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# PowerMonger

## Command Summary Card For IBM & Compatibles

### Welcome

The manual included in your package was written as a general guide to all versions of **PowerMonger**; however, certain features in the IBM version may differ slightly from those described in the manual. Please see *Amendments To The Manual* on this Command Summary Card for information specific to the IBM version.

### Installing PowerMonger On A Hard Disk

To play **PowerMonger** you need a hard disk and a minimum 560K of memory. The program will *not* let you install **PowerMonger** unless you have at least 560K memory free. If you're playing in VGA 256 mode, your hard disk must have a minimum of 2.4 MB of free space on it — in any other mode you need at least 1.2 MB. Your system must be running on DOS 3.3 or higher.

#### To install PowerMonger:

1. Insert the Install \_PM1 disk into drive A or B.
2. If you inserted Install \_PM1 in drive A, type **A:** and press **Enter**. If you inserted it in drive B, type **B:** and press **Enter**. Note: You *must* switch to the floppy drive before you execute the INSTALL command — you *can't* simply type A:INSTALL or B:INSTALL.
3. Once you've switched to the drive containing Install \_PM1, type **INSTALL** and press **Enter**. The Configuration Screen appears.
4. The onscreen options let you configure **PowerMonger** to your computer. Use the **up** and **down** cursor keys to highlight an option, and then press **Enter**. The various settings for the option appear. Highlight the new setting and press **Enter** again. If you have a mouse you can simply point to an option or setting and click the left mouse button to select.

## Option Settings

<b>Graphics</b>	Choose EGA, VGA 16 Colour, or VGA 256 Colour.
<b>Sound FX</b>	Choose MT 32, LAPC-1, Soundblaster, Adlib, PC Speaker, or No Sound. If you have a CM32L or CM64 module, select LAPC-1 as your setting. Note that sound effects are not available for the Roland SCC1 card.
<b>Music</b>	Choose Roland, Adlib/Soundblaster, PC Speaker, or No Music.
<b>Mouse</b>	Choose Microsoft Mouse or High Resolution Mouse.
<b>Mouse COM</b>	Choose the port the mouse is plugged into: COM 1 or COM 2. If you're not using a mouse at all, choose No Mouse Used.
<b>Drive</b>	Choose the drive you want the game located on: C:, D:, E:, F:, or G:.
<b>Directory</b>	The install program automatically creates a directory and places the game in it. The default name for this directory is POWER; its default location is at the root level of your hard drive. If you like, you can change the name and/or location of the directory. Select Directory, type a new name and path for the game, and press Enter.

5. Once you've configured the game to your computer, highlight **Continue** and press the **spacebar**. You'll have to swap disks from time to time. **Note to 3.5 inch users:** Depending on which graphics mode you select, you may not need to use all of the disks during installation.

## Playing From A Hard Disk

### To play PowerMonger:

1. Boot your computer as you normally would.
2. If you have a Microsoft™ compatible mouse, make sure that the driver is loaded.
3. Switch to the drive you installed the game on. For example, if you installed the game on the C drive, type **C:** and press **Enter**.
4. Type **CD\** and the path to the game. For example, if the game were in POWER (the default name of the directory), you'd type **CD\POWER**. Press **Enter**.
5. Type **PM** and press **Enter**. The game loads, followed by an animated introduction to the game. To continue and go straight to the game, press the **spacebar**.

## Control Devices

For the most part, you control the game by moving a pointer to an option and selecting it. If you have a mouse, this is simply a matter of pointing and clicking. If you don't have a mouse, you can move the pointer using the keypad. Once the pointer is over an option, press **Enter** to select.

Most options also have a keyboard equivalent — a keystroke that serves as a “shortcut” for pointing and selecting. You'll find all the keyboard equivalents under *Keyboard Commands* on this Command Summary Card. Even users with a mouse will probably find that the most effective way of playing is to use *both* control devices.

# THREE

## Saving Games

1. Click on the Options symbol or press **O** on the keyboard. The Speed/File/Game box appears.
2. Select the **File** button. The Load/Save box appears.
3. Select the file button with the letter you want to save the game under (**A - H**). Make sure the button you choose is highlighted green.
4. Select the **Save** button.

