



1. Install

- Before installation, close all other applications.
- Insert *Crusaders: Thy Kingdom Come* into your DVD drive. If you have Autoplay enabled, the title screen will display shortly after inserting the DVD into your drive. If Autoplay is not enabled, simply double-click on My Computer and then double-click on your DVD Drive to launch the game installer. On the title screen click the Install button to begin the installation process and then follow the on-screen instructions.
- *Crusaders: Thy Kingdom Come* will install Microsoft DirectX 9.0c drivers (if you do not already have them). When DirectX installation is complete, you may need to restart your computer for the new drivers to take effect.
- Now you can run *Crusaders: Thy Kingdom Come* from the Start menu or by clicking Play on the DVD title screen.

2. Starting *Crusaders: Thy Kingdom Come*

Main Menu

New Campaign

By choosing “New Campaign”, you will embark on your long, hard road to Jerusalem with the first crusader army. After you have chosen a new campaign, you will have to select the main character. You can't change your character during the game, so if you want to play with a different personality, you have to start a new campaign first.

Load Campaign

Load a saved game.

Scenario

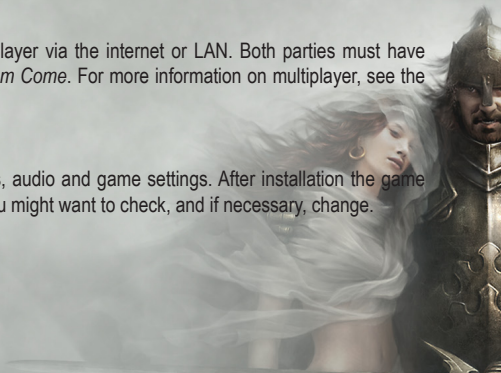
Scenarios are stand-alone skirmishes on a selected battlefield. (For more information, see the Scenarios chapter.)

Multiplayer

Fight a battle with a friend or another player via the internet or LAN. Both parties must have an original copy of *Crusaders: Thy Kingdom Come*. For more information on multiplayer, see the Multiplayer chapter.

Options

Adjust the options available for graphics, audio and game settings. After installation the game starts with autodetected settings, which you might want to check, and if necessary, change.





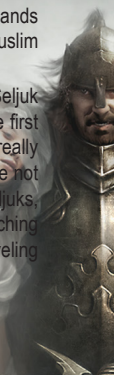
3. Historical background

Crusaders: Thy Kingdom Come chronicles the ordeals and struggles of the first wave of crusaders by enacting the most important battles of this seemingly impossible quest. The events lead our heroes from Constantinople to Jerusalem, combining character development and challenging mission-to-mission gameplay with a historically accurate background.

The roots of the crusades

The idea of the **First Crusade**, strangely enough, had its origins in the stability that followed the slow fall of the crumbling Carolingian Empire. In the tumultuous times before the lasting peace, the borders of Europe were under attacks by the Vikings and the Hungarians, and the constant warfare, combined with knightly traditions and the system of feudalism gave rise to an entire class of warriors, who had nothing to do other than fight among themselves. One of the directions in which they could channel these warrior attitudes – and the place where there were still new lands to conquer – was the Holy Land, the dominion of the Seljuk Turks and the Fatimids, two Muslim nations collectively known in Europe as the **Saracens**.

Several years earlier the Byzantines had suffered a serious defeat at the hands of the Seljuk Turks and they needed help from the west. When, in 1074 the ruler of the Byzantine Empire first asked the Pope (at that time Gregory VII) for help, the crowned heads of Europe didn't really care. The truth was that for a very long time, under early Islamic rule, Christian pilgrims were not in any danger when they went to the **Holy Land**. This, however, all changed when the Seljuks, powerful warriors and zealous believers in Islam, decided to stop the pilgrimages. The preaching of monks such as Peter the Hermit accused the Muslims of attacking Christian pilgrims traveling to Jerusalem.





After the news of these persecutions arrived the second cry for help from Constantinople, this time from Emperor Alexius, met with a favourable response. Alexius sent envoys to Pope Urban II and asked for his aid against the Seljuk Turks.

The First Crusade

In 1095, at the Council of Clermont, Pope Urban II gave a heated sermon asking his audience to free Jerusalem from the hands of the Muslims. It was he, then, who was the first to plant the idea of the crusades into European thought, launching the succession of military campaigns that were destined to change the Holy Land.

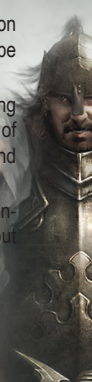


The very first wave of crusaders was a tide of simple pilgrims, the **People's Crusade**, who lacked military discipline and soon caused trouble, even before they had reached the eastern lands. When they needed food and supplies, they expected the Christian kings to give them all they needed – and when they faced rejection, they begin to loot and fight. The majority of these pilgrims, led by Peter the Hermit, were killed and the survivors were scattered all over the Byzantine territories.

