



# LORDS OF CONQUEST™



## GETTING STARTED

You must have a blank, formatted disk ready if you intend to save unfinished games or customized game maps. Refer to your DOS or user's manual for instructions on formatting disks.

### To start Lords of Conquest

#### APPLE FAMILY

Insert the LOC disk in the drive and turn on the computer and monitor. Program will boot automatically. (Apple //e and //c: caps lock must be down.) Press any key to leave title screen and go to the Main Menu.

#### ATARI

Remove all cartridges. Plug joystick into port 1. Turn on drive, insert game disk, and turn on computer. (Atari XL or XE users, hold down the OPTION key as you turn on the computer. Release it when the logo appears.)

#### COMMODORE 64/128

Remove all cartridges. Plug joystick into port 2. Turn on computer and drive. (C-128 users enter C-64 mode.) Type LOAD"EA",8,1 and press return. Press joystick fire button to exit title screen.

#### IBM, TANDY and COMPATIBLES

Before you begin playing, copy LOC onto a blank diskette. To play LOC, boot DOS 2.1 or any later version, then insert your LOC disk and type LOC [ENTER] at the A> prompt. To install LOC onto your hard drive, create a subdirectory called LORDS using the MKDIR command and copy all the files from your original to the LORDS subdirectory. To play LOC type CD\LORDS [ENTER] then LOC [ENTER]. Refer to your DOS manual for instructions on copying files and using the MKDIR command.

**Apple Users:** You can use the keyboard to move the cursor. Use **I** to move the cursor up, **M** for down, **J** for left, and **K** for right. Press the appropriate number key for menu selections.

**IBM Users:** Use the numeric keypad (cursor keys on the Tandy), with NUMLOCK off, to move the cursor. Press the [ENTER] key to confirm your selections. If you encounter a "STACK IMBALANCE" message at any time during the game, simply press the spacebar once to continue the game or twice to enter the utilities menu.

## MAIN MENU

In your version of Lords of Conquest some of the names of the menu options might not be the same as those that appear below.

Choose a selection from the **Main Menu**:

- **Start a New Game**—(See **Start a New Game**).
- **Continue a Saved Game**—Loads a previously saved game. (See **Continue a Saved Game**)
- **Use the Map Maker**—Builds custom maps. (See **Map Maker**)
- **Demo Game**—Watch a demo of the game. Use the following instructions to stop demo:

**APPLE**—Reboot (press CONTROL, OPEN-APPLE and RESET keys at the same time).

**ATARI AND COMMODORE**—Reboot.

**IBM AND TANDY**—Press the **Spacebar** when prompted, then select **RESIGN** from the Utilities menu and select **Yes** to end the demo. Then select **YES** again to return to the main menu, or select **No** to exit to DOS.

## START A NEW GAME

Selecting the **New Game** option in the Main menu provides you with these choices.

- **Number of Players**—Choose from 1 to 4 players (1 to 3 players on the IBM). Monochrome monitors play only 1 or 2 player games; one player must be white (color 5 on APPLE). You must have a composite or RGB color monitor to play a 3 or 4 player game. IBM users will also need a CGA card for the 3 player games.
  - **Level of Play**—Choose Beginner, Intermediate, Advanced, or Expert.
  - **Resource Abundance**—Single players choose either Low or Medium resource abundance; multiple players choose Low, Medium, or High.
  - **Cities to Win**—Select the number of cities needed to win the game. Choose any number from 3 to 6.
  - **Element of Chance**—Select the level of chance that will affect your encounters.
  - **Music**—Toggle the music on/off.
  - **Difficulty Scale**—Set difficulty level from 1 (easy) to 9 (hard) for single player game.
  - **Exit to Map Selection**—Select which map you will use to play Lords of Conquest. Have the computer generate a new map (see below), or choose a Lords of Conquest Map; 20 maps are provided on your game disk. The names and order may vary from those listed below.
- Note:** APPLE and ATARI users, flip your disk over to side two to access maps. IBM and Tandy users, select the drive containing the maps disk and press [ENTER].

