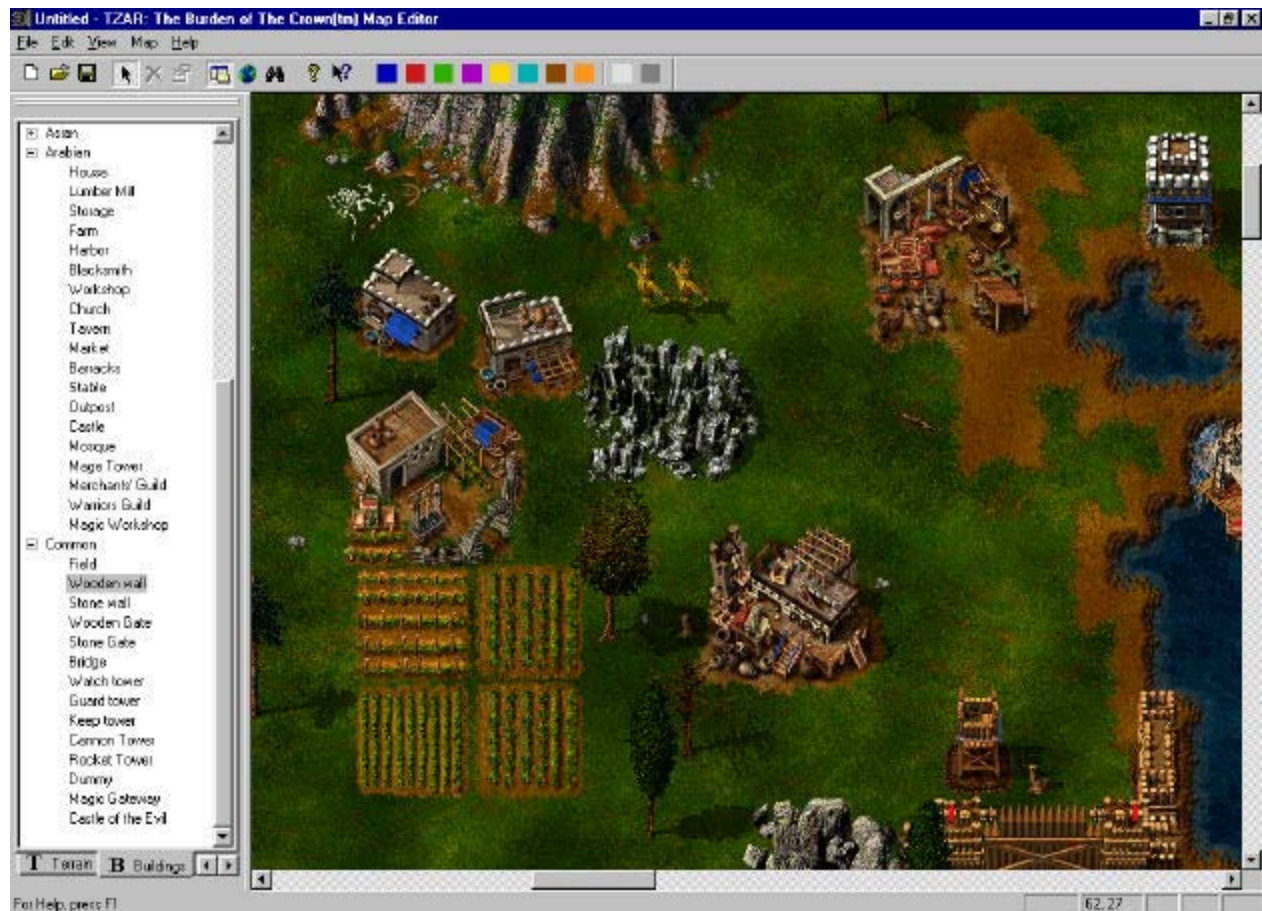


TZAR Editor Manual

Please open the TZAR folder on your hard drive, and double-click on **tzaredit.exe**. The Map Editor lets you create, or modify, maps for the game TZAR. You can create maps of different sizes for up to eight players. You can also create map rules that will change player behavior or disturb the player when he or she uses the custom map. In addition, you may create conversations to make the map more appealing and realistic. Add your own images, sound and music in order to create a unique and customized map.

1. General User Interface



1.1. Toolbar



To display or hide the Tool Bar, use the **Tool Bar** command in the **View** menu. The main Tool Bar contains short cuts to frequently used commands. The Tool Bar button commands are as follows:

- Create a new map, Open an existing map, Save the active map
- Select objects, Delete selected objects, Edit selected object properties
- Activate the workspace window, Activate the mini-map window, Activate the Object Locator window

1.2. Players' Bar



To display or hide the Players' Bar, use the **Players' Bar** command in the **View** menu. The Players' Bar is displayed when placing and editing map objects. It contains ten color boxes. The first eight buttons indicates the players' color. The next two boxes open the Rescue and the Nature units. Select a unit, then choose its player's color or kingdom. You can change the color of each kingdom by dragging the object or selected objects.

1.3. Brushes Bar



To display or hide the Brushes Bar, use the **Brushes Bar** command in the **View** menu. The Brushes Bar is displayed when drawing terrain or placing/deleting trees.

You can choose between six different sizes of brushes to paint with. The smallest brush is used to create precise details on the terrain. Five different brushes are available for placing/deleting trees.

1.4. Status Bar

To display or hide the Status Bar, use the **Status Bar** command in the **View** menu.

The Status Bar is found at the bottom of the main window. Two cells containing context sensitive information are located to the right. Cell 1 tells you the name of the currently selected player. Cell 2 gives the current cursor position in the map.

