WIZARD WARFARE

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GAMEPLAY HELP

Contents

1. OVERVIEW

Welcome to Wizard Warfare!

Wizard Warfare is a game of game of exploration, conquest and magic. Each Wizard must settle and grow cities, build armies, hire spellcasters, research spells and wage war until only one Wizard remains standing!

Wizard Warfare consists of a strategic level (the World Map) and a tactical level (the Battle Map). Exploration, expansion, production, research and city management all happen on the World Map, while battles are simulated on the Battle Map.

When your forces encounter an enemy on the World Map, a battle may occur. Battles are fully automated. You will be informed of the battle results on the World Map, along with the option to view the full battle simulation. If you choose to view the simulation, this will open the Battle Map.

It is not necessary to view battles to win a game of Wizard Warfare. However, understanding how your troops perform in different battle situations, along with their strengths and weaknesses against a variety of enemies will give you a significant advantage!

1.1 New Game

To start a new game of Wizard Warfare, click the 'New Game' button on the main menu, configure the desired parameters and then click 'Start Game'.

World Configuration

WORLD SIZE:
The size in tiles of the map to generate. This also determines the maximum number of AI enemies.

WORLD TYPE:
Flat: Generates a map with polar regions at the north and south edges, and impassable borders in all directions.

Cylindrical: Generates a map with impassable polar regions at the north and south edges, and wraparound borders at the east and west edges.

Spherical: Generates a map with circular polar regions and wraparound borders in all directions.

HILLINESS:
Controls how much of the map consists of hills and mountains.

FERTILITY:
Barren: Generates a map with a higher percentage of desert and tundra.

Normal: Generates a map with normal terrain distribution.

Fertile: Generates a map with a higher percentage of fertile plains, forests and swamps.

SPECIAL RESOURCES:
Controls how many map tiles have special resources.

RESEARCH SPEED:
Controls how long it takes to research new spells.

RANDOM SEED:
The pseudorandom seed used to generate the map. Entering identical settings with the same random seed will generate an identical map each time.

Enemy Configuration

AI ENEMIES:
The number of AI Wizard opponents.

AI DIFFICULTY:

The difficulty and skill level of AI Wizard opponents. At high levels, AI opponents also get resource and production bonuses.

NEUTRAL CITIES:
Controls how many neutral cities appear on the map.

NEUTRAL LAIRS:
Controls how many neutral monster lairs appear on the map.

LAIR CAPTURE REWARDS:
Controls the level of reward for capturing neutral monster lairs.

NEUTRAL DIFFICULTY:
Controls the aggression of neutral cities and monsters.

Player Configuration

WIZARD NAME:
The name of the human Wizard.

WIZARD PATH:
The magic path of the Wizard. This determines the casters and spells available to the wizard. See the Magic section for more details.

1.2 First Turns

The first 50 turns of a game of Wizard Warfare are crucial - getting off to a good start can be the difference between victory and defeat in the long run!

Starting Forces

A Wizard starts the game with a small military force

- A squad of scouts, which move fast through all terrain and have good vision. These scouts should be used for exploration.

- A small company of swordsmen, which can garrison the capital to defend and reduce unrest. They can also split up and help to explore.

- A squad of settlers, who can found a new city.

- A small company of spellcasters, who can perform research, cast rituals such as summoning new troops, or help in battles.

See the [Military](#) section for more details.

Exploration

A Wizard starts the game only knowing about the small amount of land surrounding the capital city.

The dashed border is the limit of the Wizard's domain - this is the area that a Wizard's cities control and can generate income from.

Send your scouts into unknown lands to reveal their secrets! It is difficult to make good decisions if you don't know what is happening near your Empire.

Once you discover an enemy capital city, you will have access to all of that Wizard's score graphs.

Notifications

The game starts with several notifications on the right-hand side of the screen. The red bordered ones are known as urgent notifications and must be dealt with before the turn can be completed.

 There are companies still awaiting orders. Jump to the next waiting company.

 There are cities with empty build queues.

Your empire has no research assigned.

See the Notifications section for more details.

Capital City

A Wizard starts with a single capital city, which currently has no production assigned. Examine the city carefully, and decide whether to focus on production or military expansion. Good early choices are

- Produce more scouts to reveal enemy locations, monster lairs and good sites for new cities.

- Produce workers to improve your existing lands.

- Produce more military forces, and go hunting for monster lairs which give rewards.

- Focus on producing buildings to increase your income and unlock more powerful troops.

Remember not to produce too many troops without having the income to support them!

Founding a Second City

Choosing a good site for a second city is vital - look for locations with a good mix of terrain, good food sources and ideally some special resource tiles nearby.

A new city can only produce income from within a 1 tile radius, but this grows to 3 tiles as the city population increases.

The decision about when to send out the settler is important. Too soon, and the settler may be killed or waste turns exploring poor sites. Too late, and your vital second city may be delayed, or an enemy may steal the best sites!

Hints & Tips

More comprehensive hints are available. See the Hints & Tips section for more details.

1.3 Saving & Loading

Games can be saved by opening the Game Menu and choosing Save Game.

Games can be loaded by choosing Load Game from the Main Menu, or by opening the Game Menu and choosing Load Game.

Games are auto-saved every turn by default. Auto-save frequency can be changed or disabled entirely from within the Game Options.

1.4 VICTORY

To defeat an enemy Wizard, you must conquer or destroy that Wizard's capital city. All of the Wizard's remaining cities will then turn neutral, and the Wizard is removed from the game!

Similarly, if you lose your capital city, your game is over!

Once you have defeated all enemy Wizards, victory is yours.

Good luck Wizard!

2. World Map

The World Map screen displays information about the strategic game.

Map Tiles

The main World Map shows all tiles, special resources, armies, monster lairs, cities, and domain boundaries that are visible to the player.

See the Map Tiles section for more details.

Empire Buttons

The Empire button panel in the top-right corner provides buttons for viewing and interacting with your empire.

See the Empire section for more details.

