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## INTRODUCTION

**E**nter the world of Seven Kingdoms II, a world of intrigue and diplomacy, of trade, conquest, and espionage.

Take control of any of twelve emerging Human civilizations: Egyptian, Indian, Persian, Chinese, Japanese, Mongol, Greek, Roman, Carthaginian, Norman, Viking, or Celt.

Or you may choose to play as one of seven Fryhtan races and experience a completely different type of gameplay.

Begin with a single, modest town or Fryhtan lair, and go on to conquer an entire world by force of arms, by guile and persuasion, or by whatever other means you choose.

Seven Kingdoms II is a real-time game of epic strategy and empire building. Players compete against up to six AI opponents or human players for control of land, trade, and peoples.

Wage open warfare on your rivals, or forge alliances with them. Send spies to infiltrate their ranks, or hold your spies back to guard against your enemies' prying eyes. Mine ore and manufacture goods, then build markets and establish trade routes to bring gold flowing into your coffers. Have your scientists research new weapons of war, or turn from science to the mystic arts, and seek the ultimate power: the ability to summon the aid of the gods. All these choices and more are yours.

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## MOUSE COMMANDS

**T**o play the game, you need to know a few game basics. The following table lists the mouse commands.

| Action       | Description  |
|--------------|--|
| Click        | Press the left mouse button once.  |
| Double-Click | Press the left mouse button twice quickly.   |
| Right-Click  | Press the right mouse button once.   |
| Group Select | Click and hold down the Left mouse button, dragging a box around the intended group. |

## USING THE IN-GAME TUTORIAL & MANUAL

**S**even Kingdoms II is a deep, colorful and challenging game, quite different from other real-time strategy games that you have probably played before.

To learn how to get the most from your gaming experience, we recommend that you begin by using the in-game tutorial.

When you insert the Seven Kingdoms II CD-ROM, the autoplay program will display a menu. Run the game by selecting **Run Seven Kingdoms II**.

You must then register a player profile. This profile will keep saved games and preferences under that name. Other players on the same computer may register other profiles.

After registering your profile, select **Single Player** and then **Training**.

This manual is designed as a reference manual and strategy guide, not as an instruction book for learning how to play. That job has been covered by the tutorial. Even expert players of the original Seven Kingdoms should give these new tutorials a look. Much has changed!

When you **Click** on the Training step you will be taken to a menu listing all of Seven Kingdoms II' Training lessons.

**IMPORTANT:** It is best if you take these lessons in order as later lessons will assume that you understand concepts presented previously.

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## REFERENCE ENCYCLOPEDIA

### AKADEMIA IPPIKOU

*See: Human Special Structures*

### ALCHEMIST TOR

*See: Fryhtan Special Structures*

### AGITATION

*See: Espionage*

### ALERT MODES

There are two alert modes for you forts, camps and lairs. These modes are shown by the alert mode icon in your building's interface.



When the spear is up (default mode) some of your troops will automatically sortie from the building when it, or neighboring structures are attacked.

When you click on the icon, the spear will drop. When in this mode, your troops will remain inside unless otherwise instructed by you.

### ALL HIGH FRYHTAN

The All High is the Fryhtan equivalent of a Human King. If your All High has been slain you must choose an Ordo to succeed to the crown. To do this, select the Ordo (preferably the one with the highest leadership level) and click on the crown icon. This icon will only be visible when you have no All High.



### ARTIFACTS

Around the landscape you will find powerful artifacts that vary greatly in their power. They can be picked up and used by any soldier or croul.



When you click on the artifacts in the field, you will be able to see their benefits listed at the bottom right.

Artifacts may be transferred or swapped among units inside your forts, camps or lairs. To do this, click on the unit holding an artifact and then slide

your cursor to another unit. If that unit is also holding an artifact, those two artifacts will be swapped.

## **ASSASSINATION**

*See: Espionage*

## **ATTACKING**

To attack the units or buildings of your enemy, first select your units and then right-click on your enemy. Your cursor will appear red when it is over a valid target.

You may not order civilians to attack and you may not attack caravans. You may attempt to attack Greater Beings if you wish, but don't expect anything much to happen!

You may attack and kill civilians, but this will severely damage your reputation. Such an action will cause loyalty levels to plummet, especially among those of your people who are of the same nationality as the dead civilians.

## **BHEEMA HYFE**

*See: Fryhtan Special Structures*

## **BERSERKER SKILLS**

Soldiers or crouls who have reached a certain level of combat skill will be able to use berserker skills in combat. These skills come upon the unit periodically and enable the unit to deal out a greater deal of damage.

Berserker skills for special units will have to be researched before they can be employed.

## **BETRAYAL**

Units whose loyalty level falls too far may betray you and join the forces of your enemy. If the unit is a commander in a fort or camp, he may capture the building for the enemy.

To help prevent betrayal, keep the loyalty of your units high by granting them honors and by placing them under commanders with high levels of leadership.

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Betrayal may sometimes come with the intervention of foreign Greater Beings. In this case, nothing you can do will prevent the will of malicious gods.

*See: Honors*

## **BREEDING**

Breeding is the Fryhtan equivalent of training. To breed new Fryhtans, select a lair and then click on the breed icon. Breeding Fryhtans will cost you both life points and cash.



As a Fryhtan is being bred it will appear as a semitransparent icon. The number above its head will slowly increase from 0 to 20. Once fully bred the Fryhtan may be taken out of the lair and used.

Fryhtans may breed other lesser beings in their special structures.

## **BRIBING**

*See: Espionage*

## **BUILDING SIZE OPTION**

In the opening menu you have the choice of playing with either small or large buildings. Choose small buildings if you want a lot of fighting room and choose large buildings if you want the units and the buildings to be in a more realistic size relationship to each other.

## **CAMPAIGN**

If you wish to play Seven Kingdom II's dynamic Campaign, choose Single Player and then New Campaign from the start up menu.

If you have already been playing a campaign game and wish to load it, choose Single Player and then Load Game. Then load your campaign game.

## **CAMP**

Camps are cheaper versions of forts. You can build them faster at less cost, but they cannot be defended by towers. Camps exert a smaller influence over towns than forts do.

Camps are ideal for setting up when a troop is away on extended campaigning. Use them to help your troops recover from their wounds.

You may upgrade a camp to a fort by clicking on the upgrade to fort icon.



## CAPTURE

*See: Espionage*

## CARAVAN

Caravans are what you use to transport goods. This can be between two markets, between a factory or a mine and a market or between a mine and a factory.

Caravans are hired in markets by clicking on the hire caravan in the market's interface.



To set a trade route, select your caravan and click on the New button on the second row of the caravan's interface. These rows represent the two stops that your caravan can make. The first row is already set as your home market, although you may change this if you don't wish the route to include that market.

After clicking on the New button, your cursor will change to a camel & arrow. Click this new cursor on the location of the second stop. If this cursor has a red X through it, it means that the stop is not valid, perhaps because the market has not been completely built yet or, more probably, because you have no trade treaty with that Kingdom.



When trading with foreign Kingdoms you may only pick up goods - you may not drop them off.

You may only drop off goods in your own markets. If a foreign Kingdom wants your goods they will send caravans to your markets.

The default setting for your caravan's load is "Auto", where your it will pick up any surplus goods in the targeted market. Markets will reserve goods up to the amount of 100 units, unless you specifically choose which goods to pick up. Do this by clicking on their image on the shelf.

You may "clone" a caravan, its route and its loading by selecting a caravan and clicking on the clone caravan icon. This will save you





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the trouble of setting up the route and loading again if you wish to increase the capacity of the route.

## CHANGE CLOAK

Changing the color of your unit's cloak is something that you can only do with spies. To do this, select a spy when he is outside and click on one of the colored balls in the spy interface. He will then change to that color and become both visible and controllable by the kingdom of that color.



You may still control your spy while he is in the cloak of another kingdom, but to do so greatly increases his chance of exposure and execution.

If you wish to change your spy to the color of an independent, click on the white ball.

If there are any units of other kingdoms in the immediate vicinity your spy will be unable to change his cloak. Wait for those units to depart before changing.

## CHARIOT AT'SABA

*See: Human Special Structures*

## CIVILIANS

Civilians are those of your people who have not been trained for military service. They wear civilian clothes, so that you can easily distinguish them from military units.

You may not order civilians to attack your enemies, but they will sometimes fight themselves if their towns are attacked.

It is civilian peasants who grow your food and civilian workers who do your research, build your weapons and manufacture your goods. Civilians may also become spies. They make cheap and useful scouts and explorers as well.

## CIVILIZATION BENEFITS FROM SEATS OF POWER

When you build a Seat of Power, your civilization will receive a special benefit. This benefit will last as long as the Seat of Power stands. Every Seat of

Power will give a different benefit to a civilization, so you will be quite blessed if you can manage to build more than one kind.

These benefits are described in the Seat of Power interface.

## **COMBAT ADVANCES**

You may research combat advances in your towers of science. These advances will give you extra skills in close combat, defense and range attack. These advances are only for your common infantry, however. Advances for your special units must be researched separately.

## **COMBAT LEVEL**

Combat level is the level of combat skill possessed by a fighting unit. This level will gradually increase either from training in a fort or a lair or in combat.

As combat skills increase, so to will the hit points of a unit. Many units will gain special berserker skills once they have reached a certain combat level.

It should be clear that your soldiers are not disposable. They will increase in skill and power as the game continues, so do not waste them.

## **COMMANDER**

A commander is a unit who has been placed in charge of a fort, camp or lair. Human commanders may be the King or a General. Fryhtan commanders may be the All High or an Ordo. The commander's leadership abilities will greatly influence the loyalty and combat level of his troop.

Only one commander can reside in a structure. If you place a new one in, the previous one will exit and stand outside waiting for new orders.

*See: King, All High Fryhtan, General, Ordo*

## **CONSTRUCTION**

To construct a building, select a civilian or military unit and click on the hammer icon. When you do, a list of the type of building that the unit can build will be displayed. Click on the one that you want to build and place the blue square at the desired location.



If your building needs to be linked to another, make sure that the linking lines are visible before you place the blue square.

Civilians will be able to construct any type of building, while military units will only be able to construct military buildings.

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Civilians will exit all buildings once construction has been completed, while military units will remain inside forts, lairs and camps.

To build a new town, *See: Town*

## **COUNTERSPY**

*See: Espionage*

## **CREATE INCIDENT**

*See: Espionage*

## **CROUL**

A croul is a common Fryhtan soldier. If you promote him he will become an Ordo.

## **DAMAGE INDICATOR**

The level of damage to (and the progress of construction of) your buildings can be seen in the damage indicator to the right of the world map.



## **DEMOLITION**

If you wish to get rid of a building, but it is too damaged to sell, you may demolish it by clicking on the wrecking ball icon to the left of the building's name.



## **DEMOTION**

You may sometimes need to demote a General or Ordo to a common soldier or croul. You will need to do this when you install a commander who has a higher leadership level than the present commander.

To demote a unit, select him and click on the demote icon. Be careful when doing this because when a unit is demoted his loyalty level will drop.



## **DIPLOMACY**

Diplomatic relations with your friends and enemies can have a very large impact on the results of a game. Unless you make trade treaties you will be unable to trade and unless you make friendly or alliance treaties you will have to face the dangers of the world alone.

Initiate diplomacy by clicking on the Kingdoms button or by pressing F1 on your keyboard. Then click on the party with which you wish to speak. When you click on one of the diplomacy options that pops up, that message will be sent.

Replies to your message will appear at the bottom of your screen.

Of course, it is not only you who may initiate diplomacy. When others do, their messages will appear at the bottom of the screen with a colored box showing the party that sent it.



If the message is a question, there are two ways that you can answer it: You may click on the colored box to bring up a menu of answers or you may right-click on it to quickly answer yes.

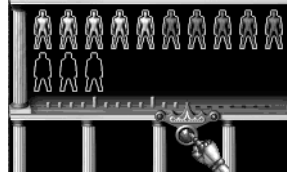
When you break treaties your reputation will suffer, unless you break them with those who already have a negative reputation. In that case there will be no penalty.

## **ELEPHANT TRAINING**

*See: Human Special Structures*

## **EMPLOYMENT LEVEL CONTROL**

You may regulate the number of employees in your buildings by moving the employment slider either left or right. Move it to the right to increase the open slots in the building. Move it to the left to set a limit on the number of people who will be allowed to come to work.



## **ENSLAVEMENT**

Enslavement is one of the nicer things that Fryhtans can do to a Human town. An enslaved Human town will pay a monthly tribute in cash to its Fryhtan overlords.

To enslave a town you must attack it until its resistance has been driven to zero and you must have built a lair that is linked to the town.

You will only be able to collect tribute when you have a commander stationed in the linked lair.

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## ESPIONAGE

### AGITATION

A spy who has been infiltrated into a town of another Kingdom will have the option of agitating, rather than sleeping. Agitation will help to lower the loyalty level of the town to its King.

Agitation in an independent town will lower its resistance level to your rule.

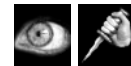
To begin agitation, click on the town, then on the spy menu icon (eye). Select the spy (if there is more than one) and then click on the change spy's mission icon. This icon will toggle the spy's mission between sleep and agitation.



### ASSASSINATION

A spy who has been infiltrated into a fort or camp may be used to assassinate the commander of that camp. This will only be possible if your spy has reached a high enough skill level.

To attempt an assassination, first click on your spy in the building's interface and then click on the assassinate icon. You will be told of the likelihood that your mission will be successful.



Your chances will improve if you have a lot of spies in the building to support you or if there are few units loyal to your enemy in the building. Having researched "Advanced Assassination" will also be a great help.

### BRIBING

A spy infiltrated into an enemy fort or camp will have the choice of bribing either its commander or another common unit.

To do this, select the target unit and click on the bribe icon. You will be asked how much you wish to offer. Click on the amount and then click again on the bribe icon. Good luck!



Your chances of success will be better if your spy's skill level is high, if you have researched "Advanced Bribery" and if you offer more money.

If you succeed, the targeted unit will enter your ranks as a spy, although one with a very low skill level. If he was the fort's general, you will now be able to capture the fort.

If you have more than one spy in the fort, you will be asked which spy do you want to offer the bribe.

### CAPTURE

If one of your spies is in command of an enemy fort or camp, you will be able to capture the building and most of the troops inside.

Do this by clicking on the capture icon in the building's interface.

This action will almost certainly result in war between you and Kingdom whose fort or camp you have liberated.



### COUNTERSPY

Any spy of yours that is placed in one of your towns, forts or camps will engage in counter espionage. His job will be to look for and expose active foreign spies. This task is automatic. You need do nothing to activate it.

### CREATE INCIDENT

When you create an incident you will lower the diplomatic relations between two kingdoms by one level. This is a very useful way to start a devastating war between two powerful opponents.

Only the most highly trained spies will be able to carry out this mission. They must have a spying skill level of at least 90.

When you create an incident it will appear to each of the two targeted kingdoms that the other kingdom was the one that caused the incident. You will not be suspected of involvement.

To create an incident, first select your spy who must be infiltrated into an enemy fort. Then click on the spy task icon and then the create incident icon. You will be asked which country will be the other victim of the incident.



### ESPIONAGE COLLEGE

If you build an espionage college you will be able to train your own spies, rather than hope that good ones will show up in your inns.

You may train civilian, infantry or special unit spies by clicking on the appropriate training icon (C, I or S).



You may only train spies of the nationality of the town that is linked to the espionage college. After training, they will remain in the college until you order them out.

*Also See: Rally Points*

### MERCENARY SPIES

*See: Inn*

### INFILTRATION

Infiltrate a spy into a foreign town, fort or camp by first changing his color to match that of the target and then by right-clicking on the target. If the town is full (100 population) or if the fort or camp is full, you will be unable to

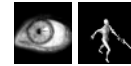
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infiltrate it. Watch for soldiers leaving a fort or camp and then sneak in to take their place. If you find yourself alone with a commander it might be a good time to attempt an assassination.

*See: Change Cloak*

### **MOBILIZING SPIES**

You may remove a spy from where he has been infiltrated by first selecting the building or town, then click on the spy menu icon (big eye). This will show you all of your spies in the location. Select a spy and click on the mobilize icon. He will exit the building or town, still in his foreign colors, waiting for new orders.



### **SLEEPING**

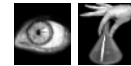
A spy who has been infiltrated into a foreign town will be, by default, in the sleep mode. This means that he is not engaged in any espionage activity, but is slowly building his spying skills without risking exposure.

A sleeping spy will also give you a good view of the area if you are playing with the fog of war.

### **THEFT**

A spy in an enemy fort or camp may attempt to steal technology. Do this by selecting your spy, clicking on the spy mission icon and then on the steal technology icon.

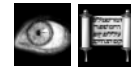
You will be asked, “Do you really want to steal technology?” and you will be shown the likelihood of success. If you choose to go ahead, click on the Yes button.



### **VIEW INFORMATION**

A spy in an enemy fort or camp may also view information on various aspects of an enemy’s Kingdom, from its trade details, to the location of troops, Generals and the King.

To view this information, click on the spy mission icon and then on the view information icon. You will be given a choice of topics to view.



