

# WARRIOR KINGS

## ***EPILEPSY WARNING***

### **Read this section before playing a video game either by yourself or with a child.**

Some people experience epileptic seizures or loss of consciousness when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you, or anyone in your family, have ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

#### Precautions to take when playing or watching video games

- Do not sit too close to the screen.
- Sit at a good distance away from the screen, as far away as the control cable allows.
- Use a small screen to play video games.
- Avoid playing when you're tired.
- Play in a well-lit room.
- When playing, take a 10-15 minutes break every hour.

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## INTRODUCTION

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Warrior Kings is set in a medieval world where kingdoms struggle for supremacy in a chaotic land of knights and demons. You are the ruler of one of these new kingdoms, and to resurrect the Empire to its former glory you must forge order out of chaos by uniting the fragmented lands. But you must choose the path you follow carefully. Will you take the Pagan, Renaissance or Imperial route? The choice is yours; for one goal, one rule, one Warrior King!

### THIS MANUAL

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This manual is a brief guide to getting started with Warrior Kings. You will find a more detailed manual on the CD which provides the specifics on Units, Buildings and Upgrades, plus a World Background document which details the peoples and places of the Warrior Kings universe. The game also includes some Tutorial levels that it is recommended you watch.

## TECHNICAL

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### SPECIFICATION

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It's extremely important that your machine meets the minimum technical specification shown on the Warrior Kings pack, so before going any further double check that your machine is capable of running the game successfully.

#### INSTALLATION

- Place the Warrior Kings™ CD-ROM into your computer's CD-ROM drive.
- The disk should autorun and show the initial screen.
- Select 'Install Game' and follow all on-screen instructions.

However, if autorun is disabled on your machine:

- Double-click 'My Computer' on your desktop.
- Double-click on the CD-ROM drive and the initial screen should appear.
- Select 'Install Game' and follow all on-screen instructions.

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But,

- If you do not see the initial screen locate 'Setup.Exe' on the CD-ROM and double click on it.
- Follow all on-screen instructions.

## LOADING

- Select Start/Programs/Microids/BlackCactus/WarriorKings  
The game will now load.

## GETTING STARTED

### SELECT PROFILE SCREEN

After the opening movie you will see the Select Profile screen. Here you can either select an existing Profile or set up a New Profile.

- Select New and you will go to the Create Profile screen.
- Type in your name, or the Name you want to play under and select OK to go to the Main Menu screen.

## MAIN MENU SCREEN

The Main Menu will give you a number of key options:

### SINGLE PLAYER

This option allows you to access the main Campaign game, to pit your wits against the evil rulers of the Empire in a battle to reclaim your kingdom.

### MULTIPLAYER

A maximum of eight human players can play across a Network or the Internet, or two players can play via Modem or Serial Connection.

### SETUP

This lets you configure the Warrior Kings Graphics, Sound and Control setups:

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### CONTROLS

Warrior Kings is best played using a Mouse/Keyboard control combination. This option allows you to configure the Mouse (Rotational Sensitivity, Free Look, Push Scroll) and Keyboard Controls (Customise the keys to suit your style of play).

### GRAPHICS

The Graphics Setup option allows you to adjust a 'Performance Versus Quality' slider to suit your machine configuration. If the game is running slowly simply reduce the Quality value to improve performance. An 'Advanced' configuration option allows more specific adjustment of performance/quality graphics components:

### SOUND

This lets you set up Music and Sound Effects Volume and turn 3D Sound on/off.

### CREDITS

View the Warrior Kings credits.

### EXIT TO WINDOWS

Quit the game and return to your Windows® desktop

## TUTORIAL

- From the Main Menu screen select 'Single Player'.  
The Single Player Menu allows you to watch the Tutorials, load a previously saved game or to begin a new Campaign game.
- Select the Tutorial option.  
The Select Tutorial screen shows a list of available Warrior Kings Tutorials:  
Economics 1, Economics 2, Military 1, Military 2, Military 3 and Alignments.

## STARTING A NEW CAMPAIGN

- From the Main Menu screen select 'Single Player'.  
The Single Player Menu allows you to load a previously saved game or to begin a new Campaign game.
- Select the Campaign option.
- Select the Prologue Level and click on 'OK'.

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## CAMPAIGN BRIEFING

'The Prologue' is the beginning of the Warrior Kings story and you will receive a full on-screen briefing.

- Listen to the story and click on the up/down scroll controls to read the accompanying text.
- When you are familiar with the background left-click on 'Start Level'.

## CURRENT OBJECTIVES

As the adventure begins, pop-up windows will give you a number of local objectives to act upon such as:

- 'Guard the farms and the villagers and ensure that the harvest is gathered using a group of Javelineers and Mercenaries.'

Note that, as you progress through a game Level other events may occur during the adventure which may lead to you being set a number of additional objectives.

- To check on your current objectives, either press Key O or click on the flashing Objectives button on the Top Bar Menu. This button will always flash when an objective has not been read or a new objective is available.

## MAIN GAME SCREEN



- 1 - Military Buildings
- 2 - Alignment Buildings
- 3 - Economic Buildings
- 4 - Settings
- 5 - Objectives
- 6 - Unit Knuckle /Action Icons
- 7 - Unit Selection Indicator
- 8 - Gold
- 9 - Materials
- 10 - Food
- 11 - Population
- 12 - Minimap

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Now, before you do anything else, pause the game (press Key P) and take a moment to examine the Main Game Screen.

This is where you'll spend a lot of your time in Warrior Kings, so it's wise to know where everything is on-screen.

## GAME CONTROLS

Examine the Reference Card for Keyboard shortcuts, Hot Keys and Mouse Control.

- Now unpause the game (press Key P again) to begin the Campaign.

## THE PROLOGUE LEVEL

### CHECK YOUR FORCE

First, take a look at the troops you have been given.