Then in 1096 began the real campaign, the so called **Princes' Crusade**, the first in a succession of military expeditions involving huge Christian armies. Pious volunteers from all corners of Europe set out to conquer territories in the Holy Land, led by various nobles with bands of knight.

This first regular army of crusaders was a loose array of forces sent by the powers dominating 11th century Europe: the knights of Provence, accompanied by the papal legate; the Normans of southern Italy; the Lotharingians from the borderlands of France and the Holy Roman Empire; and Normandy in Northern France. They all took different routes to Constantinople.

After long months of traveling and facing many hardships, the separate factions arrived at Constantinople and began lengthy negotiations with the Emperor Alexius. The real battles were about to begin...





4. Heroes and factions

Choosing your main character

Crusader knights – they might be penniless mercenaries or proud princes, ruthless warriors or visionaries, but our heroes have one thing in common: their resolution and pledge to reach Jerusalem.

Crusaders: Thy Kingdom Come tells the story of the campaign through the eyes of a chosen knight and his struggles to rise among the ranks of the crusaders, gaining power and wealth. The game offers five notable personalities as possible viewpoint characters, from the five great nations of medieval Europe, each of them with a different background, level of wealth, fighting skills, goals and dreams. At the beginning of the game players choose one of these crusader knights, sending him into the bloody battles and the mazes of political intrigue, while watching over the fate of their chosen hero as he gains fame and faith, important ranks and fiefdoms, influence and power.

The **main (or focus) character** has unique characteristics, beginning with advantages and flaws and with special ties to the various political forces. The choice of character has a great impact on the outcome of the game as it cannot be modified later. The main character sets the tone of the game, the flow of events and the rewards for gaining reputation scores.

Click on the five different shields to see the available heroes. In the upper right corner you can see the portrait of the hero, his main characteristics and his short introductory life story.

The list of available heroes:

Godfrey of Toulouse

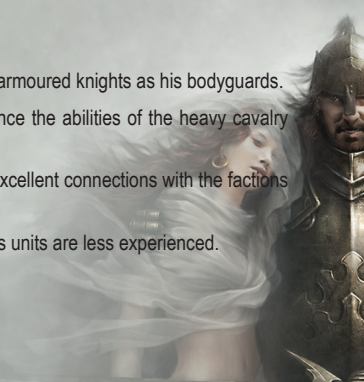


Godfrey is a young aristocrat from the royal family that rules over the Kingdom of France. He represents the French nobility, thus he benefits from his royal background, leading strong and well-equipped soldiers into battles. His real asset is his army. He is a proud, valiant but somewhat overconfident knight who has perfect relations with the various warring fractions of the crusader army.

Recommended for players who would like to explore the benefits of completing missions for every crusader fraction and of achieving the high Fame scores.

Benefits and hindrances

- Heavy cavalry bodyguards: Starts with a cohort of heavily armoured knights as his bodyguards.
- Heavy cavalry leader: Later he can learn skills that enhance the abilities of the heavy cavalry units.
- Strong political ties: Due to his royal background, he has excellent connections with the factions in the army, so he starts with a high Fame score.
- Inexperienced in battles: Starts with less skill points and his units are less experienced.





Lothar of Achen



Lothar was born into of a wealthy family of Lotharingia, but as a second son he had no real future at home. Neither the possibility to join a monastery nor servitude in his drunkard brother's household appealed to him. Now, as there is no official faction for the Holy Roman Empire in the army, he sets out on his own with a large fortune acquired from his bother to gain new lands for himself in the Holy Land. He is a crusader with a keen eye on politics and also a man of cautious tactics who commands well-trained and faithful soldiers.

Recommended for careful players who don't want to worry about money or equipment all the time.

Benefits and hindrances

- **Wealthy family:** Due to his background he starts with a hefty sum of money and he might recruit new soldiers cheaper.
- **Unique units:** Starts with special units that will only be available later in the campaign (Langshilde).
- **Smart strategist:** He can learn abilities that will help the army as a whole.
- **Weak in melee:** His soldiers need good training before they stand a chance in melee.

Pedro Luis of Cataviela



When King Alfonso of Castille slowly reclaimed the north of Spain, Pedro Luis was still a child, so he grew up in a peaceful Toledo. But hearing the tales of the long reconquista in the south, the constant clashes and battles between the Muslim Almoravids and the Christian armies who were trying to take back the Iberian peninsula, he became an idealistic young man – who has just decided to join the armies of Provence. He truly believes in the pious idea of liberating the Holy Land, he is a fervent admirer of the Church and his Faith is legendary among his fellow crusaders.

