USER'S MANUAL

Conqueror
A.D. 1086

SIERRA

Designed and developed by
Software Sorcery

006871000

Conqueror

A.D. 1086

Contents

Chapter 9: Warfare and Castle Skirmish

Introduction

Conqueror: A.D. 1086 takes its name from William the Conqueror. In 1086 A.D., William ordered the Domesday census, which inventoried all the English townships, their populations, and their industries. The world of *Conqueror: A.D. 1086* reflects not only the Domesday information, but also the ruthlessness of the Norman knights and their unquenchable desire for power, wealth, and land. Welcome to a world and time filled with challenge and excitement, a land where you may:

- Attend tournaments with jousts, betting, melee combat, prizes, women to court, and honor to win.
- Build and manage an empire, its townships, commerce, resources, and people.
- Campaign across a map of England based on the actual 1086 Domesday records of counties, castles, and farmlands.
- Attack and conquer neighboring fiefs (land holdings) as you increase your own domain.
- Fight and slay the dragon.
- Usurp the English throne and become King.

YOUR BEGINNING RESOURCES

You begin *Conqueror: A.D. 1086* as an eighteen-year-old, newly-dubbed knight who has all the beginning resources necessary to build a fortune. These resources include the following:

- Knight's Sword
- Fighter's Dagger
- Gambeson Armor
- Footman's Helm
- Tilting Shield
- Money bag containing 240 to 1240 shillings
- Small fief

In your attempt to grow in wealth and power, you may sell, forfeit, or spend all of your resources except your fighter's dagger. The world of *Conqueror* is so dangerous, you must never be without your dagger.

CONQUEROR GOALS

Your goal is to reach the title of King or King's Champion before age 30, at which time you will be forced into retirement. To reach this goal, you must pursue one of the following tactics:

CONQUER AND PLUNDER

You can gain power, wealth, and land by raising an army and overtaking the castles of the lords and overlords. It is more difficult to overtake a castle of an overlord than that of a lord, but the rewards are much greater. By overtaking an overlord's castle, all the smaller fiefs that reside within the overlord's county will also belong to you. By overtaking the castle of a lord, only that lord's fief belongs to you. If you become powerful enough, you may wish to face the ultimate challenge: to invade London and pit your armies against the armies of the King. One wrong move in any of the field battles or skirmishes could lead to death. However, if you are smart, determined, have guts of steel, and save your game frequently, you can win the King's crown.

DESTROY THE DRAGON

You may gain power, riches, and the title of King's Champion, the highest honor in the land, by finding and slaying the deadly dragon that plagues England. You can increase your chance of success by speaking with tournament participants to collect valuable information about locating and slaying the dragon.
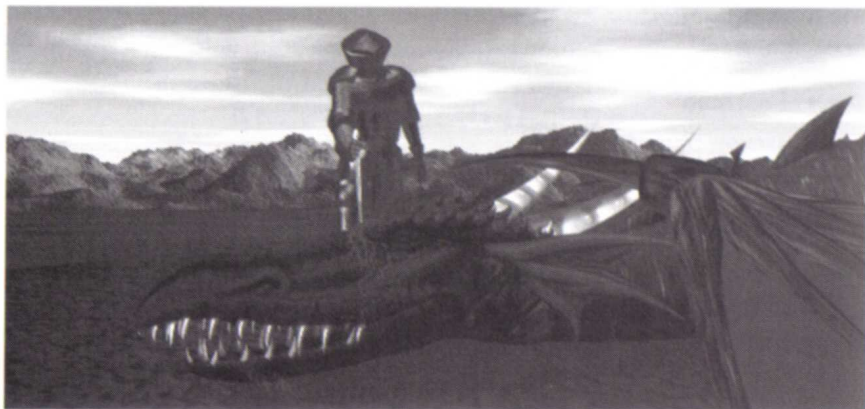
CHAPTER 2
Installation

To run *Conqueror*, your computer must have at least 8 Megabytes (MB) of RAM and at least 528 kilobytes (K) of free conventional memory.

If you have trouble configuring your system to provide the necessary free memory, try using the Sierra **INSTALL** program (DOS) or Setup program (Win 95) to create a boot disk. In most cases, a boot disk will configure your system with enough free memory to run *Conqueror* without the risk of altering your normal start-up files. For more information, please see the "Creating a Boot Disk" section on page 61.

INSTALLING *CONQUEROR*

This section describes how to install *Conqueror* to run from DOS or from a "DOS box" in Windows 95. These instructions assume that you are using CD drive **D:** and hard drive **C:**. If not, please substitute the appropriate drive letters for **D:** and **C:**.

INSTALLATION IN DOS

1. After starting your machine, insert the *Conqueror* CD into your CD-ROM drive.
2. Type **d:** and press [Enter].
3. Type **install** and press [Enter].
4. Follow the on-screen instructions. See the Sound Setup section for information on setting up your sound card.

INSTALLATION IN WINDOWS 95

1. Start Windows 95.
2. Insert the *Conqueror* CD into your CD-ROM drive.
3. If the game has not yet been installed, you will be asked if you wish to install it. To proceed with the installation, click on "OK", and then on "Install" when it appears.
4. Follow the on-screen instructions. See the Sound Setup section for more.

SOUND SETUP

Once the game files are installed, you will be asked to set up the game sound effects and music for your computer.

1. Highlight "Sound Setup" and press [Enter].
2. Highlight "Auto Configure Sounds" and press [Enter].
3. Follow the on-screen instructions to test the settings.
4. Once the settings are working, highlight "Exit Sound Install" to save the settings and exit.

If the Auto Configure process doesn't work on your computer, use the Manual options to pick your Sound Card and MIDI configuration. (See your sound card documentation for specific setting information).

FIELD WAR SETUP

If you have this option available, your monitor can display the field battle screen in a resolution higher than 640x480.

1. Select "Field War Setup."
2. Choose the highest resolution your monitor will support, and test it.
3. When finished, select "Exit Field War Setup" and press [Enter].

To complete Setup, highlight "Exit Install/Setup" and press [Enter].

SLOW MACHINE SETTINGS

If you have a 486-33 or slower computer, you also need to modify your conquer.ini file.

1. In your C:\SIERRA\CONQUER directory, type **edit conquer.ini** and press [Enter].
2. Find the line, "SLOWMACHINE=FALSE." Change it to **SLOWMACHINE=TRUE**.
3. From the File menu, click on "SAVE," and then "EXIT" to DOS. Your system will now be appropriately configured to run *Conqueror*.

STARTING *CONQUEROR*

IN DOS

1. Start your computer, and insert the *Conqueror* CD, if you haven't already.
2. Change to your *Conqueror* DOS directory. (For example, type **cd \sierra\conquer** and press [Enter])
3. Type **conquer** and press [Enter] to start the game.

IN WINDOWS 95

1. Start Windows 95. (Note: *Conqueror* does not support Windows 95 multi-tasking. Exit all other Windows 95 programs before starting *Conqueror*, or you may experience game lock-ups or other problems.)
2. Insert the *Conqueror* CD into your CD-ROM drive. When you are asked if you wish to conquer the land, click on "OK."

If you have problems starting or running the game, see the Trouble-shooting section, page 60, or the README file on the CD or in the Sierra Setup program.

OPTIONS MENU

When you start *Conqueror* for the first time, you will see a title screen, introductory movie, and credits sequence. To proceed to the Options menu, press [Esc]. The Options menu lets you start and save games, practice, and change your game configuration.

Exit to DOS — Leave *Conqueror* and return to your operating system.

CD music — If On, plays available CD music.

Sound fx — If On, plays available digitized sound effects.

Digitized speech — If On and appropriately configured, plays available digitized speech.

Practice — Click on Practice to hone your skills at the joust, melee, field warfare, or castle combat. See the tutorial for more.

MIDI music — When set to On, synthesized music plays when available and appropriately configured.

Animation — When set to On, animated sequences play at key events.

New Game — Click on "New Game" to start a new *Conqueror: A.D. 1086* game.

Load — Click on "Load" to play a previously saved game. A screen will display that enables you to choose from games (up to five) that you previously saved.

Save — Click on "Save" to save a game in progress. You can have up to five different games saved at a time. Note: You can save before, but not during, a tournament or battle.

Credits — If On, plays the Credits Sequence at the beginning of every game.

Movie — If On, plays the Introductory Movie at the beginning of every game.

Resume — By clicking on "Resume," you will leave the Options Screen and return to a loaded in-progress game.

To return to the Options menu from most areas of the game, press [Alt]-[o].

TUTORIAL

This chapter walks you through most of the main screens in *Conqueror: A.D. 1086*.

To complete the tutorial, follow the steps shown in italics.

In the Options menu, click on "Practice."

You will start with a prechosen character.
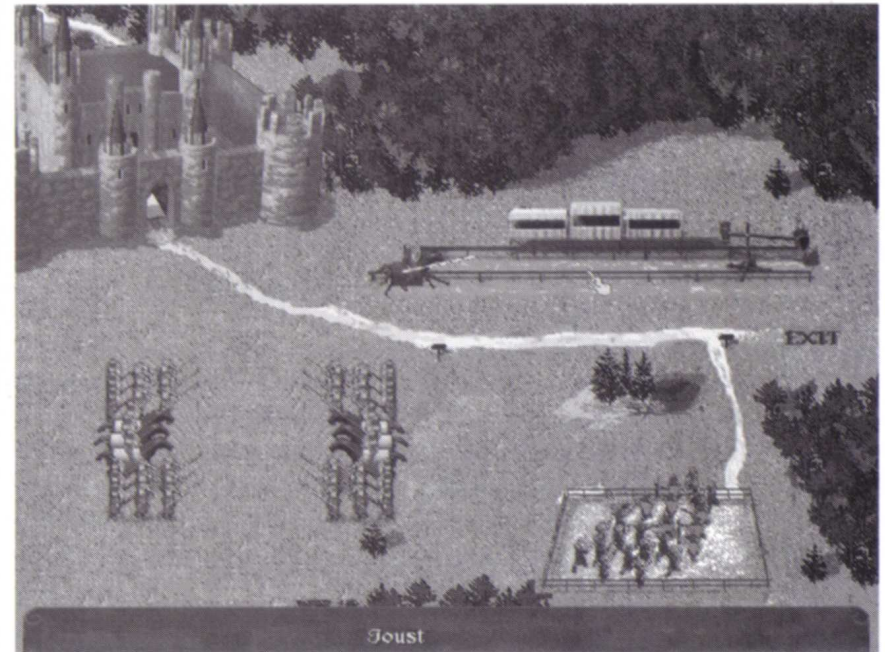
JOUSTING

In the game, your character will be invited to tournaments, in which jousting plays a vital role. Not only can you wager and win considerable sums with your jousting prowess, but you can win the favor of lovely ladies in the stands by wearing their colors and jousting in their honor.

In the Practice Screen, click on the jousting area.

The practice Jousting Screen opens, displaying a target dummy. The center of its shield is your target.

Click to begin your run. Move your mouse to aim your lance. As you approach, align your lance tip vertically with the target, and then swing it in and across to hit the target dead center just as it passes.

The outcome will be displayed below, with aiming advice from your squire if you missed.

To exit the Jousting Screen, click the mouse. If you wish to try again, simply click again on the jousting area.

Developing jousting skill here may spare you the lost wagers and lost favors of being unhorsed in competition. In a Tournament, you may joust up to three times. Each joust is an opportunity to win wagers or impress the ladies.

