

# SIEGE

## DOGS OF WAR



MINDCRAFT



**DOGS OF  
WAR**

  
MINDCRAFT



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## Machine Requirements

**Required:**

IBM or 100% Compatible 12MHz '286 or faster. ('386 recommended for modem play.) 640 K Conventional Memory, Hard Drive, 256-color VGA graphics, 100% Microsoft or Logitech Compatible Mouse.

**Supported:**

Adlib, Sound Blaster, and Roland sound cards for music and sound effects. Extended memory above 1 MB (using HIMEM.SYS) for fully digitized Sound Blaster effects.



## IBM Installation and Setup

Before you can play *Dogs of War*, you must first install it into the Siege directory on your hard drive. To install *Dogs of War*, insert your disk into a floppy drive. From the DOS prompt, switch to the appropriate drive by typing the drive letter (A: or B:) and pressing **Enter**. To begin the installation, type **INSTALL** and press **Enter**.

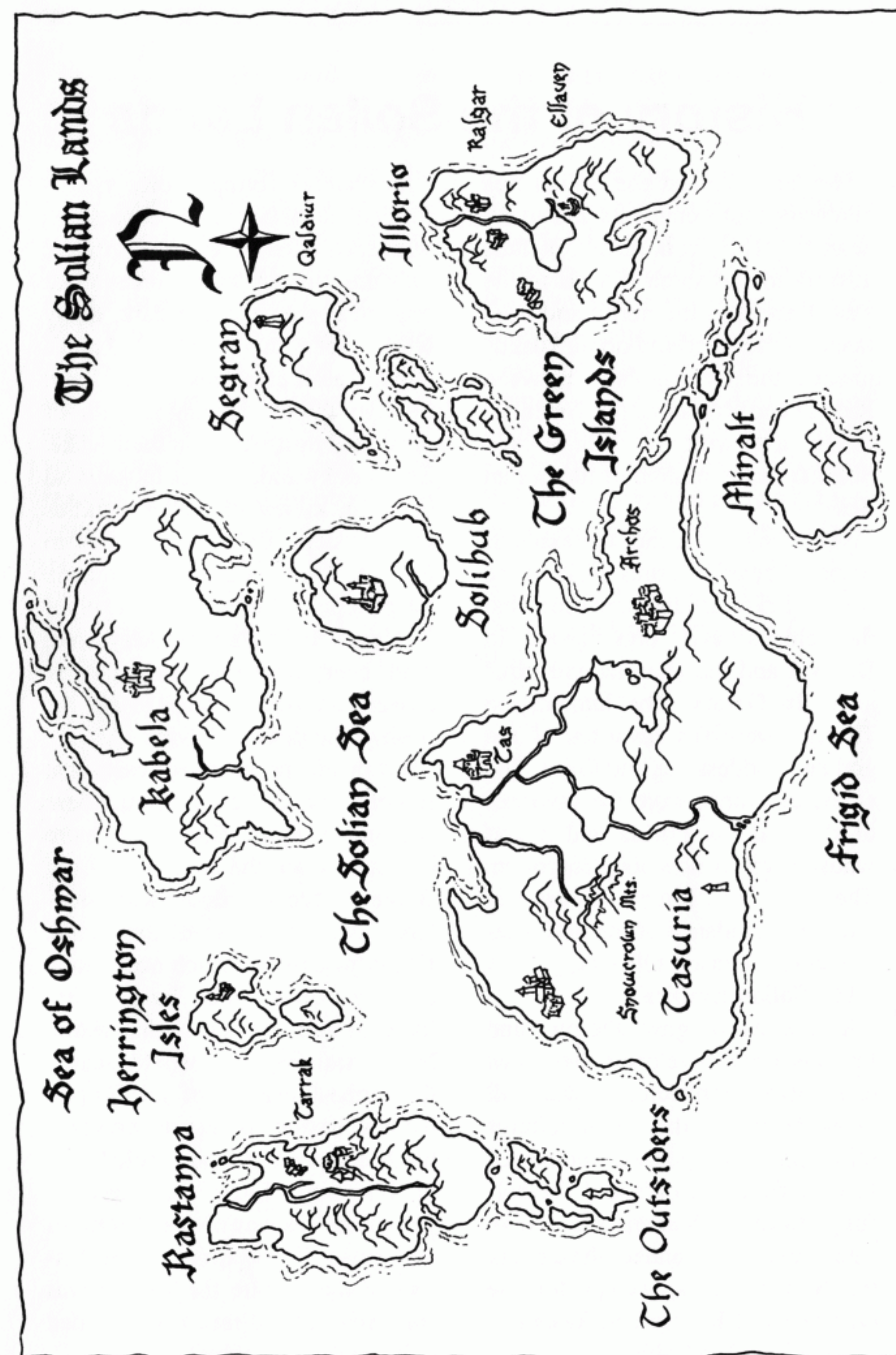
*Dogs of War* must be installed into the Directory that contains your original SIEGE program files. If you previously installed SIEGE into a directory other than C:\SIEGE, use the arrow keys to highlight the current directory choice and press **Enter**. You may then type in the desired hard drive letter and directory you want to in-