Notifications

The Notification button panel on the right provides information about important events within your empire.

See the Notifications section for more details.

Company Panels

When an army is selected on the World Map, each company in the army is represented by a Company Panel.

See the Military section for more details.

Company Orders

The Company Order button panel in the bottom-left corner is for issuing orders to your companies.

The Company Labour button panel is only visible for settlers and workers, and is used for issuing orders to build cities and/or improve map tiles.

See the Orders section for more details.

Controls

Move: Executes all current move orders. See the Movement section for more details.

End Turn: End the current turn. This is only possible if there are no urgent notifications outstanding.

2.1 PLAYER INFO

The Player Info summary at the top of the World Map screen shows the current player name, chosen magic path, game turn and a simple summary of the Empire cities, treasury, income and research.

The current game turn.

The number of cities currently in the Empire.

Gold is used for upkeep of troops and for purchasing upgrades and buildings. The current stored gold is shown, along with the income in brackets.

Mana is used for upkeep of magical troops and for casting spells. The current stored mana is shown, along with the income in brackets.

Research unlocks more advanced magical spells. The current income is shown, along with estimated time to complete the next research level in brackets.

2.2 Map Tiles

Terrain

Normal terrain is displayed as textured hexagons on the World Map. See the Terrain tab for more details.

Terrain with special resources is overlaid with icons representing the type of resource. See the Resources tab for more details.

Left-clicking on a terrain tile will display more detailed information about the tile.

Tile Improvements

Tile Improvements are built by workers. See the Orders section and the Terrain and Resources tabs for more details.

Roads reduce the movement cost of terrain by 1 point, and are shown on the map as paths connecting all tiles with roads. They also give 'Trade Route' income bonuses to all cities connected to the Empire's capital city by road.

The following are shown as icons on the improved tile.

Farms improve the food or gold output of plains or food-related special resources.

Mines improve the production or gold output of hills, mountains or mineral-related special resources.

Camps improve the food, production or gold output of forests or animal-related special resources.

Armies

Armies are displayed as round counters on the World Map, with the background colors representing their team. The currently selected army is shown with a flashing icon. See the Military section for more details.

Lairs

Lairs spawn at random on the map, and are shown as icons on the tile. Raiding groups of monsters will emerge from these lairs and attack randomly.

Lairs can be captured by Wizard players for rewards.

See the Lairs tab for a full list of lair types.

Cities

Cities are displayed on the World Map as a solid hexagon, with the background colors representing their team. They have a banner showing the city name with pie charts showing the growth and production progress. An army icon is shown if the city has a garrison.

If the growth chart is green, the city is about to grow. If it is red, the city is about to shrink.

The city is the capital city of an Empire. Loss of this city will destroy the Empire.

The city is a normal, non-capital city.

The Growth pie chart shows the current stored food in the city, as well as the number of turns before the city grows. If the text is red, the city is shrinking due to lack of food.

The Production pie chart shows the current production progress towards the first item in the build queue, as well as the number of turns before the production is complete.

If the city is using its production resources to boost its Wealth rather than producing new units or buildings, then the Gold icon will be shown.

If the city is using its production resources to boost its Research rather than producing new units or buildings, then the Research icon will be shown.

Left-click on a city on the World Map to open the City Screen.

See the Cities section for more details.

Domain

Domain borders are shown as dashed lines with colors representing their team. Domain is created by cities, with higher populations creating larger domains. The maximum domain radius around a city is 3 tiles.

If two cities from different teams have domain over a tile, the city with the larger population will control the tile.

Domain has the following effects:

- Cities can only produce income from tiles within their domain.

- Lairs cannot spawn within controlled domain.

- Certain global spells affect city or team domain.

Fog of War

Fog of War represents undiscovered areas of the World Map, or areas outside of the current visual range of the player. There are 2 types of Fog of War.

Undiscovered: These tiles are colored solid black, and have never been seen by the player. No information about these tiles is available to the player.

Discovered: These tiles are colored with a semi-transparent black overlay, and have been seen by the player but are not currently visible. The terrain is known to the player, but no information about military forces or improvements.

2.3 Cities

The City screen shows all information about a single city.

Cities are the key to the economic power of an empire. City income is crucial for growing city population, constructing buildings or training troops, and contributing to Empire income and research.

General Information

CITY NAME:
The city name is displayed prominently at the top of the screen.

CITY TYPE:

 The city is the capital city of an Empire. Loss of this city will destroy the Empire.

 The city is a normal, non-capital city.

POPULATION AND EFFECTS:

 The total city population and any active effects are shown here. Friendly effects have a green border, and hostile effects have a red border.

Left-click on the effects for more information, or to cancel effects caused by friendly rituals.

Hostile effects caused by enemy rituals can be removed with a dispel ritual. See the Ritual Spells section for more details.

DOMAIN:

 Domain borders are shown as dashed lines with colors representing their team. Domain is created by cities, with higher populations creating larger domains. The maximum domain radius around a city is 3 tiles.

Cities can only produce income from tiles within their domain. See the Map Tiles section for more details.

Population Info Panel

This panel displays information about the current population of the city, as well as information about the growth rate.

The Growth pie chart shows the current stored food in the city, as well as the number of turns before the city grows. If the text is red, the city is shrinking due to lack of food.

The number of active working population in the city.

The number of rebels in the city caused by unrest. Rebels cannot contribute to city income. Certain buildings and troops can reduce unrest.

The number of idle population in the city. These must be allocated before the turn can end.

Buildings Panel

The Buildings Panel in the top-right corner of the screen lists all buildings currently present in the city, as well as their resource income and/or upkeep. Right-click on an entry for more information.

Left-click on this button to sell a building for gold. Only buildings that are not required for other buildings can be sold. Only 1 building can be sold in each city per turn.

See the Buildings tab for a full list of available buildings.

Controls

Select the previous city in the Empire.

Select the next city in the Empire.

Select the city garrison on the World Map.

Open the City Details screen, which gives a detailed breakdown of all city income and other information.

Access the City help screens.