Recommended for those who would like to use Relics in the game and explore the benefits of having strong ties with the Papal Court.

Benefits and hindrances

- **Leader of light arms:** Starts with light infantry and light cavalry units and later he can access skills that enhance the abilities of all these units.
- **Devoted:** Starts with an exceptional Faith score.
- **Hit and run tactics:** Weak in open combat, but very good in evasive tactics and ambush.
- **Poor equipment:** Without the benefits of a wealthy background, his units start with poor equipment.





Roger of Hastings



When William the Conqueror defeated the Saxons at Hastings, the ancestors of Roger were there, fighting for their king. He, on the other hand, became a ruthless, truly medieval mercenary, who had left his family in England trying to carve out fiefdoms for themselves. Although he is fighting under the banners of Normandy, he is more like a mercenary knight with a tattered band of crusaders who all hope to find fame and fortune in the Holy Land. He has a bad reputation in the crusader army.

Recommended for players who'd prefer to play with an adventurous hero with a highly effective band of archers who will guard his back from the rear ranks.

Benefits and hindrances

- Leader of archers: Starts with archers and later he can learn skills that enhance the abilities of these units.
- Veteran of battles: Starts with more skill points and his bodyguards are more experienced.
- Unique units: Starts with special units that will only be available later in the campaign (Norman Archer).
- Weak faith: Starts with a very low Faith score.

Roberto of Naples



When the Normans moved into Southern Italy, they founded their own kingdom there. Roberto's name was a gift from his Lombard mother, his ferocity is inherited from his Norman father and his only purpose here is something that those priests were not preaching so openly.... And when Roberto joins the crusades, he was only doing what his Viking ancestors of Sicily did so well: trying to conquer new lands with the steel of his sword and the Relics from his family.

Recommended for players with a taste for commanding large, disciplined bodies of troops in battle and for those who would like to play with a hero who charges into the melee with great ferocity.

Benefits and hindrances

- Heavy infantry leader: Starts with heavy infantry soldiers and later he can learn skills that enhance the abilities of these units.
- Elite soldiers: He starts with more experienced units.
- Strong faith: Starts with a very good Faith score.
- Weak political ties: Without appropriate political connections he has poor relationship with the factions in the army, so he starts with a low Fame score.





Crusader Factions

The crusader army is divided. The rivalry between the different nationalities is going to be a key factor throughout the whole campaign. The various power groups of the army are called **Factions**, each with a strong nation in charge. Each faction has a unique shield as symbol that will appear throughout the game. You can decide in every management phase which friendly faction you want to support in the next battle.

Factions: Normans, French, Lotharingia, Provance



Provance



Lotharingia



Normans



French

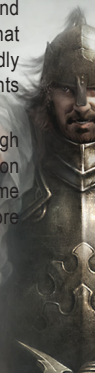
Fame

You have a reputation with each faction. It is called **Fame** and it is represented by red gems. The higher the reputation is, the more benefits you get, like new units. You gain Fame by winning battles and completing secondary objectives. It is important to note that the main character has different relations with the various factions. By increasing your Fame rating within different factions at the same time you can enjoy several benefits simultaneously. If you fail to complete the secondary objective, you lose Fame with that faction.

When you reach a certain Fame rating in a faction, its leader will **reward you**, which has certain benefits – you can get a new unique unit, unlock a special ability etc.

Before each battle you can decide **which faction you would like to support**, which means that in the next battle you will carry the banners of that faction. If you are victorious, your **Fame rating will grow at that faction by one**. As mentioned earlier, you can also take missions before a battle: these tasks are granted by the factions and you can take more than one and all successful **secondary objectives grant an additional Fame point**, except for those that represent opposite interests (e.g. one faction might be protecting someone who is a deadly enemy for the other). If you complete one of these opposing missions, you **gain 2 Fame points** with the faction that granted it, but **lose 1 point** with the opposite faction.

You can try to raise the Fame score simultaneously at various factions, but that is a tough choice. You will reach the highest status and get the best rewards only if you concentrate on a single faction. The other option is to combine the rewards at different factions at the same time, which means that you will reach only “moderate” Fame everywhere but will gain more rewards.



5. The management phase

The **management phase** occurs between the separate missions. The screen offers various ways to manage the troops, deal with supporting characters, upgrade heroes, spend the acquired gold or distribute weaponry among the troops and assemble the army for the next battle. This screen also provides information about the following mission with a minimap and a list of objectives.