stall to. The installation program simply copies new files to this directory, and will not affect any of the existing files. Once all options have been correctly set, select "Install" and press **Enter**. The INSTALL program will copy files into the directory you specified and then decompress the files.

### Getting Started

Once the game has been installed, switch to its directory and type DOGS to begin the game. For example:

```
C:
CD \SIEGE
DOGS
```





## History of the Solian Lands

The lands amidst the Solian Sea comprise four continents and many islands. The continents include Tasuria to the south, Illorio to the east, Kabelo to the north, and Rastanna to the west. Important islands include the Herring Isles between Kabelo and Rastanna, the Green Islands just west of Illorio, and Solihub in the middle of the Solian Sea.

According to legend, the races of humans, elves and orcs arose in the Solian lands around the time that the eldens and orcs arose in Deruvia and the altesens and trolls arose in Gurtex. The humans, in Tasuria, were the favorites of the god and goddess Tas and Entas. The elves, in Illorio, were the favorites of the goddess Prillila and a god whose name is now long forgotten. The orcs of Kabelo developed under the guidance of the god Kaznur and his consort Olkanis.

### The Solian Empire

As civilization grew, the orcs and humans each developed their own distinctive architectures, and all races developed their own cultures (although the goblins borrowed heavily from the orcs and the halflings from the humans and elves). The humans expanded throughout the Solian Lands, except for the continents of Kabelo and Rastanna, and the island of Solihub.

As societies formed, some groups formed alliances and cooperated with each other in an effort to ward off the many evil forces that reigned supreme in the dark, misty world of the Solian Lands. Nightmarish creatures would roam through towns, leaving a path of death and destruction in their wake. Zombies invaded homes in the dead of night, killing off entire families as they slept. Bargs would hide in the shadows, waiting to impale their victims with the barbed spikes that grew from their leathery hide. And every morning, huge, hairy scavengers would come, to eat the flesh of the dead and dying.

But of all the hideous beasts that scoured the Solian Empire, there was none more fierce, or more dreaded, than the wretched Lord Burke. Entire kingdoms were shattered with a wave of his hand. Beautiful castles, which once stood proudly upon the land, were tumbled and crushed by his whim. Never satisfied, he would search the farthest reaches of the Empire for new castles to destroy, crushing the life from any who would stand in his way. Even the beautiful Temple of Tas was not safe from his evil grasp. Three times in the history of the Empire the Temple was shattered beyond repair and needed to be completely rebuilt.

In the year 673 word of the destruction of Tas reached King Kaznelgur in Kabelo. Enraged over the loss of the sacred temple, the King summoned the forces of Light. An incredible battle ensued, which raged across the Empire from Rastanna to Minalt. Finally, in 681, King Kaznelgur's forces surrounded Burke as he was attempting a raid on the diamond mines near the castle Tarrak. Ironically, it was a group of lowly orcs which reached him first. They bound him with leather straps about his arms and legs, pierced his body with swords and spears, then cast the filthy demon into a pool of boiling lava.

The delapidated Temple of Tas still stands today, as a monument to the overthrow of the evil one.

