called The Miser, feigned sleep inside the castle walls. He "slept" next to the gate mechanism for King's Castle. At the appointed time, he was to open the gate and allow a band of pirates to swarm the castle, freeing those political prisoners.

Murray got up and stretched, the time was near. His aged bones cracked and ached when he got up. He scratched his balding head and rubbed his bearded jaw. It was getting harder and harder to wake up. He heard something.

The two groups of pirates, one led by Rob and the other by Mahk, waited at the castle gate. Rob gave the signal which was supposed to open the gate. He waited. The troops bristled with adrenaline, anticipating the upcoming battle.

Slowly, the gate raised. Before it was halfway up, both groups were in the castle.

Maximus woke to the sounds of battle. He had thought he was dreaming of the old days when he, as warrior king, had

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united the Four Continents. Not today.

He rushed to his tower window. A group of men crossed the courtyard furtively. A small, thin man seemed to be leading five manacled figures away from the dungeons.

Maximus shouted, drawing attention to the second group of intruders. More guards rushed forward, reinforcements alerted by the alarm which was sounding.

A second group fought noisily on the castle walls. His guards were holding their own, except against one brute of a fellow who turned them into mincemeat with his giant sword.

Dread Pirate Rob laughed gleefully. It had been horrendously easy. Walk in, free the prisoners, and walk out. Mahk had done his job excellently, drawing all of the attention away from Rob, killing the guards who would cut off Rob's retreat.

All that remained now was to return the five convicts to Arech. Rob laughed again, exulting in the sea breeze whipping across his face. They were asleep below decks and his and Mahk's ship were sailing quickly away, with no pursuit in sight. Arech would reward him well.

VIII

Magus stood in the center of the cavern dressed in his finest red robes with his arms upraised. His brow furrowed in concentration which threatened to break as a single, warm bead of sweat slowly traced a cold, wet path down his forearm to his biceps and finally to his sweat drenched chest.

The incantation was even harder than he thought. He realized that summoning Urthrax Killspite, the Demon King,

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was a near impossible task. But the fight the demon put up! He either really did not want to be summoned or he was testing Magus to see if he was worthy of anything but a slow, lingering death.

Minor demons fluttered distractingly around, attracted by the strong magic Magus was working and no doubt sent by Urthrax to disturb the wizard. Magus shut them out, they could not enter his protective circle anyway. No harm could be perpetrated.

A wave of joy and terror flushed violently through Magus now trembling body. Urthrax had come! Sulfurous vapors swirled madly in the center of the pentagram. A ring of towering flames flared up inside the protective circle of the pentagram.

The cavern turned utterly black. Slowly, from the center of the pentagram, a fiery light shone. Urthrax Killspite had come.

He was huge and terrifying. His skin was bright green and had a scaly texture. His arms were long and heavily muscled with cruel, sharp nails extending inches beyond the ends of his powerful fingers. His massive torso was topped by a ghastly head. Thick, green horns protruded from the side of his head. The features of his face were blunt and ugly. His manner reeked of death, command, and power.

When Urthrax spoke, his deep voice seemed to echo from the vastness of his chest, "I am here. I know of your plans. I will be your king, but conditions have to be met first. Where is your leader, the dragon?"

Arech stepped forward from the perimeter of the cave, forgotten in the excitement of the conjuration. "I am Arech. Let us set the terms so that we may act quickly."

Magus, near total exhaustion, sighed. It was going to be a long night.

IX

King Maximus rapped the table loudly with the Sceptre of Order, silencing his many arguing counselors. He spoke, "We need help. The rebels are too well organized and have put us at their mercy. Their early attack on us failed because they wanted it to. They led a successful rebellion in Saharia. They subverted foreign emissaries, who sit in my dungeons now awaiting execution, to their cause, convincing them that they would prevail against me. What will they do next?"

His advisors debated for hours, unable to come to a conclusion. The session adjourned until the morning, vainly hoping that sleep would bring a new light to the situation. Maximus kept a grim determination though. He knew that as long as he, the king, held the Sceptre, Chaos could not come to the Four Continents.

Arech and Urthrax bargained well into the next day. They both made sure that there would be no problems. Each felt that they had the upper hand.

Later, plans were finalized for the theft of the Sceptre. Urthrax would lead Arech into his domain. From his home, Urthrax would open up a dimension gate allowing Arech to appear next to Maximus and the Sceptre, but only for a matter of moments. Arech would have to secure the Sceptre in his grasp to be sure that when he was sucked back to Urthrax's domain the Sceptre would travel with him. Contrary magics often held a negative effect for one another.

Arech was nervous. All of his work and that of his minions had led up to this point. It all depended upon him. There was not even a chance of treachery from Urthrax, blood oaths were signed between them. What if he failed?

Arech searched and found Urthrax, who was deep in conversation with Rinaldus Drybone and Ragface. "It is time,

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Urthrax."

"Then let us go."

Maximus could not believe that his advisors were so helpless. The meeting was utter chaos, nothing productive was being accomplished. His subjects needed help, his enemies needed to be stopped.

Maximus stood, Sceptre of Order clenched firmly in his hand. The room quieted. His advisors attention fixated upon the King.

"We know that the dragon Arech Dragonbreath leads our opposition." Maximus continued, "We know where he is. It is time to end counsel. It is time for action."

He raised the Sceptre above his head, "We will lead an army now. We will crush him once and for all."

Suddenly, his advisors gasped collectively. Behind Maximus a large, rectangular void had appeared. A scaly head protruded from the void, a dragon head.

Maximus, sensing that something was wrong, began to turn. He instinctively drew the Sceptre to his body while he moved, but it was too late. An immense claw pried the Sceptre of Order from his grip and withdrew into the void.

Looking into the void, Maximus could see the dragon who had just stolen his precious Sceptre. Beside the dragon was a fierce looking demon who guffawed wildly. Flames surrounded the pair, licking them but not burning. The void closed.

Maximus was frozen in place. His advisors stared at him, hoping that what they had just witnessed had not happened. Maximus collapsed and their fears were realized.

X

Months had passed since the theft of the Sceptre. The Four

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Continents were falling to ruin. All of the many castles which crossed the lands were inhabited by one of Arech's henchmen or a horde of monsters. The last remaining outpost of Order was The King's Castle, where some trace of the Sceptre's location was eagerly being sought after.

Maximus was dying. All Arech wanted now was his death and it seemed as if Maximus was going to give him that too. Arech was patiently waiting for the day Urthrax Killspite would sit upon his throne and Chaos would rule supreme.

Maximus smiled, a last glimmer of hope. He had a surprise for Arech and Urthrax. A hero was on his side. Recently returned from conquest of a ferocious, evil dungeon, the hero had agreed to raise armies and recover the Sceptre from Arech. Maximus would cling as long as he could to life. The hero was the only chance for his people and his land, to remain pure and the hero only had until the time Maximus died to recover the Sceptre.