2.3.1 City Resources

Resource Panel

 This panel shows the net resource income for the city. It is calculated from the total of all map tiles worked by the city, plus the total of any building and effect bonuses.

Food is consumed by the city population and contributes to city growth. Higher food income means faster city growth, and negative food income will eventually cause a city to shrink.

Production is used for the construction of city buildings and the training of troops. Higher production income means faster city production.

Gold is used for upkeep of troops and for purchasing upgrades and buildings. Gold income contributes to the gold stored by the Empire.

Mana is used for upkeep of magical troops and for casting spells. Mana income contributes to the mana stored by the Empire.

Research unlocks more advanced magical spells. Research income contributes to the research levels of the Empire.

Resource Map

 In the City Screen, the map is overlaid with icons representing the resource income available to the city from each map tile.

Each working unit of city population can extract resources from one tile within the domain of the city. Left-clicking on a tile will toggle whether or not the tile is worked by the city.

Manually toggling tiles in this manner will set the resource focus to 'Manual'.

All working city population must be assigned to tiles in order to proceed to the next turn.

Resource Focus

The resource focus buttons below the Resource Panel control which type of resource income the city will focus on.

Default: The city attempts to feed itself, then maximises total resource income.

Food: The city attempts to maximise food income and growth rate.

Production: The city attempts to feed itself, then maximises production income.

Gold: The city attempts to feed itself, then maximises gold income.

Manual: The city workforce is being assigned manually.

2.3.2 City Production

Buildable Panel

The buildable panel in the bottom-right corner of the screen lists all squads and buildings that can currently be constructed, including their cost and an estimate of production time.

Left-clicking on an entry adds it to the build queue.

Right-clicking on an entry will bring up the relevant help screen for more info.

Build Queue

The build queue in the bottom-left corner of the screen lists all squads and buildings currently queued for construction, including their costs and an estimate of production time.

Removes the item from the build queue.

Purchases the top item in the build queue for gold. The item must be more than 50%PCT% completed

Toggles repeat building for the city. This will repeatedly build the top item in the build queue until disabled.

Assigns a rally point. All newly built squads will move to this rally point automatically.

Cancels the rally point if one exists.

2.3.3 City Defence

Militia

The militia panel sits above the buildable panel on the right-hand side of the screen.

Militia are low-quality but free troops that will rally to the defence of the city if attacked.

The type and quantity of militia available to the city depends on the population and the types of buildings constructed.

Left-clicking on the militia icons will show a simple information screen. For more detailed information on the militia contributions, left-click the City Details button.

When militia are killed, they slowly replenish their numbers every turn.

Siege Defence

If the city has a defensive wall, the siege defence order buttons will be visible below the building panel on the right-hand side of the screen.

These buttons control the orders and positioning of city defenders during a siege.

GENERAL ORDERS:

Hold Gate: The defenders will stay within the city walls and defend the gate.

Sally: The defenders will sally from the gate and charge the enemy.

Use Judgement: The defenders will use their judgement when deciding to sally or hold the gate. The decision is based on the relative ranged and melee strengths of the armies.

RANGED UNIT ORDERS:

Ramparts: Ranged units will position themselves on the ramparts.

Courtyard: Ranged units will position themselves in the courtyard.

CASTER ORDERS:

 Ramparts: Casters will position themselves on the ramparts.

 Courtyard: Casters will position themselves in the courtyard.

2.4 Military

Military forces are divided into 4 main levels - armies, companies, squads and units.

See the Units tab for a full list of available military forces.

Armies

An army consists of all military forces in a single map tile on the World Map. Armies can contain any number of companies, and only 1 army can exist on any map tile.

Armies are displayed as round counters on the World Map, with the background colors representing their team.

Some powerful rituals can target entire enemy armies.

Companies

A company consists of multiple squads, and is the basic unit of organisation for movement and issuing orders on the World Map.

A company can contain up to 9 squads.

Squads

A squad contains multiple individual units of the same unit type. Different unit types will have different squad sizes.

Depleted squads (those who have suffered casualties) will regain units within friendly domain, unless the squad consists of units which cannot replenish such as skeletons or zombies.

City production and ritual summons produce 1 squad at a time (unless otherwise specified).

Most rituals target single squads.

Units

A unit is an individual person or monster. Units are grouped into squads on the World Map, but appear and fight individually on the Battle Map.

Units heal all damage at the start of each turn on the World Map.

2.4.1 Armies

An army consists of all military forces in a single map tile on the World Map. Armies can contain any number of companies, and only 1 army can exist on any map tile.

Armies are displayed as round counters on the World Map, with the background colors representing their team. The icon displayed in the center of the army counter represents the type of units within the army.

All armies extend 'Zone of Control' into surrounding map tiles, which slows down enemy movement in adjacent tiles.

Armies can support and reinforce adjacent allied armies during both offensive and defensive battles. See the Battles section for more details.

Left-clicking an army on the World Map selects that army. The currently selected army is shown with a flashing icon.

When an army is selected, the companies contained in that army will be displayed on the left of the screen as a grid of Company Panels.

2.4.2 COMPANIES

A company consists of multiple squads, and is the basic unit of organisation for movement and issuing orders on the World Map.

A company can contain up to 9 squads.

Company Panel

When an army is selected on the World Map, each company in the army is represented by a Company Panel, showing the company name and a grid of squad icons.

Left-clicking on a Company Panel toggles the selection of that company. Selected companies have highlighted backgrounds.

Double-clicking on a Company Panel toggles the selection of all companies within the currently selected army.

Current orders are shown in the bottom-right of the Company Panel. If there are no current orders, the movement type and number of moves remaining are shown.

Right-clicking on a squad icon opens the Unit Info screen for that squad. See the Units section for more details.

Disbands the company. This destroys the company and all squads permanently.

Transferring Squads

Squads can be transferred between companies in several ways

MERGE/SPLIT:

Opens the Merge/Split screen, which transfers squads between 2 existing companies or into a newly created one.