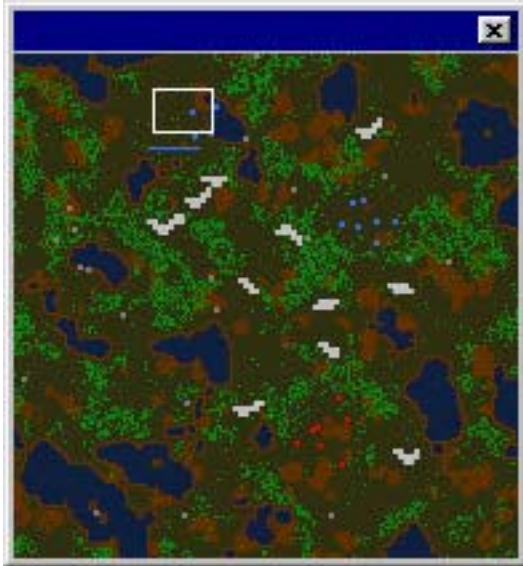
1.5. Workspace

To display or hide the Workspace Bar, use the **Workspace** command in the **View** menu. The Workspace Bar may be docked on the left-hand side or the right-hand side of the application. It can also be left floating anywhere on the screen. The Workspace Bar contains four main directories: *Terrain*, *Buildings*, *Units* and *Items*. The tabs, placed at the bottom of the workspace, activate each one of these directories. This is the menu where all map terrain and objects are listed.

Note: The Workspace Bar can be docked on the left-hand side or the right-hand side of the main window. You can resize the Workspace when it is docked and/or floating.

1.6. Mini-Map

To display or hide the Mini-map, use the **Mini-Map** command in the **View** menu.



The Mini-Map provides a small view of the entire map. Inside the mini-map is a small rectangle. This rectangle shows the area currently on display in the main window. By clicking on a location in the Mini-Map, your main window view will jump to the desired location. You may also click and drag this view to scan the map.

1.7. Navigating the Map

The main window shows only a portion of the entire map. To view other areas, use the arrow keys on the keyboard or the scrollbars in the main window. You may also click and drag the Mini-Map to rapidly scroll your view.

2. Creating a New Map

Select **New** in the **File** menu, you will then see the **New Map** dialog.

There are two types of new maps. You can create an empty map (the landscape derives from one terrain only) and a random map (the landscape derives from different kinds of terrain combined in different shapes). To switch between these two new map types, use the **Empty** and the **Random** radio buttons.

Choose which combination of terrain you want to use with the drop list **Terrain Set**. Use the drop list **Size** to select the dimensions for your map. There are seven different map sizes: **Tiny** (64x64), **Small** (96x96), **Medium** (128x28), **Large** (192x192), **Huge** (256x256), **Enormous** (384x384) and **Real World** (512x512).

Note: The map dimensions and the terrain set cannot be changed without creating a new map.

When you create an empty map, it will be filled with the selected terrain type in the **Start Terrain** drop list. Check **Patches** to generate ground patches in the empty map. To generate ground objects in the empty map, check **Rocks**. To generate animals in the empty map, check **Animals**.

Use the **Type** drop list to create a random map with a certain landscape type. Set the number of players in the random map by using the **Players**' spin control. Use the **Advanced** button for detailed players' setting. This button will activate the **Random Map Players**' dialog. In this dialog box you may edit the name of the **Kingdom**, the **TZAR** name, and change civilization. (When you select **Random**, the civilization will be randomly generated.) Note that the checked players have to be equal to the number of players.

To generate ground patches in the map, check **Patches**. To generate ground objects, check **Rocks**. Check **Cliffs** to generate cliffs and check **Rivers** to generate rivers in the map. To generate trees, check **Trees**. Check **Animals** to generate animals. To generate towers in the map, check **Towers**. Check **Magic Gateways** to generate magic gateways, and check **Items** to generate items in the map. With the **Resources** radio buttons, you decide how many resources you would like to generate.

3. Loading an Existing Map

A standard Windows dialog box for opening files, in this case TZAR maps, is opened by selecting **Open** from the **File** menu or by pressing Control-O.

The Open dialog box initially lists map files from the Map directory within your TZAR game directory. (TZAR map files have a file extension of .wmp; for example, 'MyMap.wmp'). If the map you wish to open is not located there, simply navigate your way to the directory containing the map file, just as you would from any standard Windows Open dialog box.

Once you have located the map file you wish to edit, click on its name to open it. If you were in the process of editing another map, you will be given the option to save that map before opening the new one. You may also click on the **Cancel** button if you change your mind about loading a new map.

4. Saving a Map

If you are working on a new map, selecting the command **Save** from the **File** menu or pressing Control-S, opens a standard Windows dialog box for saving files.

The default name for a new map file is 'Untitled.wmp', but you may change the name to a more descriptive one. We strongly recommend you to keep the file name extension as "wmp", so that you can readily identify it as a TZAR map file.

The default directory for a new map is the Map directory within your TZAR game directory. However, you may change the directory simply by navigating to a new location, just as you would when saving any other Windows file.

***Note:** If you want to play your map as a custom map you have to save (place) it in your TZAR\MAPS folder.*

If you decide to edit the map again at a later date and save it again, the TZAR Editor will automatically save the edited map in its original location without opening the Save dialog window. To save an edited map in a different location or under a new name, choose the **Save As** option from the **File** menu instead.

***Note:** When you save the game, the editor checks your map for possible errors or missing items. If any errors are found, a list of these errors will appear. The map will be saved, but you will not be able to play it, since the game might be unstable. So, when you finish your map, make sure that it doesn't contain any errors before saving it.*

5. Edit Terrain

All commands for editing terrain are situated in the **Terrain** tab in the **Workspace** Bar. Click on this tab and select the desired command.

5.1. Painting Landscapes

In the main window, you can click to place an individual terrain in the map, or click and drag to fill in large areas with the currently selected terrain type. If you click and drag the brush to the edge of the main window, the view will scroll in the direction of the brush, while continuing to paint.