- **Choose a Lords of Conquest Map**—Provides the following list from which to choose:

1	America1	6	Shenando	11	S-America	16	Caribbean
2	Mid-East	7	America2	12	Oceania	17	Japan
3	China	8	Europe	13	Polar	18	Shenand2
4	Prussia	9	Africa	14	World	19	RiverLand
5	Mediterr	10	3Contint	15	Italia	20	Borderlin
- **Choose a Personal Map**—Play a custom map you previously created with Map Maker and saved on another disk.
- **Have Computer Generate a Unique Map**—The computer will generate a map based on number of players, resources, etc. When the map is completed, select from the following options:
  - **Redo with Same Settings**—Generates a different map with the same settings.
  - **Redo with New Settings**—Allows you to change settings by using the options under Define Your Own Unique Map.
  - **Save the Map**—Saves the new map to your map data disk.
  - **Proceed**—Continue playing the game.

**Note:** Once you have selected or generated your map, the computer distributes the resources throughout the territories. Begin choosing your territories (see the manual for territory selection strategies).
- **Define Your Own Unique Map**—You set map parameters. Select from the following options:
  - **Water Boundary**—Select Yes or No. Determines whether or not the outermost map squares must be water.
  - **Water Area**—Select Small, Medium or Large.
  - **Number of Territories**—Select 20 to 48 territories. (Maximum may be less than 48 if your water area is large.)
  - **Islands**—Select None, Some, or Lots.
  - **Territory Shapes**—Select Regular or Irregular.
  - **Exit to Map Generation**—Creates your map, using the above selections. See the options following **Have the Computer Generate a Unique Map**.

## CONTINUE A SAVED GAME

Enter this option from the Main Menu. Select a saved game from the map menu.

## PLAYING LORDS OF CONQUEST

Lords of Conquest is a strategy game of territorial struggle which takes place in yearly cycles. Each year has four or five phases:

- **Development:** Invest in new weapons and cities. It begins during the second year and is the first phase of all subsequent years.
- **Production:** Resource-bearing territories produce wealth.
- **Trading:** Trade resources in 3 or 4 player games only.
- **Shipment:** Move either your wealth or some of your forces to a more strategic location.
- **Conquest:** Attack territories.

The game begins with players taking turns selecting territories on the game map. The number of supporting forces held by each side determines the outcome of battle. (See **THE ATTACK**) The first player to build the required number of cities and defend them for a year is the winner. A word of advice – show no mercy, and expect none.

## BEGINNING THE GAME

### Game Level

There are four levels of game play.

- **Beginners:** Only two resources available: Gold and Horses.
- **Intermediate:** Five resources: Gold, Horses, Iron, Coal and Timber.
- **Advanced:** Same five resources and allows boat building.
- **Expert:** Same five resources, boats, and also lets you move your horses, weapons and boats during the SHIPMENT phase.

### Difficulty Scale

The table below shows the nine levels of difficulty that you can select for a one player game against the computer.

Level	1st Pick	1st Attack	Extra Territories
1	You	You	You (+4)
2	You	You	None
3	Computer	You	You (+2)
4	Computer	You	None
5	You	Computer	None
6	You	Computer	Computer (+2)
7	Computer	Computer	None
8	Computer	Computer	Computer (+2)
9	Computer	Computer	Computer (+4)

**Note:** The computer may take a while to think about its next move. Most of the time, the move the computer makes after 10 seconds will be the same as it will after four minutes. Press your joystick button or **Spacebar** after about 10 seconds to force the computer to move.

### Game Parameters

- **Resources**—You can set the quantity of the available resources. A low level of resources slows down the development of Cities, Weapons and Boats, and increases competition.
- **Cities to Win**—Set the number of cities needed to win the game from 3 to 6.
- **Chance Level**—Choose from 3 levels.
  - Low**—Only the location of new Horses is a random event. All battles are decided strictly by strength, and ties go to the attacker.
  - Medium**—In addition to the location of new Horses, production, trade, and shipping are random. During attacks, tie scores are decided randomly. If you lose an attack, your turn is over, and any horse, weapon or boat that you brought into the attack is lost.

**High**—In addition to the above random conditions, you can win or lose on any attack, with the odds fixed in proportion to the point totals.

- **Music**—Turn on/off the music.

