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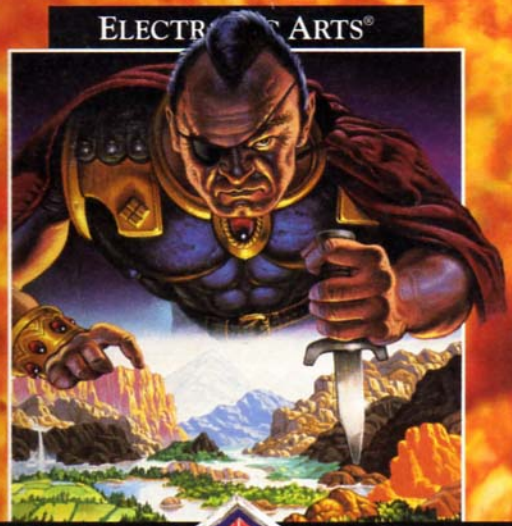
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To Owners of Projection Televisions!
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

ABOUT BULLFROG PRODUCTIONS

Using divine inspiration and supernatural computing powers, Bullfrog are the creators of the universal hit Populous, the original deity-simulator that redefined the strategy game and single-handedly created an entire genre.

Populous was just the start of an on-going series of successful titles developed at Bullfrog's ultra-secret research lab in Guildford, England (follow the M25 to Junction 3, take the A3 until you see the inflatable sheep). These games have appeared on every major format, including the Genesis — a tribute to their popularity with game players of every stripe.

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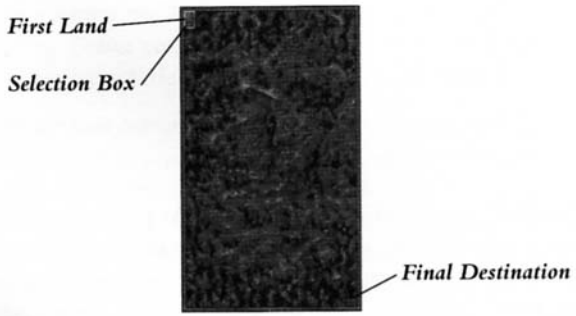
A KING WITHOUT A COUNTRY

You were a fair and just king, but fate turned against you. One day, the patient earth rose up in violent anger, sending your civilization crashing to the ground. Not to be outdone, the sea turned against you, too. Towering waves washed over the land, burying your subjects in a watery grave of foam and brine. You suddenly found yourself in an embarrassing situation — you were now a king without a country.

Fortunately, you escaped in a frail boat, accompanied by a small group of loyal followers. These were sturdy men — men who would follow you to the ends of the earth, who believe in your divine right to rule and would fight for your cause no matter what the odds.

You've just landed on the unfamiliar shores of a foreign land. The land is rich and fertile, as you dreamed it would be — but like all bountiful places, it's populated. Petty warlords reign over the settlements and send their armies sweeping across the countryside. You could *submit* to these backward nobles, but that role, you realize, hardly befits one of your royal lineage. You were a king not so long ago, and you have borne enough indignity already — it is they who will serve you.

OVERVIEW: THE PATH TO POWER



THE GOAL: SUBDUE & CONQUER

The world of ***PowerMonger*** is made up of 195 territories or lands. Your goal is to subdue and conquer these isles and unite the land under one ruler — *you*.

The Conquest begins in the land in the upper left corner of the map. Your final destination is the land in the lower right corner. *You don't have to conquer all 195 lands to win the game* — you only have to reach the land in the lower right corner. If you manage that, you've divided the opposition and effectively brought the world under your heel.

THE PEN OR THE SWORD



Each land is divided into settlements. As you enter each new land, you must win the obedience of the people in each settlement. Some settlements will recognize your regal character and let you form an alliance with them — others will need more forceful means of persuasion (unfortunately, people don't always recognize a quality king when they see one). Whether you win the people's hearts by words of diplomacy or dint of arms, each settlement *must be persuaded* — there's no other path to kingship.

MANAGE YOUR RESOURCES

To wage war, you'll need resources for your army: food, recruits and weapons.

An army, as they say, marches on its stomach. If your followers don't have food, they'll go back to their homes, where at least they can hope to scrape some nutrition from the soil.

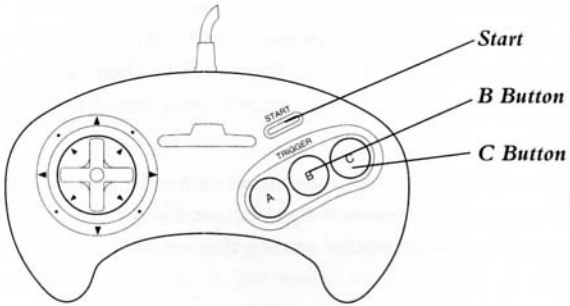
You'll also need to recruit men in order to strengthen your ranks — your followers may fight fanatically for you, but if they're outnumbered you're setting them up for a nice massacre.

Sometimes you'll find that you just don't have enough men to beat your opponent. This is where superior weapons come in. Take that silly knife out of your soldier's hand, give him a bow and he'll be twice as effective on the battlefield. Better yet, arm yourself with a cannon and you'll have very little to fear.

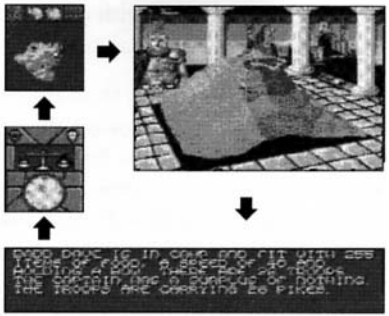
Whenever you conquer a settlement, their resources are at your complete disposal. You must manage these resources carefully. For example, you can take a little of a settlement's food and men, a good portion of it, or all of it. How much of any resource you take depends on the situation. You must learn to balance the requirements of the day with the needs of the days to come. Only then will ultimate victory be yours.

CONTROL SUMMARY

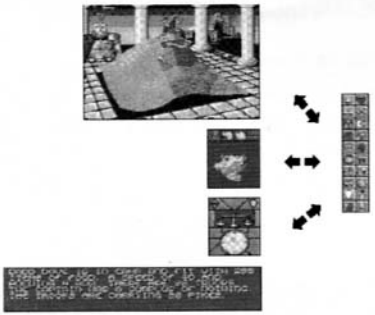
BASIC CONTROLS



The **B** button highlights the next window.



The **C** Button switches between Command Bar and the current window

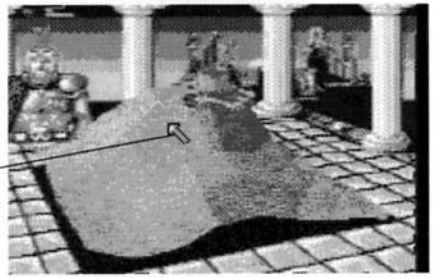


The **START** button pauses the game

WINDOW AND COMMAND BAR CONTROLS

Certain controls have different effects when the Command Bar or a specific window is highlighted.