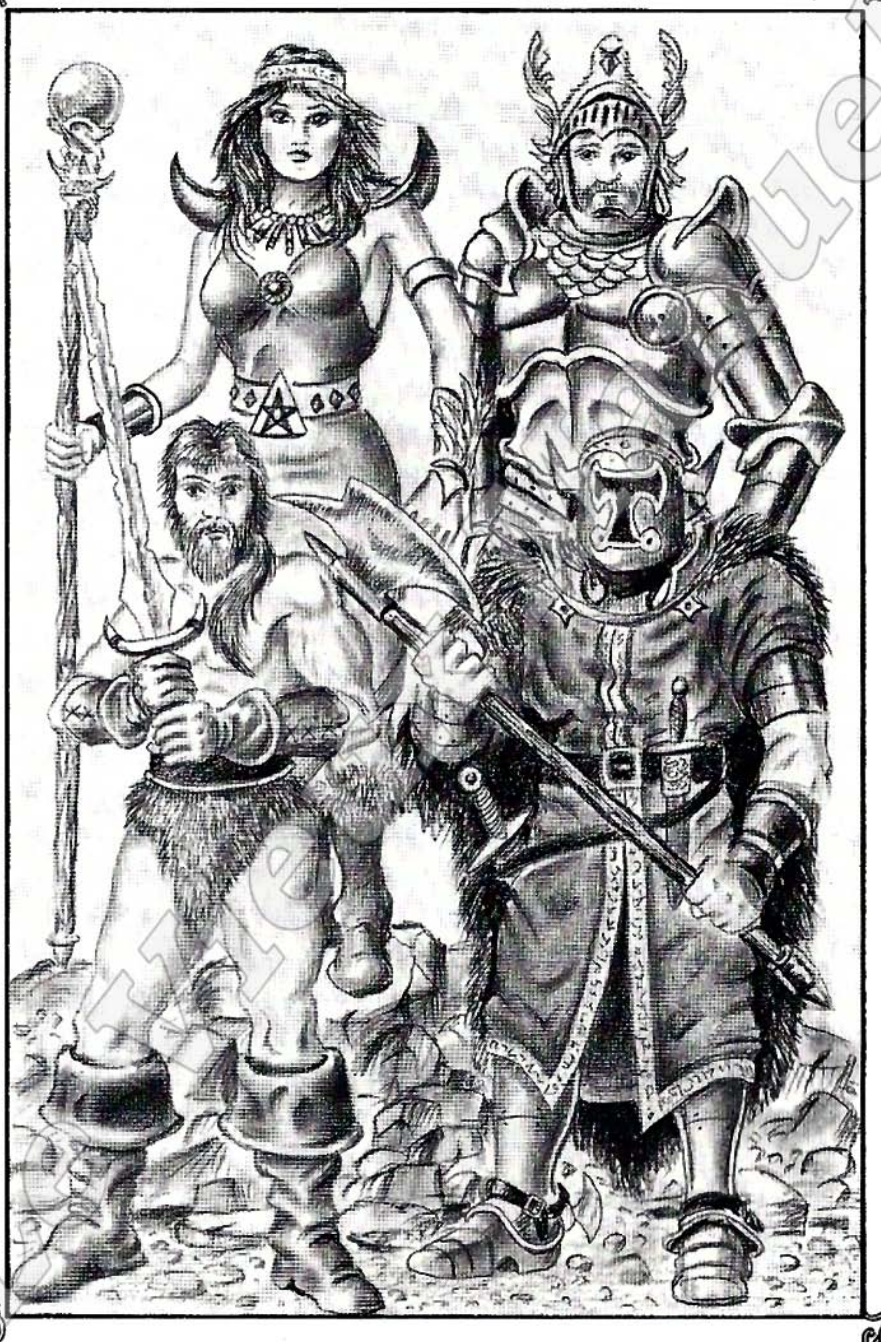
A seed of worry bloomed in Arech's mind. Resting comfortably within his newly acquired castle, Arech listened to Magus' report with distress.

They were sending a mighty hero after him to recover the Sceptre. Damn heroes anyway, they always seemed able to do the impossible. But not this time, thought Arech, not with me. I will make it truly impossible.

Arech put his plan into action. He buried the Sceptre in a secret location and then fragmented the map into 25 pieces. He and his followers each kept a piece of the map and he placed the remaining 8 with artifacts of power which he could not use.

Let them find the Sceptre now. I will rule. Chaos will prevail.

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Starting the Adventure

STARTING PROCEDURE

After the title sequence has completed, King's Bounty will show the Character Selection Screen. From this screen, you may choose the type of adventurer you will be, or you may load a previously saved game by pressing "L". If starting a new game, you may choose one of four different classes of adventurer, Knight, Paladin, Sorceress, or Barbarian, by pressing "A", "B", "C", or "D" respectively. Each character class has different advantages and disadvantages explained hereafter.

When you have chosen the character class you wish to adventure with, you will be prompted to name your character and then decide what skill level you wish to play on. Each skill level has a different number of days required to recover the Sceptre of Order for King Maximus. Also, the difficulty of encounters and the overall toughness of the villains changes from level to level.

The enclosed Quick-Reference card portrays the basic abilities and requirements needed by each of the four character classes. Use it as an aid when necessary.

CHARACTER CLASSES

The Knight

A classical hero, the Knight is valiant, charismatic, bright enough to escape most any predicament, and he has just enough luck to make up for any lackings in his overall disposition.

The mighty Knight starts with the best troops of any of the four classes. His leadership ability is paralleled only by the Barbarian, and his starting gold and commission per week are among the best around. The Knight's only real hamperings are

Leviathan Manuel

a somewhat limited spell power, he requires instruction before he can cast magic, and a slow advancement rate, requiring that a larger number of villains be apprehended to rise to the next level of power.

However, the Knight is the easiest character class to play and has an excellent chance of recovering the Sceptre of Order before time runs out.

The Paladin

Noble and pure, deep of thought and yet a man of action, the Paladin is a strong character fringed with contradiction. Paladins most often have a cause to guide them through life, often religious, something that they strive to achieve day after day until success is met. Upon completion of his task, a Paladin would normally enter the life of a hermit, simple and austere, unless a new cause could be found which has deep, personal meaning.

A Paladin's leadership ability is strong, yet not spectacular, and the troops he commands initially are numerous and dedicated, though not especially powerful. The amount of gold with which he starts and his commission per week are excellent. Shortcomings in leadership and rank attainment, which is faster than only a Knight's, are made up for by a real proficiency in spell-casting, though he does need initial instruction in magic to get him started. A Paladin's spell power is second only to a Sorceress', as is his spell retention capability.

A Paladin is a strong character, a perfect blend of a Knight and a Sorceress, and is reasonably hard to play. He has the advantages of both the aforementioned classes, but toned down. As capable as any other class of restoring the Sceptre of Order to King Maximus, the Paladin may take a while longer for success.

The Sorceress

A new breed of heroine, the Sorceress is a highly active

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character. Cunning, resourceful, and vicious, the Sorceress often has a more difficult path to success than other characters who rely more upon brute strength.

A Sorceress has the weakest leadership ability of the four classes, for magic instills fear more readily than awe, and her initial troops are among the most feeble. She starts with the most initial amount of gold, tied with the Paladin, and the highest commission per week. However, her commission reaches a lower plateau than the other classes when higher rank is attained. Her speciality is magic and she does it much better than any class. She starts the game able to cast spells, her initial spell memory is almost double that of her closest competitor, and her spell power starts strong and rises rapidly. The Sorceress' level advancement is also quick, second to only the Barbarian.

A Sorceress is arguably the most difficult character to play. Her lack of leadership hurts early on, but her spell power and initial gold allow her to advance rapidly. Truly challenging, a Sorceress who returns the Sceptre of Order to King Maximus is highly accomplished.

The Barbarian

Brutish, loud, and uncompromising, the Barbarian is verifiably the best leader around. He reeks of power and lets everyone know how mighty he really is. His every action is filled with bravado and infuses his followers' glassy-eyed admiration.

