

ULTIMATE DOMAIN™

User's Guide



60 Leveroni Court • Novato, CA 94949
(415) 883-3000



USE OF THIS PRODUCT IS SUBJECT TO THE ACCEPTANCE OF THE LICENSE
AGREEMENT AND LIMITED WARRANTY INCLUDED WITH THIS PRODUCT.

2200310-350001/1074

Copyright © 1994 Microïds. Copyright © 1994 The Software Toolworks, Inc.
All Rights Reserved.

License contract

This software and this users manual are legally protected. All rights are the property of Microïds S.A. No part of this software or of this manual can be copied or reproduced in any form or by any means without the prior authorization of Microïds S.A.

Credits

Development:

U.S. Team

Producer: Manny J. Granillo
Development: David Lawrence, John Yellot, Hank Ratzenberger
Software Test Leads: Lisa Irving, Alfonso Guevara
Creative Consultant: Don Laabs

U.K. Team

Producer: Steve Whittle
Product Manager: Karl Fitzhugh
Software Test Leads: Neil Soane, Mia Garside

French Team

Original concept: Thomas Zighem
Product Director: Elliot Grassiano
Product Manager: Olivier Grassiano
Designers: Thomas Zighem, Olivier Grassiano, Laurent Plu, Franck Quero, Philippe Villain, Valérie Perruzza
Lead program: Thomas Zighem
Program: Jean-Paul Mari
Graphics & animation: Thomas Zighem, Antoine Rodelet
Cover artwork: Philippe Mandilas
Sounds and Music: Claude Abromont
Storyboard & Manual: Olivier Grassiano, Valérie Perruzza
Press relations: Olivier Grassiano

U.S. Marketing:

Technical Support: Dave Buoncristiani, Milt J. Hodges, Dave Locke, Dan Mack, Susan Hayes, Rob MacAulay, Alexi Kulberg, Crissy Abdilla, Joel Brisgel, Geri Bumbalough, Mike Seery, Paul Dhillon, Sean Hunt, Chris Pedersen
Packaging, Documentation and Marketing: Julie Lippold, Jim Fisher, Anne O'Brien, Darilyn Kotzenberg, Keith Granger, Michael Alves, Mary Eaves
Package Illustration: Griesbach/Martucci

Table of Contents

Introduction	1
The Story of Genesisia	1
Object of the Game	1
Getting Started	3
Installing the Program	3
Running the Program	3
The Main Window	6
Game Controls	8
World Window.....	9
Saving	9
Loading	9
Strategy Guide	10
Tutorial.....	10
Where To Go From Here	19
The Trades	24
The Inhabitants of Genesisia	24
Trades	27
Managing The Trades	31
Seasons and Vegetation	33
Constructing Buildings	36
Instant Buildings	36
Complex Constructions	38
Autonomous Buildings	39
Houses	40
Drills	41
Warehouse	42
The Workshop	43
Barracks	45
Temple	48
Tavern	50
The Shop	51

The Economy	53
Production and Storage	53
Money	55
The Balance Sheet	56
Inventions	57
Introduction	57
Conditions	57
The Table of Inventions	60
Some Information	62
Interactive Inventions	63
The Armies	67
Different Types of Armies	67
How to Recruit an Army	68
Characteristics	69
Moving Around	70
Movement Bonuses	72
Formations	72
Captures	73
Emblems	73
Lands	74
Colonization	76
Battles	76
Alliances	79
The Jewels	80
How to Discover the Jewels	80
Prospecting	80
The Tavern	80
Guarding the Jewels	81
Capturing the Jewels of Another Captain	82
Technical Support	83
Index	84

Introduction

The Story of Genesisia

Once upon a time, blinded by love, the King of the land of Genesisia defied the almighty gods. For the love of a treacherous woman, he had the tomb of the gods opened and the sacred jewels removed to adorn his beloved. But the wrath of the gods fell on the country and its inhabitants.

Today, three of his descendants are returning to the beautiful land of Genesisia. Only one can obtain forgiveness from the gods by recovering the Jewels of Neort.

Object of the Game

Your Mission

Before you begin this adventure, remember that Genesisia can be the ULTIMATE DOMAIN of only one master, the greatest strategist of all times: YOU.

In the land of Genesisia you must demonstrate your superiority at all times and:

- Have the strongest armies to expand your territory.
- Be able to guide your people and make sure they lack nothing.
- Be the best at managing technological progress.
- Expand at the smoothest possible pace.

To do this, you must take into account several parameters which impact productivity, such as nature (weather, water resources, and wood) and the morale of your population.

You can use the skills of several trades to build this new world, including architects, farmers, woodsmen, blacksmiths, soldiers, carpenters, and others. Of course, none of this will come easily. Even as you work, the other captains are striving to succeed on their own lands.

The Ultimate Goal

Bear in mind at all times that you must find 7 of the 9 jewels (also called crystals by some). You can achieve this through the development of your economy, your military strength, and your skill at managing technology.

Before we move on to more detailed explanations, let us give you a word of advice: a jewel won can be lost again.

How to Win

ULTIMATE DOMAIN is not simply a race against the clock. There are several ways to win. As you grow familiar with the game, you will develop your own strategy.

Be the first to recover 7 jewels.

To do this, you must develop your economy, build up considerable resources, and recruit men to find the jewels as soon as possible. Moreover, you must protect the jewels and thus build up the necessary defenses. Lastly, you can decide to attack the zones on which your enemies store their own jewels.

Be the only player left.

This consists of eliminating all of your adversaries. This can be done in several ways:

- By capturing all of a player's lands (see *The Armies, Lands*).
- By crushing a player militarily.
- By ruining him financially, for example, by destroying a player's stocks (see *The Economy, Production and Storage*).

Defeat

You have lost the game if:

- 7 of the jewels have been found by one of your adversaries.
- You have no land or armies left.

Getting Started

Installing the Program

To install ULTIMATE DOMAIN, follow these steps:

1. Put the disc in your CD-ROM drive (usually D:).
2. Log to that drive. For example, type **D:** and press **ENTER**.
3. Type **INSTALL** and press **ENTER**.
4. Follow the onscreen instructions to complete the installation.

Note: After installation, if you experience problems while running the software, you may need to reboot or restart your computer.

Running the Program

The steps below are the quickest path to run ULTIMATE DOMAIN, get to its main screen, and exit. Try starting up, studying the main screen, and experimenting with the mouse and the CURSOR keys to navigate around your land. Then press **ESC**, start a new game, and try the suggestions in *Quick Strategy* located on your *Quick Start Card*.

1. Put the disc in your CD-ROM drive with the label side up.
2. Change to the directory where you installed the program (the default is C:\DOMAIN).

For example, type **CD\DOMAIN** and press **ENTER**.

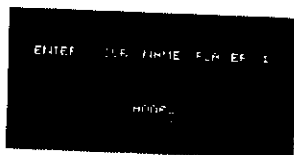
3. Type **GENESIA** and press **ENTER**.
4. Click to bypass the introduction. Click again to skip the title, credits, and open the Options screen.



5. Complete the Options dialog as follows, then click the **NEW GAME** button.
 - **Speeches** - This defaults to **Yes**, so you can hear the animated characters. Click **No** to turn off speeches.
 - **Transition Scenes** - This defaults to **Yes**, so you can see transition animations when you enter a building. Click **No** to turn off transitions.
 - **Number of Players** - Each game always begins with 3 players. You can set the number of human players:
 - 1 - In this case, you play the first captain and the two other captains are played by the computer.
 - 2 - You play the first captain, Player 2 plays the second captain, and the computer is the third captain.
 - 3 - If three people are playing, each one plays a captain.

Note: After you choose **NEW GAME**, you are prompted to type the name(s) of each human player and press **ENTER** to confirm.

 - **Additional Atmosphere** - If you installed ULTIMATE DOMAIN without sound, this field defaults to **NO**. If you installed ULTIMATE DOMAIN to run with your sound card, this field defaults to **YES**. To turn off sound, click **NO**.
 - **Creation of the World** - You can choose between five different worlds (1 to 5). Depending on the world you choose, the computer will apply a specific policy and the game's configuration will be different. Try starting with world 1 (default). Each world has its own map and strategy.
 - **Game Level** - You can choose between three levels of play (**BEGIN**, **NORMAL**, **ADVANCED**). You may want to start with **BEGIN** and up the ante as your strategic skills develop.
6. After you click **New Game**, the name dialog appears.



Press **BACKSPACE** until you erase the name **PLAYER1**, type your name, and press **ENTER**. Do this for each human player as needed.

7. The main screen appears with a dialog box showing the name and color of each player



Click anywhere on the screen to close the dialog box and view the entire main screen and its icons. See the captioned illustration in *The Main Window*.

8. To play this game you need a mouse. For complete descriptions of all mouse actions, see *Game Controls*.

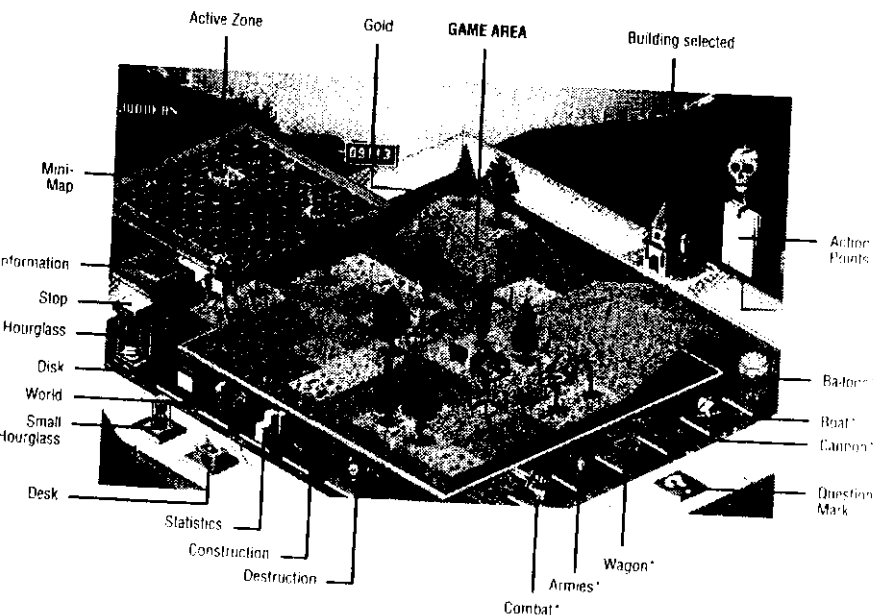
Note: You can use the **CURSOR KEYS** to move around your land instead of the mouse.
9. Go to your land.
 - Click the **Information** icon to open the grid on the Mini-map.
 - Click the grid square with your color (white, yellow, or blue) to jump to your land on the Main Map.
10. Click the **Desk** icon or your **Flag** to open your Trade window. Use this window to assign jobs to your inhabitants and to pause your turn. (See *Managing The Trades*.)
11. Save your progress often. (See *Saving and Loading*.)
12. To exit ULTIMATE DOMAIN, make sure to exit all buildings and close all dialog boxes, then press **ESC** as needed until you return to the *Options* screen with the Quit prompt open.



Click **Yes** to exit to DOS or **No** to start another game.

The Main Window

Here is a picture of the ULTIMATE DOMAIN main screen. The icons are labeled in the illustration and the icon definitions are below it. Refer to this section as you try the hints in *Quick Strategy*.



* Search icons - see below for details

Definition of Icons

Mini-map:

- **Information:** Activates or deactivates the Mini-map grid.
- **Active zone:** The land displayed in the game area.

Main map:

- **Game area:** The main screen on which the game takes place. Use the mouse or CURSOR KEYS to move around.
- **Building selected:** Shows the type of building the architect is going to make.

- **Action points:** Displays a unit's action (or travel points). See *The Armies* for explanations of life, action, and travel points.