## Loading Games

There are two ways you can load previously saved games. You can use the Option Screen *before* the start of a game, or you can use the Option symbol from *within* a game.

### From the Option Screen:

1. When the Option Screen appears, select **Continue Conquest**. The File box appears.
2. Click on one of the file buttons (**A - H**). Make sure the button you choose is highlighted green. Click on the **Load** button.
3. When the Map appears, select the next territory you want to conquer.

### From within the game:

1. Click on the Options symbol or press **O** on the keyboard. The Speed/File/Game Screen box appears.
2. Click on the **File** button. The Load/Save box appears.
3. Click on one of the file buttons (**A - H**). Make sure the button you choose is highlighted green.
4. Click on the **Load** button. You're returned to the game at the exact place you saved.

## Exit To DOS

To exit to DOS, select the Option Symbol. When the Speed/File/Game Screen appears, select the **Game** button. Select **Exit to DOS** at the bottom of the box.

## FOUR

# Amendments To The Manual

### Copy Protection (p.9)

In the IBM version, you can click on the arrows to enter copy protection answers (as stated in the manual) OR simply type in copy protection answers from the keyboard (*not* the keypad). Note that you can't *delete* numbers using the keyboard — if you enter an incorrect digit, just type **0** to fill up the available spaces and then enter the number again.

Once you've entered the correct number, select **OK**.

### Sound (p.15)

You need a Roland, Sound Blaster, or Ad Lib card (or compatible) to hear the sounds mentioned in the manual.

### Game Speed (p.16)

This works slightly different than how it's described in the manual. The closer the slider is to the left, the more game turns are processed between each screen update. If you have a slow machine, this should help the game progress quicker.

The closer the slider is to the right, the slower the frame rate for the whole game. If you have a fast machine with a fast graphic card, you may want to slow the game down to give you some thinking time before being overrun by computer armies!

The default position is in the middle, suitable for most machines.

### The Medals (p.28)

In the IBM version, Captains have red medallions instead of medals. You can click on the medallion to see a Captain's Status Box. This box functions just like a Query Box but with some extra features:

1. If the Captain is inventing, the item he is working on appears in the "Job" field.
2. "Surplus" is the amount of extra equipment your captain is carrying that cannot be distributed to your troops. For example, troops cannot carry a cannon, pots, or more than one bow each.
3. "Troops Using" tells you exactly what your men are carrying.

### Disabled Features (p.35)

All load and save features are disabled during two player games, as is **SelectMap**. If you want to change maps, press **Shift-Esc** to quit two player mode, select the map you want to play and then reconnect.

### Computer Opponents (p.35)

This option is only available in two player Random Map games. To utilise it, one player selects a Random Map to play. Both players then connect, making sure to switch the correct Computer Opponents on/off.

## FIVE

### Additional Notes On Quitting Two Player Games

Once you're connected, either player can quit a two player game by pressing **Shift-Esc**. Also, if you are experiencing any communication problems and one or both of your computers has frozen, press **Shift-Esc** to return to single player mode, and then check your cables or modem for faults.

Note: PCs, Amigas and Atari ST's cannot be linked in any way in order to play **PowerMonger**. You can only link an Amiga with an Amiga, a PC with a PC or an ST with an ST.

## PowerMonger Tutorial

This tutorial is designed to take you through the first two landscapes of PowerMonger, pointing out and explaining many of the options along the way.

- Load the game and type in your name at the prompt. Choose **Start New Conquest**.
- Pick the first territory in the upper left corner of the Map Selection Chart. This is the only territory you can pick — once you've conquered it, it's marked with a dagger, and you can then attempt to conquer territories next to it.

This first territory is a small island. You and your group of followers start in the Northeast section of the island; there are two small towns — one in the south and the other in the northwest. The towns are the flat, grey areas on the Overview Map.

- To look at the southern town, Ropmmer, point to the town on the Overview Map, and then click the left mouse button or press **Enter**.



Ropmmer

It's a typical Powermonger town: a small group of buildings, with people busily going about their lives. This town is near the sea, so most of the people there are fishermen. They wear blue shirts, unlike your men who wear white.