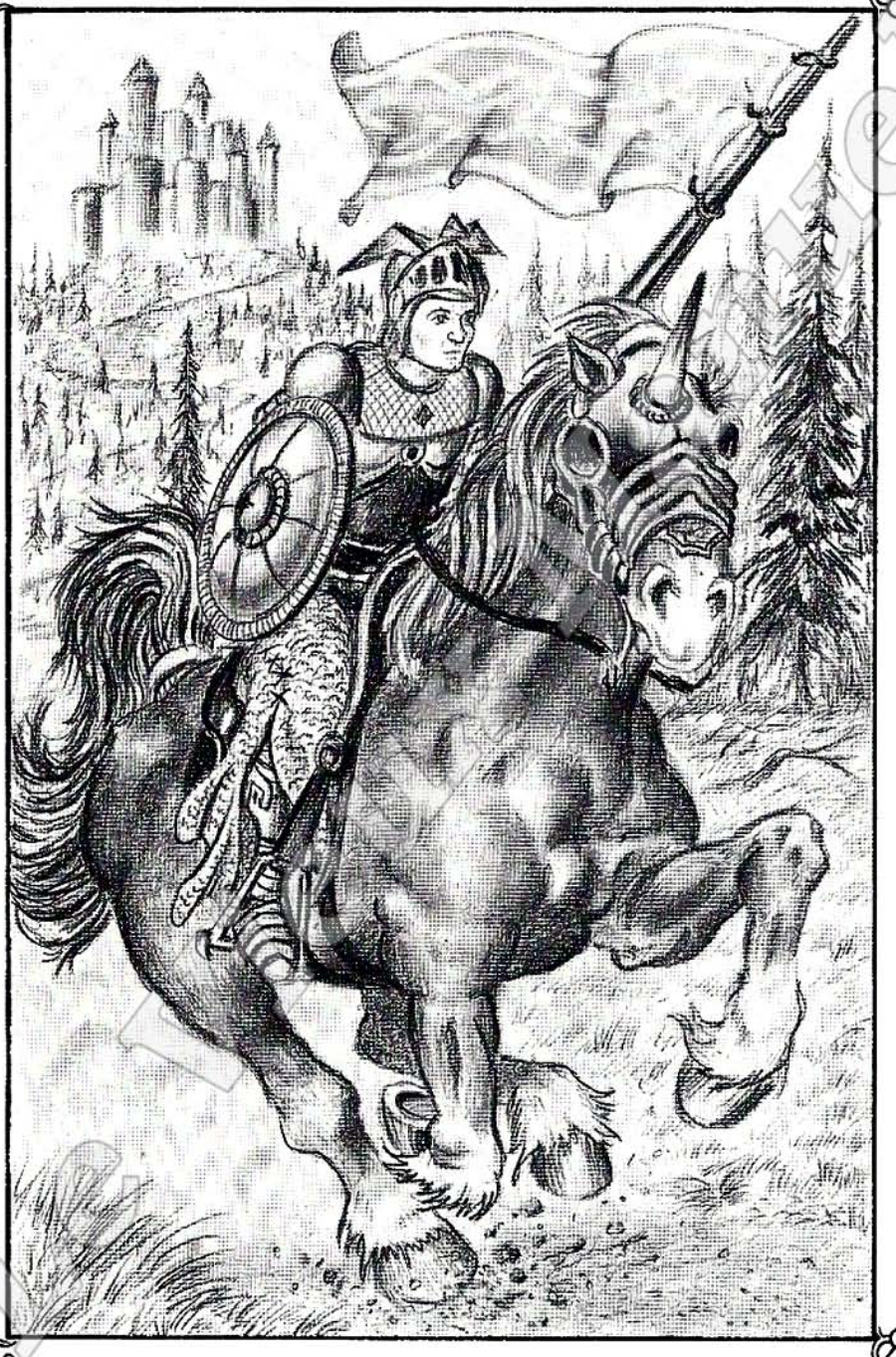
A Barbarian's leadership is equal to a Knight's, tied for supremacy, and his starting troops are also mighty. His starting gold is the lowest, but his commission per week just might have the best scale. He also advances in rank the most rapidly of any class, a distinct advantage. On the down side, his magic ability is weak. He must be taught the basics of spell-casting and then can barely function. His spell power and spell memory are the

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absolute lowest.

A Barbarian will fly through what gives the other classes the most problems. However, problems might arise in regaining the Sceptre of Order for King Maximus in that his lack of magical ability will hinder his progress towards the final goal.

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Adventuring Explained

STARTING PLAY

After you have selected a new character or loaded a saved game, the King's Bounty adventure will begin. The character you have chosen, and his or her initial armies, is represented by the white horse icon with the red banner. All new games start just outside of King's Castle on Continentia; saved games start where the last save occurred.

The Adventure Screen consists of three separate parts. First is the 5x5 Adventure Window, wherein you view the countryside surrounding your character and his or her armies. Next, there are five animated side panels which run down the right hand side of the screen. Finally, a horizontal menu bar runs across the top of the screen and is divided into three different columns: Options, Controls, and Days Left:.

THE FIVE SIDE PANELS

The five animated side panels, or information icons, each represent a different aspect of King's Bounty. The top panel is the Current Contract icon. This shows which villain you are contracted to capture. If you do not have a contract, a silhouette will be shown.

The second panel is the Catapult. If the catapult is animating, it means that the army is equipped with siege weapons and may attack castles. If a silhouette of a catapult is displayed, you do not have siege weapons and may not attack a castle.

The next panel is the Magic Pentagram. If you have the ability to cast spells, the pentagram will animate. If you have not yet learned to cast spells, a silhouette will appear.

The fourth panel from the top is the Puzzle Map icon. Here is a miniature representation of the 25 pieces which comprise

the Puzzle Map. One red chit will disappear and be replaced by each piece of the map you find while adventuring.

The final panel is the Gold Graph. This is a pictorial image of the amount of gold you currently carry. It is arranged, from right to left, by 100s, 1,000s, and 10,000s.

THE MENU BAR

There are three different menus that can be accessed at any time the menu bar appears. The Options menu lists the commands that are used throughout the game, the Controls menu allows you to alter game mechanics, and the Days Left: menu directly exhibits the days remaining you have to recover the Sceptre of Order.

To view a list of all the game commands, press "O" for Options. There are nineteen commands available at any one time. The first eight deal with movement, the four cardinal directions and their diagonals. If your computer has a numeric key pad, it may be used for ease in movement. It is recommended that you check the Options menu for the movement commands specific to your computer model. The remaining commands are detailed below, listed alphabetically by their command keystroke.

OPTIONS

A — View Army

This allows you to view the status of your army. You may only have five different troop types at any one time in your army. Troop icons of the same race may not be split up. If you recruit more creatures of a type that are already present in your forces, they will be added to the current icon, even if it places the troop out of your control. View Army shows the icon and status screen for each troop. The status screen details the number of individuals in that troop, the race, total hit points,

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skill level, movement rate, total damage possible, morale, and the weekly cost for each troop.

Total hit points is the amount of damage the entire troop can take before it is obliterated. Individual creatures in the troop will die off as the total hit point level lowers. This is also the number which your leadership ability must surpass to control the troop.

Skill level is the efficiency at which the troop fights. Two troops at equal level have the same chance to score a hit upon each other, troops at unequal levels change. A group with a higher number would strike a group with a lower number more easily than a group with a lower number would strike a group with a higher number. The change in chance to hit is proportional to the difference between the skill factors.

Movement rate is the total number of actions, including moving and attacking, that a troop may do in one turn.

Total damage possible refers to the damage that the troop as a whole can inflict upon an enemy icon.

Morale alters the damage the troop can do. A high morale will increase the potency of an attack, while a low morale will decrease it.

The weekly cost for each troop is the amount you must pay to keep them in your service. You pay the troops after you receive your commission. If you do not have enough to pay a troop, it will leave. Also, in order to garrison a castle you must pay the weekly cost initially to set up the troops in the castle.

D — Dismiss Army

This command dismisses an entire troop icon from your service. The dismissed troop will disappear from the four continents forever. You may recruit from the troop race again.

F,L,N — Fly, Land, New Continent

The Fly command comes into effect when your party

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consists of all flying creatures, Dragons, Demons, Vampires, and/or Archmages. Sprites are not included as they are too small to keep up with the larger creatures. When you Fly, you do not trigger events, cannot enter towns or castles, and cannot engage in battle. Basically, you are not affected by objects on the ground. Flying is basically a way to move around quickly, ignoring obstacles.

The Land command appears only if you are Flying. To Land, you must be on an unoccupied grass tile. After you have Landed, you enter normal land bound movement once more.

Travel to a New Continent must be made in a boat, and this command appears only when you are in a boat. You must also possess the map which details the navigation route to the continent you wish to travel to.

I — Contract Info

This option displays a picture of the villain you currently have a contract for. The villain's name, distinguishing features, and crimes are also shown as well as his location, if you know it, and reward offered for his capture.

M — Auto-Mapping

As you travel across each of the four continents, you will draw a map of the terrain you have crossed. You may only view the map you have drawn for the continent you are currently adventuring on. When you wish to view the map, it will show where you have been as well as list your coordinates on the 64x64 coordinate grid.

P — Puzzle Solve

This replaces the Adventure Window with an enlarged view of the Puzzle Map icon. For each villain you catch under contract and for each artifact you find, you will also acquire a piece of the Puzzle Map. Besides showing the portions of the

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map you have recovered by capturing villains or retrieving artifacts, this view also shows which remaining villain or artifact has which piece of the map. The Puzzle Map is a similar to a jigsaw puzzle in which you must get new pieces from the villains. The picture the jigsaw puzzle forms is the location of the Sceptre of Order.

