

THE GREAT SIEGES OF GURTEX

The eldens have gone, leaving the Children of Light with only three castles to defend themselves against the forces of Darkness. It is up to you to turn this tide of evil back into history.

As the attacker, you will become familiar with the use of bridges to cross moats and rivers, ladders to scale the castle walls, and battering rams to demolish the castle gates. As the defender, you will have catapults, ballistae, and flaming oil at your disposal. The game includes twenty-four scenarios in four different castles.

INSTALLATION AND STARTUP

To run Siege from the CD-ROM, log onto your CD-ROM drive and type `GO E`. To configure your sound card type `INSTALL E` (do not select *install to hard disc*). See README file for further information. Siege CD uses some space on your hard disc for save files.

To create a boot disc

If you are unable to run Siege CD-ROM due to 'insufficient memory', you will need to create a Boot Disc. Insert a blank disc to be formatted into drive A & type 'Format A:/S' E at the C: prompt. This will create a system disc. Having made a system disc create a CONFIG.SYS file & an AUTOEXEC.BAT file referring to the suggestions below, using the MS DOS edit command.

CONFIG.SYS

```
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE NOEMS
DOS=HIGH,UMB
FILES=15
BUFFERS=20
DEVICEHIGH=C:\CDROM\CDROM.SYS
/D:CDROM01 /P:340 ①
DEVICEHIGH=C:\DOS\DBLSPACE.SYS /MOVE ②
```

AUTOEXEC.BAT

```
LH C:\DOS\MOUSE.COM ③
LH C:\DOS\MSCDEx /D:CDROM01 ④
D: ⑤
GO
```

Note:

- ① Replace this line with your specific CD-Rom Driver line (check CONFIG.SYS)
- ② You will only need this line if you use Dos 6 with Dblspace.
- ③ Change this line according to where your mouse driver is.
- ④ Modify this line according to your present autoexec.bat on your Hard Disc or system Disc.
- ⑤ This should be your CD log drive.

TUTORIAL

To play the tutorial, select the **Begin Playing Scenario** option on the Opening Screen. Select the scenario named **TUTOR**, and choose to play the attacker. The screen will turn red and will begin the scenario *paused*. Hold the right mouse button down (or cursor keys) and move to a border to see other parts of the castle and the area. Locate your headquarters tent in the southeast corner of the battlefield. Click on the **Zoom** icon (Z) to view close up.

Barracks

Select **Barracks** (B). This takes you to the Barracks Management Screen. Double click on a troop type's icon to call up a description.

Your first task is to bridge the moat. Create a group of swordsmen who will protect the engineers who build the bridge, then cross the bridges and assault the castle.

To the left of the word **Reserve** is the **multiple indicator**. Click on it until it reads **x 10**. Now click on the human warriors' icon to select them, and click the + arrow to move ten warriors from the reserves to the active group. Change the multiple indicator to **x 1** and add a sergeant to the active group. Your swordsmen are now ready.

Issuing Orders

Click on **Deploy**. You will return to the main screen where your group of swordsmen is standing next to your headquarters. They are highlighted in yellow, indicating they are ready for orders. Four campfires mark the part of the moat you will bridge. Your swordsmen will start defending the bridge site. Select the **Defend** (D) icon. Select the area to defend by dragging the crosshairs.

Now go back to the barracks and create a group of ten engineers with ten bridge pieces and **Deploy** them. Select **Engineer** on the Main Screen and form a rectangle over the camp-fire area.

Pause the game and create a group of ten archers and give them an **Attack** command. Create two rectangles: one for their target area and the other for firing position. **Unpause** the game. The computer will defend the castle so you may have to create more troops to attack. You can create a team of engineers to carry ladders so you can scale the castle walls or try deploying a catapult group. To attack with the catapult treat the group as a missile-launching unit. You will need to form a rectangle and another over the fire that is between your barracks and the castle.

The key to completing a scenario successfully lies in your ability to use each troop type to its maximum and inter-managing the troops to make a fully functional army.

THE INTERFACE

The Cursor

Arrowhead: use to point to units, locations, icons or words.

Crosshair: use for selecting an area.

Rotating circle of red and yellow dots: the computer is busy.

Making selections

Choices are performed by single or double-clicking the left mouse button. Keyboard equivalents exist for most of the menu choices and for commands associated with icons.