The likelihood of your spy escaping with his life will depend upon his skill level and on the effectiveness of enemy counter espionage measures.

## **ESPIONAGE COLLEGE**

*See: Espionage*

**ESTABLE**

*See: Human Special Structures*

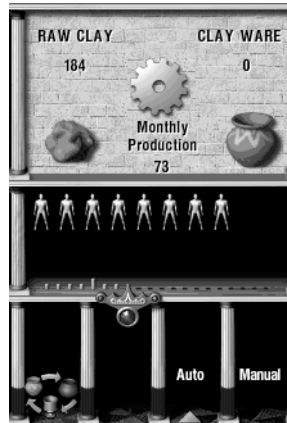
**FACTORY**

Factories are where you process raw material from your mines into finished goods that can be sold in your markets.

It is important that when you build a factory that it is within linking distance of one of your towns and one of your markets. This will insure that civilians will be able to enter the factory for work and that finished goods will be placed in the market for sale.

It is best if you can place your factory so that it is linked to a mine as well, but this is not necessary because you may also transport materials from your mine to your factory by caravan.

*See: Caravan.*



Your factory has two settings for choosing the kinds of goods to produce: Auto and Manual. When it is set to Auto, the factory will produce the correct finished good for whatever raw material is on hand. If you wish to select a specific finished product to produce, click on the change production icon to toggle between iron ware, copper ware and pottery.



**FOOD**

Food is produced by peasants in your towns. Each can produce approximately enough food for three people. If you wish to keep a steady surplus of food, it is a good idea to keep around one third of your population as peasants.

You can see how much food you have by looking at the number next to the bread icon at the top of the interface. The number in parenthesis is the change in amount over the previous year. Red numbers mean a negative change.



Other Kingdoms may sometimes ask to purchase food from you. Don't sell any to them unless you have a good surplus! And remember, they may need



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to buy food because their military is far too large for their population to support. If your desire is to weaken their military, ignore their request.

*See: Diplomacy*

## FORMATIONS

Any troop, Human or Fryhtan, that is led by a commander will be able to form up in set formations. To move into a formation, select your troop by right-clicking on one of its members. Then click on one of the formation icons. The design on the icon matches the layout of the formation.



To change the orientation of the formation, while keeping the same shape, use the numbers on your keyboard's number pad. Use 8 for North, 2 for South, etc. Number 5 has no use.

*See: Troop*

## FORT

It is from forts that you exert control over your towns. As they are more imposing than the less expensive camps, they have more of a stabilizing effect upon your towns than camps do. They are also more intimidating to independent and enemy towns.

This control will only be projected, however, if you have a commander in the fort. The commander's level of leadership will have a great impact upon the level of control as well, as will his nationality. It is best that his nationality is the same as the people of the town.

It is in forts that you train soldiers.

*See: Training*

Forts should be built so that they are within linking distance of towns.

*See: Links*

You may arm up to five towers in each of your forts. These armed towers will engage enemy units that are attacking the fort or who are fighting against the fort's troop in the immediate vicinity outside.



Arm your forts by clicking on the number above the arm towers icon in your fort's interface. As the towers are arming you will see each, in a shade of red, slowly growing from the bottom. When it is fully ready, it will appear as you see to the right.



If your Kingdom runs out of money, these armed towers will be the first things to fail.

## **FORTRESS**

*See: Fryhtan Special Structures*

## **FRYHTAN**

Fryhtans are seven species of beings who prey on and enslave humans, although they will make do with slaughtering other Fryhtans if soft human targets are not to be found.

Fryhtans breed in lairs and may also build special structures that can help them to project their reigns of terror.

*See: Lair, Fryhtan Special Structures.*

## **FRYHTAN SPECIAL STRUCTURES**

*For details on all Fryhtan Special Structures as well as loads of other Fryhtan information, See: the **FRYHTAN STRATEGY GUIDE** towards the end of this book.*

Before you can build a Fryhtan special structure you will have to 'research' them. This consists of a Life Point sacrifice to unknown powers. To do this, click on the Fryhtan research icon in your lair interface. The kind of 'research' that you will be able to do will depend upon the species type of your lair.



### **ALCHEMIST TOR**

This is the special structure for the Minotauros Fryhtans. It may be built anywhere, but you may sometimes want to build it over deposits of natural resources.

### **BHEEMA HYFE**

This is one of the two special structures for the Bregma Fryhtans. It is used for breeding Bheemas.

### **FORTRESS**

This is the special structure for the Grokken Fryhtans. It is built out of the bodies of four of your Grokkens and then manned by up to four others.

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### **KERAAL**

This is the special structure for the Kerassos Fryhtans. Keraals are the Fryhtan equivalent of the Human Inn, except that it gathers powerful wild animals that you can bring into your forces.

### **LISHORR**

This is the special structure of the Kharshuf Fryhtans. Lishorrs are strange and vile plants that spit corrosive poison at your enemies.

There is also the dreaded Wilde Lishorr that, once planted, will spread on its own and if left unchecked by your foes may grow into a terrifying Lishorr forest.

### **MAGE TOR**

Mage Tors are the special structure of the Exovum Fryhtans. They can cast four different types of magic from one side of the world to the other. You may Damage Buildings, Wound Units, Freeze Units and Teleport Units

### **TARMES MOWND**

Tarmes Mownds are one more special structure for Bregma Fryhtans. In them you may breed Tarmes, voracious insects that devour all in their path.


### **VAPNGART**

Vapngarts are the Ezpinez equivalent of the Human war factory. You may produce your weapons in exactly the same way as the humans do, only you will not need to rely upon workers to make them.

In them you may produce three types of weapons: Cobrez, Peltez and Nem-ezez.

### **GENERAL**

A General is a Human commander of a fort or camp and the leader of a troop of soldiers.

He is created by promoting a common soldier. To do this, select a soldier and click on the promote icon. His loyalty level will immediately rise with the joy of his promotion. 

You should choose those soldiers with the highest leadership level to become your new Generals.

Leadership levels of Generals will steadily increase when they have soldiers to train. And it will increase faster when they lead troops in combat.

Generals can be identified in the field by the small star icon over their heads. These are invisible to other players and to the AI.

Inside forts or camps, theirs will be the icon in the top left position.

## GRANT

Grants are the opposite of taxes. They are monetary gifts used to raise the loyalty level of your towns, to drive down the resistance level of independent town and to drive down the loyalty of enemy towns.

You may not give grants to a town unless you have a fort or camp linked to it and you can not grant to an opponent's town if they have a fort or camp linked to it.

To grant, select the town and click on the grant icon. When you do the loyalty level of your towns will increase by 10 points, resistance in independent towns will fall by 10 points and loyalty in enemy towns will drop by 10 points. If you click quickly and repeatedly on the icon, however, the effect will be less.



You may set Auto-Grants in the same way that you set Auto-Tax. The difference is that you will be giving money to your townspeople whenever their loyalty falls to a certain level.

*See: Tax*

## GREATER BEINGS

Greater Beings are the gods and goddesses of the world's Human Kingdoms. Fryhtans have no known Greater Beings.

You will be unable to invoke a Greater Being until you have built a Seat of Power and staffed it with the faithful people whose prayers are necessary for the invocation. *See: Seat of Power.*

When the prayer points in the Seat of Power have reached the minimum for an invocation, the invoke icon will become active. Clicking on it will bring your Greater Being who will appear, already selected, in the sky over your Seat of Power. On the Greater Being interface, to the right, you will see a short description on the powers of your Greater Being.



When the prayer points for the active Greater Being have been exhausted, it will disappear. Most prayer points will be used up when using Greater Being

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magic, but they will still be used even when the Greater Being is doing nothing.

To use your Greater Being's magic you may have to click on the use magic icon, although this is not necessary for those Greater Beings whose skill is in attack. You may control them as you would any other unit. Pressing Z on your keyboard will have the same effect as clicking this icon. It will also select and center your screen on your Greater Being.



### **SPECIAL BLESSINGS**

Instead of invoking your Greater Being you may instead choose to ask for a special blessing. You may do this only when your prayer points have reached the maximum. You will know this when the progress bar has turned blue and the special blessing icon becomes active.



The blessing that you will receive is unknown. It can be anything from a large gift of gold or food to the surrender of an enemy fort. Occasionally the Greater Being will choose to test your faith and give you nothing at all!

### **AMATERASU**

The Japanese Greater Being will help to expose and execute enemy spies in your midst. When you invoke her, send her over any town or building in your empire. Click on her use magic icon and place the square over your target. She will expose and kill any spies in the area.

### **ARCHANGEL**

The Norman Greater Being can strike at your enemies with his sword of light and righteousness. Control his attack as you would any other unit.

### **ATHENA**

The Greek Greater Being can drop a protective shield over your troops, allowing them to fight for thirty days without taking the slightest wound.

Click on the use magic icon and then click the large square over the units that you wish to protect. Using the magic more than once will NOT protect the troops for a longer time.

### **BAAL HAMMON**

The Carthaginian Greater Being can shake the earth under the feet of your enemies, causing great damage to their buildings and their people.

click on the use magic icon and then click on any area of the world - building or ground. Baal Hammon will fly to the area and unleash a devastating earthquake. You may repeat as many times as you can to further increase the damage. But beware, these earthquakes can affect your Kingdom just as well.

Baal Hammon may even destroy his own Seat of Power if you are not careful!

**CHI LIN**

The Chinese Greater Being will exhale his dragon's fire on the heads of your enemies. Target him as you would any unit.

**DAGODEVAS**

The Celt Greater Being can fly over your enemies and rain down powerful blows with his holy club! Target him as you would any unit.

**HANUMAN**

The Indian Greater Being will strike your enemies with powerful tornadoes. Target him as you would any unit.

**ISIS**

The Egyptian Greater Being will increase the population of your Egyptian towns by 15 people with each use of her powers.

Click on the use magic icon and then place the small square over one of your Egyptian towns. She will fly to the town and use her fertility magic.

**MARS**

The Roman Greater Being who you may use to greatly increase the leadership ability of your Roman Generals. Click on the use magic icon and then click the small square over any Roman General.

If he is inside a fort, just click on the fort. His leadership level will increase by 30 points. You may click several times to increase the level further still, but once you reach 100 it can increase no more.

**MITHRA**

The Persian Greater Being who will reveal the goings on inside the buildings of your enemies. Target any enemy building. Mithra will fly there and work his magic. Then, for as long as that building stands, you will be able to see inside.

**TENGRI**

The Mongol Greater Being who can sometimes change the hearts of your enemies and bring them over to your side. You may target him on any enemy unit, but if you target a commander, and are successful, his entire troop will join your side.

**THOR**

The Viking Greater Being who calls down lightning from the sky and devastates enemy troops and buildings. Target Thor as you would any other unit. He is especially effective over the field of battle where he will automatically attack enemy units in a wide area.

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## **GROUP SELECTION**

*See: Saved Groups*

## **HEALTH BAR**

Above the heads of your units you can see a small horizontal bar. It can be green yellow or purple. The color of the bar helps to give you a good idea as the number of hitpoints that the unit possesses. Green units have the fewest and purple bars the highest. There are many hit point levels within each color, so use them only as a rough guide.

The length of the bar show the percentage of a unit's possible hit points that remain to him.

## **HELP**

There are three options for the pop-up help function. None, Brief and Detailed. For beginning players it is a good choice to choose the detailed help option. This will give you extensive pop-up help messages for all icons and other interface functions whenever your cursor is paused for a short time over such locations.

Choose your help option under the Options menu. Press O on your keyboard to open it.

## **HEROES**

Heroes are soldier with special skills. The can excel in combat or in leadership or in both.

There are several ways to acquire the services of heroes. You may hire them at inns, at sometimes exorbitant prices, or you can work to build a great Kingdom with a high reputation, in which case they will voluntarily join you.

A more dangerous way to attract the attention of heroes is to do battle with Fryhtans. Heroes look upon this as evidence that you are worthy of their services.

Heroes are distinguished by the laurel icon over their heads.

## **HIT POINTS**

Hit points are the amount of points that a unit can give up before he is killed.

As the combat skill of a unit increases, his maximum number of possible hit points will also increase.

## HONORS

Honors are medals that you give to your units. Each one of these honors increase the loyalty of your units by 10 points. This can be very important because if a unit's loyalty level falls below 30 there is a good chance that he will switch sides and join one of your opponents.

Grant an honor to your unit by selecting him and then clicking on the honors icon. If his loyalty level is already 100, honors will have no effect.



## HOTKEYS

*You may view the game's Hotkeys by pressing O, for Options on your keyboard and then choosing View Hotkeys. or you may look at the hotkey list at the end of this book.*

## HUMAN SPECIAL STRUCTURES

### AKADEMIA IPPIKOU

The Greek special structure, where you train Greek cavalry units. It can only be built by a unit of Greek nationality and must be linked to at least one Greek town in order to draw its recruits.

### CHARIOT AT'SABA

The Egyptian special structure, where you train Egyptian chariot units. It can only be built by a unit of Egyptian nationality and must be linked to at least one Egyptian town in order to draw its recruits.

### ELEPHANT TRAINING

The Carthaginian special structure, where you train Carthaginian elephant cavalry units. It can only be built by a unit of Carthaginian nationality and must be linked to at least one Carthaginian town in order to draw its recruits.

### ESTABLE

The Norman special structure, where you train Norman cavalry units. It can only be built by a unit of Norman nationality and must be linked to at least one Norman town in order to draw its recruits.

### IMMORTAL'S ACADEMY



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The Persian special structure, where you train Persian cavalry units. It can only be built by a unit of Persian nationality and must be linked to at least one Persian town in order to draw its recruits.

#### **KHEDDA**

The Indian special structure, where you train Indian elephant units. It can only be built by a unit of Indian nationality and must be linked to at least one Indian town in order to draw its recruits.

#### **NAADAM FIELD**

The Mongol special structure, where you train Mongol cavalry units. It can only be built by a unit of Mongol nationality and must be linked to at least one Mongol town in order to draw its recruits.

#### **NINJA DOJO**

The Japanese special structure, where you train Japanese Ninja. It can only be built by a unit of Japanese nationality and must be linked to at least one Japanese town in order to draw its recruits.

#### **ØKSEHUS**

The Viking special structure, where you train Viking axe throwers. It can only be built by a unit of Viking nationality and must be linked to at least one Viking town in order to draw its recruits.

#### **SACRED GROVE**

The Celt special structure, where you train Celt Deruvid units. It can only be built by a unit of Celt nationality and must be linked to at least one Celt town in order to draw its recruits.

#### **SCHOLA EQUITATUS**

The Roman special structure, where you train Roman cavalry units. It can only be built by a unit of Roman nationality and must be linked to at least one Roman town in order to draw its recruits.

#### **SHAO LIN TEMPLE**

The Chinese special structure, where you train Chinese Shao Lin monks. It can only be built by a unit of Chinese nationality and must be linked to at least one Chinese town in order to draw its recruits.

### **INDEPENDENT TOWN**

Independent towns are where those people who have no allegiance to any Kingdom live. They fly no flag and appear as white squares on the world map.

One of your most important goals in this game should be to liberate as many of these towns as possible, using either persuasion or violence, and thereby bringing them under your control.

If you are playing as a Fryhtan, these towns are just waiting for enslavement. They also may serve you well as huge reservoirs of life points. Wiping out large independent towns will satisfy your life point requirements for quite a while. Their people will also not put up as great a resistance as will the townspeople of Human Kingdoms.

## **INFILTRATION**

*See: Espionage*

## **INFORMATION MENUS**

At the top of your interface you will see eight buttons for accessing eight different types of menus, showing a vast range of information:

**Kingdoms, Towns, Military, Trade, Economy, Tech, Spies and Rank.**

You may also access these menus by pressing F1-F8 on your keyboard.

Use the Kingdoms menu for conducting diplomacy and viewing information on other kingdoms.

The Spies menu is a quick and easy way to see what all of your spies are doing.

## **IN-GAME OPTIONS**

Press O on your keyboard to bring up a menu of in-game options.

If you are a new player, it is a good idea to turn on the Help option. This will give you pop-up help when you hold your cursor over an icon for a short time.

## **INN**

Inns are where mercenaries gather and offer their services. Military mercenaries will gather in “The Severed Arms” room at the top of the inn interface. Spies, both military and civilian, will gather in “The Cloak and Dagger” room at the bottom of the interface.

You may hire a mercenary by clicking on him in the inn and then clicking on the hire icon.



The money will be paid and the unit will exit the inn.

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You may also purchase artifacts in the inns. To do this, click on a unit who carries one and then click on the artifact icon. When you do, the artifact will be seen outside the inn. Pick it up by sending a soldier to its location.

## **JOBS**

By giving jobs to your civilians you will increase their quality of life and encourage them to breed more often. These jobs can be found in mines, factories, seats of power, war factories and towers of science.

If you employ all of your civilians, however, you will starve. You must leave some peasants in the field to grow your food.

## **KERAAL**

*See: Fryhtan Special Structures*

## **KHEDDA**

*See: Human Special Structures*

## **KING**

The King is the leader of a Human Kingdom. If your King has been slain, you must choose a General to succeed to the crown. To do this, select a General (preferably the one with the highest leadership level) and click on the crown icon. This icon will only be visible when you are without a King.