Q — Quit and Save

This may be done anytime you are on the Adventure Window. Your current position and status are saved to your Character Disk. After saving you may turn off your computer or resume playing.

S — Sceptre Search

One grass tile on one of the four continents contains the Sceptre of Order. You must search to find it, using the clues gained from the Puzzle Map to deduce its location. If you find the Sceptre before time runs out, you have won the game! If you search for the Sceptre of Order without the center map tile, which is held by the master-villain Arech Dragonbreath, it will last 10 days. If you have captured Arech, it will only take one day to search.

U — Use Magic

This option may only be exercised properly if you have the Magic Pentagram (side panel 3). It lists the quantities of each spell that you own and allows you to cast Adventure Spells. To learn more of each spell, read Appendix A: Spells.

V — View Character

This option details all pertinent aspects of your character.

Name — Displays the name of your character and the rank he or she has attained.

Leadership — This represents your ability to control any individual troop icon. You must have a leadership ability greater than the total hit points of a single troop or else it will

be "Out of Control" and on the Combat Screen will attack the troop unit closest to it, normally one of your icons. A note on control, each troop icon is controlled independently. After combat is finished, if the surviving troop is "Out of Control," it will turn into a wandering force of renegade monsters that will never rejoin civilized ranks again.

Commission/Week — This is the amount of money you receive from King Maximus at the beginning of each week. This income can be raised by finding new sources of wealth for the kingdom or by gaining a level of rank.

Gold on Hand — This is the amount of money you have to operate with. You pay for your army and other miscellaneous items with these funds.

Spell Power — This is the skill level at which your character casts spells. The higher the skill level, the more potent and effective the spell. It can be increased by gaining a level in rank or by certain special encounters.

Max Spells — This is how many spells you can have in your possession at any one time. The maximum number can be increased by a rise in rank or by special events.

Villains Caught — This is the number of villains that you have captured under a contract. Villains defeated for which you held no contract are not included in this category. Villains Caught increases your Current Score. There are a total of 17 villains to be captured, though you do not have to capture them all to rescue the Sceptre of Order.

Artifacts Found — There are 8 artifacts of power to be found across the four continents. Each artifact increases your current score. You do not need any of the artifacts to find the Sceptre of Order.

Castles Garrisoned — After every successful siege, you have the option of garrisoning a castle. This increases your Commission/Week and assures that the castle in question will not be repopulated by enemy creatures. For every

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castle you garrison, your Current Score is increased.

Followers Killed — This tallies all members of any army that you ever commanded that died in battle. For every creature killed, your Current Score is decreased. Dead Peasants count just as much as dead Dragons, so lead carefully.

Current Score — This records your progress throughout King's Bounty. It is not finalized until you find the Sceptre of Order or run out of time.

Also included on the View Character option are visual representations of the eight artifacts and the maps which reveal the passageways to the four continents. A picture will appear whenever you recover an artifact or map. The first eight spaces at the bottom of the View Character Window, top and bottom rows, are for the artifacts. The remaining four are for the maps necessary to travel to each continent. You start with the map for Continentia and must find a new map before traveling to a new continent.

W — Wait End Week

This allows you to stop all actions and simply wait for the current week to pass. A week lasts 5 days. Every week is a regeneration week for a different creature. If a creature's week arrives, that creature's dwelling will be replenished. Also displayed at the end of a week is your budget. This calculates your old cash on hand, the pay you just received from King Maximus, what boat rental charges, if any, you might have incurred, how much you must pay your troops, and what your new gold on hand is. Printed adjacent to this information is a breakdown of your current armies and how much they cost individually.

CONTROLS

The control options may only be changed from this

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menu. Some computer models may have additional options. View the Controls menu to display any variance from the following list.

1 — Delay

This sets the speed at which messages appear onscreen. You may choose any number between 0 (fastest) and 9 (slowest).

2 — Sound

This allows you to toggle on or off the various sounds which occur throughout the game.

3 — Walkbeep

This allows you to toggle on or off the walkbeep noise.

4 — Animation

If the animation option is off, the side panel will not animate.

5 — Army Size

This only affects the combat window. If it is toggled off, the number of creatures in each troop, friendly and enemy, will not be shown.

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Combat

In King's Bounty, there are two types of combat, field combat and a castle siege. When you encounter a wandering troop icon and decide to engage it, you enter field combat. To engage in a castle siege, you must attack a castle and have siege weapons in your possession to breach the castle walls. If you do not have siege weapons, you may not attack a castle.

When your armies and the enemy armies actually engage one another, the Adventure Screen changes to the Combat Screen. Also, the Adventure Window changes into the Combat Window, which is a zoom-in on the tile in which the actual combat takes place. The Menu Bar atop the screen now lists Options/(Troop Name) Movement Remaining. The Options for the Combat Screen are different than those for the Adventure Screen and are detailed below.

In the Combat Window, an icon representing each troop in your army and each troop in the enemy army will appear on the screen, left side for your troops and on the right side for the enemy troops. There will also be terrain hazards onscreen, which are determined by the surrounding tiles of the Adventure Window. There are Water, Forest, and Mountain hazards. They are impassable, except to creatures that can fly over them. Flying creatures may not end a turn on a hazard.

The Menu Bar will reveal which troop's turn it is to move and attack in its (Troop Name) partition. Also, the troop whose turn it is to move animates. Listed next to the troop name is the number of moves the troop has left to make. When a troop moves one space in any direction, the Movement Remaining goes down by one. Flying creatures do not lose movement points when they fly.

To attack, the troop must have at least one movement point and be adjacent to an enemy icon. Move at the icon

and an attack is launched. An attack ends a troop's turn. Also, in a combat round any troop may attack once and retaliate once. When attacked, a troop is allowed a retaliatory attack targeted at its aggressor. If attacked by multiple troop icons, only the first attack will be met with a retaliation. A good tactic when attacking a powerful troop is to have one of your lesser troops attack it first, absorbing the retaliatory attack. Then, a more powerful troop can attack the enemy without fear of retaliation.

Once per combat round, which consists of both armies completing all movements and attacks, you may cast a Combat Spell. You must cast the spell during the movement phase of one of your troops. This does not interfere with that troop's turn. Also, certain creatures have special abilities which are useful in combat. Some monsters cannot harm others. For example, a Peasant cannot harm a Dragon.

If you are victorious in battle, you return to the Adventure Window and continue the search for the Sceptre of Order. If you were sieging a castle, you capture the villain, if there was one, residing in that castle. If you hold that villain's contract, you gain a piece of the Puzzle Map and increase your score. If you do not hold the villain's contract, the villain is set free. The villain will take up residence in a different castle and raise a new army. If you are defeated, you return to King Maximus filled with shame. The king will re-equip you with a token force and send you on your way again. Repeated defeats may rouse the king's ire.

The Options available while you are in combat are somewhat different from those used while adventuring. The movement commands do not change, but now there are alternate and less options.

G — Give Up Combat

This command disbands all troops in your control. They

flee the scene of battle, and you concede the battle to the opposing side. This command is best used when your forces cannot win a battle, and you do not wish to suffer needless losses which lower your current score.

<Space> — Pass

When this command is invoked, the troop whose turn it is ends its turn until the next round of combat.

S — Shoot/Spell

This command only works for troops that can fire a missile weapon or cast a spell. When activated, a pulsating sight appears on the screen. Target the sight to the enemy troop you wish to attack by using the movement keys and then striking <Return> or <Enter> to fire.

Note: You may not shoot if you are adjacent to an enemy army.