Even after the death of Burke there was unrest in the land. Many groups who were afraid to rise up under the reign of Burke now came forth, to attack the forces of good and share in the spoils of war.

In time, the Children of Light formed a loose confederation, and built capitals at Urkabel in Kabelo, and in Tasur and Archos in Tasuria. Relations between the various races were always strained, with conflicts and wars arising frequently throughout the empire. The worst of these battles are related in *Dogs of War*.



## Modem to Modem Play

Before you can play *Dogs of War* over your Modem, you must set up your communication parameters from within the program. First, choose the "Link to Human" option from the Main Menu Screen. A window will open with options for Communications Port, IRQ, and Modem Speed. After setting your parameters, choose Save, then choose OK to start the Terminal Program.

On Hayes Compatible Modems, type ATD(Telephone Number) [Enter] to Dial. The person on the receiving end should type ATA [Enter] to answer the call. On other types of Modems, check your documentation for the proper Dial and Answer strings. When your call has been connected, hit the F1 key. The program will then test the connection, and open the Dogs of War Menu.

One player will be randomly chosen by the computer to pick the scenario to be played, the other will see the message "Opponent Choosing Scenario". Choice of Scenario can be deferred to the other player by pressing [D] at this time. Next, the person who did not choose the scenario is given the option of choosing to be the Attacker or Defender of the Castle.

Once this is done, there will be a slight delay as the scenario is sent,

via the modem, to the other player's computer. The speed at which this transfer takes place is dependent on the speed of the *slower* of the two Modems.

During game play, you can communicate with your opponent by hitting the tilde key (~). A small window will open, allowing you to type your message. Hit the tilde key again (or ESC) to clear this window when you are finished.

Please note that games begun and saved as modem games must be continued as modem games, they may not be restarted as one player against the computer.

### Null Modem Cable Connection

*Dogs of War* may also be played by two players by connecting two computers together with a Null Modem Cable. This cable plugs into any available Communications Port, and transfers Data at a high speed to the other computer.

To use this option, first choose "Link to Human" from the Main Menu Screen. Make sure the COM Port, IRQ, and Speed Setting are correct (Speed can be set to 115Kbps in this mode), choose SAVE, then choose OK. When the Terminal Screen appears, you should already be connected to the other computer. You may test this

by typing a message on the screen and making sure it appears on the other computer. Press F1 to choose the scenario and begin the data transfer.

### Potential Problems

You should keep in mind that the speed at which *Dogs of War* plays is dependant upon the speed of the slower of the two Modems and Computers that are being used. If one player has a 9600 baud modem and the other has a 2400, game play will proceed at 2400 baud. You should try, whenever possible, to

match up two Computers and Modems of equal speed for faster play. A 386 or better computer is highly recommended for efficient gameplay when using a modem.

The options Change Speed and Change Carnage, which are available in *Dogs of War* as a single player game can not be used in Modem to Modem play.

If you own a Hayes Compatible Modem, *Dogs of War* will hangup your modem after each game is completed. If your Modem is not Hayes compatible, or if you're not sure, you should check your phone line after you've finished a game, and, if necessary, reboot your computer to hang up your modem.



## New Troop Types

### Barg:

A hideous creature of darkness, equipped with a thick leathery hide studded with razor sharp quills, the Barg defies any attempt at classification. Originally from the forests of Minaut, they can now be found almost everywhere in the Solian Lands. Although slow and not efficient attackers, Bargs have an excellent defense, discharging an electrical current through their quills when struck.

### Elf Warrior:

Unlike regular elves, the Elf Warrior had no archery ability. Carrying a long sword, which it yields effortlessly, the Elf Warrior makes a formidable opponent against the forces of Darkness.

### Ghost:

In 647, Lord Burke attacked the castle Archos, on the continent of Tasuria. Thousands of inhabitants of the castle and the surrounding areas were slaughtered in the attack. Their spirits have haunted the Solian lands from that day forward.

### Lightning Wizard:

Highly trained magicians, able to conjure the forces of nature. They usually attack from a distance, casting bolts of lightning upon their enemies.