- Select the Query symbol in the lower part of the screen so it is highlighted, and then click on one of the buildings in the town.

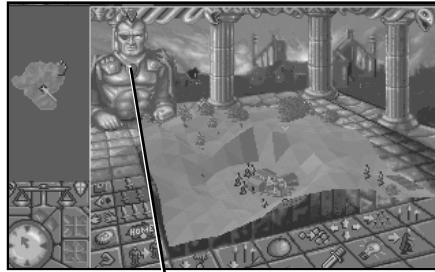
A Query Box appears, telling you the name of the building you clicked on, what town it's in, which couple live there, which ruler the town belongs to, how much food is in the town, and — most importantly — how many people live there.

If a Query Box is blocking your view of the game, you can move it out of the way. If you have a mouse, simply point at the bar at the top of the box, hold down the left mouse button and drag the box to a new location. If you're using a keyboard, press **Shift-Tab** to move the pointer to the

## SIX

drag bar. Hold down **Enter**, and then press any of cursor keys to move the box.

- Notice that Ropmmer only has ten men in it. Close the box by selecting the check mark in the upper right corner or pressing **Esc**. (If any other boxes popped up, close them too.)
- Click on the medallion on your Captain's chest, or simply press **Shift - F1**.



Medallion

A Captain's Status Box appears telling you the name of the Captain, how much food he has and the number of troops with him. (There is other information, but we'll ignore it for now.) Notice that you have 26 troops with you so your force significantly outnumbers Ropmmer's population! Close the box by clicking the checkmark in the upper right corner or press **Esc**.

Now, you're going to take over the village without killing the people who live there.

- Select the single sword to set your posture (level of aggression) to "passive."



Passive Posture

- Select the large sword symbol at the bottom.

## SEVEN



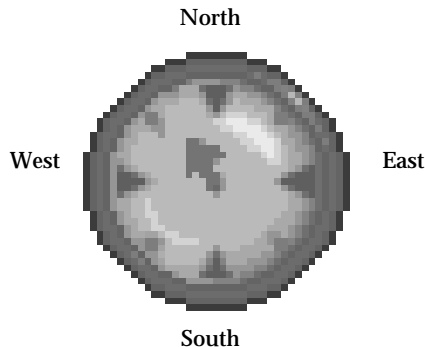
Attack Command

This is the Attack command; you are telling your men you want them to attack at the minimum level of aggression. Now, you need to tell them where.

- Select the centre of Ropmmer.
- Move the pointer to your Captain and click the right mouse button, or simply press **Ctrl - F1**. This automatically shifts your view to your Captain' position on the Overview Map.

The Close-Up Map will now follow your Captain as he travels. (When you want to clear this mode, click the left mouse button or press **Enter**.)

When your Captain and his troops get near Ropmmer, his troops will seek out all the people of the town and “convince” them to join your side. Since you clearly outnumber them, and are fully trained soldiers armed with pikes, you will eventually win. You might want to shift the Close-Up Map to watch the town battle more closely. Click on the zoom buttons to get a good viewing distance and click on the compass to shift the view.



As each member of the town surrenders, they return to their home. When your troops have made a person surrender, they look around for other people to attack. Once everyone in the town has surrendered, you will have won the battle and your troops will come back and sit in a circle around you. Now when the people of Ropmmer venture out of their homes, they'll be wearing a white shirt instead of the blue one they wore before.

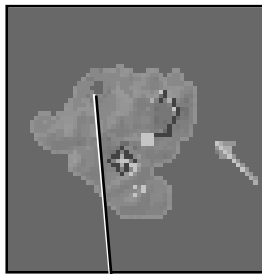
## ***EIGHT***

Notice the Conquest Balance at the left of the screen.



Once you take over a section of the population in a territory, the balance shifts to indicate the change. At the start of the territory, the balance was all the way to the left. Once you took over Ropmmer, the balance shifted all the way to the right which means that even though there's still another town (Tossogy) that's not under your control, you still control enough people in the territory to claim it as your own! Despite this, we'll take Tossogy over in the same way we took over the first town as anything less than total dominance just wouldn't be fitting for a Powermonger.