Other icons on the left or bottom of the screen:

- **Desk:** Opens the Trade window.
- **Hourglass:** Displays time spent for each turn (season).
- **Stop:** Click on the top of the Hourglass to interrupt your turn and change seasons.
- **Small Hourglass:** Decrease you turn one ring on the Hourglass.
- **Disk:** Save and load games.
- **World:** Load overall view of game map to see all lands.
- **Statistics:** Load statistics from different lands.
- **Construction:** Opens construction window.
- **Destruction:** Click on this icon, then point and click on the square that you want to destroy. Completed buildings can only be destroyed after you invent the bomb.

Search icons

Search icons are followed by an asterisk (*) in the illustration above. You will not be able to use these until you recruit armies and invent technology. These icons include:

- **Question Mark:** Opens Help for the Desk, Balance Sheet, Manufacturing Buildings, and the Small Hourglass. First, click the Question Mark, then click one of those icons.
- **Combat:** Finds battles in which your armies are engaged. Click on this icon to locate a battle.
- **Armies:** Finds armies whether in battle or not.
- **Wagon:** Finds your wagons. Click on this icon to locate a wagon.
- **Cannon:** Finds your cannons. Click on this icon to locate a cannon.
- **Boat:** Finds your boats. Click on this icon to locate a boat.
- **Balloon:** Finds your balloons. Click on this icon to locate a balloon.

Game Controls

ULTIMATE DOMAIN requires a mouse for game play. Take a moment to review the general use of the mouse. There are also a few keyboard commands.

Mouse

Click – Press the left mouse button. Click to use icons and other active screen features. Also used to exit buildings and close dialog boxes. To exit a building, click on the door. To close a dialog box, click the close box in the upper right corner.

Double-click – Press the left mouse button twice rapidly. Double-click to select from lists or options in dialog boxes.

Right click – Press the right mouse button. Right click on a building to enter it. Right click on a person or object to find out who or what it is. Right click on the Crafts chart to open the Science Chart in *Inventions*.

Drag – Push the mouse toward any edge of the screen to scroll rapidly around the World.

Click and drag – In the Trade window, click on a settler icon then drag it to the Trade you want and release the mouse.

Drag and flick – Push the mouse toward the edge of the screen and quickly pull it back toward the center of the mouse pad. This technique is useful for navigating around your land. It takes some practice to get the wrist motion down. Or, you can press cursor keys to navigate around your land.

Keyboard

Enter – Used to install and run the program; also used to save a game. Type a command then press **ENTER**.

Esc – Used to exit the game. First, close any open dialog boxes or building, then press **ESC** until you (return to DOS) get Exit dialog box.

Cursor Keys – Press the **CURSOR KEYS** to move up, down, right, and left in your land.

World Window

Click the **World** icon to see a window of the world. Use this window to visualize the map of the entire game. Point to the flags to show which captain the land belongs to. Click on your colored flag to zoom in on your own land.

Example:

- Player 1 clicks on white.
- Player 2 clicks on yellow.
- Player 3 clicks on blue.



Saving

Save your progress often. When you get a land well under way, save it so you can reload it the next time you play.

To save:

- Click the **Disk** icon.
- Click the **Save** button.
- In one of the fields, type a name for your game and press **ENTER**.
ULTIMATE DOMAIN will save the game to your hard disk.

Loading

To load a saved game:

- Click the **Disk** icon.
- Click the **Load** button.
- Double-click the name of the game that you want to continue.

You must first start a new game before loading an old one.

Strategy Guide

This section is designed to help you begin playing ULTIMATE DOMAIN. After you get started, select a BEGIN level game, then try the tutorial. But be forewarned, there are no guarantees that you can follow the strategy suggestions exactly. Random events, such as sickness or lightning, can throw you off a season or two!

Note: You may want to keep your *Quick Start Card* handy until you are familiar with *The Main Window*, icon definitions, and the *Quick Strategy* (basic steps of game play).

Surviving Your First Year

The game begins in summer. So, your first year is short—just two seasons. Or, enough time to build a drill, fields, and wells. You have enough food for about a year and a half, but in the second spring, start farming or your people may die of starvation.

Remember: Follow the six basic steps in *Quick Strategy* (on your *Quick Start Card*) each season. You can click the top of the Hourglass to end your turn at any point and speed up game play.

Summer

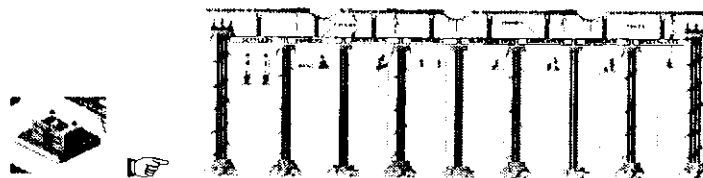
1. **Start.** Follow the steps on your *Quick Start Card* to get to the main screen.
2. **Go to your land.**
 - Click the **Information** icon to open the grid on the Mini-map.
 - Click the **grid square** with your color (white, yellow, or blue) to jump to your land on the main map.



3. Give each Settler a trade.

To assign a trade:

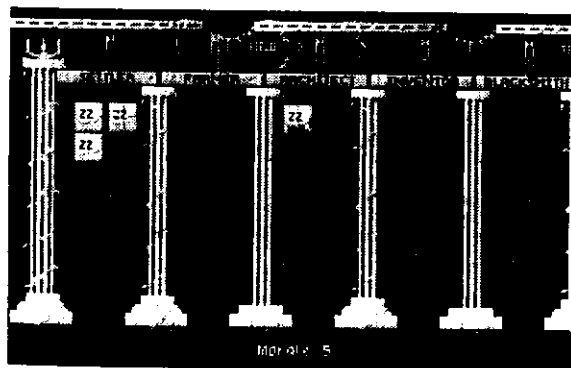
- Click the **Desk** icon or the **Flag** on your land to open the Trade window.



This window has eight columns, each of which represents one of the trades. Examples of each trade icon are shown above. In fact, you must scroll to see the entire window onscreen as shown below. You can point to active areas on the screen to find out what each person is doing and what his or her level of morale is.

- You start with four Settlers (ZZ). Click and drag the Settlers into other columns to assign the following trades:
 - 1 Architect.
 - 3 Woodsmen (they sleep for a season after they are assigned).
- Opening the Trade window pauses your turn. When done, right click to return to the game.

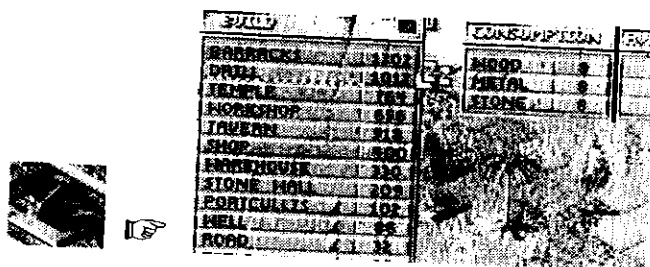
For a detailed discussion, see *The Trades*.



The first year, build drills, wells, and fields.

To build a drill (2 seasons):

- Make sure an architect is available (step 3).
- Click the **Construction** icon to open the Construction window.



- Point to a building to see how much raw material is needed and whether you have enough available.
- Click the type of building you want, such as a drill (produces stone and metal).
- Click a flat treeless building site on your land. Drills on hills produce more stone; closer to sea level, more metal.

See the *Quick Start Card* for tips on planning an overall building strategy. See *Constructing Buildings* for details on each type of project.

Hint: If you need to take an architect off one project to build another, use the following combination of steps 3 and 4:

- Click your **Flag** to open the Trade window.
- Drag the architect to another column for a one second snooze (ZZ).
- Then drag that person back to the architect column.
- Click the **Construction** icon, assign a building, and the architect will get to work on the new project.

The game begins in summer and each turn is a season. When you run out of trades people and raw materials, you can't do any more in that season.

You automatically get more raw materials at the beginning of each season. You also get materials as you put your farmers, woodsmen, carpenters, drill, and wells to work.

To change a season:

- Make sure you reassign trades as needed (step 3) before you change the season.
- Click the top of the **Hourglass** icon.



The next two players will play out the current season, then you resume in the next season.

- You may have to click your colored square on the **Mini-map** to go back to your land (step 2).

See *The Trades* for explanations of who works, when, and under what conditions.

Note: Lightning storms can be a problem during the summer.

6. Keep repeating steps 2-5 to develop your land, its population, and its economy.

During the first fall, your architect is still working on the drill and the three woodsmen start chopping down trees. Here are some things you can do while your inhabitants are busy:

1. Build fields and wells.

Fields and wells don't require architects and are necessary in the long run.

- Click the **Anvil** to open the Construction window, and choose Field or Well.
- Point and click on a building site. You may want to position fields close to homes.

2. Scope out the terrain.

- Practice scrolling around your land to look at the terrain. You can use your mouse or the keyboard cursor keys to scroll.
- You can also click on adjacent or enemy lands and take a look at them.

Surviving Your Second Year

The most important objective in your second year is building a warehouse. You need a warehouse to store surplus food, water, wood, stone, and other materials. Eventually, you will need many warehouses with a shop nearby (makes selling your goods easier in the long run). So find a flat, treeless stretch, preferably on a border away from the other two enemy captains to set up a row of warehouses.

Winter

1. Assign your trades.

- Click the **Flag** to open the Trade window, then click and drag as needed to assign the following trades:
 - 1 Architect.
 - 2 Carpenters (they sleep until Spring).
 - 1 Woodsman (he or she sleeps until Spring).
- When done, right click to return to the game.

2. Start a warehouse.



Assign the architect to build a warehouse (2 seasons):

- Click the **Anvil** to open the Construction window, then choose Warehouse.
- Point to a likely spot and click.

Spring

At the beginning of every spring, you get a tax proclamation that lets you see how your lands, finances, and tax base are doing.

1. Take care of the tax proclamation.

- Read the tax proclamation.
- Click to continue.

2. Monitor progress.

Your inhabitants should all be busy chopping, cutting, and building.

You can:

- Scroll to view the terrain.
- Construct some instant buildings.
- Click the top of the **Hourglass** to move to the next season.

Note: Sometimes, your people have the sniffles in spring and can't work. Until you invent vaccines, there's not much you can do about it.

3. Monitor the contents of the warehouse.

Once your warehouse is done, periodically enter it to check out your resources:

- Right click on the warehouse.



- Point to wood, water, pearls, food, and so on, to see how much of each item you have.
- Click the **warehouse door** to exit.

Summer

At this point, you should just let folks do their work. The architect will start a house (1 season) after he or she finishes the warehouse. The more houses, the more settlers you can attract to your land.

Fall

If you have an idle carpenter (ZZ), make him or her a specialist for the duration of the fall and the upcoming winter. Specialists are the only ones who can make fabric, pearls, and other cool stuff you'll need for trading and some inventions (such as the balloon).

Surviving Your Third Year

In your third year, farming becomes critical. Without ample food your inhabitants may starve. At this point, it is a good idea to build a temple where you can make offerings and improve the morale of your population. Finally, as time allows, start building a workshop. Once you have a workshop, you can start inventing Crafts and Sciences.

Winter

Start this year off by getting ready for springtime:

1. Assign your trades.

- Click the **Flag** to open the Trade window, then click and drag as needed to assign the following trades (they'll sleep until Spring):

- 1 Farmer.
- 1 Carpenter.
- 2 Woodsman (if you still have enough people).

- When done, right click to return to the game.

2. Build fields and wells if you haven't yet.

- Click the **Anvil** to open the Construction window, then choose Field or Well.
- Point to a likely spot and click.

Spring

1. Pass the tax proclamation.

- Read the tax proclamation.
- Click to continue.

2. Monitor progress.

Keep an eye on your people, enemies, and warehouse:

- Your inhabitants should all be busy chopping, cutting, and farming.
- Scroll to view the terrain.
- Check out the contents of the warehouse.
- Construct some instant buildings.

Note: If your inhabitants are sick, click the top of the **Hourglass** to skip a season.