### Merman:

Originally from the swamps and bogs around Castle Ralgar, Mermen can now be found in many loca-

tions throughout the Solian Lands. Fighting effectively with razor sharp tridents, they are fairly good attackers, but lack the ability to hold and defend an area that has been conquered.

### Phoenix Warbird:

A magical beast from the depths of Mt. Altren, in the Rastan Mountains, the Phoenix is a creature born in the flames of Hell. Fast, alert, and extremely agile, the Phoenix attacks with its beak and talons. Each Phoenix, when injured, momentarily bursts into flame and heals other Warbirds in the surrounding area.

### Scavenger:

Enormous, with a long dense coat of stiff, bristle-like hair, scavengers roam the countryside searching for the bodies of the dead to devour. Although competent fighters, they are much more interested in eating, and may even turn their backs to the enemy if there are corpses nearby.

### Thunder Wizard:

Skilled in the art of harnessing the forces of nature, the Thunder wizard attacks his enemy with the crash of thunder and an electrical charge, which flows through the victim and injures other troops in the immediate area.

### Vampire Lord:

Extremely rare, but incredibly powerful, Vampire Lords are amongst the most feared entity in

the Solian Lands. When in close proximity they will drain the health of any creature, good or evil. Although they carry no weapons, they are excellent hand to hand fighters, and are able to defeat any but the strongest opponents. Extreme care must be taken when attacking Vampire Lords, due to the fact that they discharge energy in the form of fireballs when struck or injured.

### War Dog:

Originally bred to defend the castle Ellaven, Wardogs are now used everywhere in the Solian Lands, by both the forces of good and evil. Huge and hairy, and possessing incredibly sharp fangs and claws, the Wardog can track its prey over almost any type of terrain. A formidable beast in any situation, the Wardog is a valuable addition to any army.

### Wolf Rider:

For centuries in the dark, mysterious forests of Tusuria, goblin warriors have used huge trained wolves to aid them in times of war. Ridden like horses, the wolves are most efficient when used as an offensive measure. Due to their agility and keen sense of smell, the wolves can carry the goblin rider through the most treacherous of terrains, and track down an enemy over vast distances. Also worthy of note is the fact that when advancing at Double Time, the Wolf Rider will inflict twice as much damage as it would at normal speed.

### Whirling Dervish:

Equipped with a long sword and shield, Whirling Dervishes are amongst the most brutal of soldiers. Through many years of specialized training in the art of the sword, Dervishes have the ability to attack in up to eight directions at once.

### Wraith:

A menacing creature of unknown origin, the Wraith's dark form travels amidst the shadows of the Solian Lands, stalking the unwary. Although an able attacker, the Wraith possesses very little ability to defend an area: their strength lies mainly in their ability to surprise their prey.

### Zebani:

Enormous and fierce, the Zebani resembles a demon from Hell. Possessing incredible strength and excellent eyesight, the Zebani attacks with large, razor sharp knives, which it throws, two at a time, into the ranks of the approaching enemy.

### Zombie:

A hideous and brutal creature, the Zombie is feared by all inhabitants of the Solian Lands. Possessing a disgusting appearance and the smell of decaying flesh, the Zombie is usually deployed by the forces of Darkness to break down the defenses of their enemies.



## Castle Archos

Once a castle of unearthly beauty, the Castle Archos now stands as a testament to the dark forces that dwell in the Solian Lands. The castle was built by humans in 307 near the city of Taladif in Tasuria. Here, in Taladif, the first Solian library was founded, and the city and surrounding villages quickly became regarded as an outstanding learning center for artisans and scholars alike.

Castle Archos was first attacked in 311 by the Evil forces of Darkness, and, not being heavily guarded, was quickly overthrown. Over two hundred years passed before humans tried to retake the castle, but by then the evil forces had grown too strong. After two successive attempts to reclaim the castle also failed, the Children of Light renamed the castle Nekros, the castle of death. From that day forward Nekros has been a haven for the Undead.

## Scenarios

**ARCH311:** Archos is overthrown by the forces of Darkness.

Attackers: Behemoths, Dreadknights, Skeletons, Thunder Wizards, Zombies.

