

Battle of the Mages

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machine, *Battle of the Mages* will run in monochrome only.

Appendix

Acknowledgements

Thanks go to Wizard Prang, Trygve Henriksen and Kevin Staden for their assistance in testing this software and for their suggestions for its improvement.

Contact

Battle of the Mages is the result of many hours of work. If you enjoy the game, or you have suggestions for future improvements, feel free to contact the author. His email address is:

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You can also get more information about the game from its web site. On the web site you will find hints and tips on playing games and creating scenarios. There is also news about new developments, including any update patches that may be released. You will also find extra game materials to help you play the game. The address is:

<http://mages.snigfarp.karoo.net/>

Battle of the Mages is the third game in the *Strife* series of strategy games for Psion pocket computers. The other games are *Strife*, and *War In Ancient Times*. Their web sites are:

<http://strife.snigfarp.karoo.net/>

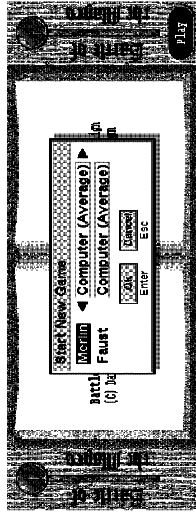
<http://ancient.snigfarp.karoo.net/>

Happy gaming!

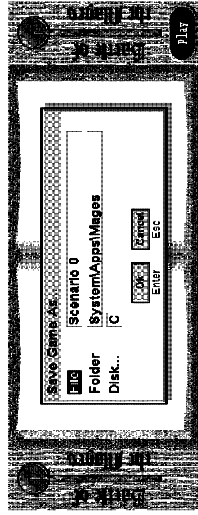
About This Manual

The rest of this manual is split into two tutorials, with a brief appendix section at the end. The first tutorial shows you how to play the game. The second tutorial shows you how to create your own campaigns for use with the game.

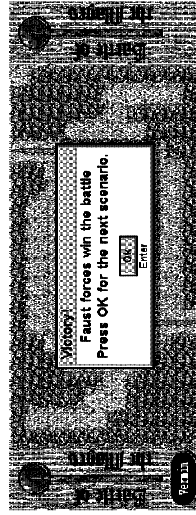
on both sides to provide a demonstration game.



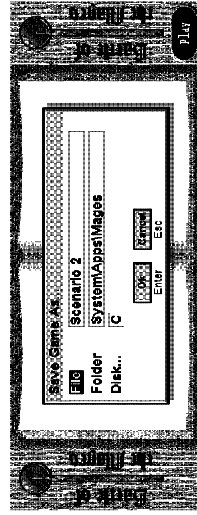
From the title screen, start a new game and set both players to *Computer (Average)*. Press *Ok* to go to the introduction for the first scenario.



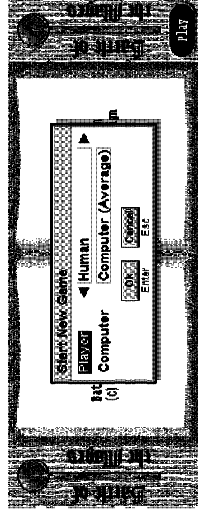
Before watching the game, save it as *Scenario 0* using the *Save Game As...* option on the *Game* menu. It may seem odd to save at this point, but you're going to play the first scenario ten times, and loading a saved game is slightly quicker than starting a new one.



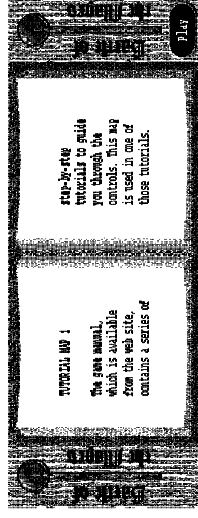
Once the game is saved, press *Play* to start the demonstration. Eventually, one side or other will win the scenario, as shown above. Make a note of who won, and press *Ok* to progress to the next scenario.