Mission Briefing

A short description gives all the necessary information on the battle and the battleground. Below the description you will see the available missions.

The first group lists the **main objective(s)**. You have to complete **primary objectives** in order to win the battle. Sometimes you have only one, sometimes you have several primary objectives. In this later case, either all primary objectives are on the battlefield at the very beginning of the battle or by completing a primary objective you'll unlock a new one.





This is followed by **secondary objective(s)**. Characters fighting under the banners of the various factions will come up against different secondary objectives that are tied to the various nationalities – and sometimes they might not be able to get all of them. Completing secondary objectives is not compulsory, but by doing so you can increase the Fame rating at the faction that offered you the task. You can also see in a popup message what kind of reward (apart from the Fame points) the faction could offer for your services. Click on the checkbox to choose one.

Minimap

The **minimap** is a stylized map of the next battle with topographic details. The main objectives are **colored flags**, sometimes with numbers that mark the order of the missions. The **faction shields** appear on the map as well, so you will know where you have to go to complete the tasks.

Recruitment

Enlistment is easy: in game terms, you buy units for golden ducats. Each faction has at least one special unit that you can only access when you reached a certain degree of Fame in that faction. Units that can be enlisted appear on the left side of the screen. **Two quick clicks on the unit icon** sends the chosen ones to the army. The soldiers in your army appear on the bottom of the screen.

There might be skirmishes in which circumstances prevent you from taking the whole army into battle. The chosen units appear in the „**selected units**“ field.

Resting units

As you cannot take more than 12 units onto the battlefield, you can leave the others in the camp. Resting units will not participate in the next battle. The slots for these resting units are above the current army lineup.





Training Ground

The place of training and development for all units. The crusader hero can learn new abilities or appoint captains to his units. In time the armourers of the army start to produce new weapons and armour that can be also purchased here. In the right hand corner a **shield** and a **sword** marks the upgrade levels with yellow stars. Units accumulate experience points that give them ranks. After reaching certain ranks you can choose abilities for them. Resting units appear here as well.



Unit traits

The traits and the picture of the chosen unit appear in the right corner. The **sword with the number** represent the attack rating, the **shield** stands for the defence. Ranged units have a ranged attack rating as well, represented by a **stylized bow**. A list of advantages and disadvantages suggest all the possible weaknesses and strengths you have to be aware of, while the short text gives additional background information.

Important to note: if you start to modify traits, everything can be undone until you leave the menu. Then all changes become final.

Hero skills

As your hero gains experience during the battles, he will be able to hone his abilities and learn new ones. The skills of warfare are very diverse, and by strengthening a certain set of skills and neglecting others you can make your hero exactly what you want him to be.

Heroes can choose new skills from the list on the left side of the screen in the Training Ground. Skills are special abilities that can be bought with **Skill Points** between missions and grant unique



benefits. Use the “+” to raise the Skill level. **By spending 1 Skill point you gain 1 level.** The maximum rating is 4 for the hero.

Equipment Upgrades



In time, the armourers of the crusader army will produce **new weapons and armour** for the soldiers that you can buy for money. You can't remove or sell the new equipment. This upgrade has several levels: the more expensive the equipment is, the higher the bonus will be.

Captains



In terms of strength and traits, captains are somewhere between heroes and simple units. They don't have Abilities but they fight better and have more hit points than a simple soldier. The number on the captain icon shows the number of available captains. Sometimes the secondary objectives grant you a captain. Captains will follow you to the battle.

Unit skills

Units can also choose new abilities from the list on the left side of the screen. Skills are special abilities that can be bought with **Skill Points** between missions and grant unique benefits. **Click on the checkbox to buy the Skill for 1 point.** (Simple units can only have one level in any Skill.)

Active and Passive Skills

Generally you have either Active or Passive Skills. The basic difference between these two is their usage. **You can only have maximum two Active Skills.**

First you have to activate the Active Skill. Click on the Skill icon on the GUI. You will see a marker counting down on the border of the highlighted icon. During the active period the skill bonuses apply. After that you have to wait until the Skill is recharged. Passive Skills always grant the bonuses, you don't have to click on any icons to enjoy the benefits.