COMBINE:

Combines all selected companies into a single company.

DRAG & DROP:

Left-clicking and dragging a squad icon will allow you to drag and drop that squad into an existing or newly created company.

Company Orders

Available orders for the selected companies are shown in the panels along the bottom of the screen. See the Orders section for more details.

Movement orders are also issued to companies. See the Movement section for more details.

2.4.3 SQUADS

A squad contains multiple individual units of the same unit type. Different unit types will have different squad sizes.

City production and ritual summons produce 1 squad at a time (unless otherwise specified).

Squads are represented by square icons within the Company Panels on the left of the screen, showing the type of unit within the squad and the current unit count.

 A squad of swordsmen. The white text shows that the squad is has the full number of units, in this case 10.

 A depleted squad of swordsmen. The red text shows that the squad is below the full number of alive units, in this case only having 6 out of 10 units alive.

Right-clicking on a squad icon opens the Unit Info screen for that squad. See the Units section for more details.

Depleted squads (those who have suffered casualties) will regain units within friendly domain, unless the squad consists of units which cannot replenish such as skeletons or zombies.

In addition, a number of extra icons can appear on a squad:

 The squad contains some units which are not at full health. These units will fully heal at the start of the next turn.

 The squad is experienced and gains bonuses to combat stats. Each silver star represents 1 level of experience.

 The squad is highly experienced and gains bonuses to combat stats. Each gold star represents 1 level of experience above level 3.

 The squad has one or more rituals active.

 The squad is capable of casting Holy spells (one icon per caster level).

The squad is capable of casting Nature spells (one icon per caster level).

The squad is capable of casting Astral spells (one icon per caster level).

The squad is capable of casting Chaos spells (one icon per caster level).

The squad is capable of casting Death spells (one icon per caster level).

2.4.4 Units

A unit is an individual person or monster. Units are grouped into squads on the World Map, but appear and fight individually on the Battle Map.

Units heal all damage at the start of each turn on the World Map.

Right-clicking on a squad icon on the World Map, or left-clicking on an individual unit on the Battle Map opens the Unit Info screen.

Unit Info

The Unit Info panel shows detailed information about all the stats and abilities of an individual unit on the Battle Map, or of all units in a squad on the World Map.

STATS:
This section displays the main stats, combat skills, vision and movement of a unit.

MAGIC:
If the unit is a caster, then this section displays all of the magic-related stats of the unit.

MELEE/RANGED ATTACKS:
These sections list all of the attacks a unit can perform. This is based on the equipment a unit carries, plus any natural abilities it has.

Area-of-Effect (AoE) attacks have the following possible shapes.

The attack is a ring shape around the target position.

The attack is a circular shape around the target position.

The attack is a cone shape travelling towards the target position.

The attack is a narrow cone shape travelling towards the target position.

The attack is a straight line travelling towards the target position.

ARMOR:
This section displays the armor a unit is wearing, plus any natural armor.

RESISTANCES/IMMUNITIES:
This section displays the resistances and immunities to various damage types. Left-click on an icon for more information.

AURAS:
This section displays any auras a unit has. Auras are abilities that affect the entire battlefield. Left-click on an icon for more information.

EFFECTS:
This section displays any effects that are active on a unit. Left-click on an icon for more information.

CONTROLS:
If the Unit Info screen was opened from the World Map, then the following controls are available.

Opens the Upgrade Squads screen, which allows squads to be upgraded in exchange for gold.

Cancels rituals cast on any squads within the company.

Disbands the squad. This destroys the squad permanently.

2.4.5 Unit Stats

Unit Stats

Health: Determines how much damage a unit can take before it dies (or is destroyed).

Size: The physical size of a unit. Determines how many units fit in a single battle tile.

Armor: The protection a unit receives from physical damage to the head and body.

Mount: A creature, such as a horse, that the unit is riding upon. Mounts confer speed and combat bonuses to the unit.

Strength: The physical power and muscularity of a unit. Strength determines damage done by physical attacks.

Attack Skill: Increases the ability of a unit to hit with melee attacks.

Dodge Skill: Increases the ability of a unit to dodge attacks.

Accuracy: Increases the ability of a unit to hit with ranged attacks.

Armor Weight: Heavy armor increases the rate at which a unit gains fatigue in battle.

Visual Range: How far a squad can see on the World Map. Useful for scouting and exploration.

Map Moves: How far a squad can move on the World Map in a single turn.

Battle Moves: How far a unit can move on the Battle Map in a single combat turn.

2.4.6 Movement

Company movement speed and type are shown in the bottom-right corner of the Company Panel. See the Companies section for more details.

The unit can only move on land, and pays the terrain cost for each tile.

The unit is amphibious and can move over land or water, and pays the terrain cost for each tile.

The unit is flying and can move over land or water, but must end its movement over land each turn. It pays only 1 movement point for each tile.

Company movement orders are issued in 3 different ways:

Rally Orders

Squads produced in a city with an active rally point will split into a new company which will automatically start moving towards that rally point. See the City Production section for more details.

Single-Turn Movement

Selecting a company on the World Map brings up the movement grid of green hexagons for that company. If multiple companies are selected, the movement grid will consist only of moves that all companies reach together in a single turn.

Right-clicking deselects the army and all selected companies.

Left-clicking on a position within the movement grid shows the path to that location.

Left-clicking once again on the same position within the movement grid performs the movement.

Multi-Turn Movement

Multi-turn movement orders can be issued to companies, but only along paths which are visible within the players visual range.

Left-clicking outside of the movement grid will calculate a multi-turn path for the selected companies.
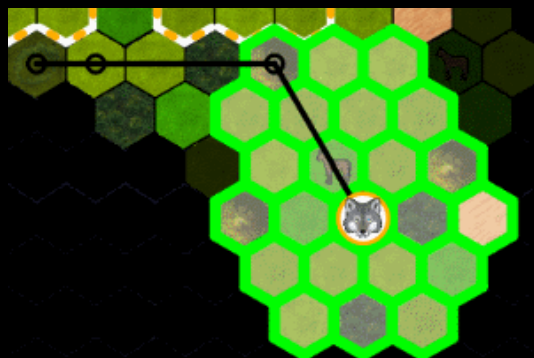
Each circle on the path is a position where the selected companies will end a turn.

