

# PowerMonger™

## Command Summary Card

### Welcome

The manual included in your package was written as a general guide to all versions of *PowerMonger*; however, certain features in the IBM version may differ slightly from those described in the manual. Please see *Amendments To The Manual* in this Command Summary Card for information specific to the IBM version.

### Installing PowerMonger On A Hard Drive

To play *PowerMonger* you need a hard drive and a minimum 560K of memory. The program will *not* let you install *PowerMonger* unless you have at least 560K memory free. If you're playing in VGA 256 mode, your hard drive must have a minimum of 2.4 MB of free space on it — in any other mode you need at least 1.2 MB. Your system must be running on DOS 3.3 or higher.

#### To install PowerMonger:

1. Insert the Install PM 1 disk into drive A or B.
2. If you inserted Install PM 1 in drive A, type **A:** and press **Enter**. If you inserted it in drive B, type **B:** and press **Enter**. Note: You *must* switch to the floppy drive before you execute the INSTALL command — you *can't* simply type A:INSTALL or B:INSTALL.
3. Once you've switched to the drive containing Install PM 1, type **INSTALL** and press **Enter**. The Configuration Screen appears.
4. The onscreen options let you configure *PowerMonger* to your computer. Use the **up** and **down cursor keys** to highlight an option, and then press **Enter**. The various settings for the option appear. Highlight the new setting and press **Enter** again. If you have a mouse you can simply point to an option or setting and click the left mouse button to select.

## Option

## Settings

Graphics	Choose EGA, VGA 16 Color, or VGA 256 Color.
Sound FX	Choose MT 32, LAPC-1, Sound Blaster, Adlib, PC Speaker, or No Sound. If you have a CM32L or CM64 module, select LAPC-1 as your setting. Note that sound effects are not available for the Roland SCC1 card.
Music	Choose Roland, Adlib/Sound Blaster, PC Speaker, or No Music.
Mouse	Choose Microsoft Mouse or High Resolution Mouse.
Mouse COM	Choose the port the mouse is plugged into: COM 1 or COM 2. If you're not using a mouse at all, choose No Mouse Used.
Drive	Choose the drive you want the game located on: C:, D:, E:, F:, or G:.
Directory	The install program automatically creates a directory and places the game in it. The default <i>name</i> for this directory is POWER; its default <i>location</i> is at the root level of your hard drive. If you like, you can change the name and/or location of the directory. Select <b>Directory</b> , type a new name and path for the game, and press <b>Enter</b> .

5. Once you've configured the game to your computer, highlight **Continue** and press the **spacebar**. You'll have to swap disks from time to time.

**Note to 3.5 inch disk users:** Depending on which graphics mode you select, you may not need to use all of the disks during installation.

## Playing From A Hard Drive

### To play PowerMonger:

1. Boot your computer as you normally would.
2. If you have a Microsoft™ compatible mouse, make sure that the driver is loaded.
3. Switch to the drive you installed the game on. For example, if you installed the game on the C drive, type **C:** and press **Enter**.
4. Type **CD\** and the path to the game. For example, if the game is in POWER (the default name of the directory), you'd type **CD\POWER**. Press **Enter**.
5. Type **PM** and press **Enter**. The game loads, followed by an animated introduction to the game. To continue and go straight to the game, press the **spacebar**.

## Control Devices

For the most part, you control the game by moving a pointer to an option and selecting it. If you have a mouse, this is simply a matter of pointing and clicking. If you don't have a mouse, you can move the pointer using the keypad. Once the pointer is over an option, press **Enter** to select.

Most options also have a keyboard equivalent — a keystroke that serves as a "shortcut" for pointing and selecting. You'll find all the keyboard equivalents under *Keyboard Commands* in this Command Summary Card. Even users with a mouse will probably find that the most effective way of playing is to use *both* control devices.

## Saving Games

1. Click on the Options symbol or press **O** on the keyboard. The Speed/File/Game box appears.
2. Select the **File** button. The Load/Save box appears.
3. Select the file button with the letter you want to save the game under (**A - H**). Make sure the button you choose is highlighted green.
4. Select the **Save** button.

## Loading Games

There are two ways you can load previously saved games. You can use the Option Screen *before* the start of a game, or you can use the Option symbol from *within* a game. Note that the only way to save your progress within a game is by using the Option symbol.