Faith, Altar and Relics

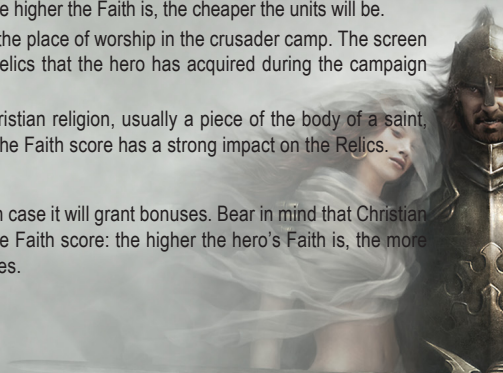
Although the real driving force of the first crusade was to conquer new lands in the Middle East, in *Crusaders: Thy Kingdom Come*, **Faith** is a somewhat idealized concept of the religious background that sparked and legitimized the military campaign. Each hero starts with a unique Faith score that can grow or decrease during the game, depending on his decisions. The impact of the Faith score is most evident in the recruitment stage: the higher the Faith is, the cheaper the units will be.

The **Altar** in the management phase is the place of worship in the crusader camp. The screen also gives information about the saintly relics that the hero has acquired during the campaign and his current Faith score.

Relics are the sacred object of the Christian religion, usually a piece of the body of a saint, which are believed to perform miracles. The Faith score has a strong impact on the Relics.

Uses of the Relics

- You can attach a relic to a hero, in which case it will grant bonuses. Bear in mind that Christian relics have a strong relationship with the Faith score: the higher the hero's Faith is, the more effectively these relics boost their abilities.



- You can send the relic to the Papal Court where they will honour your devotion (your Faith score will grow).
- There was always a great demand for Relics. If you want, you can simply sell the sacred object to merchants for golden ducats.

A hero can only use one relic during one battle, but you can still have more than one Relic, and can always equip him with the one that you think might be useful before a battle.



Factions

The **shields** (which also appear next to the secondary objectives on the main screen) show which faction gives that particular mission. The faction shields appear on the minimap as well, so you can locate the exact place where you have to go to do the task.

The flag appearing next to one of the shields shows you which is your **Favoured Faction**: if you accomplish the mission for them, you get plus one Fame point (gem) at that faction.

The **Fame** score is represented by a row of red gems, but you have a separate row for each faction. By clicking on the faction shields you can see your current standing at each of them. When you have collected a given number of gems, you will unlock special game content.

Journal

These are chapters in the chronicle of the main hero: recollections of the various battles, missions accomplished or failed, with all the important events and small personal details that make up the life and the future of the hero. There are entries about encounters with the various factions,

giving valuable insight into the politics of the camp and listing the various rewards the hero might have gained from the crowned heads of the crusader army.

The map shows the advance of the crusader army on the Holy Land and the important battles that the crusaders have fought so far.



Reinforcements

There are various kinds of reinforcements in the game.

Reinforcements that arrive automatically: There are units who will help during a particular battle – mostly you can find them on the battlefield –, but these warriors will only fight for you in that battle, then they return to their leaders. You can see your ally or allies above your units on the right side of the screen.

There might be cases when you feel that you need reinforcements for the next battle, **you can ask the crusader princes for help in the next battle** (then they leave). However, it will reduce your overall Campaign Score. In the Journal you can see the available reinforcements (if there are any). You can see the reinforcement slots on the lower left side. You cannot sell the reinforcements.

Campaign Score

During battles you get points for victories and objectives accomplished. The higher your **Campaign Score**, the better. If you accept a mission from a faction but you fail to complete it, you will lose Campaign Points.

If you need reinforcements for the next battle you can ask the crusader princes for help in the next battle. However, it will reduce your overall Campaign Score.



6. Battles

Starting the battle

If you have enlisted the current lineup of the army that you would like to take into battle, click on the “**Start battle**” and after the loading screen you will see the battlefield.



The battleground

Crusaders: Thy Kingdom Come offer highly varied and topographically diverse types of terrain, with hills, valleys, forests, rivers or ruins. First of all, **topographic elements** are not just lifeless background scenes, but they **heavily influence the tactics** and the outcome of the battles (heavy infantry units will stop almost anyone on a plain field but they will most certainly lose in a dense forest). The terrains presented in the game will also evoke the atmosphere of the faraway lands where the crusaders marched towards Jerusalem – from the Mediterranean pine forests to the barren rocky deserts of the Holy Land.

The topography of the battlefield is very important. Units occupying the higher spots have a great advantage over those in the valleys.

Exploring the battlefield

You can use the free camera to survey the battlefield. Use the keys **WS** or **Up/Down** to move the camera forward or backward. **AD** and the arrow keys **Left/Right** will only slide the camera to left or



right. You can use the QE to turn the camera or move the mouse pointer to the edge of the screen. You can zoom in our out by using the mouse wheel. The minimap displays the current view angle and the direction of the camera to help the orientation.

Under some special circumstances, when visibility is very low (e.g. during the night, in fog or in a sandstorm), the camera is locked to your units, so cannot survey the regions of the area which are further away.