When you paint, or drag the brush, you will see that the brush turns red in certain areas. This means that it is not possible to place terrain from the currently selected type in the areas in question.

If you select cliffs, you will be able to paint elevations. Just click at the starting point you choose and begin to drag the cursor. The cliff will be placed only on terrain that allows cliffs. Nothing will happen in the wrong type of terrain. Cliffs will be removed when you place terrain over them, so if you want to clear some cliffs just cover them with terrain.

You can select different brush sizes from the Brushes toolbar.

5.2. Placing Trees

You can place trees on the map. There are different tree types, depending on the map terrain set. You can use different brushes when placing trees. The number of trees that will be placed in the brush square will depend on the forest density. To choose a different forest density, use the commands in the **Edit/Forest Density** menu.

You may also accumulate trees in one brush location if you are in the Forest Accumulation mode. To enter or leave this mode, use the command in the **Edit/Forest Accumulation** menu.

- To place a specific tree of a certain type, use the command **Trees/<type>/<specific tree>**, then click and drag to paint.

- To place random trees of one type, use the command **Trees/<type>** to select the tree type, then click and drag to paint.
- To place random trees of all types, use the command **Trees**, then click and drag to paint.
- To delete trees, use the command **Trees/Delete Trees**, then click and drag the brush.

5.3. *Placing Ground Patches*

Ground patches are terrain decorations such as small stones, branches, spots or pieces of trash. These objects make your map look more realistic.

- Ground patches can be placed anywhere on the terrain, but only if colored in green.
- You may place ground patches beneath other objects or units, or on top of already placed ground patches.
- You can place random ground patches when a group is selected. For example, select the **Ground patches/Trash** group or the **Ground patches/Stone** group and then start placing them. Different types of trash or stones will appear every time the mouse is clicked.
- You can scroll random ground patches with the **TAB** key while dragging them.

6. Map Objects

Map objects are *Buildings, Units, Items, Ground and Water objects, Special locations and Resources*. Ground and Water objects, Special locations and Resources are situated in the Workspace **Terrain** tab. Buildings are found in the Workspace **Buildings** tab. Units are found in the Workspace **Units** tab, and Items are situated in the Workspace **Items** tab.

6.1. *Placing Objects In the Map*

To place a certain object, select it from the proper workspace, then drag it and click on the main window view. When you drag the object, its color will be a shade of red or green. If the object is green, the terrain beneath it is suitable for this object. If the object is red, the terrain beneath it is unsuitable for this object. Units can only be placed if they are on suitable terrain.

You may change the current kingdom by selecting kingdom color in the **Players' Bar**. All units and buildings will belong to the selected kingdom.

6.2. *Moving Objects*

Enter the select mode to move objects that are already present in the map. Then make a selection, and click on one of the selected objects while holding down the **Alt** key and dragging your selection to a new map location.

6.3. *Moving a Copy of a Selected Object*

To move copies of selected objects to a new map location, click on one of the selected objects while holding down the **Ctrl** key and dragging the copy of your selection to a new map location.

6.4 *Deleting Objects*

Make a selection in the select mode. Then use the **Delete Selection** command in the **Edit** menu.

6.5. *Ground Objects*

There are different groups of ground objects depending on the map terrain set. Ground objects are found in the workspace **Terrain** tab.

Ground patches are different terrain decorations such as small stones, branches, spots or pieces of trash. These small objects will give your map a more realistic look.

You can place random ground objects when a group is selected. For example: Select the **Ground Objects/Ruins** or the **Ground Objects/Skeleton** group and then start placing them. Different types of ruins or skeletons will appear every time the mouse is clicked. You may scroll random ground objects with the **TAB** key while dragging them.

- Ground Objects can only be placed on land (ground) terrain.
- To place a specific type of ground object, enter one of the categories and select the desired object.
- You can place random ground objects when a group is selected. For example: Select the **Ruins** or the **Skeleton** group and then drag and click to place. Different ruins or skeletons will appear every time the mouse is clicked.
- You can scroll these random shapes with the **TAB** key while dragging them.

6.6. Water Objects

Water objects are similar to ground objects except that they can only be placed in water terrain.