### From the Option Screen:

1. When the Option Screen appears, select **Continue Conquest**. The File box appears.
2. Click on one of the file buttons (**A - H**). Make sure the button you choose is highlighted green. The game loads automatically.
3. When the Map appears, select the next territory you want to conquer.

### From within the game:

1. Click on the Option symbol or press **O** on the keyboard. The Speed/File/Game Screen box appears.
2. Click on the **File** button. The Load/Save box appears.
3. Click on one of the file buttons (**A - H**). Make sure the button you choose is highlighted green.

4. Click on the **Load** button. You're returned to the game at the exact place you saved.

## Exit to DOS

First select the Option Symbol. When the Speed/File/Game Box appears, click on the Game button. Then click on Exit to DOS at the bottom of the box.

## Amendments To The Manual

### Copy Protection (p.5)

In the IBM version, you can click on the arrows to enter copy protection answers (as stated in the manual) OR simply type in copy protection answers from the keyboard (*not* the keypad). Note that you can't *delete* numbers using the keyboard — if you enter an incorrect digit, just type **0** to fill up the available spaces and then enter the number again.

Once you've entered the correct number, select **OK**.

### Sounds (p.11)

You need a Sound Blaster card or compatible to hear the digitized sounds mentioned in the manual.

### Game Speed (p.12)

This works slightly different than how it's described in the manual. The closer the slider is to the left, the more game turns are processed between each screen update. If you have a slow machine, this should help the game progress quicker.

The closer the slider is to the right, the slower the frame rate for the whole

game. If you have a fast machine with a fast graphic card, you may want to slow the game down to give you some thinking time before being overrun by computer armies!

The default position is in the middle, suitable for most machines.

### The Medals (p.25)

In the IBM version, Captains have red medallions instead of medals. You can click on the medallion to see a Captain's Status Box. This box functions just like a Query Box but with some extra features:

1. If the Captain is inventing, the item he is working on appears in the Job field.
2. Surplus is the amount of extra equipment your captain is carrying that cannot be distributed to your troops. For example, troops cannot carry a cannon, pots, or more than one bow each.
3. "Troops Using" tells you exactly what your men are carrying.

### Disabled Features (p.33)

All load and save features are disabled during two players games, as is **Select Map**. If you want to change maps, press **Shift-Esc** to quit two player mode, select the map you want to play and then reconnect.

### Computer Opponents (p.33)

This option is only available in two player Random Map games. To utilize it, one player selects a Random Map to play. Both players then connect, making sure to switch the correct Computer Opponents on/off.

### Additional Notes On Quitting Two Player Games

Once you're connected, either player can quit a two player game by pressing **Shift-Esc**. Also, if you are experiencing any communication problems and one or both of your computers has frozen, press **Shift-Esc** to return to

single player mode, and then check your cables or modem for faults.

Note: PCs and Amigas cannot be linked in order to play *PowerMonger*. You can only link an Amiga with an Amiga or a PC with a PC.

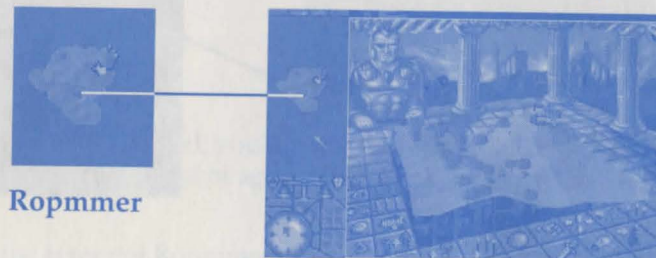
## PowerMonger Tutorial

This tutorial is designed to take you through the first two landscapes of *PowerMonger*, pointing out and explaining many of the options along the way.

- Load the game and type in your name at the prompt. Choose **Start New Conquest**.
- Pick the first territory in the upper left corner of the Map Selection Chart. A red square will appear around this territory. To select it, point the cursor at it and click the left mouse button or press **Enter**. This is the only territory you can pick — once you've conquered it, it's marked with a dagger, and you can then attempt to conquer territories next to it.

This first territory is a small island. You and your group of followers start in the Northeast section of the island; there are two small towns — one in the south and the other in the northwest. The towns are the flat, grey areas on the Overview Map.

- To look at the southern town, Ropmmmer, move the pointer to the town on the Overview Map and click the left mouse button or press **Enter**.