- Move the pointer to the northwest town on the Overview Map and click the left mouse button or press **Enter**.



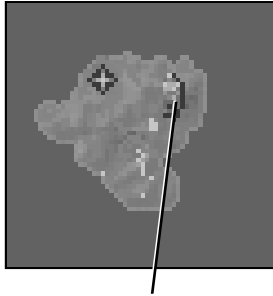
Tossogy

- Select the Query symbol and click a building in Tossogy and you'll see that this town also only has 10 people in it. Your level of aggression is still set to "one sword", or passive, so just select the Attack symbol, and then select Tossogy.

You and your troops will cross the landscape and attack Tossogy. On the Overview Map, you'll see a man in a red cloak that indicates your Captain's position.



## NINE



Captain

After a short fight, your troops will win, and you now control the entire territory.

- Select the Options symbol, and then select the **Game** button.

In Powermonger, when you have control of a territory, you retire from the battlefield. The people in the territory continue to live their lives, but you and a small group of soldiers move on to get control of more land.

- Select the **Retire** button and a screen will appear heralding your victory. Click the left mouse button or press **Enter** to continue.

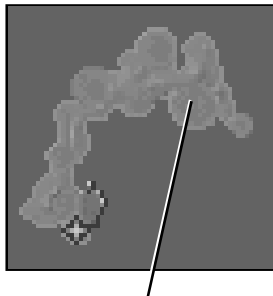
That's the first territory. This tutorial will end with a brief look at the second.

- Select **Continue Conquest** and the Map Selection Chart will appear.

Notice that the first territory now has a dagger in it, indicating that you have control of it. Move the cursor arrow to a section of the map to the right of the first territory. If you point to the territory you have conquered, it's surrounded by a yellow square; if you point to a territory that you can attempt to conquer next, it is surrounded by a red square. If you can't reach a territory yet, no square surrounds it.

- Select the territory to the right of the first one.

This is a slightly larger island, with several towns on it. Most of them have fewer people in them than you have with you. However, there is one really big town.



Dwarsh

- Move the pointer to Dwarsh on the Overview Map and click the left mouse button or press **Enter**; now select the Query symbol.
- Once the Query symbol is highlighted, select one of the buildings.

# TEN

A Query Box appears and tells you, among other things, how many people are in this town. It's big — there are 34 people there. You're outnumbered, but you can increase the size of your army.

- Select the checkmark in the upper right of the box to close it, or simply press **Esc**.
- Move the pointer to your Captain and click the right mouse button, or simply press **Ctrl - F1** — this returns your view to your Captain.
- Scroll the Close-Up Map to the North (select on the North compass arrow five times).

There is a small town there called Finbethth. If the Query symbol is still highlighted, click one of the buildings and you'll learn that this town only has 10 people in it.

- Set your aggression to passive and attack Finbethth.

You will see your men come into view and fight the people in the town. After a short battle, Finbethth is yours.

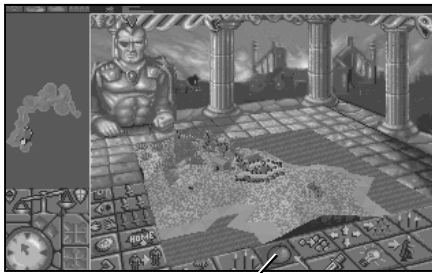
Now you can use the resources of the town to increase your army. First, get all the food in the town.

- Set your aggression to Aggressive.



Aggressive Posture

- Select the “Get food” symbol.

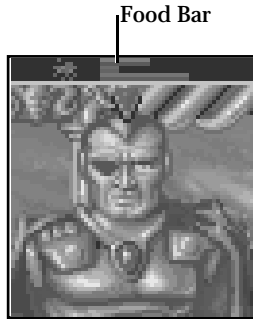


Get Food

- On the Close-Up Map, move the pointer over Finbethth and click the left mouse button or press **Enter**.

You and your troops will go into town and get all the food there. You can tell at a glance how much food your Captain has by the blue bar over his head.

## ELEVEN



You've grabbed a lot of food, and now it's time to increase the size of your army.

- Select the Get Men symbol.



- On the Close-Up Map, move the pointer over Finbetth and click the left mouse button or press **Enter**.

