

PLAYERS GUIDE

WARLOCK

Master of the Arcane



12TM

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Our story so far...

THE CONCLAVE OF High Priests had risen in rebellion, and Ardania stood on the brink of chaos. But the Great King, in his infinite wisdom, united man and monster, and recovered the Crown of Ardania. Thus ended the chronicle of Majesty 2: Monster Kingdom. Thereafter the Great King and his faithful Royal Adviser gathered their enormous armies of men and monsters, and marched to the North, to claim yet more lands for the Kingdom. Many Guildmasters, High Priests and Lords accompanied the King, and with Him they disappeared over the Northern mountains. None have heard from them since.

After the disappearance of the King, his Deputy managed to maintain peace in Ardania for a time, but none thought it could last indefinitely. Tensions mounted between the new Conclave and the Council of Mages, and when King Rrat XIX and King Lich began quarrelling, civil war quickly followed. These times are now known as The Troubles.

After the seventy four years of war, there remained no trace of the centralized power that once unified Ardania. Many Guilds were restructured, many temples were forgotten, and the capitol of Great Kings lay in ruin. And still there was no news of the fate of the Great King. The only ones who still maintained any degree of order in their lands were the Great Mages, as they liked to be known. The Council of Great Mages included the most powerful magicians of Ardania, who reigned over the lands as its fearful rulers.

And then, not long ago, the gods of Ardania came to the Great Mages with an offer that could not be refused. It seems that the Gods have decided that they had neglected the mortals long enough, for constant war and strife had worn thin their faiths. Thus, the wars must be ended, and Ardania united under one ruler once more. But even the Gods themselves know no unity and constantly challenge each other, and so they have left it to the Great Mages themselves to determine who among them will become the next Great Ruler.

The Council of Great Mages convened, and they argued for nearly two months straight over who might be the most worthy – who might receive the title of Warlock, Master of the Arcane. Ultimately, it was determined that the matter could only be resolved through a contest of might.

Thus the ruinous wars of The Troubles have ended, and the glorious challenge for the title of Warlock has commenced!



Getting started

Main Menu



CONTINUE – continue the game from the last save

NEW GAME – start a new game

LOAD – select a game to load from the saved games list

OPTIONS – change the video, sound, and game settings

CREDITS – the creators of the game

QUIT – quit to the desktop

New game

AFTER PRESSING THE «New game» button you will enter the difficulty selection menu. At lower difficulty levels, enemy units are less powerful and they have weaker economies.



- If you are an experienced strategy gamer, you might like to choose the Challenging or Impossible difficulty setting.
- If you enjoy strategy games and are confident in your ability, then you may prefer Normal difficulty.
- If you have not played strategy games before, or simply want to have an easy game, select the Relaxed or Casual difficulty level.

When you have chosen a difficulty level, press the “Next” button.

Next you will see a screen showing the game world settings.



HERE YOU CAN CHOOSE:

- Map size
- Size of seas and lakes
- Type of the map (flat or cylindrical)
- Number of enemy Great Mages (larger maps allow greater numbers of enemies)

After the world is selected, press the «Next» button, and you will reach the Great Mage selection screen.



Here you can choose the Great Mage who will command your armies. There are some pre-generated candidates, but you can change their abilities however you wish.

Press “Customize” to enter Great Mage customization screen.



ON THE CUSTOMIZATION SCREEN, YOU CAN:

- Select the race that is commanded by your Great Mage
- Change the name of the Mage
- Change the abilities of the Mage by assigning ability points
- Select starting perks and spells

After you have selected your Great Mage, press “Next” to start the game!

Main game



The main game screen displays all the basic interface elements.

1. INFORMATION PANEL Here you can see all your available resources (Gold, Food, Mana, and Research Points)

2. MAGIC PANEL These buttons open the spell research and spell-casting windows, where you can select new spells to research, or cast spells that you already know.

3. SELECTED UNIT PANEL shows

- Unit class (ranged, melee, etc.)
- Unit perks
- Type and strength of the unit's attack
- Movement speed and type
- Number of hit points
- Current experience level
- Unit name

4. OTHER WORLDS Allows you to switch between the known worlds. To open another world, you must first find a special Plane Portal, then enter it with any unit. Other worlds are strange, often nearly abandoned, or inhabited by terrible creatures – but they are always full of valuable resources and treasures.

5. MINI-MAP AND THE UNIVERSAL BUTTON

- You can see all discovered parts of the world on the mini-map.
- The universal button ends your turn or explains what remains to be done on the current turn.

You can also end your turn by pressing the “Enter” key.

6. GAME NEWS These buttons appear during the game and show important game news, such as the completion of a building’s construction, the learning of a new spell, the addition of a quest, and so on. When possible, you can press the button to focus the camera on the source of the news, or take further action.

7. DIPLOMACY WINDOW This button opens the diplomacy window, where you can begin negotiations with other Great Mages, and see the relationships between Great Mages and the Gods of Arдания.