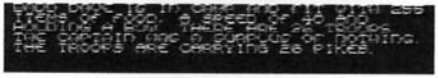
Captain's Window



At the Captain's Window:

D-Pad to move pointer
Press **A** to select object or point under pointer
Hold down **A** and D-Pad any direction to scroll your view

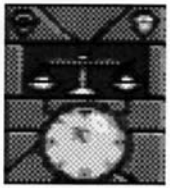
Text Window



At the Text Window:

D-Pad **Up** or **Down** to scroll text (if "turned page" marker indicates more text)
Press **A** to 'snap' view to last queried object

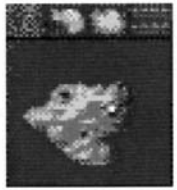
View Control Window



At the View Control Window:

D-Pad to scroll view on Close-Up Map
Hold down **A** and press D-Pad **Up** to zoom in
Hold down **A** and press D-Pad **Down** to zoom out
Hold down **A** and press D-Pad **Right** to rotate view clockwise
Hold down **A** and press D-Pad **Left** to rotate view counter-clockwise

Overview Window



At the Overview Window:

D-Pad to move pointer
Press **A** to select location/map option
Hold down **A** and D-Pad any direction to scroll your view

Command Bar



In the Command Bar:
D-Pad to move selection box
Press **A** to select command
Press **B** to get "on-line help" explanation of command
Press **C** to return to the active window

LOAD THE GAME

1. Make sure the power switch on your Sega™ Genesis™ is OFF.
2. Insert your ***PowerMonger*** cartridge into the slot on the Genesis. Press firmly to lock the cartridge into place.
3. Turn the power switch ON. The Electronic Arts® logo appears followed by the Title Screen:



After a moment, the game credits appear followed by a demo of the game. You can press **START** at any time to begin.

NAME YOUR CAPTAIN

Your loyal subjects need to know to the name of their lord. Use the Name Screen to enter the name of your Captain.



To enter your Captain's name

1. Use the D-Pad to move the box to a character, and then press **A**, **B** or **C**. If you make a mistake, select **RUB** to delete the last character. You can enter up to 15 characters.
2. Once the name you want appears in the box, select **END**.

THE MAIN MENU: CHOOSE YOUR GAME

Use the options on the Main Menu to select a game.



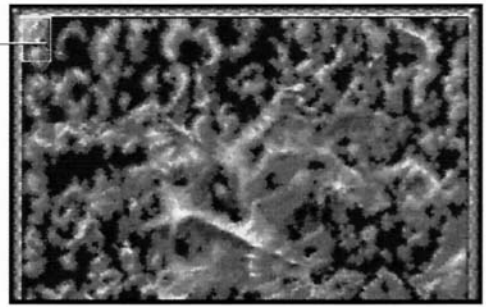
To select an option

- D-Pad **Up** or **Down** to highlight the option you want, and then press **A**, **B** or **C**.

STARTING A NEW CONQUEST

To start a new Conquest

1 Select **START NEW CONQUEST**. The Conquest Map appears:



If you select **START NEW CONQUEST** *after you've already started a Conquest, you're asked if you want to delete your last game and start over. Select* **YES** *to start over, or select* **NO** *if you decide you want to continue your old game.*

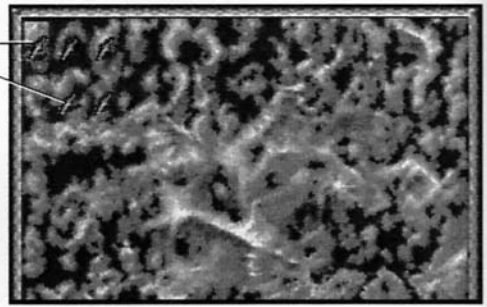
2 Press **A**, **B**, or **C** to select the land in the red box.

This is the only land you can choose when starting a new Conquest.

CONTINUING YOUR CURRENT CONQUEST

To continue your Conquest

1 Select **CONTINUE CONQUEST**. The Conquest Map appears with a dagger in each land you've conquered.



Conquered lands

2 Use the D-Pad to move the box to a land *adjacent* to one you've already conquered.

The box is yellow around lands you've already conquered and red around adjacent territories.

3 Press **A**, **B**, or **C** to select the land.

Note: The map is taller than one screen. To see the rest of the map, move your cursor to the bottom of the screen and D-Pad Down to scroll the map window.

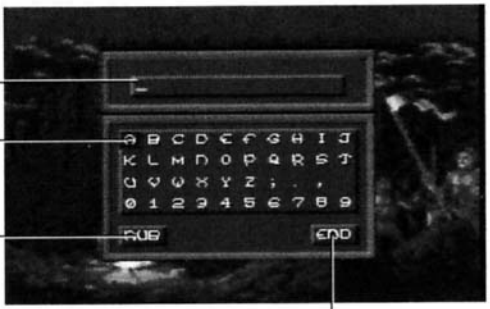
RESTORING YOUR CONQUEST WITH A PASSWORD

Whenever you conquer a land, you get a **password —** coded information that tells the Genesis which lands you've already conquered. *Always write down any passwords you receive* — that way you can resume your Conquest even if you've reset or restarted your Genesis.

Note: Passwords may contain up to 34 characters.

To restore your Conquest

1 Select **RESTORE CONQUEST**. The Enter Password Screen appears:



2 Use the D-Pad to move the box to a character, and then press **A**, **B**, or **C**. If you make a mistake, select **RUB** to delete the last character.

3 Once the correct password appears in the box, select **END**. You're taken back to the Main Menu.

4 Select **CONTINUE CONQUEST** to resume the Conquest where you left off.

PLAYING A RANDOM LAND

Select **PLAY RANDOM LAND** to let the Genesis randomly choose a land for you to conquer. The land can be easy, challenging, or very hard — there's no way of knowing what you'll get.

QUICKSTART GUIDE TO SEIZING POWER

This guide will help you conquer the first land in ***PowerMonger***. It'll introduce you to some important strategies and explain what's happening on the screen. Follow it closely and you'll be well on your way to ruling the world.

START A NEW CONQUEST

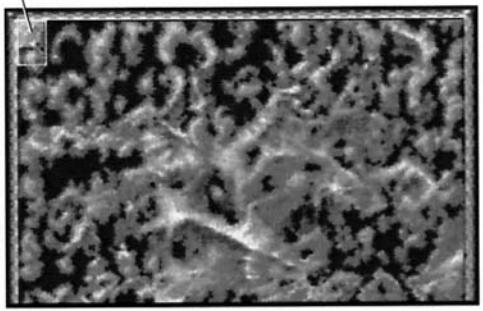
You should have already loaded ***PowerMonger*** and entered the name of your Captain — the Main Menu should be before you.

1 D-Pad to highlight **START NEW CONQUEST**, and then press **A**.



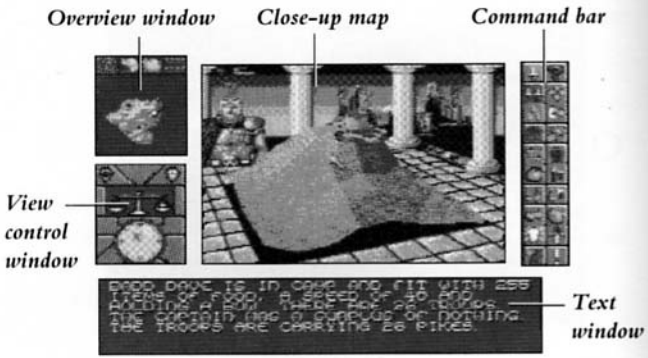
The Conquest Map appears:

First land in Conquest



The Conquest Map shows you which lands belong to you, and which lands are yet to be conquered. Since this is a new Conquest, you don't rule anything yet — your only choice is to start with the first land.

2 Press **A** to select the first land in the Conquest. After a moment, the Game Screen appears:



Whenever you begin the conquest of a new land, the first thing you see is your men filing out of your tower. Your tower is your home base.