It's a typical Powermonger town: a small group of buildings, with people busily going about their lives. This town is near the sea, so most of the people there are fishermen. They wear blue shirts, unlike your men who wear white.

- Select the Query symbol in the lower part of the screen so it is highlighted, and then click on one of the buildings in the town.

A Query Box appears, telling you the name of the building you clicked on, what town it's in, which couple live there, which ruler the town belongs to, how much food is in the town, and — most importantly — how many people live there.

If a Query Box is blocking your view of the game, you can move it out of the way. If you have a mouse, simply point at the bar at the top of the window, hold down the left mouse button and drag the window to a new location. If you're using a keyboard, press **Shift-Tab** to move the pointer to the top bar of the Query Box. Hold down **Enter**, and then press any of cursor keys to move the window.

- Notice that Ropmmer only has ten men in it. Close the box by selecting the check mark in the upper right corner or pressing **Esc**. (If any other boxes popped up, close them too.)
- Click on the red medallion on your Captain's chest, or simply press **Shift - F1**.

Medallion



A Captain's Status Box appears telling you the name of the Captain, how much food he has and the number of troops with him. (There is other information, but we'll ignore it for now.) Notice that you have 26 troops with you so your force significantly outnumbers Ropmmer's population! Close the box by clicking the checkmark in the upper right corner or pressing **Esc**. Now, you're going to take over the village without killing the people who live there.

- Select the single sword to set your posture (level of aggression) to "passive."

Passive Posture



- Select the large sword symbol at the bottom.

Attack Command



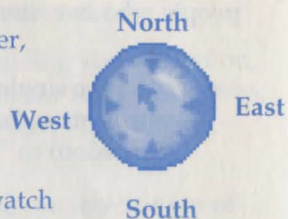
This is the Attack command; you are telling your men you want them to attack at the minimum level of aggression. Now, you need to tell them where.

- Select the center of Ropmmer.

- Move the pointer to your Captain (standing behind the Close-Up Map) and click the right mouse button, or simply press **Ctrl - F1**. This automatically shifts your view to your Captain's position on the Close-up Map.

The Close-Up Map will now follow your Captain as he travels. (When you want to clear this mode, click the left mouse button or press **Enter**.)

When your Captain and his troops get near Ropmmer, his troops will seek out all the people of the town and "convince" them to join your side. Since you clearly outnumber them, and are fully trained soldiers armed with pikes, you will eventually win. You might want to shift the Close-Up Map to watch the town battle more closely. Click on the zoom buttons to get a good viewing distance and click on the different points on the compass to shift the view.



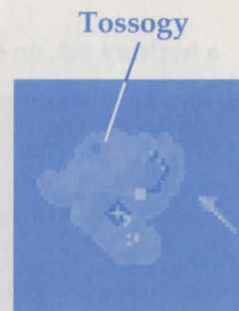
As each member of the town surrenders, they return to their home. When your troops have made a person surrender, they look around for other people to attack. Once everyone in the town has surrendered, you will have won the battle and your troops will come back and sit in a circle around you. Now when the people of Ropmmer venture out of their homes, they'll be wearing a white shirt instead of the blue one they wore before.

#### Notice the Conquest Balance at the left of the screen.

Once you take over a section of the population in a territory, the balance shifts to indicate the change. At the start of the territory, the balance was all the way to the left. Once you took over Ropmmer, the balance shifted all the way to the right which means that even though there's still another town (Tossogy) that's not under your control, you still control enough people in the territory to claim it as your own! Despite this, we'll take Tossogy over in the same way we took over the first town as anything less than total dominance just wouldn't be fitting for a Powermonger.



- Move the pointer to the northwest town on the Overview Map and click the left mouse button or press **Enter**.
- Select the Query symbol and click a building in Tossogy and you'll see that this town also only has 10 people in it. Your level of aggression is still set to "one sword", or passive, so just select the Attack symbol, and then select Tossogy.

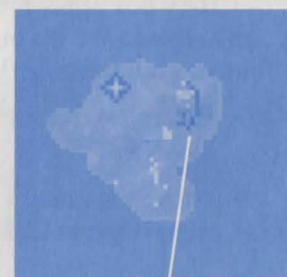


You and your troops will cross the landscape and attack Tossogy. On the Overview Map, you'll see a man in a red cloak that indicates your Captain's position. After a short fight, your troops will win, and you now control the entire territory.