Summer

By now, you should try to build a temple, which is important for maintaining your inhabitants' morale. Because you also can store jewels in the temple, consider positioning it on a hill near the middle of your land to keep it safe from attack:

1. Assign an Architect.

- Click the **Flag** to open the Trade window.
- Click and drag a person into the Architect column.
- Right click to return to the game.

2. Start building the Temple (2 seasons).

- Click the **Anvil** to open the Construction window, then choose Temple.
- Point to a level hill and click.

Note: You can always bomb a tree on a hilltop to clear that spot.



Fall

If possible, try to do the following:

1. **Keep a carpenter and a farmer working.**

Harvest is in the fall and your people need food to survive.

2. **Make an offering in the temple.**

As soon as the temple is complete:

- Open the Trade window and check the morale of each person (point at him or her). Right click to exit.
- Right click on the temple to enter it.
- Click the **Priest**.
- When asked if you wish to make an offering, answer **Yes**.
- Make an offering of \$50 for every morale point your people need.
- Click the **icon** to exit.

3. **Make sure that you have three wells built.**

4. **Build a workshop (2 seasons).**



As time, resources, and personnel allow, start an architect building a workshop. Put it next to the temple in the middle of your land for security purposes.

Note: Be careful not to confuse a shop with a workshop.

Where To Go From Here

At this point, you should have the basic techniques down for managing your people and resources. From here, the game can go in many directions.

There are four major strategies to consider:

- Inventing Crafts and Sciences.
- Building a trading economy (this requires two or more human players; computer players don't make alliances).
- Preparing for war.
- Finding the jewels.

Inventing

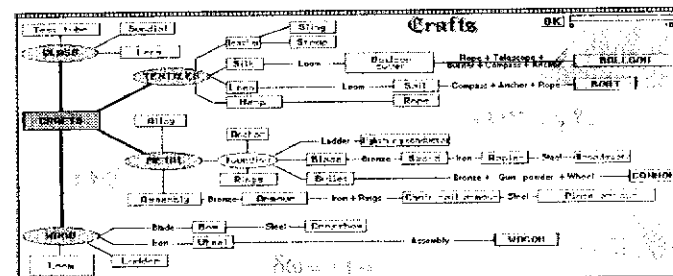
As soon as your workshop is ready, put one or more Inventors to work:

1. **Go into the workshop and assign an invention.**

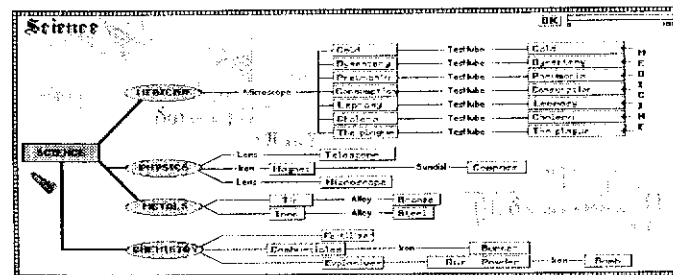
- Right click the workshop to open a dialog box, then click **Enter**.



2. **Click the inventor to open the Crafts dialog.**



3. **Right click the Crafts dialog to open the Science dialog when ready.**



4. **On either dialog you can choose an invention.**

- Click an invention box, such as **Crafts**.
- Choose **OK** to start your inventor(s) working.

5. Build the components of a wagon.

For your first invention, focus on the wagon. You cannot build something until its prerequisite is done. So you must start with Crafts. Help your inventors invent by selecting 8 boxes in the following order:

- Crafts (1) Metal (2) Assembly (3)
- Science (4) Metal (5) Iron (6)
- (Crafts) Wood (7) Wheel (8)

Note: Inventors can work in the winter, so put idle folks to work on inventions! A complex invention, such as a wagon takes many seasons of inventing.

6. Build a Wagon.

As soon as the necessary inventions are ready:

- Open the Trade window and assign at least one blacksmith. Right click to exit.
- Enter the workshop and click the blacksmith.
- On the parchment, select wagon and click **OK**. This may take a few seasons to build.

Building a Trading Economy

To establish trade, you need surplus resources. This means that you must plan to take the following general steps.

1. Keep checking your warehouse as the seasons progress.

When a warehouse is full, you need to build another one or you need to trade goods.

2. Build a shop.

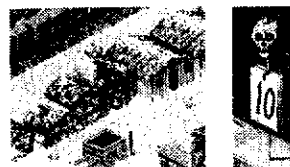
This is where you sell stuff from the warehouse. Building warehouses and a shop near each other is highly recommended!

3. Build a wagon (as shown in *Inventing* above).

The wagon moves goods from the warehouse to the shop, and from one land to another.

4. Drive the wagon to the warehouse.

You need **Action Points** (shown under the skull) to move the wagon, which is why the shop and the warehouses should be close to one another.



- Click the completed wagon.
- Click in front of warehouse to move the wagon there.

5. Fill your wagon with goods.

The wagon must be parked in front of the warehouse to fill it:

- Right click the warehouse to open the Fill Your Wagon dialog.



- Click on commodities to fill your wagon as desired.
- Click the door to exit.

6. Drive the wagon to the shop.

- Click the filled wagon.
- Click in front of the shop to move the wagon (you may need to wait a season for enough **Action Points**).
- Click the shop to talk to the shopkeeper. He will make you one deal. You should click **Yes** to accept it!



Note: You can also use the wagon to take goods into other lands and trade. This takes a lot of **Action Points** and planning. Roads also help.

For a detailed description of supply and demand trading, see *The Economy*.

Preparing for War

Keep an eye on enemy lands. When soldiers start moving toward your land, it's time to build a barracks and recruit an army. Be sure to place the barracks close to the border near the enemies to save your army action points. It is a good idea to have more than one barracks in case one gets destroyed.

1. Build a barracks.



- Assign an Architect.
- Open the Construction window and choose Barracks (2 seasons).
- Click a spot near the enemy border.

2. Start inventing the components for defenses.

Have your inventors work on tin, alloy, and bronze.

3. Invent the sword and armor.

When the necessary components are invented, assign inventors to the sword and armor.

Hint: If you can capture an enemy's cannon (takes a unit of at least two soldiers), you will save the time necessary to invent and build the cannon yourself.

4. Recruit an army.

- Make sure you have enough funds.
- Open the Trade window and drag people into the Settlers column. Right click to exit.
- Enter the barracks.
- Talk to the commander of the armies and choose to recruit all Settlers as soldiers, pay for them, and exit.

5. Mobilize your army.

You need to use action points to move your soldiers. For a complete discussion of recruiting and mobilizing armies, see *The Armies*.

And don't forget about the jewels! See *The Jewels*.

The Trades

The Inhabitants of Genesia

Your Population

Like any society, your people evolve.

You will see that the inhabitants of Genesia have different trades. For the first time in this type of game, the inhabitants have their own lives. They work, pay taxes, get married, have children, age, and are vulnerable to various illnesses.

You start out with a small population made up of settlers who each live in their own hut. You must take care to provide them with work as soon as possible.

Rule No. 1

Each inhabitant of your land must have a house.

If one of your inhabitants does not have a home, he or she will revolt, refuse to work, and is liable to turn your people against you or desert your territory.

Time

As in real life, time in Genesia is measured in years. Each year is divided into four seasons (spring, summer, autumn, winter). A season represents one turn. The game begins in spring or summer, depending on the world.

Morale

This is the inhabitants' main feature. It is measured on a scale of 0 to 7.

When an inhabitant has a morale of 0/7, this is disastrous: he either deserts the territory or dies.

In contrast, a morale of 7/7 makes this inhabitant an excellent productive worker or a great soldier. You can easily see that morale has a determining impact on several factors in Genesia, including: productivity, military strength, the desire to start a family, the number of births, and so on.

Births

Increasing the population is also extremely important. One way to do this is to increase the number of births. To do this, you need:

- A land with abundant water and food.
- Homes capable of containing at least two people (see *Constructing Buildings, Houses*).
- A man and a woman living in the same home.

If these three conditions are met, you will soon have the pleasure of celebrating the birth of a beautiful baby!

He will be counted in your population when he grows old enough to work, at the age of 16.

Note: to make the game easier to play you do not have to wait 64 turns (16 years) before you can employ this new recruit!

One home can include at most 2 inhabitants.

Age

From year to year, your inhabitants age.

- At 16, they are included in the available workers when they become old enough to work.
- Between 20 and 30 they tend to get married. This is the period during which they are the most efficient. However, their morale can decline and increase rapidly because they have not reached full stability.
- Between 30 and 40, they become more vulnerable to viruses and other diseases, but their morale is also less volatile because they have achieved a certain stability.
- Over 49, they die of old age.

Diseases

Several diseases can strike your population (they are not listed here so that you can discover them as you play).

These diseases have various features:

- Some of them are only contagious in a given season.
- Some go away by themselves.
- Some are very contagious.
- Others are deadly.

They all have something in common:

- When one of your inhabitants is struck by a disease, he or she can no longer work, and doesn't pay taxes anymore. However, they tend to consume more food and water to fight the infection.
- When an inhabitant is sick, by the end of convalescence, he or she will have aged one or several years.
- The only way to fight the various illnesses is to discover vaccines to immunize your people (see *Inventions*).

The Populations of Other Players

The inhabitants live in enemy territory and evolve in the same way. You can lure the population of other players onto your own land by capturing virgin territory in the vicinity of enemy lands, and then developing an important production site.

Nomads

Nomads are men and women who live on no land. They travel over the lands of Genesia in search of a province or land on which to settle. Nomads are essential because their strong morale makes them excellent workers.

To lure them onto your land you must have:

- A vacant home.
- Enough water and food in stock.
- An average morale of over 5.
- No epidemics.
- No battles underway in your land.

Trades

Outdoor Trades

These are the trades that are performed outside the home. It is important to differentiate them from indoor trades when shifting a worker from one trade to another (see *Managing the Trades*).

When a worker begins work in the course of a season, he or she will not be available again until the following season. The seasons affect the yield of these trades (see *Seasons and Vegetation*).

Farmers

Farmers are crucial for the success of your economy.

Thanks to them, and mostly to their crops, you will be able to increase the number of inhabitants on your land, guarantee the morale of your population, meet the needs of other territories, and prevent famine.

To work, a farmer needs a field to till. When the game starts you have none. To create a field, go to the Construction window and click on Field (see *Constructing Buildings*).

In the window representing the type of construction being built, you will see the drawing of a field appear. Click on the site where you want to build the field. Choose a plain, and, if possible, one close to a home.

On your following turn, you will see a farmer tilling the field. A farmer cannot farm more than one field.

You need as many fields as you have farmers, if you do not have enough fields, the extra farmers will not work. If you have no warehouse, your farmers will store no food, everything that is produced will have to be consumed right away, and any surplus will be wasted. To prevent this disaster, make sure you build a warehouse quickly to store your food and avoid a famine (see *Constructing Buildings, Warehouses*).

Learn to use your farmers in the most productive seasons such as spring and, especially, autumn, when the harvest is optimal.

In winter, your farmers (and woodsmen and carpenters) do not go out because of the harsh weather. Remember to store enough

food to keep your inhabitants alive during this period in which there are no crops.

The balance sheet will give you an indication of how long your supplies will last (see *The Economy, The Balance Sheets*).

Example:

Food = 3 seasons

Supposing you have no crops, you will have food for the three following seasons. However, if the number of inhabitants increases or declines, the forecast will change.

Woodsmen

Wood is an important raw material in Genesia because it is needed in all constructions. But before you can use wood in your constructions, you will need to employ woodsmen to cut down trees. The woodsmen will choose which forests to exploit. Each woodsman will cut down their own tree. You will see them cutting the trees. It will take one woodsman a full season to cut down a tree. Once the work is done, each tree is replaced by three trunks. The amount of wood available to the carpenter will vary depending on the woodsman's moral. When a woodsman is done with one tree they will move on to the next.

Warning!

Be careful not to cut down an entire forest, which would be an ecological disaster (see *Seasons and Vegetation*).

To prevent this disaster, remember to keep an eye on the condition of the vegetation in the balance sheet. If you are in the red, immediately stop the activities of the woodsmen (see *Managing the Trades*). In winter, the woodsmen do not work.