PAUSE THE GAME

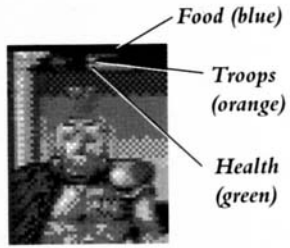
The world of ***PowerMonger*** runs in "real-time" — that is, the people in the world carry on working and fighting even while you're deciding what to do. While going through this tutorial, you'll want to pause the game now and then to read what you should do next.

1 Press **START** to pause the game.

2 Whenever you're ready to perform your next action, press **START** again to go back to "real-time".

MONITOR YOUR CAPTAIN'S STATUS

You should constantly be aware of how many troops the captain has, how much food he's carrying, and his health. The Status Bars above your Captain's head give you a rough idea of how much of these you have.



WATCH THE CONQUEST SCALES

The Conquest Scales tell you how close you are to conquering the land.

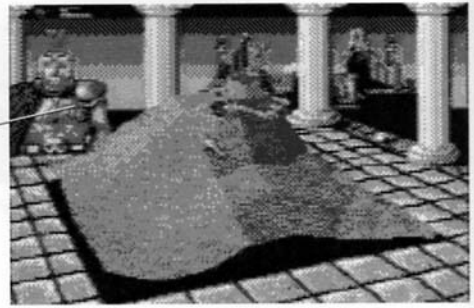


As long as there are grains of sand in the left side of the scales, victory is not yours. In order to have won, the scales must be tipped completely to the right *and there must be no grains of sand on the left.*

GET ACCURATE INFO

If you want to know the *exact* number of food items and men in your troop (as well as some other information), use the Captain's medals.

1 D-Pad to point at the Captain's medals.



2 Press **A**. The info appears in the Text Window below.

As long as the Text Window is ***not*** *highlighted, this information will update itself automatically. For example, if your Captain has 255 food items and you make him* **Get Food** *from a settlement with 18 food items, the info in the Text Window will automatically change to show 273 food items.*

GET FOOD FROM YOUR TOWER

There's a small supply of food in your tower. You might as well take it with you — it won't do you any good to leave it there.

1 Press **C** to highlight the Command Bar.

2 D-Pad to move the selection box to the **Aggressive Posture** command, and then press **A**. The **Aggressive Posture** command is highlighted.

The Posture commands are settings that modify most of the other commands. They let you tell your followers how aggressively they should act when carrying out your orders. Since you want your followers to take ***all*** *of the food from the tower, you want to be in an Aggressive Posture.*

3 D-Pad to move the selection box to the **Get Food** command, and then press **A**. The **Get Food** command is highlighted, and the Captains Window automatically becomes the active window.

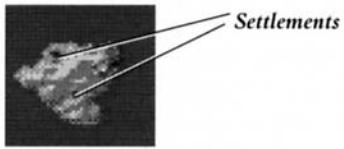


4 D-Pad to point to your tower, and then press **A**. Watch as your men take the food from the tower.

As your men take food, notice that the number of food items in the Text Window increases.

LOOK AT THE LAY OF THE LAND

As you can see from the Overview Map, the first land is a single small island. The small man on the Overview Map marks your Captain's location; the white cross marks the point on the map that's currently in view on the Close-Up Map.



You and your followers start in the Northeast corner of the island. There are two small settlements — one in the south and the other in the northwest. You can find out important things about settlements without actually *going* to them.

1 Press **B** until the Overview Window is highlighted.

2 D-Pad to point at the southern settlement, and then press **A**. The view on the Close-Up Map switches to the southern settlement.



You see a group of buildings with people busily going about their lives. Notice that these people wear blue shirts, while your men wear brown.

3 Press **C** to highlight the Command Bar.

4 D-Pad to move the selection box to the **Query** command, and then press **A**. The Overview Window is automatically highlighted.

Query command



5 Press **B** to highlight the Captains Window.

6 D-Pad to point to any object in the settlement — a building, person, the town square, etc. Press **A**. The description of the object appears in the Text Window.

Description of object *Object*



7 As long as the **Query** command is highlighted, you can continue to **Query** objects in the Captains Window. D-Pad to move the pointer to a different object, and then press **A** to read about it.

As you **Query**, *you'll discover useful information about the settlement. For example, you'll find that the name of the town is Timlytte, and that it consists of some farmhouses, a ruin, a workshop, and a square. It belongs — in name at least — to the kingdom of Jayne III, but the people are feeling a bit rebellious. It's populated by a total of 10 people and holds 24 food items.*

ATTACK TIMLYTTE

Now you're going to attack the people of Timlytte.

1 Press **C** to highlight the Command Bar.

2 D-Pad to move the selection box to the **Passive Posture** command, and then press **A**.

Passive posture command



Passive Posture *makes your men do things in extreme moderation. You want your Captain to have a* **Passive Posture** *so that he and his men only "subdue" the people instead of killing them.*

3 D-Pad to move the selection box to the **Attack** command, and then press **A**. The Captains Window is automatically highlighted.



Attack command

4 D-Pad to point to any building in Timlytte, and then press **A**.

Your men will acknowledge the order with a "Yeah!" and march off to attack Timlytte. The Attack Symbol appears above your Captain's head, indicating what command he and his men are currently obeying.

Attack job symbol



WATCH THE FIGHT

When your Captain and his troops get near Timlytte, his troops will seek out all of the people of the town and "convince" them to join your side through a show of force. Since you easily outnumber them, you will eventually win. While you're watching, try out some of the views.

1 Press **B** until the View Control Window is highlighted.

2 D-Pad to scroll your view in the various directions.

3 You can also *rotate* your view. While the View Control Window is still highlighted, hold down **A** and D-Pad **Left** or **Right** to rotate your view. If you want to *zoom in and out* on the action, hold down **A** and D-Pad **Up** or **Down**.

As each member of the town surrenders, they return to their home. Once everyone in the town has surrendered, the battle is over. Your Captain will strike a "victory campfire" and your troops will come back and sit in a circle around him. The Campfire Symbol appears above your Captain's head, indicating that he's awaiting your next order.

Now when the people of Timlytte venture out of their homes, they'll be wearing a brown shirts instead of the blue ones they wore before.

TAKE A LOOK AT THE CONQUEST SCALES

Once you've conquered Timlytte, the Conquest Scales tip completely to the right, with no grains of sand on the left. This means you've conquered enough people to claim the whole land as your own — you've won it!



Victory!

As long as you're here, you might as well learn some other tricks that will be useful on the next world.

GET MORE FOOD

Your followers won't follow you for long if they're starving, so take a moment to get more food items.

1 Press **C** to highlight the Command Bar.

2 D-Pad to move the selection box to the **Aggressive Posture** command, and then press **A**. The **Aggressive Posture** command is highlighted.

3 D-Pad to move the selection box to the **Get Food** command, and then press **A**. The **Get Food** command is highlighted, and the Captains Window automatically becomes the active window.

4 D-Pad to point to any building in the town of Timlytte, and then press **A**. Your men will retrieve as much as they can from the town of Timlytte.

ATTACK A SHEEP

Sheep are very rich sources of food. Just to make sure you have enough food items, slaughter a sheep.

1 Press **C** to highlight the Command Bar.

2 D-Pad to move the selection box to the **Attack** command, and then press **A**. The **Attack** command is highlighted.

3 D-Pad to point to a grazing sheep, and then press **A**. Your men will attack the sheep and slaughter it, and 180 food items will automatically be added to your inventory.