If the winner is Merlin, save that game at this point under the name *Scenario 1*. If, as in the example above, the winner is Faust, save the game as *Scenario 2*. Then reload the saved game *Scenario 0* for the next repetition of the test. You only need save the first game each player wins.

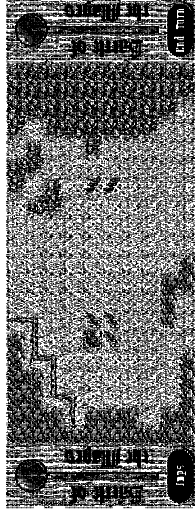


At the bottom right of the title screen is a *Play* button. Click on this to start a new game. A dialog box should appear headed *Start New Game*. In the tutorial campaign the wizards are imaginatively named *Player* and *Computer*. The dialog box shows that *Player* is controlled by a human player, while *Computer* is controlled by the computer, running with average intelligence. We want to leave this as it is, so press *Ok*.

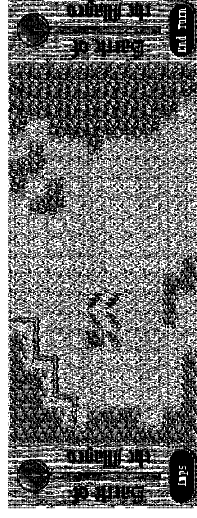


The game then starts, with the introduction screen for the first scenario. A scenario can be thought of as a single battle, complete with its introduction screen. This introduction is not particularly interesting. When you have read it, tap the *Play* button at the bottom right of the screen.

Tutorial Map 1: Moving and Attacking

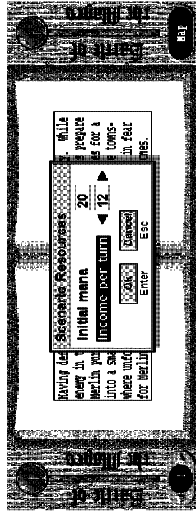


The map that appears shows a battle in a clearing between some hills on the left, and a forest on the right, with a river near the top left of the map. The forces are somewhat uneven, with your white forces on the left and the computer's grey forces on the right.

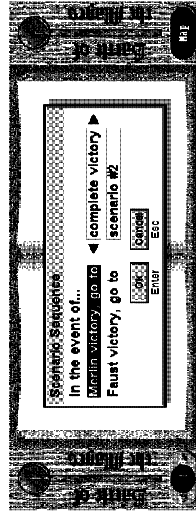


Sometimes the computer will take the first turn: this is completely random. If this

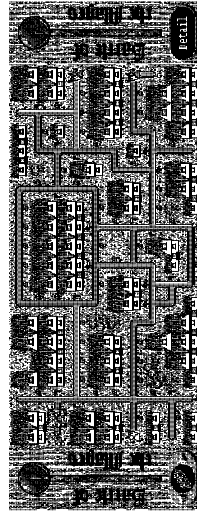
for the resources.



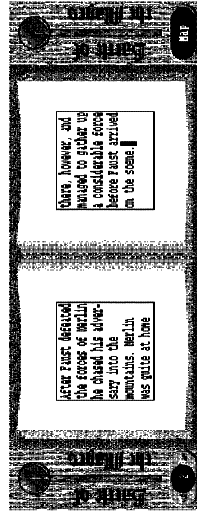
Although the second player has two wizards, there is only a single quantity of resources. When the resources are plentiful enough, as in the example above, there is still a big advantage to having two wizards. If mana is saved up, a large force can be created much more quickly. Twice as many units can be healed in any turn. Tap on OK and move on to the scenario sequence.



In this example, the second victory in a row by Merlin will give him victory in the whole campaign. But a victory by Faust will pass the game on to scenario #2. Now it is time to draw the map.