- Place your mouse pointer over one of the soldiers. You will see a green 'Health Bar', shown as a coloured circle around the base of the character and a tooltip name will pop-up telling you what that Unit is. (Also you will see a blue 'Charge Bar circle' if a Javelineer, this shows he has a full complement of javelins).
- Left click the mouse button to select the Unit. It will appear rotating in the Unit Selection Indicator (lower left of the screen). This shows all sorts of useful information about a selected Unit and you should check it regularly to see what associated 'action icons' are available.
- Right-click anywhere in the landscape and that selected Unit will make its way to a 'flagged' point. If you want the Unit to face in a particular direction hold down the right mouse button at the flagged point and 'drag' an arrow to the facing direction you want. The Unit will change its facing (you can also do this with Formations).
- To select all Units of that type, for example all Mercenaries, single left-click on one of the mercenaries and you will see all their Health Bars appear (now they are ALL selected). (All military units are selected by single click, and individuals by double click).
- Right click again somewhere close by and ALL the selected Units will move to 'flagged' points on the landscape.
- Try right button 'drag' to change their facing.

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- Selecting and controlling Units and determining their facing is a very important part of the game.
- Single clicking on a Military unit will select all units of that type on the screen. Double clicking on a Military unit will select only that unit. (Military Units are Light and Heavy Infantry, and Light and Heavy Cavalry. All other units are non-military units).
- Single clicking on a non-Military unit will select only that unit. Double clicking will select all non-military units of that type on the screen.

## ***ESCORTING***

Now you must try to get your military Units to 'escort' the Cart to where the Farms are and back to the Warehouse with the harvest. It can be done using the 'follow' order.

- Single-click on a Javelineer (you will select all of them).
- Hold down the F key and hover the pointer over a Cart. Notice that the pointer has changed 'intelligently' to the Follow icon



- Right-click on the Cart and the selected Units will ALL follow the Cart to the Farm and back again.

## ***PATROL ROUTES AND WAYPOINTS***

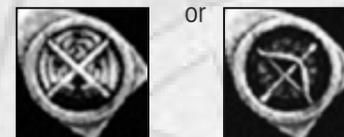
You can set up waypoints by holding down the SHIFT key and right clicking on several locations. The selected Units will follow the designated path. To set up a patrol, hold down the 'R' key and right click on a location. The unit will patrol back and forth. To set up multiple patrol waypoints, hold down the SHIFT key, and the 'R' key and then right-click on the ground.

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## ***FIGHTING OFF ATTACKS***

If attacked, your troops will fight any enemies without your help. But, if you want to direct them (as a commander) to be more effective against enemies:

- Make sure the Units are selected.
- Hover the mouse pointer over the enemy – note that the 'intelligent' pointer will change to a Combat icon



- Right-click to issue the 'Attack' order.
- Check the Health Bar Circle of each Unit: all Green is 100% Healthy, Red shows damage. When Health reaches zero, they will die. Note that buildings and structures also have a Health Bar which works in the same way. However, building health bars are displayed as a bar above the building, rather than a circle, as with units.
- You can set your Heavy Infantry and Cavalry units to Attack at Will (respond to missile attacks), or Stand your Ground (ignore missile attacks).
- You can set your Light Infantry and Cavalry units to Fire at Will (shoot at anyone in range), or Hold your fire (only shoot if ordered).
- You can set your Light units to Skirmish (fire and back off) or Hold Ground (Fire, but do not back off). Note that Skirmish cannot be issued to units in Formation. Light troops in Formation always Hold Ground (but formations receive other benefits – see formations later).

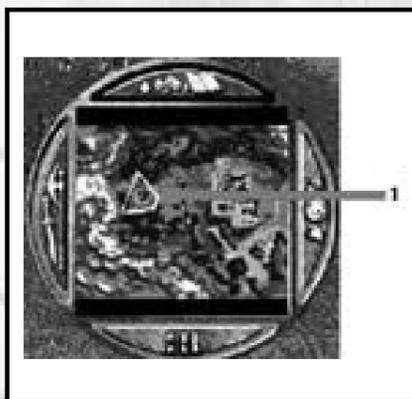
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## ESCAPE!

Despite your best efforts Artos will be forced to flee the land, so the final section of the Prologue Level requires you to help him find his way to the Docks and get on a small ship to escape his enemies.

- Look at the Minimap.



### FIG. VISION CONE

The Minimap is extremely useful for looking around the game world. It shows an overhead view of the game area, with friendly Units (in your game colour), enemies and structures marked, but all information is limited to what your own Units can actually see, within their Sight Ranges.

- Left-click on any point on the Minimap and the landscape will shift to that location in the 3D world view. Chances are the area will be darkened (you have no Units there). To get back to visible parts of the landscape, left click on any section marked with your game colour.

Now try to use the mouse to scroll around the 3D world.

- Place the pointer on any of the four screen edges and the landscape will push scroll in that direction.
- Rotate the Mouse Wheel or press PageUp / PageDown to raise or lower the view.

## VISION CONE

Your current view across the landscape is shown by a 'vision cone' on the Minimap. Note that the minimap stays in the same orientation (with North at the top etc) even though the main game3D world view shifts in any direction you want.

Now to complete the final Prologue Level objective:

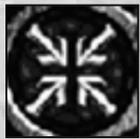
- Locate a place on the Minimap where the docks could be
- Select the young Young Artos and set him a route to the Docks so that he can escape on a boat with a small retinue. If Artos is killed, you will lose, so make sure he follows a safe path!

## THE NEXT LEVEL: FLIGHT TO ANGLAND

### FIRST OBJECTIVES

Artos now lands in England with a small group of Spearmen and Javelineers. Remember that you must protect Artos at all times, he is a useful fighter and leader but if he gets killed your Campaign is over, so do your best to protect him (and check his Health Bar). If he is under attack, you will get a warning message. Deal with this immediately!

Your first objective is to help the local Villagers by defeating the Barbarians who are attacking them. As in the previous level, select your Units and advance them into combat.

-  Single-click on a Spearman to select ALL Spearmen. If there are eight or more of the same type you will see the Form Up icon in the action icons of the Unit Selection Indicator.
- Left-click on the Form Up icon and you will see a row of Formation icons appear at the bottom of the screen (Line, Wedge, Column, or Orb).
- Click on Column and the Spearmen will form up in a Column – the best formation for moving fast. Now, when you order them to move they will move in Column.