Your King's level of leadership will have a marked influence on the loyalty of your population. The higher the leadership level, the higher the loyalty of your people.

## **LAIR**

Lairs are the abodes of Fryhtans. There are seven types of lairs just as there are seven species of Fryhtans.

Your Fryhtan lairs are used both for breeding new Fryhtans and for controlling enslaved towns. You must also conduct your Fryhtan 'research' in these lairs.

The species of Fryhtan bred in a lair will depend upon the lair and not upon the species of the commander.

If you wish to enslave a town, you must have a lair built within linking distance of that town and you must have beaten the town's resistance down to

zero. If you wish to collect tribute from your slave towns, a commander must be in residence inside the lair.

*See: Breeding, Enslavement*

## **LEADERSHIP**

High leadership levels are probably the most important attribute for your commanders to possess. A General, Ordo, King or All High with high leadership levels will be able to train troops faster, lead them more effectively and exert more effective control over towns and even entire Kingdoms.

## **LIFE POINTS**

Life points are what Fryhtans need to breed new Fryhtans and to purchase their 'research'. Life points are gained in one way; by killing living beings. These may be Human or Fryhtan.

A Fryhtan player will soon learn that Human towns are nothing more than well stocked life point larders.

You can see your life point reserve at the top of the interface near the green and yellow life point icon.

## **LINKS**

Links are visible as the lines between selected buildings and other buildings. These linking lines show that the buildings are close enough to each other to enable goods, influence and people to pass between the buildings.

A link between a fort and a town allows the commander of the fort to influence the town's resistance or loyalty. It also allows soldiers from the town to be recruited and trained in the fort.

A link between a factory and a mine allows raw material from the mine to be transferred directly to the factory without the necessity of using a caravan.

A link between a factory, mine, tower of science, seat of power or war factory and a town will enable peasants from that town to volunteer for work in these buildings.

A link between a market and a factory will allow finished goods from the factory to be placed in the market and a link from the market to the town will allow the people of the town to purchase those goods.

You may manually open and close these links by clicking on the rotating ring at the end of the link. This will shut off all transfer between the buildings. You might want to do this so as to allow peasants from one town to go to

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work in a building while blocking those from another town. This is sometimes important when you are trying to raise the loyalty or drive down the resistance of that first town. Giving them jobs will accomplish this.

At the end of the link between a fort or a special structure and a town you will see something different. It will be either a green or a red button. If it is green it means that when you train a unit in the fort or special structure, he will be taken from this town. If you have more than one town linked to the fort or special structure, you will need to decide from which town units will be conscripted. If the button is red it means that the units will not come from this town. If you wish to open the link, click on it to turn it green. The other(s) will then close.

## **LISHORR**

*See: Fryhtan Special Structures*

## **LOADING SAVED GAMES**

Load saved games by pressing L on your keyboard. Click on the saved game and then on Load.

## **LOOT**

Loot is collected anytime you dispatch an enemy unit or destroy an enemy building. You will be able to see the amount of loot rising from the fallen soldier or civilian. It is collected automatically and added to your treasure.

The amount of loot can vary greatly. Loot taken from the bodies of Kings or Heroes can be great.

## **LOYALTY**

Loyalty is the feeling of goodwill that civilians and soldiers feel for their leaders.

You can help to keep your loyalty levels high by not overtaxing your people, by keeping a high reputation, by having commanders with high leadership levels and by giving your people jobs and goods.

If loyalty levels fall below 30, your townspeople may revolt and your soldiers may switch sides.

## MAGE TOR

*See: Fryhtan Special Structures*

## MAKING WEAPONS

To build weapons you will need to have done the appropriate research and you will need to construct a war factory.

Once the war factory is built, select it and click on the make weapons icon. The interface that will then appear will show all of the weapons for which you have completed the research. Click on the number button near the weapons that you wish to build.



Set the number from 1 to 20, depending upon how many weapons you wish to build. If you are building several kinds of weapons, the order that you click the numbers will determine the order in which the weapons are produced.

*Also See: Rally Points*

## MAP MODES

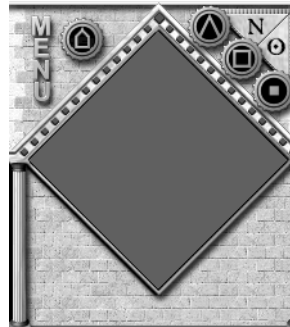
You can change the style of your map by clicking on the three circular icons on the upper right of the world map.

The top will show the world in colored relief as well as all units and buildings.

The middle will show the world in a neutral gray, along with units and buildings.

The bottom will show the world in neutral gray, but only show towns, industry and caravans.

This mode will help you to more easily see the world from an economic point of view.



The icon to the left of the map will hide all of the buildings on the map, apart from the towns. It will replace them with colored squares and the names of the buildings. This may help you to more easily see units that you are engaged in combat with.

You may cycle through the map modes by pressing Q on your keyboard.

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The N and O buttons at the top right are filters. Select a unit or building and click on the N button to show, on the world map, only units and building of the same kingdom as the selected unit. Right-click to lock this filter.

Clicking on the O button will show only the same type of building or unit as the selected one.

You may click on both N and O to combine both of these filters.

## MARKET

Markets are where you buy and sell goods, hire caravans and sometimes store raw materials.

Without access to goods in markets, your civilians will have a lower quality of life than is possible. This will put a damper on their population growth and limit their loyalty.

When building markets make sure that they are linked to towns so that the civilians can shop there. Also make sure, whenever possible, that you markets are linked to your factories. This will eliminate the need for caravans delivering finished goods from the factory, thus speeding up and lowering the cost of the process.

All caravans must be hired from your markets.

*See: Caravan*



## MENU

Click on the Menu button near your world map to bring up the menu. You may then click on one of the following choices.

**Options (O)**

**View Hotkeys**

**Save Game (S)**

**Load Game (L)**

**Retire**

## MERCENARIES

Mercenaries are soldiers and spies for hire. They can be found gathered in your inns.

*See: Inn*

## MINE

Mines are buildings constructed over deposits of natural resources, built by a civilian. In order for a mine to become operational it must be linked to a Human town. If, as often happens, there is no Human town within linking distance of a new mine, you must build a new town near the mine.

*See: Town*

If your working mine is linked to a factory, the raw materials will be automatically delivered to the factory. If the mine is too far away, you will need to use a caravan to transport the raw materials to your factories or markets.

*See: Caravan, Factory, Market*

## MONEY

Money is acquired by tax, tribute, trade and loot. The amount of your treasure can be seen near the gold coins icon at the top of your interface.



*See: Tax, Trade, Loot*

## MOVING UNITS

To move a unit, select it and then right-click anywhere on the main map or on the small world map.

## MULTIPLAYER LOBBY

Seven Kingdoms II has a dedicated server that facilitates matchmaking for online multiplayer game. To get into the multiplayer “Lobby”, click on the Seven Kingdoms II Lobby icon.

Once you select your identity (created when you first play Seven Kingdoms II) and enter your password, you will be taken to a menu showing several gaming halls. These halls help to separate expert players from beginners.

Select and enter your hall to find other players from all around the world.

You may create a game of your own or you may join another game that is waiting for players.



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The Lobby is a great place to ask questions of experienced players, so even if you are not yet ready to play online, you should go there to ask questions about things you don't quite understand.

## **NAADAM FIELD**

*See: Human Special Structures*

## **NAMES**

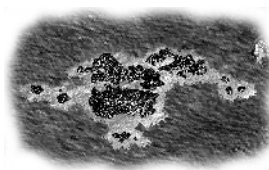
Every unit and town in Seven Kingdoms II has a unique name. Although you may not change the names of your units, you may change the town names, in single player games, by clicking on the town name plaque in the town's interface. After you do, type in the new name and then Enter.

## **NATURAL RESOURCES**

Natural resource deposits of iron, copper and clay may be found scattered around the world. They are useless until you build a mine over them begin to extract the raw material from the ground.

These deposits are seen as small black squares on the small world map. You may find unmined deposits by pressing J on your keyboard.

*See: Mine*



## **NEWS MESSAGES**

You will often receive news messages at the bottom of your screen, informing you about the goings on in the world.

You may clear the news events from your screen by pressing X on your keyboard or by clicking the small x icon to the right of the messages.

If you wish to go to the area of a specific news event, click on the small gold go to news event icon in front of the message.

## **NINJA DOJO**

*See: Human Special Structures*

## **ØKSEHUS**

*See: Human Special Structures*

## **OPTIONS MENU**

Press O on your keyboard to bring up the Options Menu. There are many options there for you to customize the game's presentation so that it most suits your gaming style.

## **ORDO**

An Ordo is the Fryhtan equivalent of a Human General. He is created by promoting a croul. To do this, select a croul and click on the promote icon. His loyalty level will immediately rise with the joy of his promotion.

You should choose those crouls with the highest leadership level to become your new Ordos.

## **PAUSING THE GAME**

To pause the game, press the Space Bar or the letter P on your keyboard. You will be able to issue orders to all of your units and arrange your affairs while the game is paused.

This only applies for single player games.

## **PEASANTS**

Peasants are the civilians who live in your towns, but who do not have jobs in any of your buildings. They are the ones who grow the food for your Empire. If you have few or no peasants and expect to support a large army, you will eventually see your soldier changing sides and going over to an opponent who is able to feed them.

*See: Food*

## **PLAYER REGISTER**

When you start up Seven Kingdoms II you will be taken to the main menu page where you will have to click on the Player Register step. This will take you to a scroll where you can select the identity under which you will play.

As several people may wish to play on the same computer, this will help to distinguish one player's saved games and preferred options from another player's.

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If it is your first time playing, or you wish to create a new identity, click on the New Player step.

## **POPULATION GROWTH**

If you are at peace, your population will steadily grow throughout the game. You can increase this growth by making sure that your markets are filled with a variety of goods and by giving a good number of your people jobs in factories, towers of science and other buildings that accept workers.

If a town is approaching its limit of 100 citizens, you should be prepared to build and settle a new town. Otherwise your population will cease to grow.

You may speed up the process of growth by absorbing independent towns into your empire.

*See: Town, Independent Town*

## **PRAYER POINTS**

Prayer Points are accumulated in your Seats of Power when you have it staffed with one or more faithful. This can only happen if your Seat of Power has been built within linking distance of one of your towns of the appropriate nationality.

The more faithful in the Seat of Power, the faster the prayer points will accumulate.

You can view the accumulation of prayer points in the progress bar in the Seat of Power interface.

## **PREUSER**

Preusers are special structures only found in campaign games.

## **PROGRESS BAR**

This is the bar that is visible in towers of science and Seats of Power and certain special structures. It shows the progress of research in the towers of science and the accumulation of prayer points in Seats of Power.

## **PRODUCTION ADVANCES**

You may do research in your Towers of Science to increase the efficiency of production on your farms and in your factories and mines.

*See: Towers of Science*

## PROMOTION

Promotion is what you do to change a Human soldier or Fryhtan croul into a Human General or Fryhtan Ordo.



To do this, select a common unit and click on the promote icon.

*See: General, Ordo*

## RALLY POINTS

You may set rally points for special units, weapons or spies that have been trained or built in special structures, war factories or espionage colleges. Once training or building has been completed, the units will exit the building and move to the rally point.

Rally points can be inside forts, camps, lairs or towns (civilian spies only) as well as anywhere in the field.

To set a rally point, select the structure and then right-click in the field or on the building or town.

To view your rally point, click on the view rally point icon (green finger). To cancel the rally point, either set a new one by the same method as above, or click on the cancel rally point icon.



## RANDOM EVENTS

If you have chosen to have random events as one of the options in your start up menu, you will occasionally be plagued by...plagues, as well as earthquakes, tornadoes and other unpleasant things.

## RANK ICONS

Above the head of your units you may see small icons denoting their rank. The King or All High will have a crown, Generals or Ordos will have stars and Heroes will have laurels (sometimes combined with crowns or stars).

These icons cannot be seen by other players so they will not easily know which units is your most important and therefore try to target it.

If you are unable to see these icons you should go to the options menu (type O on your keyboard) and make sure that "Always" is highlighted under 'Show Unit Identities'.

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## **RAW MATERIAL**

Raw material is the either clay, copper or iron that have already been taken out of the ground at one of your mines. If you have a direct link to a factory it will be automatically sent there for processing into finished goods. If not, set up a caravan link between your mine and a factory.

*See: Caravan.*


## **REBELLION**

Rebellions will break out in towns whose loyalty to their lords have fallen below 30 points. This can result from many reasons, from low leadership, a terrible reputation, failure to protect your people against attack, excessive taxation, famine or enemy agitation.

To help prevent rebellion, make sure your people have enough food, protect them from enemy spies, give them strong leaders of their own nationality and do not squeeze them with too many taxes.

Rebellions can be doubly dangerous because not only will the rebels destroy your buildings, but when you kill them, as is your right, your reputation will suffer and those of your people of the same nationality as the dead rebels will see their loyalty levels plummet.

## **RECRUIT**

When you want to take one of your civilians out of a town so that he can be used to construct a building or if you want to send several civilians into distant towns, you will need to click on the recruit icon in the town's interface. 

For every click, one civilian will exit and stand outside the town. The loyalty level of your town will also fall slightly and, if you click too quickly and too often, it will fall even more quickly.

## **REPAIR**

When a building has been damaged, you can initiate repair by clicking on the repair hammer icon on your building's interface. If you wish to repair all of your damaged buildings at the same time, right-click on this icon.

## REPUTATION

Your reputation score is something to be carefully guarded. A Human player with a high reputation will have several advantages over a player who is looked upon with scorn by the world and by his own people. His people will be more loyal and he will attract the attention of powerful heroes.



Your reputation will steadily increase over the years if you do nothing to damage it, but it can be given a great boost by engaging in battle with Fryhtans.

Reputation will be damaged when you kill civilians and when you break treaties, especially when you break a treaty with a Kingdom that has a high reputation.

If you are playing as a Fryhtan, please ignore all of the above. You have no reputation and you never will!

Your reputation can be seen in the number near the thumb up icon at the top of your interface. Thumb up, that is, if your reputation has gone up in the past year. It will be thumbs down if your reputation has fallen.

## RESEARCH

*See: Tower of Science*

## RESISTANCE

This number shows the level of resistance in independent towns to your rule.

If you have a fort or camp linked to an independent town and you have lowered its resistance level to less than 30, the town will join your empire.

You can lower resistance by making use of the leadership of your commander and by giving jobs to these independent people. They will not work in your buildings, however, until you have lowered their resistance to 50 points or less.

## RETURN

To quickly return a selected unit or troop to its home fort, camp or lair, click on the return icon. When you do, the unit or troop or group of selected units will return to the building from which it last sortied.



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## **ROYAL UNITS**

Royal units are soldiers that you can carry over into the next scenario of a campaign.

## **RUN AWAY!**

If you need to get a troop or unit away from an hopeless fight, and don't want them to stop to defend themselves or their friends, double click on the spot to which you wish them to retreat.

## **SACRED GROVE**

*See: Human Special Structures*

## **SAVED GROUPS**

You may save a large or small group of units by drawing a box around them and then pressing Ctrl + number on your keyboard. To recall them, press Alt + number.

Unless these groups contain one or more troops led by a commander, the grouping will accrue no leadership benefit to their fighting skills.

## **SAVING GAMES**

Press S on your keyboard to save the present game. You may write a description of the game when saving it.

The game will be auto-saved every two months of game time.

If you choose the Save New option in the save screen you will not overwrite the most recent auto-saved games.

*See: Load Games*

## **SCENARIO EDITOR**

If you wish to create your own scenarios, click on the Scenario Editor step in the main menu.

## **SCHOLA EQUITATUS**

*See: Human Special Structures*

## SCROLL OF POWER

Scrolls of Power contain the knowledge necessary to build Seats of Power. Only a unit of the correct nationality will be able to pick up a Scroll of Power.



You may view the Scrolls of Power that your Kingdom possesses under the Tech menu or by pressing F6 on your keyboard.

When you slay the King of your enemy you may often find that he was carrying his Kingdom's scroll of power. Pick it up if you can.

## SEAT OF POWER

Seats of Power are the grand buildings that you build so that you will be able to invoke your nationality's greater being.

Building a Seat of Power, although very expensive, will give your Kingdom a special civilization benefit that will last as long as the building stands.

Seats of Power must be built within linking distance of a town of the appropriate nationality. This is so that the faithful from the town may enter the Seat of Power to offer up their prayers to the Greater Being.

*See: Greater Being*

## SELLING STRUCTURES

You may sell any selected structure by clicking on the dollar sign to the left of the structure's name. You will receive less money than it cost to construct the building.

If the building is too far damaged, you will not be able to sell it. You may either repair it or demolish it.

## SET UP OPTIONS

There are a huge variety of set up options when you are setting up a game. Beginning players should try out the easier options before moving on to the more challenging ones. Compared to most real-time games that you have played, Seven Kingdoms II is quite complex, so give yourself a break when you are just starting out.