MELEE

In addition to jousting, tournaments allow you to participate in melee, which provides you a safe environment to sharpen your skill for *Conqueror's* deadly castle skirmish, and also allows you to wager considerable money. Melee contestants are merely knocked out, not killed, when they fall. You may engage in one melee per tournament.

To start the melee, click on the fenced fighting area.

The melee places you in a first-person perspective of the fighting area. To move your character, use the mouse or the arrow keys.

Press your arrow keys or position your cursor on various parts of the screen and press the left mouse button. Notice how your point-of-view changes.
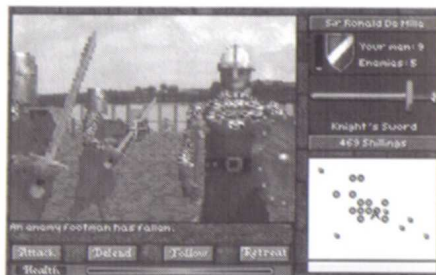
In the melee, you lead a team of knights. Those who are fighting with you will be dressed in your color. You may control the actions of these knights by issuing orders shown on the bottom of the screen.

Click on "Attack" to order your fellow men to attack their nearest opponent.

Notice how the small map at the lower right shows everyone's position and movement.

Approach a rival knight. Attack the knight by pressing the [Ctrl] key or positioning your cursor upon him and right clicking. Continue attacking until your opponent falls.

The melee concludes when either you or all the rival knights fall. You will soon pick up the basic tactics: hit and move, watch your back, and try to outnumber the opponents at any point of attack. Use all of your men! (See Chapter 5 for additional information.)

If you win the melee, press [y] for Yes to return to the Practice Screen. Again, repeated practice here will improve your tournament performance.

CASTLE SKIRMISH

To practice the deadlier version of the melee, the Castle Skirmish itself, click on the castle at the upper right. While the tactics and skills of a skirmish are similar to those of a melee, the object is not just to win a wager, but to annihilate the castle defenders and thus capture the fief. The fight will be harder and dirtier—you will encounter ambushes, crossbowmen, and other unpleasantries.

As the skirmish opens, order your men to Attack, and take out any initial defenders.

Notice that as you look around, the map at the lower right fills in. This map will help you search the entire castle to find any remaining defenders or concealed booty.

To leave the room, face a door and right click or press the Spacebar. The door will stay open. Tell your men to Follow as you proceed to clear each room. Right click or press the Spacebar to collect any objects you come across.

Food and drink will revive you if you become tired or wounded. Armaments you find become part of your inventory (but you can keep only one of each). Booty (coins and jewels) add to your riches. *Right click on barrels or vases—you may find more booty or food inside.*

The skirmish is over when you finish off the defenders or their commander (or you retreat or are killed yourself). In a real skirmish, be sure to finish searching all the rooms before you Exit. Practice here will save your life! *Return to the Practice screen.*

FIELD BATTLE

If your forces engage another army outside of a castle, field battle results. Here, the troops of halberdiers, swordsman, and knights you have recruited from your available serfs clash with those of your opponent. Mass carnage is the usual result. But with greater forces, skillful manuveuring, and luck, you can improve the odds that the results favor you.

Click on the War area at the lower left of the screen.

The Formation screen displays, allowing you to specify your army's starting battle formation.

Select the Battle Line Formation.

The Field Battle Screen opens. Survey the enemy forces to develop your tactics. You can meet the enemy, or let him come to you. You want to set your halberdiers against his knights, your swordsmen against his halberdiers, and your knights against his swordsmen, concentrating greater numbers at each point of attack wherever possible.

Prior to beginning battle, give orders to individual units by left clicking on the unit, and then right clicking where you want the unit to go. A white line briefly appears to indicate that your orders have been received. You can also issue orders to an entire type of unit with keyboard commands: press [h] for halberdiers, [k] for knights, and [s] for swordsmen.

Click on "Start" to begin the battle.

You may pause the field battle at any time by pressing [p].

It is unlikely that the enemy will cooperate with your plans, so you must continue to issue new orders to your men. The battle concludes when the last man on a side is killed. If it appears that defeat is certain, click on the "Retreat" button. If you fight to the end, click to exit the Battle screen.

After a few practice battles, you will note that the only guarantee of success is overwhelming force, and even so, your losses may be heavy. You may prefer to avoid field battle when you can.

(See Chapter 9 for additional information.)

You have now explored all of the combat modes of Conquerer. Now you'll explore your home village, and start building your fief.

Exit the Practice screen and return to the Options menu. Click on "New Game," and then select "Choose Pre-Generated Character." Select Sir Spencer Goodman, a well-to-do, strong, and virtuous fellow as your starter character. After you are dubbed knight, you see your home village.

VILLAGE

In a village, you may purchase weapons from the blacksmith's shop (if available), borrow from the moneylender, speak with the patrons in the inn, or talk with the priest in the church.

Take a few minutes to explore your village, if you wish. Simply point and click to select an establishment, conduct conversations, examine the blacksmith's weapons, etc.

When ready, click on the "Travel" sign to advance to the Tactical Map.

The Tactical Map first opens at your home castle.

As soon as you arrive, you will receive an order similar to the following from your overlord: "Raise an army and prepare it for battle. There is a company of Brigands rampaging through the realm. Eliminate them...."

Click once to acknowledge the order.

TACTICAL ROOM

Click on the word "Home" at the bottom left of the screen to access the Tactical Room.

The Tactical Room is the central location for implementing fief management decisions, including fortifying your castle and raising an army. By clicking on the various items in the room, you will be taken to the screens that enable you to implement fief decisions. It is imperative that you obey orders from the King. But before raising an army to battle the brigands, you must build and strengthen your fief. (See Chapter 7 for additional information.)

CASTLE MANAGEMENT

Click on the model castle that sits on the desk.

At the Castle Management Screen, you will build a castle to help protect your fief against opposing armies.

On the Castle Management Screen's left side, left click on the word "Tower."

The word "Tower" highlights to red.

Move your cursor over to the right side of the screen where the land displays. An icon of the selected structure will appear. Right click until you find the style of tower you prefer.

Determine where you wish to place the structure. You may clear land and then build, or build directly (the land-clearing cost will be included).

Position your cursor on the right and left borders and notice how the view of your land scrolls.

Press [v] to display all the land available for building your castle.

Position your cursor on a plot of land that is free of trees, then left click.

Press [v] again to return to the two-sided screen.

The tower will be set in place. If you wish to remove a structure you previously set in place, right click on the structure's name then move

your cursor over the icon you wish to remove. A green diamond will display. Left click to remove the structure.

In addition to building structures, you may also hire serfs to work your fief.

Click in the left display on the position you want to fill. When hiring people, you will not place an icon on the land.

Click on "OK."

Conqueror saves your decisions and returns you to the Tactical Room.

WAR PLANNING

To build your first armies, click on the soldier that stands on the Tactical Room desk.

The War Planning Screen is displayed.

Compose an army of three companies: left click to recruit one each of swordsmen, halberdiers, and knights.

This should be more than enough to defeat the brigands. Keep in mind that serfs mobilized for war are unavailable for work, and vice versa.

Click on "OK" to return to the Tactical Room.

FARM, VILLAGE, AND FOREST

Each game begins in March—the planting month. You must first plant crops before chasing off after brigands and tournaments, or your people face a hungry winter.

Click the left-hand book to go to the Farm.

Clear a dozen or more plots of land, and plant a variety of crops on them. (You can plant without clearing first—the clearing cost is added.)

Grain will supply your village's mills and bakeries. Beans feed the populace and rejuvenate the soil. Livestock supplies the tanners, while horses provide a steady cash income.

Click "OK" to save your choices and return to the Tactical Room.

Now click the center book to see your Village.

Start by clearing a dozen or so plots of land, and build some houses.

The more houses you have, the faster your population can grow. A large population enables you to have a large workforce, a large tax base, and a large army.

Add establishments to serve your people: mill, bakery, blacksmith, etc.

Click "OK" to save your choices and return to the Tactical Room. Now click the right-hand book to see your Forest.

By cutting timber and, when you can afford it, building mines, you can provide raw materials for your village craftsmen, and generate considerable cash income.
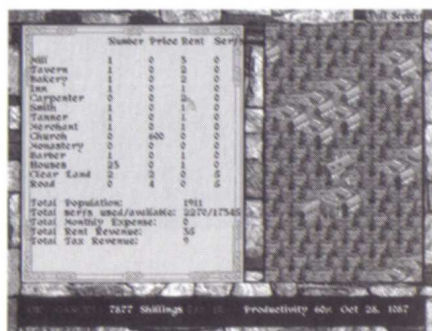

Put some serfs to work cutting timber. Click "OK" to save your choices and return to the Tactical Room.

These home screens work together to help you build a powerful economic base. As your income grows, you can buy better weapons to improve your odds in battles or tournaments. As your population grows, you can devote more serfs to military expeditions, which in turn can bring rich new fiefs under your command.

With your home in order, you can now mount the expedition against the brigands.
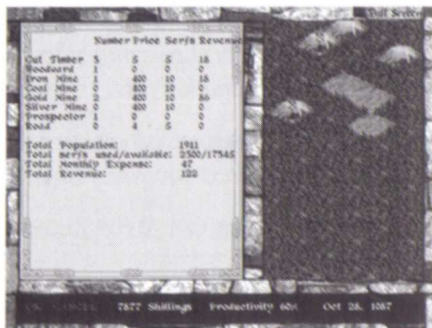
Click on the doorway at the left side of the Tactical Room to Exit to the Tactical Map.

Press [Alt]-[o] to go to the Options Screen. Save your game in progress, and then click "Resume."

TACTICAL MAP

The Tactical Map is displayed, showing your character's icon, represented by a shield with a single man, and your army's icon, represented by a shield with three men.

Join your army by right clicking on your army's icon.

A text box asks whether you would like to join the army. You may join an army only when your character's icon is near one of your army's icons.

Click on "Yes."

To determine the location of the brigands, look at the small inset map on the upper right corner of the screen. Your location is represented by a blue character. The brigands are represented by a white, moving character.

Identify both the location of your army and that of the brigands.

To move your character's icon across England, you must create a path for your icon by left clicking along the desired route. Each time you click, a line of spheres will mark your selected path. Your icon will travel from one sphere to the next until it reaches the end of the path. Because there is a limited number of spheres that may be placed at one time, once you reach the limit, your icon must travel to the last sphere before you begin placing a new set of spheres. If you make a mistake in the placement of a marker, press [Backspace] to delete the last marker you set down. Right click to reset the entire path.

Left click to create a path for your army that crosses the path of the brigands.

Left click on the time factor value in the bottom right display box to increase the traveling speed of your icon.

It is recommended that you save your game before entering into battle.

To save, enter the keyboard command [Alt]-[o] to access the Options Screen. Click on "Save" to save the game in progress.

A screen with several banners displays.

Click on a banner and enter a name for the game you wish to save.

You will be returned to the Options Screen.

Click on "Resume" to return to your game in progress.

When your icon gets near the brigands, left click on the brigand icon.

Click on "Yes" to signify that you wish to engage the brigands in battle. Follow the tactics you learned in Field War practice to defeat the foe.