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## ATTACKING ENEMIES

- With all your military Units still selected place the mouse pointer over the enemy and check that the intelligent pointer had changed to a 'Combat' icon



- Right-click to order the selected Units to engage with that enemy.
- You may wish to change their Formation to to Wedge or Line, as Column is not suited to combat conditions!

If you beat off the Barbarians, the Village will come over to your side (and adopt your colour). The Peasants in the Village will be yours to command.

## BUILDING UP YOUR ECONOMY

### Spawning a Peasant

Peasants are very important to the running of any village, town or city economy and you will need to 'build' more Peasants at some point in most scenarios.

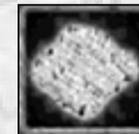
- First check your population statistics on the Top Menu Bar. This shows how many people your current settlement can support and how many you actually have.
- Left click on a Village (or a Manor) and look at the top left of the screen where the 'Build Peasant' icon appears.
- Left-click once on the Build Peasant icon. A small number 1 will appear and a bar shows building progress. When this bar is complete your Peasant will have been 'built' (announced by a sound effect).
- If you want to build more than one Unit, left-click several times in the icon and you will see increasing numbers in the box. If the Peasant icon 'greys out' this shows that you do not have enough Resources to build the Peasant at present.

The newly created Peasant (male or female) will appear, standing close to the building that created him/her. A busy Peasant is a happy Peasant – if you do not assign a Peasant with work he/she will relax and fall asleep.

## Building a Farm

The Peasant is now costing the settlement Food but now you can use his/her labour to 'build' a Farm (and so increase Food production).

- Select the Peasant.
- Click on the Economic Buildings button (the third from the left on the Top Menu Bar) and the Farm Building option should drop down.
- Click on the Farm Building option



and then move the pointer onto the land. You will have an attached 'image' of the farm to be built that can be moved around on the 3D landscape.

- Choose a suitable position on the landscape (a red image means it cannot be built, a green image means the site is suitable) and right click to build a Farm.

The Peasant will now walk towards the site and begin to build a Farm. When the Farm's health bar is all green, it has been completed. Once it has finished growing, he will automatically begin farming it. You can only have one peasant assigned to a farm at a time

### TO ORDER A PEASANT TO WORK ON THE FARM:

- Select a Peasant.
- Hover the mouse pointer over the Farm and the pointer will change to the Farming icon



- Right-click to order the Peasant to perform the farming action.

Alternatively, right click on the peasants farming icon, and he will farm at the nearest empty farm (if it has been fully built) You can tell if a Farm has a peasant assigned to it or not – empty farms will have crows feeding on them.

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## ***Gathering Food***

When the Farm has been built the Peasant begins to harvest his crops – a blue Charge Bar Circle appears around the Peasant's green Health Bar Circle showing the amount of food gathered as he/she works on the Farm. When the bar is full, the Peasant will deliver it to the nearest Village or Manor.

## ***Gathering Materials***

Peasants can also be ordered to Gather Materials (wood/stone/gold) this is another key element in creating a strong economy.

- Select a Peasant.
- Hover the mouse over a nearby tree, the pointer will change to the Gather Materials icon



and right-click.

The Peasant will walk to the tree and begin to chop wood and then take the materials back to the Village. Stone and Gold can also be mined in this way.

## ***Using Carts***

Carts can carry 500 resources.

- Select a Cart and assign it to take the Food/Materials to the Manor to increase your Global Stocks (shown in the top right of the screen).  
When a Village is constructed, a Cart is created automatically at the (nearest) Manor or Palace. This cart travels automatically to the village to pick up whatever resources have been collected by the village's peasants and will continue to repeat this task unless ordered not to do so.

Remember that if you are moving resources in a cart, it can be attacked, the driver killed and the resources stolen by an enemy. Always try to protect resources when they are being moved. Conversely, if you attack enemy carts you get control of the cart and all it was carrying but you will have to get one of your peasants to drive it.

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You can manually assign carts to deliver to the next village – see Supply Lines. You can also spawn new carts if you find your resources are coming in faster than your carts can deliver them. If there is another village on the route to the manor the cart will deliver to this village, thus setting up a trade route. Sometimes this will lead to a village accumulating more resources than it can deliver. Spawn another cart and set it up to deliver to your Manor manually.

## ***Defend a Caravan***

One of your next objectives will be to fight off the attackers of a local Caravan. If you succeed the owner will want to speak to Young Artos or one of your Units.

- Select Artos and then hover the pointer over the Caravan owner and you will see the Speech icon



The Caravan owner will come over to your side and set you up a Trading Post on the site. Trading Posts allow you to 'build' a new type of Unit: a Scout. A Scout can range quickly over the countryside and allows you to 'see' more of the surrounding land.

## ***Defend a Village***

Another objective in this Level is to free another neighbouring village. If you talk to the Village leader and you supply the Village with enough Materials (using a Cart) they will build a Barracks for you – a very important building because it allows you to build different Infantry Military Units (Spearmen, Archers etc).

## ***Finishing the Level***

As you progress through the Level other objectives will be added to the list (the Objectives Button will flash). Check your Objectives regularly.

## ***Building a Spearman***

Infantry are built in a similar way to Peasants, but instead of a Village you must have a Barracks in your control. To build cavalry you must first build a Stables.

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■ Left-click on the Barracks and the Top Menu Bar (left) will show what you can build – anything greyed out means you do not have the Resources to build at present but that building may be possible in the future.

■  Select the Build Spearman option and a small number 1 appears in the box along with a build progress bar.

When the progress bar has finished the Spearman has been 'built' and will come out of the Barracks ready to receive orders.

One Spearman is not much use as a military force, so why not try to build a squad of four or five? If you build eight or more you will be able to order them into formation. Remember you might not have enough Food or Resources to do this (and the Spearman option might 'grey out') in which case you will have to put your Peasants to work on more Farms or gathering more Materials to increase your stocks.

## SAVING THE GAME

■ Press the ESCAPE Key to access the Option Menu.

This allows you to Save the Game, access all setup Options, Return to the Game, Exit to the Main Menu and Exit to your Windows Desktop.