Issuing Orders

Once a group is selected, you can give it an order by single-clicking on one of the Command Icons or by using the scroll down Orders Menu.

Menu Selections

Clicking on the Menu Bar at the top of the Main Screen and holding down the left mouse button lists the Menu Bar selections. Release the left mouse button to select a choice.

Scrolling

Scroll the viewing screen to see another part of the castle by pressing and holding the right mouse button and dragging the mouse to the edge of the screen in the desired direction.

Selecting an Area

Selecting an area for a command to take place is done by forming a rectangle outlining the desired area. Click and drag the mouse to opposite corners of the rectangle. If the entire area does not fit on the screen, hold down the right button as well and the screen will scroll when you reach the edge.

THE COMMAND ICONS

Go (G): orders the active group to go to a specific area. Once the group has arrived, it will await further orders, defending itself if attacked.

Stop (S): allows you to cancel the current orders of the group. Select a unit in the group and then select the **Stop** icon.

Attack (A): allows you to attack a certain area within the active group. There are two forms of attack:

Melee (hand-to-hand): select the desired group, select **Attack** and then form a rectangle over the area to be attacked.

Missile (ranged weapon): select the desired group and select **Attack**. Then form a rectangle first over the area to be attacked and then over the area you want the group to attack from.

Defend (D): allows you to assign the active group to defend a particular area. This command applies to both melee and missile combat.

Target (T): in a melee group, the **Target** command sets the group to seek and destroy an enemy unit. In the case of a missile group, the group will fire on the targeted enemy unit whenever it is in range. In both cases once the enemy is destroyed, your group will return to the barracks unless you issue a new order.

Engineer (E): engineers' orders are divided into two major groups: Non-ranged orders: to give the **Engineer** command, select the desired engineer group, then select the **Engineer** icon, and then form a rectangle over the area that you want to engineer.

Ranged orders: To fire an artillery piece, treat the group as a missile firer (see **Attack** above).

Return (R): directs the active group to return to the nearest friendly barracks.

Barracks (B): takes you to the Barracks Screen.

Escape (q): allows you to cancel a partially completed operation. Also use to back out of a command in progress or menu.

Histogram (H): switches between pictorial representations of the combatants and bar graph of their health and energy.

Zoom (Z): allows you to switch between the Local View, the Area View and the Castle View, and to **zoom** in.

Pause (P): allows you to make plans, issue orders and react to unexpected developments.

THE MENU BAR

Options

- Save Game
- Music On or Off
- Quit Game
- Auto On or Off
- Sound On or Off
- About the Game

Reports

This menu gives you overall information on the status of your troops:

Totals: lists troop and equipment types remaining in your army.

Groups: lists troop and equipment types that have been assigned to groups.

All: status report on all your groups in the field.

Orders

Fire at Will: for archers and other missile groups.

Extended Patrol: when the target is destroyed, the patrolling group will seek out other enemies.

Reinforce: allows you to send a group to the aid of another.

Relieve: send fresh troops to relieve tired and weakened ones. Both groups must be the same type: melee, missile or engineer.

Replace: sends the active group to another group's location and sends the other group back to the barracks. Groups can be different types.

Escort: order the active group to accompany another group and to attack any enemies who oppose it.

Release: orders the wounded units in the active group to return to barracks while the fresh troops remain in the battle.

Split: divides a group into two.

Double Time: orders the active group to proceed to a location at twice the normal speed. The group's fatigue will increase rapidly.

Full Retreat: send all your troops back to the barracks to recuperate.

Clock

Most start on day 1 and end on day 90 (if not sooner). Each days combat starts at 7am and ends at 7pm.

IN THE BARRACKS

Select the **Barracks** command icon from the command bar on the main screen. Once you are in the barracks, note that there are three separate sections on the screen: the Reserve Section, the Active Group Section, and the Command Section.

Reserve Section

A list of the troop types and equipment which are not currently in a group, the number available is under each icon.

Active Group Section

Shows the group of troops you are currently assembling. A group can hold up to 50 units.

Command Section

Contains the troop management commands.

Barracks Commands

+ and - Arrows move troops and equipment back and forth between the Reserve Section and the Active Section, thus creating and reorganizing groups. **Remember:**

- Only engineers can use siege equipment.
- Engineers can carry only one type of siege equipment per group, except that flaming oil can be carried with a catapult.