Carpenters

Once a tree is chopped down, it is replaced by three trunks. The next job is for your carpenter. The carpenter helps the woodsman. The amount of wood prepared will depend on the carpenter's morale. For a carpenter to be active, all he or she needs is an available chopped down tree. Once the carpenter's task is finished, the wood is stored in one of the warehouses located on your land (assuming one exists). Carpenters do not work in winter.

Architects

Architects will build different constructions (see *Constructing Buildings*). They can build several types of constructions depending on what you order. Unless you give them specific instructions, they will build additional homes for your people.

You will be able to see your architects construct buildings and monitor the various stages of construction. To see a building under construction, point on the building and right click. A window will appear with information. Architects are the only people that work outdoors in winter. Each architect works on their own building. For all outdoor trades, point and right click on a worker to find out about their trade (farmer, woodsman, carpenter or architect) and other characteristics (such as morale, function and age). The information will appear in a window.

Indoor Trades

The advantage of indoor trades is that, contrary to outdoor trades, they can be performed all year round (even in winter).

Inventors

Inventions will play a particularly crucial role in helping you fulfill your mission. Your inventors will create machines that can help you win. But to recruit inventors, you must supply them with a workshop. The workshop must be built by an architect. When the workshop is finished, you can hire one or more inventors. If you have only one workshop, but several inventors, all of your inventors are represented on screen by their chief. With several inventors, however, your inventions will progress far more rapidly.

Similarly, the morale of the inventor has an enormous influence on the speed with which he performs his task.

Note: The discovery of an invention is valid in all of your lands. The other players must invent their own crafts and science for them to become valid in their lands. See *Inventions* for more details.

Blacksmiths

As soon as the inventors complete a certain critical path on the Crafts or Science flowcharts, and you have the funds and materials, you can hire blacksmiths. They will go to work right away in any season to build wagons, boats, or balloons—whatever you pay them to do, as long as technology has progressed to a level where it is possible to build the chosen item. All blacksmiths in a land will cooperate on one project at time until it is complete. You can only ask blacksmiths to work on separate projects if you have more than one land, each with its own workshop and blacksmith. The blacksmith can only build certain types of inventions such as wagons, boats, cannons, and balloons.

Specialists

The activities of specialists are performed indoors. At first sight, you may think that specialists are of little importance compared to other workers. But you will soon realize that they are very important. Each land of Genesia has a specialty such as cultured pearls, fruit, pottery, or fabrics. Specialities increase the market value of the land.

You can sell your specialties to the shopkeeper and collect a tidy profit. When you recruit specialists, they will produce and stock the local specialty. Moreover, the specialist is the only person capable of producing fabric which is necessary to manufacture wagons, boats, and balloons (see *Constructing Buildings, The Shop*).

The Impact of Morale on Yield

The morale of your inhabitants has a determining impact on their productivity. Morale is measured on a scale of 0 to 7. The higher the morale, the more productive the labor.

Managing The Trades

Changes of Trade

Why change the trade of an inhabitant?

Throughout the game you will have to change the trades of your people. The inhabitants of a land are few and you must carefully adjust their numbers to have the right trades at the right moment.

You need to know the following:

- To recruit soldiers you need settlers (these appear in the settler column of the Trade window).
- You can place a settler in the trade square that interests you.
- If you have just created farmers, woodsmen, or carpenters, they will not become active until the next season.
- When an inhabitant is inactive, a 'ZZ' symbol appears in the window to show that person is asleep.

Working conditions

- In winter, farmers, woodsmen, and carpenters do not work.
- You must have as many fields as you have farmers.
- You must have enough trees for your woodsmen to cut and thus work.
- Trees must be cut into logs so the carpenters can take over.
- Sick inhabitants do not work.

When can you change trades?

- Take advantage of the quiet of winter to recruit your armies and explore the territory in search of the jewels.
- If you have few inhabitants, make one of them a woodsman for one season and the next season you will have logs instead of a tree. Before the end of the season, change your woodsman to a carpenter. This way, he or she can start to chop the logs as of the following season, supplying the architects with wood.

Warning!

The chopped wood is stored in the warehouse located on your land. If you have no warehouse, all of the work will be lost.

Trade Window

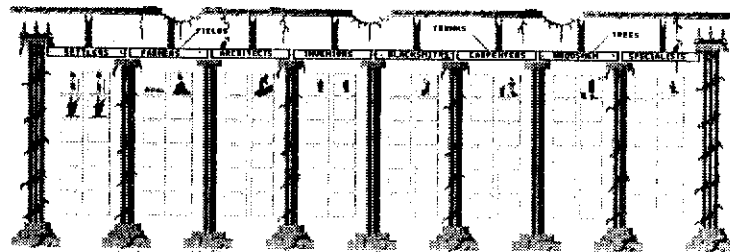
Appearance

The Trade window contains 8 columns.

- Each column represents a trade.
- Each column contains 12 squares.
- Each square can be occupied by one inhabitant.

The figure displayed next to the words **fields**, **logs**, and **trees** represents the total amount of each respective item.

Note: Opening the Trade window pauses your turn.



Instructions

- To load the trade window, click on the **Desk** icon or your **Flag**.
- To exit the Trade window, right click.
- To change the trade of an inhabitant, point to the inhabitant of your choice, then click and drag that character into the trade column of your choice.

Example:

You decide to make an inventor a blacksmith:

- Click on one of the inventors shown in the inventor columns. Then, drag the inventor into the blacksmith column.
 - When you make one of your inhabitants a farmer, woodsman or carpenter, the character is represented by the 'ZZ' symbol. In the following season, if the character is working, the 'ZZ' symbol will be replaced by an icon representing the trade.

- Point to the block occupied by an inhabitant. The character's morale level appears in the bottom center of the trade window.
- Soldiers are represented in the settlers column. In the illustration, the soldiers are represented in the settlers' column by two figures on the second line.
- In this example, assuming you have a barracks on that land, you will not be able to recruit more than two new soldiers since you only have two available settlers. The settlers are shown in the 'SETTLER' column by the two figures on the upper line. See figure X.
- Newcomers in a land automatically appear in the settlers column.

Seasons and Vegetation

As in the real world, there are four different seasons in a year.

Depending on the season, rain or snow falls on the land of Genesia. This will affect the behavior of the people. Seasons have a particularly strong impact on trades.

Summer

Summer is the season of heat and high atmospheric pressure; hence of storms and lightning. The problems caused by lightning are the following:

- Fires: when lightning falls on trees, it sets fire to the vegetation.
- Scorched land: the fires spread and burn everything, especially crops. Once a parcel of land is burnt, it will no longer grow plants. To repair the damage select the **Destruction** icon (see *Getting Started, The Main Window*), then click the damaged area.

The following incidents happen in summer:

- Summer is not a good season for crops and farmers are not optimum in their work.
- To prevent damage from lightning, invent the lightning rod (see *Inventions*).
- Summer rain storms help replenish underground water supplies.

Autumn

This season is particularly productive for farmers since it is when the crops are harvested. In autumn, food resources improve considerably. This is when the earth is the most productive, and when the underground water supplies are the most plentiful.

Winter

Winter in Genesia is extremely harsh, and all outdoor activities (farming, lumber, and carpentry) automatically come to a stop. Also, the inhabitants tend to catch colds and more serious diseases that can be very contagious.

- Quickly invent vaccines to protect the health of your people (see *Inventions*).
- In winter, many people are inactive (farmers, woodsmen, and carpenters). You can take advantage of this period of inaction to enlist the settlers in your army. But be careful: their morale is likely to be a little low which means that your soldiers will have few life points.

Spring

Spring improves the mood of your people and raises their morale points, which is fortunate because spring is also when the taxes are levied. The vegetation grows back and Nature awakens. Spring is also the season when babies are born.

Causes and Effects of Drought

Drought and the depletion of underground water resources is a catastrophe because this prevents any renewal of natural resources.

● case no. 1

->too many wells ->depletion of underground water supplies
-> no crops.

solution:

Use the **Destruction** icon to destroy certain wells (see *Getting Started, The Main Window*), then wait for the rainy season for the underground water reserves to be replenished.

● case no. 2

->too many woodsmen -> too many trees cut down -> no rain -> depletion of water supplies.

solution:

Go to the Trade window and change the woodsmen to other trades. As long as you have at least one tree, nothing is lost. If the earth is rich enough, new trees will sprout and the vegetation will return.

Constructing Buildings

Instant Buildings

So-called "instant" buildings are those that involve no work by architects. These include roads, wells, and fields which can be created simply by clicking on the Game area. There is no construction delay.

However, these constructions will cost money which will be automatically taken from your coffers, as well as raw materials which are needed for wells and roads. Instant buildings are represented by an 'I' in the Construction window.

General rules concerning instant constructions

- To launch a construction, click on the **Construction** icon, which opens the Construction window.

BUILD	CONSUMPTION	PRICE
ROAD	WOOD 10	100
WELL	METAL 10	100
FIELD	STONE 10	100
WORKSHOP		100
TAVERN		100
SHOP		100
HOUSE		100
STONE WALL		100
PORTICULE		100
MILL		100
ROAD		100
FIELD		100

- The figure on the right is the cost of the building.
- Place the cursor on the construction you are interested in. The cost of the construction in raw materials will be displayed.
- Click to confirm your choice.
- The chosen construction will appear on the building selected spot on the main screen.

- To select where you want to put the construction, point and click on a level treeless spot on the game area.
- You must own the land on which you plan to build (see *Getting Started, The Main Window*).

Example:

To build a road, open the Construction window and point to "Road." A new window appears that indicates the cost in raw materials. Click to confirm that you want to build the road.

Roads

When you travel in Genesia you use up travel points (see *The Armies, Moving Around*). Roads make it easier for your armies or wagons to get from one point to another, by cutting in half the number of travel points needed.

Roads have one main advantage: they facilitate exchanges between your lands. Thus, if you own several lands, connecting them with roads and crossroads saves your travel points.

It is impossible to build roads over mountains or over the sea.

Wells

Wells provide drinking water which is drawn from the underground reserves.

Warning!

Too many wells will try up the underground water reserves (see *The Trades, Seasons and Vegetation*).

Fields

These let farmers grow crops. You must have at least as many fields as farmers.

Complex Constructions

Contrary to instant constructions, complex constructions require the work of an architect.

Ordered Buildings

These are the buildings that you must specifically order (such as barracks, warehouses, and so on). The architect will follow your orders and will build the constructions you ask for. If no architect is available, a message will appear on the screen.

General rules concerning building orders placed with an architect:

- First open the Construction window.
- To do this, click on the **Construction** icon represented by the anvil at the bottom of the game screen; a window appears with the list of buildings.
- The cost of each building is indicated on the right.
- To know the cost in raw materials, point to the building of your choice, a window will appear indicating the consumption of raw materials for each unit.
- Click to confirm your selection.
- The icon representing the building you have chosen will appear in the window. These icons are shown on the following pages.

Warning!

You must have an architect available:

- To choose the location for a building point and click on the game map.
- You must own the land on which you plan to build.

The following buildings require an architect: barracks, drills, temples, workshops, taverns, shops, warehouses, and stone walls.

Autonomous Buildings

These are the buildings that the architects build on their own, such as houses. An architect will build houses if the following conditions are met:

- Economic conditions are favorable.
- The warehouse contains enough raw materials.
- The architect is healthy.
- No other construction order has been given at the beginning of the season.

The Necessary Equipment				
Type of building	Price of building	Wood consumed	Metal consumed	Stone consumed
Barracks	1,214	8	8	12
Drill	1,020	8	8	8
Temple	719	15	8	20
Workshop	639	8	8	12
Tavern	545	12	8	15
Shop	425	8	8	10
Warehouse	315	8	5	6
Stone wall	206	0	0	5
Portcullis	103	1	5	3
Well	84	2	2	3
Road	33	0	0	1
Field	31	0	0	0

Houses

Houses are where your inhabitants live. You are not in charge of managing their construction and your architects will decide what type of houses to build. Depending on the type of house, your architects will get the materials they need from your warehouse.