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## **SHAO LIN TEMPLE**

*See: Human Special Structures*

## **SLEEPING**

*See: Espionage*

## **SORTIE**

To quickly remove your entire troop from its fort, camp or lair, click on the sortie icon. When your troop comes out (if it has a commander) it will be selected and ready to move or to fight.

The same icon may also be used to take all of the trained units out of special structures, although they will not be grouped as a troop.

*See: Troop*

## **SPECIAL UNITS**

Special units are those soldiers that each Human nationality can train once they have done the appropriate research and once they have built the appropriate special structure for training them.

These units are more powerful than normal infantry units.

*See: Human Special Structures*

## **SPIES**

*See: Espionage*

## **SURRENDER**

Enemy units may sometimes surrender to you in battle. This often happens when you have slain their commander.

Independent towns will surrender to you once you have driven down their resistance level to less than 30.

Opponent's towns may surrender if their loyalty level to their own king falls to far and if you have a fort or camp linked to the town.

## **TARMES MOWND**

*See: Fryhtan Special Structures*

## **TAX**

It will be unlikely that you can sustain a viable economy without taxing your people. To do this you must understand the three types of taxes.

The first is the simplest. That is the special tax. Collect this tax from a selected town by clicking on the tax icon. When you do, every civilian will pay tax and the loyalty level of the town will fall by 10 points. If you repeatedly click this icon, the loyalty level will fall even faster.

The second type is the auto-tax. To collect this, right-click on the tax icon. This will bring up a menu of numbers. These numbers represent loyalty levels. When you click on one of the numbers, it will insure that a tax will be collected from that town whenever its loyalty level reaches that number. If you right-click on the number, it will set the auto-tax for all of your present and future towns.

The loyalty level of your towns will also fall by 10 points when this tax is collected.

The third type of tax is a yearly tax. It will be collected from all of your towns on the first of January every year. There will be no fall in loyalty when this tax is collected.

## **TELEDAMNUM**

Teledamnums are special structures only found in campaign games.

## **TESTUDO**

Testudos are special structures only found in campaign games.

## **THEFT**

*See: Espionage*

## **TOURNAMENT**

There is a perpetual Seven Kingdoms II tournament at:

*<http://iacme.net/7k2>*

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## **TOWER OF SCIENCE**

Towers of science are where you conduct research. Build towers of science so that they are linked to your towns. Civilians will volunteer to work there as researchers.

To begin a research project, select a tower of science and click on the conduct research icon. This will bring up a menu of research areas. Choose an area of research to bring up an additional menu of specific projects. Click on your choice to begin.

You can view the progress of your research on the progress bar. If you change the direction of research before one project is complete, you will not lose what you have learned. You may resume an abandoned project at a later date.

When a research project has been completed you will see a news message on the bottom of your screen. Click on the Go To News icon in front of the message to go to a tower of science, where you will be able to change your research path.

Build more than one tower of science to increase the speed of your research!

## **TOWN**

Towns are where your civilians reside. It is townspeople who pay your taxes and work in your factories, mines, towers of science and Seats of Power.

If you are a Fryhtan, towns serve as a source of cash when they are enslaved.  
See: Enslavement

Towns have a population limit of 100, so when you approach this limit you should consider building a new town. To do this, recruit (See: Recruit) one of the civilians or a wagon from the town, click on the build town icon and place the blue square in the desired location. You should try to place it so that it is within linking distance of a fort. If it isn't you should consider building and staffing a new fort, linked to the new town.

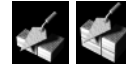
Once the town has been completed you may send in more people. You may do this either by recruiting single people or wagons or, if the towns are linked, by transferring the people directly. Do this by selecting the town with the larger population. Then click repeatedly on the rotating red arrow that you can see over the new town. For each click, one civilian will be transferred.

You may not send civilians of one nationality into a town of another nationality.

## TOWN WALLS

Town walls help to protect your civilians from attack. There are two levels of walls; the first less strong than the second.

To build a town wall, select a town and then click on the build wall icon. If you double-click, the second level wall will be built immediately upon the completion of the first wall.



When your town is enclosed, civilians will be able to throw rocks at invaders from behind the safety of the walls. Once the walls have been destroyed, however, civilians will begin to take casualties.

## TRADE

You can go a long way towards financial security if you have extensive trade with other kingdoms. When you have a trade treaty with others they will send caravans to your markets to purchase goods there that they do not have at home. Trading links will also help to make it less likely that they will start a war with you.

Initiate a trade treaty by clicking on the Kingdoms button or by pressing F1 on your keyboard. This will bring up the diplomacy menu.

Click on the kingdom with which you wish to trade and then click on “Propose a Trade Treaty”. If they accept, a message will appear at the bottom of your screen. You will then be able to send caravans to their markets and they to yours.

*See: Caravan*

## TRAINING

Train troops for your forts by clicking on the train icon. Your fort must be linked to one of your towns in order to train units. If there are no civilians in your town, training will remove workers from their jobs.



If your fort is linked to more than one town, you will see one link that ends in a green button and the others that end in red buttons. The town beneath the green button will be the town from which recruits are taken. If you wish to change to another town, click on the red button.

## TROOP

A troop is a unit of up to 16 soldiers or crouls who are led by a commander. A troop is created by sending fighting units into a fort, camp or lair. If there

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is a commander there, the troop will become a cohesive fighting unit, receiving a boost in their fighting skills from the leadership of their commander. The higher this level of leadership is, the better they will fight.

When a troop is in the field you may easily select it by right-clicking on any of its members. Troops, unlike a random grouping of soldiers, will be able to form formations when you click on one of the formation icons.

***See: Formations***

You may quickly return a troop to its fort, camp or lair by selecting the troop and then clicking on the return icon. If you wish to change the home base of the troop, send it into another building with a right-click.



You may reconstitute troops by transferring individual soldiers between bases.

If your commander is slain in battle, your troop will lose his leadership bonus and you will no longer be able to make formations or select the group with a right-click.

## **TROOP ATTITUDE MODES**

There are three attitude modes for your troops: Aggressive, Defensive and Stand Ground.

When a military unit, a troop or a large group of units are selected you can change their mode by clicking on the mode icon at the bottom of their interface.



Aggressive troops (spear up) will move to attack any enemy units in the area.

Defensive troops (spear down) will move to attack only if they are attacked.

Stand Ground troops (spear at side) will not move unless you tell them to, but they will defend themselves if attacked.

## **VAPNGART**

***See: Fryhtan Special Structures***

## **WAGON**

You will find it very convenient to use wagons to move a large number of civilians from a town. Each wagon can carry up to ten civilians.

Hire a wagon by selecting the town and then clicking on the wagon icon. When you do, the wagon with the civilians inside will appear on the South side of the town.



You then send the wagon into another town of the same nationality or you may use it to build a new town.

*See: Town*

If you are playing as a Fryhtan, wagons can make a nice fat target!

## **WAR FACTORY**

*See: Building Weapons*

## **WEAPONS RESEARCH**

*See: Tower of Science*

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# **FRYHTAN STRATEGY GUIDE**

With thanks to the All High Fryhtan Master, Earl J. Young

## **An Introduction to Fryhtan Gameplay**

The Fryhtans are the monsters of Seven Kingdoms II and considered to be evil as they prey on human beings to drain them of their life force. The gameplay of a Fryhtan Kwyzan is significantly different than that of playing a Human Kingdom, though there are many similarities as well.

## **Advantages of Fryhtans Over Humans**

Fryhtans do not have a reputation and actually get rewarded for performing atrocities and heinous acts of violence by way of money and Life Points. Fryhtan Kwyzan's do not incur yearly maintenance costs for their types of units (with exception to the Ezpinez War Machines, which are actually modified Human War Machines), allowing them to spend these additional funds on training more troops, so rather than trying to maintain a vast army as a Human Kingdom would, they are capable of continual growth without limit.

Fryhtan units do not consume any food, getting their main sustenance from consuming humans, so there is never a risk of losing loyalty amongst the troops by means of this factor. Human units (not those in slave towns) added to the Fryhtan armies will still consume food, but the amount is not significant enough to ever be considered a factor in Fryhtan gameplay, as the Fryhtans begin with a small yet sufficient supply of food.

Fryhtan research is instantaneous, in that once a certain amount of power of Life Points is achieved, they can spend that energy towards the further evolution of their species. Rather than actually having to spend time learning like humans do, they simply instinctively have the knowledge.

Fryhtans start out stronger in body than humans and continue to grow in strength as the game progresses, making them deadly and nearly unstoppable in a prolonged battle. Furthermore, the longer Fryhtans play, the more Life Points they automatically gain to produce additional troops, similar in a way to Human population growth.

## **Disadvantages of Fryhtans**

Fryhtans have a negative reputation when dealing with other player kingdoms diplomatically, so alliances are unlikely, though not impossible. Fryhtans have no means of economy themselves and rely on the tributes of gold from humans for this purpose by means of enslavement. Unfortunately, enslavement is a bloody business and very few actual humans are capable of surviving the ordeal, making their tithes meager at best.

Fryhtans must manage Life Points and money, which can hinder their growth and development, until they can maintain a balance of both factors. This necessity for Life Points constantly drives the Fryhtans' need to feed, their most common prey being the weaker humans, and is usually acquired by violent means, especially early in the game.

Fryhtan research is expensive in Life Points and limited in comparison to what is available to the humans. Furthermore, special abilities gained by research are exclusive only to a particular Fryhtan species, rather than the broad research applications available to all human nationalities.

Fryhtans start out fewer in number than the Humans and are much more expensive and slower to train new units. Life Points gained over time are less useful as money becomes the main factor at the later stages of the game and does not compare to the power of the Human population growth.

## **Similarities between Fryhtans and Humans**

Leadership works the same way for both Fryhtans and Humans in that Leadership Skill enhances the combat abilities of those under their command in battle and the Leaders are capable of training others while in a Fryhtan Lair, like a Human Fort, to increase their troops Combat Skills.

Furthermore, the Fryhtan's Leadership Skill effects the amount of tithing or tributes of enslaved villages, just like the taxation of Human villages, and can only be collected while a Leader is in a linked Fryhtan Lair.

Combat tactics such as flanking attacks from the side and rear, the strategic applications of various formations, and magic item usage are identical for both Fryhtans and Humans. (Note: Combat damage is heavily dependent on the direction of attack, ranging from attacks from the front which deal 100% damage to rear attacks which deal 200% damage.)

Loyalties of Fryhtan troops are also similar to that of humans, in that the loss of their Leader causes a huge drop in morale, making it possible for your Fryhtan units to betray you and surrender to another enemy Kwyzan or Kingdom when their Loyalty falls below 30 points. (Warning: If any Fryhtan's Loyalty drops to zero while outside, they will simply disappear.

You will have very little time to bring their Loyalty levels back up, so be on the safe side and grant them tribute to bring their loyalties above 30 as quick as possible.) Loyalty will also fall if Fryhtans are idle inside a building or are outside for prolonged periods of time so keep them busy inside the Lairs training when not in battle. The Loyalty of Fryhtan Leaders will fall if they have few or no troops to command plus their Leadership Skill will deteriorate from lack of use. Keep as large as possible number of troops under their command and have them train others, rather than remaining idle, to keep them happy.



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## The Fryhtan Hierarchy

The All High is the main leader, similar in respects to a Human King. There can only be one All High at any one time, and while the Fryhtans do not have reputations, they do have loyalty, so losing an All High can send their loyalties plummeting. (Warning: If any Fryhtan is outside and their loyalty reaches zero, they will simply disappear.) The All High is best kept at the main lair to train others instead of risking his life in battles, but can also be used to lead your troops, thereby greatly bolstering your troops morale and combat abilities.

The Ordos are leaders directly under the reign of the All High, their Human counterparts being Generals, and they mainly lead and train squads of Crouls or Animals to boost their combat effectiveness. If the All High ever dies, one of the Ordos would be the best choice to take the All High ruler position, though any Fryhtan Unit can be an All High or an Ordo.

Their leadership skill will increase and further develop if they are training others or taking command of a squad in battle, while if they are idle and command few Crouls, their loyalty will drop quickly and their leadership skill will deteriorate.

The Crouls are any and all other Fryhtans that are not Ordos or the All High and make up the bulk of the Fryhtan Kwyzan. They usually have low leadership levels that do not tend to develop further unless they are put in command as an Ordo. Sortie them out under the leadership of an Ordo to boost their morale and combat abilities. Their Combat Skills will increase significantly faster while engaged in battle, but is also possible by further training in a lair under the leadership of an Ordo or All High, but the increase is limited that of the trainer's Leadership Skill.

The Animals are unintelligent beasts of burden that the Fryhtans control, to help bolster their own fighting force. They have no morale or leadership and can never be put in command positions. They are also incapable of picking up or using any magic objects or weapons. Like the Crouls, their Combat Skills will increase significantly faster while engaged in battle but is also possible by further training in a lair under the leadership of an Ordo or All High with the increase limited to that of the trainer's Leadership Skill. All animals are limited to a maximum of 100 Combat Skill points.

## General Tactics for Playing Fryhtans

### The Fryhtan Rush

Some of the stronger and more durable of Fryhtans are capable of a tactic which we like to call the "Fryhtan Rush", whereby the starting Fryhtans attempt to crush an enemy kingdom early on in the game, usually most effective on a human kingdom. The Fryhtan Rush is highly dependent on the starting location of each player and how close they are to each other. If a Fryhtan Rush opportunity presents itself against a human opponent, start by having your Fryhtans attacking the population as far from their fort as possible and try to draw civilians and soldiers out away from their forts and villages. If it turns out that you cannot utterly destroy the kingdom, do as much

damage as possible to the population to cripple them, and retreat back to the safety of your lair. This tactic is advantageous in that you are attacking them before they can establish any sort of viable defense but also very risky in that if you are unsuccessful, you might lose the entire game, with not enough forces, money or Life Points to continue.

Another advantage in attacking a human player kingdom is that their civilians will always be minimum in hit points (20 HP) while other independent villages may be considerably higher (20-200 HP) depending on what option the game's resistance is set to.

### **Using and Abusing Humans**

While the humans think the Fryhtans are little more than animals, the Fryhtan's outlook on humans are that they are little more than livestock.

Humans provide Fryhtans with their primary source of life points and cash flow which is necessary for the Fryhtans to continue expansion and further development of their Kwyzan.

Fryhtans can enslave humans by attacking independent villages, until their resistance reaches zero, at which point the Fryhtans will automatically stop attacking. The enslaved village will then offer a tribute year round while there is an Ordo or All High in a Lair connected to the village. The amount of tribute can be checked by clicking on the enslaved village and is dependent on the leadership of the Ordo or All High and how many people are actually still alive from that particular village.

If for some reason, the independent village is not desirable for enslavement, attack the zero resistance village until it is destroyed. Civilians may actually join the Fryhtans, rather than face ultimate destruction. The humans can then be used to build structures available to their nationality, but be warned that they may betray you at any moment due to their low loyalties. Use them while you can or grant them honors to keep their loyalties high.

Human buildings can be attached to and operated by enslaved villages, such as Towers of Science, War Factories, Mines and Factories (only if fortunate enough to have a mineral resource nearby), and even Seats of Power (if you are lucky enough to find the proper Scroll of Power).

Enslaved villages will grow very slowly if at all, but if ever your Fryhtans need a small dose of Life Points instead of money, feel free to feed on your livestock. They will not fight back and it is possible that one of them may pop out to actually serve you. It is not necessary to utterly destroy them, but take only what you need.

### **Fryhtans Are NOT Expendable**

No Fryhtan should ever be considered expendable and critically damaged units should be retreated back to safety if at all possible as they are extremely costly in both money and Life Points. Most Fryhtans are easily capable of retreating when fighting humans as Fryhtans are usually so much faster than their initial infantrymen. The experience they have gained can only be beneficial and even a Fryhtan near

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death can train other units back at the lair, or be trained further themselves. Furthermore, a retreating Fryhtan may actually draw some of the enemy along with him, making it easier for the remaining Fryhtan forces still fighting. (Note: To ensure a Fryhtan will retreat instead of engaging others, put the unit in “Stand Your Ground” Mode and send it to safety. It is recommended that you pause the game before doing so, if playing a Single Player game, to maximize efficiency and chances of success. Be warned, while retreating, your Fryhtans will most likely have their backs to the enemy and will take double damage from any attacks, so make sure you leave enough leeway in health to actually get away.)

### **Acquiring, Mixing, and Tactics of Different Fryhtan Species Within a Kwyzan**

Each species of Fryhtan has their own strengths and weaknesses as explained in greater detail further below. By acquiring different Fryhtan species and incorporating them into your Kwyzan, they can supplement and complement each others strengths and weaknesses, thereby strengthening your Kwyzan even further. Life Points and money gained by one Fryhtan species can be used by any other you acquire while throughout the game. It only takes one Fryhtan to establish their species-type by building a lair, which is a major strength of the Fryhtans, for as long as you have enough Gold and Life Points, it is possible to completely reestablish your Kwyzan, even after a great defeat.

The easiest and cheapest way to acquire another Fryhtan species is to completely overwhelm another Fryhtan Kwyzan in battle. Many enemy Fryhtans will surrender to you rather than face annihilation, especially if you take out their leaders first so that their loyalties to your enemy will plummet.