YOUR DESTINY AWAITS

After successfully vanquishing the brigands, the world of *Conqueror* is open to you. You may gain success by emphasizing either of the following paths:

- Conquer and plunder. Build your army and expand your domain by force. Travel with your army to any of England's numerous castles. Once you reach a castle, click on the word "Attack" that appears in the lower right of your screen. You will advance to the castle skirmish mode, which enables you and your men to ransack the castle and fight opposing knights. As you grow in wealth and strength, you will want to build larger and stronger armies and attempt to conquer all of England. Your ultimate challenge will be to fight the King in London, in an attempt to usurp the crown.

- Destroy the dragon. Right click to leave your army in the command of your captain, then travel alone from tournament to tournament. As you gain skill and prize money in tournament play, you can romance the damsels in the stands for information and items that will build your resources and power. Your goal—to slay the dreaded dragon and earn the title of King's Champion.

CHAPTER 4
Character Generation
or Selection

Each character has unique attributes, which influence your game play throughout the different aspects of *Conqueror*. This chapter details the steps you take to generate an original character or select a pre-generated knight.

CHARACTER GENERATION SCREEN

After installing and loading *Conqueror*, click on "New Game" in the Options Screen to display the Character Generation Screen. The Character Generation Screen enables you to:

- Select a color by clicking on one of the three shields in the upper right corner;
- Name a character that you generate by clicking on "Choose Character Name," typing in a name of 20 letters or less, and pressing [Enter];
- Generate a new character or choose a pre-generated character.
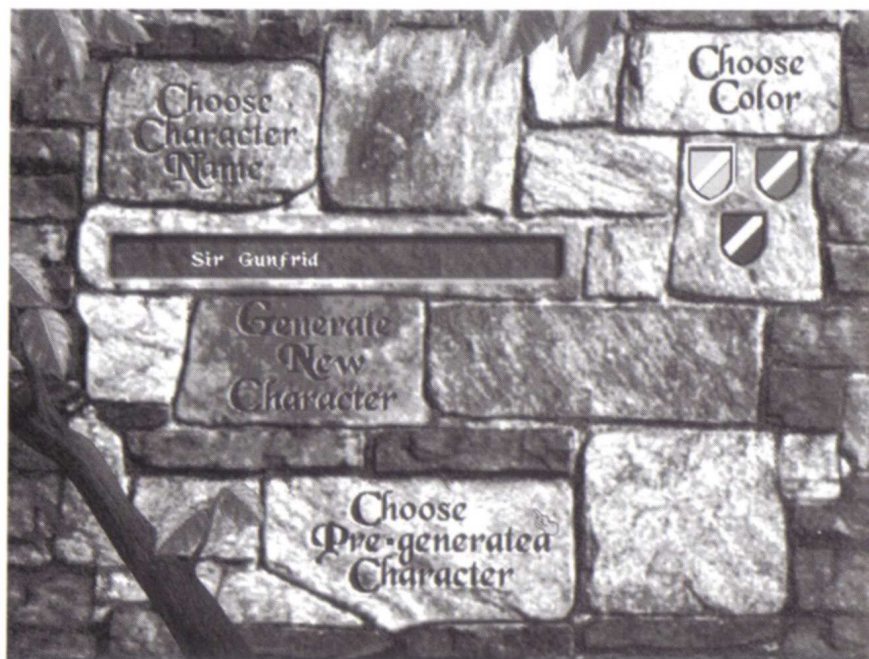
GENERATE A NEW CHARACTER

The "Generate New Character" option enables players to create their own character. Click on "Generate New Character" to open the Character Generation Screen.

The Character Generation Screen displays initial statistics for your character at age twelve, along with the first of six moral dilemmas. Your response to each moral dilemma shapes your character's strength, dexterity, piety, stamina, honor, and starting wealth, and increases your character's age by one year. In addition, your character may receive items based on the choices you make in these moral dilemmas.

To complete the moral dilemmas, read the text shown above the pictures, scrolling when necessary by clicking on the arrows in the right upper or lower border of the scroll or using your up/down "arrow" keys. To select your answer to the moral dilemma, click on the picture that represents your response (labeled I, II, and III).

Upon making your selection, the results of your choice are displayed. Click on "Continue" in the upper right corner of the screen to advance to the next dilemma.

If you are unhappy with your character's statistics and you wish to begin the character generation process again, click on "Reroll." A new character will be "rolled" with different statistics and different moral dilemmas.

After completing all six dilemmas, you will be dubbed a knight by your overlord and given land, armaments, and money.

PRE-GENERATED CHARACTER

The "Pre-Generated Character" option is for all levels of players who wish to begin game play with known wealth and statistics. Upon clicking on "Pre-Generated Character," the shields and statistics for the following six pre-generated characters will display:

- **Sir Chaunce Norman** — A character whose attributes, skills, and size of purse are randomly generated. Those who select Sir Norman may begin game play as an accomplished wealthy warrior, or as a despised and impoverished runt.
- **Sir Ronald DeMille** — An intermediate-level character with modest abilities and resources.

- **Sir Hayword Tussle** — A beginning/intermediate-level character who is a mighty warrior.
- **Sir Spencer Goodman** — A beginning-level character who is a tireless crusader for good.
- **Sir Mordred Knatchbull** — A beginning-level character who is a heartless blackguard.
- **Sir Simon Hakluyt** — An advanced-level character who is weak, clumsy, pitied, and poor.

To select your character, click on the shield of the knight you wish to play. Upon selection, your character will be dubbed a knight by his overlord and given land, equipment, and money.

After you generate or select a character, *Conqueror* will place you at your home village in the middle of planting season.

Tournaments

Tournaments enable you to hone your battle skills in a safe environment, buy and win weapons, gain information on how to successfully slay the dragon, and earn money and prizes by wagering at the joust and the melee. You will be invited to one tournament each month. To attend, travel to the tournament site, go to the Village there, and click on the tournament sign.

TOURNAMENT SCREEN

The Tournament Screen shows you all the activities available at the present tournament. To enter a tournament area, click directly on its representation on the screen. Starting in the upper left corner and going clockwise, your options at the tournament are to visit the village, the joust, the stands, and the melee. To leave the tournament and advance to the Tactical Map, click on the Village, then on the "Travel" sign.
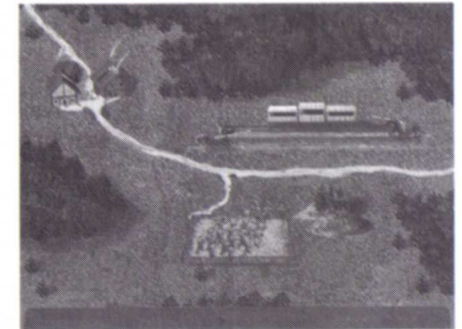
JOUSTING

Consistently successful performances at the joust enable you to earn wealth and valuable items and improve your strength and fighting skills. You can joust up to three times during a tournament.

SELECTING AN OPPONENT

To challenge a knight to joust, click on the jousting area in front of the stands. A screen with several knights' tents will display. To examine a knight's jousting record before challenging him, right-click on his shield. Left-click on the shield of the

knight you wish to challenge. As you gain more skill and experience, your opponents will become more challenging.

The opponent you select will tell you the amount he wishes to bet on the event. The betting amounts may range from a minimal amount to over one hundred shillings. If you still wish to joust given the amount of the wager, click on "Yes."

JOUSTING SCREEN

After you agree on a wager, the Jousting Screen will appear. The top part of the screen shows your perspective of the joust. The bottom part provides important information regarding your opponent.

To begin the joust, click once. You will begin galloping toward your opponent. Move the mouse forward, backward, left, and right to move the lance up, down, left, and right, respectively. To win the joust, aim for the center of your opponent's shield. After the joust is complete, left click anywhere on the screen or press any key to return to the Tents Screen. To return to the Tournament Screen from the Tents Screen, click on the road.

MELEE

Fought only once during a tournament, melee is a mock battle between armed knights that provides practice for real combat. You cannot die in the tournament melee, so pull out your sword and get ready for action.

STARTING THE MELEE

To advance to the melee, click on the fenced field in the center of the Tournament Screen. The Tents Screen displays. Click on the shield of

the knight you wish to challenge. If you do not wish to participate in the melee, click on the road between the tents to return to the Tournament Screen. Exiting the melee can only be done before selecting a knight to battle.

MELEE SCREEN

The Melee Screen's point-of-view window provides a first-person view of field movements. The right side of the screen displays your name, colors, wealth, armor strength and current weapon, the size of your army and your opponent's, as well as an area map. The bottom of the screen displays the orders you may issue to your men and a bar specifying your current health.
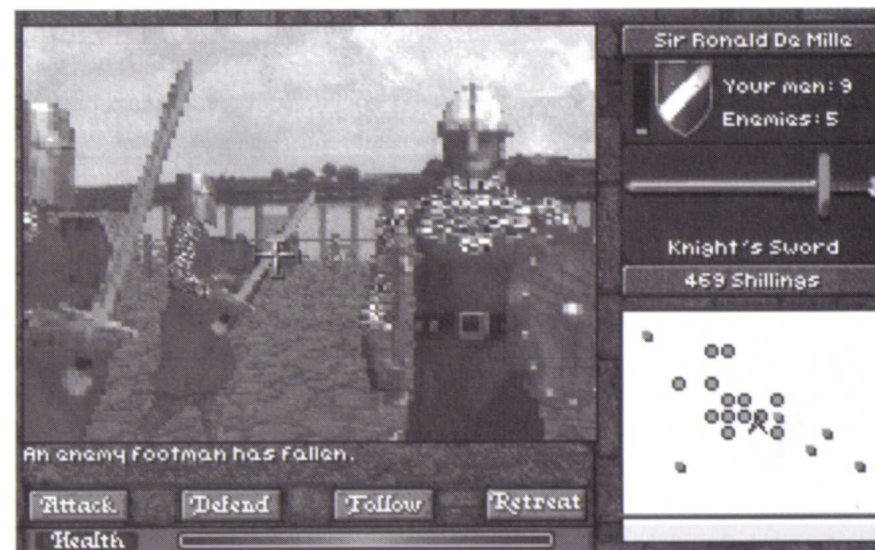
Controlling Your Character

To win the melee, you must disable your opponents. To do so, use your mouse or keyboard to move your character within range of your opponent, then attack by pressing [Ctrl] or positioning the cursor over your opponent and clicking with the right mouse button. This swings your weapon or fires your crossbow.

The following chart summarizes the mouse and keyboard commands you may employ to control your character in the melee:

Character Control Table

Movement	Command	Mouse Placement
Forward	Up arrow key	Straight up, depress left mouse button
Backward	Down arrow key	Straight down, depress left mouse button
Sidestep to the right	[Alt]-right arrow keys	Straight to the right, depress left mouse button
Sidestep to the left	[Alt]-left arrow keys	Straight to the left, depress left mouse button
Diagonal right forward	Right and up arrow keys	Diagonal and up to the right, depress left mouse button
Diagonal left forward	Left and up arrow keys	Diagonal and up to the left, depress left mouse button
Rotate right	Right arrow keys	Spin to the right, depress left mouse button
Rotate left	Left arrow keys	Spin to the left, depress left mouse button
Attack	[Ctrl]	Right click
Pick up weapons	[Spacebar] or [Enter]	Right click
Change weapons	Press [w] to select the next weapon. [Enter] [Shift]-[w] to select the previous weapon	Left click on the weapon display to advance; right click to back up

Issuing Orders

When confronted, your men will fight automatically. However, you may give orders as well. Press [s] to select all of your men, or right click on an individual soldier, to give one of the following orders:

Orders

Command	Result
Left click on a man	Selects a man to receive an order
Click on "Attack" or press [a]	Troops attack the nearest enemy
Click on "Defend" or press [d]	Troops hold/defend current position
Click on "Follow" or press [f]	Troops move towards you
Click on "Retreat" or press [r]	Troops move away from enemy

At any time during the melee, you may access the Help Screen, change the format of the display, or exit the fight using one of the following commands:

Skirmish Display Commands

Command	Result
[F1]	Displays the Help Screen
[F8]	Alters the size of the point-of-view window
[F9]	Toggles between smaller and full-size point-of-view window
[F10]	Toggles between point-of-view window and map display
[F11]	Lightens screen
[F12]	Darkens screen
[p]	Pauses game play

STANDS

Click on the stands overlooking the tournament jousting area to converse with the fair ladies in attendance. You will want to try starting a conversation with each of them. While you may get only speedy dismissal, you may also be able to develop a relationship with one or more. In turn, you may someday find yourself showered with favors, including secret information, one-of-a-kind prizes, and even courtship.