## UPGRADING UNITS

As you progress through the game you will be able to pay to upgrade your existing Units and structures, this means all of your existing Units and structures of a certain type are upgraded. This is best seen in the Unit Selection Indicator. Always check the tooltips pop-up on the Upgrade, Building and Unit icons for information on available upgrades and their cost (also consult the Technology Tree Chart).

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## RESEARCH AND TECHNOLOGY

As you advance through the game you can also research technologies to improve your Units and Buildings. This will take time and will cost you in resources but good research of technology will help you tremendously in the long run. See the online manual for details, and the building tree chart.

## PATHS TO GLORY

There are five different possible paths to follow in the game: Imperial (religious fanatics, best defence), Renaissance (banking, science, pragmatism, best resource gathering and siege weapons), and Pagan (druidic nature worshipping warriors – best attack). PLUS two combinations: Imperial-Renaissance ('Bishops with Gunpowder') and Pagan - Renaissance ('Demons and War Machines'). Consult the tech-tree chart for more information, especially in multi-player mode. In the single player campaign game, the choices you make will determine what path you will follow. There are 3 different campaigns for each path. At the end of Level 1: Flight to England, the choice you make will determine whether you take the Imperial or the Pagan Campaign. Later still, you will be given the chance to follow the Renaissance campaign. Each Campaign is quite different, though the first 2 levels of the campaign will always be the same.

## CONTINUING THE CAMPAIGN

This brief guide merely scratches the surface of a highly complex and highly enjoyable game. Now it's up to YOU to learn about the correct strategy, winning tactics, successful economy, and different paths that you can take through the game to become the ultimate Warrior King!

## MULTIPLAYER GAMES

Warrior Kings allows human players to play each other connected via a Local Area Network, the Internet, or two players to play via Modem or Serial Connection. The aim of the multiplayer game is to build up your settlement and to be the one to win out against all rivals. You could do this by alliance or union or outright hostility against the other players.

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## GETTING STARTED

- For LAN or Internet games first setup your network/internet connection.
- Load Warrior Kings as normal.
- At the Main Menu screen select Multiplayer.
- Select your connection type from:
  - Internet TCP/IP (internet using TCP/IP protocol)
  - Local Area Network TCP/IP (network using TCP/IP protocol)
  - Modem (two computers using a modem connection)
  - Serial (two computers using a null-modem cable connection)

You can choose to either Host a game or to Join a game. Hosting means that you can set up the game options (resources etc) for all players. Follow all on-screen instructions.

## THE GAME SCREEN

The in-game screen has four dedicated multiplayer buttons on the Top Menu Bar:

### THE DIPLOMACY BUTTON

This button shows your Diplomacy state in relation to other players in the game. There are three levels of diplomatic relations between individual players:

#### ALLIED

Allied Units cannot be ordered to Attack each other. You can Guard each others units.

#### PEACE

The two players' Units do not automatically attack each other.

#### ENEMY

The two players' army Units and Militia will automatically attack each other.

### GLOBAL DIPLOMACY

This button reveals all players current diplomatic status if you have a Tavern.

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### TRIBUTES

This button is only available if you have a Trading Post. It is the means by which you can transfer resources to Allied players. For example, you might be concentrating on gathering Materials and Food and your ally might be concentrating on the fighting and may need topping up with resources.

### CHAT

This button opens the Chat Window allowing you to talk to other players in the game (the TAB Key will also open the Chat Window).

- Type in your message.
- Press Enter to send your message.

### MULTI-PLAYER VICTORY

The last person left wins, but there are two ways of achieving this.

Knockout: Losing your Manor/Keep/Castle/Palace immediately knocks you out of the game. For Longer game: You have to destroy every last unit and building to knock an opponent out.

## GAMEPLAY INFORMATION

### MAIN GAME SCREEN

The Main Game screen is the one you'll see most often playing Warrior Kings so it's a good idea to get to know what all the icons, buttons and controls do. Remember that you can always pause the game at any time by pressing Key P.

### POP-UP TOOLTIPS

Warrior Kings has full tooltips support on all buttons, structures, icons etc. These will give you important information about all on-screen items. Simply hover the mouse pointer over the Unit, Building, Icon, Button etc.

### TOP MENU BAR

The buttons in the Menu Bar at the top of the screen access a lot of important information. First let's look at Buildings (these only appear if you have a Peasant selected).

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## MILITARY BUILDINGS



Click to open a drop down menu of buildings that have a military function. For example, a Barracks costs 200 Materials to build, allows Watchtower, Training Dummy, Stables, Archers and Spearmen and offers some upgrades.

## ALIGNMENT BUILDINGS



These are buildings that define your alignment in the game (Pagan, Renaissance or Imperial). Some of these preclude other buildings. Refer to the Building Tree Chart, and to the online manual for a full description.

## ECONOMIC BUILDINGS



These are buildings that are crucial for the economic development of your settlement. The list will vary but may include: Manor, Village, Farm, Shop, Warehouse, Bank or Sawmill.

## SETTINGS



This button gives access to the Setup Menu where you can adjust your Control Configuration, Graphics, and Sound options

## MISSION OBJECTIVES



Click to view a summary of the current level objectives. Other objectives may be added as the story unfolds. This button will flash to warn you of any changes.

## MULTIPLAYERBUTTONS

The next four buttons are Multiplayer specific:

Diplomacy



Global Diplomacy



Tributes



Chat



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## POPULATION



The figure on the top is an 'at-a-glance' indicator of the current maximum population limit. The figure below is the actual population, including all military Units.

## FOOD LEVELS INDICATOR



Food levels are important to maintain your population. Stocks are shown by a number and the lower coloured bar is your Food Income – this will shift all the time as your population consume food and food produced is added to stocks. Note that, if this bar is all brown you do not have enough productive Farms. In this case, the Food Indicator will begin to flash. See Food Consumption for more details.