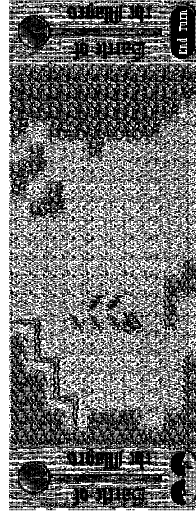


This map shows how buildings fit together. Unlike some other types of terrain, care needs to be taken with houses to ensure that the results look good. Not all house shapes fit together very well. You will need to experiment to see what looks good and what does not. The map above contains various configurations of roads and houses, showing the sort of buildings you can construct from simple huts to large town houses.



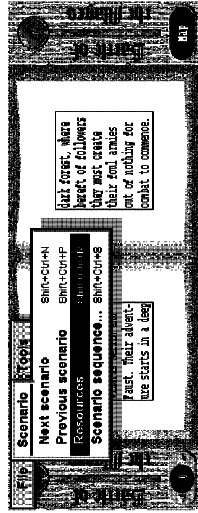
this: *Quick/Stupid* and *Slow/Intelligent*. The initial setting is *Quick/Stupid*, which the name accurately describes as quick. However, units will not always find their way around obstacles on the battlefield. Far more reliable is the other setting, *Slow/Intelligent*. This will, where possible, find its way around even a complex labyrinth to get to its destination. However, as you move each unit there is a slight delay while the unit's best route is calculated, which you may find irritating. For the purposes of this tutorial let us just put up with the delay: select the *Slow/Intelligent* setting and press OK.

Now you can try out the intelligent movement. Select the single unit at the back of the group by tapping on it with the stylus. It will turn black. Now attack the enemy two squares to the right by tapping on that enemy unit. After the slight delay already described, your unit will step around the colleague in front of it and attack. The enemy will briefly flash white. Now you can attack with the other three units but first, let us look at another option which will help you in your strategy. At the bottom left of the screen is a button with the word *Imps*. This tells you that the currently selected unit is a unit of *imps*. If you tap on this button, the display changes.

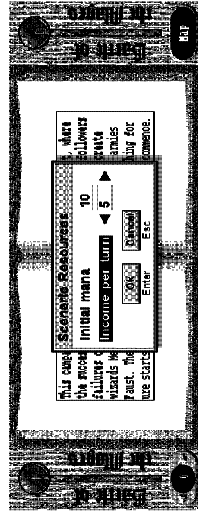


Now in place of the *Imps* button there is a pair of moon-shaped dials. The *h* under one refers to *hit points*, and the *m* under the other refers to *movement points*. Let us consider the hit points first. This is a measure of your unit's health. The hand currently points to the right of the dial, showing that the imps are fully healthy. As your units are attacked, their health will decrease and the hand will move towards the left of the dial. The hand on the dial indicating your unit's movement points is already pointing to the left, showing that the unit has used all its movement points this turn. Attacking an enemy will always use up all a unit's movement points, which is what has happened here. Unlike hit points, movement points are always replenished in full each turn.

If you tap on the unit at the top of your group, you will see that only a small part of the unit's movement points have been used: imps are fast and can move far in a turn. As there are plenty of movement points remaining, you can use this unit to attack the enemy unit nearby: just tap on the enemy after selecting your unit and you will see the enemy flash white. The two units in the middle of your group have not moved or attacked yet: select each one in turn and attack the enemy unit to the right of it. When all your units have attacked, tap the *End Turn* button to allow the computer to move.



As you will know from playing through the tutorial campaign, wizards need mana to summon creatures and heal injuries. Each scenario has its own settings for how much mana the wizards start with, and how much they gain each turn. Tap on the menu icon on the silk-screen, and select the *Resources...* option on the *Scenario* menu.