Left-clicking once again on the movement destination issues the move order and performs the first turn of movement.

2.4.7 Battles

Battles occur when 2 armies from different teams collide on the World Map.

The battle will take place at the location of the defending army. The Battle Map terrain will be based on the World Map terrain at this location.

All armies in the tiles surrounding the battle position in the same team as either the attacker or the defender can support their allies in battle.

Attacking armies require movement points remaining to join the battle. Defending armies do not have this restriction. In addition, city garrisons will not leave their cities to support allies.

Battle Initiation

If the selected companies have an enemy army within movement range, then the movement grid will show the target as a red hexagon.

Left-clicking to selecting the hex the enemy army is and clicking again to confirm will bring up the Battle Confirmation screen, which will show a list of all units in the battle and give the option to attack or cancel.

In the image above, 3 friendly armies and 2 enemy armies will be involved in the battle.

Battle Simulation

When the attack is confirmed, the battle will be simulated and the results shown on the Battle Results screen.

See the Battle Map section for more details about how battles are simulated.

The simulated battle can be viewed immediately, or later from the Battle History screen.

Battle History

Battle simulations can be viewed at any time for a number of turns after the battle. See the Battle History section for more details.

2.5 Empire

The Empire button panel in the top-right corner of the World Map has the following buttons:

Jumps to the Capital City of your empire.

Opens the Economy screen, showing the growth, resources and production of all cities.

Opens the Ledger screen, showing a breakdown of the income and expenses of your empire.

Opens the Roster screen, showing the composition and location of all military forces.

Opens the Research screen, allowing you to choose the focus of magical research.

Opens the Alchemy screen, allowing the conversion of gold to mana and vice versa.

Opens the Global Rituals screen, showing all active global rituals cast by all players.

Opens the Battle History screen, showing all recent battles fought and/or observed.

Opens the Score Graphs screen, showing the relative power of all players.

Opens the Game Menu.

Opens the Help screen.

2.5.1 Economy

The Economy screen lists all cities in the Empire, giving a summary of the population, resource income, growth rates and production build queue progress.

Left-clicking on a city jumps to the City screen for that city.

Population and Growth

The Growth pie chart shows the current stored food in the city, as well as the number of turns before the city grows. If the text is red, the city is shrinking due to lack of food.

Income

Food is consumed by the city population and contributes to city growth. Higher food income means faster city growth, and negative food income will eventually cause a city to shrink.

Production is used for the construction of city buildings and the training of troops. Higher production income means faster city production.

Gold is used for upkeep of troops and for purchasing upgrades and buildings. Gold income contributes to the gold stored by the Empire.

Mana is used for upkeep of magical troops and for casting spells. Mana income contributes to the mana stored by the Empire.

Research unlocks more advanced magical spells. Research income contributes to the research levels of the Empire.

Production

Icons representing the first 3 items in the city build queue are shown, or the top item and a repeat build indicator if repeat build is active for the city.

The Production pie chart shows the current production progress towards the first item in the build queue, as well as the number of turns before the production is complete.

The top 3 items in the city build queue.

 The top item in the city build queue with repeat build active.

 Purchases the top item in the build queue for gold. The item must be more than 50% completed.

2.5.2 Ledger

The Ledger screen lists all income and upkeep costs of cities and military forces.

Resource

Gold: Select the Gold tab to show gold income and expenditure.

Mana: Select the Mana tab to show mana income and expenditure.

Research: Select the Research tab to show research income.

Cities

The cities panel shows the income and expenditure of each city in the Empire.

Left-clicking on a city jumps to the City screen for that city.

Armies

The cities panel shows the income and expenditure of all military forces (except militia) in the Empire.

3 tiers of view are available - Army, Company and Squad (see the Military section for more details)

Left-clicking on an entry in the list will jump to the relevant military force on the World Map.

Expand Armies to view their Companies, and Companies to view their Squads.

Hide Companies and Squads.

2.5.3 Roster

The Roster screen lists all military forces (except militia) currently in the Empire.

3 tiers of view are available - Army, Company and Squad (see the Military section for more details)

Expand Armies to view their Companies, and Companies to view their Squads.

Hide Companies and Squads.

Army

The Army tier shows the position of the Army, and the number of Companies within the Army.

Armies are highlighted if they have any active Companies. Left-clicking on an Army in the list jumps to that Army and selects all active Companies.

Company

The Company tier shows the Company name and the Squad icons of all Squads in the Company.

Companies are highlighted if they are active. Left-clicking on a Company in the list jumps to that Company and selects it.

Squad

The Squad tier shows each Squad icon and name, plus a number of options.

Left-clicking on a Squad in the list jumps to the Company containing the Squad and selects the Company.

Opens the Squad Upgrade screen if any upgrades are available.

Opens the Cancel Ritual screen if any rituals cast by the player are active.

Disbands the squad. This destroys the squad permanently.

2.5.4 RESEARCH

The Research screen allows you to choose which of the schools of magic your Empire is currently researching.

Each empire starts knowing level 0 spells from each school. More complex spells must be researched before they can be cast.

The magic school tabs along the top of the screen show the current known research level of each school.

Left-clicking a magic school tab lists all spells within that school. Currently known spells within that school are highlighted.

Also listed is the caster path level requirement for each spell. This is the caster skill level required in the relevant magic path to cast the spell. See the Magic section for more details.

Research: Left-clicking the 'Research' button under a magic school selects that school as the one currently being researched.

The Research pie chart shows the current research progress towards the magic school, as well as the number of turns before the research is complete.

2.5.5 ALCHEMY

The Alchemy screen allows a player to convert mana to gold and gold to mana. The process is inefficient and some will be lost in the process.

Use the slider to set the quantity of the resource to convert.