The minimap in the battle

The minimap is a very simplified representation of the battlefield. It shows its general topography and the objectives tied to specific locations. You can follow the movements of all units (enemy units are marked in red) and the current camera angle (friendly units are blue). **A click on a location in the minimap will bring you immediately to the spot.**

Movement on the battlefield

You can move your units **by right-clicking the spot** where you want them to go. Basic unit movement is set to marching speed. **A double right click on the destination speeds up movement** - but running units will tire out quickly. Obstacles or impenetrable terrain types like rocks, water or building cannot be selected as destinations. Select one or more unit(s) with the left button, keep the right mouse button down and then draw the pointer sideways: a floating silver arrow will appear. By turning the arrow you can set the direction of the selected groups as a whole.



Fatigue

Units lose stamina when they march, fight or run. **Tired units fight more weakly and are more vulnerable.** Fatigue slowly disappears if the units stop to rest for a while. The colourful dots on the unit icons are the stamina markers: if they are green, the unit is fully active; orange means that they are getting tired, red means that they are totally fatigued, with all the maximum disadvantages.



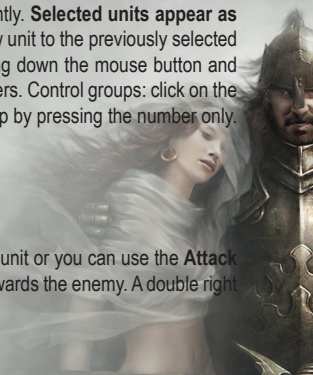
Selecting units

Left click on a unit to select it. The unit's icon in the lower bar gets a white shade and the unit's banner becomes more visible and starts moving up and down slightly. **Selected units appear as white dots on the Minimap.** Click by holding down Ctrl adds a new unit to the previously selected ones. Pressing down Ctrl+A selects all units and heroes. By holding down the mouse button and drawing a "frame" around your units you can select masses of soldiers. Control groups: click on the units, press Ctrl + (1-9), and later you can simply reselect that group by pressing the number only. Units can be selected on the GUI as well.

To deselect left click on the battlefield.

Attack

You can give the attack command with a right click on an enemy unit or you can use the **Attack button on the GUI** in the lower left side. Your soldiers will march towards the enemy. A double right





click will order them to run. If the enemy enters within a given radius around your units, they will automatically attack the enemy. **You can turn off the Autoattack function on the GUI.** (Stylized swords while fighting.)

Ranged attack

Bowmen are capable of ranged attacks. **Select the target and shoot.** If the selected enemy is out of the reach, the bowmen will move into range. If you hold the mouse pointer over any archer unit, a red circle will appear around them, marking their shooting range. **While the archers are shooting, a stylized bow will appear on their icon.**

Archers attack a given area, which means that your own units can be injured if they happen to stay in the target area. **In the lower right corner of the unit icon tiny red arrows show that the enemy archers are currently attacking your soldiers.**

Combat modes

Combat modes are specific orders telling the units how to fight. **You can set the current combat mode for the given unit on the GUI.** Archers can switch between two attack modes: if you order them into "Melee", they stop shooting and draw their swords. Clicking on the Ranged attack button will switch them back. The **"Fire at will"** order will make the archers shoot automatically if the enemy comes within range. Archers can also **"Keep the range"**, which means that they slowly withdraw from the approaching enemy, shooting at them continuously. Infantry can **"Autoattack"** any enemy units within range of them.



Attack formations

Various attack formations are available in the game. **Each formation has its benefits and drawbacks** and a good commander will master the use of the appropriate tactics for particular circumstances.

Loose formation: units in loose formations are relatively safe from the arrows of archers but very vulnerable in a melee. Generally, loose formations are good for marching and exploring. Closed formations are for melee battles.

The wedge formation is the most effective assault formation. The Shield Wall, on the other hand, is the perfect defensive formation that will stop 2 attacking formations (instead of the usual one) at the same time, and it is very useful against ranged attacks.



Locations and Location Banners

Locations are very important points on the battlefield, marked with a huge banner. By occupying these locations you start to control these special areas (first you have to eliminate all



enemy units in the vicinity) and the colour of the banner will change. You have to keep a location for a minute, otherwise it is not considered occupied (the passage of time is shown by a special indicator next to the banner).

Game speed

With the **Pause** button or “P” you can freeze the game. “1x” is the default speed of the game, “2x” sets double speed. Alternatively press “+” to speed up or “-” to slow down.