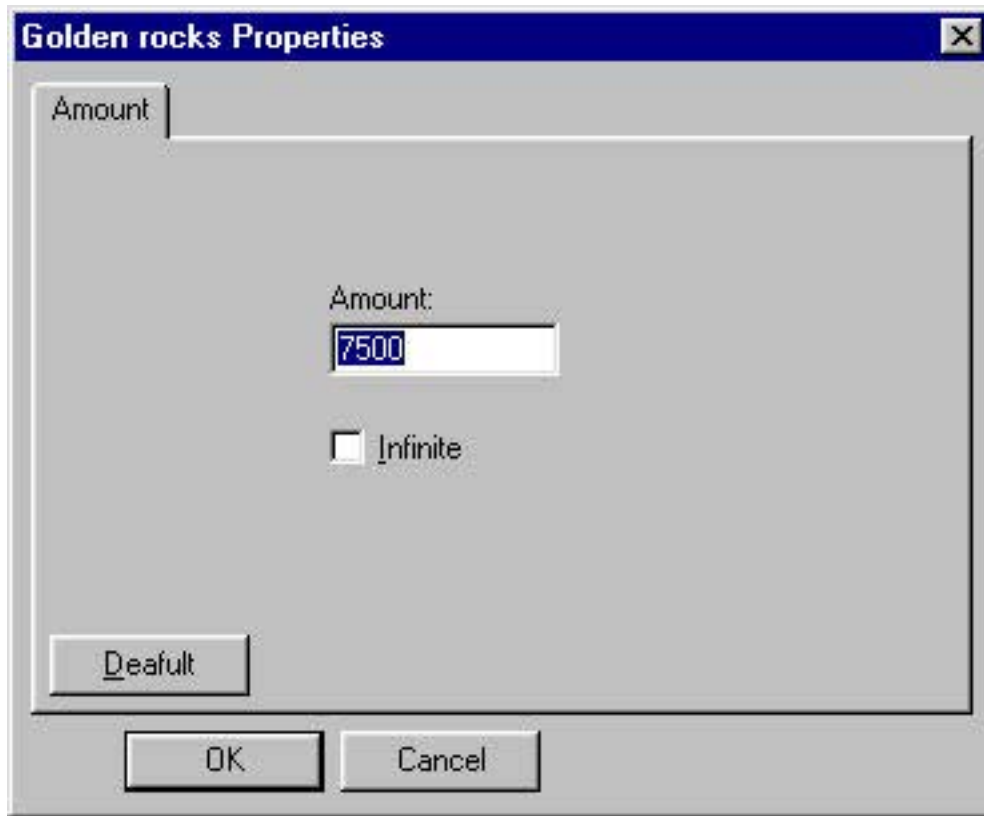
6.7. Special Locations

Special Locations are found in the Workspace **Terrain** tab.

- Random special locations can be placed when a group has been selected. When you select **Special Locations**, different types will appear every time the mouse is clicked.
- You can scroll random special locations with the **TAB** key while dragging them.

6.8. Resources

Resources are found in the Workspace **Terrain** tab. You place random resources in the same manner as with the ground objects, and scroll between different shapes with the **TAB** key. Open the **Object Properties** dialog to change the amount of the selected resource/s/. Type a custom amount or restore the default settings. The amount of multiple resources can also be changed in the **Object Properties** dialog. The amount you enter will be the amount of each of the selected resources.



6.9. Buildings

Buildings are found in the Workspace **Building** tab. There are four main categories. The first three contains buildings that are unique for the each civilization - European, Asian and Arabian. The fourth category contains buildings that are common for all races.

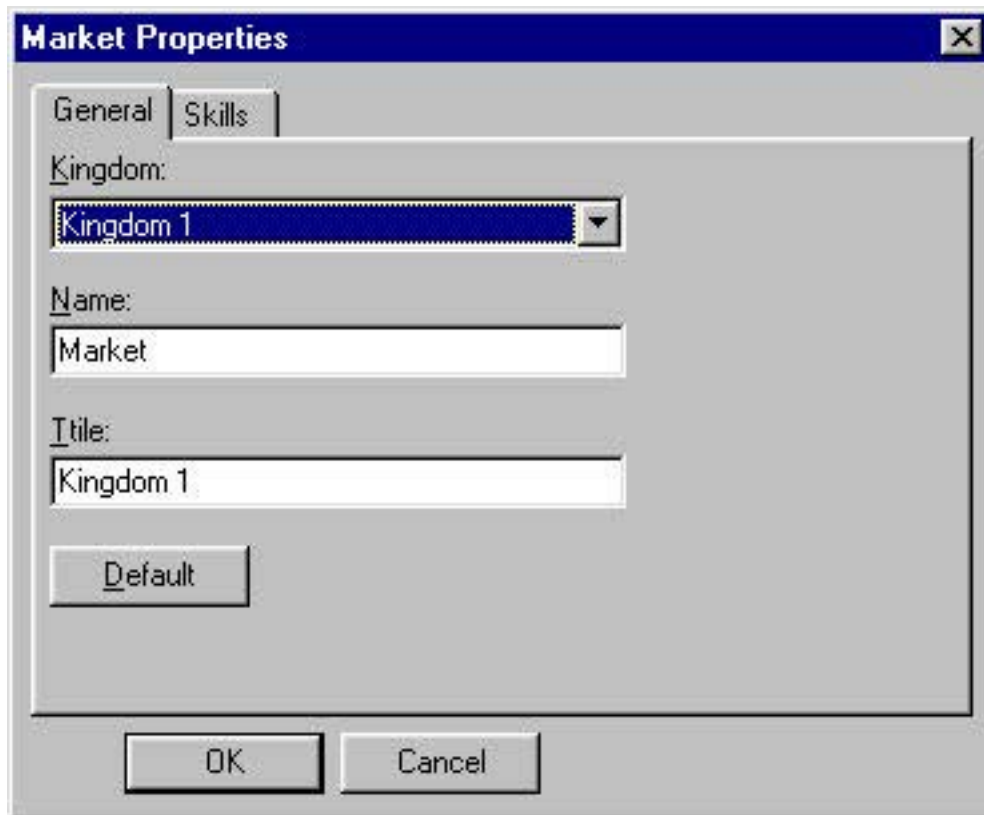
Note: Harbors can only be placed on coasts.

There are some special actions on placing walls, gates and bridges.

- **Walls** – to place walls, click on the main window and drag the wall while holding the mouse button down. If you click and drag the wall to the edge of the main window, the view will scroll in the direction of the wall, while continuing to place walls.
- **Gates** – to change between horizontal and vertical gates, hold the **Ctrl** key. To change between left/right for a vertical gate and up/down for a horizontal gate, hold the **Alt** key. By holding both the **Ctrl** and the **Alt** keys a vertical wall will be opened.
- **Bridges** – to change between horizontal and vertical bridges, hold the **Alt** key.

Open the **Object Properties** dialog to change building properties. There are two groups with building properties.