## RESOURCES

The player with control of the best resource-producing territories will have the wealth to build more forces (and eventually more cities) than his or her opponents. In *Lords of Conquest*, wealth is power.

In level-one games, there are two kinds of resource-producing sites, Gold Mines and Pastures. In level-two, level-three and level-four games, the resources Iron Mines, Coal Mines, and Timber are added.

### Moving Resources

Except in the beginner's level, you can move the resources on your game map. You have three choices:

- **Redistribute**—Puts the resources in new random locations.
- **Modify**—Lets you move a resource to any territory which doesn't already have one. Use the cursor to move resources. To exit this mode, move the cursor to a water area and push the button.
- **Proceed**—Begins the game.

## TERRITORY SELECTION

Use the cursor to choose your territories. Because this is a game of territorial expansion and resource management, careful strategic planning during territory selection is crucial. Generally, you select territories with resource sites in them first, then territories which share borders with the ones you already own.

The stack of colored ovals to the left of the shield shows the order of play. The first player in a round is at the top, and the last is on the bottom. Each year this order will rotate.

Move the cursor to your chosen territory and press the button. Verify your choice. Then, players select territories one after another until all the territories are taken.

## YEARLY PHASES

### DEVELOPMENT

Beginning in the second year you can use the resources in your stockpile to build weapons, cities or boats. Weapons and boats are represented on the map by icons. A city, represented by a striped pattern in its territory, will double the production of gold, iron, coal or timber in the city's territory and in territories adjacent to it.

### Development costs

The table below describes the resources needed to buy weapons, cities and boats at the different game levels.

#### Level One

2 Gold	1 Weapon
4 Gold	1 City

#### Level two—Add the following:

1 Iron + 1 Coal	1 Weapon
1 Gold + 1 Iron + 1 Coal + 1 Timber	1 City

#### Levels Three and Four—Add the following:

3 Timber	1 Boat
3 Gold	1 Boat

To develop an item, highlight its name and push the button. The game asks you where to place it and which resources to spend on it, if there is a choice. Only one weapon, horse, or city can be in any territory. Place a city, weapon, or boat in the water or an opponent's territory to cancel a purchase.

If you build a boat, the computer prompts you for a territory. The computer will put it in the adjacent water. If the territory borders on more than one body of water, you choose the one to hold your boat. You may have several boats bearing on the same territory, provided there is available coastline.

## PRODUCTION

In the production phase, each resource-producing site produces wealth for its owner. The producing territories flash, one by one, and the resource totals are displayed at the bottom of the screen. Horses appear on the map itself, in the territories with pastures. As play progresses, horses will spread from their original pastures to adjacent territories and then beyond. If you have moved a horse out of its original pasture, a new horse will appear there.

## Locate Stockpile

Your stockpile is where your accumulated resources are stored. It's your treasury. Guard it at all costs. If the territory containing your stockpile is lost, all your stored resources are added to the conquering player's stockpile.

Stockpile note: If you have more than nine of any one resource, your stockpile will only show nine (99 on the IBM). When you go into development or trade you will have access to all your resources. Horses are not in the stockpile but in specific territories. However, you can see the number of horses that any player has by consulting the stockpile menu within the **INFO** menu.

## TRADING

Trading only takes place in games with three or four players. In the trade option, you will see each player's resources and these menu choices:

- **End Trade**—Takes you to the next phase after verifying that no one wants to trade.
- **Make a Trade**—Takes you to the trade menu. Select **Make a Trade** after players agree to trade. Colored bars for each player and the question **WHO?** appears on screen. Move the cursor to the color of one of the trading players and push the button. Now you will see **WHO ELSE?** Move the cursor to the color of the other player and press the button.

The game displays your color shield and asks you which resources you will give. Move the cursor to the resource you are giving and press the button. If you are giving more than one resource, continue until your side of the trade is complete. Then move the cursor to **DONE**. If you trade a horse, you need to indicate the territory from which to take the horse. The other player in the trade indicates which resources to exchange for yours and selects **DONE**.

If you received a horse, you need to indicate where to place it. The stockpile for each player will register the changes. When all trades are complete, verify that you want to **End Trade**. The number of trades in a turn is not limited.