Because you were still set at "high aggression" you gave the command to get ALL the men in Finbetth. The red bar over the Captain's head indicates how many troops he has with him. If you select his medallion, you will see that you now have 30 or more people in your army. This is better, but it's still not enough to outnumber the people of the Capital to the northwest.

Here, we leave it to you. Use your army and what you know about the game so far to gather a big force, and attack the Capital. Once the Conquest Balance has shifted completely to the right, you will have conquered the territory.

Here's one important idea to know:

The three Posture (level of aggression) commands modify whatever command you give after it. Think of them as "Some/Half/All", respectively. If you attack with one sword highlighted, it is an attack to subdue and "persuade" the people you attack to join your side. If you attack with two swords highlighted, it is an attack which uses violence to convince people as necessary. Some may die during your attack. If you attack with three swords highlighted, it is an attack to wipe out as many people as possible.

It works similarly for the other commands in the game. If you have one sword highlighted and click "drop food", your captain will drop some of the food he is carrying. If you have three swords highlighted and click drop food, he will drop all food he is carrying. And so on.

# Keyboard Commands

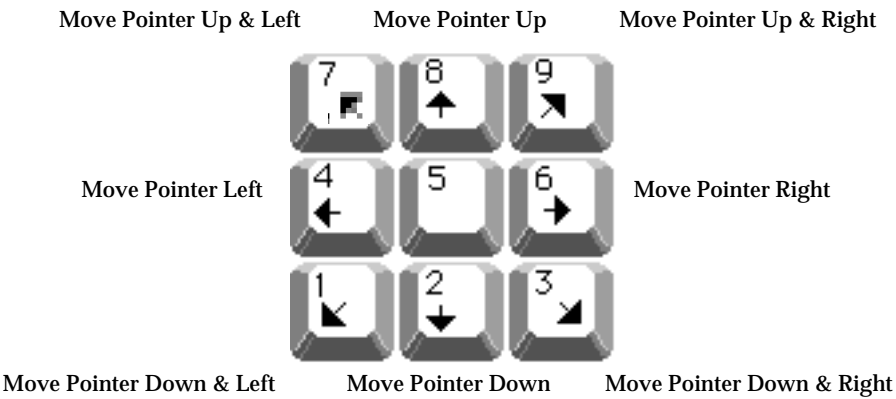
## Map Selection Chart

Scroll Page Up	Up Cursor (↑)
Scroll Page Down	Down Cursor (↓)

## General Commands

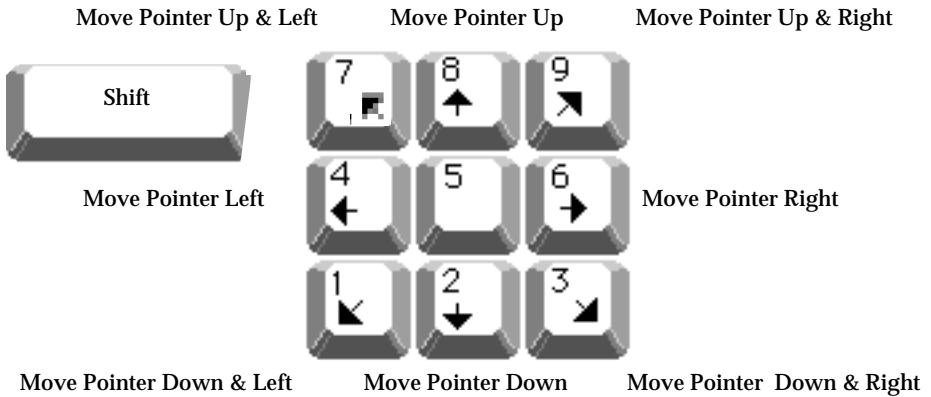
Move Between Menu Options	Shift - Tab
Select Option	Enter/CR
Move Pointer To Drag Bar (When no option buttons are on the screen.)	Shift - Tab
Close All Boxes	Esc
Quit Game	Ctrl - Q
Sound On/Off	Grave (`)
Quit Out Of Two Player Game	Shift - Esc