GET MEN FROM TIMLYTTE

It's always good to have more men than your opponent. You can recruit men from any town you own.

1 Press **C** to highlight the Command Bar.

2 D-Pad to move the selection box to the **Get Men** command, and then press **A**. The **Get Men** command is highlighted.

3 D-Pad to point to any building in Timlytte, and then press **A**. Your men will automatically enter the town and impress every able-bodied person they can find into your army.

ATTACK WHDGN

Whdgn is the town to the north. **Attack** it in the same way you attacked Timlytte. Make sure that you switch to **Passive Posture** before you **Attack** — you don't want to unnecessarily slaughter people.

RETIRE

Once your men have conquered Whdgn, your domination is complete. Go ahead and retire from this land — you've earned a rest.

1 Press **C** to highlight the Command Bar.

2 D-Pad to move the selection box to the **Options** command, and then press **A**.



Select the Options command.

3 Once you've selected the **Options** command, the Options Menu appears.



D-Pad **Down** to highlight the **Retire** option, and then press **A**. A screen appears heralding your victory — press **A**, **B** or **C** to go to the Password Screen:

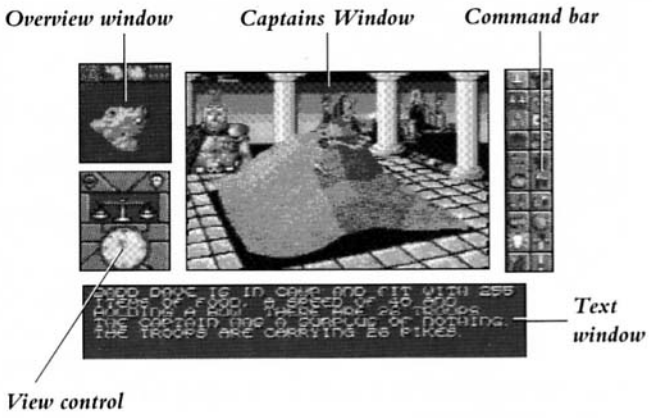


4 Write down your password, and then press **A**, **B** or **C**. The Main Menu appears again. Select **Continue Conquest** to move on to the next land.

Now you can select one of the lands bordering on the one you just conquered. Some words of advice: You're men start out carrying nothing but simple knives, and they're facing larger populations than the ones on the world you just conquered. A good strategy would be to build up a healthy food supply, conquer a small village with a workshop near a forest, and have the villagers **Invent** some better weapons for you. Taking large towns will be easier with good arms.

USING THE WINDOWS

The Game Screen is divided into four Windows and a Command Bar.



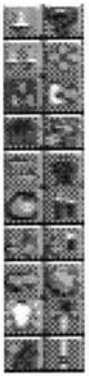
HIGHLIGHTING WINDOWS

You can control different features of the game depending on which Window is currently highlighted or "active". Use the **B** button to control which Window is currently active.

For details on what you can do when each Window is active, see the Window descriptions below.

HIGHLIGHTING THE COMMAND BAR

The Command Bar lets you issue orders to your men. Press **C** to highlight the Command Bar.



Once the Command Bar is highlighted, you can either:

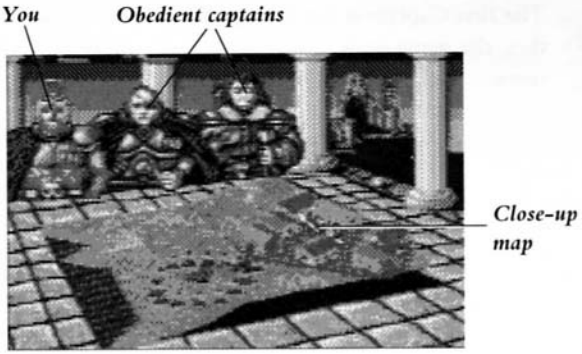
- Select a command (D-Pad, and then press **A**)
- Get "on-line help" info on any command (D-Pad, and then press **B**)
- Return to the active window (press **C**)

The use of each command in the Command Bar is described under *Commands*.

CAPTAINS WINDOW

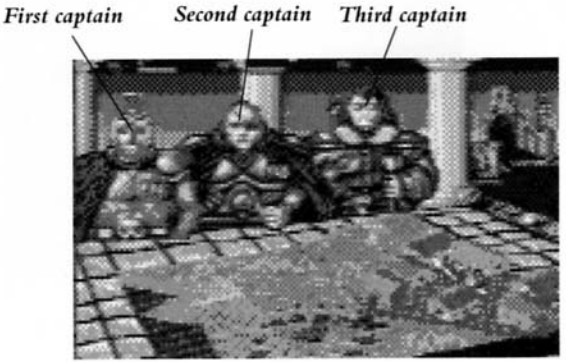
The Captains Window shows you standing with any captains loyal to you.

Note that if you lose a Captain, his subordinate Captains won't be able to receive commands. For example, if you have three Captains and your second Captain dies, your third won't be able to receive orders. When he completes his last orders, he will camp for the remainder of the game (unless he is attacked).



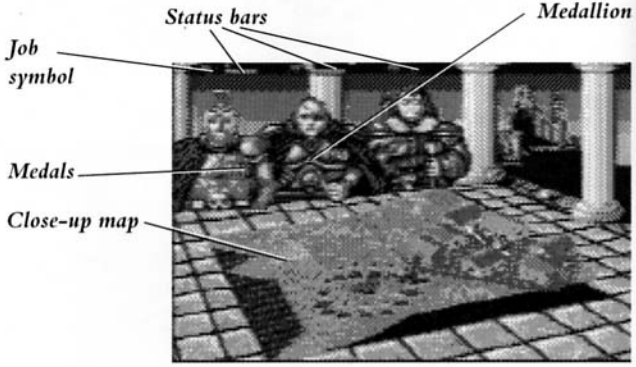
THE CAPTAINS

If you conquer a settlement with another Captain in it, he immediately switches sides and swears his loyalty to you. The new Captain appears at the side of the first Captain, and you can command him, too.



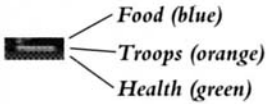
The first Captain is the lifeblood of your Conquest — if he dies, the game ends. If any other Captain dies in your service, the game doesn't end.

Note: Orders are delivered down the chain of command, from the main Captain to his subordinates. If you lose a superior Captain (other than your main Captain), his subordinates won't be able to receive commands. For example, if you have three Captains and your second Captain dies, your third Captain will no longer be able to receive orders because the chain of command has been broken. Captains broken off from the chain of command will carry our the last order, then camp for the remainder of the time (unless attacked by an enemy army).



STATUS BARS

Above each Captain are bars indicating the Captain's food supply, troops under his command, and health.



Keep an eye on the green Health Bar — when it's gone, so is the Captain.

JOB SYMBOLS

The job symbol above each Captain's head indicates what command he's currently trying to carry out. If he's finished a task, a small campfire symbol appears, indicating that he and his followers are resting while waiting for further orders.

Additional Captains communicate with your first Captain using carrier pigeons. Since carrier pigeons have to fly between Captains, you'll notice a short "delay" between giving an order and the subordinate Captain's acknowledgment of it. A little white pigeon fluttering beside the Status Bar of the Subordinate Captain means an order is still "on the way."

Note: You can Attack enemy carrier pigeons if your men are armed with bows. This will hinder communication between enemy Captains.

SELECTING A CAPTAIN TO RECEIVE ORDERS

The bobbing arrow indicates which Captain you're currently giving orders to — any commands you make will be carried out by that Captain *only*. If you want to give orders to one of your other Captains, you have to move the arrow.