Mode: Change between mana to gold mode, and gold to mana mode.

Convert: Perform the conversion.

2.5.6 GLOBAL RITUALS

The Global Rituals screen shows a list of all currently active global rituals, along with details of the caster.

Left-clicking on an entry in the list will show details of the ritual.

Cancels the ritual - this is only available for the player who cast the ritual.

In order to cancel global rituals cast by other wizards, a disjunction ritual must instead be cast. See the Ritual Spells section for more details.

2.5.7 Battle History

The Battle History screen shows a list of all recent battles fought by the player, and all battles by other wizards and monsters fought within the visibility range of the player.

Left-clicking on an entry in the list will show a detailed summary of the battle results, and give the option to view the simulated battle on the Battle Map.

Battles disappear from the Battle History after a number of turns have passed.

2.5.8 Score Graphs

The Score Graphs screen shows a summary of the current and historical strength of all known Empires. Upon discovering another Wizard's capital city, their progress will then also be visible to you on the Score Graphs screen.

The graphs available are:

Cities: The number of cities in each Empire.

Population: The total population in each Empire.

Research: The total research progress of each Empire.

Military: The total military strength of each Empire.

Buildings: The total number of buildings in each Empire.

Gold: The total gold in the treasury of each Empire.

Mana: The total mana in the treasury of each Empire.

Domain: The total domain size of each Empire.

Gold/Turn: The gold income of each Empire.

Mana/Turn: The mana income of each Empire.

2.5.9 Game Menu

Save Game: Opens the Save Game screen.

Load Game: Opens the Load Game screen.

View Settings: Views the settings that were used to create this game.

Game Options: Opens the Game Options screen.

Main Menu: Returns to the Main Menu without saving.

2.6 Notifications

Notification buttons appear on the right side of the screen, providing information about important events within your empire.

Green bordered notifications are positive, yellow are warnings and red are urgent.

Note that urgent notifications must be dealt with before your turn can end.

Urgent Notifications

There are companies still awaiting orders. Jump to the next waiting company.

There are cities with idle population.

There are cities with empty build queues.

Your empire has no research assigned.

Warning Notifications

There are idle mages who could be performing research.

There are companies with move orders waiting to move.

There are cities with unrest.

There are enemies in your domain.

A city has shrunk in size.

A city has been ransacked and damaged by monsters.

A city has been captured by enemies.

There is insufficient gold to support current expenditure.

There is insufficient mana to support current expenditure.

Your forces were involved in a battle.

You have been targeted by an enemy ritual.

A global ritual has been cast by an enemy.

An enemy global ritual has been removed.

Positive Notifications

A city has grown in size.

A city has produced a squad.

A city has produced a building.

Your empire has completed a level of research.

 A squad has gained a level of experience.

 A friendly squad has been summoned.

 A lair has been captured by your forces.

 An enemy wizard has been defeated.

2.7 Orders

The Orders panels in the bottom-left corner of the World Map show all orders available to the selected companies. Orders not currently available will be grayed out or invisible.

General Orders

The following orders are available to all companies:

Orders the company to wait for 1 turn.

Opens the Battle Setup screen, which allows battle orders for squads to be chosen.

Cancels rituals cast on any squads within the company.

Orders the company to perform no further actions until an enemy comes adjacent.

Orders a damaged company to perform no further actions until an enemy comes adjacent, or until the company is fully replenished.

Orders the company to destroy any tile improvements in the map tile.

Opens the Merge/Split screen, which allows squads to be transferred into a new company, or between 2 companies.

Combines all selected companies into a single company.

Opens the Upgrade Squads screen, which allows squads to be upgraded in exchange for gold.

Caster Orders

The following orders are available only to companies containing spellcasters or researchers:

Orders a company containing spellcasters to cast a ritual.

Orders a company containing researchers to perform research.

Worker/Settler Orders

The following orders are available only to companies containing workers or settlers:

Orders settlers to settle a new city.

Orders workers to build a farm.

Orders workers to build a mine.

Orders workers to build a camp.

Orders workers to plant a forest.

Orders workers to clear a forest.

Orders workers to drain a swamp.

Orders workers to build a road. Roads improve movement speed and create Trade Routes between cities.

Movement Orders

These orders cannot be issued via the Order panels, but the icons appear in the Company Panel when a unit has been issued a multi-turn movement order. See the Movement section for more details.

The unit is currently completing a multi-turn move order.

The unit is currently completing a multi-turn rally order.

2.7.1 Battle Setup

The Battle Setup screen allows the player to specify positioning and combat orders for each squad.

The orders available will depend on the battle type of the squad.

Positions
Left: The squad will start on the left flank.

Centre: The squad will start in the centre.

Right: The squad will start on the left flank.

Battle Orders

MELEE:
Charge: The squad will immediately charge into battle.

Hold & Charge: The squad will hold position for 2 battle turns before charging into battle.

RANGED:
Fire & Hold: The squad will advance into range and fire until out of ammo, then hold position.

Fire & Charge: The squad will advance into range and fire until out of ammo, then charge into battle.

Fire & Retreat: The squad will advance into range and fire until out of ammo, then retreat from battle.

Hold: The squad will hold position and only fire at targets in range.

CASTER:
Balanced: The casters will choose a balanced selection of spells to cast.

Offensive: The casters will prioritise offensive spells.

Defensive: The casters will prioritise defensive (including healing) spells.

Healing: The casters will prioritise healing spells.

Summoning: The casters will prioritise summoning and reanimation spells.

2.7.2 CAST RITUAL

Casting rituals is a multi-stage process. Once companies are selected and the Cast Ritual order is chosen, the following stages occur:

Select Ritual

The Select Ritual screen consists of

- a search bar at the top of the screen, allowing rituals to be searched for by name

- a filter panel at the bottom of the screen, allowing rituals to be filtered by school and path

- a list of rituals known by the chosen casters, with mana cost and caster path level requirements

Caster Selection

If the selected ritual can be cast by more than one of the casters in the selected companies, at this stage you will be asked which caster will perform the ritual.