Victory or defeat

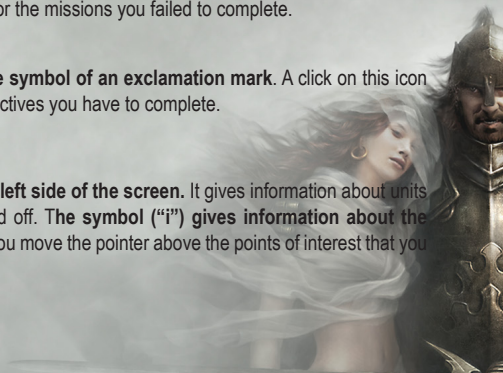
If you have defeated the enemy, the battle is over. The **Victory Screen** gives detailed information about the losses, the accomplished tasks or the missions you failed to complete.

Mission Briefing in the battle

In the upper right corner you will see the **symbol of an exclamation mark**. A click on this icon brings up the mission briefing and the objectives you have to complete.

Information bar

The **Information Bar** is located on the left side of the screen. It gives information about units and terrain types. It can be turned on and off. The **symbol (“i”)** gives information about the various elements on the battlefield – if you move the pointer above the points of interest that you would like to explore in more detail.





7. The dangers of the Holy land

Weather conditions and the time of the day

The leaders of the medieval armies always tried to fight their battles in clear weather and during daytime. However, you can't prepare for everything and sometimes you have to lead your soldiers into battle in the hazy light of dawn, in the dead of night or during a raging sandstorm. Due to the realistic environment simulation in *Crusaders: Thy Kingdom Come* you will have to take all these factors into account to win the battle.

- **Nighttime and fog:** thick fog hinders visibility. As the soldiers can hardly see in the fog, the archers and the trebuchet won't be much use until it clears up. **It is the perfect opportunity to lay an ambush.** During nighttime, campfires, torches and other sources of light grant a limited line of sight.
- **Sandstorm:** the swirling sand blots out the land and reduces visibility to almost nothing. **Ranged weapons are useless in the gusting wind.**
- **Scorching sun:** the blazing rays of the sun only cause problems in the desert, where the lack of shelter and water will tire out the soldiers. **Units move slower and rapidly lose Stamina.** Resting is also less effective than in more temperate terrains (which is a very serious problem for heavy armoured units). It is important to know that you can usually find villages or green oases even in these cruel places – finding and taking these could easily be the key to victory and survival.

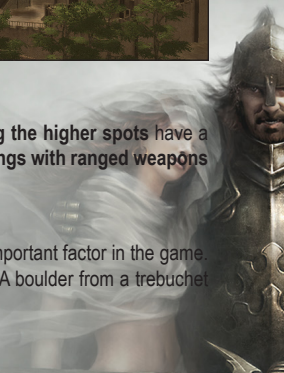


Heights

The topography of the battlefield is very important. **Units occupying the higher spots** have a great advantage over those in the valleys: they **have better attack ratings with ranged weapons for instance.**

Falling rocks

Crusaders: Thy Kingdom Come is an RTS where physics is a very important factor in the game. Rocks tumble down the slopes, crashing into the ranks of the enemy. A boulder from a trebuchet





or a ferocious charge by knights will send the enemy soldiers flying and sprawling on the ground, due to the realistic rag-doll effects. Siege weapons destroy whole chunks of the mighty ramparts of the towns, and the falling debris will crush and kill all those who were unfortunate enough to stray too near.

Sometimes rocks are used as a trap. It can be used against you – and sometimes you may find heaped stones, ready to roll down on the enemy. Choose one of your units and click on the stones.

Trebuchet

The trebuchet is the most powerful siege weapon of the Middle Ages. It resembles a giant sling and was used to throw huge projectiles to smash down city walls or break up the lines of the enemy. It has a great range and a giant damage rating, but it takes a long time to reload.

Even with many siege engines, breaking down walls will require a sufficient amount of time. Watch out for the falling chunks of masonry, as these huge rocks can devastate a huge part of your army.

Important to note: if you kill the soldiers handling a siege weapon, the trebuchet is yours and you can turn it against its previous owners. A maneuver like this can easily win or lose the whole battle.



Time limits

There will be certain circumstances when you only have a limited amount of time to win the battle – until sunset, daybreak etc. Apart from the obvious signs (like bright daylight slowly fading into sunset), a timer will appear in the lower left side of the screen just to make sure you can follow the track of time. **If you run out of time, you may lose the battle and you will lose the red gems of your Fame score.**

Ambush and alerts

On certain terrain types, especially in the woods, units can hide. **They don't appear on the Mini-map and their flag is also hidden, although sharp-eyed observers can still locate them on the battleground.** A special marker appears on the unit icon if it is hiding. They can ambush the approaching enemy from close range and then they get significant bonuses to their attack ratings. (At least one minute in hiding is required.) **If a hiding unit starts an ambush, a red exclamation mark appears above it.**





There are unique circumstances when your units have to move into heavily guarded territory. Luckily enough, the patrols also have a sight range and weather conditions apply to them as well. During the night, for example, guards can only see the area around the campfires, but when dawn comes, they will spot the enemy.