To select another Captain to receive orders

1 If the Captains Window isn't highlighted, press **B** until it is.

2 D-Pad to point at the medallion hanging from the Captain's neck. Press **A**. The arrow moves to the new Captain — now he's the recipient of your commands.



Medallions

GETTING INFO ON A CAPTAIN

The medals on each Captain's chest can be used to get information on that Captain:

- Name
- Current job
- Loyalty
- Speed
- Food items carried
- Troops in squad
- Surplus items
- Equipment items carried

To get info on a Captain

1 If the Captains Window isn't highlighted, press **B** until it is.

2 D-Pad to point at the Captain's medals. Press **A**. The info appears in the Text Window.



Select the Captain's Medals to get info

"SNAPPING" YOUR VIEW TO A CAPTAIN

If you've switched your view from your Captain to some other part of the land, you can quickly "snap" your view back to him.

To snap your view to a Captain



1. Press **B** until the Captains Window is highlighted.
2. D-Pad to point at the Captain's head, and press **A**. The Close-Up Map immediately centers on the Captain you're pointing to.

TEXT WINDOW

The Text Window displays information gained from various sources:

- **Query Command** — See **Query** under *Command Bar.*
- **Captain's Medals** — See **Getting Info On A Captain** under *Captains Window.*
- **On-Line Help** — See **On-Line Help** under *Command Bar.*

AUTOMATIC INFO UPDATE

The Text Window automatically updates the information on an object.

For example, say you **Query** a town and discover that the settlement has 10 people, 58 food items and 0 equipment items. If the people harvest food and increase their food supply by 12 food items, the number in the Text Window will automatically change from 58 to 70. This applies to any information gained from a **Query** or a Captain's Medals.

USING THE TEXT WINDOW TO FOLLOW AN OBJECT

If you obtained information on an object or Captain and have since shifted your view to another location, you can use the Text Window to 'snap' your Close-Up Map view back to the object. The object's description must still be in the Text Window.

To snap your Close-Up Map view to the object described in the Text Window

1. Press **B** until the Text Window is highlighted.
2. Hold down **A**, and then press any direction on the D-Pad. The Close-Up Map immediately centers on the object described in the Text Window.

SCROLLING THE TEXT

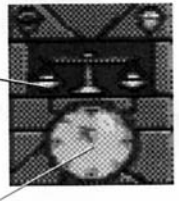
The information in the Text Window will occasionally be too long to see all at once. If there's more information than what appears in the window, a "folded page" mark appears in the lower right corner.

To scroll the text up or down

1. Press **B** until the Text Window is highlighted.
2. Press **Up** or **Down** on the D-Pad.

VIEW CONTROL WINDOW

The View Control Window lets you control your view of the Close-Up Map.



SCROLLING YOUR VIEW OF THE CLOSE-UP MAP

To scroll your view

1. Press **B** until the View Control Window is highlighted.
2. Press any direction on the D-Pad.

ROTATING THE CLOSE-UP MAP

You can rotate the Close-Up Map so you can see around mountains or get a different angle on the game.

To rotate your view

1. Press **B** until the View Control Window is highlighted.
2. Hold down **A**. Hold down D-Pad **Right** to rotate clockwise or **Left** rotate counter-clockwise.

   Once you've rotated your view, you may find scrolling difficult. It's easiest to scroll when the arrow on the direction pointer is at its default position(11 o'clock):



Default position

ZOOMING IN & OUT ON THE CLOSE-UP MAP

You can also zoom in and out on the Close-Up Map.

To zoom in and out

1. Press **B** until the View Control Window is highlighted.
2. Hold down **A**, and then D-Pad **Up** to zoom in or **Down** to zoom out.

CONQUEST SCALES

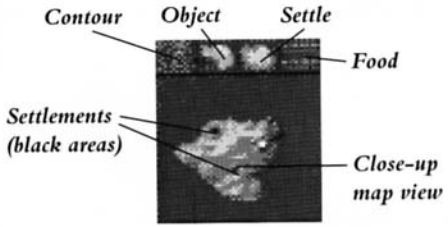
The Conquest Scales tell you what percentage of the *total population* of the land you've conquered. Use them to tell whether you're winning or losing.



As long as there are grains of sand in the left side of the scales, victory is not yours. The scales must be tipped completely to the right *and there must be no grains of sand on the left.*

OVERVIEW WINDOW

The Overview Map in the window shows the entire land you're trying to conquer. On this map you can see roads, settlements, and bodies of water, as well as other information depending on which map mode you're in.



CHANGING MAP MODES

Above the Overview Map are four map mode symbols. The Overview Map displays different information depending on the map mode you're in.

To change map modes

1. Press **B** until the Overview Window is highlighted.
2. D-Pad to move the pointer to one of the map mode symbols.
3. Press **A**.

Contour Map Mode	
Dark Green	Lowest elevation
Light Green	
Yellow	
Brown	
White	Highest elevation
Objects Map Mode	
Red Dots	Trees
Light Brown Dots	Houses
Yellow Dots	Workshops
White Dots	Populations obeying you
Grey Lines	Roads
Settlements Map Mode	
White Dots	People obeying you
Grey Lines	Roads
Food Map Mode	
Black Dots	Settlements with no food stores
Dark Grey Dots	Settlements with small food stores
Grey Dots	Settlements with average food stores
Light Grey Dots	Settlements with above average food stores
White Dots	Settlements with abundant food stores

USING THE OVERVIEW WINDOW TO VIEW ANOTHER LOCATION

You can use the Overview Window to change your view on the Close-Up Map. There are two ways to change your view: *snap* and *scroll*.

To snap your view

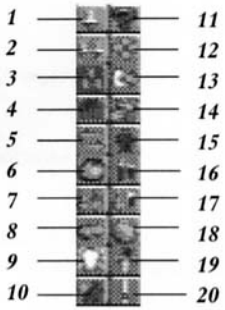
1. Press **B** until the Overview Window is highlighted.
2. D-Pad to point at the location you want to view.
3. Press **A**. Your view of the Close-Up Map switches to the point on the map.

To scroll your view

1. Press **B** until the Overview Window is highlighted.
2. Hold down **A**, and then hold down a direction on the D-Pad.

USING THE COMMAND BAR

The Commands are different orders you can issue to your Captains.



1. *Passive Posture*
2. *Neutral Posture*
3. *Aggressive Posture*
4. *Go Home*
5. *Transfer Men*
6. *Get Food*
7. *Drop Food*
8. *Supply Food*
9. *Invent*
10. *Send Captain*
11. *Query*
12. *Trade*
13. *Spy*
14. *Alliance*
15. *Get Men*
16. *Equip Invention*
17. *Drop Invention*
18. *Derank*
19. *Attack*
20. *Options*

ISSUING COMMANDS

Issuing commands is generally a three step process. First you select *which Captain* will be carrying out your command (if you have more than one Captain, that is). Next, you select the *command* itself. Finally, you select what the *object* of his command is — a settlement, a tree, a person, an animal, a weapon, or simply a location on the map.

The following procedure explains how to issue a majority of the commands. A few of the commands — Drop Food, Derank, Go Home, Drop Invention, Transfer Men — don't follow this standard procedure. For details on issuing these special commands, see the command descriptions below.

To issue a Command

1 If the Captain's Window isn't highlighted, press **B** until it is.



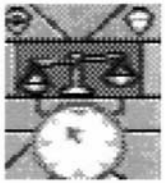
2 If you have more than one Captain, choose the one you want to carry out the order.