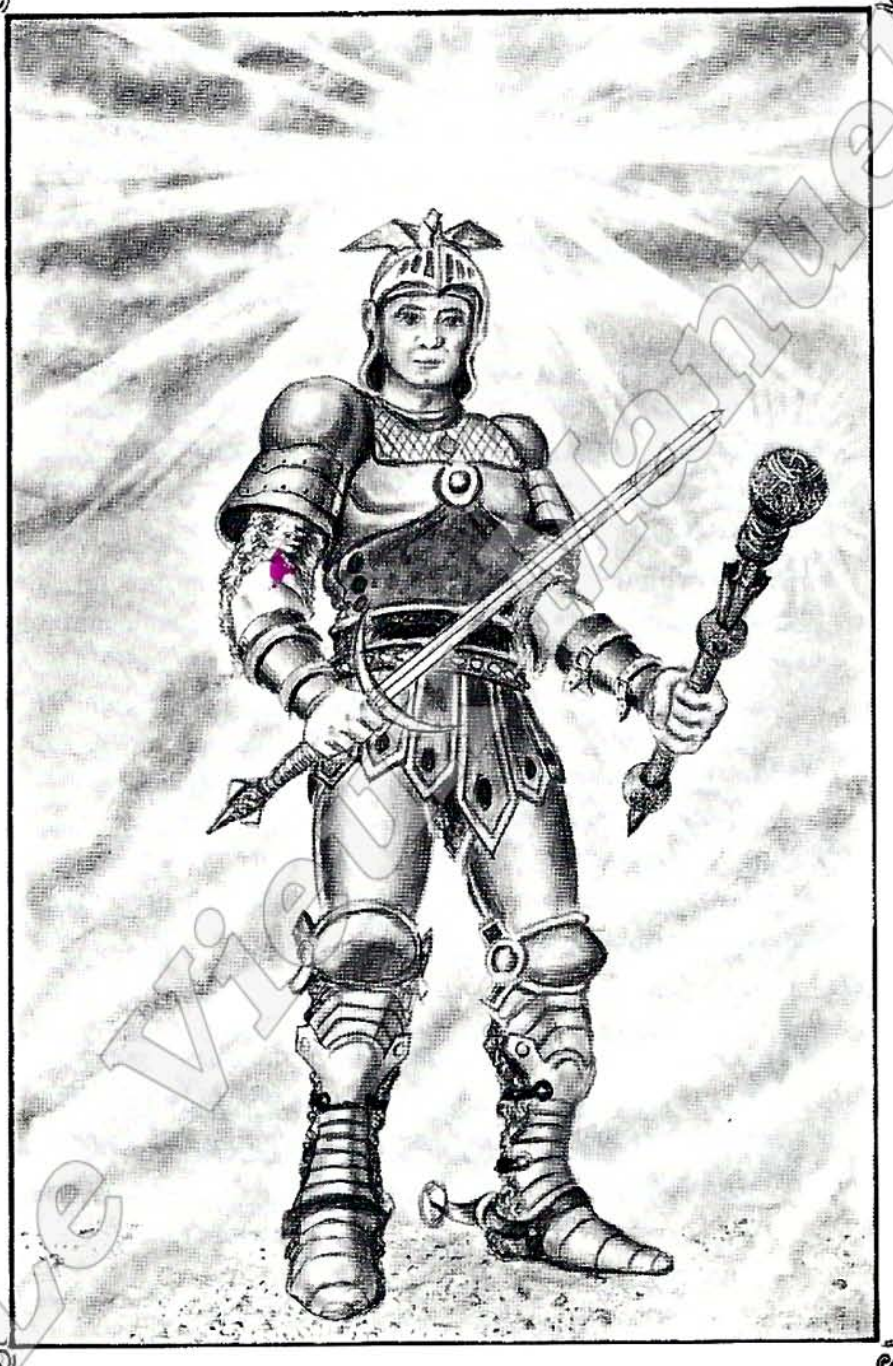
U — Use Magic

When selected during the turn of one of your troops, this command allows you to cast a spell. A screen will appear which catalogs all combat spells and how many of each are in your possession. After you have selected a spell and cast it, the troop may continue its turn.

W — Wait

This command allows a troop to wait for another troop to move first. The troop which decides to wait will have its full movement points when it finally does go. Waiting twice will have the same affect as Pass.

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The Puzzle Map and Winning the Game

The Puzzle Map leads an adventurer to King Maximus' Sceptre of Order. Each piece of the Puzzle has a corresponding piece of the map, drawn by the villains who stole the Sceptre, which leads to the location of the Sceptre. As pieces of the puzzle are replaced by actual map sections, the location of the Sceptre will eventually be displayed.

To gain pieces of the Puzzle Map, you must defeat villains you have a contract for and/or recover the Eight Artifacts of Power. Each villain and artifact has a single map section. The center map section is held by Arech Dragonbreath, the mastermind behind the theft of the Sceptre.

The Sceptre is buried in the exact center of the Puzzle Map and a Search should be conducted there. The Sceptre can only be buried in a grassy square. If you are unsure of the exact location of the Sceptre because you do not have the center puzzle piece or the terrain surrounding it is somewhat ambiguous, be warned that an unsuccessful Search lasts ten days. A successful search lasts only one day. When you have recovered the Sceptre, you have won King's Bounty.

If time expires before you find the Sceptre, the four continents will enter an age of blight and destruction which will collapse all aspects of peaceful civilization and King Maximus, directly tied into the condition of his lands, will die an excruciatingly painful death.

If you return the Sceptre before time has run out, the land shall be saved and King Maximus' benevolent rule will continue for many more years. You will also be rewarded with land of your own and a vast amount of riches.

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Appendix A:

Spells

There are two classifications of spells that can be cast. The first, Adventure Spells, may be cast whenever the adventurer could normally move. Adventure Spells may not be cast while the party is searching an area, in a town or castle, or otherwise hampered by an event, including combat. The second category, Combat Spells, may only be cast while the caster and his or her armies are engaged in combat. Furthermore, Combat Spells must be cast during the movement phase of a friendly army. The army will then continue its move as per normal, with no penalty incurred.

ADVENTURE SPELLS

Bridge

This spell allows the caster to craft a mystic bridge which spans two squares in any of the four cardinal directions. A Bridge is most useful when created to cross a small body of water, such as a stream or river, as it provides a permanent thoroughfare between well-traveled points. Multiple Bridges may be attached to one another.

Time Stop

Time Stop has a variety of valuable uses. When cast, it freezes time for a duration based upon the caster's Spell Power. When time is frozen, only the caster and his or her armies move. Also, days do not pass, allowing more time to raise money to pay expensive armies or to solve the Puzzle.

Find Villain

This time-saving cantrip reveals the location of the villain

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whose contract is currently held by the caster. An important limitation of the spell is that only the villains location is revealed, and not his troop type and size.

Castle Gate

Castle Gate allows the caster and his or her army to magically teleport to any castle that the caster has visited previously. A powerful incantation, it allows a weakened army to be replenished, as castle garrisons can be reunited with their compatriots if desired.

Town Gate

Similar to Castle Gate in nature, Town Gate allows the instantaneous transfer of the caster and his or her armies to any previously visited town.

Instant Army

Rather than finding a creature dwelling and recruiting the monsters an adventurer might happen to find there, an Instant Army spell should be cast instead. If the caster has space, another army will be added to his or her ranks. The size of the army is dependent on the caster's Spell Power and the type of creature conscripted is dependent upon the caster's Class and Level.

Raise Control

This spell artificially raises the caster's Leadership ability by a multiplier based upon his or her Spell Power until the end of the week in which it was cast. This spell is especially useful when combat with an especially powerful villain is expected. Raise Leadership and then recruit larger and more powerful armies with newfound charisma.

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COMBAT SPELLS

Clone

This enchantment allows the caster to add creatures to an already existing army icon through cloning. The actual number of creatures cloned is proportional to the caster's Spell Power, and the more powerful monsters will sometimes need the Clone spell to be cast multiple times until an effect is noted.

Teleport

A much needed tactical spell, Teleport allows the caster to teleport any army icon, friend or foe, to any unoccupied grass square on the combat screen. With Teleport, the caster may manipulate army icons in order to destroy enemy Archers, displace mighty enemy troops, and insert his or her own forces in key locations.

Fireball

A simple offensive spell, Fireball allows the caster to generate a large, fiery globe of destruction and hurl it at a single enemy icon. Damage to the opposing army is modified by the caster's Spell Power.

Lightning Bolt

Comparable to the Fireball spell, Lightning Bolt allows the caster to cast a pulsating line of electricity at a single enemy army icon. The damage caused by Lightning Bolt is dependent on the Spell Power of the caster, but causes less damage than a Fireball.