A damsel's initial attitude toward you depends on your character and standing—some favor rogues, some favor saints, some care only about riches or power. If the lady permits, you should offer to wear her colors in the joust. Repeated tournament success while wearing a lady's colors is a ready means to winning her affections. If your fame and power increase, you may find even the coldest, most aloof maiden becoming more receptive.

Over time, you may be presented with an opportunity to wed. Each possible match presents certain advantages, but all share at least one disadvantage: once you are married, the other ladies will have nothing to do with you. Consider your choice carefully.

From left to right, these are the fair ladies:

Adela is young, lovely, and highly selective of her suitors.

Jane is shy, quiet, and a master craftswoman. Some, however, suspect she has a dark side.

Anna Lisa is generous, talkative, and quite knowledgeable of court occurrences.

Victoria has an impeccable reputation and comes from a very distinguished family. She prefers wealthy, fun-loving knights.

Wendessa, mother of two, is mature and bright, and if she could get her hands on the money that is rightfully hers, very rich.

Valletta is experienced, wealthy, and is looking for a strong man with a flawless reputation.

To initiate a conversation, click on one of the women. This will open the dialog screen and display her initial response to you. Click on the available response you want to use, and so on. When the conversation ends, you return to the Stands Screen. From there, you may converse with another damsel, or exit to the Tournament Screen. The ladies may provide you with new information as your increase in their favor, so visit the stands regularly.

VILLAGE

If, during your tournament performance, you should need additional items, such as money, weaponry, or information, you may visit the village. In the village, you may find a blacksmith shop, inn, moneylender, and church. To enter the village from the Tournament Screen, click on the buildings located in the screen's upper left corner. Be advised that if you exit the village to the Travel Screen, you will be unable to return to the tournament.

Each village may (or may not) have the following services available: an inn, a moneylender, a blacksmith shop, and a church.

ENTERING THE VILLAGE

To enter a village from a Tournament Screen, click on the village in the upper left. To enter a village from the Tactical Map, move your character's icon onto a village, then press [v] or left click on the word "Village" that appears on the status bar at the bottom of the screen. The Village Screen will display.

From the Village Screen, you can go to the inn, borrow money or repay debts at the moneylender's, sell or purchase weapons at the blacksmith's shop, or visit the priest at the church. If a tournament is currently being held at the town, you may enter the tournament by clicking on the "Tournament" sign. To return to the Tactical Map from the village, click on the "Travel" sign.

THE INN

To enter the Inn, click on the Inn's sign. During a tournament, you are able to speak with one or more of the following patrons:

Sir Albert Dinard of Cornwall has risen in wealth and power by overtaking castles. If you buy Sir Albert a drink, he may provide you advice on castle skirmish strategies and techniques.

The Bartender minds his own business and runs the bar.

Frederick de Mandeville, father of Anna Lisa whom you may meet in the stands, earned his enormous fortune by taking tremendous risks.

Gerard of Warwickshire may provide you with advice on the pursuits of love and the dragon.

Hugh Bigod of Norfolk is a perfect, knightly gentleman and will do nearly anything to ensure his reputation stays flawless.

Earl Gilbert de Lacy has obtained his great power and wealth through luck and tricky manipulation.

Ivo the Yeoman enjoys an occasional drink.

Nellie the Barmaid enjoys lively conversation more than she does her work.

Otto the Serf willingly participates in the Inn's gossip.

Richard de Lucy of Cheshire is a gentleman farmer who knows a great deal on how to manage a fief.

To strike up a conversation with an inn patron, move the cursor over the person with whom you wish to speak and click once. A Dialog Screen will display the patron's conversation on the top half and your choice of responses on the bottom half. Select a response by highlighting it with the cursor and clicking once. When a conversation is completed, you will automatically return to the Inn Screen. You can speak to another patron, or you can leave the Inn and return to the Village Screen by clicking on "Exit" at the bottom of the screen.

You may wish to return to the Inn several times during game play. The information that you receive from the bar patrons depends on your personal statistics and the assets and knowledge you have acquired up to that point.

THE MONEYLENDER

The Moneylender will loan you 20 to 200 shillings at a 50 percent interest rate. Money borrowed from the lender is due July 1, the first day of harvest. Pay on time, or the moneylender's thug, Drogo, will be sent after you.

To enter, click on the sign with the scale from a Village Screen that contains a moneylender's shop.

THE BLACKSMITH

At the blacksmith's shop, you can buy and sell weapons and armor. The different blacksmith shops around the country hold varying weapon inventories, which can change throughout the game. To enter, click on the sign with the hammer and anvil from a Village Screen that contains a blacksmith's shop.

BUYING AND SELLING ARMAMENTS

To buy a weapon or piece of armor, click on the swords on the wall. An Item Screen will display a picture and description of the item. The item's purchase price and your wealth display at the bottom of the description box. If you wish to purchase the weapon, click on "Buy."

Items in your inventory will also display with the selling price the blacksmith is willing to pay. Click on "Sell" to have the item taken out of your inventory and have its monetary value added to your wealth.

You can cycle through the blacksmith's inventory before deciding to buy an item from him. Click on the right arrow to move to the next item. To go back to the previous item, click on the left arrow. Click on "View" to see an animated view of the weapon. Toggle the view feature off by clicking on "View" again. If you do not want to purchase a weapon, click on "Exit." This will take you back to the Blacksmith's Shop Screen.

The following are the possible items the blacksmith may have in his shop:

ARMAMENT TYPES

SWORDS

The sword is the favored weapon of most knights. The blacksmith shop may carry any of the following:

Kingslayer Sword — The best on the market, this carefully crafted sword is rumored to have been wielded by William the Conqueror in the Battle of Hastings.

Hugh Bigod of Norfolk is a perfect, knightly gentleman and will do nearly anything to ensure his reputation stays flawless.

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The following are the possible items the blacksmith may have in his shop:

ARMAMENT TYPES

SWORDS

The sword is the favored weapon of most knights. The blacksmith shop may carry any of the following:

Kingslayer Sword — The best on the market, this carefully crafted sword is rumored to have been wielded by William the Conqueror in the Battle of Hastings.

Mercenary's Sword — This is a high-quality replica of the sword used by the dreaded knight, Ansury, who slashed his way through hundreds of knights in Wales and the Low Countries. This sword's thick blade packs power into its blows, seriously injuring your opponents.

Bishop's Sword — This lightweight, high-quality sword allows for a fast swing. It has a particularly fine and deadly point.

Thruster's Sword — This sword's light weight, high-quality, and good design enables the carrier to swing fast, penetrate armor with ease, and cause a fair amount of damage.

Armor-Ripping Sword — As its name denotes, this sturdy, good-quality sword is capable of penetrating full-plate armor. However, it cannot damage your opponents as effectively and efficiently as some of the other available swords.

Knight's Sword — This mid-quality sword is sturdy, fast, has decent penetration, and is capable of causing considerable damage.

Defender's Sword — This is a lightweight and fast-swinging sword that is similar in quality to the Knight's sword.

Irish Sword — This sword's wide, heavy blade delivers a mighty blow; however it is not effective in penetrating armor and it has the tendency to break.

Battle Sword — This is an average fighting sword that has a sturdy handle, strong blade, and sharp point.

Danish Sword — This poor-quality sword has a wide blade and a leather-covered handle.

General Sword — This is a standard, no-frills battle sword.

MACES

With its short range and inconsistent results, the mace is an unpredictable weapon choice. Nonetheless, for variety, you may want to carry one of the following maces:

Flanged Mace — The best of the maces, this eight-flanged mace quickly and effectively smashes your victims.

Spiked Mace — This four-flanged mace can cause considerable damage.

AXES

Although axes have a short range, they may be more effective fighting weapons than some of the poorer-quality swords. They are very popular amongst knights who frequently ransack castles.

Battle Ax — This high-quality ax has a thick blade that has been honed to a sharp edge, making it a particularly effective weapon.

Horseman's Ax — This lightweight, good-quality ax is a fast-swinging and damaging weapon.

Saxon Ax — A standard Saxon weapon, this ax is simple and utilitarian.

Basic Ax — A standard battle ax, this poor-quality weapon is inexpensive but useful.

HAMMERS

Effective in bludgeoning, hammers are cheap and useful. The local blacksmith may carry one of the following hammers:

Warhammer — This is the best hammer available on the market. Although it is slow to wield, its blows cause consistent damage.

Hammer — The square top of this all-purpose hammer provides a powerful blow, making it a good weapon.

DAGGERS

The small size of the dagger and its short range make it no match against the other weapon classes. Yet, when other weapons fail, one of the following daggers may help you escape your enemy's blows:

Fighter's Dagger — Given to you at your dubbing, the Fighter's Dagger is a valuable defensive weapon.

Stiletto — Less fanciful than the Thruster, this dagger may provide some help in defense.

Thruster's Dagger — This triangular-edged blade is a fancy stiletto, but is somewhat limited in its usefulness.

Decorative Dagger — This dagger is a beautiful work of art, but not an effective weapon.

SHIELDS

Shields are very helpful in the joust, melee, and castle skirmishes. The blacksmith may have any of the following:

Heraldic Shield — The best of the shields, the Heraldic Shield is strong yet light. It easily deflects blows and provides good coverage.

Norman Shield — This excellent-quality shield is of Norman origin and consists of thick wood that is rimmed with steel.

Decorative Shield — This artistic masterpiece of a shield is made of fine, sturdy materials, and provides the user adequate protection.

Saxon Shield — This poor-quality round shield is made of oak and lined with bronze.

Tilting Shield — This rectangular shield provides some protection. It is adequate for the joust, but not the melee or skirmish.

ARMOR

Finding the perfect armor is not always an easy task. Your blacksmith may have any of the following in stock:

Full-Plate Armor — Plate Armor provides the wearer the best protection possible as it is nearly impervious to cuts and blows. Full-Plate Armor is the ultimate in safety, as it completely covers the wearer's body

Half-Plate Armor — This armor offers significantly greater protection than many of the other armors. It protects the wearer's torso, arms, and hips, but leaves the groin and legs exposed.

Quarter-Plate Armor — Quarter-Plate Armor provides superior protection to the wearer's back and torso. However, it leaves the arms, legs, and groin exposed.

Chain Hauberk — The Chain Hauberk's full sleeves and long length effectively protect against cuts.