- Select the Option symbol, and then select the **Game** button.

In Powermonger, when you have control of a territory, you retire from the battlefield. The people in the territory continue to live their lives, but you and a small group of soldiers move on to get control of more land.

- Select the **Retire** button and a screen will appear heralding your victory. Click the left mouse button or press **Enter** to continue.



Captain

That's the first territory. This tutorial will end with a brief look at the second.

- Select **Continue Conquest** and the Map Selection Chart will appear.

Notice that the first territory now has a dagger in it, indicating that you have control of it. Move the cursor arrow to a section of the map to the right of the first territory. If you point to the territory you have conquered, it's surrounded by a yellow square; if you point to a territory that you can attempt to conquer next, it is surrounded by a red square. If you can't reach

a territory yet, no square surrounds it.

- Select the territory to the right of the first one.

This is a slightly larger island, with several towns on it. Most of them have fewer people in them than you have with you. However, there is one really big town.

- Move the pointer to the Capital on the Overview Map and click the left mouse button or press **Enter**; now select the Query symbol.
- Once the Query symbol is highlighted, select one of the buildings.



A Query Box appears and tells you, among other things, how many people are in this town. It's big — there are 34 people there. You're outnumbered, but you can increase the size of your army.

- Select the checkmark in the upper right of the box to close it, or simply press **Esc**.
- Move the pointer to your Captain and click the right mouse button, or simply press **Ctrl - F1** — this returns your view to your Captain.
- Scroll the Close-Up Map to the North (select on the North compass arrow five times).

There is a small town there called Finbeth. If the Query symbol is still highlighted, click one of the buildings and you'll learn that this town only has 10 people in it.

- Set your aggression to passive and attack Finbeth.

You will see your men come into view and fight the people in the town. After a short battle, Finbeth is yours.

Now you can use the resources of the town to increase your army. First, get all the food in the town.

- Set your aggression to Aggressive.

Aggressive Posture



- Select the "Get Food" symbol.



Get Food

- On the Close-Up Map, move the pointer over Finbeth and click the left mouse button or press **Enter**.

You and your troops will go into town and get all the food there. You can tell at a glance how much food your Captain has by the blue bar over his head.



You've grabbed a lot of food, and now it's time to increase the size of your army.

- Select the Get Men symbol.



Get Men

- On the Close-Up Map, move the pointer over Finbetth and click the left mouse button or press **Enter**.

Because you were still set at "high aggression" you gave the command to get ALL the men in Finbetth. The red bar over the Captain's head indicates how many troops he has with him. If you select his medallion, you will see that you now have 30 or more people in your army. This is better, but it's still not enough to outnumber the people of the Capital to the northwest.

Here, we leave it to you. Use your army and what you know about the game so far to gather a big force, and attack the Capital. Once the Conquest Balance has shifted completely to the right, you will have conquered the territory.

Here's one important idea to know:

The three Posture (level of aggression) commands modify whatever command you give after it. Think of them as "Some/Half/All", respectively.

If you attack with one sword highlighted, it is an attack to subdue and "persuade" the people you attack to join your side. If you attack with two swords highlighted, it is an attack which uses violence to convince people as necessary. Some may die during your attack. If you attack with three swords highlighted, it is an attack to wipe out as many people as possible.

It works similarly for the other commands in the game. If you have one sword highlighted and click "Drop Food", your captain will drop some of the food he is carrying. If you have three swords highlighted and click "Drop Food", he will drop all food he is carrying. And so on.

## Keyboard Commands

### Map Selection Chart

Scroll Page Up

Up Cursor (↑)

Scroll Page Down

Down Cursor (↓)

### General Commands

Move Between Options in Game Box

Shift - Tab

Select Option

Enter

Move Pointer to top bar of a Query Box

Shift - Tab

Close All Boxes

Esc

Quit Game

Ctrl - Q

Sound On/Off

Grave (`)

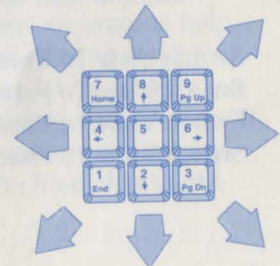
Quit Out Of Two Player Game

Shift - Esc

### Pointer and Map Movement — Small Increments

Press a key on the Keypad to move the Pointer in the direction indicated.