Defenders: Humans, Elf Elite Archers, Blue Wizards.

**ARCH549:** Humans attempt to reclaim their castle.

Attackers: Humans, Elf Elite Archers, Domug Engineers, Blue Wizards.

Defenders: Dreadknights, Goblins, Scavengers, Skeletons, Vampire Lords, Zombies, Zorlims.

**ARCH552:** Elven Elite join forces with Humans.

Attackers: Elf Swordsmen, Elf Elite Archers, Human Berserkers.

Defenders: Bargs, Fire Elementals, Ghosts, Jerrahs, Lightning Wizards, Tekhir Archers, Wraiths.

**ARCH612:** The final attempt to reclaim the castle.

Attackers: Blue Wizards, Elf Archers, Human Heros, Orc Elite Troops.

Defenders: Arachnids, Bargs, Dreadknights, Ghosts, Vampire Lords, Zombies.

## Fort Ellaven

Located in the dense forests of Venaai, on the continent of Illorio, Fort Ellaven was constructed by elves in 232. A natural outgrowth of their lives amongst tree and glade, the fort was originally built to protect Princess Selia, Daughter of King Rali, who was killed in the Et-tair uprising in 231.

Princess Selia, who at the time of her father's death was only nine years old, was the only living heir to the throne, and was guarded by eldens in the city of Nal for approximately three years. When, in 234, Nal came under attack by the forces of Darkness, the Princess was secretly moved from the city into the surrounding forests and Fort Ellaven was built as her home.

## Scenarios

**ELLA247:** Attack of the Wizards.  
Attackers: Lighting Wizards, Tekhir Archers, Thunder Wizards, Undead Troops.

Defenders: Elf Archers, Elf Sergeants, Humans, Mermen.

**ELLA259:** The Ambush.

Attackers: Bargs, Domug Archers, Goblins, Zebanis.

Defenders: Arachnids, Blue Wizards, Elf Archers, Human Heros, Orc Berserkers.

**ELLA270:** The Dwarves invade Ellaven.

Attackers: Dwarves, Domug Archers, Behemoth Warriors.

Defenders: Arachnids, Elf Elite Troops, Human Heros, Human Berserkers.

**ELLA328:** The Final Battle.

Attackers: Elementals, Minotaurs, Tekhir Elite Troops, Wardogs.

Defenders: Elf Elite Troops, Human Heros, Lightning Wizards.



## Castle Tarrak

Lying deep within the Rastan Mountains, the castle Tarrak stands as a monument against adversity. Built on a small plateau, the castle is surrounded by volcanoes on all sides. Rivers of lava constantly flow in all directions, filling the air with noxious fumes.

Built by dwarves in 209, the castle has resisted many attacks throughout the years, both by the forces of evil and by nature herself. Although originally built as a monastery for the dwarven elders, the castle now stands as a fortress to defend the diamond mines of Cazur which were discovered during the castle's construction. Legends have been passed down through the ages, telling of incredible fortunes held with the castle walls, treasure rooms filled to overflowing, and secret underground passages leading to caverns of unimaginable wealth.

Soon after the castle was constructed, a group of Lightning Wizards came down from the hills, probably from a settlement called Qaazur. The dwarves befriended the wizards and enlisted their help to secure the vast treasure from the forces of darkness. The lightning wizards summoned the forces of fire that was held in the volcanic mountains, and from that fire the Phoenix was born. Elementals of earth, air and fire were also tamed by the wizards, and stand ready to ward off any attack.

For centuries the castle has withstood the barrages of many who would steal her treasures: no attack on her walls has ever succeeded.

## Scenarios

**TAR398:** The Fall of Darkness.

Attackers: Dreadknights, Minotaurs, Scavengers, Tekhirs.

Defenders: Dwarves, Elementals of Earth and Fire, Lightning Wizards, Phoenix Warbirds.

**TAR417:** Betrayal of the Orcs.

Attackers: Behemoths, Berserkers and Orcs.

Defenders: Blue Wizards, Dwarf Elite Troops, Lightning Wizards, Phoenix Warbirds.