Chain Tunic — This tunic protects the wearer's vital organs, but leaves the limbs exposed.

Leather Armor — Less protecting than the chain and full-plate armors, the leather armor is still superior to the cloth Gambeson.

Gambeson Armor — By itself, this quilted, padded outfit provides only minimal protection against cuts and crushing. However, it may be layered under another set of armor to provide additional protection.

HELMS

Helms are vital in preventing injury during castle skirmishes. You may wish to invest in any of the following helms:

Great War Helm — The best helm on the market, the Great War Helm is made of steel with supporting metal strips to provide superior protection.

War Helm — An inferior replica of the Great War Helm, the War Helm is made of iron with extra metal supports. This helm protects the entire head and neck from heavy blows.

Norman Helm — Primarily made of steel, this helm provides good protection for the head and nose, but leaves the neck, and the back and sides of the head vulnerable.

Footman's Helm — Made of iron, this helm offers minimal protection only for the top of the head. The neck, back, and sides of the head are left vulnerable to blows.

Note: One weapon you may find in castle raids, but never in the blacksmith's shop, is the crossbow. Considered a cowardly, dishonorable weapon, it is nonetheless very effective. You may find light or heavy crossbows — crossbow bolts will work with either.

To exit the Blacksmith's Shop, click anywhere upon the screen except the wall of weapons or the blacksmith.

THE CHURCH

Within the church, you may speak with a priest to gather information, receive a blessing, make an offering, and raise your piety. To enter, click on the church building from the Village Screen.

CHAPTER 7
Tactical Room

To be successful in the world of *Conqueror*, you must not only be a strategic warrior who is a strong military leader, but you must also keep and maintain the fief you were give at your dubbing. The Tactical Room is the hub for all War Planning and Fief Management decisions.
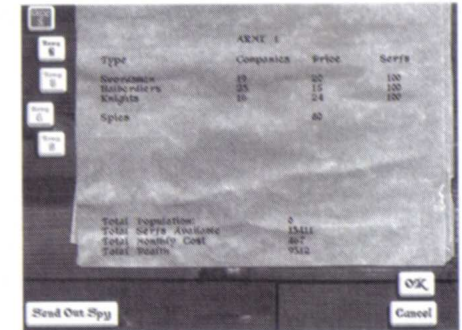

To go to your castle's Tactical Room, press [h] or click on the word "Home" in the Tactical Map Screen's lower left corner. Here you can implement decisions regarding your land and armies. By clicking on the items within the Tactical Room, you can access the detailed management screens that let you strengthen your armies, plant crops, hire serfs, and implement all decisions a knight must make to maintain and improve his kingdom.

In addition, you can access screens that provide information on your personal inventory, a map display of England, and orders from your overlord.

WAR PLANNING

By clicking on the statue of the knight that stands on the desk in the Tactical Room, you can open the War Planning Screen. Within the War Planning Screen, you may build armies and assign spies.

Your army units may be composed of swordsmen, knights, and halberdiers. The War Planning Screen also details the number of active spies in your service. At the bottom of the screen, general information assists you in making sound war planning decisions:

- Total Population — Shows the total number of villagers and serfs in your fief. You may use your entire *available* population for war efforts, but they must first be freed from their current tasks.

- Total Serfs Available — Displays the number of serfs available to assist with work or the war effort.

- Total Monthly — Shows the number of shillings necessary to maintain your army.

- Total Wealth — Provides the number of shillings at your disposal to fund your war efforts.

CREATING AND MODIFYING YOUR ARMY

You may form and assign up to five different army divisions at a time. To form or make changes to a company, click on one of the boxes entitled "Army 1" through "Army 5" on the left side of the screen. The army you select will highlight to red. You may provide a unique name for this army by clicking on the army and its number in the top center of the screen, then typing in the army's name.

To add a company to your army, select and highlight swordsmen, knights, or halberdiers. Each company consists of 100 serfs. A left mouse click increases this company type by 100 serfs, while a right mouse click decreases this company type by 100 serfs. Continue clicking until you reach the number of the specified company type you want for your army, or run out of available serfs.

Note: You cannot add to or disband armies that are away from your home territory. You should not have more than 60 companies in an army.

ASSIGNING SPIES

By clicking on "Send Out Spy," you can assign a spy to travel throughout England and report on the troop movements that he observes. When the spy receives reports, he will send you information.

EXITING THE WAR PLANNING SCREEN

When you are through raising and naming your army or assigning spies, click on "OK" to implement and save your decisions or "Cancel" to disregard your recent changes. You will return to the Tactical Room.

FIEF MANAGEMENT

Your fief is divided into four quadrants: castle, farm, village, and forest. Each quadrant has its own detailed management screen. By clicking on the various items on the desk in the Tactical Room, you can access these management screens.
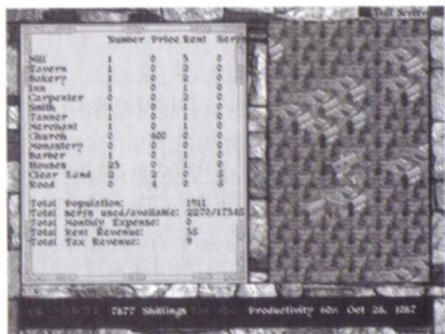
CASTLE

Click on the model castle to access the Castle Management Screen. Within the Castle Management Screen, you build your castle, hire and fire your castle employees, and review information on castle finances and productivity. Building and maintaining a strong castle helps protect your fief.

FARM

Click on the left standing book to open the Farm Management Screen. Within the Farm Management Screen, you make decisions on the crops and livestock that support your fief. These crops and livestock feed your population and increase your wealth. Crops may be planted during March only. The choices you make in the Farm Management Screen have a profound impact upon your fief's size and productivity. Without enough food, your population will not perform to its potential. If famine conditions persist for too long, your population may abandon your fief.

VILLAGE

Click on the middle standing book to open the Village Management Screen. Within the Village Management Screen, you will determine the industries that will operate on your fief. The industries that you choose strongly affect your personal wealth and the wealth of your fief's population. Revenue generated by your villagers that is not used toward their expenses will contribute to the village's wealth, and provide income to you through rent and taxes.
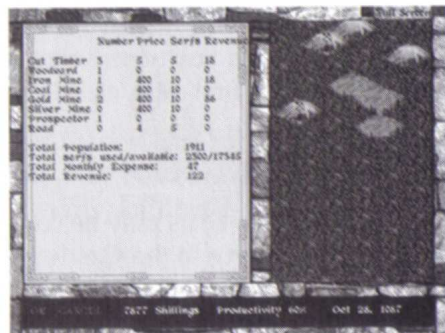
FOREST

Click on the right standing book to advance to the Forest Management Screen. Within your forest, you may develop logging and mining industries. Your forest may be your fief's biggest revenue generator, so its proper management is important to your fief's wealth and productivity. **Note:** Having a woodward will reduce the poaching that happens in your forest. Having a prospector may increase the efficency of your mines.

QUADRANT MANAGEMENT SCREENS

Within the Castle, Farm, Forest, and Village Quadrant Management Screens, you may develop your fief by hiring workers and adding and removing industries, buildings, crops, etc. The following section applies to each of the four similarly operated management screens.

VIEWING THE LAND

To display a full-screen view of the entire area you have to develop, press [v] once or click in the screen's upper right corner on the words "Full Screen." Press [v] again or click on "Return" to toggle back to the two-sided management screen. If you wish to shift the display so that you view a different section of the land in the right land display, move the cursor to the screen border in the direction you wish the screen to shift, or use the up, down, right, and left arrow keys.

PLACING ICONS

The left side of each detailed management screen lists buildings you can construct, industries you can implement, crops and livestock you can raise, or people you can hire. To select an item to add to your fief, highlight the text by moving your cursor over it, then left click. Next move your cursor to the right land area and the item's icon displays.
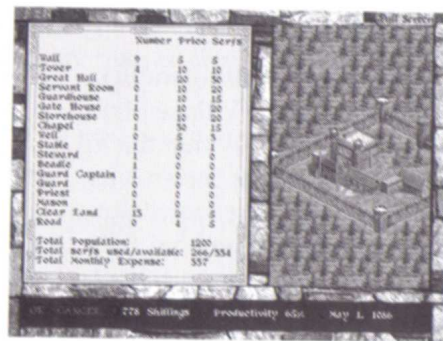
Position the icon over the piece of land on which you want to place it, and left click to confirm the location. If you wish to clear additional land, first click on the "Clear Land" option and set the "Clear Land" icon as you would any other structure. **Note:** You can place icons without clearing first—the clearing cost is added.

Selecting a Style

Some building projects may be constructed in a variety of directions or styles. The tower in the Castle Management Screen, for example, has sixteen variations. To cycle through the available options, select the icon, move the icon over the land display, and right click. When you have decided on the style or direction of the building project, place the item in the desired location, then left click to permanently set it in place.

Removing Icons

You may remove icons you previously set in place by highlighting the name of the item you want removed in the menu display and right clicking. The item will highlight red. Next, move the cursor over to the icon you wish to remove. A green diamond will appear. Left click to remove the icon.

Bottom Information Display

Important information and buttons display at the bottom of each fief management screen. Two of these buttons are "OK" and "Cancel." Click on "OK" to save the changes you have made in the fief management screen and return to the Tactical Room. Click on "Cancel" to return to the Tactical Room without saving the decisions.

The following table summarizes the commands that are available from the Quadrant Management Screens:

	Fief Management Commands
Command	*Result*
Left click on menu	Selects an icon for placement on the land display.
Right click on menu	De-selects an icon for removal from the land display.
Left click on map	Sets or removes an item selected from the menu.
Right click on map	Displays variations of the selected icon (if more than one).
[v]	Toggles between full and partial Fief Management land display.
Cursor on borders, or arrow keys	Shifts the right land display toward the designated border.
Left click on "OK"	Save changes and exits to the Tactical Room.
Left click on "Cancel"	Returns to the Tactical Room without saving changes.
[Esc] or [Enter]	Returns to the Tactical Room without saving changes

MONETARY CONCERNS

Almost every task on your fief requires money. The currency in *Conqueror* is represented in shillings, which may be abbreviated after the money amount as "s." For example, twenty shillings is 20s.

COSTS

There are two types of costs for your fief: start-up costs and monthly maintenance costs. Start-up costs display in the detailed management screens' "Price" column. Maintenance costs, which represent the money it takes to keep up the projects you have implemented, are included in the "Total Monthly Expense" field. Each time you build an item that has to be maintained, the "Total Monthly Expense" column increases.

Costs are subtracted from your personal wealth when you confirm the choices you have made in the management screens. Thereafter, costs will be updated monthly.

INCOME TAXES

Taxes are due on July 1, the first day of harvest. On tax day, you will owe your overlord 10% of your annual income and your villagers will owe you the amount of tax you have specified. The default tax rate on the villagers' wealth is 10%. If you wish to change this rate, click on the tax rate percentage field at the bottom of the Village Management

Screen. Each left click raises the tax rate 5%. Each right click decreases the tax rate 5%. Be aware that over time, the tax rate that you establish may affect your fief's productivity.