- Hold down **Shift** and press a Keypad key to move the Pointer in larger increments.
- Hold down **Ctrl** and press a Keypad key to scroll the Overview Map.
- Hold down **Alt** and press a Keypad key to scroll the Overview Map in larger increments.





## Command Keys

Passive Posture	1
Neutral Posture	2
Aggressive Posture	3
Query (?)	Shift - / (?)
Get Food	F
Drop Food	Shift - F
Supply Food	Shift - S
Equip	E
Drop Equipment	Shift - E
Attack	A
Invent	I
Get Men	G
Send Captain	M
Derank Men	Shift - D
Trade	T
Home	Shift - H
Transfer Men	X (Xfer)
Spy	S
Alliance	P (Pact)
Options	O
Select Captain	F1 to F6
Select Captain Medallion	Shift - F1 to F6
Follow Captain View	Ctrl - F1 to F6
(Click on any symbol or press Enter to turn off Follow Captain View)	
Switch View To Contours	F7
Switch View To Forests	F8
Switch View To Towns & Roads	F9
Switch View To Food	F10

Move Between Maps	Tab
Left Mouse Button Equivalent	Enter
Right Mouse Button Equivalent	plus (+) (numeric keypad)
Zoom In	comma (,)
Zoom Out	period (.)
Zoom In (Large Increments)	Shift - comma (,)
Zoom Out (Large Increments)	Shift - period (.)
Rotate Left	[
Rotate Right	]
Rotate Left 90°	Shift - [
Rotate Right 90°	Shift - ]

## Credits

Designed and developed by Bullfrog Productions Ltd.

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Associate Producer: John Roberts

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Game Testing: Jason Whitely, Matthew Webster, Rupert Easterbrook

Product Manager: Ann Williams

Special Thanks to: Jeff Haas

Quality Assurance: Chris Johnson, David Costa

## PROBLEMS WITH THE GAME?

If you are having a problem installing or playing the game, we want to help. First, please make sure you have read the installation and start-up section of your manual thoroughly, and make sure you have at least 2.4 megabytes free on your hard drive for VGA, or 1.2 megabytes for any other graphics mode. If you have followed the directions in the documentation, and are still having trouble installing or operating the software, here are some hints that might

help solve the problem. Before attempting any of the following suggestions, please make sure you are familiar with the DOS commands being used. Consult your DOS manual for more information.

### TSRs/Device Drivers/DOS shells

TSR stands for Terminate Stay Resident. A TSR is a program, like SideKick® that automatically executes itself when you start up your computer from a hard drive. They are generally installed in your *autoexec.bat* file. Device Drivers and DOS shells also are loaded automatically. They are usually installed in your *config.sys* file.

These TSRs or Device drivers sometimes interfere with games, or take up valuable memory the game may need, and it is generally recommended that you not run any such programs, device drivers, or shells when attempting to install or play a game.

### DOS Boot Disk

If you are having trouble installing, experiencing unusual lockups, or other problems, we suggest you try starting up your system with a DOS Boot disk. Here are the steps for creating a DOS boot disk. Please follow these steps exactly.

1. To create a DOS disk you will need a blank disk the same size as your A: drive.
2. Type **C:** and press **Enter**.
3. Place the blank disk into drive A:
4. Type **FORMAT A: /s** and press **Enter**. Note: If you are formatting low density disks on a high density drive, use the following commands:

5.25 inch low density disk: **FORMAT A: /s /n:9 /t:40**

3.5 inch low density disk: **FORMAT A: /s /n:9 /t:80**

You will be prompted to insert a blank disk into drive A. Do so if you haven't. Press the **Enter** key when you are ready.

5. Once the disk is finished formatting you will be asked whether you wish to format another or not. Answer **N** and press **Enter**.
6. You now have a DOS boot disk. You can start your computer from this disk by inserting it into the A: drive and restarting your machine. Your computer will boot up to the A: prompt. This boot disk bypasses the *autoexec.bat* and *config.sys* on your hard drive and starts up your computer in as clean a DOS environment as possible. Try re-installing the software if you were having trouble doing so, or try starting the software from the drive and directory you installed to. If the software you are trying to run requires a sound driver or mouse driver, don't forget to execute those before starting your game.

### Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support  
P.O. Box 7578  
San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

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