General Building properties



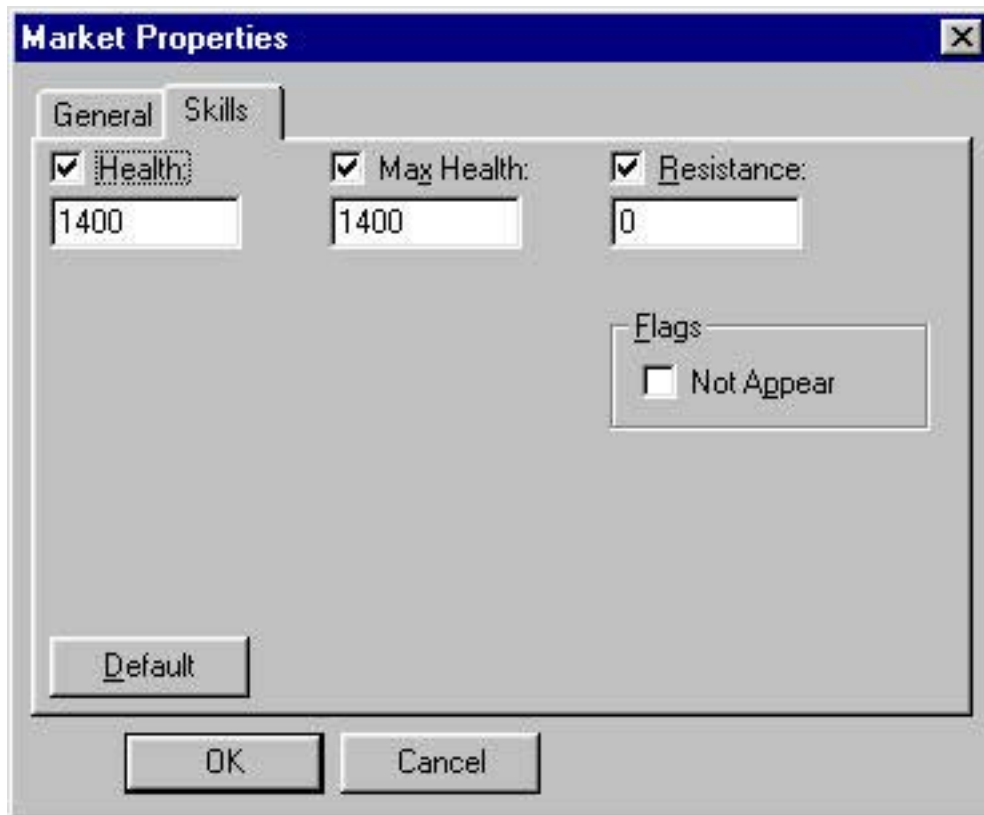
The image shows a dialog box titled "Market Properties" with a close button (X) in the top right corner. It has two tabs: "General" (selected) and "Skills". The "General" tab contains the following fields:

- Kingdom:** A drop-down menu with "Kingdom 1" selected.
- Name:** A text input field containing "Market".
- Title:** A text input field containing "Kingdom 1".
- Default:** A button to restore default values.

At the bottom of the dialog are "OK" and "Cancel" buttons.

- **Kingdom** drop list box – changes the kingdom of the building.
- **Name** edit box – changes the name of the building displayed in the game.
- **Title** edit box - changes the title of the building in the game. A title is somewhat like a second name.
- **Default** – restores default values for name and title.

Building **Skills** properties



- **Health** - the amount of damage a building will withstand when attacked.
- **Max Health** – the maximum health potential a building can have.
- **Resistance** – how the building will withstand capture.

Note: When the check box to the left of the property is unchecked, the default settings are used for this property when playing the map.

- **Not Appear** - when checked, the building will appear in the game after a corresponding *Appear Object Action* is started.

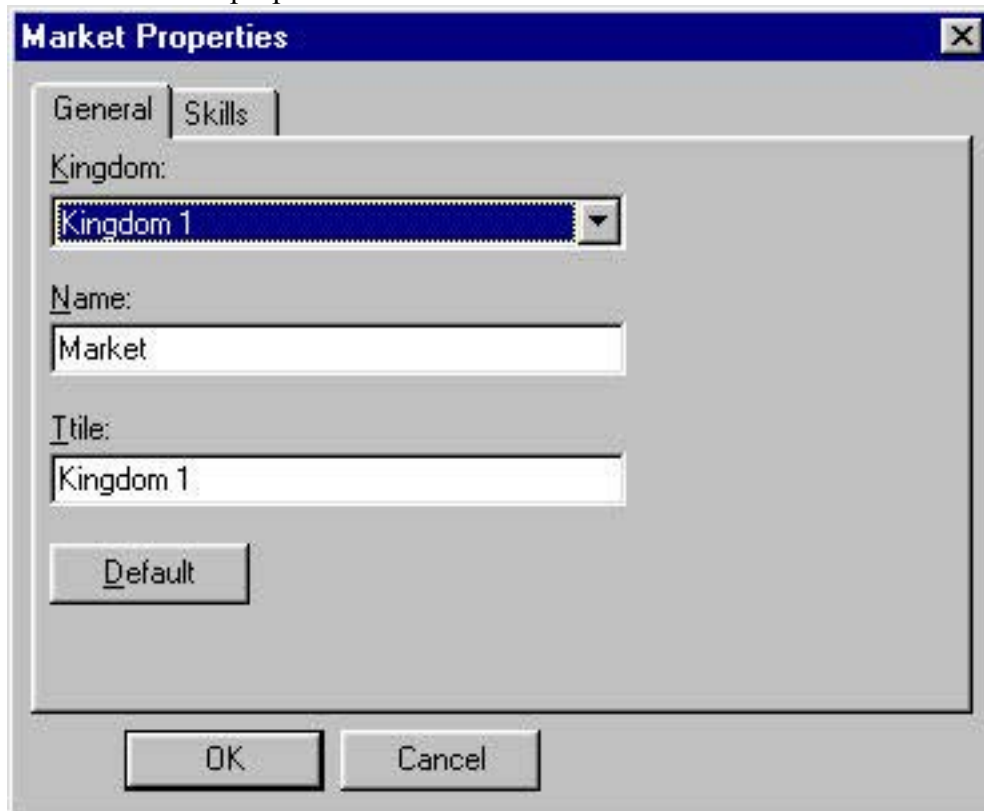
6.10. Units

Units are found in the Workspace **Units** tab. There are five main categories. The first three contain units that are unique for the different civilizations - European, Asian and Arabian. The fourth category contains units common for all races. The last category contains animals and other creatures. All units from this group are Nature units by default. Some units can only be placed on ground terrain (peasants, archers), others only in water terrain (hulks, galleons), or in the air (dragons, flying carpets). You cannot place one unit on top of another if they are on the same layer (ground, water or air). For example: You can place a dragon on top of a castle, but you cannot place a dragon on top of a flying carpet.