OVERVIEW SCREENS

Within the Tactical Room, you may click on the open ledger on the desk to advance to the Overview Screen, where you may review information on your personal statistics, consolidated financial information, military success, and tournament performance.
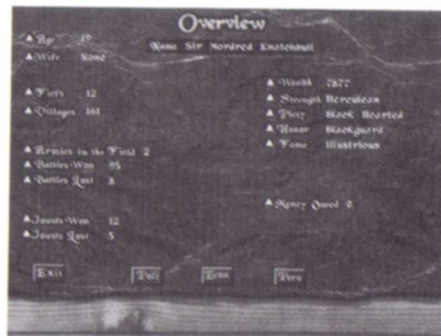
Click on one of the three buttons at the bottom of the Overview Screen to display detailed information on your Political, Economical, or Personal status. Click on "Exit" in the lower left corner to return to the Tactical Room.

POLITICAL STATUS

The Political Status Screen contains a scrollable listing of the names and populations of the fiefs you hold. **Note:** Your original fief will not be counted as a fief "held."

As you overtake fiefs and gain new villages, the population of your empire and your home fief will grow. Villagers are attracted to the home cities of strong military leaders. A large population is advantageous as it enables you to build greater armies and work parties.

To leave the Political Status Screen, click on "Exit" in the upper right corner. *Conqueror* returns you to the Overview Screen.

ECONOMICAL STATUS

The Economics Screen displays a bar graph of each quadrant's revenues or expenses. If a quadrant is bringing a loss, a red bar displays. If it is earning revenue, a blue bar displays.
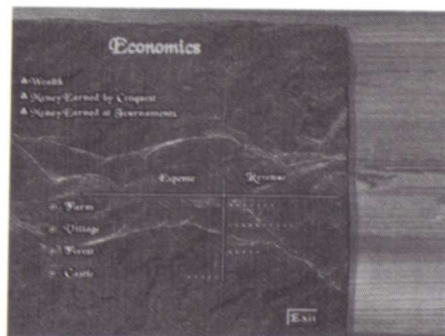
After reviewing your Economic status, click on "Exit" in the lower right corner to return to the Tactical Room.

PERSONAL STATUS

The Personal Status Screen provides a listing of your personal statistics and a scrollable inventory of your possessions. After reviewing your personal status, click on "Exit" in the bottom center of the display screen to return to the Tactical Room. **Note:** You can only possess one of each armor or weapon type.

ORDERS SCREEN

To review your overlord's orders, click on the scroll that sits on the desk in the Tactical Room. Here you can review any current orders, as well as information on the next tournament.

OVERVIEW MAP

Within the Tactical Room, a map hangs on the wall above the model castle. Click on the map to view your fief's location relative to other castles in England. The castles of the overlords are depicted by small castles, while the castles of the less powerful lords are depicted by green dots. The town names represent the major castles where tournaments take place throughout the year. Your home fief blinks green.

To return to the Tactical Room, click on "Exit" in the lower right corner, or press [Esc] or [Enter].

EXITING FIEF MANAGEMENT

To exit the Tactical Room, click on the doorway ("Exit"). This returns you to the Tactical Map.

CHAPTER 8
Traveling Through England

The tactical map of England is based on the Domesday census information of 1086 A.D. From the Tactical Map, you can travel, visit villages, attack other fiefs, and watch troop movements, dragon attacks, and hordes of locusts.

To access the Tactical Map from the Village Screen, click on the sign that reads "Travel." From the Tactical Room, click on the doorway ("Exit").

TACTICAL MAP

The Tactical Map has several parts. The largest portion usually shows the area of England where your personal icon, represented by a shield of your colors, currently is located. (You may also select, command, and view the icons for your armies — up to five.)

A scaled-down map, called the inset map, appears in the upper right corner of the screen. Beneath the inset map, three buttons advance you
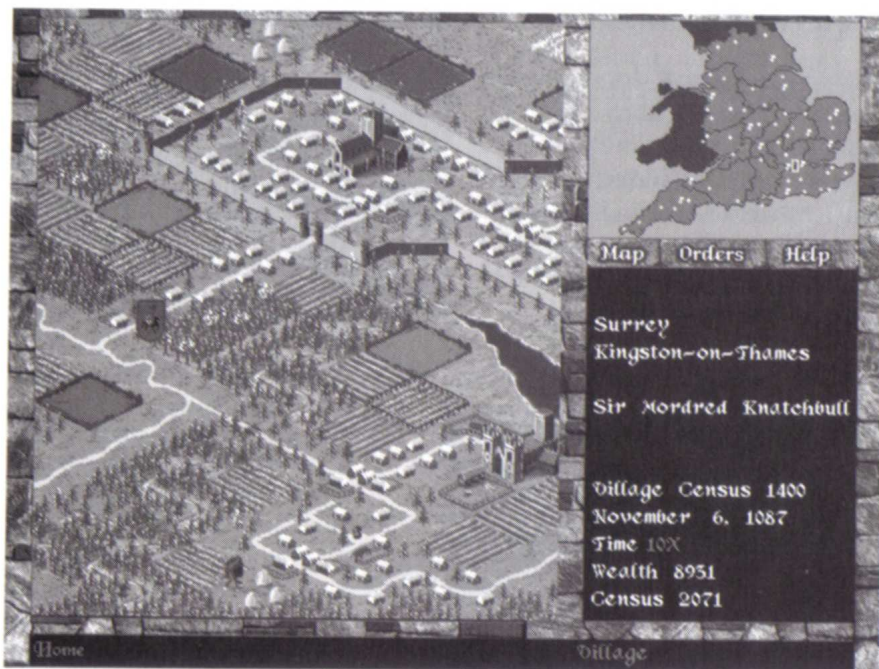
to informational screens. The status box at the right side of the screen displays information about the terrain over which the cursor is currently positioned. The status bar at the bottom of the screen provides information and options for moving to other screens.

INSET MAP

The inset map in the upper right corner of the screen shows all of England as a scaled version of the main map. The inset map graphically shows your location, enemy locations, your fief(s), other fiefs, and the current section displayed on the main map. Information on the inset map is shown as follows:

Inset Map Information	
Item	*Graphical Display*
Your character	Blue figure
Enemies	Red figure
Brigands	White figure
Your home fief	Red dot
Overlords' home fiefs	White flag
Fiefs you have conquered	Yellow flag(s) over fief towns
Other fiefs	White dots
Tournament location	Blue flag over overlord's home fief
Main map quadrant currently displayed	Rectangular white box

Using the inset map, you may watch your enemy's location in the country, plan your offensive or defensive actions, and watch the movement of your character's and armies' icons.

BUTTONS

Beneath the Inset Map, three buttons advance you to informational screens. These buttons include the following:

- Click on the "Map" button or press [m] to advance to a map of England that shows the locations of all the castles. The castles of overlords — where tournaments are held — are depicted by small castles, while the castles of less powerful knights are depicted as green dots. Your home fief is represented by a blinking green dot.

- Click on the "Orders" button or press [r] to review the current orders from your overlord and tournament invitations.
- Click on the "Help" button or press [F1] or [?] to display a help screen that lists the keyboard and mouse commands.

STATUS BOX

A status box under the inset map of England displays information about the terrain the cursor currently is over. When the cursor is positioned at a village or castle, the information provided includes:

- Name of county
- Name of castle or village
- Name of the overlord of the castle or village
- Village census — Population of the village
- Current date
- Time Factor — Rate at which time is advancing
- Wealth — Amount of money you currently have
- Census — Population currently at your fief

When the cursor is positioned outside the main map, the status box displays information that does not concern land.

STATUS BAR

The status bar at the bottom of the screen lists your status and the places you can go. This status bar updates depending upon your location on the main map. The following may display:

- Fief — Click on the word "Home" or press [h] to advance to your Tactical Room.
- Attack — You are at a castle that you or your army can attack. Click on the word "Attack" or press [a] to attack the castle.
- Village — Click on the word "Village" or press [v] if you want to enter the village you are currently approaching.

VIEWING ENGLAND

Conqueror provides two ways to view England without causing your icon to move from its current position.

USING THE INSET MAP

By clicking on an area in the inset map, the main map will display the selected area. To return to your icon's position, press [k].

USING THE MAIN MAP

You can view England through the Main Map by moving the cursor over the screen border in the direction you wish to view or by pressing the arrow keys.

VIEWING YOUR ARMIES AND HOME FIEF

Use the following keyboard commands to center the main map display on your different armies or your home fief:

View Commands	
Command	*Result*
[1] - [5] (NumLock On)	Centers on Armies 1 through 5
[c] key	Centers on currently active icon
[Spacebar]	Centers on your fief
[k] key	Centers on your icon
Click on icon	Activates icon (to give commands)

MOVING ON THE MAIN MAP

To give orders to one of your icons, you must first "activate" it by clicking on it. The active icon is shield-shaped; all your other icons will be square.

Use the main map to move your icon(s) across England. Create a path for your icon by left clicking along the desired route. Each time you click, a line of spheres marks your selected path. Your icon will travel from one sphere to the next. There is a limit to the number of spheres that you may place at any one time. After that limit has been reached, you must wait for your icon to travel to the end of the current path before setting new spheres.

Note: On some computers, your mouse may be slow in responding to mouse clicks. If this happens, be certain to pause a moment after each click to allow the last command to be confirmed.

If you make a mistake while laying down your path, press [Backspace]. The [Backspace] key will undo the last sphere placed. If you would like to reset the entire path, right click. The icon will continue traveling along the previously set path until a new path is set.

Your character can travel across most rivers, but cannot cross large waterways. If you create a path that goes into water, your character will stop at the water's edge. To resume your character's travel, create a new path.

TIME AND TERRAIN MODIFIERS ON RATE OF TRAVEL

You can change the rate at which time advances by clicking on the time field in the status box. The default value is 1X, or the normal rate. You may increase this rate by left clicking on the time factor value or pressing [f], for "fast"; or you may decrease it by right clicking on the time factor value or pressing [s], for "slow." Season and terrain also affect your character's rate of travel. For example, at a time rate of 10X, your icon will still move very slowly during winter while traveling over mountains.

COMMANDS FOR TRAVELING

The following summarizes the mouse or keyboard commands used to view or travel throughout England. These commands are also displayed in the [F1] Help Screen.

Mouse Travel Commands

Mouse Command	Result
Move cursor to edge of screen	Scrolls the Main Map in the direction indicated
Left click on the main map display	Creates a path on which your currently active icon will travel
Right click on active icon	Gives status of the icon clicked
Left click on an inactive icon	Activates the icon clicked
Left click on Inset Map	Displays the selected section of England
Left click on "Orders" button	Displays any current orders from the overlord and the location of the monthly tournament
Left click on "Help" button	Displays a help screen that lists the keyboard and mouse commands
Left click on time factor	Increases the time rate
Right click on time factor	Decreases the time rate

Keyboard Travel Commands

Keyboard Command	Result
Left arrow key	Moves Main Map to the left
Right arrow key	Moves Main Map to the right
Up arrow key	Moves Main Map upward
Down arrow key	Moves Main Map downward
[Home] (NumLock On)	Moves Main Map up and left at a diagonal
[End] (NumLock On)	Moves Main Map down and left at a diagonal
[Page Up] (NumLock On)	Moves Main Map up and right at a diagonal
[Page Down] (NumLock On)	Moves Main Map down and right at a diagonal
[Backspace]	Deletes the last path marker set
[F1]	Displays a Help Screen that lists the keyboard and mouse commands
[f]	Increases the time rate
[m]	Displays the map of all the tournament locations
[p]	Pauses game play
[r]	Displays your orders
[s]	Decreases the time rate

CHAPTER 9
WARFARE AND CASTLE SKIRMISH

To rise in power and, ultimately, challenge the King, you must capture castles. To capture castles, you need to raise an army, move your army to the enemy castle, win in field battle if the opposing army comes out to meet you, and then successfully storm the castle.