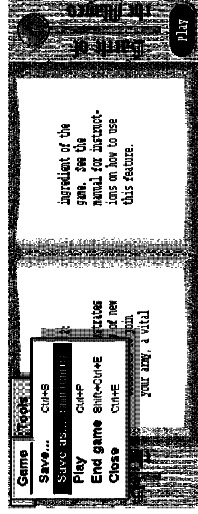
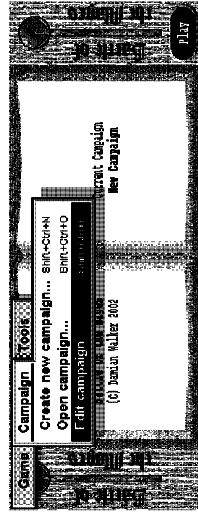
The dialog box that pops up has two settings: *Initial mana* and *Income per turn*. These are self-explanatory, but take note that as mana is added at the start of a player's turn, on a player's first turn they will see a total of the two figures.

Testing the Scenario

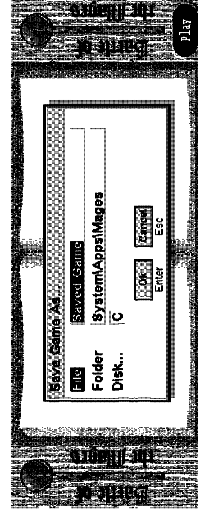
For the time being, let us treat this as a single-scenario campaign. Because you have not stated otherwise, whoever wins the first scenario will win the game. It is time to test the scenario to see how it plays. Choose *Close* from the *File* menu, and the campaign will be saved. Back at the title screen, you will notice that the current campaign is now *New Campaign*. To play it, just tap the *Play* button at the bottom right and choose your opponent. Have fun!

Another way to test your scenario to see if it is balanced, is to set up a demonstration game with both wizards controlled by the computer. If you play a number of games and keep track of how many times each wizard wins, you can get an idea about whether the scenario is biased towards one side or another. This is particularly useful when you are trying out scenarios with different forces for each side (for instance, one player with a few dragons against the other with swarms of imps).

Adding More Scenarios

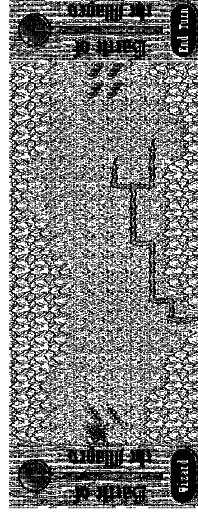


Once you have finished a scenario, you will see the introduction screen for the next scenario, and you can save your game. This allows you to continue at a later date. It also allows you to return to this scenario if you lose the campaign, instead of having to play the whole campaign through from the beginning. Now is a good time to save your game, so tap on the menu icon on the silk-screen and select *Save As...* from the *Game* menu.

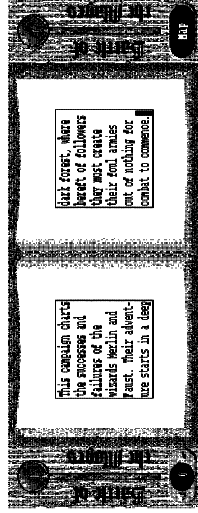


The *Save Game As* dialog box will appear, asking you for a filename and location in which to save the game. *Saved Game* is as good a filename as any, and it is recommended that you save your game in the suggested folder, along with all the other files for the game. When you're happy with this tap the *Ok* button and the game will be saved. Now you can tap *Play* and progress to the second map.

Tutorial Map 2: Summoning Creatures

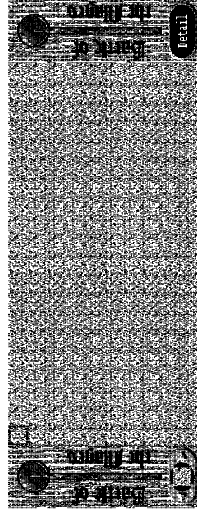


The second scenario puts you in a mountain pass, through which runs a river or stream. This time the starting forces are different: you have only two imps, while the computer has four. But you have another unit, the wizard. Wizards have the ability to summon creatures, an ability which you will use in this scenario to supplement your forces and overwhelm the enemy.