Freeze

When cast at an Opposing army icon, the Freeze spell restricts the icon's movement, holding it in place for one combat round. However, the icon may still attack adjacent armies and may retaliate after being struck by an army.

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Resurrect

Though not all powerful, Resurrect is still formidable. This ensorcellment allows the caster to restore creatures destroyed in combat, one per level of Spell Power of the caster. Creatures may only be restored if some of the original troop remains.

Turn Undead

Causing significantly more damage than a Fireball spell, Turn Undead allows the caster to target an enemy army icon of Undead creatures and unleash a torrent of destruction especially virulent to the four different types of Undead, Skeletons, Zombies, Ghosts, and Vampires. Damage to these creatures is modified by the caster's Spell Power.

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Appendix B:

Monsters of the Four Continents

Spread randomly across the four continents, fearsome monsters roam freely. There are five classes of monster, Plains, Forests, Castles, Dungeons, and Hills. Certain classes do not get along well with others, and troop morale problems can flare up at a moment's notice. See the morale chart on the Quick-Reference card for more in-depth information. Each class has five different monster types, differing in power and ability. Following is a brief description of each monster class and type.

PLAINS

Mostly degenerate and desperate humans comprise this grouping. Survival on the plains lends itself to the most crafty creatures, not the most beautiful. Plains creatures consist of Peasants, Wolves, Nomads, Barbarians, and Archmages.

Peasants

Easily influenced and guided, these hapless denizens of the plains exist a pathetic life. They die easily, do not fight well, and have no redeeming features about them but sheer numbers.

Wolves

Cruel, with voracious appetites, Wolves terrorize lesser creatures. Swift of foot and able to bite for a minor amount of damage, wolves are best kept in large wolf packs where their numbers can influence the tide of a small battle.

Nomads

These crafty desert traders are savage and fierce. Good fighters, they are somewhat hard to control. They are used to the free and unrestrained lifestyle of the desert.

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Barbarians

Barbarians have the potential to be truly devastating fighters; however, they also have the potential to be lazy sluggards. Relying solely on natural talent, the Barbarian has clubbed his way towards the top.

Archmages

Not native to the plains, archmages moved in and promptly inserted themselves at the top of the Plains pecking order. Expensive and hard to control, their magical ability to fly and constant damage can pulverize lesser creatures. Also, they may cast a Fireball spell twice in any given combat round.

FORESTS

Accustomed to close fighting in the woods, Forest creatures are fierce and merciless. Sprites, Gnomes, Elves, Trolls, and Druids form the Forest clan of monsters and get along exceptionally well.

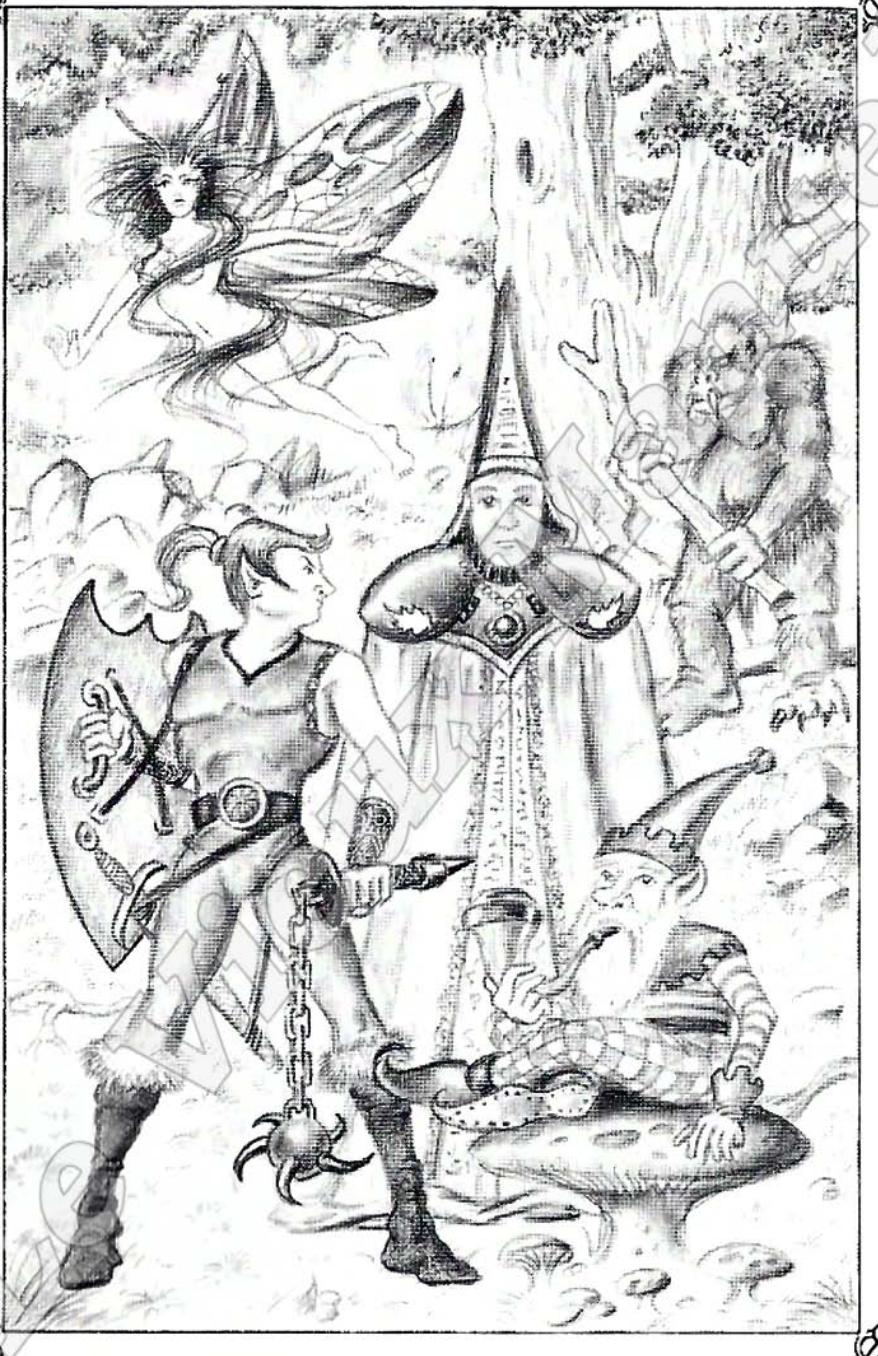
Sprites

These flying woodland creatures have one reason for survival. They fly fast and follow orders well. They also die easily and find it difficult to land a crushing blow due to their diminutive size.

Gnomes

Dwelling in caves delved below tree trunks, these underground dwellers make a stolid fighting force. Again, small in size, they have problems with larger opponents, who can crush large numbers of gnomes in a single round.

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Elves

Armed with bow and arrow and fleet of foot, Elves are an effective mid-size fighting force. They can often decimate otherwise equal opponents with their devastating distance strike. They may shoot their bow and arrows 24 times per battle.

Trolls

The best way to describe a Troll is large, slow, and ugly. They are also mean. They take a long, long time to die and are quite capable of inflicting large quantities of damage upon their enemies before they get anywhere near death. If not killed in a round of combat, a troll will regenerate to full hit points. If a troll is killed, it will not regenerate.

Druids

Druids have the best aspects of all the forest creatures and use them perfectly. Cunning and yet relatively easy to control, Druids may cast Lightning Bolt 3 times in any battle. Druids make a valuable edition to any fighting force.