**TAR423:** The Evil and the Undead.

Attackers: Bargs, Tekhir Elite Archers, Skeletons, Wardogs, Zorlins.

Defenders: Dwarves Elite Troops, Fire Elementals, Wraiths.

**TAR431:** The Elven alliance.

Attackers: Arachnids, Bargs, Dreadknights, Ghosts, Skeletons, Wolf Riders, Zombies.

Defenders: Dwarves, Elemental of Earth, Elf Elite Troops, Lightning Wizards, Phoenix Warbirds.



## Castle Qaldiur

Although the Castle Qaldiur lies in a dry, desolate area, it has been the focus of many brutal attacks during the early years of Solian History. Originally built by humans in 411, the castle changed hands many times before being conquered in 662 by the evil Lord Burke. During his reign, not even the Undead dared to come near the castle; so well known was the brutality of this man. After the Evil One was

finally killed in 681, the castle remained uninhabited by the Children of Light, for fear of reprisal from the spirits of Darkness that are said to still dwell within the castle walls.

The four battles depicted in *Dogs of War* are from a time before the reign of the Evil One, when the forces of Darkness roamed the Solian Lands freely, and the Children of Light fought desperately to survive.

## Scenarios

### **QAL417:** The Invasion of Evil.

Attackers: Behemoth Warriors, Dreadknights, Minotaurs, Earth Elementals, Wolf Riders.

Defenders: Elf Swordsman, Human Archers, Human Heros, Orcs

### **QAL455:** The Onslaught of Bargs.

Attackers: Bargs, Dreadknights, Lightning Wizards, Zebanis, Zombies.

Defenders: Goblins, Orcs and Blue Wizards.

### **QAL491:** The Dwarven Uprising.

Attackers: Dwarves, Thunder Wizards, Wardogs, Whirling Dervishes.

Defenders: Elf Archers, Fire Elementals, Human Heros, Orcs.

### **QAL518:** Attack of the Domug Warriors.

Attackers: Domug Warriors, Domug Archers, Jerrahs, Phoenixs, Scavengers.

Defenders: Blue Wizards, Earth Elementals, Elf Swordsmen, Humans, Lightning Wizards.

## Castle Ralgar

Built amidst the inland waterways on the continent of Illorio, the Castle of Ralgar was constructed in 323 by Mermen to protect the sacred pools of Niez that lay upstream. Less than three months after construction was complete, Castle Ralgar was attacked by Goblins in an attempt to gain access

to the largest supply of fresh water on the continent. This attempt, and the ones that followed, were quickly thwarted by the Mermen, who successfully defended their castle until the year 512, when they mysteriously disappeared from Illorio without a trace.

## Scenarios

### **RAL324:** Attack of the Goblins.

Attackers: Goblins, Skeletons, Water Elementals, Zebanis.

Defenders: Humans, Mermen, Wardogs, Whirling Dervishes.

### **RAL353:** The Minotaur Battle.

Attackers: Arachnids, Bargs, Minotaurs, Orcs.

Defenders: Blue Wizards, Humans, Mermen, Thunder Wizards.

### **RAL467:** Elemental Forces overtake Castle Ralgar.

Attackers: Goblins, Jerrahs, Plant Elementals, Tekhir Archers, Water Elementals, Wraiths.

Defenders: Human Archers, Human Spearthrowers, Mermen and Blue Wizards.

### **RAL482:** Revenge of the Mermen.

Attackers: Behemoths, Dreadknights, Minotaurs, Wolf Riders.

Defenders: Elf Elite Troops, Humans, Mermen.



## The Temple of Tas

The temple of Tas was constructed in 273 near the beautiful Bay of Sala on the continent of Tasuria by Dervishes as a sacred place of worship. Left untouched by the forces of Darkness for almost three hundred years, the temple then became the scene for some of fiercest battles in all of

Solian History. Priests and monks were slaughtered by the thousands. Sacred books and scrolls were burned, destroying forever the wisdom passed down from the elders.

In 636, the evil Lord Burke attacked the temple, crushing the last remaining Dervish priests and bringing an end to a history and culture that had endured for countless generations.