## MATERIALS LEVEL INDICATOR



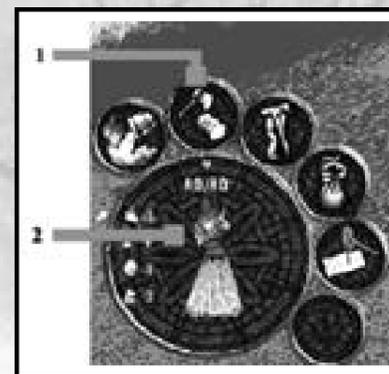
Materials (wood/stone) are important for building other Units/Structures. Values are indicated by a number and a coloured bar. If you no peasants assigned to material collection, then the indicator will begin to flash. The indicator will also start flashing if you haven't got enough Material in stock to support gold generation at your shop(s). (See Resources).

## GOLD LEVELS INDICATOR



Gold is important for building items/ hiring mercenaries etc. If you have no peasants assigned to your shops then the indicator will begin to flash.

## UNIT SELECTION INDICATOR

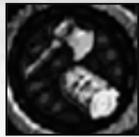


1 <Selected Unit Knuckle/ Action Icons>  
 2 <Selected Unit>

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This will show the currently selected Unit rotating at its centre along with all of that Unit's associated Action Icons on the Unit Selection Indicator.

- Left-click on one of these icons (for example Gather Materials)



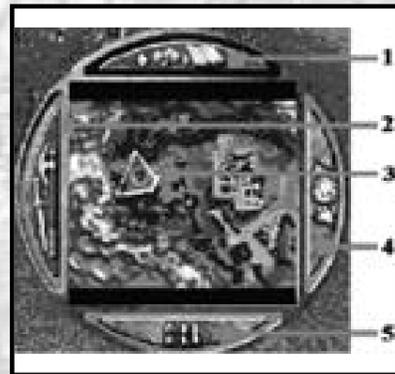
The pointer will change to the Gather Materials icon and then right click on a tree.

- Right-click to tell the Peasant to chop the nearest tree.

An alternative way to do this is to select the Peasant then place the pointer over a tree – when it changes intelligently to the Gather Materials icon, right-click and the Peasant will carry out the task. Another method is to right click on the Gather Materials icon. The selected peasant will automatically find the nearest source of wood or stone, and begin harvesting it.

- Try selecting other Units such a Spearman and check what associated knuckle action icons they have.
- Next, try selecting a Building and see what happens.

## THE MINIMAP



- 1 Peasant Activities
- 2 Military
- 3 Vision Cone
- 4 Resources
- 5 Civilian Activities

In the lower right of the screen is the Minimap. This shows a small top down version of the game world for that level. Note that:

- North is always at the top of the Minimap even though you may be looking in many other compass directions on the 3D world view.
- Your Units/area of influence is in your game colour (for multiplayer games your colour will be the one you selected. In single player, you are always Light Blue.

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- Enemy Units and buildings are only shown if your Units can 'see' them (ie they are within their sight range).
- The direction you are facing (on-screen) is represented by the Vision Cone that shows the limit of what you can see.
- You can go to any point on the landscape by left-clicking on the Minimap.
- If you are attacked the Minimap will flash at the combat location.

## MINIMAP CONTROLS

The Minimap also has four buttons that provide information on the location of the following:

- Locate Military Personnel
- Locate Peasants
- Locate Materials
- Peasant Activity (Hammer) Button

This button opens a graphic that shows the current activities of all Peasants: Farming, Materials Gathering, Gold Mining, Stone Mining, Shopping and Idle. Click on the icons to cycle through all Peasants performing those tasks or to locate idle peasants.

## CONTROLLING A MILITARY FORCE

- Single-left click on a military Unit (for example a Spearman) to select ALL your Spearmen on screen.

### Moving

- Now if you right-click at a point in the landscape (or on the Minimap) a number of flags will appear at that point and the selected group will move en masse to those points. You can also select all Units by drag clicking a box over the group and releasing.

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## Forming Up

The Unit Selection Indicator will now show details of the whole group. One of the action icons will be Form Up.



- Left-click on the Form Up icon and you will see the Formation Orders appear in the lower middle of the screen.
- Select the In Column Formation and the Spearmen will move into a Column.

## Assigning Squad Numbers to Groups

In any military manoeuvre you may not always want the whole group to perform the same task, you may sometimes want to set up a number of groups and control them as separate squads, in this case you can select a number of Spearmen and give orders to each specific group.

- Hold down CTRL and left-click on each individual to select a small group.
- Hold down CTRL and a number key to assign the selected group to that number.
- Repeat to assign another group with the keyboard number 2.
- Now press keyboard number 1 or 2 to select that specific group instantly. Selected units will display their Health Bars.

## Joining formations



With a formation selected, pass the cursor over another formation, and the icon will change to indicate a merger. Right-click to order the two formations to merge into one. You can also use the Join Command on the Unit knuckle.

## Moving Across the Landscape

Different Units have different abilities and speeds when moving across the 3D landscape. For example, walking across sand will be much slower than walking on grass. Most Units will not climb up steep gradients (hills or cliffs), so this is best done by specialist Units such as Scouts.

## Military Formations

Different types of fighting troops will have different formations available to them. If you have 8 or more Units you can:

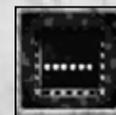
- Control the Formation in the same way as you would one single Unit.
- Share the damage taken by Units within the formation amongst ALL the Units in that formation.
- Spread any experience gained amongst all Units in the formation.
- Do more damage (depending on unit and formation type)

### COLUMN



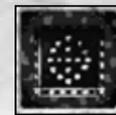
- USED FOR: Troop movement.
- ADVANTAGE: Fastest way to move troops between two points.
- DISADVANTAGE: Does not share damage as well as other formations and not the best formation for combat.

### LINE



- USE: Presents a wide face to the enemy.
- ADVANTAGE: Difficult for the enemy to outmanoeuvre, shares damage well, increased attack.
- DISADVANTAGE: Slow and Cumbersome.

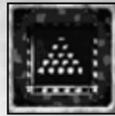
### ORB



- USE: Defense.
- ADVANTAGE: Shares damage almost perfectly, highly increased attack.
- DISADVANTAGE: Units cannot move.