Furthermore, if an enemy Fryhtan Kwyzan is nearly destroyed, it may automatically surrender to your Kwyzan or if you have the money, be cheaply purchased by way of diplomacy which you initiate.

Another method to acquire other Fryhtan species is to purchase the loyalties of an Independent Lair. More than likely, there are going to be several types of independent Fryhtan lairs available throughout the game.

To purchase the loyalties of a particular lair, first build a lair connecting it to the one in question. Then place an Ordo or All High inside your connected lair and select the independent lair. Press the icon to pay tribute and the cost of their loyalties will be shown in gold.

(Note: If you want the all the Fryhtans within as well as the lair, it is best to purchase their loyalties early in the game, while they are less expensive, as they will continue to train and thereby improve themselves in Leadership and Combat Skills, making their costs quite high later in the game. If you just want the lair instead, you can cheaply do so at this point by attacking the lair. When they all come out to do battle, you can then pay a cheap \$2000 to take their lair and the remaining independent Fryhtans outside will then disappear.)

Even though the Fryhtan species' can be used to strengthen your Kwyzan, keep in mind that they will only do so if you use them properly. Mixing Fryhtans under an Ordo of a different Fryhtan species will greatly reduce the morale of the Ordo and the Fryhtans under his command, causing loyalties of those concerned to fall rapidly. Each Fryhtan species' Lair is significantly different from each other as well, their habitats suited best to the appropriate Fryhtan species, so even though any Fryhtan may occupy any Fryhtan Lair, they are most happy in their own homes. Compound these negative factors together as you must if you mix different Fryhtan species and the results can be disastrous. (Note: An extremely high Leadership Skill of the trainer can nearly negate these effects.)

### **An Example of Basic Fryhtan Gameplay and Tactics**

**Step One:** Analyze your situation.

Check your resources (Life Points and Gold) initially available. Look at your surroundings. Where are you located on the map and is your starting area defensible? Do you still need to explore and do you have a fast Fryhtan species? Where are your enemies and is a Fryhtan Rush possible on one of the nearest Human Kingdoms? Are there independent human villages nearby and how resistant are they?

**Step Two:** Decide on the best tactics to apply towards your situation and act accordingly.

Use your beginning resources wisely. If researching, make sure that it will significantly enhance your Fryhtan's capabilities, otherwise, spend everything to train new Fryhtan Crouls as soon as possible. (Note: You can always cancel training by (RIGHT-MOUSE-CLICKING) on an untrained Fryhtan Croul in the Lair and get a full refund of money and Life Points, but research is instantaneous and expensive so be sure you do not need the Life Points elsewhere before clicking on it.)

If you need to explore still, use one Fryhtan unit to scout about early in the game, at least the immediate surrounding area, though exploring the entire map would be preferable if you have a quick moving Fryhtan species.

(Note: Set the explorer Fryhtan to "Stand Your Ground" Mode and use (ALT)-(LEFT-MOUSE-CLICK) to set waypoints in a circular pattern around your starting point, with a final waypoint back to the lair and let him go about his business automatically, while you deal with other matters.)

If there are nearby independent villages, build a new lair linking to them, while your other Fryhtans train. Once the new lair is complete, sortie your Fryhtans and try to enslave the village, retreating critically damaged forces back to the new lair to heal. If the independent village does not have a town wall, it may be possible to easily enslave it without additional training, depending on their resistance. (Note: If it is walled, attack it until the wall is nearly destroyed and retreat back to the lair. Independent villages will not repair damage to their walls, but they will rebuild them. Attack them when your forces are healed and ready.) The sooner you enslave a village, the better, as you will gain Life Points and money during battle and a yearly tribute from the enslaved village in the aftermath, supplying you with a much needed

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monetary income or economy. At this point you may wish to sell the other Lair unless you plan to use it to train additional troops. (Note: The maintenance costs of each Lair is \$200 yearly but may be worth the cost to be able to produce twice as many units during the same training time period.)

**Step Three:** Building up strength and engaging other enemy players. By now, you should have nearly a Lair full of semi-skilled Fryhtans. You now have a choice of either staying put and building up your defense even more by concentrating your forces on one area and slowly spreading outward, waiting for the enemy to come to you or by going on the offensive and start your assault on the enemy players.

Hopefully by now, the map should be explored and other enemy player Kingdoms or Kwyzans should be revealed to you. Study your enemies and make note of where each of their starting villages or Lairs are. Most likely, their King or All High will still be established and their forces are likely to be highly fortified in that area. Concentrate on the Human Kingdoms first and only one at a time if possible, as fighting a war on two fronts can be suicide. Focus on their weaknesses and put a halt to their expansion if possible, by taking out their Enemy Kwyzans will usually leave another your Kwyzan alone, until the Human Kingdoms are decimated. Be sure to leave your All High back at the main lair, and promote a Croul to an Ordo if you have not already to sortie with the remaining Crouls in the Lair. Be sure to place the All High back in the Lair so you can continue to receive tributes from enslaved villages and get ready to train more Crouls while your assault force is engaging the humans.

When assaulting the Human Kingdoms, concentrate mostly on their villages to take out their population, while staying clear of their linked Forts on the opposite side of the village. This will not only keep you semi-safe from the ballistæ fired from the Fort's armed towers, but may also draw some soldiers out as well. Hopefully it is still early enough in the game that if the enemy Kingdom does have advanced units, they are still weak enough that your Fryhtans should be strong enough to take them on. Try to draw them further away from the village to get out of range from the village bombardments and then turn on them and try to flank them if possible. You can also use this tactic to draw enemy soldiers into ambushes especially in a Fog of War situation.

Enemy human warriors can provide you with much more sustenance and money than the peasants, but it is also far riskier as they are considerably stronger combatants. Be wary of Human Heroes that may have allied with the enemy Kingdom, as they are capable of amazing feats at higher Combat Skill Levels, such as reflecting all ranged attacks back to the attacker, freezing all your enemies within range, plus several other abilities, depending on their nationality. The best way to handle Heroes is to surround them, engaging them in melee combat, but be prepared to lose a few Fryhtans by this method. However, the rewards of killing a Hero is two-fold in that the Enemy Kingdom will lose morale significantly and that you will get enough money and Life Points to train about 4-5 new Fryhtan Crouls.

If all goes well and you have few casualties, return to destroying their populace and start taking out key buildings, such as Seats of Power (expensive \$2000 plus a

Greater Being), Mines (\$600 plus Raw Ore), Factories (Goods and Raw Ore) Markets (Not expensive but may contain many goods) to cripple their economy.

Once you get the Human Kingdom to a point where they are struggling for reinforcements, their economy is crashing, and rebellions are running rampant, then their game is practically over. The only thing left to do in order to vanquish the Human Kingdom is to kill their King which will reside in a highly armed fort. Be sure to be fully healed before surrounding and engaging a Fort as they are highly dangerous and will take considerable time to break down its defenses to get at the King.

Once the King is slain, he will leave behind a Scroll of Power, which you can pick up and add to your list of technologies if you have a human unit of the same nationality, which is likely if you have been razing their villages. If the enemy Kingdom no longer has anymore soldiers to be crowned King or no longer has enough money to build a Fort, their Kingdom is then then destroyed, with all remaining buildings owned by them disappearing. Sometimes, right before death, the King will get a mean streak of revenge and surrender his entire Kingdom to another Human Kingdom, thus strengthening another player's position. Regroup and plan your strategies for the next onslaught.

### **The Fryhtans**

Information Common to All Fryhtans

All Fryhtan Lairs cost \$300 plus 300 Life Points with yearly upkeep of \$200 each.

All Fryhtan Lairs have 800 HP and take 80 days to build.

### **BREGMA (The Masters of Insects)**

Bregma Fryhtans can be trained in Bregma Lairs for \$140 plus 70 Life Points in 20 days.

Health: 250 HP (HP = 2.5 X Combat Skill)

Melee Attack: 9-21 HP, Delay 2 [Fairly Weak but Quick]

Power Melee Attack: Combat Skill 40, 25-33 HP, Delay 60 [Strong]

Defense: 4, Sturdiness 50 [Unarmored]

Movement Speed: 6 [Fast]

The Bregma Fryhtans are a monstrous form of insectoid life and they often use other forms of mutated giant insects, called the Bheema and the Tarmes, to bolster their own armies. They are quick in movement, attacking, and in using their special "Spiny Butterfly" melee attack. Their training costs are the least expensive of all Fryhtans but they are also nearly the weakest of the Fryhtans, both offensively and defensively, plus they do not have any ranged attack capabilities (unless you count the Bheemas).

### **Basic Bregma Strategy**

The best tactics for the Bregma is to swarm its opposition with overwhelming numbers of cheap troops. Unfortunately, since these Fryhtans are so weak, it is usually

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not possible to do so early in the game, making the “Fryhtan Rush” suicidal. The Bregma Crouls are their main melee force and need to bolster their meager hit points either by training in a lair or by actual combat. They gain their special melee attack which I call “Spiny Butterfly” when they achieve a Combat Skill of at least 40 points. When clearly outmatched in battle, the best tactic is to flee and regroup as they are nearly capable of outrunning Human Cavalry and can clearly outdistance any Human Infantry. Consider the animal units, Bheema and Tarmes, to be support units only, as they are best used tactically in certain situations as described in further detail below. Enslave villages for money instead of destroying them for Life Points as the Bregma need large amounts of money throughout the game to support their vast numbers and they require very few life points respectively with the exception of the initial research.

### **Bregma Animals**

#### **Bheema**

Bheema Hyfe has 400 HP, are built by Bregma for \$500 plus 100 Life Points in 40 days and has a yearly upkeep of \$250.

Bheemas can be trained in Bheema Hyfes for \$70 plus 10 Life Points in 20 days.

Health: 200 HP (HP = 2 X Combat Skill)

Bheema Level I Attack: 65-135 HP, Dies After Stinging

Bheema Level II Attack: 80-135 HP, Dies After Stinging

Bheema Level III Attack: 95-135, Dies After Stinging

Defense: 5, Sturdiness 50 [Lightly Armored]

Movement Speed: 8 [Extremely Swift]

Special Ability: Flying (Ignores Terrain, Only Targetable by Ranged Attacks)

Research: 1000 Life Points per Level, 3 Levels Total

The Bheema are giant killer bees which die upon stinging their victims, but deal a massive amount of damage in the process. They are the quickest of all creatures and the only creatures in the game that have the capability of flight, which allow them to ignore the effects of any terrain features.

#### **Basic Bheema Strategy**

The Bheema can also attack buildings, as well as villages, but with slightly less effectiveness. Best used in swarms to take out leaders of formations. Be sure to right-double-click to force the attack on your target so they do not get distracted by other attackers or use the Stand Your Ground Mode. They are quick and sturdy enough that even a ranged defense against their attack is near impossible. They are also quite capable in assisting others in the destruction of those pesky armed human fortifications.

#### **Tarmes**

Tarmes Mownd has 400 HP, are built by Bregma for \$500 plus 100 Life Points in 40 days, and has a yearly upkeep of \$250.

Tarmes can be trained in Tarmes Mownd for \$70 plus 10 Life Points in 20 days.

Health: 200 HP (HP = 2 X Combat Skill)

Tarmes Level I Attack: 6-12 HP, Delay 4 (Wood Favor 100)

Tarmes Level II Attack: 9-17 HP, Delay 4 (Wood Favor 100)

Tarmes Level III Attack: 11-22 HP, Delay 4 (Wood Favor 100)

Special Ability: Wood Favor 100 (Faster Attacks Against Wooden Structures and Units)

Defense: 6, Sturdiness 50 [Armored]

Movement Speed: 4 [Very Slow]

Research: 1000 Life Points per Level, 3 Levels Total

The Tarmes is a giant termite which has an appetite for wood and deals considerable damage to wooden constructs, especially buildings, walls and war machines. They are nearly the slowest creatures in the game, both in movement and in attacks, except when consuming structures with high wood content such as camps.

#### **Basic Tarmes Strategy**

The Tarmes are ineffective against any non-wooden units in the game, doing minimal damage if any at all. Best used in swarms to take down the walls of independent or enemy villages, with a follow-up support force of Bregma to engage the civilians or warriors. The Tarmes can then focus on a nearby building or village wall, rather than slowly retreating to the nearest lair. They are the least expensive animals in the game and therefore expendable. Use them immediately as further training of them has little effectiveness other than the slight gaining of hit points.

### **EXOVUM (The Masters of Magic)**

Exovum Fryhtans can be trained in Exovum Lairs for \$220 plus 110 Life Points in 35 days.

Health: 350 HP (HP = 3.5 X Combat Skill)

Melee Attack: 12-22 HP, Delay 2 [Strong and Quick]

Power Melee Attack: Combat Skill 40, 11-33 HP, Delay 100 [Fairly Strong]

Range Attack: Combat Skill 70, Range 7, 12-20 HP, Delay 5 [Fairly Strong and Average Speed]

Defense: 6, Sturdiness 50 [Armored]

Movement Speed: 5 [Slow]

The Exovum Fryhtans are monstrous bipedal lizards with magical tendencies. They are capable of channeling a wide variety of powerful spell abilities through structures called Mage Tors. Not only are they gifted in the magical arts, but they are gifted defensively with high Hit Points, as well as offensively, as they possess the quickest melee and ranged attack. They can also breathe fire and their ranged attacks can freeze their opponents for a short period of time. Their weaknesses are slight, with a training cost above average and a slower than average movement rate.



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### **Basic Exovum Strategy**

There are many different tactics available to Exovum Fryhtans, as they are the most balanced and flexible of the Fryhtans with regards to strength, defense, speed and raw power. They are strong enough to engage in a “Fryhtan Rush” early in the game to take out an enemy player kingdom, though it is recommended to have at least one Mage Tor fully charged before doing so, to supplement their assault. They gain the use of their special melee “Firebreath” attack when they achieve a Combat Skill of at least 40 points and a powerful “Freezing” ranged attack at a Combat Skill of at least 70 points. The Exovum Fryhtans require vast amounts of Life Points throughout the game, especially if the Mage Tors spells are used to their fullest capabilities. The best way to accumulate Life Points for them is by destroying most independent villages rather than enslaving them, while keeping a few easily defended villages enslaved for additional funds.

### **Mage Tor**

Mage Tor has 400 HP, are built by Exovum for \$500 plus 100 Life Points in 40 days and has a yearly upkeep of \$250.

The Mage Tor is a structure that automatically renews magical energy slowly over time. When a Mage Tor is fully charged it is capable of channeling any spell researched, anywhere on the map, for a cost of Life Points.

### **Basic Mage Tor Strategy**

The Life Point Cost depends on the distance from the selected Mage Tor to the Target for each spell. The further the distance, the higher the cost. When a spell is selected, place the cursor over the target area and note the cost in life points in the right hand side of the screen. To lower the costs of each spell, simply build your Mage Tors closer to the enemy.

Ideal positions for Mage Tors are near the center of the map, as this automatically cuts the distance of the entire map in half, allowing flexibility in dealing with multiple enemies from different directions.

Build multiple Mage Tors if possible so that one is always fully charged and ready for use. To find your Mage Tors quickly hit the “F” hotkey and to move quickly between several available Mage Tors, press the “Home” or “End” hotkeys.

### **Mage Tor's Magic Spells**

**Damage Building:** Destroys half of the maximum number of Hit Points of targeted building. (Tactical Notes: Casting this magic twice can potentially destroy any type of building, if no repairs are made. Best used to take out those pesky armed Forts before attacking or other buildings of significance, such as powerful Mega Structures and expensive Seats of Power. Be prudent in the use of the Damage Building spell, as it tends to use a significant amount of the Mage Tor charge, and the recharge rate is rather slow.)

**Damage Buildings** research cost is 1800 Life Points.

**Freeze Units:** Freezes all attackable units within a 7x7 square area for 15 days.

(Tactical Note: The Freeze Units spell uses very little of the Mage Tor energy and can keep enemy units frozen almost indefinitely as the Mage Tor will recharge back to maximum before they are unfrozen.)

Freeze Units research cost is 800 Life Points.

Damage Units: Damages all attackable units within a 7x7 square area for 100 HP Total, evenly distributed.

(Tactical Notes: Best used to soften large groups of opposition before or even during battle. The Damage Units spell can be quite high depending on the distance, so be sure to watch the life costs indicator. This spell can be used quickly and often as it drains very little energy from the Mage Tor.)

Wound Units research cost is 1200 Life Points.

Teleport Unit: Teleports a single selected unit to any map area selected.

(Tactical Note: The Teleport Unit spell is extremely useful in pulling out endangered or surrounded units back to an area of safety where they can heal in a lair. This spell ability can also be used to quickly explore the map when necessary. This spell drains a significant amount of energy from the Mage Tor so it may take time to fully recharge.)

Teleport Unit research cost is 800 Life Points.

### **EZPINEZ (The Masters of Weaponry)**

Ezpinez Fryhtans can be trained in Ezpinez Lairs for \$200 plus 100 Life Points in 30 days.