## Pointer Movement — Small Increments



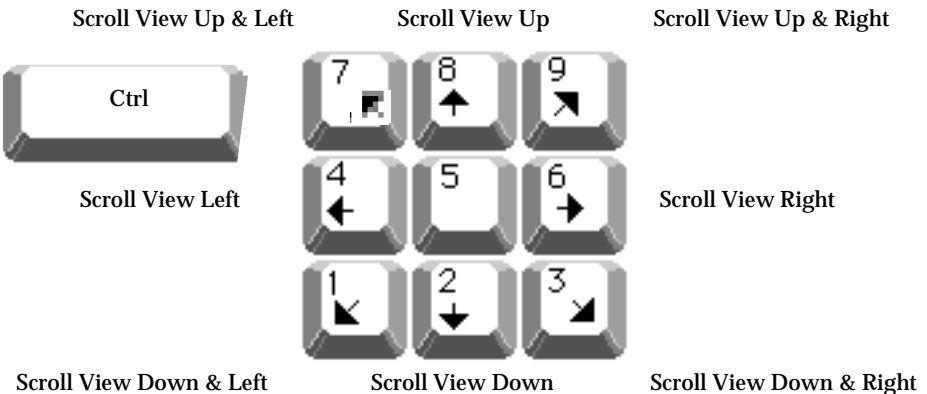
# THIRTEEN

## Pointer Movement — Large Increments



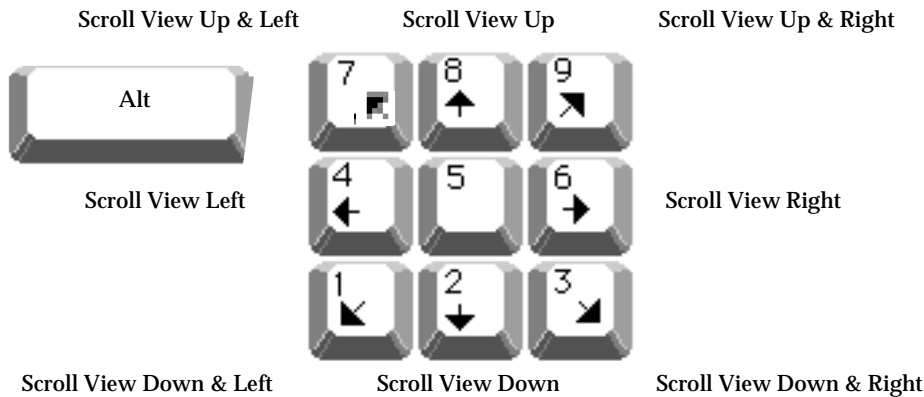
The cursor keys have the same function as the large increment pointer movement keys.

## Overview Map Movement — Small Increments



FOURTEEN

Overview Map Movement — Large Increments



Symbol Keys

Passive Posture	1	
Neutral Posture	2	
Aggressive Posture	3	
Query (?)	Shift - /	(?)
Get Food	F	
Drop Food	Shift - F	
Supply Food	Shift - S	
Equip	E	
Drop Equipment	Shift - E	
Attack	A	
Invent	I	
Get Men	G	
Send Captain	M	(Move)
Derank Men	Shift - D	
Trade	T	
Home	Shift - H	
Drop Equipment	Shift - E	
Transfer Men	X	(Xfer)

## ***FIFTEEN***

Spy	<b>S</b>	
Alliance	<b>P</b>	(Pact)
Options	<b>O</b>	
Select Captain	<b>F1 - F6</b>	
Select Captain Medallion	<b>Shift - F1 - F6</b>	
Follow Captain View (Click on any symbol or press <b>Enter</b> to turn off Follow Captain View)	<b>Ctrl - F1 - F6</b>	
Switch View To Contours	<b>F7</b>	
Switch View To Forests	<b>F8</b>	
Switch View To Towns & Roads	<b>F9</b>	
Switch View To Food	<b>F10</b>	
Move Between Maps	<b>Tab</b>	
Left Mouse Button Equivalent	<b>Enter/CR</b>	
Right Mouse Button Equivalent	<b>plus (+)</b>	(numeric keypad)
Zoom In	<b>comma (,)</b>	
Zoom Out	<b>period (.)</b>	
Zoom In (Large Increments)	<b>Shift - comma (,)</b>	
Zoom Out (Large Increments)	<b>Shift - period (.)</b>	
Rotate Left	<b>[</b>	
Rotate Right	<b>]</b>	
Rotate Left 90°	<b>Shift - [</b>	
Rotate Right 90°	<b>Shift - ]</b>	