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## WEDGE



- USE: A strong attacking formation.
- ADVANTAGE: Best attack advantage, reasonably quick
- DISADVANTAGE: Shares damage badly, only offered to heavy units.

### Losing Formation

If a battallion is reduced to less than 8 men, they will fall out of formation, losing all formation benefits, and becoming more vulnerable to enemy attack.

### Formation Movement Over Terrain

As with individual Units, formations are affected by the terrain that they are moving over. With large formations sometimes different parts of the formation will be on different types of terrain. This will cause the associated Units within the formation to move at different speeds, causing a slight distortion of the formation. When just moving between two points this will not be a problem but make sure that you 'read' the terrain correctly when bringing formations to bear on an opposing army. Units within a formation always face to the front of the formation. However, if a Unit is taking hand-to-hand damage from a direction other than the direction the formation is facing it will turn to defend itself. To change the facing of a formation, select it, and then click and drag on the terrain in the direction you want them to face.

### Combat

Sooner or later your troops are going to be involved in a battle. Most troops will respond 'intelligently' if attacked but if you want to direct them towards a specific enemy:

- Place the mouse pointer over the enemy and it will change into an



or



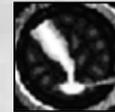
- Right-click to tell the selected force to attack.

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## HEALING

Artos, Holy Warriors and the Supply Wagon can all 'heal' wounded Units.

- Left-click on the Heal icon.



- Right-click on the wounded Unit and the Green Health bar will increase slowly.

Monks will automatically heal any Units who approach a Monastery.

## STRUCTURE DAMAGE

When buildings are being attacked they will slowly deteriorate, until they are destroyed. If the building is selected, its Health Bar is displayed above it. If Archers are attacking using fire arrows, or Barbarians, Spies or Mercenaries are using Arson then the building may catch fire.

## PLACES OF INTEREST

Certain areas are special areas. These can be mission objectives, places where you can get quests, find characters, and so on. They are marked out in the game by glowing, celestial lights that hover in the air above the place of interest.

### Advanced Movement Controls

#### ORDER STACKING SYSTEM

In certain situations you may want a Unit or Formation to perform a complex set of manoeuvres such as organise a co-ordinated attack against a well entrenched enemy. Warrior Kings allows an order stacking system that lets your units perform a sequence of orders. You can use the SHIFT or CTRL keys to chain these orders together. Only movement and attack orders can be strung together.

- SHIFT + Order (Selected Unit) Add Order(s) on to end of stack
- CTRL + Order (Selected Unit) Add Order(s) to beginning of stack

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## THE UNITS

For a full and detailed description of unit costs and abilities refer to the building tree chart and the online manual.

### *Peasants*

The basic civilian type is the Peasant. Peasants are built at Villages, Manors, Keeps, Castles or Palaces. Peasants (except when in Militia) will try to avoid enemy troops and, if they are attacked, will panic and run for cover. If the reason for the panic has gone then they will return to their last assigned task. If you can take control of them and re-order them they will immediately lose the urge to panic. Certain buildings can improve resource gathering efficiency of Peasants (See tutorial, building tree chart and online manual for details).

### *Buildings and Auto-walling*

There are two types of structure – 'civic' and 'rural'. Your manor will begin with a pre-existing wall or stockade. Civic buildings must be built within the walls of a Manor. As you build more civic buildings, these walls will automatically expand to encompass the new building. Walls can be upgraded. 'Rural' structures, such as forts, must be built outside the manor walls, and can be built anywhere. You can also build walls 'manually', independently of your manor. See the online manual and/or the building tree chart for more details.

### *Military Unit Experience*

Military Units benefit from combat experience; the more a Unit fights the more experienced it becomes and this gives them increased abilities: a better aim (if missile units), more damage, and better use of armour. When first created, all military Units are Recruits. They can be trained at a Training Dummy (built by the Sapper or a Peasant) and they will gain experience in combat. The experience level of your units will be displayed in the Unit Selection Indicator in the bottom left hand corner of the screen when a unit is selected. There are four levels of experience.

### *Re-supplying Units*

All missile-firing Units (archers, gunners, and siege weapons, but not ships) have a stock of ammunition which will eventually be used up with constant firing. Ammunition will recharge automatically (slowly)

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and this will result in a reduced firing rate until fully restocked. If a missile Unit is within the supply area of a Supply Wagon, Barracks, Watchtower, Fort or Fortress, then the missiles will be continuously fully restocked. Note that flaming arrows use up ammunition ten times faster than normal arrows and that ships with missile capability never run out of ammunition.

### **BASIC COMBAT UNIT PRINCIPLES**

Inter Unit combat is determined as follows:

- Heavy Cavalry defeat Light Infantry.
- Heavy Infantry defeat Heavy Cavalry.
- Light Infantry defeat Heavy Infantry and Light Cavalry.
- Light Cavalry defeat Heavy Infantry and Heavy Cavalry.

These basic relationships are affected by factors such as terrain, training, experience and technology. For instance, Veteran Light Infantry with upgraded bows entrenched on the top of a hill can defeat a force of heavy cavalry who are slowed by charging uphill.

## MILITARY UNIT TYPES

### *Heavy Infantry*

These are armoured infantry, equipped with various hand-to-hand weapons, usually a Spear or a Pike. For example, Spearmen, Pikemen, Mercenaries, Warriors, Undead Legions.

### *L'infanterie l g re*

Elle comprend les archers, les archers impériaux, la la predatrice de l'aube, la predatrice du soleil et les fusiliers. Dotées d'une armure légère, ces unités utilisent des armes de longue portée – arcs ou mousquets rudimentaires. Elles excellent en tirailleurs, faisant feu puis se repliant lorsque l'ennemi s'approche dangereusement, pour faire de nouveau feu. L'infanterie légère est capable de vaincre l'infanterie lourde et la cavalerie légère (car la portée, la précision et les dommages causés par un tir sont moindres lorsque le guerrier monte un cheval). En formation, elle ne peut se déployer en tirailleurs, mais inflige alors plus de dommages.