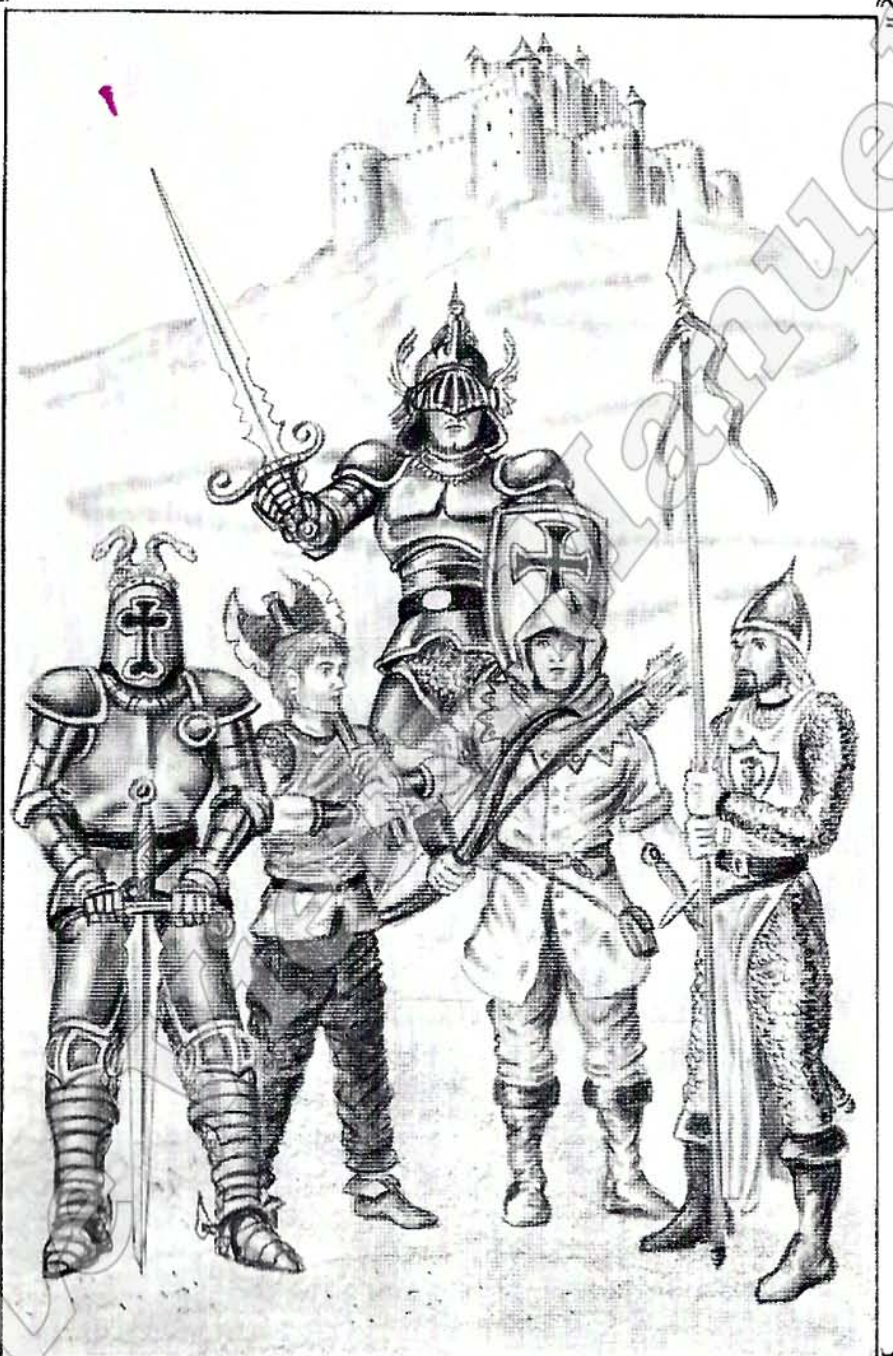
CASTLES

Castle creatures are among the most highly trained and skillful. Consisting of Militia, Archers, Pikemen, Cavalry, and Knights, Castle creatures are basically trained humans. They get along fairly well with Plains creatures.

Militia

These dependable fighters are a match for their equivalent parts in the other classes. Comparisons have been drawn between Militia and Peasants, and it is true. Militia are peasants in armor.

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Archers

Archers are reasonably durable and can inflict much damage. Their favorite tactic is to wait in a lonesome corner of the battlefield, shooting down unfortunate targets. They may shoot 12 times in any battle.

Pikemen

What they lose by not having the aerial attack of an Archer, they make up for by unleashing a truly devastating strike with their bloody pikes. Pikemen are well worth the cost.

Cavalry

The most mobile combat troop short of flying creatures, Cavalry stampede opponents and cause overwhelming havoc. Can only be acquired at higher levels.

Knights

These fledgling lords seek battle and adventure to improve their worth. They are hard to control, being headstrong at times, and hard to put down. Though slow, they are quite powerful. Can only be acquired at higher levels.

DUNGEONS

Dungeon creatures get along with none but themselves. They are the Undead class, cursed souls and dangerous spirits. Their attacks contain elements of the Netherworld and inflict much pain, but they are risky to retain as the other classes will complain vociferously. The Dungeon dwellers are Skeletons, Zombies, Ghosts, Vampires, and Demons.

Skeletons

Age-old animated corpses rambling across the four continents in search of a final resting place, Skeletons are the low end of the Dungeon class.

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Zombies

Stronger and more durable than Skeletons, probably because their corpses were more fresh when they were animated, Zombies are full of surprises. Though slow, they pack a relatively substantial punch.

Ghosts

Skillful combatants and highly mobile, Ghosts are excellent fighters. Any enemy that they kill will join the Ghost troop as a newly created Ghost if any Ghosts survive after the melee round is completed. Beware, Ghosts can easily become out of control. The only drawback about Ghosts is that if the Week of the Peasant falls while Ghosts are serving as troops, they transform into Peasants. Only Ghosts serving in your army or garrisoning a castle for you will turn into Peasants.

Vampires

The Aristocracy of the Night, Vampires are formidable troops. They are a match for the leaders of some of the other classes. With each attack they land, they heal damage given to them equal to that which they gave out. They may never exceed their original hit points. Make sure that they never go out of control, or the rest of your army will be severely impacted.

Demons

The Lords of the Dungeons, mayhap because they know where the Undead souls are hiding, Demons are not Undead themselves. They do have one of the most fearsome attacks in the Four Continents in that there is a small chance every turn that they will halve a troop stack, regardless of its composition. They are most skillful warriors, able to defeat most anything but a dragon. Use them well and with caution.

Leviathyk Manuel



HILLS

Creatures bred in the Hills are tough. Pound for pound, Hill monsters will cremate any opposing class. Orcs, Dwarves, Ogres, Giants, and Dragons are from the Hills. They are strong and proud, so beware!

Orcs

Tall and feral looking, Orcs are the best low-end troops a general could want. Numerous, capable of strong attacks, and downright nasty, you cannot go wrong with an Orc legion.

Dwarves

Kept in rigorous shape defending their mountain homes from the Orc hordes, Dwarves are able warriors. Small in size, they deliver an outstanding blow and regularly decimate larger creatures.

Ogres

They are big, they are tough, and they are mindless. Ogres live for destruction and do it well. The only problem Ogres have is speed, they just cannot move well.

Giants

A Giant could probably beat a Demon if luck was on his side. Their fearsome attacks throwing boulders across a field of battle, 6 times in any given battle, coupled with their crushing hand-to-hand blows allow Giants to rampage across their lessers.

Dragons

The ultimate fighting machine. A Dragon can take more damage than anything else around. Similarly, it also doles out more punishment than any other creature. They also can fly during battle. Even better for them, they are completely immune to magic. Only the truly mighty can control a flock of Dragons in an army.

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Appendix C:

The Eight Artifacts of Power

Strewn across the four continents, the Artifacts of Power each have a special ability which can greatly aid a character. Also, for each item found another section of the Puzzle Map is recovered. Following is a description of each of the eight mighty devices.

THE AMULET OF AUGMENTATION

This wondrous item, when finally attained, amplifies the spell power of any class. A boon to spell-casters everywhere, especially Barbarians, it is often fiercely guarded.

THE ANCHOR OF ADMIRALTY

Awarded to patrons of the oceanic arts who greatly contribute to the well-being of mariners, the Anchor of Admiralty is a symbol recognized by seafarers everywhere. When acquiring a boat, the rental price will be significantly discounted for the bearer of this artifact.

THE ARTICLES OF NOBILITY

Handed out by King Maximus himself, the Articles of Nobility are a reward signifying extraordinary service to the kingdom through heroic action. The Articles increases the commission per week a character receives.