## Scenarios

### TAS570: The Scavengers Feast.

Attackers: Goblins, Tekhir Elite Archers, Thunder Wizards, Scavengers, Wraiths.

Defenders: Humans, Orcs, War-dogs, Whirling Dervishes.

### TAS591: Zebanis invade the Temple.

Attackers: Orcs, Jerrahs, Zebanis.

Defenders: Elf Archers, Human Elite Troops, Lightning Wizards, Whirling Dervishes.

### TAS611: Siege of the Minotaurs.

Attackers: Bargs, Minotaurs, Tekhir Elite Troops, Wolf Riders.

Defenders: Humans, Elf Archers, Orcs, Water Elementals, Whirling Dervishes.

### TAS636: Attack of the Evil One.

Attackers: Behemoths, Dreadknights, Domugs, Dwarves, Phoenix Warbirds, Zebanis.

Defenders: Earth Elementals, Elf Archers, Humans, Whirling Dervishes.

## Statistics

Name	Temper	Damage Rating	Armor Rating	Attack %	Defense %
Arachnid Warrior	4	65	30	55	10
Barg	4	65	20	70	80
Behemoth Warrior	3	70	45	50	0
Blue Wizard	1	200	30	70	-60
Domug Archer	2	55	5	45	-40
Domug Warrior	1	45	10	35	0
Dreadknight	4	110	137	90	30
Dwarf Axe Thrower	3	25	45	25	-10
Dwarf Elite Warrior	4	75	60	50	15
Dwarf Engineer	4	40	40	10	10
Dwarf Hero	4	110	102	90	30
Dwarf Sergeant	3	50	45	35	5
Dwarf Warrior	3	40	45	30	15
Elemental of Air	4	95	85	75	45
Elemental of Earth	2	125	125	75	10
Elemental of Fire	4	125	85	75	45
Elemental of Plant	2	95	85	75	10
Elemental of Water	2	95	85	75	10
Elf Archer	1	35	10	60	-35
Elf Elite Archer	2	50	25	80	-25
Elf Sergeant	2	40	20	65	-30
Elf Swordsman	1	40	0	30	10
Ghost	4	80	35	35	70
Gnome Engineer	1	5	10	10	15
Goblin Elite Warrior	2	35	10	50	20
Goblin Engineer	1	5	10	20	10
Goblin Sergeant	1	20	15	35	15
Goblin Rock Thrower	1	5	10	10	-30
Goblin Warrior	0	15	10	30	10
Human Archer	2	25	15	30	-40
Human Berserker	3	100	55	35	-20
Human Engineer	1	10	20	20	10
Human Hero	4	110	137	90	30
Human Sergeant	3	35	40	35	15
Human Spear Hurler	2	35	20	20	10



Name	Temper	Damage Rating	Armor Rating	Attack %	Defense %
Human Warrior	2	30	35	32	10
Jerrah	1	<del>200</del>	30	70	-60
Lightning Wizard	<b>2</b>	<del>205</del>	<del>40</del>	70	<del>-10</del>
Merman	2	<del>75</del>	<del>35</del>	30	0
Minotaur Engineer	4	80	15	30	15
Minotaur Mazemaster	4	120	65	110	30
Minotaur Sergeant	4	110	40	70	15
Minotaur Warrior	4	105	25	60	15
Orc Elite Warrior	2	45	50	45	15
Orc Engineer	2	25	40	15	5
Orc Sergeant	2	25	35	30	10
Orc Spear Hurler	1	35	10	15	10
Orc Warrior	1	20	25	30	5
Phoenix	<b>3</b>	<del>55</del>	<del>65</del>	40	10
Purple Wizard	1	195	30	70	20
Scavenger	0	<del>65</del>	<del>25</del>	40	10
Skeleton Warrior	4	65	40	50	5
Tekhir Archer	2	<del>65</del>	15	40	-35
Tekhir Elite Archer	3	80	30	60	-25
Tekhir Sergeant	3	70	25	40	-30
? Thunder Wizard	<b>3</b>	110	20	50	20
Troll Warrior	2	95	35	40	10
Vampire Lord	4	<del>95</del>	<del>85</del>	40	40
War Dog	<b>3</b>	<del>50</del>	35	50	5
Whirling Dervish	<b>4</b>	<del>40</del>	35	50	5
Wolf Rider	<b>3</b>	<del>55</del>	35	50	5
Wraith	4	<del>65</del>	30	50	<del>30</del>
Zebani	<b>3</b>	<del>15</del>	0	65	40
Zombie	4	<del>60</del>	25	40	5
Zorlim	1	<del>180</del>	20	50	20
Troll Sergeant	2	95	35	40	10