D-Pad to point at the medallion hanging from the Captain's neck, and then press **A**. The bobbing arrow moves to the new Captain to indicate that he is active.

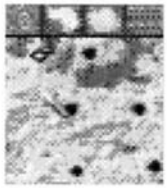
3 Bring the *object* of the command into view on the Close-Up Map. For example, if you're going to **Attack** a *settlement*, bring the settlement into view. Use one of the following methods:



Captains Window highlighted: Hold down **A**, and then D-Pad to scroll your view



View Control Window highlighted: D-Pad to scroll your view



Overview Window highlighted: D-Pad to move the pointer to the object's location, and then press **A** to "snap" your view to the location

4 Press **C** to highlight the Command Bar. D-Pad to bracket the command you want to give, and then press **A**.

When you successfully select the command, it will turn dark blue.



Selected command (blue)

You'll also hear a "snapping" sound confirming your selection. For most commands, this sound will continue until you indicate the object of the command. For example, if you select the **Attack** *command, you'll hear the snapping sound until you tell your Captain what you want him to attack.*

5 Once you've selected your command, you must specify the object of your command. The Captains Window or Overview Window is automatically highlighted to make this easier. D-Pad to point at the object on the map, and then press **A**.



Select the object from either map

Since it's difficult to accurately point at anything smaller than a settlement on the Overview Map, you're usually better off selecting objects from the Close-Up Map. If the Overview Window is currently highlighted, press **B** to highlight the Captain's Window, and then select from the Close-Up Map.

You can only select objects that are appropriate to the command you're giving. For example, an **Invent** *command can only have a settlement with a workshop as its target. Any attempts to select an inappropriate object will fail, and you'll continue to hear the "snapping" sound.*

If you're not sure whether you're pointing at a "valid" object, glance at the Overview Map. You'll see a Direction Line that extends from the Captain to the location you're viewing:

If the Direction Line is black, you're not pointing at an appropriate object. If it's red, the object is valid and you can select it.

6 Once you've successfully given the command, the Captain and his men will begin to carry it out. A Job Symbol will appear above the Captain's head to remind you which order the Captain is carrying out.

"ON-LINE HELP" INFO

Whenever the Command Bar is highlighted, you can get an "on-line" explanation of any command.

To use the On-Line Help feature

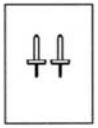
1 Press **C** until the Command Bar is highlighted.

2 D-Pad to move the selection box to the option you want information on, and then press **B**. The explanation of the command appears in the Text Window.

POSTURES



Passive Posture



Neutral Posture



Aggressive Posture

The Posture commands are *settings* that modify all other commands except **Query** and **Game Control**. They let you tell your followers how aggressively they should act when carrying out your orders.

For example, if you **Attack** a settlement with **Passive Posture** highlighted, your followers will try to subdue the population and 'convince' them to join your side through a strong show of arms. If you **Attack** with a **Neutral Posture**, your followers will resort to violence if necessary, and some of the population may die during your attack. **Attack** with an **Aggressive Posture** and your followers will try to wipe out as many people as possible.

Postures & "Quantity" Commands

Certain commands deal specifically with *quantities* of things, that is, the transfer of soldiers or goods:

Men	*Food*	*Inventions*
Get Men	Get Food	Equip Invention
Derank	Drop Food	Drop Invention
Transfer Men	Supply Food	

When the Postures are applied to these commands, they specify the *percentage* of soldiers or goods being transferred:

Passive Posture = 25%

Neutral Posture = 50%

Aggressive Posture = 100%

So if you're in a **Passive Posture** and you instruct your followers to **Drop Food**, they'll drop 25% of the total food supply. Give the same command in an **Aggressive Posture** and they'll drop *all* of the food they are carrying.

Unpredictable Effects Of Passive & Aggressive

A Captain's actions are not always predictable when his posture is set on **Passive** or **Aggressive**. For example, if an **Aggressive** Captain is near a battle — even a battle that doesn't immediately concern him — he may join in the fray. If he's **Passive**, he may run away. Any of these actions can be avoided by changing the Captain's Posture.

QUERY



Query gives you information on various objects on the Close-Up Map.

Unlike the other commands, the **Query** command remains selected even after you've queried an object. As long as the command is highlighted, you can continue to select objects. The command remains highlighted until you select it again or choose a different command.

OBJECTS

A query reveals different information depending on what you point at:

Settlement	• Obedience • Food items and people in *entire* settlement • Loyalty • Inventions
People	Name • Settlement where they live • Health • Building they live in • How hard they work • Profession • Items they have equipped • Captain they follow • Age
Trees	• Type of tree • Forest it belongs to • Whether there are birds in the branches • Season
Birds	• Whether it's a carrier pigeon or stork • Who it's flying to.

ATTACK



Attack orders a Captain and his followers to attack a target. How aggressively the followers act in the attack depends on the Captain's current Posture.

You **Attack** settlements, towers, and individuals in order to bring them under your control. When you successfully conquer a place, the people immediately switch obedience to you. That means that you gain access to all their resources — food, people, livestock, workshops, and boats.

You can also **Attack** sheep and trees. Slain sheep are automatically added to your food supply — they're excellent sources of food for an army on the move. If you **Attack** a tree, you chop it down. This is only useful for preventing enemies from using it to make their own inventions.

GET FOOD



Get Food lets you take food from a settlement you've conquered or a food cache (see **Drop Food**). The percentage of food your followers gather depends on the Captain's current Posture.

Note: Though sheep are a good source of nutrition, you must use the **Attack** command to turn them into food. The **Get Food** command is only good for stored food — it has no effect on living, bleating livestock.

MAKE ALLIANCE



Alliance orders a Captain to make an alliance with a foreign settlement. To make an alliance, you need surplus stock to use as a tribute of your good intentions. If the alliance is rejected, you lose the tribute you offered. Once you make an alliance, you have access to the allied Captain's settlements and resources, and he and his comrades have access to yours. An alliance is only broken if you Attack your ally or one of his settlements.

DROP FOOD



Select the **Drop Food** command and your Captain will immediately drop some or all of the food he's carrying, depending on his current Posture. He'll automatically drop it right where he's standing.

If a Captain drops food in the wilderness, it turns into a food cache that can be picked up later by any of your Captains (use the **Get Food** command). Don't worry about enemies picking up one of your food caches — it's hidden, so they can't see it. If you drop it while standing in a settlement, it's added to the settlement's stock.

SUPPLY FOOD



Supply Food orders a Captain to collect food from friendly settlements and drop it off in the wilderness or in another friendly settlement. The amount of food the Captain

takes from friendly settlements depends on his current Posture.

This command is particularly useful if you have two or more Captains. For example, one Captain can **Invent** in a settlement while the second Captain supplies the settlement with provisions.

Note: If you want the Captain to Supply Food to a point in the wilderness, make sure you designate that point on the Overview Window . If you want him to supply to a settlement, you can use the Overview Window or the Close-Up Map.

GET MEN



Get Men orders a Captain to recruit soldiers from a conquered settlement. The percentage of the population the Captain recruits depends on his current Posture.

Note: You can only **Get Men** from a settlement you've conquered — you cannot recruit individual people wandering around.

DERANK



Select the **Derank** command and your Captain will send home some or all of his followers, depending on his Posture.

Once you've selected this command, recruits will automatically head for the settlement from which you recruited them. Your original followers will return to your tower.