Target Selection

Target Selection consists of several possible stages, depending on the ritual.

POSITION SELECTION:
The target position of the ritual must be chosen on the World Map

SQUAD SELECTION:
The target squad must be chosen (or recently deceased squads in the case of resurrection rituals)

TARGET RITUAL SELECTION:
For dispel rituals that target enemy rituals, the target ritual to dispel must be selected.

2.7.3 Cancel Ritual

The Cancel Ritual screen allows you to cancel friendly rituals cast on your squads.

In order to cancel the rituals cast by other wizards, a dispel ritual must instead be cast. See the [Ritual Spells](#) section for more details.

View all active rituals on a squad.

Hide the active rituals on a squad.

Cancel the ritual on a squad.

2.7.4 Merge/Split

The Merge/Split screen provides buttons for quickly transferring squads between 2 companies.

Left-clicking on a single squad icon will transfer that squad.

Transfers all melee squads.

Transfers all ranged squads.

Transfers all caster squads.

Transfers all settler squads.

Transfers all worker squads.

Transfers all depleted or damaged squads.

Combines all selected companies into a single company.

2.7.5 Upgrade Squad

The Upgrade Squad screen allows you to upgrade squads to more powerful types in exchange for gold.

In order to upgrade a squad, it must be within the domain of a city with the buildings required to produce the upgraded type.

Show the possible upgrades for a squad and the associated costs.

Hide the possible upgrades for a squad.

Purchase the upgrade for a squad.

3. Battle Map

All battle simulations occur on the Battle Map. The terrain, temperature, and presence or absence of defensive fortifications all depend on the location of the battle on the World Map.

Map Tiles

Each map tile can contain a total of 10 unit size. This means that a tile can contain as many as 10 tiny units such as insects, but only 1 huge unit such as a dragon.

TERRAIN:
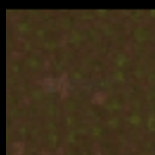
Each tile has different type of terrain, which depends on the terrain of the World Map tile. This affects the movement cost of the tile, and the chance of any obstacles being present.

OBSTACLES:

Obstacles such as boulders and trees take up space in the map tiles, reducing the total unit size that the tile can contain.

FORTIFICATIONS:

If a city is being attacked, and that city has walls, then the Battle Map will have ramparts and gates present.
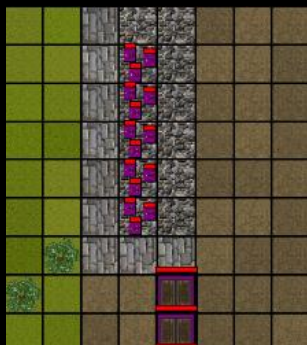
Ramparts are elevated firing positions behind the walls that give defenders large bonuses to ranged attacks, plus protection from enemy ranged attacks.

Gates are units that must be destroyed before the attacker can enter the city. Depending on the siege defence orders, defenders may stay behind the gates or charge out to attack.

See the Battle Setup section for more details.

UNITS:

 A unit is an individual person or monster. Units are grouped into squads on the World Map, but appear and fight individually on the Battle Map.

In battle, each unit fights until it is killed or routed.

A squad of units may rout when enough of its units are killed, and an entire team may rout when enough units are killed.

If Health and Mana bar visibility is enabled in Game Options, these will be visible above each unit.

Left-clicking on an individual unit on the Battle Map opens the Unit Info screen.

See the Units section for more details.

Information
The following battlefield information is displayed

LOCATION AND ENVIRONMENT:
The battlefield position on the World Map, along with the terrain and temperature of the World Map tile are displayed.

BATTLE SUPERIORITY:
The battle superiority bar shows the relative strength of the remaining attacking and defending forces.

BATTLE EFFECTS:
Any active battle effects are displayed as icons in the bottom-left or bottom-right of the screen for team-based effects, or along the bottom of the screen for whole-battle effects.

Turns and Phases
Each battle turn runs until there are no longer any active units. A battle turn consists of the following phases:

- Melee Attacks

- Ranged Attacks

- Spellcasting

- Movement Phase

Log

The Battle Log in the top-left corner logs the following battle status:

- Battle Turns

- Spellcasting

- Unit Effects

- Routing

- Major battle state changes (such as siege defence orders)

Controls

Pauses the battle.

Plays the battle at normal speed.

Plays the battle at fast speed.

Plays the battle at turbo speed.

Toggles the Battle Log visibility.

Restarts the battle.

Toggles the visibility of the black Battle Grid overlay.

Opens the Battle Report screen (only visible after the battle simulation has completed).

Opens the Game Options screen.

4. Magic

Magic Schools

Magic is divided into 3 schools of magic, and each school has multiple levels of increasing complexity.

Research can only be performed into a single school at a time. See the [Research](#) section for more details.

Conjuration: Conjuration is the study of summoning creatures and creating objects out of thin air.

Evocation: Evocation is the study of explosions and the manipulation of raw energy.

Enchantment: Enchantment is the study of imbuing existing items with magical power.

Magic Paths

Magic is divided into 5 paths of magic. Casters specialise in a single path of magic, and have a chance to acquire minor skills in a second path.

Player and AI Wizards choose a single magical path, and this path determines which casters are available to the wizard.

The more complicated a spell, the more caster skill is required in the relevant path in order to cast that spell.

Holy Magic is the power of spiritual peace, virtue and divine justice channelled through the will of a caster.

Masters of beasts, minerals and poisons, Nature mages exist in harmony with the natural world.

Astral mages study and manipulate the very essence and nature of magic.

Demonology and Pyromancy are practised by Chaos mages, byproducts of their obsession with all aspects of the Demonic realms.

Necromancy or Death magic is the practice of magic involving the dead.

Holy and Nature magic are considered good, Chaos and Death magic are considered evil, and Astral magic is considered neutral.

Good and evil wizards naturally dislike each other, and casters cannot study both good and evil paths.