- An engineer group can only have one catapult, battering ram, ballista or siege tower. In addition you must make sure that you provide at least enough engineers to operate the equipment properly.

Multiple Indicator: Changes the rate at which troops and equipment are transferred between the Active and Reserve Sections.

Deploy: This command places the group shown in the Active Section onto the battlefield.

Disband: This command puts the entire group displayed in the Active Section back into the reserves.

Exit: Returns you to the battlefield.

ENGINEERING

Using Bridges

Bridges are used so that the attacker's troops can cross the moats, rivers, pits or chasms that guard the defender's castle. Engineers with mobile bridges can be told to place a bridge by selecting the **Engineer** Command Icon and then defining the area to be bridged.

Using Ladders

Engineers set up ladders so that the attacker can scale the walls and gain entry into the defender's castle. Anyone can climb a ladder, but only engineers can place them.

Using Siege Towers

Siege towers provide a means for attacking troops to scale walls quickly, avoiding ladders' fragility and exposure. Siege towers are divided into sixteen pieces and are assembled by engineers. To start the construction of a siege tower, create a group of at least sixteen engineers in the barracks and give them the tower unit. Then use the **Engineer** Command Icon and select the area against the castle wall where you want the siege tower built.

Using Battering Rams

A battering ram comes in six pieces, and thus requires at least six engineers to carry the pieces to the castle gate. If less than all six pieces reach the gate, the ram cannot be constructed.

Using Ballistae

The ballista, a weapon that shoots large spears at a deadly velocity, is a lethal weapon that only engineers can properly operate. It takes one engineer to move the weapon through the battlefield and four more to help operate it.

Using Catapults

A catapult requires five engineers to operate it, although it can be moved by only one engineer. There can be only one catapult per group of engineers.

Plain bolders can be thrown by catapults or in conjunction with flaming oil to create an exploding fireball that causes a temporary fire. Like ballistae, catapults are fired using the **Attack** Command Icon.

Using Flaming Oil

Each engineer can carry a cauldron of oil which they can pour on enemies next to or beneath them. Use the **Engineer** Command Icon to select the wall area to defend.

Raising Flags

When an engineer carrying a flag reaches the base of the flagpole, the flag is raised symbolizing victory.

Defense against Engineers

Engineers carrying equipment on an invasion mission, or oil on defense, can be killed. This weakens the mission and perhaps causes its failure.

When a group of engineers manning a ballista, catapult or battering ram falls below the necessary size (five for an artillery piece, six for a ram), the weapon ceases to function. The last engineer in a catapult or a ballista group—the one **carrying** the artillery piece—will not die unless the weapon is destroyed.

WHEN NIGHT FALLS

At 7:00 pm, game time, night falls. Click to see the night screens.

Casualties: The first screen shows the number of your units and equipment that were killed or destroyed during the day.

Evaluation: The second screen evaluates your performance during the day in terms of a ratio between the attacker's losses and the defender's losses.

Troop Assessment: The final screen, just before dawn, shows the number of your troops who are ready to be released from the hospital and the number who deserted during the night.

The Hospital

Whenever a group reports to the barracks, all the wounded in that group are automatically sent to the hospital.

Victory Conditions

The attacker wins if the attacker's flag flies over the castle at nightfall and through the entire next day until night falls again.

The defender wins if Day 90 ends without the attacker winning. (Some scenarios start later than Day 1).

Either side can win an automatic victory if its flag flies over the castle and the other side's engineers have been destroyed.

GAME STRATEGY

Some general rules apply to most situations. For the attacker, first have engineers place mobile bridges across a moat, river or chasm and return to the barracks for reassignment. Next, engineers carrying assault ladders should attempt to place the ladders against the castle wall and then return to the barracks. Missile attacks may be used to weaken the wall's defenders, then hand-to-hand soldiers can be sent to climb the assault ladders and storm the wall. Siege towers may also be used, providing protection as well as enabling more soldiers to climb over the wall at one time. For the defender, use missile attacks to harass the attackers before they reach the walls. Have engineers use burning oil to defend the walls and destroy assault ladders set against the walls.