THE BOOK OF NECROS

A tome out of legend, the Book of Necros is rumored to increase the spell memory of any spell-caster. Shrouded in mystery, the whereabouts of the Book are unknown, although

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report of a minor wizard's rapid rise to power have had fingers pointing.

THE CROWN OF COMMAND

This phenomenal item appears as a simple gold crown. Originally crafted for a vanquished line of kings, it has entered public circulation. When worn, the Crown of Command effectively doubles the leadership ability of any character class.

THE RING OF HEROISM

A potent bauble, the Ring of Heroism increases all of the intangible aspects of leadership and heroism. Good luck becomes great, impossible odds are beaten, and events suddenly have a way of ending up profitably for the bearer of the Ring.

THE SHIELD OF PROTECTION

The legendary White Knight once wielded the Shield of Protection. When he went out to battle, only the surest of blows could harm him. Altered by modern wizardry, the Shield now offers protection to the entire army of its bearer.

THE SWORD OF PROWESS

Said to be forged by the gods themselves, whosoever wields the Sword of Prowess fights like a warrior possessed. Likewise, his companions or followers are also imbued with the Sword's arcane power. Damage done is heartily increased with every blow.

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Appendix D:

Castles, Towns, and Dwellings

While adventuring across the four continents, you will encounter many castles, towns, and creature dwellings. Each edifice has a different function to fulfill.

If inhabited, a castle will contain either one of the seventeen villains or a rag-tag group of marauders who reside there. If you have siege weapons, battle will commence. If uninhabited, you may leave behind a troop icon and garrison the castle, thereby increasing both your current score and weekly income. When you garrison a castle, you must pay the troops for one week. Thereafter, they live off the castle. If you return to a castle and wish to remove the troops, you must continue to pay them.

If you win the battle, you may garrison the castle with some of your surviving legions. This increases your commission per week and your current score. If the lord of the castle was a villain whose contract you held, you will receive a piece of the Puzzle Map. If the lord was a villain whose contract you did not hold, the lord will be set free and will eventually relocate to a new castle. If you do not garrison a castle, there is a chance that it will repopulate.

At King Maximus' castle, the adventurer has two choices, he may recruit soldiers or request an audience with the king. The King's Castle is the only place where Militia, Archers, Pikemen, Calvary, and Knights may be recruited. The supply of these troops are virtually unlimited, but they are very costly. As the adventurer gains in rank, the more powerful soldiers will become available for hire. At an audience, rank is increased if the adventurer is worthy. Otherwise, the adventurer will be informed of his current rank status and then be sent on his way.

Lavieren Manuel

Towns are meeting places and hotbeds of rumor and innuendo. They are also highly useful. In a town, there are five actions an adventurer may commit.

It is in a town where contracts are gained. A character may only carry one contract, but it can be exchanged for another. When you receive a contract, you should track down the villain, conquer his troops, and gain a piece of the Puzzle Map. There are five contracts to choose from at any one time.

A town is also a place to rent or cancel the services of a boat. If a boat is rented, when you leave the town it will appear next to the town. Simply walk into the boat to set sail. A boat is the only way to travel from one continent to the other.

Gathering information in a town will lead the adventurer to the knowledge of who inhabits the local castle and what the troops consist of. No other information will be gleaned from a township.

Towns also sell spells. Each town has one type of spell to sell, the local specialty. From game to game, the spells will change towns. A chart, which we suggest you photocopy, has been included at the end of this manual and will help you keep track of which spell is taught at which town.

Finally, you may buy siege weapons at a town. A siege weapon is vital if you wish to attack a castle. Only one siege weapon may be held by an adventurer at a time. If a siege attempt is unsuccessful, the siege weapon will be destroyed. If it is successful, there is a small percentage that it will be ruined from battle fatigue.

Creature dwellings are where you can recruit new troops to add to your army. There are four different dwelling types, one for each class of monster, except Castle. Castle creatures may only be recruited at King's Castle. Dwellings start with a certain amount of one creature. If you recruit heavily enough,

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you can deplete the dwelling. It will not be replenished until the proper week recharges the dwelling. Plains creatures dwell in covered wagons, Forest creatures in treehouses, Dungeon creatures dwell behind dungeon entrances, which appear to be gated shut, and Hill creatures dwell in caves.

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Castles and Villains

Reference Chart

Villains Listed by Increasing Difficulty →

Castles:	X	Y	Murray the Miser	Hack the Rogue	Princess Almola	Baron Johnno Makahl	Dread Pirate Rob	Caneghor the Mystic	Sir Moradon the Cruel	Prince Barrowpine	Bargash Eyesore	Rinaldus Drybone	Ragface	Malik Bellowspeak	Auric Whiteskin	Czar Nickolai the Mad	Magus Deathspell	Urthrax Killspite	Arech Dragonbreath
Continentia																			
Azram	30	27																	
Cancomar	36	49																	
Faxis	22	49																	
Irok	11	30																	
Kookamunga	57	58																	
Nilslag	22	24																	
Ophiraund	6	57																	
Portalis	58	23																	
Rythacon	54	6																	
Vutar	40	5																	
Wankelforte	40	41																	
Forestria																			
Basefit	47	6																	
Duvock	30	18																	
Jhan	41	34																	
Mooseweigh	25	39																	
Quinderwitch	42	56																	
Yeneverre	19	19																	
Archipelia																			
Endryx	11	46																	
Goobare	41	36																	
Hyppus	43	27																	
Lorshe	52	57																	
Tylitch	9	18																	
Xelox	45	6																	
Saharia																			
Spockana	17	39																	
Uzare	41	12																	
Zyzzarzaz	46	43																	

Make a copy of this chart for each new game.

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Towns and Spells

Reference Chart

			Adventure Spells								*Combat Spells*					
Towns:	X	Y	Bridge	Castle Gate	Find Villain	Instant Army	Raise Control	Time Stop	Town Gate	Clone	Fireball	Freeze	Lightning	Resurrect	Teleport	Turn Undead
Continentia																
Bayside	41	58														
Fjord	46	35														
Hunterville	12	3	✓													
Isla Vista	57	5														
King's Haven	17	21														
Lakeview	17	44														
Nyre	50	13														
Path's End	38	50														
Quiln Point	14	27														
Riverton	29	12														
Xoctan	51	28														
Forestria																
Anomaly	34	23														
Dark Corner	58	60														
Elan's Landing	3	37														
Midland	58	33														
Underfoot	58	4														
Wood's End	3	8														
Archipelia																
Centrapf	9	39														
Japper	13	7														
Overthere	57	57														
Simpleton	13	60														
Topshore	5	50														
Yakonia	49	8														
Saharia																
Grimwold	9	60														
Vengeance	7	3														
Zaezoizu	58	48														

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King's Bounty

Reference Chart

Castles:	Locations: (X,Y)	Towns:	Locations: (X,Y)
Continentia		**Continentia**	
Azram	30,27	Bayside	41,58
Cancomar	36,49	Fjord	46,35
Faxis	22,49	Hunterville	12,3
Irok	11,30	Isla Vista	57,5
Kookamunga	57,58	King's Haven	17,21
Nilslag	22,24	Lakeview	17,44
Ophiraund	6,57	Nyre	50,13
Portalis	58,23	Path's End	38,50
Rythacon	54,6	Quiln Point	14,27
Vutar	40,5	Riverton	29,12
Wankelforte	40,41	Xoctan	51,28
Forestria		**Forestria**	
Basefit	47,6	Anomaly	34,23
Duvock	30,18	Dark Corner	58,60
Jhan	41,34	Elan's Landing	3,37
Mooseweigh	25,39	Midland	58,33
Quinderwitch	42,56	Underfoot	58,4
Yeneverre	19,19	Wood's End	3,8
Archipelia		**Archipelia**	
Endryx	11,46	Centrapf	9,39
Goobare	41,36	Japper	13,7
Hyppus	43,27	Overthere	57,57
Lorshe	52,57	Simpleton	13,60
Tylitch	9,18	Topshore	5,50
Xelox	45,6	Yakonia	49,8
Saharia		**Saharia**	
Speckana	17,39	Grimwold	9,60
Uzare	41,12	Vengeance	7,3
Zyzzarzaz	46,43	Zaezoizu	58,48

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