Note: Your population cannot increase unless you have vacant homes. You must thus let your architects freely build the homes of their choice.

However, you can interrupt the construction of a house. To do this, briefly move the architect into another trade, then drag him or her back to the architect column in the Trade window.

- Open the Construction window and select the type of building you want.
- Click the spot where you want to build.

Different types of houses:

- Huts and Cabins: Huts and cabins are the most primitive of housing. As long as your land is still at a primitive stage of development, your architects will build this type of house which requires no raw material input. The drawback is that they can only house one person.
- Bungalows: These are better quality lodgings that can house one person.

Drills



Drill Icon

Drills are crucial to the economy since they are the only way to obtain stone and metal. Without drills you cannot build anything. Unlike the other buildings, you cannot go inside. A single drill can extract both stone and metal (see *The Economy, Production and Storage*).

To produce more stone than metal, position the drill at the top of a mountain, and preferably near a rock. If you place a drill at sea level, it will produce more metal than stone.

To position your drill:

- You must have an architect available.
- Click the **Construction** icon.
- Select the drill from the list.
- Point to choose a production site on the game area, then click to start your architect building the drill.

Note: Once installed, a drill cannot be placed elsewhere. Drills can be attacked and destroyed by cannons and balloons. Also, if drills are placed too close to a populated area the people will complain and moral will go down.

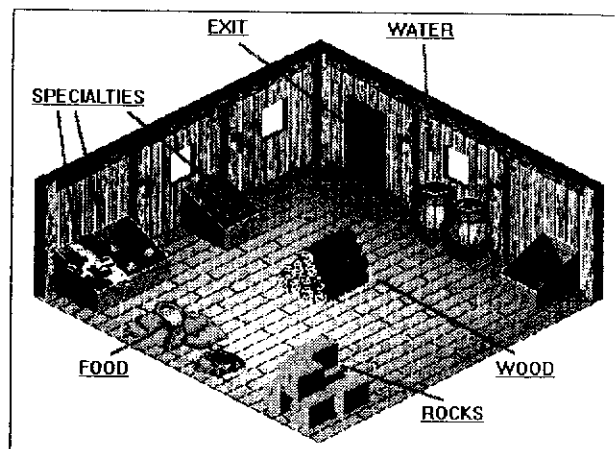
Action Buildings

Action buildings are buildings in which you can do something. To enter one of these buildings, point to the building and right click.

Warehouse



Warehouse Icon



Warehouse Interior

Warehouses are a critical factor for the success of your land. You must own at least one on each of your lands.

The warehouse stores food, drinking water, wood, metal, stone, fruit, pottery, fabrics, and rare pearls. A warehouse has a storage capacity of 500 units.

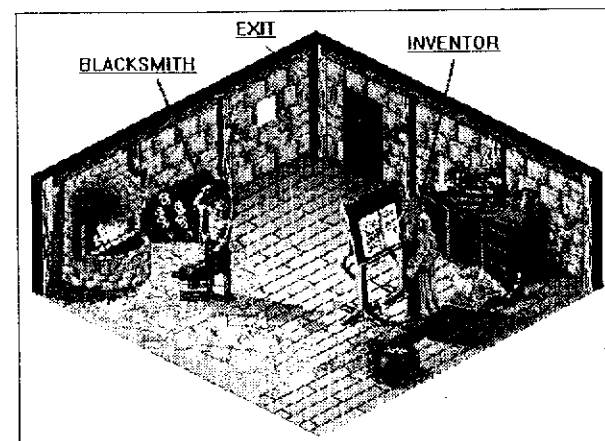
Note: Each of your lands are independent, that is, land A and land B each have their own stocks.

- To enter a warehouse, point at it and right click.
- You can move the contents of your warehouses. To do this, the inventors and blacksmiths of your land must have invented and built at least one wagon.
- You can sell the contents of the wagon to the shop (see *The Shop*, and *The Economy, Production and storage* for more information).
- Point on the products shown in the illustration above and the quantity of items stored appears.
- Click on the door to leave the warehouse.

The Workshop



Workshop Icon



Workshop Interior

This is where your inventors and blacksmiths invent and build tools.

You must have a workshop for your inventors and blacksmiths. Inside the workshop, you can invent and build. To invent, you need one or more inventors and a workshop.

To launch an invention:

- On the main screen, place the cursor on the workshop and right click.
- A window appears providing information on the type of invention being produced.
- Click **ENTER**, to go into the workshop.
- Point to the inventor (the character standing before the workbench) a message appears to inform you whether your inventor is available. If he or she is not available, he or she informs you of the state of the research.
- Click on the inventor to display the invention sheet. (see *Inventions, The Table of Inventions*).

Note: The inventors of the same land work together on the same project.

Example:

If you have three inventors on land A, and you order them to invent something, all three will work together on that project. You cannot ask all three of them to work on separate projects.

To build a product which has been invented, you need one or several blacksmiths and a workshop.

- On the main screen, point on the workshop and right click.
- A window appears providing information on the type of invention being produced.
- Click **ENTER** to go into the workshop.
- Point to the blacksmith (the character holding a hammer and standing before the anvil).
- If your blacksmith is available, he or she suggests a list of products (cannon, wagon, boat, and balloon).
- Click on the object you are interested in. The blacksmith will give you a list of raw materials needed and will tell you how much it costs to make the product.

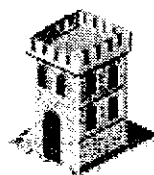
The blacksmiths of the same land work together on a single project.

Example:

If you have three blacksmiths on land A, and you order them to build something, all three will work together on that project. You cannot ask them to work on separate projects.

- **The inventor:** Click on the inventor to access the table of inventions.
- **The blacksmith:** Click on the blacksmith to launch the construction of the wagon, the cannon, the boat, and the balloon once these inventions have been designed.
- **Exit:** Click the door to exit the workshop.

Barracks



Barracks Icon



Barracks Interior

You need a barracks when you want to recruit an army, raise taxes, or offer an alliance. This becomes especially important if you notice your enemies are mobilizing armies against your land.

To use the barracks

- First, open the Trade window and drag some people to the Settlers column.
- Right click the **barracks** to enter it.
- In the barracks, you can stay in the armory, climb the stairs to the tax room, and continue into the forum.
- To exit the barracks, right click.

Armory

An animation accompanies you into the armory.

- Click the commander of the armies in order to recruit men.
- Click door at the top of the stairs to go into the Tax Room.
- Click door at the bottom right or right click to leave the barracks.

Enlistment:

- When you click on the commander of the armies, a parchment appears.
- Choose the type of army that you want to enlist by clicking on the corresponding name.
- Choose the number of soldiers you want to enlist by clicking on the number of your choice.
- Click on **YES** to validate, or **NO** to cancel.

The Tax Room

Once you have clicked on the door at the top of the stairs, an animation accompanies you into the tax room.

To modify the tax rates:

- Click the **tax collector**, who opens a parchment displaying four choices of tax rates, from 0% to 20%.
- Click on the percentage you want.

To go to the forum:

- To go to the forum, click the passage to the right

To return to the armory:

Click the door at the end of the tax room in order to return to the armory.

Forum

The forum is used for proposing an alliance to one of the two other players.

To propose an alliance.

- Click the diplomat, who asks you, by means of the parchment, with which player you want to form an alliance.
- Click on the number of the player of your choice.

Return to the tax room

- To return to the Tax Room, click the door to the left of the diplomat.
- In each of these 3 rooms, there are shields which display the colors of the two players who have formed an alliance.

For details, see *The Armies*.

Recruit Armies and Form Alliances:

The barracks is the only place you can recruit an army.

As you advance in the game, you will have the choice between different types of armed forces, but in the beginning of the game, you have only one type of army, made up of ordinary soldiers (see *The Armies* for further information on armies and alliances).

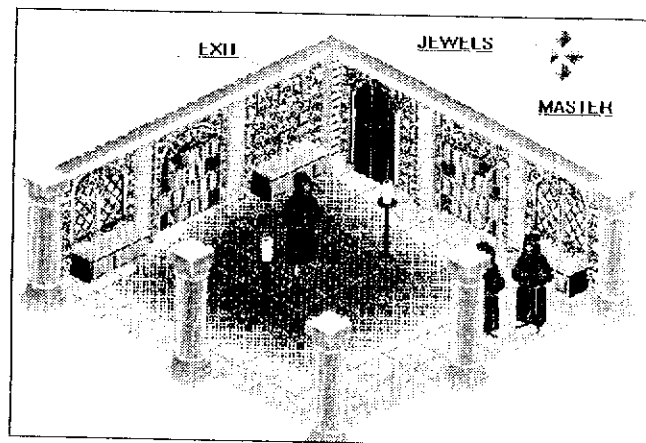
Note: You can only enlist inhabitants who are not sick and who have no current trade. To achieve this, place inhabitants in the Settlers column of the Trade window.

Once your soldiers have been recruited, they will wait for you in front of the barracks.

Temple



Temple Icon



Temple Interior

The temple is a sacred place. In the temple, you can:

- Make an offering. It is very important to make an offering. Depending on the size of the offering, it will lift the morale of your people more or less (those living on the land on which the temple is located) and increase the fertility of the land.
 - On the game area, point to the temple and right click.
 - Inside the temple, position the cursor on the Master who will ask you how much you are prepared to offer. Click on the desired amount.
- Deposit the jewels. The temple is the only place in which you can store and keep the jewels you find. When you find a jewel, a window appears asking you in what temple you want to store it. If the temple is destroyed by the enemy, all of the jewels stored inside will be left outside, and accessible to anyone!

You can build several temples, but it is unnecessary to have more than one temple on a single land. In contrast, if you have temples on other lands, this will:

- Boost the morale of your people.
- Enable you to spread the jewels you find around and thus protect them more efficiently.

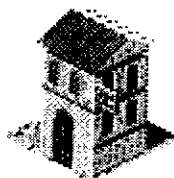
The magician:

Click on the magician to make an offering and thus increase the morale of your people and the fertility of your land.

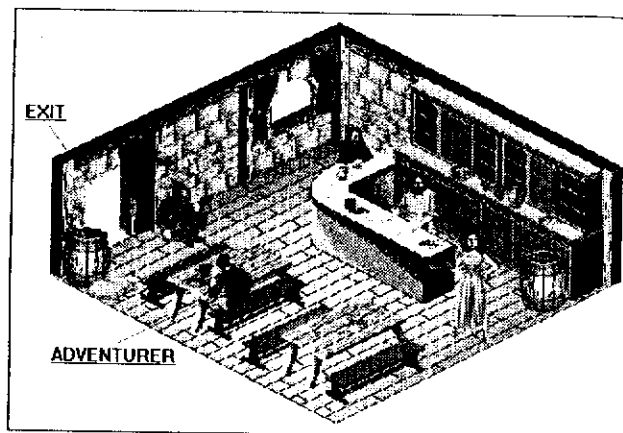
The jewels:

The jewels stored in the temple will appear in the upper right hand corner.

Tavern



Tavern Icon



Tavern Interior

The tavern is where the adventurers hang out. This is where you can obtain information on the jewels. At certain times, you may find sinister looking individuals seated at the tables. Adventurers are greedy men who like gold, but they can help you in your quest.

If you buy their information, you may learn where the jewels are. When you ask an adventurer for information, he or she will ask you how much you are willing to pay. Depending on the amount you give, the information you receive will be more or less precise.

- On the main screen, point on the tavern and right click.
- If you see any adventurers (characters sitting at the tables), point to one of the adventurers and click. A message appears, asking how much you are willing to pay. Click on the desired amount.
- A map of Genesia will appear. The tavern is at the center of the map and the jewels are represented by a leather bag.

Note: Genesia is represented at a 45 degree angle while the map the adventurer shows you is viewed from above. The information may be very vague. The higher the sum given, the more precise the information you receive will be.