While dragging the unit, you can rotate it with the **TAB** key (clockwise), or with **Shift + TAB** (contra clockwise).

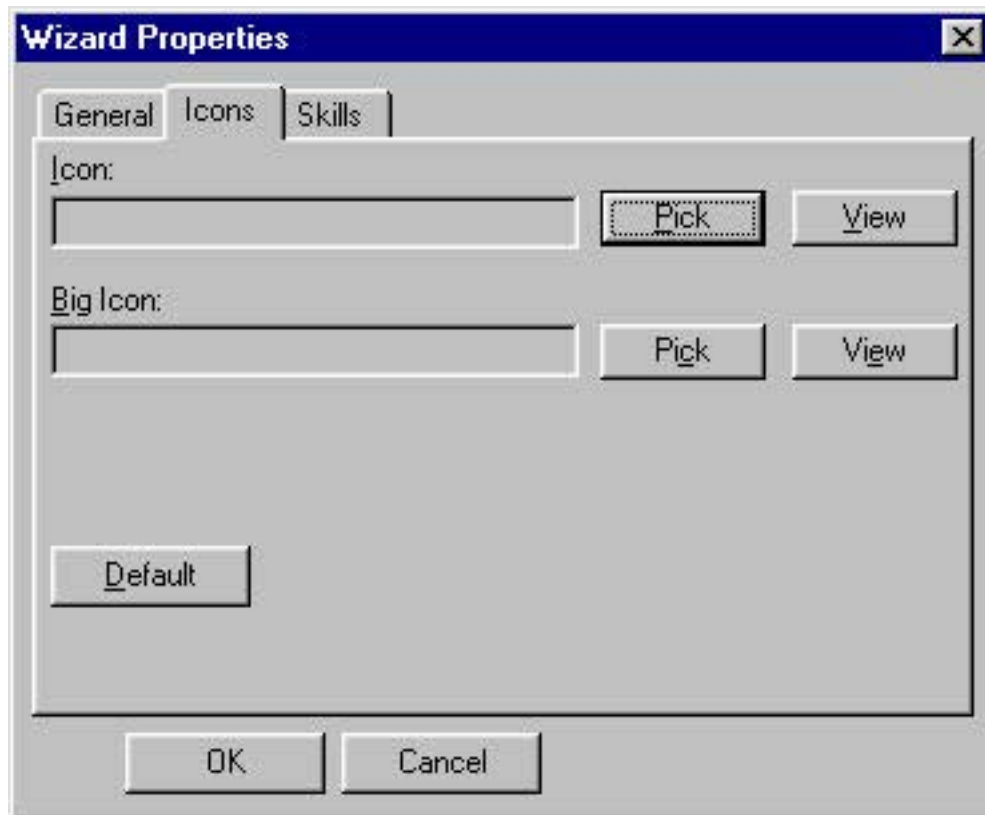
Every unit in the map can be customized by using the **Object Properties** dialog. There are three groups of unit properties.

General unit properties



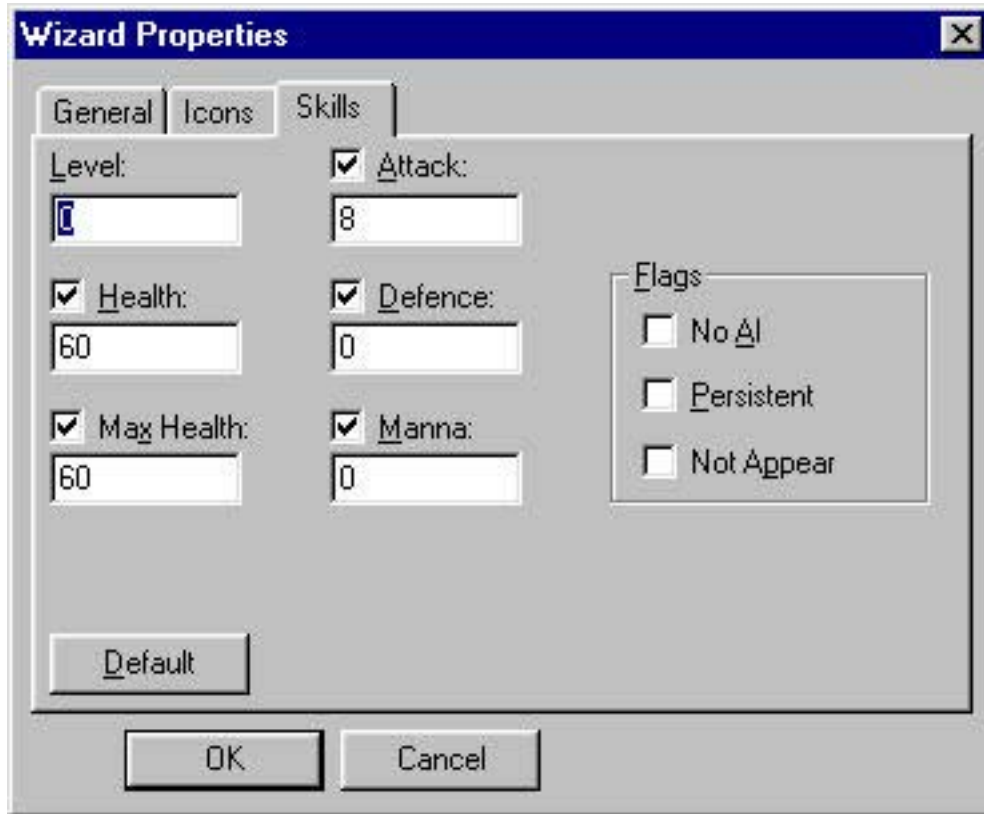
- **Kingdom** drop list – changes the kingdom of the unit/s/.
- **Name** edit box – changes the name of the unit. This property is available only in the single selection.
- **Title** edit box – changes the title of the unit. A title is somewhat like a second name. This property is available only in the single selection.
- **Default** – restores the default values for name and title.