Health: 300 HP (HP = 3 X Combat Skill)

Melee Attack: 12-24 HP, Delay 6 [Strong but Slow]

Power Melee Attack: Combat Skill 50, 30-48 HP, Delay 60 [Very Powerful]

Defense: 8, Sturdiness 50 [Extremely Well-Armored]

Movement Speed: 5 [Slow]

The Ezpinez Fryhtans are tainted skeletal remains, possessed and driven on by a malignant spirit, that despises and envies all forms of existing life.

They scavenge from the dead, adding discarded metals, armor, and weapons to their own stripped down skeletal frames, heavily bolstering their offense and defense, but slowing them down significantly in the process. From the battlefield, they salvage damaged war machines left by humans and rebuild them into their own ghastly image.

#### **Basic Ezpinez Strategy**

The Ezpinez Fryhtans can do a decent amount of damage with their melee attack, but their attacks are very slow making them seem ineffective in battle. They do gain a special "FireSword" melee attack at Combat Skill Level 50, but are mostly reliant on the powerful ranged attacks of their War Machines, which are cheap and deadly even

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at the initial levels of development. Furthermore, each additional level of development significantly enhances their damage dealing capabilities and their construction requires no life points, only money. The best tactic for the Ezpinez is to research any War Machine, build a Vapngart and start cranking the War Machines out. Since the main fighting force requires no life points, except for further research and development, money should be the main concern, so enslaved all independent villages as soon as possible.

Since the war machines are extremely slow and inexpensive and are obsolete once new technology breakthroughs have been made, they should be considered highly expendable. It is not even necessary to sortie them out as a squad with an Ordo as they do not actually possess a Combat Skill and therefore will be unaffected by their leadership. Be warned, that the War Machines have a considerable weakness in that they will lose structural integrity quickly like buildings, if the Ezpinez Kwyzan's money supply is ever in the red. They are expensive in yearly maintenance costs as they are mainly constructed of cheap human materials.

#### **Vapngart**

Vapngart has 400 HP, are built by Ezpinez for \$500 plus 100 Life Points in 40 days, and has a yearly upkeep of \$250.

The Vapngart is an advanced War Factory, similar to that of human design, capable of cheaply cranking out a variety of specially designed and extremely powerful War Machines, correspondingly to the research development.

#### **Ezpinez War Machines**

##### **Cobrez**

Cobrez War Machines can be produced in the Vapngart Structure for \$110 in 70 days.

Health: 100 HP

Cobrez Level I Attack: Range 7, 14 HP, Delay 12 (Sturdiness 20)

Cobrez Level II Attack: Range 7, 18 HP, Delay 11 (Sturdiness 20)

Cobrez Level III Attack: Range 7, 22 HP, Delay 10 (Sturdiness 20)

Defense: 4, Sturdiness 80, Wood Content 80 [Unarmored, Well Made, and Highly Wooden]

Movement Speed: 4 [Very Slow]

Research: 600 Life Points per Level, 3 Levels Total

The Cobrez is an improvement on the Human Ballista, with the ability to simultaneously fire a pair of serrated ballista bolts at a single enemy troop or a building. With additional levels of development, their reload and firing rate is faster than ever and do considerably more damage. Their movement rate is very slow but they are also extremely cheap in both research and in construction.

##### **Peltez**

Peltez War Machines can be produced in the Vapngart Structure for \$110 in 90 days

Health: 100 HP

Peltez Level I Attack: Range 7, 16 HP, Delay 20, Sturdiness 100, Heat 70

Peltez Level II Attack: Range 7, 20 HP, Area 3x3, Delay 20, Sturdiness 100, Heat 70

Peltez Level III Attack: Range 7, 25 HP, Area 3x3, Delay 20, Sturdiness 100, Heat 70

Defense: 4, Sturdiness 80, Wood Content 80 [Unarmored, Well Made, and Highly Wooden]

Movement Speed: 3 [Extremely Slow]

Research: 1000 Life Points per Level, 3 Levels Total

The Peltez is an improved version of the Human Catapult, capable of hurling flaming balls of fire at the enemy. At later stages of development their bombardment damage increases and is effective over a localized area. They are amongst the slowest movers and attackers in the game, but are also one of the cheapest in construction costs for such power early in the game.

### **Nemezez**

Nemezez War Machines can be produced in the Vapngart Structure for \$130 in 110 days

Health: 100 HP

Nemezez Level I Attack: Range 6, 20 HP, Delay 30, Sturdiness 100, Heat 80

Nemezez Level II Attack: Range 7, 26 HP, Delay 30, Sturdiness 100, Heat 80

Nemezez Level III Attack: Range 8, 32 HP, Area 3x3, Delay 30, Sturdiness 100, Heat 80

Defense: 4, Sturdiness 80, Wood Content 80 [Unarmored, Well Made, and Highly Wooden]

Movement Speed: 3 [Extremely Slow]

Research: 1400 Life Points per Level, 3 Levels Total

The Nemezez War Machine is an improvement on the Human cannons or spitfires, shooting explosive charges that fill the battlefields with fire.

With advanced levels of development, they are capable of the longest range, area effect bombardments available in the game. They are the slowest movers and attackers in the game, but once in range, the Nemezez is capable of doing considerable damage to enemy buildings, walls, and enemy troops. Their cost is slightly higher and take longer to build than that of Cobrez and Peltez, but is well worth the wait.

## **GROKKEN (The Masters of Mountains)**

Grokken Fryhtans can be trained in Grokken Lairs for \$400 plus 200 Life Points in 60 days.

Health: 500 HP (HP = 5 X Combat Skill)

Melee Attack: 15-28 HP, Delay 1 [Very Strong and Very Quick]

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Range Attack: Combat Skill 35, Range 6, 15-30 HP, Delay 7 [Very Strong but Very Slow]

Power Range Attack: Combat Skill 50, Range 6, Damage 40-70, Delay 100 [Monstrous]

Defense: 6, Sturdiness 100 [Rock Solid]

Movement Speed: 4 [Very Slow]

The Grokken Fryhtans are massive humanoid mountains composed of living stone and minerals which are actually capable of melding with each other to create mountain fortresses that are indistinguishable from any normal mountain. They have the most powerful of the melee and ranged attacks plus the highest defensive capabilities of all Fryhtans, but are also one of the slowest and least maneuverable of any unit due to their massive bulk. They are the most expensive units available in the game and the slowest to train, thus making their numbers few.

#### **Basic Grokken Strategy**

The Grokken Fryhtans are at the greatest disadvantage early on in the game, due to their high costs in money and Life Points and it will only be possible to train a few new Crouls, taking 2 months each. There are only a few viable tactics available, depending on your situation. The first option is to find a highly defensible location away from enemy players, preferably near a mountain range, then to either train in seclusion or to enslave nearby independent villages to bolster your money and Life Points.

The second option is to train units immediately, while your initial force is enslaving nearby independent villages, especially if the starting location is already decently defensible. The third option is to keep all Grokken Fryhtans inside their lair, training until they achieve a Combat Skill of at least 35 points which is when they acquire their ranged attack.

(Note: They also get a powerful "Energy Boulder" special ranged attack at a 50 Combat Skill.) Without the ranged attacks, the Grokken Fryhtans are at a distinct disadvantage due to their low maneuverability and slow speed.

Do not let your Grokkens get surrounded, as they are so much larger, they can be attacked by more enemies in melee combat and are less likely to escape. Critically damaged units should retreat if possible back to a lair or to a group of undamaged Grokken Fryhtans where they can meld together into a Mountain Fortress and share their health (discussed in greater detail later). Each Grokken Fryhtan is so expensive that none of them should be considered expendable. Research is expensive too, but Fortress Level I is well worth the cost, if you have an excess of Life Points, if only to get the lifesharing capabilities, but leave the rest of the research alone until later in the game. Both money and Life Points are an excessive necessity for the Grokken Fryhtans, with money taking slightly higher priority, so enslave all independent villages possible.

#### **Fortress**

Fortress has HP equal to 4 combined Grokkens, can be built for \$50 in 5 days, and has no yearly upkeep cost.

The Fortress is created when any four Grokken Fryhtans meld together and by doing so, quickly build a mountainous structure with Hit Points comprised of their total combined health. This structure holds up to four non-human units and those units inside that are capable of ranged attacks, can do so from within, without danger of being attacked themselves.

Research: 1000 Life Points per Level, 3 Levels Total

(Note: Each level of Fortress research increases the overall sturdiness of the structure.)

#### **Basic Fortress Strategy**

If any of the Grokken Fryhtans happened to be damaged at the time of Fortress creation, it is possible to repair the Fortress like any other building, thus healing the Fryhtans inside as well. If the Fortress is sold or the Grokken Fryhtans that created the Fortress withdraw from the meld, each Grokken Fryhtan will be of equivalent proportional health.

Especially useful in getting critically damaged but highly skilled Grokken Fryhtans stabilized and back into the fight after melding. (Warning: Grokken Fryhtans will lose loyalty quickly while inside the Fortress and while melded in the Fortress form. Be prepared to pay honors to them in case their loyalty is already at zero, otherwise they may simply disappear.)

#### **Camouflaged Fortress**

This camouflage ability enables all Fortresses the capability of being indistinguishable from any other mountain.

Camouflaged Fortress research cost is 1000 Life Points

#### **Basic Camouflage Strategy**

Best used for surprise attacks against human opponents or in defending nearby areas. Can also use to close off an area within an existing mountain range for defensive seclusion. Only when ranged attacks are fired from within, will the Camouflaged Fortress be revealed to the enemy.

### **KERASSOS (The Masters of Animals)**

Kerassos Fryhtans can be trained in Kerassos Lairs for \$240 plus 120 Life Points in 35 days.

Health: 350 HP (HP = 3.5 X Combat Skill)

Melee Attack: 12-22 HP, Delay 6 [Strong but Slow]

Range Attack: Combat Skill 30, Range 6, 8-16 HP, Delay 6 [Very Weak and Slow]

Power Melee Attack: Combat Skill 60, 25-45 HP, delay 80 [Very Strong]

Defense: 5, Sturdiness 50 [Lightly Armored]

Movement Speed: 7 [Very Quick]

The Kerassos Fryhtans are demonic in nature with an affinity for animal life forms, namely the Jaguar, the Goril, and the Rhinokeros, and are capable of quickly luring

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them to their Keraal Structure where they can bind them to their will, thus bolstering their own ranks with inexpensive animal units. The Kerassos Fryhtans are fairly balanced in costs with regards to their offense and defense, possessing decent strength but rather slow melee and ranged attacks, though they are the fastest moving of all the Fryhtans.

#### **Basic Kerassos Strategy**

Even though the Kerassos Fryhtans are decent in combat and excellent scouts, they seem to be little more than support units for the animals which they control, supplementing the strengths of the animals in battle, with their leadership and ranged support. Basically, the Kerassos are the brains, while the animals are the bodies. There are many different tactics available to the Kerassos, the best of which is to research Rhinokeros as soon as possible, build a Keraal, possess the Rhinokeros animals when available and send them to the All High for training to bolster their Hit Points. Promote a Croul to an Ordo and sortie with a full squad of Rhinokeros, putting them in a protective square or circle formation, and start taking out independent villages or even enemy villages if possible.

The Ordo will gain leadership extremely quick this way making the Rhinokeros even more effective. Keep expanding as quick as possible, building more Keraals enslaving villages. Do not worry too much about losing animals as they are inexpensive and easily replaceable, however a well trained Ordo is not expendable and should be returned to a lair to sortie with a new squad of animals. The Kerassos Fryhtans also acquire a powerful "Demeanor" melee attack at Combat Skill Level 60, but is rather difficult to use as they tend to resort to ranged attacks. The Kerassos Fryhtans require a balance of money for animals and Life Points for research, so it is best to enslave as many villages as possible, destroying a few that are not strategically located and focus on the enemy for your other needs through combat.

#### **Keraal**

Keraal has 400 HP, are built by Kerassos for \$500 plus 100 Life Points in 40 days, and has a yearly upkeep of \$250.

The Keraal is basically a trap where animals are lured, kept until needed, and ultimately their wills to be bound under the Kerassos Fryhtans' control. The Keraal fills up with animals at random depending on the type of lures researched and can be dominated immediately for a small cost of money and Life Points, corresponding to their Combat Skill Level and type of animal.

#### **Basic Keraal Strategy**

It is best to take the animals as quickly as they arrive, as their Combat Skills will continue to increase while in the Keraal, thus adding to their monetary costs. Keep the Keraal empty if possible or at least try to keep the Keraal from getting full (maximum capacity of five animals) to keep a constant stream of animals coming in quickly.)

#### **Kerassos Animals**

Jaguara

Jaguara can be acquired at the Keraal for a cost of \$(2.8 X Combat Skill) plus 20 Life Points.

Health: 200 (HP = 2 X Combat Skill)

Melee Attack: 9-18 HP, Delay 4 [Fairly Weak but Fairly Quick]

Power Melee Attack: Combat Skill 50, 11-22 HP, Delay 80, Frighten Equine Cavalry [Strong]

Defense: 3, Sturdiness 50 [Nearly Defenseless]

Movement Speed: 8 [Extremely Swift]

Research: 1000 Life Points per Level, 2 Levels Total

The Jaguara are a species of large felines with a reputation of being the quickest of creatures, combined with an attack of ferocity that can stall even the most stolid of war horses when they are hunting, but with tendencies of leaving huge gaps in their defense during their blood lust.

#### **Basic Jaguara Strategy**

The Jaguara makes an excellent inexpensive scout and decent combatants in large numbers, with the right leadership. They acquire the special ability "Roar" at Combat Skill Level 50 that is capable of scaring horses such as those in Human Cavalry, making them run amok, sowing chaos amongst the enemy ranks. The Cavalry unit currently being attacked by the Jaguara will be unaffected.

#### **Goril**

Goril can be acquired at the Keraal for a cost of \$(3.2 X Combat Skill) plus 30 Life Points.

Health: 300 (HP = 3 X Combat Skill)

Melee Attack: 10-20 HP, Delay 3 [Fairly Strong and Fairly Quick]

Power Melee Attack: Combat Skill 50, 12-24 HP, Delay 80, Frighten All Cavalry [Strong]

Defense: 7, Sturdiness 50 [Well-Armored]

Movement Speed: 4 [Very Slow]

Research: 1000 Life Points per Level, 2 Levels Total

The Goril are a species of large carnivorous apes with a particularly nasty temper. When so enraged, they have been known to stampede even elephants, not to mention other wildlife in the nearby vicinity. Their bulky frame makes them slow in moving about on land, but they are quick to react to any nearby threat, pounding and swiping with their heavily muscled long-reaching arms with deadly intent.

#### **Basic Goril Strategy**

The Goril are excellent warriors striking hard and fast, but are amongst the slowest of creatures. Best used to take out nearby targets or as a defensive garrison. At Combat Skill Level 50, they acquire a special "Outrage" attack that causes ALL nearby Human Cavalry to lose their morale, temporarily causing them to lose control of their steeds. The Cavalry unit the Goril is currently attacking will be unaffected.

#### **Rhinokeros**



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Rhinokeros can be acquired at the Keraal for a cost of  $(3.6 \times \text{Combat Skill})$  plus 40 Life Points.

Health: 350 (HP =  $3.5 \times \text{Combat Skill}$ )

Melee Attack: 11-22 HP, Delay 4 [Strong and Fairly Quick]

Defense: 7, Sturdiness 80 [Well-Armored and Tough]

Movement Speed: 6 [Fairly Fast]

Research: 1000 Life Points

The Rhinokeros are a variety of massive mammals with skins so thick that it is almost armor and with a deadly horn atop their snouts. This particular species is extremely territorial, considering everyone they see to be invaders and have been known to charge down those unfortunate enough to get in their way, goring them with their horn at uncharacteristically high speeds for a creature of this size.

#### **Basic Rhinokeros Strategy**

The Rhinokeros are a decently balanced unit all around, with a strong and quick melee attack, a strong defense, and are highly mobile. Recommended as the starting animal, even though they are higher in cost, as they are capable of competing with other Fryhtan units on the same Combat Skill Level for a mere fraction of their cost.

### **KHARSHUF (The Masters of Plants)**

Kharshuf Fryhtans can be trained in Kharshuf Lairs for \$240 plus 120 Life Points in 30 days.

Health: 350 HP (HP =  $3.5 \times \text{Combat Skill}$ )

Melee Attack: 10-18 HP, Delay 4 [Weak and Fairly Quick]

Power Melee Attack: Combat Skill 40, 30-54 HP, Delay 100 [Extremely Strong]

Defense: 5, Sturdiness 70 [Lightly Armored and Hearty]

Movement Speed: 5 [Fairly Slow]

The Kharshuf Fryhtans are a monstrous form of carnivorous plant life, loosely shaped in a humanoid arrangement. Amongst their goals, seems to include the filling of the world with their shade of green, by planting camouflaged forests of self-propagating man-eating acid-spitting plants, called Lishorr. The Kharshuf Fryhtans are dangerous as the spiny cacti, strong and sturdy as the mighty oaks, but with tendencies to only creep vine-like along the earth. Some of the older Kharshuf Fryhtans have even been known to discharge a green electrical shock, caused by the high acid content in their juice fluids combined with the huge amounts of minerals absorbed from the earth. Each Kharshuf Fryhtan costs a significant amount of green.