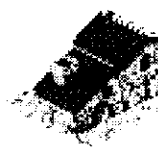
The adventurers:

You can question the characters seated at the tables to obtain information on the jewels.

Exit:

Click the door to exit the tavern.

The Shop



Shop Icon

The shop can help you increase your revenues. But to be able to benefit from the "generosity" of the shopkeeper, you need a wagon (see *Inventions, Interactive Inventions*). Bring your wagon to the front of the warehouse (see *Warehouse*), load it with goods, and bring your wagon to the shop. The shopkeeper will buy whatever is in the wagon.

This will help you considerably:

- Your income will increase.
- If your warehouse is too full, you can remove some of your goods.

If you wish, you can also sell raw materials to another player.

Example:

If Player 2 has a lot of money but very few raw materials (such as stone, wood, and metal), you can load your wagon and bring your goods to the other player's shop. The goods in the wagon will be available in the other player's warehouse and you will receive a sum of money. These exchanges can only take place if there is mutual confidence. If you do not feel completely safe, we suggest having your wagon escorted by armed soldiers to protect your goods. This can only occur with players who have an alliance.

Defensive Buildings

These buildings protect you from an enemy attack. They must be built by your architects.

Stone walls

You can build stone walls around towns, sites, or buildings that you feel need special protection (for example, a temple). Building a wall will cost raw materials as well as some money.

Portcullises

Once you have built a rampart (2 walls side by side) you can install a portcullis. This is a major advantage since by clicking on it, you can open the portcullis to let your armies in or out. Click again on the portcullis to close it and prevent enemy armies from penetrating your land.

The Economy

Production and Storage

Production and storage are the keys to victory. Your inhabitants will produce the supplies and materials you need to develop your economy.

Production

See also *The Trades* and *Managing the Trades*.

Food and water

- Your farmers cultivate your fields and store the fruit of their labor in the warehouse.
- When you dig wells, these draw water from underground water resources. Drinking water is stored directly in the warehouse. The inhabitants of the land draw the amount of food and water they need. If there is a famine, a message from your inhabitants will appear on screen.

Raw materials

- Wood
To produce wood (a necessary component of all buildings), you need to call in your woodsmen and carpenters.
Your woodsmen will choose which trees to cut down. Once their task is accomplished, the carpenters will work on the tree trunks. When they are finished, the wood is stored directly in the warehouse where it becomes available for your architects. If you run out of wood, a message will appear on the screen.
- Stone and metal
Drills produce both stone and metal. If you want more stone than metal, place your drill at the top of a mountain, preferably on a rock. If you place your drill at sea level, it will tend to produce more metal than stone.

All materials extracted are stored in the warehouse. If you run out of stone or metal, a message appears on screen.

Specialties

Specialists work at home. They produce pottery, pearls, fruit, and fabrics. Stocks of these items in your warehouse will increase at the end of each season.

Pearls, pottery, and fruit can only be sold in the shop. Fabric has other uses. It can be:

- Sold like another specialty to the shopkeeper.
- Stored to produce certain inventions like the balloon (see *Inventions, Interactive Inventions, The Balloon*).

Each land has its own specialty. This can be pottery, pearls, fruit or fabric. The specialist will produce twice as much of the land's specialty than of the other three specialties.

Example:

The specialty of your land is fabric.

If, at the end of a season, your specialist produces 3 units of fruit, three units of pearls, and 3 units of pottery, he or she will produce 6 units of fabric.

Storage

Warehouses

As you have already guessed, to store the output of a land you must have at least one warehouse. Each warehouse has a storage capacity of 500 units. When you enter the warehouse, the figure in the top right hand corner indicates the units used up. With each new warehouse you build, your overall storage capacity increases by 500 units.

Example:

If you have two warehouses on a land, your Total Storage Capacity (T.S.C.) will increase to 1,000 units.

The warehouse is emptied as:

- Raw materials are used up for constructions.
- Food and water are consumed by inhabitants.
- Some goods are carried out by the wagon.

Be careful not to overstock!

When a warehouse is full, any surplus production is lost. This means your farmers, woodsmen, and carpenters work for nothing.

Solutions:

- De-stock goods using the wagon.
- Build a new warehouse.
- Stop producing.

Money

As in any game, economic strategy plays a critical role. It is very important to manage your money. You have to keep track of what you spend and what you earn.

Your Expenses

Your capital diminishes with each of the following developments:

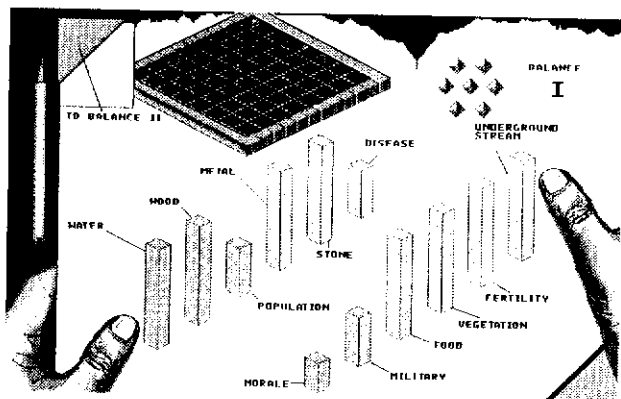
- **Cost of construction:** Each time you launch a construction, a certain amount is deducted from your capital.
- **Purchasing goods from another player:** If you have a shop and another player sells his goods in one of your stores, your stock increases, but some money will be deducted.
- **Paying your blacksmiths:** This happens every time something is invented.
- **Making an offering to the temple:** This increases the morale of your people and the fertility of your land.
- **Buying information on the jewels:** These are the bribes you must pay the adventurers in the tavern.
- **Recruiting armies.**

Your Revenues

- **Taxes:** At the beginning of spring, the inhabitants of your lands pay their taxes. The more inhabitants, the more taxes.
- **Selling goods to the shop:** Selling goods to the shopkeeper increases your revenues.
- **Selling goods to another player:** First negotiate with another player to sign a trade pact.
- **Bonuses:** In the world of Genesia, one can receive a bonus for a remarkable deed.

The Balance Sheet

There are two balance sheets. The sheet called BALANCE 1 provides visual indications represented by gauges. The sheet called BALANCE 2 provides the same indications, but stated in figures. BALANCE 2 also provides the average performances of each land, including water and food reserves.



The balance sheet is divided into two parts. The sheet called BALANCE 1 provides visual indications represented by gauges. The sheet called BALANCE 2 provides the same indications, but stated in figures. BALANCE 2 also provides the average performances of each land, including water and food reserves.

- **For each land:** This shows your position for each of the components of your land such as water, wood, metal.
- **The average of your lands:** Click the button adjoining the Mini-Map.
- **Forecasts:** You can easily manage your water and food needs based on the indications provided by reserves (see Balance 2).

Example:

- Food = 4 seasons - This means you have enough food to feed your people during the next four seasons.
- Drinking water = 2 seasons - This means you have enough drinking water for the next two seasons.

These indications are very important because they tell you if your reserves of water and food are sufficient or if you must produce more.

Inventions

Introduction

Advantages of Inventions

As you have probably guessed, inventions open the way to victory. With invention your basic soldier becomes a brave and powerful warrior, new units (archers, horsemen, knights) join your armies, you will find vaccines to fight epidemics. Wagons, boats, and balloons will carry you across the world of Genesisia.

Principle of Inventions

To create inventions, you must employ inventors who will study the Great Book of Knowledge to discover valuable secrets. Over 70 inventions can be developed.

Conditions

The Workshop

There must be at least one workshop in a land (see *Constructing, Buildings, Workshop*). The more workshops there are in the same land, the more rapidly your inventions will progress.

If you have several lands, and you have built workshops in them, you can diversify the development of your inventions.

Example:

The inventors of the workshops in land X are learning WOODWORKS while those in land Y are learning METALWORK. When the inventors in X discover woodworks, it will be accessible to the workshops in land Y, even though they have not discovered it themselves.

An invention created in one land is valid for all lands.

The Inventor

The more inventors you have, the more rapidly inventions will progress. The morale of an inventor is taken into account. An inventor with a morale of 7/7 will find his inventions faster than an inventor with a morale of 3/7.

To launch an invention, see *Constructing Buildings, The Workshop*.

Reminder:

- Click on the workshop of your land.
- Click on **ENTER** on the displayed window.
- Click on the inventor in the center of the workshop.
- Click on the invention in the list that you want.

Remember: the discovery of an invention is valid in all territories.

Example:

You have just invented the sword in land X.

You control lands A, B, and C.

All soldiers in lands X, A, B, and C will be equipped with swords (provided each of these territories have barracks).

The Blacksmith

Blacksmiths can only build wagons, cannons, boats, and balloons. Like inventors, the more blacksmiths there are, the faster their work is done. Blacksmiths require raw materials and gold coins.

If you have invented the cannon, the blacksmiths will build one, if you have what they require. There will be a delay for the construction. The length of the delay depends on the number of workshops and blacksmiths, as well as on their morale.

To place an order with the blacksmiths, see *Constructing Buildings, The Workshop*.

Reminder:

- Check in the Trade window to see if you have at least one blacksmith.
- Click on the workshop in your land.
- Click **ENTER** in the displayed window.
- Click on the blacksmith at the anvil to see if he or she is available (if not, he or she describes what is being built).

The blacksmith will describe what can be built (name of the construction, price, necessary raw materials), a previous invention. If you are not satisfied with what is offered, click on the message at the bottom of the workshop: **OTHER**. If another construction is available, the blacksmith will offer you something else. If there is something to your liking, click **YES** at the bottom of the workshop. If there is nothing you like, or if you do not have the means to make what you wish, click **NO**.

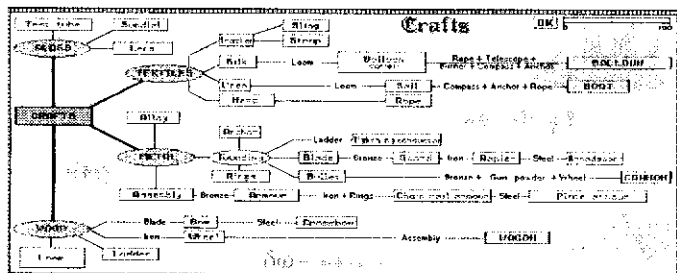
The Table of Inventions

Description

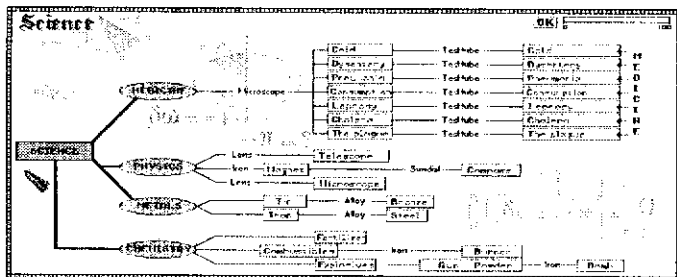
You can open the table of inventions by entering a workshop and clicking on the master inventor. The table lists more than 70 inventions.

There are two categories of inventions.

When you load the inventions table, you will be on the CRAFTS page.



When you right click, the SCIENCES page will appear.



Example:

Before inventing the cannon (in metalwork), you will have to have invented gunpowder in SCIENCES (see CHEMISTRY branch, after explosives).

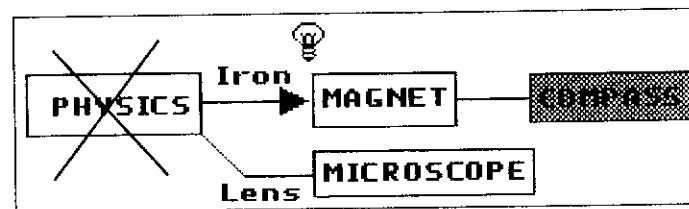
Reading the Table

You can only discover:

- New inventions derived from previous ones and within a same branch.
- Inventions which do not require another, intermediate invention.

Once something has been invented, it is crossed out. While something is being developed, a yellow light bulb appears over it.