JOINING AND LEAVING YOUR ARMY

Upon raising an army, you will see an army icon with three shielded knights next to your fief. If your character's icon is near your army's icon and you wish to join the army, right click on your army's icon.

By joining your army, you expose yourself to both the thrills and dangers of battle. If your army loses, you may lose your life and the game will be over. Prior to going to battle, the wise player saves the current game.

If you later wish to leave your army and let your captain take command, right click on your army icon. A text box asks whether you wish for your captain to take command. Click on "Yes" or press [Enter] to confirm. Your character icon will be active, while your army icon is inactive and positioned next to your icon. If your army is involved in a battle while you are not with it, you will receive a report on the battle's outcome.

FIELD BATTLE

If your army is met by an opposing army, field battle results. If you wish to engage in field battle with an army that is nearby, click on the displayed enemy army icon. When a text box asks if you wish to attack the army, answer "Yes."

TROOP TYPES

Each troop type has an advantage in combat over another troop type. In a one-man-on-one-man fighting situation, the following applies:
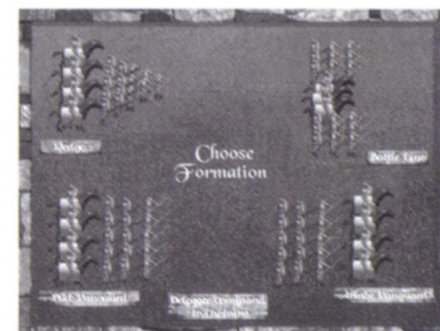
- Halberdiers have a better chance than knights (mounted) to win.
- Knights have a better chance than swordsmen to win.
- Swordsmen have a better chance than halberdiers to win..

You will want to arrange your army to best exploit these advantages over the enemy units.

CHOOSING FORMATIONS

Prior to beginning battle, you can choose the formation in which your army begins battle.

- The Wedge. Halberdiers in front, swordsmen in the middle, and knights in the back.
- The Battle Line. Halberdiers in front, swordsmen in back, and knights between the two lines.
- The Armor Vanguard. Knights in front, halberdiers following, and swordsmen bringing up the rear.
- The Pike Formation. Halberdiers line up in the first row, with swordsmen and knights behind.

Note: Frequently, your commanders will change your formation prior to entering the field battle screen.

FIELD BATTLE SCREEN

After you choose a formation, *Conqueror* opens the Field Battle Screen, which displays your men lined up on the field. If you scroll to the right, you may view your enemy's troops lined up for battle. The following information and controls display for field battle:

Field Battle Commands	
Command	*Result*
Troop Size	Lists the number of men remaining in your army.
Winning or Losing	Displays whether you are currently winning or losing.
Start/Retreat Toggle	Click on "Start" to begin the battle. Once in battle mode, click on "Retreat" to run away from the battle.
[p]	Pauses the game.
Auto and All-Auto Modes	By left clicking on troops, then selecting "Auto," the selected men attack their nearest enemy. By left clicking on "All-Auto," all men attack their nearest enemy. You may still direct them elsewhere.
OUR/FOE	Displays whether a man is yours ("OUR") or one of the enemy ("FOE"). If the cursor is over one of your men, amount of life remaining also displays.

26 Men — WINNING — Retreat — auto — all-auto
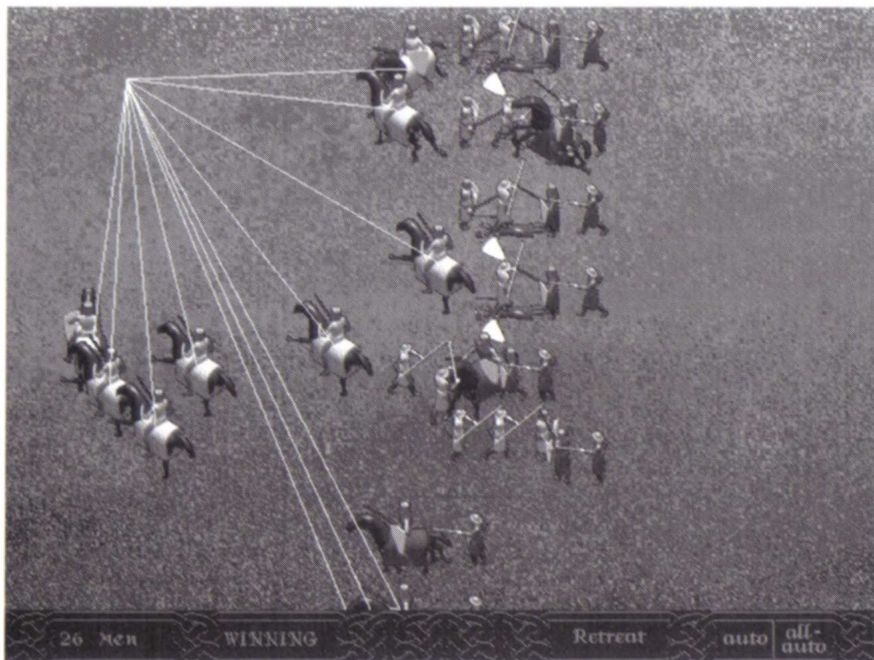
Ordering Your Troops

How you wish to send out your troops may depend on the types of men are in the opposing army, and the type of formation they are taking. You can give some orders to your men before starting battle to allow them to move. Otherwise, your men will wait for the enemy to advance and attack them. When attacked, your men will fight back in self-defense. To order your troops, complete the following steps:

- Left click on the troops who are to receive your next order. A small, pink shield marks each selected troop.
- Right click on the field position to which you want your selected troops to head. A white line appears from each ordered troop to the field position to confirm that your "order" has been received.
- You may issue specific orders to all your mounted knights, halberdiers, or swordsmen units by pressing [k] for knights, [h] for halberdiers, or [s] for swordsmen, then right clicking on the field location to which you wish them to move.
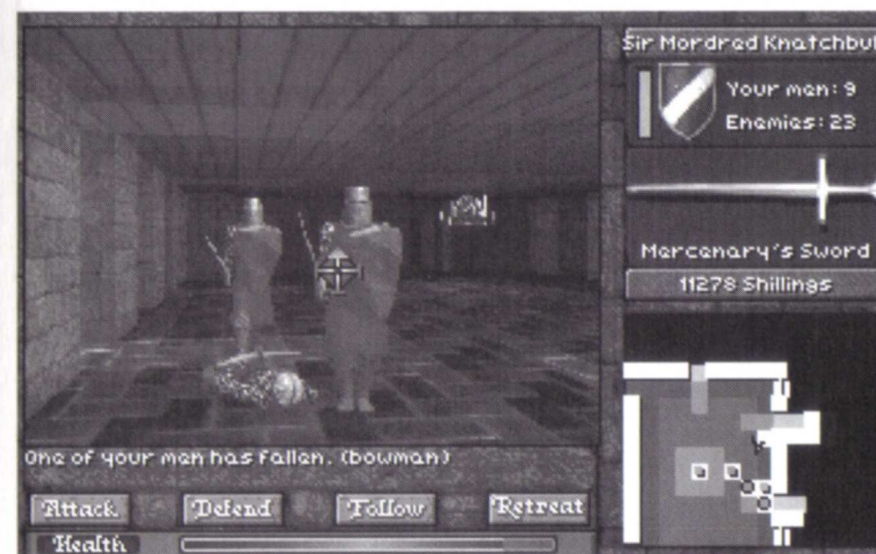
- If you wish to pause the game so that you can make a strategic decision, press [p]. When you are ready to resume play, press any key.

The battle concludes when one of the armies retreats or is annihilated. Press any key to exit the field.

CASTLE SKIRMISH

To storm a castle and capture it, advance your army to a castle, then press [a] or click on "Attack" when it appears in the status box's center. If you are with your army, you will storm the castle and be placed in a first-person view. If you are not with your army, you will receive a report on the battle's outcome. As with all battle situations, you will be unable to save the game until the combat is over.

To overtake the castle, you must kill the enemy champion, who is distinguished by his plumed helm and different armor.

Sir Mordred Knatchbull
Your men: 9
Enemies: 23

Mercenary's Sword
11278 Shillings

One of your men has fallen. (bowman)

Attack   Defend   Follow   Retreat
Health

Should you take over the castle, the reward you receive varies. If you overtake a castle of a small fief, that fief is yours. If, however, you overtake a castle of a county overlord, that castle as well as all the villages and castles under that overlord's control are yours.

FIRST-PERSON VIEW

The left side of the screen provides you a first-person view of your immediate area. To display a full view of the first-person view screen, press [F9]; this key will toggle between the smaller and full-size screens of the point-of-view window. If you wish to change the size of the point-of-view window, press [F8] until you reach the desired size. Upon exiting the combat, the size you indicated will become the default size. The chart below summarizes the display keys that you may access during combat.

Skirmish Display Commands	
Command	Result
[F1]	Displays Help Screen
[F8]	Alters the size of the point-of-view window
[F9]	Toggles between smaller and full-size point-of-view window
[F10]	Toggles between point-of-view window and map display
[F11]	Lightens the screen
[F12]	Darkens the screen
[p]	Pauses game play

Controlling Your Character

To navigate your character through the castle skirmish, you may either use the keyboard commands or your mouse. If you have a slower speed computer (486), use the keyboard commands to control your character. For faster computers, use the directional keys on your keyboard to move your character and the mouse to pick up items and attack.

When you are within range of an opponent, attack with your weapon by pressing [Ctrl] or right clicking until the enemy falls. By pressing [Ctrl] with your keyboard, your weapon strikes directly in front of you. By right clicking, your weapon strikes where your cursor is positioned.

Within some castles, you may find weapons or other useful items hanging on the walls or placed on top of tables. To pick up items, position your character within reach of the object, then left click, or press [Enter] or [Spacebar]. Your inventory may contain only one of each available weapon and armor type. To change your current weapon, left click on the right weapon display or press [w] to select a different weapon with which to fight. Should you win the castle skirmish, your permanent inventory will be updated with the items you acquired within the castle. If you retreat from the castle or lose the skirmish, all the items that you had picked up within the castle will be forfeited.

To open or close a door, position the cursor on the door and wait until the directional arrow shows green. Then, right click, or press [Enter] or [Spacebar].

Use the following keyboard or mouse commands to move your character through the castle, attack opponents, pick up items, or open doors:

Skirmish Character Control Commands		
Movement	Keyboard Command	Mouse Command
Forward	Up arrow	Straight up, depress left mouse button
Backward	Down arrow	Straight down, depress left mouse button
Sidestep to the right	[Alt]-right arrow	Right, depress left mouse button
Sidestep to the left	[Alt]-left arrow	Left, depress left mouse button
Diagonal right forward	Right and up arrow	Diagonal and up to the right, depress left mouse button
Diagonal left forward	Left and up arrow	Diagonal and up to the left, depress left mouse button
Diagonal right backward	Right and down arrow	Diagonal and down to the right, depress left mouse button
Diagonal left backward	Left and down arrow	Diagonal and down to the left, depress left mouse button
Turn right	Right arrow	Spin to the right, depress left mouse button
Turn left	Left arrow	Spin to the left, depress left mouse button
Glance briefly up	[Page up]	
Glance briefly down	[Page down]	
Attack	[Ctrl]	With the cursor on the opponent, right click
Pick up weapons, open doors	Press [Spacebar] or [Enter]	Right click
Change weapons	Press [w] to select the next weapon. [Enter] [Shift]-[w] to select the previous weapon	Left click on the weapon display to advance; right click to back up

During a castle skirmish, you may also select one or more of your men and direct his movement or provide him an order.