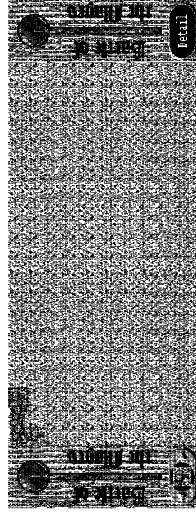


The text above is a good example of what you might want to write as the introduction to a scenario. Remember, the introduction to the first scenario also acts as the introduction to the whole campaign, so the wording should reflect this. It is not necessary to fill all of both pages, but the introduction looks more balanced if you do and, when you look at the size of the introduction above, there is not a lot of room to fill. Type in the text above just to get a feel for the editor, before you progress to other parts of the scenario design. Once the text is entered, tap on the *Map* button at the bottom right of the screen.

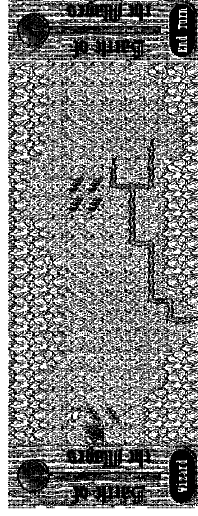
Drawing the Map



The map, like the introduction page, starts out blank. The most basic type of terrain is grass, and this fills the map. At the bottom left is a button consisting of two arrows and an icon, currently showing grass terrain. This indicates that if you tap on the map now you will draw grass: not very useful since the map is full of it already.



The scenario introduction mentions a deep dark forest, so the appropriate terrain to start with is trees. Tap on the right arrow of the button at the bottom left of the screen, until a tree appears in it. Then tap on a few squares at the top left of the map, to draw a few trees. Notice how the trees join seamlessly together as you dab forest on adjacent squares, as in the screen shot above. You can draw large areas of forest by dragging the stylus across the screen, just as you would draw a line with a pencil.



You might notice a flash of light pass across the orb of your mace, on the left hand side of the screen. The vermin will appear in the square you pointed at. It will at first have no movement points, but on the next turn it will be able to move and attack.

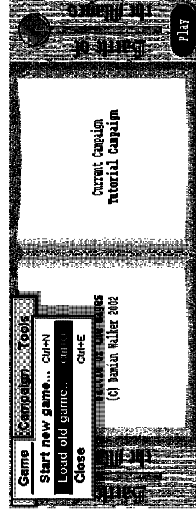
Summoning a creature, like attacking, uses all of the wizard's movement points, so he cannot move, attack or summon another creature this turn.

If you tap once on one of your imps, instead of being selected the bottom left button will change to say *Heal*. To select your imps, tap on them again. Healing is another capability of the wizard which will be described later, but its presence in the game affects the controls. If your wizard is currently selected, and you want to select an adjacent unit, you need to tap on that unit *twice*. So now advance your imps towards the enemy, and tap *End Turn*.

On the following turn, summon another vermin. With that your mana will be exhausted, and in this scenario you do not get any more. Your first vermin will be able to move this turn, so advance it with the imps towards the enemy. The second vermin will be able to move next turn, as will the wizard.

The method of moving the wizard into an adjacent square is also affected by his special abilities. When you want to move on the wizard, tap on him once to select him. Then tap once on an adjacent square, and the *Summon* button will appear. Ignore this, and tap again on that same square, and the wizard will move. Moving a wizard further than one square does not require a double tap. Remember, the wizard is a fighting unit like any of the creatures he summons. His magical powers make his attacks devastating, but he is slow, and weak when under attack.

Loading an old Game

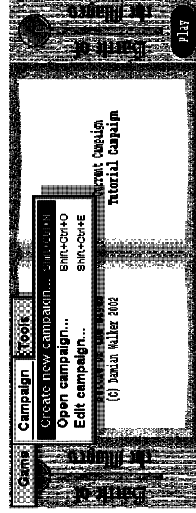


It is unlikely that you will lose this scenario, having a wizard on your side, but if this happens, the game will end. If you start a new game, you will be back at the first scenario again. However, you had saved the game before beginning the second scenario, so you can load that game back in again from the title screen. To do so, tap the menu icon on the silk-screen, and select the *Load Old Game...* option from the *Game* menu.