Once an invention is available, its name becomes apparent. Inventions that are not yet available are in grey.



Since Physics have been invented, the microscope can be invented, provided that the lens has already been invented. The magnet is being developed and the grey zone is completely unknown. When you choose an invention, a description of it appears.

Organization

Organize your inventions in the most strategically effective manner possible.

Example:

You control lands A, B, and C.

You need an invention which requires three steps.

Ask the workshops in land A to develop step 1, those in land B to develop step 2, and those in C to develop step 3.

Thus the work can be divided to obtain your invention as quickly as possible.

Some Information

Discovery of the microscope and the test tube

Epidemics can decimate your people. By inventing the microscope, you can identify the several viruses and with the test tube, you can develop vaccines. These vaccines will immunize the inhabitants of all of your territories.

Invention of the telescope and the compass

These are essential inventions for building boats and balloons. They will enable your troops to see (telescope) and navigate (compass) better, which saves movement points. The telescope can also help your spies.

Discovery of metals

With the science of metals and alloys, you will discover 4 different metals, each will be essential for further inventions.

Invention of fertilizers and of the lightning rod

Fertilizers will greatly enhance crops, but will dry the soil and lower the water table. The lightning rod will protect against lightning, which will invariably strike your territories during the summer.

Invention of the bomb

The bomb will destroy any construction belonging to the players and can be dropped from balloons.

Invention of the sling, the arc, and the crossbow

The invention of one of these weapons enables the enlistment of archers.

Invention of the blade, the sword, the rapier, and the broadsword

According to the weapon invented, your troops will be more or less effective in combat.

Invention of the strap

Invention of the breastplate, the chain mail armor, and plate armor

These inventions are of the utmost importance in your campaigns. If you already have the strap, the chain mail armor and plate armor enables you to enlist knights.

Interactive Inventions

Interactive inventions are the only inventions your blacksmith can make, as well as the only inventions you can work with yourself.

The Wagon

Once you have invented and built a wagon, you can use it to:

- Supply one of your warehouses on any of your lands to increase your stock of food or raw materials.
- If you own a shop, you can increase your supply of gold coins by selling some of the supplies stored in your warehouses.
- If you have a non-aggression pact with another player who owns a shop, you may trade with this player by selling your supplies.

Using the wagon:

- Click on the wagon.
- Point and click on the destination.

Note: The distance travelled cannot exceed the number of action points you have.

Using the wagon with the warehouse

You can use a wagon to sell supplies stored in your warehouse to a shop or to re-supply another warehouse.

Place the wagon in front of the door of the warehouse. Right click to enter the warehouse.

- Load supplies stored in your warehouse onto the wagon.
Point and click on the goods you wish to load onto the wagon .
The number of units in the wagon increases as the units stored in the warehouse diminish.
- Unload the contents of the wagon in the warehouse.
Point to the goods you wish to unload from the wagon into the warehouse and right click. The number of units in the wagon diminishes as the number of units in the warehouse increases.
- When the wagon is full you can leave the warehouse.
Click on the wagon with the right button, a window describing the freight carried by the wagon appears.

Using the wagon in front of the shop

Place the wagon in front of the shop and click on the shop. The shopkeeper will buy the contents of your wagon.

A full wagon can be driven to another land or its contents unloaded onto a ship (if you own one).

The Cannon

One shot of a cannon is usually enough to entirely destroy the target. You can thus level walls, annihilate troops, and so on.

Advice:

If you spot a cannon approaching one of your formations grouped onto one square, quickly split this group into several units so the cannon can only hit one unit at a time.

Using the cannon

- To move the cannon from one place to another:
 - Click on the cannon.
 - In the menu: select **MOVE**.
 - Point and click on the desired destination.

Note: The distance traveled cannot exceed the number of action points you have.

- To fire the cannon:
 - Click on the cannon.
 - In the menu: select **FIRE**.
 - Point and click on the target.

Note: The distance of your cannon shot cannot exceed the number of action points you have.

The Boat

A boat lets you:

- Travel quickly.
- Attack your enemy from the coast, provided you have placed troops on board.
- Bomb the enemy with a cannon on board.
- Explore islands which are inaccessible without a boat.

Using the boat

Right click on your boat. A window will appear, informing you of the state of the vessel as well as its cargo. Everything on board is represented by a symbol.

If your boat is empty

Point and click on the boat. This puts you in movement mode.

- Click on your boat.
- Point and click on your destination.

Note: The distance of your voyage cannot exceed the number of action points you have.

- Putting a unit aboard a boat:
 - Place your boat on a beach (the square of sea adjacent to a square of land).
 - Move the unit to the square of beach next to the boat.
 - Click on the unit. To place an army on a boat, first divide it, then embark the troops one-by-one.
 - Click each soldier and select Embark to put each person on board.
- If an army, wagon or cannon are brought on board:
 - Click on the boat; a menu will appear with the following options: **MOVE, FIRE, DISEMBARK**.
 - **FIRE:** fire the cannon as explained above.
 - **DISEMBARK:** after selecting this option, divide the unit, then disembark the troops one-by-one.

The Balloon

The balloon is the ultimate weapon in Genesia. It requires the fewest number of points for the greatest distance of travel.

Nothing can be brought on board a balloon, however, if you have invented the bomb, you can bomb the enemy.

If you have not invented the bomb:

- To move a balloon from one place to another:
 - Click on the balloon's shadow.
 - Point and click on the desired destination.

Note: The distance of travel cannot exceed the number of action points you have.

If you have invented the bomb:

- Click on the balloon's shadow.
- A menu appears with the following options **DROP BOMB** or **MOVE**.
- Click **DROP BOMB** to bombard the enemy.
- The bomb falls directly below the balloon and hits what is in the balloon's shadow.

To move your balloon, select **MOVE**.

The Armies

Different Types of Armies

What You Need to Know:

Armies vary according to:

- Potential action points.
- Potential attack points.
- Potential defense points.
- Ability to use projectiles.

Soldiers

Soldiers are the smallest unit of army.

At the beginning of the game, before you have invented anything, your soldiers have no additional attack or defense points. As the game progresses (with the help of your inventors), you will strengthen your soldiers by supplying them with very sophisticated weapons and protection.

Archers

Once you have invented projectiles, you will be able to hire archers. Several types of launch weapons can be invented (see *Inventions*). Archers have the considerable advantage of being able to strike the enemy at a distance.

- To fire a projectile:
 - Place the cursor on the archer.
 - Click; a multiple-choice window opens.
 - Select the **FIRE** option.
 - Point and click on the target.

Note: When you shoot a projectile, action points are deducted.

Horsemen

Once you have invented the strap, you can move about on horseback which has the advantage of using only one action point per field square (instead of two movement points for soldiers and archers). Horsemen move twice as fast as foot soldiers.

Knights

Knights are the most efficient troops, since they travel on horseback and are better protected (because of their chain mail armor—which you have to invent). They also have a greater attack potential than other troops.

How to Recruit an Army

Where to Recruit an Army

- To recruit an army:
 - You must have available settlers. These can be new settlers or you can drag other tradespeople into the Settler column of the Trade window (see *Trades, Managing the Trades*).
 - You must have a barracks.
 - You must have a sufficient number of gold coins to pay for their enlistment.

If these conditions are filled:

- Point to the barracks and right click.
- Click the commander of the armies.

The commander then asks what type of army you wish to enlist.

- Select the desired type of army from the parchment (soldiers are always available even at the beginning of the game).
- According to the number of settlers you have on the field, the commander will offer a certain number of men available for enlistment.
- Click on the desired number.

- A certain amount of money will be asked to pay the recruits.
- Click on the answer, **YES**.
- If you do not have enough money, click on the answer, **NO**.

Who can be Enlisted?

You can enlist only the inhabitants of your own land, provided they are in good health.

How to Demobilize a Soldier

Place the soldier(s) on the square next to the barracks in which he (they) was (were) enlisted.

- Click; a multiple choice window will appear.
- Select **DISCHARGE**.
- You will find your ex-soldiers among the settlers.

Characteristics

Life Points

Your armies are made up of men and women.

Their life points depend on their morale.

Example:

You have decided to recruit a farmer with a morale of 6 out of 7 (6/7). Open the trades window and place the figure of the farmer with the 6/7 morale in the settlers column. The soldier you will later recruit will have thereafter six life points, in proportion to his morale as a farmer, then as a colonist which was six.

Attack Points

Attack points determine the amount of damage done to an adversary when he is hit. If the attack potential is three, these destruction points will vary from 1 to 3 when you strike your adversary. In ULTIMATE DOMAIN you will find that your soldiers—according to their class—will have different attack potentials. At the beginning of the game, your armies will only have daggers and nothing to protect them.

As you progress in the game and in the development of your inventions, you will be able to increase the attack potential of your troops. Thus with more effective weapons such as the sword, the rapier, and in particular the broadsword, the soldiers' attack potential will increase considerably.

Defense Points

Defense points follow the same principle as attack points. The only difference is that they determine the extent to which your armies are protected from attacks.

By inventing armors such as the breast plate, the coat of mail, and the armor, you will greatly increase your armies' defense potential.

Moving Around

To Move a Unit:

- Click on the desired unit.
- Point to the desired destination.
- Click to confirm.

Movement Points

For a unit to move, it must use movement points. These points will be deducted from the action points displayed on the sign (See *Getting Started, The Main Window*). Action points allow the movement of both military and civilian units, such as carts, cannons, boats, and balloons. At the beginning of a turn, a certain number of action points are given for each unit. When a unit's number of action points is used up by a movement, a message will let you know. Wait for the next turn (the following season) to move again.

Display of Movement Points

Place the cursor on a mobile unit. The unit's action potential appears on a sign (see *See Getting Started, The Main Window*).

Managing your Movement Points

The number of movement points absorbed depends on the type of terrain on which your units are travelling. The best way to move units is to use roads. Plains should be crossed because of the low demand on movement points. Mountains and sand (beaches) require the most movement points.

Forests

Demand 3 movement points to enter but offer the strategic advantage of camouflaging your armies by making them invisible to the enemy.

Note: The opposite is quite possible. To find out if an army is hidden in the forest, simply move a unit to the edge of the forest.

The Sea

With the invention of the boat, you can move on the sea and save many movement points.

The Air

The skies will be accessible with the invention of the balloon: the ultimate weapon, as well as a means of espionage and movement in ULTIMATE DOMAIN.

Movement Bonuses

During the game you will have several opportunities to gain extra movement points.

Experience

How you play ULTIMATE DOMAIN will be assessed as the game advances. Thus when you successfully carry out certain strategic actions, if your expansion is well managed, if your people are happy with their king, if..., certain experience points are given.

The experience points are represented on the screen by pieces of the Abora Globe displayed on the game screen. With every new piece of the globe, you will receive movement, money, or raw materials bonuses.

Inventions

Inventions are crucial to increase the number of your movement points as well as to make your armies more efficient, more aggressive, and more resistant.

Consult the chapter on inventions to study the correlation between certain inventions and their advantages for your armies.

Formations

A formation is made up of several units which have been brought together to be more aggressive during a battle.

Merging Several Armies

- To merge several units you must place them on adjacent squares.
 - Click on one of the units. A window will appear with the option **ENLIST**. Select this option to merge the companies.

Advantages of a formation:

- The movement of several small units grouped into one bigger unit becomes more efficient.
- The life points, the attack points, and the defense points of all the units are combined. The formation becomes an important attack entity.

Breaking Up a Group of Armies

To break up a formation of units click on the formation. A window will appear with the option **DIVIDE**. Select this option to break up a formation.

Drawbacks of a formation:

- You cannot spread your men.
- The damage from enemy projectiles (arrows, cannonballs...) will be more extensive on a formation than on individual units.
- There is a limit to the number of soldiers you can contain in one unit.

Captures

Units you can Capture

You can capture enemy units and take them over. You can only capture wagons and cannons.

How to Make a Capture

To do this, you must surround the enemy unit with two of your own units.