#### **Basic Kharshuf Strategy**

The Kharshuf Fryhtans are well balanced with a strong offense and defense, but are slow moving and high costing. They have one of the strongest melee attacks early on and gain a special "Sylvan Juice Shock" melee attack at a Combat Skill Level of 40 points but have no ranged attacks, relying on the Lishorr to provide short range attack support. It is best to research Lishorr I, Wilde Lishorr, and Camouflage as soon as

possible and use them appropriately throughout, while continuing to build up a force of Kharshuf Fryhtans. They are strong enough early in the game to instigate a “Fryhtan Rush” assault upon an enemy player's kingdom if they are nearby when starting out. Best tactic is to stay put and expand outwards, enslaving villages, building forests of Lishorr and infiltrating enemy lands with Wilde Lishorr. Due to their slow speed, be warned that retreating may not be possible and that travelling any distance will take a significant amount of time, though All Kharshuf Fryhtans should be considered valuable and therefore non-expendable. Kharshuf Fryhtans require an equal balance of money and Life Points.

#### **Lishorr**

Lishorr are built by Kharshuf for \$500 plus 100 Life Points in 20 days and has a yearly upkeep of \$250.

Health: 200 HP

Range Attack: Range 6, 21 HP + Tech Bonus, Delay 10 [Strong and Very Slow]

Research: 1000 Life Points per Level, 3 Levels Total

The Lishorr are hearty, carnivorous, acid-spitting plants that are probably a mutated hybrid of Venus Fly Trap and Pitcher Plants. They are semi-intelligent in that they can distinguish between friend and foe.

#### **Basic Lishorr Strategy**

These Lishorr are best used as protection of Kharshuf lairs and enslaved villages as they are stationary and do not self-propagate, but they do get credit for their kills, adding money and Life Points to their Kwyzan. However, they are expensive in yearly upkeep costs so be wary of planting too many unnecessarily.)

#### **Wilde Lishorr**

Wilde Lishorr are built by Kharshuf for \$500 plus 300 Life Points in 20 days and has no yearly upkeep.

Health: 200 HP

Range Attack: Range 6, 21 HP + Tech Bonus, Delay 10 [Strong and Very Slow]

Research: 1400 Life Points

The Wilde Lishorr are identical to normal Lishorr in respects of appearance but with the additional capability of spreading across an area by germinating with other nearby plant life and creating more Wilde Lishorr.

They are uncontrollable and hostile to all life forms and buildings except for the Kharshuf Fryhtans.

#### **Basic Wilde Lishorr Strategy**

The Wilde Lishorr should be planted near enemy territory as they are hostile to all non-Kharshuf Fryhtan lifeforms and will spread across the land automatically over time. Each Wilde Lishorr is capable of reproducing a duplicate of itself only once per its lifespan, so growth is linear and not exponential. If the Wilde Lishorr have the Camouflage ability, this incursion into enemy territory will be unnoticed until the enemy gets close enough to attack. For this reason, it is best to plant far enough away

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from the enemy that they will not be discovered too soon and be able to grow into a powerful forest. Plant Wilde Lishorr in tight groups of about 3-4 if possible and they will take over as much space available when they next grow and spread, filling every nook and cranny across the land. Be careful not to accidentally attack the Wilde Lishorr with the Kharshuf Fryhtans as they will fight back. Since the Wilde Lishorr is independent and not actually owned by the Kharshuf Fryhtans, their kills will not benefit their Kwyzan by way of money and Life Points as the normal Lishorr do.

#### **Camouflage**

The Camouflage ability allows all Lishorr to look identical to other types of benign plant life such as trees and shrubs. Lishorr Camouflage is lifted when they attack nearby enemy troops within range but will go back under cover when no enemies are detected.

Camouflage research cost is 1000 Life Points.

#### **Basic Camouflage Strategy**

With the Camouflage ability, Wilde Lishorr can spread with impunity, undetected by enemy units until they encroach into enemy territory or vice versa. By then, the Wilde Lishorr should be thick in their numbers, an enfolding forest to be reckoned with. Another useful tactic is to plant a camouflaged forest of Wilde Lishorr between the Kharshuf Fryhtans and all enemy kingdoms to act as a gauntlet or buffer to soften their assault force.

### **MINOTAUROS (The Masters of Alchemy)**

Minotauros Fryhtans can be trained in Minotauros Lairs for \$200 plus 100 Life Points in 20 days.

Health: 250 HP (HP = 2.5 X Combat Skill)

Melee Attack: 12-22 HP, Delay 0 [Very Strong and Extremely Quick]

Power Melee Attack: Combat Skill 50, 22-40 HP, Delay 60 [Strong]

Defense: 4, Sturdiness 50 [Unarmored]

Movement Speed: 6 [Fast]

The Minotauros Fryhtans are a strange combination of animal and vegetable with an affinity for minerals. They actually look like the fabled Minotaurs of myth, with their large bestial bull head atop a large humanoid frame, except their bodies are composed mainly of compressed moss, making them light and quick in movement and melee attacks, but rather weak in bodily defense.

#### **Basic Minotauros Strategy**

The Minotauros Fryhtans are quick and powerful melee attackers, fast movers, but low in actual Hit Points, with a moderate cost per unit, making them fairly well balanced. They even get a quick and powerful special "Vorpal" melee attack at Combat Skill Level 50, but their main strengths lies in the use of their Alchemist Tors. This automatic process of gaining and managing money and Life Points, is the one most unique and valuable of all Fryhtan abilities. The gaining of Life Points passively, rather than only by combat, is valuable early on in the game, while the ability to con-

vert those Life Points to a much needed money source later in the game, gives the Minotauros Fryhtans flexibility that other Fryhtans lack.

Therefore, the Minotauros Fryhtans are highly sought out by other Fryhtan species, if only for their Alchemist Tor capabilities. The best tactic for Minotauros depends on the starting location as it would be better to be near mineral resources and away from any enemy players, then research the conversion process 'Minerals to Gold' if planning to build more Fryhtans and Tors or 'Minerals to Life Points' if planning to focus on research. If there are no mineral resources available for the taking, research the conversion process 'Life Points to Gold' as soon as possible, while enslaving independent villages as normal and culling them for lifepoints.

Eventually, all research will be beneficial, but since each conversion process is so expensive to research, be selective depending on the situation. The "Fryhtan Rush" is not really possible due to their weak defense, but hit and run tactics work well for the Minotauros Fryhtans, as they can do a lot of damage quickly during a short period of time and then run away with only the quickest of Human Cavalry units and some Fryhtans capable of keeping up. While the Minotauros are not all that expensive and money and Life Points are easy to come by throughout the game, they should still not be considered expendable. Experienced units should be salvaged at every opportunity.

#### **Alchemist Tor**

Alchemist Tor has 400 HP, are built by Minotauros for \$500 plus 100 Life Points in 40 days and has a yearly upkeep of \$250.

The Alchemist Tor is a structure that is capable of converting between Gold and Life Points and in processing raw minerals into Gold or Life Points, at a 2 to 1 exchange rate.

(Note: The Alchemist Tor can be actually be built anywhere by the Minotauros Fryhtans, but if not placed on a mineral resources, only the conversion process between Gold and Life Points will be available.)

##### **Alchemist Tor's Conversion Processes**

Life Points to Gold: Exchanges 2 Life Points for 1 Gold.

Life Points to Gold Conversion Process research cost is 2000 Life Points.

Gold to Life Points: Exchanges 2 Gold for 1 Life Point.

Gold to Life Points Conversion Process research cost is 2000 Life Points.

Minerals to Life Points: Converts 2 Minerals for 1 Life Points.

(Note: Only available when Alchemist Tor is placed over any mineral resource.)

Minerals to Life Points Conversion Process research cost is 3000 Life Points.

Minerals to Gold: Converts 2 Minerals for 1 Gold.

(Note: Only available when Alchemist Tor is placed over any mineral resource.)

Minerals to Gold Conversion Process research cost is 3000 Life Points.

Advanced Alchemy: Increases Mage Tor's efficiency and productivity by 50%

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per Level.

Advanced Alchemy is available for research when all Conversion Processes are researched.

Advanced Alchemy research cost is 2000 Life Points per Level with 2 Levels Total.

## AMAROK'S 7KII TIPS

### General tips

Sometimes it's possible to build a fort with a link to two independent towns. Always try to build such a fort, even if you don't have the proper General yet for the second town. This will save you the trouble of building a second fort later if you do find a good General of the same race as the other town.

In long games try to buy as many products from foreign markets as possible to fulfill the demands of your people. There is always a good profit if you buy products from foreign markets and sell them at your own markets. As long as camels are quite cheap you should consider to send as many camels as possible to foreign markets, but make sure that you have enough gold to pick up the goods.

You need a good leader with the proper nationality to capture a town, but you can use almost any general to keep control over a town.

### Military Tips

When embarking on a strategic strike into an enemies land with the *specific* intention of taking out a *specific* target (ie. Seat of Power, Mage Tor, Marketplace) be sure to set your troops behavior Stance to Passive. This will order your troops to engage a single target designated by the player. Troops will then attack this target and ignore other threats. This will prevent troops from disengaging from the strategic strike and running towards enemy reinforcements intent on driving/distracting the attackers from their objective. This is also a good way to withdraw troops from a battle as they will retreat from battle without auto-targeting pursuing units and getting slaughtered.

As long as you only want to assign war machines to a General you can consider to use one camp for the assignment and then sortie the whole troop. Most generals will be already happy to command a full troop of war machines so their loyalty won't go down and you won't have to build very many expensive forts / camps.

### Multiplayer game Tips

Build more than one market if you find that all of your goods are being bought out by foreign Kingdoms.

### Human vs. Frythan

This is a short description how to play games including Frythans, but for more detailed strategies, check the Frythan Section. Though it

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focuses on the point of view of a Frythan player, a human player can derive many counter-strategies by reading it as well.

There are several possibilities to avoid games where Frythans rush Human Kingdoms early in the game. One would be just to disable them in the game set up. You may also set their aggressiveness to low or give them less treasure.

These options will help you to control Frythan rushes in games, but you will soon you want to play against Frythans who are not disabled in any way so that you can experience a truly frightening Frythan experience.

Because Frythans are looking for weak Humans who they can either enslave or slaughter, your goal should be to appear as the least attractive target at the beginning of the game. To do this, you should train at least 10 more soldiers, build town-walls and arm 5 towers for your fort. You might also consider building a second fort around your home town as soon as you can.

Make sure that every fort has some units inside so that they will defend your towns and hence let your fort's towers join the battle.

Check your military score and make sure that you are NEVER last of the list - NEVER! Whenever this happens consider hiring soldiers from an inn. Do everything you can not to be last in military the first year.

### **More General tips**

Never set auto-grant when there are Frythans in a game and you expect them to attack you early in the game, otherwise you will quickly run out of gold. That is because Frythans prefer to attack your towns and this will lower their loyalty extremely fast.

Gather all newly captured towns around your home base to improve your defense and to let all people buy products at your markets. You can do so by sending all people of a just captured towns via wagons to your home town. If the nationality of your home town differs from the nationality of the town you captured, let the first wagon build a new town and make sure that it is linked to a fort.

Arm 5 towers for each fort as soon as possible – if you can raise enough gold that is.

After you have a few forts, consider building camps near your town and use them to train new soldiers. Forts are expensive and camps are good enough for training units, although they won't be very helpful when someone is attacking you.

Only use forts to capture independent towns. This is because they are much more intimidating than the temporary looking camps.

Use any general with leadership greater than 50 of the same nationality as the town that you want to capture.

Build up to 3 towers of science when resistance of a town goes below 50. The town's resistance will quickly go down and finally the town will surrender to you. Independent civilians will not go to work in your buildings until their resistance has dropped to 50.

Make grants to independent towns if you have enough gold. It is often it's advisable to grant to a town just to decrease resistance to less than 50 so that your towers of science can do the rest. 50 is the magic number which you always should to try to reach.

Choose your nationality and Greater Being according to the game's settings. There is not one best Nationality / Greater Being. For games with little starting treasure, you might prefer the Egyptians to increase your population or the Normans for more taxes and hence more gold or the Chinese for more profit from selling goods or even the Mongols for greater ease in capturing towns. If gold doesn't matter in the beginning of the game think about a nationality with a good offensive Greater Being such as the Carthaginian Baal Hammon.

Don't produce too much food in the beginning, use your peasants as workers and fighters instead in order to receive more taxes (workers buy more products and they pay more taxes).

Never save too much money, unless you are hoping to purchase an opponent's throne. Use it for hiring mercenaries, granting to towns and so on.

The best way to get a hero quickly is to attack and kill some Frythans. This will improve your reputation and make you very attractive to heroes.

If somebody is about to capture your town, just send all the inhabitants away in wagons.

Check your reserves of gold and food regularly. Never let food go below 1000!



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Generals need soldiers to control in order to be happy and therefore loyal to you. Also soldiers need a good general with a high leadership to be loyal to you. The same is true for towns, which need a good leader in order to remain loyal to the king.

Population growth rate is determined by available good, jobs and the actual population. This means that towns with a population of 80 will grow faster than a town with 50 inhabitants.

Don't kill civilians of a certain nationality if you have towns or soldiers of that nationality. It is a recipe for rebellion.

Each nationality is best for a particular playing style.

Every nationality has its own weaknesses and strengths; exploit that weakness for your own purposes!

The biggest challenge in 7K2 is to have a healthy economy without lagging in military power.

While you should try to recruit all peasants as workers in the beginning you should do exactly the opposite towards the end of the game, once you have finished all of the research that you are interested in. You should be able to support your empire on taxes alone and not have to worry so much about trade.

Reputation has almost a one-to-one influence on the resistance of all towns on the map as well as loyalty of all of your units to you!

Before you send a wagon into a town make sure that the loyalty of the peasants on the wagon is not too low or your town may rebel. If you find that it is low, grant honors to the wagon.

The most expensive thing in 7K2 is concentration!

Every strategy has its own weaknesses, try to find them.

### **More Military Tips**

When AI is attacking you, try to let your forts get involved in the battle so that your towers will help to defend you. This will occur if your fort is on alert mode. When it,

or a nearby building is attacked, soldiers from the fort will go out to fight, supported by the towers.

All units have to be assigned to a general in order to fight more efficiently; human units as well as war machines!

Never fight in minority situations - always try to have a majority. Otherwise advance in the opposite direction and live to fight another day.

When you build war machines take into account each particular weakness and strength. Catapults are good against buildings, but not against moving units.

### **Espionage Tips**

In big multi-player games there is always a very good chance of assassinating generals in forts built by your opponent near independent towns. There is probably only the general inside, unsupported by other troops. If you do manage to kill him, get your spy out of the fort quickly and change his colors back to your own so that he cannot be executed by your enemy.

Send spies into independent towns early in the game.

Don't change your color earlier than you need to because from that moment on your opponent is able to see you!

Use way points for spies to avoid foreign towns when your spy is heading for an independent town.

When you play a multiplayer game, you might want to distract your opponent while you infiltrate your spies. Attack him just for fun at another place on the world map or begin a chat with him! Every dirty trick is allowed here. The second time you chat or attack, he will probably have caught on, but you don't have to do this every time.

To be very successful with spies you have to change your strategy a lot. Only by surprising your opponent will you get a chance to get your spy into his buildings. The work and danger is worth it when you finally make it. But never forget to always keep some spies close to your opponent's forts and towns. You have to be prepared for every chance you can get.

Learn how to use spies effectively or you will miss most of the fun of the game!

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## **Multiplayer game Tips**

Check statistics frequently and even more importantly, look at what your opponent is doing. See what he is building and how many peasants/workers he has.

In multiplayer games it is especially important to accept and create alliances with the AI. Don't ignore any help that you can get.

Never neglect diplomacy in multiplayer games. Talk with players right from the start. Make as many friendships during a game as possible. Let other players get the feeling that you are a team and that you are pulling for them. You aren't, of course, but it is good to create the illusion.

With good diplomacy the worst player can finish better than last. If you are an average player you can reach much higher goals using diplomacy.

It's absolutely essential to make friendships in games with four or more human players.

Often an indirect path will lead you to your goal. Look at all players like they are possible partners who can help you to reach your Goal.