## **Credits**

**Designed and developed by Bullfrog Productions Ltd.**

**PC version by Phillip Trelford**

**Producer:** Joss Ellis

**Associate Producer:** John Roberts

**Technical Assistance:** Colin McLaughlan

**Game Testing:** Jason Whitely, Matthew Webster, Rupert Easterbrook

**Product Manager:** Ann Williams

**Special Thanks to:** Jeff Haas

**Quality Assurance:** Chris Johnson

## **PROBLEMS WITH THE GAME?**

If you are having a problem installing or playing the game, we want to help.

First, please make sure you have read the installation and start-up section of your manual thoroughly, and make sure you have at least 1.2 megabytes free on your hard disk (2.4 MB if you're playing in VGA mode). If you have followed the directions in the documentation, and are still having trouble installing or operating the software, here are some hints that might help solve the problem. Before attempting any of the following suggestions, please make sure you are familiar with the DOS commands being used. Consult your DOS manual for more information.

### **TSRs/Device Drivers/DOS shells**

TSR stands for Terminate Stay Resident. A TSR is a program, like SideKick® that automatically executes itself when you start up your computer from a hard drive. They are generally installed in your *autoexec.bat* file. Device Drivers and DOS shells also are loaded automatically. They are usually installed in your *config.sys* file.

These TSRs or Device drivers sometimes interfere with games, or take up valuable memory the game may need, and it is generally recommended that you not run any such programs, device drivers, or shells when attempting to install or play a game.



# SEVENTEEN

## DOS Boot Disk

If you are having trouble installing, experiencing unusual lockups, or other problems that do not appear normal, we suggest you try starting up your system with a DOS Boot disk. Here are the steps for creating a DOS boot disk. Please follow these steps exactly.

1. To create a DOS disk you will need a blank disk the same size as your A: drive.
2. Type **C:** and press **Enter**.
3. Place the blank disk into drive A:
4. Type **FORMAT A: /s** and press **Enter**. Note: If you are formatting low density disks on a high density drive, use the following commands:

5.25 inch low density disk: **FORMAT A: /s /n:9 /t:40**

3.5 inch low density disk: **FORMAT A: /s /n:9 /t:80**

You will be prompted to insert a blank disk into drive A. Do so if you haven't. Press the **Enter** key when you are ready.

5. Once the disk is finished formatting you will be asked whether you wish to format another or not. Answer **N** and press **Enter**.
6. You now have a DOS boot disk. You can start your computer from this disk by inserting it into the A: drive and restarting your machine. Your computer will boot up to the A: prompt. This boot disk bypasses the *autoexec.bat* and *config.sys* on your hard drive and starts up your computer in as clean a DOS environment as possible. Try re-installing the software if you were having trouble doing so, or try starting the software from the drive and directory you installed to. If the software you are trying to run requires a sound driver or mouse driver, don't forget to execute those before starting your game.

## **Technical Support**

If you have any queries about this product, Electronic Arts' Customer Service Department can help. If your question isn't urgent, please write to us at:

**Electronic Arts Customer Service,  
P.O. Box 835,  
Slough,  
Berkshire,  
England. SL3 8XU.**

Please be sure to include the following information in your letter:

- Type and model of computer you own
- Any additional system information (e.g. make and model of printer, hard disk, video card/ display etc)
- Type of operating system or DOS version number
- Full description of the problem

If you need to talk to someone immediately, call us on (0753) 546465 Monday to Friday during normal business hours. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside Europe, you can contact one of our other offices.

- In the United States contact Electronic Arts, P.O. Box 7578, San Mateo, CA, 94403-7578. Tel (415) 572-ARTS
- In Australia, contact Electronic Arts Pty. Limited, P.O. Box 539, Ashmore City, Queensland 4214, Australia. Tel (008) 074-298