8. QUEST WINDOW Here you can see your current quests and monitor your progress in each.



Building

YOU CAN OPEN the “City View” of your capital, or any other city you seize, by clicking on the city’s central castle or the banner above it.

In “City View” you can rename your cities, switch between them, select a building to construct, and recruit new forces.



1. Name of the current city, along with arrows which cycle through your cities.
2. List of units being recruited. In order to hire a unit, you must first have built the requisite structures, and you must possess sufficient resources. The required resources are shown in a hint, when you move the cursor over a unit's icon.
3. The «Close city view» button returns you to the main game window.
4. Information about the city's resources: Gold, Food, Mana, and Research Point production, along with the city's population growth.

5. List of buildings. To begin construction, simply select an available building from the list, and point to a free hex on the map.

- You can only build within your city's borders. As a city's population grows, its boundaries expand, which adds new areas for construction.
- Some buildings require that other building be constructed first, and some require certain local resources, such as gold or donkeys. These prerequisites are shown in a hint near the cursor.
- If no buildings on the list are available, this could be because:
 - Construction is already in progress
 - There is insufficient population
 - There are no free construction sites for new buildings
- Temples to gods can only be built on Holy Grounds – a special resource type. Note that, like any resource, a Holy Ground can only be built upon if it falls inside your city's borders.



Magic and spell research



- In the Spell Book you can choose spells to cast. The indicator near the spell shows the time required for casting. Note that the abilities of your Great Mage improve over the course of the game, which makes casting time decrease.
- In the Spell Research window you can choose new spells to research. The spell and its effects are described in a hint, when you move the cursor over a spell's icon.

Spells can be either “targeted” or “global”. Global spells take effect immediately after casting, while targeted spells must be aimed at a target.

Exploration and Conquest

AFTER SELECTING A unit you can move it over the map. The number of hexes a unit can traverse during one turn depends upon:

- The unit's movement type
- The unit's number of movement points
- The movement cost of the terrain over which the unit is moving

Each terrain type has its own movement cost.

Flying units can traverse almost any terrain without penalty.

Most land units automatically cross seas on ships, if you have built a harbor in one of your cities.

Moving and fighting animations can be skipped with a left-click of the mouse.

If a unit has spent all its movement points, it cannot attack during the current turn. When a unit attacks an enemy, its movement points fall to zero.

Attacking uses up any remaining movement points.

A unit can attack any enemy unit within its attack range. For ranged attacks this distance may be one hex away or even more, but melee attacks require that the enemy unit be situated on an adjacent hex.

Moving the mouse over a possible target you will bring up the "Battle Prediction" window. This allows you to consider the most probable outcome of the attack. If you hover the mouse over the target for a moment, you will see a full battle prediction, along with the influence of additional factors, such as the effect of the terrain on the battle, and the special abilities of the units. Note that the actual results of the battle may differ from the predicted result. Damage is somewhat randomized, as are the chances that a unit scores a critical hit.





A melee attack ends in victory if the target is eliminated or retreats. In this case, the attacking unit moves into the hex previously occupied by the defender. If the attack was at range, or if the defender repels the melee attack, then both units remain where they were.

To capture a city you must defeat any unit in the city's castle, defeat the castle itself, and then enter it with one of your units.

Any castle or fort can attack enemies with ranged attacks, and defend itself even if no unit is occupying the hex.



If you capture the city of another race, you will be able to use the technologies of that race and recruit its units, but note that some buildings may be razed during the siege.

At times, you may wish to expand your holdings peacefully, or in a direction that holds no enemy city. You may, in your explorations, find valuable resources far from any city, and wish to build a city nearby so the resources can be put to use. Any one of your own cities, upon reaching a certain size, can send forth Settlers to found new cities and claim the surrounding lands. But note that Settlers cannot found new cities too close to enemy-controlled lands, and cannot build on highly inhospitable terrain.



Quests

FROM TIME TO time you will receive quests. Upon completing a quest you may receive awards in Gold, Mana points, Spells, or even new troops.



New quests are announced in the news section of the main screen. Active quests are then displayed in the upper-right corner of the main screen, so you can monitor their progress. You will receive further messages when a quest is completed.

Diplomacy

IN THE **DIPLMACY** screen you can enter negotiations with other Great Mages, engage in trade, enter peace or non-aggression pacts, declare war, and so on.



Also on this screen, the Circle of Gods displays the relations between the Gods and each Great Mage. To improve your own relationship with a God, try to complete his or her quests. Improving these relationships allows you to gain new spells of that God, and hire his or her servants.

Victory types

THERE ARE SEVERAL ways to gain victory:

- Defeat all the other Great mages.
- Seize all the Holy Grounds – your mage will become the only priest of the Conclave.
- Cast the great “Unity” spell – the highest spell in the game, and very difficult to research. By doing this, your mage commands all of the magical powers in the world of Ardania.
- Defeat a god’s avatar. An avatar will appear in the world to attack any Great Mage who reaches a “hated” reputation status with any god.



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