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## ***Light Infantry***

These are Archers, Imperial Archers, Huntress' of the Dawn, Huntress' of the Sun and Gunners. Light Infantry are lightly armoured and carry missile weapons: bows, or primitive muskets. Light Infantry are good at skirmishing: firing, backing away if enemy troops get too close, and firing again. They can defeat Heavy Infantry, and Light Cavalry (as firing from the back of a horse lowers accuracy, damage and range). They cannot Skirmish if in Formation, but they have enhanced damage.

## ***Heavy Cavalry***

These are Knights, Battle Riders, War Riders, Holy Warriors, and Imperial Knights. Usually heavily armoured, mounted on powerful warhorses, and armed with hand-to-hand weapons. Heavy Cavalry cannot attack Heavy Infantry head-on and expect to succeed because horses will not force themselves onto the sharp points of the infantry weapons, so it is best for Heavy Cavalry to attack Heavy Infantry in the flank or rear.

As Heavy Cavalry usually have high hit points, and can move faster than foot Units, they are best used against Light Infantry, (Archers and Gunners). Light Cavalry, who are as fast as Heavy Cavalry, can back away and shoot constantly, eventually wearing Heavy Cavalry down. Try not to use your Heavy Cavalry against Light Cavalry or Heavy Infantry (unless you can charge them in the flank or rear). Heavy Cavalry are also the most effective Unit to use against Siege Weapons.

## ***Light Cavalry***

These are Mounted Archers, Dragoons and Javelineers. Light Cavalry are lightly armoured, and carry missile weapons: bows, javelins or primitive muskets. They are good at skirmishing: firing, and backing away if enemy troops get too close and can defeat Heavy Infantry, and Heavy Cavalry, but can be neutralized by Light Infantry (firing from the back of a horse lowers accuracy, damage and range compared to firing on foot).

## ***NON-MILITARY UNITS***

### ***Reconnaissance Units***

Scouts are very useful Units; they have a very good sight range and can travel virtually anywhere on land, If stationed in towers, on top of hills, and at strategic points they can detect incoming forces. They can

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be used with attack formations, to scout out enemy dispositions in advance. The Trading Post also has a good sight range to reflect the fact that all sorts of people meet at a Trading Posts and exchange useful information.

## ***Siege Weapons***

Trebuchets, Mangonels, Bombards, Battering Rams, and Siege Towers are 'Siege Weapons'. Trebuchets, Mangonels and Bombards are all good at destroying buildings, but are less effective against units. The Battering Ram can also destroy buildings but has to be moved right up to them. The Siege Tower can be garrisoned with troops. When it is moved up to a wall, the troops will be able to get out on the other side of the wall.

Some demonic units are also siege units. The Behemoth can smash buildings as well as units with it's hammers, and the Fomorian can fire huge rocks through the air to batter buildings to rubble.

## ***Demonic Units***

'Demonic' Units (Spider Demon, DeathWyrn, Gibbering Horde, Behemoth, High Priestess, Succubus, Fomorian and Abaddon) are Pagan beasts, summoned or spawned to serve their masters. Demonic Units usually have special powers and abilities, but all are vulnerable to 'Banish', 'Exorcism' and 'Holy Fire' commands, powers associated with Priests, Bishops and Inquisitors.

## ***Special units***

Spy, Sapper, Succubus, Priest, Bishop, Inquisitor, Abaddon, and the Archangel, Sword of God are all Special Units with unique powers and abilities. Refer to the online manual and the Building Tree Chart for details.

## ***FIRE***

Buildings and walls can be set on fire. Fire will spread to nearby buildings and walls, so it can be devastating, and entire towns can be burnt to the ground. Flaming arrows, Greek Fire, Trebuchets, and Rocket Launchers can set things on fire. Barbarians, Mercenaries and Spies can also commit acts of arson and set fire to structures. You can use Peasants to extinguish fires and you will hear a warning if one of your buildings or walls is set alight.

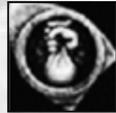
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## SHIPS

There are 4 ships types – Cog (transport), Corsair (fires arrows), Carrack (has a Mangonel on board) and the Galleass (fires Bombards). You need to research various upgrades to build the more powerful ships.

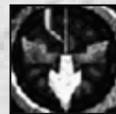
### Repairs

If you have a damaged ship hover the mouse pointer over a Dock and the icon will change to the Docking Icon



right-click and the ship will dock and repairs will begin.

### Boarding And Disembarking



Select a Unit, and pass the mouse pointer over a Cog (a small transport ship). The cursor will change to the Board icon, right-click on the Cog to order the Unit to embark on the ship. Alternatively, you can select the Board Vessel icon on the Cog and then right-click on a Unit. The Cog and the Unit will both move to the nearest shore, and the Unit will embark.

To disembark from a Cog, manoeuvre your Cog to the shore and, when the 'Disembark' icon appears as a command on the Cog, you have found a proper disembarkation point. Select this icon and the Units on board will disembark. Cogs can have a carrying capacity of 20: Infantry are 1 point, Cavalry are 2, Siege Weapons (Trebuchet etc) and Pagan Beasts (Behemoth, Rock Thrower etc) count as 5 points.

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## GARRISON



Most Units can be garrisoned in Towers, Forts and Gatehouses. With a Unit selected, simply move the mouse pointer over a Fort, Tower or Gatehouse, and it will change to the Garrison icon (right-click to enable). All missile Units can fire out of Towers, Forts and Gatehouses; Scouts can use their extensive sight when garrisoned and Spies can detect other spies. Units inside a Fort, Tower or Gatehouse cannot be harmed until the building itself is destroyed and then the garrison is vulnerable to attack once more. Note that Forts will not fire unless they are Garrisoned.

## UNIT INTERACTION



Units can sometimes talk to other characters, buildings and objects in the game. With a Unit selected, if you pass the pointer over an object in the game, and the pointer changes to a speech bubble then click on that object to see a text box, showing relevant information.

## CONVERTING MILITARY UNITS TO PEASANTS



You can convert certain Units into Peasants. With the Unit(s) selected, simply pass the pointer over the nearest Village, and it will change to the Convert icon (right-click to enable). The Unit will go to the Village, and become a Peasant (this is a permanent change).