4.1 Ritual Spells

Ritual Spells are cast on the World Map, and have an effect on the game at a strategic level.

Ritual Spells cost mana from the Empire treasury, and often have an associated mana upkeep cost. They can only be cast by casters in friendly cities.

See the Spells tab for a full list of the available Ritual Spells.

Ritual Spell Types

Summoning: Summons magical military forces to serve the caster.

Squad Buff: Increases the abilities of a friendly squad.

Squad Damage: Causes damage to a single enemy squad.

Army Damage: Causes damage to an entire enemy army.

City Buff: Improves a friendly city.

City Debuff: Weakens an enemy city.

City Damage: Damages the buildings or kills the population of an enemy city.

City Sacrifice: Sacrifices the population of a friendly city in exchange for some benefit.

Terrain Buff: Improves the terrain of a tile on the World Map.

Terrain Debuff: Worsens the terrain of a tile on the World Map.

Teleport: Instantly teleports a caster or military force to a new location on the World Map.

Scry: Reveals a portion of the World Map.

Resurrection: Returns a dead squad to life.

Global: A powerful group of rituals that affect the entire world.

Dispel: Attempts to dispel enemy rituals.

Disjunction: Attempts to dispel enemy global rituals.

4.2 Battle Spells

Battle Spells are cast during battles on the Battle Map, and have an effect on the game at a tactical level.

Battle Spells cost mana from the casters personal casting mana. They can only be cast by casters physically present on the battlefield.

See the Spells tab for a full list of the available Battle Spells.

Battle Spell Types

Buff: Increases the abilities of friendly units.

Debuff: Decreases the abilities of enemy units.

Healing: Heals friendly units.

Damage: Damages enemy units (friendly fire is often possible).

Summoning: Summons temporary units to assist the caster in battle.

Reanimation: Reanimates dead units to assist the caster in battle.

Whole Battle Buff: A powerful spell that increases the abilities of all friendly units.

Whole Battle Debuff: A powerful spell that decreases the abilities of all enemy units.

5. Game Options

The Game Options screen allows you to configure various settings within the game.

Options are persistent and will be reloaded whenever the application is run.

General: General options such as audio volumes.

World: Options relating to the World Map and strategic game.

Battle: Options relating to the Battle Map and tactical game.

Hardware: Information about the hardware detected in the current system.

Restore Defaults: Restores the default option settings.

5.1 GAME OPTIONS GENERAL

Audio Options

MASTER VOLUME:
Controls the overall volume of sound effects and music in the game.

MUSIC VOLUME:
Controls the volume of music in the game.

SOUND VOLUME:
Controls the volume of sound effects in the game.

5.2 Game Options World

World Options

WORLD GRID:
Toggles the visibility of the black World Grid overlay.

SELECT NEXT COMPANY AFTER MOVE:
Toggles whether or not the next active company will automatically be selected after a company has completed movement.

NEXT TURN CONFIRMATION:
Toggles whether or not ending a turn requires an extra confirmation from the player.

PLAYER MOVE SPEED:
Slow/Normal/Fast/Instant: Controls the speed of automatic player movement.

AI MOVE SPEED:
Slow/Normal/Fast/Instant: Controls the speed of visible enemy AI movement.

AUTO SAVE:
Off/1 Turn/5 Turn/10 Turns: Controls the frequency of auto-saves.

Notification Options

This section toggles which notifications are generated for the player. Note that only positive and warning notifications can be disabled.

See the Notifications section for more details.

5.3 Game Options Battle

Battle Options

BATTLE GRID:
Toggles the default visibility of the black Battle Grid overlay.

UNIT HEALTH BAR:
Toggles whether or not unit health and mana bars are visible above units on the Battle Map.

BATTLE SPEED:
Normal/Fast/Turbo: Controls the default speed of battles on the Battle Map.

Unit Color Options

POISONED:
Toggles whether or not poisoned units flash green on the Battle Map.

DAMAGED:
Toggles whether or not badly damaged units flash red on the Battle Map.

ROUTING:
Toggles whether or not routing units flash grey on the Battle Map.

Log Options

SQUAD ROUTED:
Toggles whether or not individual squad routed messages are displayed in the Battle Log.

UNIT EFFECT GAINED:
Toggles whether or not unit effect gained messages are displayed in the Battle Log.

SPELL CAST:
Toggles whether or not spell cast messages are displayed in the Battle Log.

5.4 Game Options Hardware

Device Detected

OPERATING SYSTEM:
The currently detected Operating System.

PROCESSOR:
The currently detected system CPU.

MAIN MEMORY:
The currently detected system Main Memory (MB).

GRAPHICS DEVICE:
The currently detected system GPU.

GRAPHICS DEVICE TYPE:
The compatibility level of the currently detected system GPU.

Screen Detected

RESOLUTION:
The resolution of the current screen.

REFRESH RATE:
The refresh rate (Hz) of the current screen.

FULL SCREEN:
Is the game currently running in Full-Screen mode?

6. Hints & Tips

- Workers are key to growing your economy. Improve map tiles and build roads to establish trade routes and rapidly move armies around your Empire!

- Pick your sites for new cities carefully. Settlers are expensive, and cities near rich terrain yield superior rewards to cities in poor locations.

- Build walls and establish large militia forces to guard your cities if there are enemies nearby. Defending troops behind a wall have a big advantage in combat!

- Conquering lairs offers great rewards if successful, gives your troops valuable experience, and ensures your borders do not become overrun with monsters.

- Scouting is essential! Finding an enemy capital city allows you to view the enemy score graphs. If you can see that an enemy has left a city weakly defended, or their armies have suffered damage, now is the time to strike!

- Why spend time slowly growing your own cities when you can conquer enemy cities?

- Know the enemy, and know yourself. All units have different strengths and weaknesses to exploit. Send armies with units that are strong against the enemy units, and you will have the advantage.

- Always watch your gold and mana expenditure. If you run out of gold or mana, your troops will leave!

- Certain spells and strategies work best in conjunction with others. Experiment to find winning combinations!