Always protect your hero

You should always take care of your main character. **If your hero dies, the game is over.** If the Hit Points of the hero drop to 25% of the total amount, it means that he is in grave danger.

The inhabitants of the Holy Land

The armies fighting for the control of the Holy Land had many things in common. Both sides had similar arms ranged under their banners – light infantry, light cavalry, archers and siege weapons. The main difference between the opposing forces was the composition of these armies. The main strength of the crusader army was in the powerful charges of their heavy cavalry knights, while the Saracen forces excelled in swift warfare and effective ambushes. Victory usually favoured those who could force their way of warfare on the other side.



The first part of the campaign brings the crusader army to the territory of the Seljuk Empire. This mighty empire rules over entire countries, but inner rivalries threaten to divide the once mighty Sultanate. The Seljuks are proud and fierce soldiers, but their long campaign against the Byzantine Empire has left the army fatigued and in disarray. The heavily armoured

knights have a definite advantage over the Seljuks, although the swift Seljuk riders and the light infantry soldiers can still cause great damage.

The Fatimid Caliphate will be a significantly more experienced and much wealthier enemy. The Fatimid units are a perfect match of the crusaders both in equipment and battle experience. The Fatimid army doesn't really have weak points, although the heavy cavalry and heavy infantry units of the crusaders still have a huge advantage over them.

The fearsome **assassins** don't participate in the Crusade as a separate party. The killer sect of the assassins will mostly deal in political and religious murders for a reward. They are tough enemies, masters of ambush and disguise. They are vulnerable in open warfare, but they have already adapted their methods to the vagaries of warfare in the desert.

8. Scenarios

In the stand-alone, colourful scenarios players have the opportunity to emulate the great Saracen leaders, who will rally their armies against the Crusaders under their flags. These Saracen nobilities are also real historical characters, who appear on the stage of the crusader campaign just as fate had once ordained them to do. However, if you choose the Scenarios, you can control the fate of these great commanders: fight their legendary battles – and try to change history.





Losing or winning this battle has no consequences whatsoever on the previous campaigns. A scenario is a single battle against the game AI, even on the side of Saracens.

Kilij Arslan was the Seljuk sultan of Rüm from 1092 until his death and he ruled the Sultanate during the time of the First Crusade. During the First Crusade, Danishmend Gazi found himself standing in the path of the advancing crusaders, and he even managed to capture Bohemond I of Antioch in 1100. Duqaq of Damascus was the Seljuk ruler of Damascus from 1095 to 1104. He was the brother Fakhr al-Mulk Radwan, the Seljuk ruler of Aleppo from 1095 to 1113. Kerbogha was Atabeg of Mosul during the First Crusade and was renowned as a soldier. In 1098, when he heard that the Crusaders had besieged Antioch, he gathered his troops and marched to relieve the city.

9. Multiplayer

Fight a battle with a friend or another player via the internet or LAN. Both parties must have an original copy of *Crusaders: Thy Kingdom Come*.

Like every other scenario in the game, a multiplayer battle is about defeating your enemy and taking all the important locations on the battlefield, marked by the Location Banners.

Setting Up a Multiplayer Session

- Click on "Multiplayer" in the Main Menu and then go through the following steps:
- Enter your name.
- Online or LAN? Choose between online play over the Internet or Local Area Network game.
- Host or Join? If you host a game, you will have to wait for a client. If someone decides to join you, you will have to confirm that. If you choose to join an already existing game, a list will show you the names of the players who currently host a game. The list will refresh continuously.
- After you joined a session, you will get to the army management screen.

Managment phase

Only the hosting player can choose the battlefield from a list of the available scenarios.

Players are free to decide on which side they would like to go to battle: Saracens or Christians. **Armies are always homogenous.** You can't add a Saracen soldier to a Christian army (or vice versa) or it will clear the current army setup. The game will always warn you if you try to do this, and ask for confirmation.

On the **management screen** of the Multiplayer game mode you will assemble your army. Both parties have a set sum of money (decided collectively) that they can spend on recruitment, armour, weapons and captains. Recruitment, equipment, skill management etc. work exactly like in the single player campaign.

If you are finished with the army setup, click on the "Ready" button. The other player will see that his opponent is ready, and when he is finished, the battle starts immediately.

Internet

Playing on the Internet works exactly the same as a LAN session. The only difference is that this time you can see hosted games from all over world. Find your friends and chat with them!