Troop assignments can be very important. Some troops are likely to retreat if wounded slightly; others fight to the bitter end. Adding a sergeant to watch over troops instills courage in those troops, and they perform better. Selecting when to use heroes, wizards and other special troops is also important, as their numbers are usually limited.

The **Pause** Command Icon can be very helpful, especially in coordinating the actions of different groups. When issuing orders to missile troops, make sure that the target area is within weapon range. When giving orders to large groups, pay close attention to their destination locations. Selecting too small an area or too large an area can have a major effect on the troop's performance.

THE EDITOR

The editor allows you to create your own scenarios and to modify scenarios that already exist. (It is recommended that you **do not** replace the original 24 scenarios that come with the game.)

Opening Screen

To use the scenario editor, select **Make/Edit Scenario** from the Opening Screen. Select the scenario you want to modify, and you will be placed into the editor on the main screen.

Main Screen

The Command Icons: In the editor, there are a few changes to the functions of the Command Icons:

- All orders issued to groups in the field are **on hold**. When the game starts, each group will begin to execute the **last** order given to it in the editor.
- **Barracks** allows you to choose the attacker's or defender's barracks.
- **Pause** has no effect.

The Menu Bar: there are also a few changes to the functions of the Menu Bar:

- **Save Game** in the Options Menu serves the same purpose as the **Save** button on the Configure Screen, described below.
- **Quit Game** in the Options Menu leaves the editor and returns you to the Opening Screen.
- **Totals** in the Reports Menu allows you to choose the attacker's or defender's totals.
- **Groups** in the Reports Menu shows groups on both sides.
- As with the Command Icons, orders issued from the Orders Menu are **on hold** until the game begins.

The Edit Menu

Configure brings up the Configure Screen.

Place Group moves the selected group to a new location.

To Barracks returns the selected group to the barracks.

Place Att. H.Q. puts the attacker's headquarters tent on the field.

Place Camp puts a smaller tent on the field. (Atmospheric).

Place Fire puts a small camp-fire on the field. (Atmospheric).

Place Flag Base indicates where in the castle the defender's flag will fly.

Place Bridge erects one section of a bridge. To bridge a moat, river, pit or chasm completely, you will need to **Place Bridge** several times.

Place Ladder erects a ladder against the castle wall.

Place Crater indicates places that have already been damaged by catapults' boulders.

Place Tower puts a fully assembled siege tower against a castle wall.

Place Rock and **Place Splinters** are purely atmospheric additions.

Erase Items removes items previously placed on the field.

The Configure Screen

On this screen you create the armies that will battle one another. The display is divided into three sections:

Attacker's and Defenders: both of these sections function in the same way. The arrows are used to place troops into and remove troops from the armies.

Roster: The roster section displays all of the troop types and equipment available for use in your scenario. It is also the command centre for the Configure Screen.

The Arrow Icons allow you to add and remove troops and equipment to and from an army. The multiple Indicator setting determines the number of units that will be displaced with a single click of an arrow key. The **Exit** Button returns to the Main Screen. The **Save** Button saves the current scenario. The **New Unit Type** Button adds another type of troop to the roster of available forces. The **Kill Unit Type** Button deletes all occurrences of the selected troop type from the Roster and both armies. Equipment cannot be deleted.

In the Roster of unit types, double-click on an icon to see its description.

• **Personality:** A rating of how eager the troop type is for battle.

• **Speciality:** The function of the troop type.

• **Equipment:** A full listing of what the particular troop type carries in terms of weapons and armour.

• **Statistics:** The last four entries are innate statistics of the group type being viewed:

Damage Adjustment: The amount of damage that is added to the intrinsic damage of the weapon carried by the troop.

Armour Adjustment: The amount of damage that is deflected above and beyond the intrinsic protective value of the armour that the troop wears.

Attack: The percentage chance that particular troop has to hit.

Defense: The percentage chance of avoiding being hit. This percentage is subtracted from the attacker's chance to hit in order to determine the chance of hitting the opponent.

Guidelines

The following are some rules you need to know in order to create a playable scenario.

Required conditions:

- On the Attacker's side, each scenario must have at least one flag, one engineer, and an Attacker's Headquarters.
- On the defender's side, there must be a flag base and at least one troop.
- Each scenario can have no more than 17 different troop types in both armies combined.

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