Icon properties



- **Pick Icon** and **Big Icon**. The Pick button launches the **Import Images** dialog. The preferable picture size is *44/44 pixels* for Icons and *96/96 pixels* for Big Icons.
- **View** – displays the selected picture for Icon and Big Icon.
- **Default** – restores the default values.

Unit Skill properties



- **Health** - the amount of damage a unit will withstand when attacked.
- **Max Health** – the maximum health potential a unit can have.
- **Attack** – the amount of damage a unit can cause when attacking another object.
- **Manna** – the current magic capacity of a unit.
- **Defense** – to what degree the extent of damage is reduced when a unit is attacked.
- **Level** – the experience of the unit.

Note: When the check box to the left of the property is unchecked, the default settings are used for this property when playing the map.

Flags:

- **No AI** – when checked, the unit is under AI control.
- **Persistent** – when checked, the unit properties are saved at the end of each campaign map, if the unit is still alive. When the game encounters a unit with the same name in one of the following campaign maps, it will assign the same values for properties as the unit with a persistent flag.
- **Not Appear** - when checked, the unit will appear in the game after a corresponding *Appear Object Action* is started.
- **Default** – restores the default values.

When editing multiple unit properties, each value will apply to all unit properties.

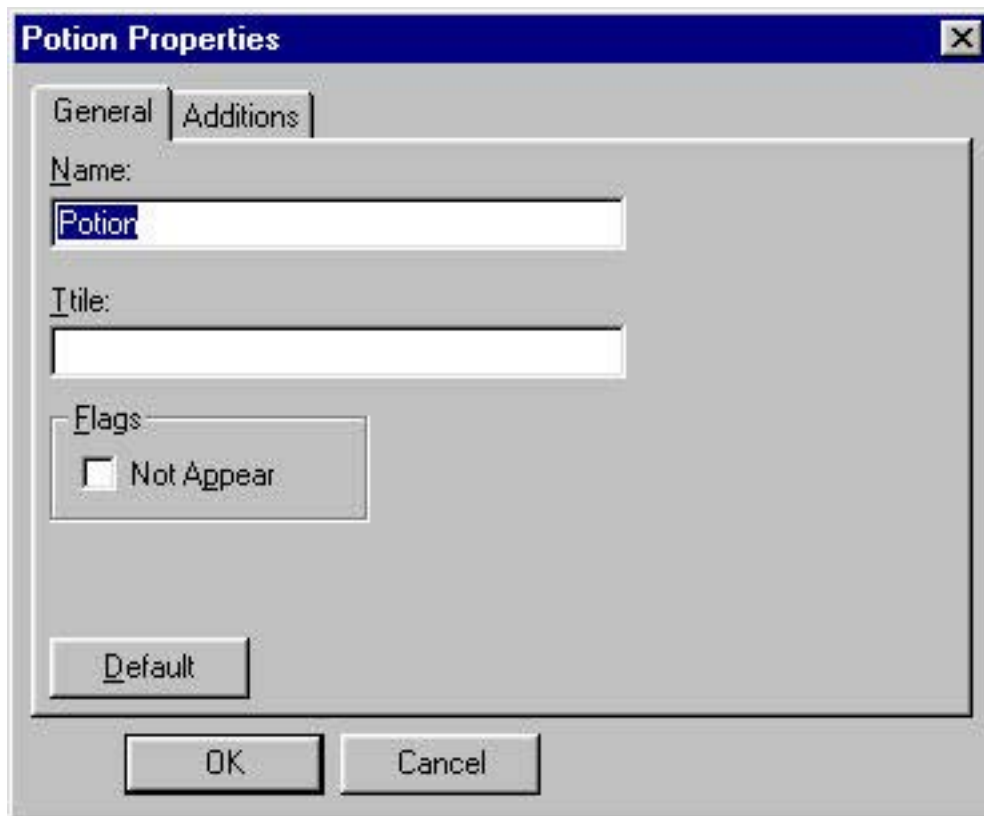
6.11. Items

Items are found in the **Workspace Items** tab. There are six item types. Items don't belong to any specific kingdom.

- To place a specific type of item, enter one of the categories and select the desired item image.
- A random type of item can be placed when a group has been selected. For example: Select the **Armors** group, then drag and click it to place. Different armors will appear every time the mouse is clicked.
- You can scroll these random item shapes with the **TAB** key while dragging the item.

Open the **Object Properties** dialog to change item properties. There are **General** item properties groups for all item types and one additional group of properties for every item type.