- **Info**—Takes you to the scouting report.  
FORCES: Lets you see how much force a territory has and how much bears against it. A \* in the force count indicates that a boat is figured into the bearing. It does not count horses, weapons or boats beyond adjacent territories, even though their force might be added to a battle.  
STOCK PILES: Shows all of the resources in each player's stockpile.  
TERR. INFO.: Gives information about the bordering lands, weapons, cities, resource production, and horses.  
EXIT : Takes you back to the previous menu.

## SHIPMENT

Shipment lets you prepare for expected attacks by moving your stockpile. At the expert level, you may also move horses, weapons, or boats to a new location. Weapons may be moved by up to one territory. Horses can move up to two territories and can pick up a weapon along the way. A boat can move to any of your territories that are accessible by water from the boat's originating territory. A boat can carry a horse and/or a weapon. The horse or weapon must originate in the same territory as the boat.

# THE ATTACK

## CONQUEST

During the Conquest phase players plan and carry out attacks on territories. Use the **INFO** option to access force counts. In multi-player games you can enlist third-party support (See "Allies").

The following table lists a defending territory 's force count.

### Force Points

- 1 point for the home territory itself
- 1 point for each adjacent territory
- 1 point for a horse in the home territory
- 1 point for each horse in adjacent territories
- 2 points for a city in the home territory
- 2 points for each city in adjacent territories  
(cities also double resource production in their home and adjacent territories)
- 3 points for a weapon in the home territory
- 3 points for each weapon in adjacent territories
- 2 points for each boat in the home territory

The offensive force count includes the forces (territory points, cities, horses, weapons) of all the attacking player's territories bordering the defending territory. Boats are not counted, because they must be specifically added during an attack.

Note that force counts will vary depending on whether you are attacking or defending. A territory with a strong defensive position may not necessarily be strong offensively, and vice versa.

Each player is allowed 2 attacks per turn. You can use your second turn to move your stockpile. If you lose your first attack in a medium or high-chance game, you do not get a second attack.

## CHANCE LEVEL RULES:

- **Low Chance**—Choose **Plan Attack** and indicate a territory. The screen will show you the amount of force points you have bearing on it and the points the defending player has bearing on it. Ties go to the attacker. Allied points are shown if they could affect the battle. If there is no way you can win this attack, the screen will show "Attack will fail!" The menu allows you to:
  - Exit to the main conquest menu,
  - Replan an attack elsewhere, or
  - Continue with this attack if it is possible to win it.
- **Medium Chance**—(see rules for Low Chance). Ties are decided at random. If you are repulsed (lose), your attack round ends and you lose any horse, weapon or boat which you moved to aid the attack.
- **High Chance**—(see rules for Low Chance). All attacks are subject to chance, with the odds fixed in proportion to the points total (a 3 force attacking a 6 force would have half as much chance of winning as the 6 force). It is possible to win when you are out numbered or to lose when you have the most points. If you lose, your attack round is ended and you lose any forces which you moved to aid the attack.

## ALLIES

If you have a chance of winning an attack, and third parties have force points bearing on the territory, you will be given the choice, **Allies**. You must select this choice if you want to continue the attack, and third parties must decide whether to ally with the attacker, the defender, or stay neutral. The allies enter their decisions with the cursor.

## FORCES

You usually have the option to bring additional forces to an attack. After selecting **Bring Forces**, you can return to the previous menu or move a weapon, horse or boat into the territory you are attacking. A weapon can

only move into an adjoining territory. A horse can join an attack from two territories away, if you possess the territory it needs to move through. A horse can also pick up a weapon along the way. Move your horse into the territory with the weapon, pick up the weapon, then move on. If you bring additional forces, the attack menu is updated to show the additional points.

There can only be one horse or weapon per territory. If you use the "forces" option to bring a horse or weapon into a territory that already has a horse or weapon, there will only be one horse or weapon in the territory after the attack. However, as it is possible to have more than one boat per territory, it is possible to "capture" boats.

## BOATS

In advanced and expert games, you can attack non-adjacent territories by using a boat. A boat can also ferry a horse and/or a weapon into an attacked territory if there is a horse and/or weapon in the boat's originating territory. The points of the boat, horse and weapon will be added to the attack. The horse and weapon are unloaded into the conquered territory if you win the attack.