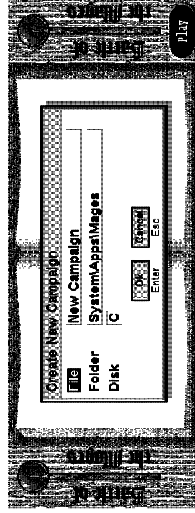
Tutorial II: Building a Campaign

You have already seen that there are two campaigns supplied with *Battle of the Mages*. In switching between them you will probably have noticed the *Create New Campaign...* and *Edit Campaign* options on the *Campaign* menu of the title screen. These allow you to maintain your own campaigns, and this tutorial shows you how to use them.

Creating a New Campaign

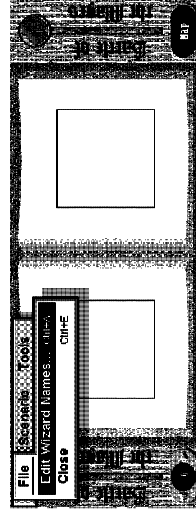


To create a new campaign, tap on the menu icon on the silk-screen, and select the *Create New Campaign...* option from the *Campaign* menu. The *Create New Campaign* dialogue box should then appear.



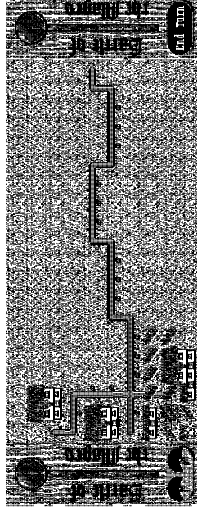
This dialogue box is asking for a name for the new campaign. To keep things simple, just call it *New Campaign* and click on *Ok*. The campaign editor should load, with a blank page on which to start your campaign.

Naming the Wizards



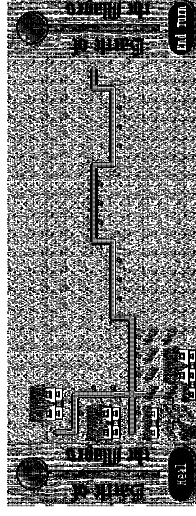
To give your scenario some character, you should name your wizards. The tutorial scenario has little character and the wizards are named *Player* and *Computer*. You can do better than this. Tap on the menu icon on the silk-screen, and select the *Edit Wizard Names...* option from the *File* menu.

coming of the enemy.

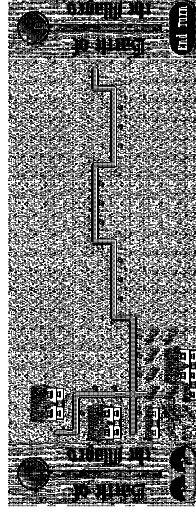


When they reach you, it is most likely that they will give the first blow. Notice that your imp automatically returns the first attack and the enemy flashes white. If a defending unit has any movement points left from the previous turn, it may return an attack like this, though that uses up those movement points, so only one attack may be returned. For this reason, moving your units slowly towards a charging enemy can be a good tactic.

Because of the partial protection of the surrounding buildings, it is unlikely that your imp will succumb to the first round of attacks. The display above shows that the top rightmost imp has only half his hit points remaining, and this is where the wizard's healing powers come in.



Tap once on the wizard to select him as the current unit. Then tap once on the injured imp. The button at the bottom left will change to *Heal*. Tap once on this, and the unit will flash white. You may also notice a flash of light pass across the orb of your mace, as it did when you summoned a unit in the previous scenario.



If you tap twice on the formerly injured unit, you should see that it has returned to full health. Healing a creature costs half as much as summoning another creature of that type, so it is a very useful capability in situations like this one where mana is scarce, or where there simply is no room to summon another creature. Healing also takes only half the wizard's movement, so if sufficient mana is available, two creatures may be healed per turn.