Note: Your followers take a straight path home when deranked. To avoid having them get stuck around water, be sure that there is a clear path(no lakes, rivers, or oceans) back to the home settlement.

TRANSFER MEN



Transfer Men orders one Captain to assign recruits to another Captain. The number of men transferred depends on the Posture of the Captain who's *supplying* the men.

To Transfer Men

1. If the Captains Window isn't highlighted, press **B** until it is.
2. Select the Captain you want to do the *supplying*. For information on selecting Captains, see **Captains Window** under *Using Commands*.
3. Press **C** to go to the Command Bar.
4. D-Pad to bracket the **Transfer Men** command, and then press **A**.
5. D-Pad to point at the Captain you want to *receive* the men (not the Captain on Close-Up Map, but the one standing behind the Close-Up Map with the other Captains). Press **A**.

GO HOME



Go Home sends a Captain and all of his followers back to their homes — this is handy for making a quick retreat.

Once you've selected this command, recruits will automatically head for the settlement from which you recruited them. Your original followers will return to your tower.

INVENT



Invent orders a Captain and his followers to use a workshop and any of its inhabitants to create useful items. Only settlements with workshops are capable of producing inventions.

To find out which settlements have a workshop, use the Objects Mode in the Overview Window (see ***Overview Window***). If you're viewing a particular settlement on the Close-Up Map, you can **Query** its various buildings to find out if any of them are workshops.

Once your people have invented an item, it will appear outside the workshop.

If you want to be absolutely certain whether they've invented anything, **Query** the workshop.

Keep in mind that both your followers and the craftsmen in the workshop can't get food while they're inventing. If the local population runs out of food, the craftsmen will stop inventing and start producing food until they have a large enough supply. If your men run out of food, they'll go home.

You can't specify what your men should invent, but you can influence their creativity by the location of the workshop you choose. For example, inventing near a forest on low land near water usually produces boats. Inventing in a settlement on high ground away from any forest usually produces swords or cannons.

The inventions created by a workshop depend on several factors:

Raw Materials

Raw materials include wood and steel.

Forests are the obvious sources of wood. Wood can be used to make ploughs, bows, pikes, catapults and, if you're near water, boats. To find out whether there are forests near your workshop, you can **Query** any building in the settlement, use the Objects Mode in the Overview Window (see ***Overview Window***), or simply scroll the Close-Up Map until you spot trees.

Steel can be used to make swords. If the workshop is at a high enough elevation, your men may construct a mine from which they'll dig raw ore to forge into steel. You'll see them construct a tower, below which is the actual mine.

Note: Not every tower is a mine. Use the Query command to tell an ordinary tower from a mine.

If you aren't near any useful raw materials, your workshop will produce pots from the local mud. Pots are only valuable for trade.

Posture

A **Passive Posture** produces items like pots and ploughs, while an **Aggressive Posture** produces heavy weapons like bows, swords, cannons and catapults.

Occupations In Settlement

Intricate weapons such as cannons and catapults require specialized parts that the local population can't manufacture. In order to build a cannon or catapult, a merchant must be present in the settlement to provide needed parts from foreign places. If you want to build a boat, a fisherman must be present.

Summary Of Factors Influencing Inventing

Pots	Can be made any time.
Ploughs	Passive posture, wood.
Boats	Passive posture, wood, fisherman present.
Pikes	Neutral posture, wood.
Sword	Passive or Neutral posture, steel.
Bows	Aggressive posture, wood.
Cannon	Aggressive posture, steel, merchant in settlement.
Catapult	Aggressive posture, wood, merchant in settlement.

EQUIP INVENTION



Invented objects must be 'equipped' before your soldiers can use them. You can equip inventions stored in a building or near a workshop, weapons left on the battlefield, or boats found in the water. You can't see inventions stored in a building — only a **Query** will tell you if a building contains inventions — but you can see items dropped on the ground.

Hand-weapons — bows, pikes and swords — are automatically distributed to troops. The Captain is equipped first, his original followers are equipped second, and any other recruits last. If troops have more than one kind of weapon to choose from, they will choose bows first, then swords, and then pikes.

Other weapons, such as cannon and catapults, are carried as stock by the Captain for use in trade and making alliances. The more stock a Captain has, the slower he will travel, so be careful not to overload him. The only excess items that won't weigh him down are pots. To find out how much the Captain is carrying, use his medals (see "Captain's Info" under **Captains Window** in *Using The Windows*).

DROP INVENTION



Drop Invention orders a Captain to drop any surplus items he's carrying. The Captain will drop the items right where he's standing — the amount he drops depends on his current Posture. A Captain *can't* drop equipped weapons or boats.

In the wilderness, dropped inventions are left on the ground — they can be picked up later by any of your Captains (use the **Equip Invention** command). Don't worry about enemies picking up one of your weapons — it's hidden, so they can't see it. If you drop them in a settlement, they're added to the settlement's stock.

SEND CAPTAIN



Send Captain orders a Captain to move to the location you choose.

In peacetime, this command is useful for getting a Captain to move his unit to a strategically superior position. During combat, you can use the command to move the Captain out of harm's way. If you don't move him *too* far, his followers will continue fighting while he maintains a safe distance. If you move him far away, his men will break off the fight in order to follow him.

Note: If you want to send the captain to a point in the wilderness, make sure you select from the Overview Window . To use SEND CAPTAIN on the Close-up Map, you must select some type of landmark like a settlement, tree, sheep, dead fire, etc.

SPY



Spy orders a Captain to enter an enemy settlement and gather intelligence on its population and, if possible, its armies' movements.

Spying is a dangerous activity. If the Captain is caught spying, he'll be executed on the spot. But if he's good enough, he'll be accepted into the community. At this point, the location of every person belonging to that settlement will show up on the Overview map as dots of the appropriate color — red or blue for enemies, or yellow for neutral. If he gets recruited into an enemy unit, the dots on the Overview Map will indicate the location of the soldiers in that unit.

TRADE



Trade orders a Captain to trade surplus inventions (pots and weapons) with a settlement in return for food or other inventions.

Every item in the game has a set food value. How much you get for your surplus stock — or how much food you pay for new inventions — depends on how good your Captain is at bartering. Some Captain's are better at it than others.

The Captain's Posture determines what he will trade for and which items he will want first. A Captain with an **Aggressive Posture** will want a big, heavy weapon like a cannon or catapult. With a **Neutral Posture** he'll prefer things like a boat, but if he's in a **Passive Posture** he'll be satisfied with a plough.

OPTIONS



Select the **Options** command to bring up the Options Menu:



CONTINUE

Continue on the land you're currently trying to conquer.

RETIRE

Quit the land you're currently trying to conquer. If you control a majority of the people in the land, you'll see a screen announcing your victory — if you control less than a majority, you'll see a screen declaring your complete and utterly humiliating defeat.

When either one of these screens appear, press **A**, **B** or **C**. If you were victorious, you get a password (press **A**, **B** or **C** again to continue); if not, you go straight back to the Main Menu.

REPLAY MAP

"Try again." This option lets you start over on the land you just tried to conquer.

SELECT MAP

Takes you to the Conquest Map.

RANDOM MAP

Lets the Genesis randomly choose a land for you to conquer.

SPEEDING UP THE GAME

Sometimes life is slow. Because PowerMonger is time-accurate and played in real-time, the game may take longer than you'd like. To speed up the game (fighting, marching, inventing, etc.), zoom all the way in on the Close-Up Map. You won't be able to see as much of the action, but play will be much quicker.