Emblems

Meaning of Emblems

An emblem is the flag located in the center of a land. To conquer a land, you must position one of your armies on an adjacent square.

Colors

To identify the (potential) owner of the land you wish to conquer, place the cursor on the area and glance at the color of the flag represented at the top of the game screen next to the mini-map (see *Getting Started, World Window*). The color of the flag indicates who controls the land.

White corresponds to Player 1.

Yellow, to Player 2.

Blue, to Player 3.

Lands

Representation of Lands

Genesisia's various maps are displayed on the screen at a 45 degree angle (see also *Getting Started*).

The large map

The World Map shown at the beginning of the game (or by clicking on the **World** icon) shows the world in which you will find yourself, with its mountains, plains, and seas. The players' territories are represented by the color of their emblems. When you click one of these emblems, you will be placed on its land. All the maps of the world are divided into 64 squares, 8 squares high by 8 squares wide. Each square represents a land with plains, mountains, forests, lakes, seas, and so on.

The map of the game screen

This map represents the main field in Genesisia; it is your area of activity. It represents a portion of a land. Each area is divided into 256 squares, 16 squares high by 16 squares long. In each of these squares, you can find a square of plain, or a tree; you can place a field or erect a building.

The Mini-map of the game screen

This **Mini-map** is at the top of the screen. It gives a general view of the world. Clicking on the button at the edge of the **Mini-map** opens or closes the Information grid. When the Information grid is open, the boundaries of each land are displayed and the name of

each object is given. Example: If you place the cursor on a tree, a message will tell you if it is a palm, a poplar, or a fir tree.

The **Mini-map** is also very useful for moving from one land to another.

Example:

You are on a land placed on the upper left hand corner of the **Mini-map** and you would like to see a land placed in the lower right hand corner. Point on the **Mini-map** and click the desired land. The game area will display the land you are interested in.

Note: The white area shown in the **Mini-map** is the area displayed on the main screen. Your land is represented on the **Mini-map** by the color of your emblem.

To Conquer a Land

Unclaimed land

By definition, unclaimed land belongs to none of the players. To take over unclaimed land, place one of your troops on a square adjacent to the emblem of the land you wish to conquer. Right click on the army that is next to the emblem. A window will appear with several options including **SEIZE LAND**. Choose **SEIZE LAND**. You have acquired a new land (see *Colonization*). **SETTLE** appears as an option after land has been seized.

Land conquered by another player

When the land belongs to one of the other two players, matters become more complicated because you will have to confront the adversary who owns the land. To take the land, place one of your troops on the square next to the emblem of the land. Point and right click on the soldier next to the emblem.

Colonization

Definition

Colonization or settling is the step following the conquest of an unclaimed land. By colonizing a land, you can develop its economy.

- When one of your troops is placed on the square next to the land's emblem, click on the soldier.
- A window is displayed offering the choice between **SEIZE LAND** and **SETTLE**.
- Click on **SETTLE**.

The colonizing army immediately turns into an architect. This architect builds a hut and moves in as soon as the hut is finished. Once he or she has a home, the architect moves out of the original land into the new land, and is no longer part of the population of the former land.

Advice for Colonization

- As soon as your architect has built a house, you should build a warehouse.
- Let at least one architect build houses to attract possible travellers who can become settlers.
- Colonize a land where the land is fertile, the vegetation lush and the water table high.
- Colonize land next to your land with a large population and stockpiles. Your architects will build houses themselves on the new colony.

Battles

During a battle, you have no control over the actions of the troops, but you can measure the strength of your adversary. Just point and right click on the enemy army. If you decide to attack, evaluate your chances of winning.

Hand-To-Hand Combat

Hand-to-hand combat is represented by a cloud of dust and battle sound effects. Place the cursor on the square on which the battle is taking place. This displays a battle table with information on the forces present (type of unit, total troops, total number of life points).

Engaging Combat

To engage hand-to-hand combat, place an army on a square adjacent to that of an enemy unit. Click on your army, then select **ATTACK**.

Difference between Attacker and Defender

The advantage of attacking is important since you have the option of **RETREAT**. Point and click on the square where the battle is taking place. Click on **RETREAT** when it is displayed and you will leave the battlefield, saving the men who are still alive.

The Battle

- During the battle the adversaries strike one at a time until one of the two parties dies or runs off.
- When an army launches an attack, it inflicts a certain amount of damage to its adversary.
- The attack is represented by a fist which appears in the attacking party's section of the table. A figure shows the amount of damage done.
- After that, the army which has received the attack gets to strike back.

A unit made up of several soldiers has as many life points and attack points as the total of the soldiers that compose it.

Example:

A soldier with 7 life points and 2 soldiers with 5 life points each, will make three soldiers with seventeen life points.

Description of the battle table

The battle table displays the array of forces, distinguishing soldiers, archers, horsemen, and knights. Each group has a specific area displaying the number of men (Example: 2 soldiers, 1 archer, 2 horsemen, 0 knights). On the lower right hand of the table is a gauge representing the total number of life points.

Combat at a Distance

This includes attacks by archery units. Whenever an enemy unit enters the action area of one of your archery units, you can fire an arrow. This is an important advantage since you can damage the stock of life points and possibly destroy them without being hit. Thus, if the enemy is not destroyed and at the next turn decides to go hand-to-hand, that enemy will be considerably weakened.

Note: Firing an arrow will deduct action points in proportion to the distance of the shot.

Steps to Follow:

- Click on your archery unit.
- Place and click on the target to confirm and fire.

Note: The distance of the shot must not be greater than your number of action points.

- Archers are capable of fighting hand-to-hand, but they are less effective than other troops such as soldiers.
- If a battle is not going well for your soldiers, and if your archers are near the battle square, they can fire arrows onto the square. Thus you can cause damage to the enemy fighting hand-to-hand, although your soldiers run the risk of being hit in the crossfire.

Reinforcements

If a battle is not going well and you have other units nearby, you can bring them to the battle as reinforcements. They will appear in the numbers on the battle.

Steps to follow:

- Establish the battle square on which one of your armies is fighting.
- Move the unit you want to send into battle (for movement, follow the standard procedure).
- When your troops are on the adjacent square point to the unit, click on **ATTACK**.

Alliances

Principle

ULTIMATE DOMAIN is played by three people. Often, one of the three becomes stronger than the other two. When it seems that one of the other two captains is becoming dangerous, a player can propose an alliance with the third player. You can approach any player to suggest an alliance, regardless of whether the character is played by the computer or by a person. An alliance includes:

A Non-Aggression Pact:

- The allies may neither engage in combat nor conquer each other's land.
- A player will not capture cannons or carts belonging to the ally.

A Commercial Pact:

- Allies can easily do business together (you can send a wagon into allied land without the risk of it being captured).

Duration of the Pact:

- An alliance is valid for a certain number of seasons (usually 8).
- If one of the allies does not respect the agreements above, the alliance is immediately broken.

To Propose an Alliance

- You must have barracks.
 - Right click on the barracks.
 - Go to the forum.
 - Click on the message that says OFFER AN ALLIANCE.
 - Indicate the player with which you want to strike an alliance by clicking on the color corresponding to his flag.
 - At the end of your turn, the player you have approached will give you an answer.

Warning!

Alliances can be broken. Therefore, if you send a wagon or army into an allied land, proceed with caution.

The Jewels

How to Discover the Jewels

You must recover 7 of the 9 Jewels of Neort (some call them crystals). The jewels will be found by your armies. To take possession of the jewels, you must first find them, then place soldiers on a square adjacent to the one with the jewels. Once the unit is next to the jewel, click on the army with the left button. A window appears containing the following option **TAKE JEWEL**.

Once your army is near a jewel, a message will appear on screen. All you have to do is place your group in the vicinity of the jewel.

Prospecting

Before you have the joy of discovering the jewels, you will have to send troops to the four corners of Genesia to explore as many territories as possible.

Recruit soldiers among your settlers, then send them as far away as possible.

The Tavern

Description of the tavern

The tavern will be of great help to you in your search. Many adventurers go there for food and drink. Most are nomads who belong to no land in particular. If a jewel is in the vicinity of the land on which the tavern is located, they can give you valuable information in exchange for money.

Procedure:

- Right click on the tavern. You must previously have built one on your land (see *Constructing Buildings, The Tavern*).
- Click on an adventurer, one of the characters seated at the table. (*Caution: they are not in the tavern at all times*).

- To the question: *That all depends on your purse*, click on the message corresponding to the amount you wish to pay at the bottom of the screen.

Two solutions are possible:

- 1) There are no jewels in the area. The adventurer will tell you this but only after being paid.
- 2) The adventurer knows where to find the jewels. In this case, a map centered on the tavern will be displayed with the position of the jewels.

Depending on the amount you pay, the information you receive will be more or less accurate—or completely false.

Advice

You own lands A, B, and C. A tavern is located on land A.

If you learn from an adventurer in your tavern on land A that there are no jewels in the vicinity (assuming the information is true), remember to build taverns on lands B and C and to question the adventurers of these lands.

Guarding the Jewels

The temple is the only place where you can store your jewels.

You Have No Temple

As you prepare to take a jewel, if you have no temple, a message will appear on screen to inform you that you cannot take the jewel. You can always leave an armed unit near the jewel to protect it from an enemy. Build a temple as soon as possible on one of your lands to put the stone in a safe place.

You Have Only One Temple

You own land A and you have built a temple on it.

When you take the stone, a window will appear indicating that the stone will be stored in the temple on land A.

You Have Several Temples

You own lands A, B, and C, and have a temple on each.

When you take the stone, a message will appear asking where you want to store the stone you have just discovered. You have the choice between temple A, B or C.

Capturing the Jewels of Another Captain

The other way to get jewels is to take those of another player.

If The Other Player Does Not Have a Temple

Spot the troops which are likely to be guarding a jewel. Send a sufficiently well-armed unit to capture the jewel.

If The Other Player Has One Or More Temples

This is trickier: you must first find the temples likely to contain jewels. Then, you must destroy the temples. This can only be done with a cannon or a balloon (using bombs). You will then find the jewels somewhere on the land. It is easy to take them.

The other way is to conquer the land on which the temple is located. The temple then belongs to you along with the jewels it contains.

Technical Supplement

Additional Features & Documentation

Some game features may have been added or modified since this documentation went to press. Information on any changes is included in the README.TXT text file. To read this file, load it into any text editor (you can use your word processor or the DOS EDIT command), or change to the directory where this game is and type: TYPE README.TXT I MORE and press ENTER.

Note: The character before the word MORE is a vertical bar, which you type by holding down **SHIFT** and pressing the **BACKSLASH** key.

Memory Requirements

This game requires 570K free of conventional memory and 2 MB of expanded memory (EMS) to run. If you are having trouble getting either of these requirements, please read the README.TXT text file. For instructions on viewing this file, see *Additional Features & Documentation* above.

Sound and Sound Cards

This program supports Soundblaster and 100% Soundblaster compatible sound cards. The sound drivers are loaded automatically by the program, so no drivers need to be added.

Technical Support

Should you experience any technical problems with this game, such as it failing to operate, please contact our Technical Support Department.

In the USA, please contact:

The Software Toolworks, Inc.

60 Leveroni Court

Novato, CA 94949

Telephone: (415) 883-5157

FAX: (415) 883-0367

BBS: (415) 883-7145

America Online Keyword: TOOLWORKS

CompuServe: GO TOOLWORKS

In Europe, please contact:

The Software Toolworks, Inc.

Priority House, Charles Avenue

Maltings Park, Burgess Hill,

West Sussex, RH15 9PQ

England, United Kingdom

FAX: 44 (0) 444 248996

Telephone: 44 (0) 444 239600

(Monday-Friday, 09:30-13:00 hours
and 14:00-16:30 hours)

In Australia and New Zealand, please contact:

The Software Toolworks, Inc.

5/6 Gladstone Road

Castle Hill, New South Wales

Australia 2154

Telephone: 02 8992277

FAX: 02 8992348

We regret that we cannot offer game hints and tips, as the service is provided for technical difficulties only.