## CONVERTING PEASANTS TO MILITIA



If you have completed the Militia upgrade, you can convert Peasants into Militia. Select a Peasant, click on the Conscript Peasant into Militia icon, and send him/her to a Village or Manor, and he or she will change into Militia. Militia can be converted back into Peasants in exactly the same way. They will even return to the old jobs they were performing before being converted! In desperate times, you can also convert all your Peasants into

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Militia (and vice versa) by selecting a Manor, and clicking on the 'Conscript all Peasants into Militia' icon. All Peasants will converge on the Manor, and be turned into Militia.

## ***ACTS OF GOD***

If you have completed the relevant upgrades, Acts of God will be available at the Cathedral but will require 'Piety' to be used. Piety slowly builds up as a Charge Bar at the Cathedral, when this is full, select an Act of God, and right-click on the area of the map where you want to inflict the Act of God. Priests, Bishops and Inquisitors who have been assigned to pray at the Cathedral will speed up the generation of Piety.

## ***PRAYER***

Bishops, Priests and Inquisitors can be assigned to pray at Churches, Cathedrals and the Archangel Statue. Simply select a Bishop, Priest or Inquisitor and right-click on the building you want them to pray at. Praying at a Church makes nearby Peasants more efficient, praying at a Cathedral speeds up the regeneration of the Piety required to launch Acts of God. Praying at the Archangel Statue hastens the summoning of the Archangel (assuming you have started the Summoning). Inquisitors are better at praying than Bishops, who, in turn, are better than Priests.

## ***SACRIFICE***

Summon Fomorian, Summon Abaddon, Sacrifice for Blessings of the Goddess or and Witch Hunt can all be hastened by sacrificing peasants at the relevant building.

## ***FOOD CONSUMPTION, UNIT SUPPORT AND POPULATION LIMIT***

Every Unit in the game (apart from Undead Legion, Mercenaries, Abaddon and the Archangel), consume food over time. There is a food support bar under the display showing how much food you have; the

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Green Bar shows how much surplus food is being delivered to your global stocks. The Brown Bar overlaid on the green bar, shows how much food is being consumed before it is delivered to your Global Stocks. If the bar is fully brown, you are consuming all the food, and your troops will start taking food from the Global Stocks. When your global stocks reach zero, they will starve and will lose hit points and efficiency. However, they will never actually die of starvation!

Each farm, with a peasant farming it, generates a certain amount of food. Upgrades, such as Heavy Plough, will increase output. You cannot have more Units (of all types) than your Population Limit (but this Limit may change during a single player Campaign Level).

## ***SUPPLY LINES***

Cogs and Carts can be manually set up to deliver along supply routes specified by you.

### ***Overland***

To set up an overland supply route, select the Village or Dock you want the resources to be picked up from, and then right-click on the target Village, Dock, Warehouse or Manor you want the resources to be delivered to. The Cart associated with the first Village will now deliver its resources to that target destination. There is a 'Clear Supply Routes' icon offered at the first Village that can be selected to return the Cart to its default delivery method.

### ***Over Sea***

To set up an overseas supply line, select the Dock you want the resources to be picked up from, and then right click on the Dock you want them to be delivered to. Then you must select a Cog, and assign it to the first selected Dock. The Cog will then automatically travel from Dock to Dock, picking up and delivering resources. Use these methods to set up supply lines, that can get resources from distant islands back to your central Manor.

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## RESOURCES

There are three resource types in Warrior Kings: Food, Material and Gold.

### GENERATING YOUR RESOURCES

#### Food

Food is harvested by ordering Peasants to Farm (see above), it is then taken by the Peasant to the Village, a Cart can then be ordered to take the Food to the nearest Warehouse or Manor building. Farms produce enough food to feed a number of Units and if food production is not sufficient to support your Units the food income bar (on the right of the Top Menu Bar) will 'go into the red'. You may not be able to create new Units, and your existing Units may starve and may not be healed if wounded in battle.

#### Wood and Stone Materials

Materials are collected by ordering Peasant to Gather Materials. The Peasant will collect or mine resources from the source you selected (e.g. Trees/Rock Outcrop) and return them to the nearest Village. Materials are used to build all structures and some Units, with Stone yielding double the amount of Material than Wood.

#### Gold

Gold is used to create Advanced Units, to Upgrade Units and to give to or trade with people you encounter. Gold is generated from Shops by assigning Peasants to 'Trade at Shop' (start to sell Material). A Peasant assigned to Commerce automatically picks up an amount of Material from your Global Stocks and returns to his/her Shop. The material is converted to Gold at the Shop, and the Peasant then takes the Gold to the Manor or Palace. He/she will continue to do this until there is no more Material at the Manor/Palace or until you instruct the Peasant to stop. You can also look out for natural outcroppings of Gold on the landscape. If you are lucky enough to find some, Gold can be mined from there just like Stone. The Gold will be taken to the Village, where it is stored and then delivered to the Palace/Manor by a Cart. Merchants can also shop, and they are twice as efficient as peasants at generating gold. Merchants can also trade at the Trading Post and generate gold. Also, they do not use up Materials when trading at the Trading Post. Merchants can also be assigned to enemy or allied trading posts, where they will generate even more gold.

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## GLOBAL STOCKS

Resources must be delivered to your Palace, Manor, Keep or Castle or a Warehouse before they are added to your global stocks and become available for use.

## SACKS

If an enemy destroys a Supply Wagon, Cart, Manor, Keep, Palace, Castle or Warehouse, any resources stored there will appear as sacks on the ground and are free for anyone to pick up by selecting the command 'Pick up Resource Sack'. Sacks will often exceed the carrying capacity of individual Units, so Peasants will take what they can carry and then return to pick up more (like any other resource gathering).

## UNITS, UPGRADES, BUILDINGS AND RESEARCH

For detailed information of the different types of units, buildings, upgrades and their costs, refer to the full manual provided with your CD, and to the Pull-out Chart in the game box.

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Alkis Alkiviades at the Write Stuff

Additional thanks to everyone else who has helped Black Cactus develop this project

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## NOTES