# Hot Keys

| Key                                    | Function   |
|--|--|
| <b>ALT-0</b><br><b>ALT-1 to 6</b>      | ALT-0 to cancel formation.<br>ALT-1 to ALT-6 to set the selected troop to one of the 6 formations. |
| <b>Numpad</b><br><b>1-9 (except 5)</b> | Change your Formation's orientation  |
| <b>Ctrl 1 to 9</b>                     | Store the selected group   |
| <b>1 to 9</b>                          | Recall a stored group  |
| <b>Esc</b>                             | Exit the Report Mode   |
| <b>Tab</b>                             | Stop a moving unit   |
| <b>A</b>                               | Find an Artifact on the ground   |
| <b>B</b>                               | Find your Factories  |
| <b>B (Fryhtans)</b>                    | Deselect non Bheemas from the selected group   |
| <b>Shift+B</b>                         | Deselect Bheemas from the selected group   |
| <b>C</b>                               | Find your Caravans   |
| <b>D</b>                               | Find your Seats of Power   |
| <b>E</b>                               | Find your Espionage Colleges   |
| <b>F</b>                               | Find your Forts, Camps, Lairs or Grokken Fortresses  |
| <b>G</b>                               | Find your Generals or Ordos  |
| <b>H</b>                               | Find your Human Special Structures, Bheema Hyfes or Tarmes Mownds                                  |
| <b>I</b>                               | Find your Inns or Keraals  |
| <b>J</b>                               | Find Natural Resource deposits   |
| <b>K</b>                               | Find your King or All High   |
| <b>L</b>                               | Load a Game  |
| <b>M</b>                               | Find your Markets  |
| <b>N</b>                               | Find your Offensive Buildings, Mage Tors or Lishorrs   |
| <b>O</b>                               | Open the Options Menu  |
| <b>P</b>                               | Pause the Game (May also use Space Bar)  |
| <b>Q</b>                               | Cycle through the Map modes  |
| <b>R</b>                               | Find your Royal Units (campaign only)  |
| <b>S</b>                               | Save the present game  |
| <b>T</b>                               | Find your Towers of Science  |

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|                          |   |
|--------------------------|---|
| <b>U</b>                 | <b>Find your Mage Tors or Alchemist Tors</b>                                      |
| <b>V</b>                 | <b>Find your War Factories or Vapngarts</b>                                       |
| <b>W</b>                 | <b>Find your Wagons</b>   |
| <b>X</b>                 | <b>Clear the News Reports</b>   |
| <b>Y</b>                 | <b>Find your Spies</b>  |
| <b>Z</b>                 | <b>Find your Greater Beings and ready them to cast their Magic, if applicable</b> |
| <b>Enter</b>             | <b>Bring up Chat Window (Multiplayer only)</b>                                    |
| <b>,</b>                 | <b>Previous Tutorial text</b>   |
| <b>.</b>                 | <b>Next Tutorial text</b>   |
| <b>Page Up</b>           | <b>Previous same object type of any nation</b>                                    |
| <b>Page Down</b>         | <b>Next same object type of any nation</b>  |
| <b>Home</b>              | <b>Previous same object type of the selected nation</b>                           |
| <b>End</b>               | <b>Next same object type of the selected nation</b>                               |
| <b>Arrows</b>            | <b>Scroll screen</b>  |
| <b>Ctrl</b>              | <b>Mark the unit under the cursor</b>   |
| <b>Shift</b>             | <b>Add/Subtract Unit selection</b>  |
| <b>Alt + Right-Click</b> | <b>Set Way Point</b>  |
| <b>CapsLock</b>          | <b>Toggle your unit selection method from the Sprite to the Base Square</b>       |
| <b>F1-F8</b>             | <b>Report Modes</b>   |
| <b>Shift-F1~F7</b>       | <b>Chat to a Specific Player (multiplayer)</b>                                    |
| <b>F9</b>                | <b>News Log</b>   |
| <b>F10</b>               | <b>Bring up the Menu</b>  |
| <b>F11</b>               | <b>Capture the screen to your 7KII directory</b>                                  |
| <b>[</b>                 | <b>Slower game speed</b>  |
| <b>]</b>                 | <b>Faster game speed</b>  |
| <b>P</b>                 | <b>Pause / unpause game</b>   |
| <b>Space</b>             | <b>Pause / unpause game</b>   |
| <b>!##%%&amp;&amp;</b>   | <b>Enable Cheat Keys (below)</b>  |
| <b>Ctrl B</b>            | <b>Complete the Construction or Repair of a Building</b>                          |

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|               |  |
|---------------|--|
| <b>Ctrl C</b> | <b>Increase Cash and Life Points (+1000 increments)</b>  |
| <b>Ctrl M</b> | <b>Reveal the entire Map</b>   |
| <b>Ctrl T</b> | <b>Gain all Technological knowledge</b>  |
| <b>Ctrl U</b> | <b>Render your King immortal</b>   |
| <b>Ctrl Z</b> | <b>Toggle Fast-Build</b>   |
| <b>Ctrl \</b> | <b>Add 1000 Food</b>   |
| <b>Ctrl /</b> | <b>Add 1000 Life Points</b>  |
| <b>Ctrl ,</b> | <b>Increase a Town's Population by 10</b>  |
| <b>Ctrl +</b> | <b>Maximize a Seat of Power's Prayer Points, Finish a Research Project or Increase the selected Spy's skill to maximum</b> |
| <b>Ctrl !</b> | <b>Increase your Fryhtan Battling Score by 10</b>  |

## COST & POWER CHARTS

| Building                    | Hit Points | Setup Cost | Setup Life Points | Yearly Cost |
|-----------------------------|------------|------------|-------------------|-------------|
| Seat of Power               | 400        | 2000       |                   | 800         |
| Fort                        | 400        | 400        |                   | 100         |
| Camp                        | 200        | 60         |                   | 60          |
| Mine                        | 200        | 600        |                   | 600         |
| Factory                     | 200        | 100        |                   | 100         |
| Market                      | 200        | 60         |                   | 30          |
| Inn                         | 200        | 60         |                   | 60          |
| Tower of Science            | 200        | 200        |                   | 200         |
| War<br>Factory              | 200        | 200        |                   | 200         |
| Espionage College           | 200        | 100        |                   | 50          |
| Human Special<br>Structures | 200        | 100        |                   | 100         |
| Fryhtan Lair                | 800        | 300        | 300               | 200         |
| Bheema Hyfe                 | 400        | 500        | 100               | 250         |
| Tarmes Mownd                | 400        | 500        | 100               | 250         |
| Lishorr                     | 200        | 500        | 100               | 250         |
| Wilde Lishorr               | 200        | 500        | 300               | 0           |
| Alchemist Tor               | 400        | 500        | 100               | 250         |
| Vapngart                    | 400        | 500        | 100               | 250         |
| Keraal                      | 400        | 500        | 100               | 250         |
| Grokken Fortress            | 50*        | 50         | 0                 | 0           |
| Mage Tor                    | 400        | 500        | 100               | 250         |
| Human Offensive Structures  | 400        | 800        |                   | 400         |

*\* After construction, max hit points becomes the sum of the max hit points of the constituent Grokkens*

## MISC HUMAN COSTS

| Subject                             | Cost   |
|-------------------------------------|--|
| Human General / Fryhtan Ordo        | \$50 per year                                  |
| Spy                                 | \$100 per year                                 |
| Fryhtan Croul                       | \$0 per year                                   |
| Caravan                             | \$10 per year                                  |
| Wagon                               | \$10 per year                                  |
| Other mobile Human units            | \$10 per year                                  |
| Worker                              | \$5 per year                                   |
| Award Honor to unit                 | \$30   |
| Collect Tax                         | \$3 per person<br>Decrease loyalty 10 points   |
| Grant to Town                       | \$10 per person.<br>Increase loyalty 10 points |
| Grant to Independent Town           | \$30 per person                                |
| Training of Archer for Fort's Tower | \$120  |
| Fort's Archer operational cost      | \$24 per year                                  |
| Town Wall Level 1                   | \$500  |
| Town Wall Level 2                   | \$1000   |



### KEY FOR FOLLOWING CHARTS

|                         |                                 |
|-------------------------|---------------------------------|
| <b>Basic Attack</b>     | Damage/Delay                    |
| <b>Range Attack</b>     | Combat Level/Range/Damage/Delay |
| <b>Berserker Attack</b> | Combat Level/Range/Damage/Delay |
| <b>Weapon Attack</b>    | Range/Damage/Delay              |
| <b>(3)</b>              | 3X3 Damage Area                 |
| <b>(s)</b>              | Sturdiness, Attack Bonus        |
| <b>(e)</b>              | Explosive                       |
| <b>(h)</b>              | Heat                            |
| <b>(w)</b>              | Favors Wood                     |

### HUMAN INFANTRY

| Race         | Armor | Cmbt. Level<br>Req. for Shield | Basic Attack | Range Attack | Berserker<br>Attack |
|--------------|-------|--------------------------------|--------------|--------------|---------------------|
| Norman       | 6     | 30                             | 5-10/3       | 50/6/7-10/6  |                     |
| Viking       | 4     |                                | 6-12/4       |              | 50/1/30/120         |
| Celt         | 6     | 30                             | 6-11/5       |              | 50/1/30/140         |
| Roman        | 5     | 30                             | 5-10/4       |              |                     |
| Greek        | 6     | 0                              | 5-9/1        |              |                     |
| Carthaginian | 6     | 30                             | 5-10/4       | 50/6/5-9/6   |                     |
| Chinese      | 5     |                                | 6-16/2       | 30/6/5-8/7   |                     |
| Japanese     | 5     |                                | 5-8/2        |              | 50/1/30/140         |
| Mongol       | 5     |                                | 4-11/2       |              | 50/1/30/140         |
| Egyptian     | 5     |                                | 5-9/4        | 0/6/6-10/5   |                     |
| Persian      | 5     |                                | 5-10/4       | 0/6/5-9/4    | 50/6/30/100         |
| Indian       | 5     |                                | 5-11/3       | 35/7/5-9/4   |                     |

## HUMAN SPECIAL UNITS

| Race         | Max HP/<br>Cost/Days | Armor/Cmbt.<br>Level Req. for<br>Shield/Speed | Basic Attack | Range Attack | Berserker<br>Attack- Must<br>Research |
|--------------|----------------------|---|--------------|--------------|---------------------------------------|
| Norman       | 300/\$50/30          | 5/-/6   | 5-10/3       | 50/6/7-10/6  | 40/1/40/120                           |
| Viking       | 200/\$50/30          | 4/-/4   | 7-13/4       |              | 50/1/40/120                           |
| Celt         | 200/\$60/35          | 4/-/3   | 7-10/5       |              | 30/1/45/100                           |
| Roman        | 300/\$60/35          | 4/-/6   | 7-11/5       |              | 0/1/35-39/100                         |
| Greek        | 300/\$50/30          | 6/0/5   | 6-10/1       |              | 50/1/25/70                            |
| Carthaginian | 500/\$40/40          | 4/-/4   | 6-9/4        | 50/6/5-9/6   | 30/1/30/70                            |
| Chinese      | 200/\$40/35          | 4/-/4   | 7-12/2       | 30/6/5-8/7   | 30/1/40/100                           |
| Japanese     | 200/\$45/30          | 3/-/6   | 5-15/4       |              | 0/1/35/100                            |
| Mongol       | 350/\$60/30          | 4/-/7   | 6-9/4        |              | 30/6/40/140                           |
| Egyptian     | 400/\$40/25          | 3/-/6   |              | 0/6/6-10/5   | 30/6/40/120                           |
| Persian      | 300/\$60/30          | 4/-/8   | 7-12/4       | 0/6/5-9/4    | 50/1/30/100                           |
| Indian       | 500/\$55/35          | 3/-/4   | 6-12/3       | 35/7/5-9/4   | 35/7/40/100                           |

## HUMAN WEAPONS

| Weapon  | Max HP/<br>Cost/Days | Yearly<br>Cost | Armor/<br>Speed | Level I        | Level II      | Level III                         |
|---|----------------------|----------------|-----------------|----------------|---------------|-----------------------------------|
| Catapult  | 60/\$100/80          | \$100          | 3/3             | 7/15/22 (s)    | 7/18/22 (3sh) | 7/20/22 (3sh)                     |
| Ballista  | 60/\$80/60           | \$100          | 3/4             | 7/10/4 (s)     | 7/12/4 (s)    | 7/14/3 (s)                        |
| Spitfire  | 60/\$110/90          | \$110          | 8/5             | 2/5/10 (h) *8  | 2/6/14 (h)    | 2/7/14 (h)                        |
| Cannon  | 80/\$130/110         | \$120          | 4/3             | 6/16/30 (seh)  | 7/20/30 (seh) | 8/24/30 (seh)                     |
| Porcupine<br><i>Damage 3X sur-<br/>rounding squares<br/>+ trigger other<br/>Porcupines<br/>within 5X<br/>squares.</i> | 40/\$80/60           | \$80           | 5/4             | 0/150/die (3)  | 0/150/die (3) | 0/225/die (3)<br><i>Invisible</i> |
| Unicorn   | 60/\$100/90          | \$100          | 4/4             | 7/16/6 (s)     | 7/19/6 (s)    | 7/21/6 (s)                        |
| Mega Cannon   | 250/\$200/200        | \$200          | 4/4             | 8/35/20 (3seh) |               |                                   |
| Mega Unicorn  | 250/\$200/200        | \$200          | 4/4             | 8/27/8 (s)     |               |                                   |
| Mega Saw  | 250/\$200/200        | \$200          | 8/4             | 1/25/0 (h)     |               |                                   |

## FRYHTANS

| Species    | Max HP/Cost/Days  | Armor/Cmbt. Level Req. for Shield/Speed | Basic Attack | Range Attack     | Berserker Attack   |
|------------|-------------------|---|--------------|------------------|--------------------|
| Kharshuf   | 350/\$120+60LP/30 | 5/0/5                                   | 10-18/4      |                  | 40/1/30-54/100     |
| Bregma     | 250/\$70+35LP/20  | 4/0/6                                   | 9-21/2       |                  | 40/1/25-43/60      |
| Kerassos   | 300/\$120+60LP/35 | 5/-/7                                   | 12-22/6      | 30/6/8-16/10     | 60/1/25-45/80      |
| Minotauros | 250/\$100+50LP/20 | 4/-/7                                   | 12-22/0      |                  | 50/1/22-40/60      |
| Grokken    | 500/\$100+60LP/60 | 8/-/4                                   | 15-28/1 (s)  | 30/6/15-30/7 (s) | 50/6/40-70/100 (s) |
| Ezpinez    | 300/\$100+50LP/30 | 6/0/5                                   | 12-24/6      |                  | 50/1/30-48/60 (h)  |
| Exovum     | 350/\$110+55LP/35 | 6/-/5                                   | 12-22/2      | 70/7/12-20/5     | 40/1/11-31/100 (h) |

## FRYHTAN SPECIAL UNITS

| Special Unit | Max HP/Cost/Days | Yearly Cost        | Armor/Speed        | Level I             | Level II                | Level III                      |
|--------------|------------------|--------------------|--------------------|---------------------|-------------------------|--------------------------------|
| Nemezez      | 100/\$130/130    | \$100              | 4/3                | 6/20/30 (she)       | 7/26/30 (seh)           | 8/32/30 (3seh)                 |
| Cobrez       | 100/\$110/110    | \$80               | 4/4                | 7/14/12 (s)         | 7/18/11 (s)             | 7/22/10 (s)                    |
| Peltez       | 100/\$110/100    | \$100              | 4/3                | 7/16/20 (sh)        | 7/20/20 (3sh)           | 7/25/20 (3sh)                  |
| Bheema       | 200/\$71+10LP/20 | \$0                | 5/8                | 1/65/Die            | 1/80/Die                | 1/95/Die                       |
| Tarmes       | 200\$/70+10LP/20 | \$0                | 6/4                | 1/6-12/4 (w)        | 1/9-17/4 (w)            | 1/11-22/4 (w)                  |
|              | <b>Max HP</b>    | <b>Yearly Cost</b> | <b>Armor/Speed</b> | <b>Basic Attack</b> | <b>Berserker Attack</b> | <b>Berserker Attack Effect</b> |
| Jaguara      | 200              | \$0                | 3/8                | 9-18/4              | 50/1/11-12/80           | Frighten Horses                |
| Goril        | 300              | \$0                | 7/4                | 10-20/3             | 50/1/12-24/80           | Frighten Horses & Elephants    |
| Rhinokeros   | 350              | \$0                | 7/6                | 11-22/4             |                         |                                |

## MAGE TOR MAGIC

| Magic           | Cost  | Target            | Effect                                     | Delay   |
|-----------------|---|-------------------|--|---------|
| Damage Building | 30+max (0, target distance -20) * 5 LP  | 1 Building        | Reduce more than 50% of max HP of building | 61 Days |
| Freeze Unit     | 30+max (0, target distance - 20) * 4LP  | Units in 7X7 area | Freeze units for 15 days                   | 30 Days |
| Wound Unit      | 100+max (0, target distance - 8) * 6LP  | Units in 7X7 area | Damage 100 HP                              | 10 Days |
| Teleport Unit   | 15+max (0, distance to target unit - 50) + max (0, distance from Mage Tor to destination - 50) LP | 1 Unit            | Teleport unit                              | 5 Days  |

## MISC

|  |  |
|--|--|
| Food Production  | <b>25 (Small or Medium Treasure Option)<br/>30 (Large or Huge Treasure Option)<br/>per peasant per year.</b> |
| Food Consumption   | <b>10 units per year per person</b>  |
| Trained unit's beginning skill level   | <b>20 (30 for Romans with Seat of Power)</b>   |
| Town's Loyalty Level needed to Recruit   | <b>30</b>  |
| Maximum resistance level of an independent town allowing open links to your buildings.       | <b>50</b>  |
| Resistance level above which independent town people will defend themselves against attacks. | <b>30</b>  |
| Promoting a commons soldier or croul to General or Ordo will increase their loyalty by       | <b>20</b>  |
| Demoting a General or Ordo to a common soldier or croul will decrease their loyalty by       | <b>40</b>  |

## FIN

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## **CREDITS**

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