Boats do not count as force points for any territory other than its current one in a defensive count. If there is more than one boat in a territory, all will be counted in a defensive force count. Boats will not be included in an attacking force count unless you specifically add a boat using the **FORCES** option.

## BATTLE RESOLUTION

If you are able to win the attack, you will have a menu choice: **ATTACK**. If you bring a horse or weapon into the territory as part of an attack and the territory already contains one, it is lost. No territory can have more than one weapon or one horse. If you win the attack, you now own whatever resources were there. If you capture a stockpile, it will be looted and its resources will be added to your stockpile.

## TO WIN

The game continues until one player has three cities (or the number specified) at the end of a year. If 2 or more players have three cities, the game continues until one player has more than the other player at the end of a year.

## MAP MAKER

Select **Use the Map Maker** from the Main Menu to create your own maps or modify computer generated maps. Each territory (or "Area") must have a minimum of nine Cells. A map must contain between 20 and 48 areas. Each area may contain 9 to 99 cells. A map-in-progress can only be saved as a **WORK**. The Map Maker keeps track of the number of cells in an area and the number of areas in a work. It will not complete an area that is too small or save a Map that has less than 20 areas. You can load a **WORK** saved on disk and continue working on it. If you have a **MAP** saved to disk, you can load it, **TRANSFER** it to a **WORK**, modify it, then save it again as a **MAP**.

Select from the following options:

- **New Work**— Start a new map from scratch using the following options:
  - **Draw New Area**—The cursor appears as a + in the middle of your screen. Move cursor, and use the following commands:
    - **APPLE**: Press **A** to add a cell, **R** to remove a cell or Left Arrow to remove a series of cells just added. Press **C** to complete an area and **X** to save the work.
    - **ATARI** and **COMMODORE**: Add a cell: Push fire button while moving cursor to add cells. Remove a cell: Highlight option, then push the button. **Exit**—Complete the area.
    - **IBM** and **TANDY**—Press **[ENTER]** to add a cell, this places a cell at the cursor position. Press **D** to continuously add cells as you move the cursor. Press **D** again to disable this feature. The bottom right hand corner of the screen displays the number of cells in the current area. The left side shows the cursor's current row and column position. Use the **Spacebar** to toggle a cell on or off. Press **ESC** to get back to the **Begin New Work** screen.
  - **Edit Area**—Lets you add or remove cells from a completed area. The box in the bottom right hand corner shows the cells per area. Use **Spacebar** to toggle between placing and removing cells.
  - **Save the Work**—Saves your unfinished map to the disk of your choice as a **WORK**.

- **Delete Area**—Wipes out an entire completed area. Use it with caution.
- **Exit**—Gives you the option to save your work before exiting. This precaution protects you from inadvertently losing your work.
- **Make Work into Map**—Transforms your WORK into a playable MAP once you have 20 areas completed. You must do this if you want to save the map as a playable map. The complexity check assures you that the map is playable in a solo game. The simplest way to make a map playable is to decrease the number of areas.
- **Load Existing Map**— Load and edit a previously saved map.
- **Load Existing Work**— Load a previously saved work from a separate disk. When you load a work, you come directly to the NEW WORK section of the menu.
- **Disk Directory**—View the names of the saved maps and works.
- **Save Map**—Saves a completed map to a disk.
- **Exit**—Exit to main menu.

**Note:** A disk can contain no more than twenty maps. To save more than twenty maps, you will need additional disks. Remember to format them before you begin mapmaking. Hard disk users should store additional maps on floppies.

## UTILITIES MENU

You can open this menu between each phase of *Lords of Conquest* by pressing the **Spacebar**. Use the **Utilities** menu to **Save Games** that are unfinished, **Resign** the conquest to your opponent, change **Colors**, and toggle the **Music** on and off.

- **ATARI and COMMODORE**—You can change **Player Colors** from the **Utilities** menu. Select the **Change Player Color** option. Move the joystick to desired color. Then highlight the word "Pass" or "Exit" and press the fire button.
- **IBM and TANDY**—You can change the Background color to any one of 16 colors (0-15). You can also select a different color palette with **CURRENT PALETTE**.

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