Use one of the following commands to issue an order:

Skirmish Orders

Command Name	Keyboard or Mouse Command	Order Executed
Select all	Press [s]	Orders all men to obey the next issued command
Attack	Click on "Attack" or press [a]	Attack the nearest enemy
Defend	Click on "Defend" or press [d]	Defend current position
Follow	Click on "Follow" or press [f]	Follow you for as long as they can see you
Retreat position	Click on "Retreat" or press [r]	Move away from enemy
Retreat all	Press [Esc]	Retreat from the castle; lose skirmish and all items obtained from the castle

BOTTOM INFORMATION DISPLAY

The following information is presented under the first-person display screen.

Current Notices

The current notices section provides information on treasures picked up, weapons activated, or ongoing actions.

Orders

The orders buttons display orders you may issue.

Health Status Bar

Beneath the text area is the Health Status bar. A green bar indicates complete health. As you become wounded or fatigued, the bar becomes increasingly red. If the bar turns completely red, you die. To restore your health, seek food and drink.
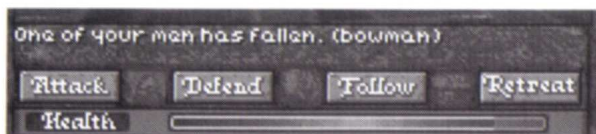
RIGHT SIDE MAP

The right side of the screen provides information on your character: the strength of your armor, the number of men fighting with and against you, the weapon you are currently holding, the total wealth you have accrued during the game, and a map that is initially darkened but is filled in as you and your men explore the castle.

Armor Strength

To the left of your shield, a vertical bar displays the strength of your armor. If you find better armor during your castle exploration, the bar will increase to reflect the strength of your newly acquired armor.

Weapon

The weapon you are holding, as well as its name, displays in the weapon display box. If you are using a crossbow, a number displays next to it showing how many crossbow bolts you have. As you use the bolts, the number decreases. To switch weapons, left click on the weapon display to advance through your inventory or right click to back up. If you wish to change weapons using the keyboard keys, press [w] to advance and [Shift]-[w] to back up.

Wealth

The total wealth that you have accrued during the game displays in the right side of the screen. During castle exploration, you may be able to increase your wealth by looting chalices, chests of treasure, secret rooms, and bags of gems or money you find along the way. Your total wealth will be displayed in shillings.

Map Display

The map display shows your movements through the castle. The arrowhead represents your character. The point of the arrowhead indicates the direction in which you are currently heading. Your troops appear as dots shaded in your color. The enemy troops appear as different colored dots.
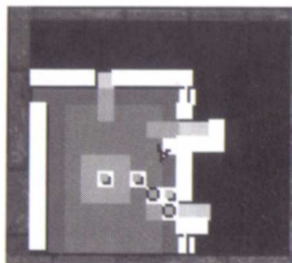
To move one of your troops, left click on the dot that indicates your desired troop. A green box indicates the troop you have selected. Click with the mouse button on the area to which you wish your troop to advance. The troop will walk to the indicated area. You can select all your men at once by pressing [s].

BATTLE OF LONDON

The ultimate obstacle to the throne is London. If you are to usurp the crown, you must advance through the city, storm the Tower of London, then penetrate to the Tower's Throne Room and kill the King. The Battle of London is a battle to the death: retreat from any point, even from the Throne Room, results in automatic loss of the entire battle.

STRATEGIC TIPS

1. Whether you pursue the dragon, strive to conquest, or both, you will benefit from a strong, balanced home economy. The more you plant each March, the more you reap each July. Steady income and a growing serf population can help you purchase better armaments and field more powerful armies.

2. Don't skimp on armaments. Get the best you can afford, and you will find they help pay for themselves with easier victories. Build up your fighting skills in tournaments—before your enemies put them to the ultimate test.

3. If you pursue conquest, choose your battles carefully. Attack another lord, and he will bring his armies against you relentlessly. You would be wise to build armies of decisive strength before striking. Similarly, if you disobey orders from your King, you can expect to be treated as an enemy henceforth.

4. It is not always necessary to crush enemies in field battle. Sometimes a retreat or diversion will accomplish your ends.

5. If you win a castle skirmish, don't exit until you have searched all the rooms, barrels, vases, weapons niches, secret doors, and so on. Loot you don't find during the skirmish remains hidden forever.

6. When smashing barrels, press the page down key to look down and see your target better.

7. As you pursue the tournament circuit, be sure not to marry hastily. You may need the continuing favors of more than one lady to attain your goals.

8. Save your game before any crucial event, such as battle or marriage. You may regret the outcome.

9. If you win, play again! With a different character, you will find the game evolves along new paths: new economic, strategic, and even romantic possibilities will be open to you. And remember—you can win by conquering the realm or by slaying the dragon. Be sure to try both!

APPENDIX A
TROUBLESHOOTING

PROBLEMS AND SOLUTIONS

Problem: When I try to start the game, I get an "Out of Memory" error message.

Solution: Try closing any "background" programs or screen savers you may be running. If that doesn't free up enough memory, see "Creating a Boot Disk" on the next page.

Problem: When I try to start the game, I get the error alert, "VESA not detected."

Solution: You must load a VESA driver prior to starting *Conqueror* in the SVGA format. See "VESA Driver Installation" on the next page.

Problem: During the animation sequences, part of the sequence "catches" and is dragged along, causing a muddled picture.

Solution: This problem usually occurs on slower 486 computers. To correct the problem, turn off digitized speech in the Options Screen or open the Conquer.ini file and set all digitized sound options to OFF.

Problem: During game play, my mouse cursor is jumpy and slow, and sometimes disappears.

Solution: Your mouse driver is old and needs to be updated. Please contact your mouse manufacturer for the latest driver.

Problem: When I enter **conquer**, the opening screens appear as well as the error message, "CDR-101: Abort, Retry, or Fail?"

Solution: Your CD-ROM drive is not configured correctly, or your MSCDEX.EXE driver is outdated. Refer to your computer documentation.

CREATING A BOOT DISK

If you have the required 8 MB of RAM, but get a "Not Enough Memory" message when you try to start the game in DOS, try making a DOS boot disk to free up memory.

1. Place a blank floppy diskette in Drive A:.
2. From your \SIERRA\CONQUER directory, type **install** and press [Enter].
3. Select "Make a Bootable Floppy Disk," and follow the on-screen instructions.
4. To use the Boot Disk, simply insert the finished boot disk in your A: drive and restart your computer. Your computer should start up with its memory configured correctly for the game. (To resume normal configuration of your computer, simply remove the boot disk and restart the PC.)

If you have memory problems running the game from Windows 95, run the Sierra Setup program again, and look for help in the on-line README or SUPPORT files.

VESA DRIVER INSTALLATION

If you get a "No VESA Driver" error message when starting the game, you need to install a VESA driver for your video card. The VESA driver needs to be loaded into memory before starting the game, each time. You may install the driver from your video card's utility disk. For more details on VESA drivers, open the README text file on the CD or view it by re-running the Sierra Install or Setup programs.

Customer Service

TECHNICAL SUPPORT

If you need help installing or using your Sierra product, and can't find the answer in this manual, contact the Technical Support Department. You may call, write, fax, or contact us on our electronic bulletin board service (BBS). (For sales info, back orders, returns, technical support in Europe, or other information, see Customer Service on page 63.)

Our Automated Technical Support line at (206) 644-4343 is available 24 hours a day, and provides recorded answers to the most frequently asked questions. Follow the recorded instructions to find your specific topic.

If you can't resolve your problem through the Automated Support line, you can contact our Technical Support representatives directly. If you choose to write or fax us, please provide detailed information on your computer system and the nature of your problem. In addition, please include your address and telephone number should we need to call back or send you information.

U.S. TECHNICAL SUPPORT

Sierra On-Line	Call	(206) 644-4343
Technical Support	Fax	(206) 644-7697
P.O. Box 85006		8:15 a.m.– 4:45 p.m. PST, M–F
Bellevue, WA 98015-8506		(Automated Support is always available.)

TECHNICAL SUPPORT IS ALSO AVAILABLE THROUGH:
Sierra Bulletin Board Service (BBS):
U.S. (206) 644-0112 or U.K. (44) 734 304227
Internet: http://www.sierra.com (Sierra Web Site)
CompuServe: GO SIERRA
America Online: Keyword SIERRA

SIERRA ON COMPUSERVE

Sierra offers technical support and patch (update) files on its CompuServe forum, as well as product demos, hints, and reviews.

CompuServe members can type GO SIERRA to reach the forum. To join CompuServe, call toll-free (800) 848-8199 and ask for Representative 461 for your FREE introductory membership and usage credit.

PATCH DISKS

If you have learned of a patch (update) disk for your game, send in your request to the address below, or contact us on our BBS. When writing, note the game, version number (VER# on game disk(s)), and disk type.

Sierra On-Line
Patch Disks
Dept. 10
P.O. Box 485
Coarsegold, CA 93614-0485

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Sierra On-Line	(For U.S. Technical Support, see page 62.)	
Direct Sales		
P.O. Box 3404	Call	(800) 757-7707
Salinas, CA 93912	Fax	(408) 644-2018

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4 Brewery Court,	Fax	(44) 1-734-303362
The Old Brewery,		9:00 a.m.– 5:00 p.m.
Theale, Reading, Berkshire		Monday – Friday
RG7 5AJ United Kingdom		

France

Parc Tertiaire de Meudon	Call	(33) 1-46-01-4650
Immeuble "Le Newton"	Fax	(33) 1-46-31-7172
25 rue Jeanne Braconnier	Hint line	(33) 1-36-68-4650
92366 Meudon La Forêt Cedex		

Germany

Sierra Coktel Vision Deutschland	Call	(49) 06103-994040
Robert-Bosch-Str. 32	Fax	(49) 06103-994035
D-63303 Dreieich		

Other Countries

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Salinas, CA 93912-3404	Fax	(408) 655-6179

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Sierra On-Line Fulfillment (For Returns, add ATTN: Returns)
P.O. Box 485
Coarsegold, CA 93614

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APPENDIX C
References

During the creation of *Conqueror: A.D. 1086*, the following books and materials were used for inspiration and reference. Significant liberties on historical data were then taken to improve game play. As a result, *Conqueror: A.D. 1086* is meant to capture the modern-day conception of the middle ages, not a historically accurate portrayal of the age.

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APPENDIX D
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Lead Artist .... Scott McDaniel

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Gilbert, Otto	Eliott Harold
Anna Lisa, Nanny	Cynthia Harrison
Valetta	Elaine Welton Hill
Hugh, Nigel	Benjamin Livingston
Wendessa, Nellie	Erica Rogers
Ivo, Gerard	Al Rossi
Frederick, Bartender, Blacksmith	John Serembe
Albert	Jeffrey Paul Whitman
Father Hyacinth, Simon	Jacob Witkin
Money Lender, Richard	Donald Monat

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Theresa McDowell
Charlene Steele and the TWI Marketing Department
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Notes

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