Missile Weapons	Min Range	Max Range
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Short Bow	<b>2</b>	15	(Demug)
Horse Bow	<b>2</b>	15	(Normal Tekhir)
Light Crossbow	2	15	
Long Bow	<b>2</b>	25	(Elf, Tekhir Elite, Sergeant)
Composite Bow	<b>2</b>	20	(Human)
Heavy Crossbow	2	25	
Throwing Axe	<b>2</b>	<b>6</b>	
Throwing Spear	<b>2</b>	8	
Rock	<b>2</b>	10	
Knife	<b>2</b>	8	

Equipment	Damage	Min Range	Max Range
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Ballista	200	2	30
Battering Ram	200	1	1
Burning Oil	50	1	1
Catapult	200	5	40
Moat Squid	90	1	1
Vitriol	300	2	20
Phoenix Flames	50	1	1
Squid Attack	90	1	1
Vitriol / Magical Fireball	200	2	20
Lightning	200	2	20
Ballista	200	2	30
Catapult	200	5	40



## DOGS OF WAR CREDITS

Designed by Ali Atabek, Larry Froistad, Patrick E. Hughes and James B. Thomas

Lead Programmer: Larry Froistad

Programmed by Larry Froistad and Patrick E. Hughes

Music by Ali Atabek and Dan Burke

Sound Routines by Jamie Fristrom

Game Manual Written by Paul Kellner

Castle Artwork and Themes by Steve Burke

Original Castle Architecture and Layout by Paul Kellner

Map of the Solian Lands by Scott Baker

Scenarios Designed by Paul Kellner

Playtesting by Ali Atabek, Richard Johnson and Scott Ryan Talley

Computer Graphics by Scott Baker, Steve Burke and Mark Soderwall.

Additional graphics by Ali Atabek, Jamie Fristrom, Larry Froistad and Chilton Nix

## Questions or Problems?

If you experience any difficulty with this product due to defective media or errors in the program, or if you need clarification or assistance with the rules of the game, please consult the file "Readogs.txt" or contact our customer support hotline.

Before calling we request that you have the following information readily available:

- Product Name ("*Siege - The Dogs of War*") and the Version Number. The Version number may be found during gameplay, in the Options Menu, under "About Dogs".
- Computer make, free memory, and disk space available.
- Operating system's version number and memory manager.
- The contents of your CONFIG.SYS file and the names of any programs you currently have loaded into memory.

You can reach us at our customer support department between the hours of 9 AM and 5 PM, Pacific Time at (310) 320-5215.

Optionally, you can write to us at:

**Mindcraft Software**  
**2291 205th Street, Suite 201**  
**Torrance, CA 90501**

If you have a modem, we operate a bulletin board system that contains product demos, upgrades, information, and playing tips. The bulletin board operates at 300/1200/2400 baud (N,8,1), 24 hours a day, at (310) 320-5196.

**CompuServe:** To reach Mindcraft Software customer support in the Game Publishers Forum, type **GO GAMPUB** at any "!" prompt. In addition to reading or writing messages, you can download demos, upgrades, and product information from the "Libraries (Files)" menu.

You may also wish to visit the Gamers forum (**GO GAMERS**) to read messages from other gamers concerning products of Mindcraft Software and many other game companies.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask for Representative #379 for your free introductory membership and \$15 usage credit. Besides online support for Mindcraft products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel and much more.

**GEnie:** To reach Mindcraft customer support in the Games Roundtable by Scorpia, type **M805;1** at any "?" prompt. Then select "Category 14" for Mindcraft Software. In addition to reading messages, upgrades and demos are available in the "Games RoundTable Libraries."