QUESTIONS AND ANSWERS

1. What is the object of this game?

To gain control of the settlements and armies in a territory through diplomacy or conquest. When a significant portion of the population of a territory is under your control, and all the gold in the Conquest Balance is on your side, the territory is yours.

2. What do I do first?

Become familiar with the command symbols, how they function in the game, and how the maps work. Pay particular attention to the commands that move your forces around the maps, as well as the commands that manage your resources. You should probably play several practice games to familiarize yourself with the commands and the maps.

3. How can I best prepare myself for a battle?

A. Make sure the size of your army matches or exceeds the number of people in the town you intend to capture.

B. If you have a subordinate captain who has an army, send him into battle before your main army. This will reduce the number of casualties your main army will suffer, divide the enemy forces, and give you a chance to gauge the enemy's aggression level.

C. Do not go in and decimate an entire settlement even if you know they will be an easy victory. You will usually want to leave at least part of the population behind to produce food, inventions, and conscripts for you.

D. Make sure you have a sufficient amount of food and your Captain is in Fit condition. When your Food Status Bar is shorter than your Men's Status Bar, go forage for some more food. Hungry soldiers do not fight well.

E. Equip your First Captain and his army with the best weapons available. This will greatly enhance your chances of winning battles.

F. Taking over the closest settlement is not always the best thing to do. Survey the other settlements and choose one that will benefit you and your army. Some settlements have better strategic positions than others, and some are richer in resources, i.e. food, population, and weapons.

4. **How can I tell if an invention I have equipped or traded for is in my possession?**

Check the inventory of the settlement, shop, etc. where the invention was located; then check the Captain who tried to equip the invention (click his medals), or the individual soldiers in the Captain's army. If the invention still appears in the inventory of that location, and does not appear in the Captain's or any of the soldiers' inventories, you have not successfully equipped the invention. Change your posture level and try again.

5. **Once the Balance is tipped in my favor in a particular territory, must I retire from that territory, or can I continue PowerMongering there?**

You can continue to adventure in any territory after you have conquered it as long as your First Captain is not killed. In fact, doing so is a good way to try our different strategies before moving on to a more difficult territory.

6. **I sometimes see an enemy hiding or walking around in my settlements — once I even saw an enemy carrier pigeon flying into my town square! What gives?!**

You have a spy or traitor in your midst. He or she is probably communicating vital economic and military information to your enemy. Don't take kindly to these people; simple execution is too good for them.

7. **My Captain has excess weapons and stock and I have new recruits fresh out of boot camp that are drooling to get their hands of some weapons. How do I get my Captain to distribute these items?**

The best place to do this is in a settlement.

A. Make camp in a settlement

B. Choose the Drop Invention icon and make sure you have an appropriate posture level set. Now these item's are part of the Settlement's stock.

C. Choose the Equip Invention icon and again, make sure you have the appropriate posture set.

D. The Captain will now redistribute all the stock he picks up to the soldiers that need them and keep what is in excess for trading purposes.

This procedure can also be carried out outside a settlement, but not as quickly.

8. **When I am crossing through a terrain that is near a body of water in my direct path, my soldiers sometimes lag behind and get lost. This is not good when I am on my way to glorious battle and my own men show up late.**

Unfortunately not all of your soldiers are as smart as you or your original followers. If you do not want to get caught in battle short-handed, make sure you carefully plan your moves through the terrain. In this game, a straight line is not always the bast path to victory, especially if you are the only one equipped with a boat.

9. **My army takes quite a while to move from one place to another. Can I speed them up?**

Click on the Captain's medals and check the Speed. If you are loaded up with a huge weapons cache or trading items, choose the Drop Invention icon, and check the speed again. It should increase. Speeds of above 30 are generally okay for most territories. You can also speed up gameplay by zooming all the way in on your Close-Up Map and playing in the "zoomed-in" mode.

10. **Can I take a catapult or cannon on a boat and transport it across the sea.**

Yes. Any weapon you have equipped can be taken on a boat.

11. **Can I divide my army and do complex attack formations?**

No. The only way you can send multiple armies into battle is if you have one or more Subordinate Captains. The soldiers with hand weapons will engage the enemy face to face, while the soldiers with projectile weapons will fight from afar.

12. **What are the pros and cons of forming an alliance with another tribe?**

The Pros: Forming an alliance will give your army some stability in the form of being able to trade for better weapons, as well as having an ample supply of food. In some territories, having a safe place to retreat to and gather your wits about you will determine your outcome in hostile territory.

The Cons: If the tribe you have formed an alliance with takes over, or already controls a large part of the territory, you will eventually have to break the alliance and take the tribe on in battle. If he has been busy conquering the land and gathering his resources, you will have a tough fight ahead of you.

13. **How come my men keep deserting me?**

When a captain doesn't have enough food, his men will desert him. Watch the food items and do not allow the amount to drop below approximately 20. Also, the men may desert if they are injured and their individual health drops to very sickly. You can improve the health of your army be remaining camped for a little while until their health improves.

14. How come I cannot have my captain get food from a settlement that I have already conquered?

Either the settlement has been taken back by an enemy captain or the men have become rebellious from lack of food and having you kill all their people. In either case you will need to conquer that settlement again.

15. How can I cross over a small channel of water to a nearby body of land?

Your army can wade through thin channels of water. Issue a Send Captain or attack command to a destination on the island and the men will try to walk through the water. If they still do not make it, you may want to try to change the angle of the area that they are trying to march through. To do this, have the captain move to a closer position on your side and/or select a different destination for an order. For example, your men may not wade across the water if you choose to attack the army just on the other side of the water, but choosing to attack a sheep or a tree to the side of that army allows them to cross the channel. If the channel is still too wide to cross on foot, you will need boats, at least for your captain. Boats can be equipped from conquered settlements or armies or invented in towns near woods and with fishermen. If you only have one boat, you may wish to derank your men and have your captain cross to a safe area and equip some more boats.

16. How come there is sometimes a long delay when issuing orders to my subordinate captains?

All orders are delivered via the primary captain by carrier pigeon, although this is automatic and you may not notice it. The delay is the time it takes for the orders to come down the ranks. A little white pigeon fluttering beside the Status Bars of the subordinate captain means an order is still "on the way."

17. Why can't I give orders to my third Captain after my second Captain has died?

If your second Captain dies, your third Captain (and all other subordinate Captains) can't receive orders because they are cut off from the chain of command.

18. How come I can have an army of 20 soldiers and it takes them forever to defeat a small settlement with only 2 people left in it?

Certain angles of fighting may be more effective, especially if your captain is using a bow, cannon or catapult. Try sending the captain to a position on the other side of the settlement and attacking from that side. Also, switching from Aggressive to Neutral Posture or vice-versa may speed the outcome.

19. How come I cannot get my men to invent something specific, even when I change my posture level?

The workshop will continue to produce the same invention as it has in its inventory. You will need to equip all of the old items before changing the posture level. To speed up the inventing process, make sure that the settlement has enough food for its population so that the town will spend all of its time on inventing, instead of on gathering food and inventing. If the settlement begins to dig a mine, the settlement will only produce steel goods. Keep in mind that it will take longer to dig the mine and then invent than it would to invent wood items near a forest. The mine can be queried to see whether the settlement is inventing cannons or swords.

Note: This game requires lots of exploration and it will take you some time to become familiar and effective with every option this game has to offer. This manual will give you the basic foundations in your quest to rule the world. Manage your army, your settlements, and your resources as well as you can. Your leadership and management skills will determine if you truly have the right stuff to be a POWERMONGER.



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