General Item properties



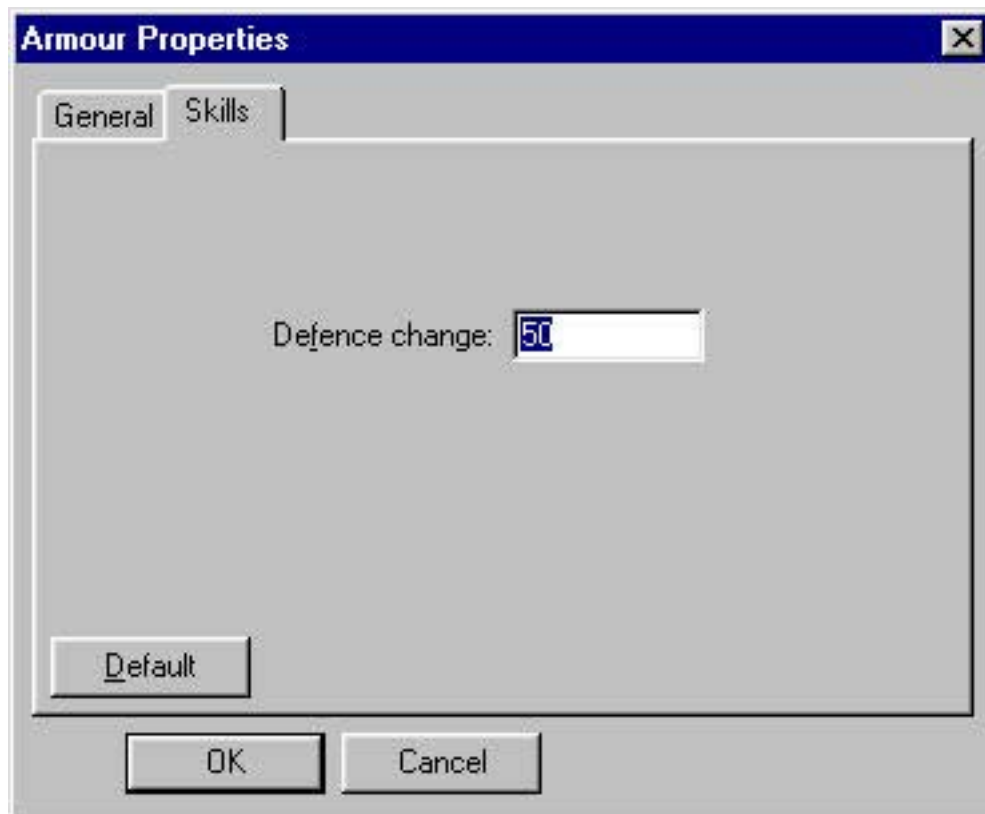
- **Name** edit box – changes the name of the item.
- **Title** edit box – changes the title of the item. A title is somewhat like a second name.
- **Not Appear** - when checked, the item will appear in the game after a corresponding *Appear Object Action* is started.

- **Not Appear** – when checked, the item is not displayed in the game until the *Appear Object Action* is started.
- **Default** – restores the default settings.

6.11.1. Resource Item - when a unit picks this item, the player's corresponding resource will increase with the amount of this item.

Amount properties – enters the amount of a resource item in the edit box.

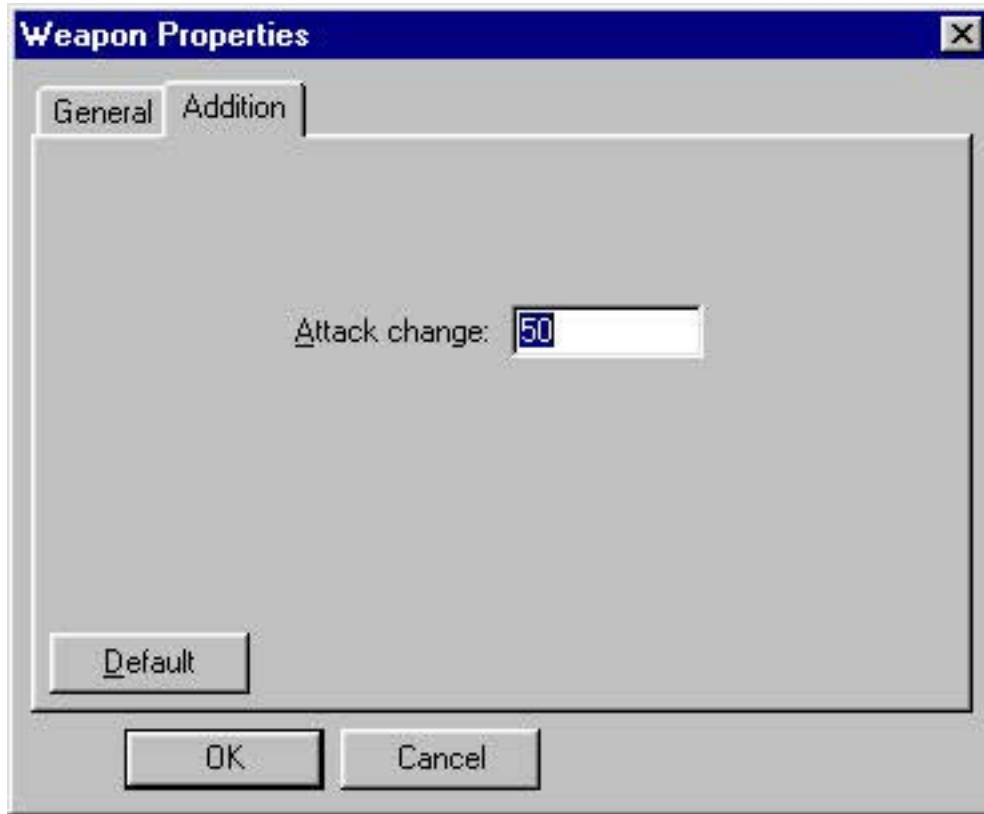
6.11.2. Armor Item – when a unit picks this item, the *Defense* property will change the *Skills* properties



- **Defense** – indicates how much the defense parameter changes for the owner of the item.
- **Default** – restores the default value.

6.11.3. Weapon Item – when a unit picks this item, the *Attack* property will change with a specified value. When a unit drops the item, its *Attack* property is restored to its previous value.

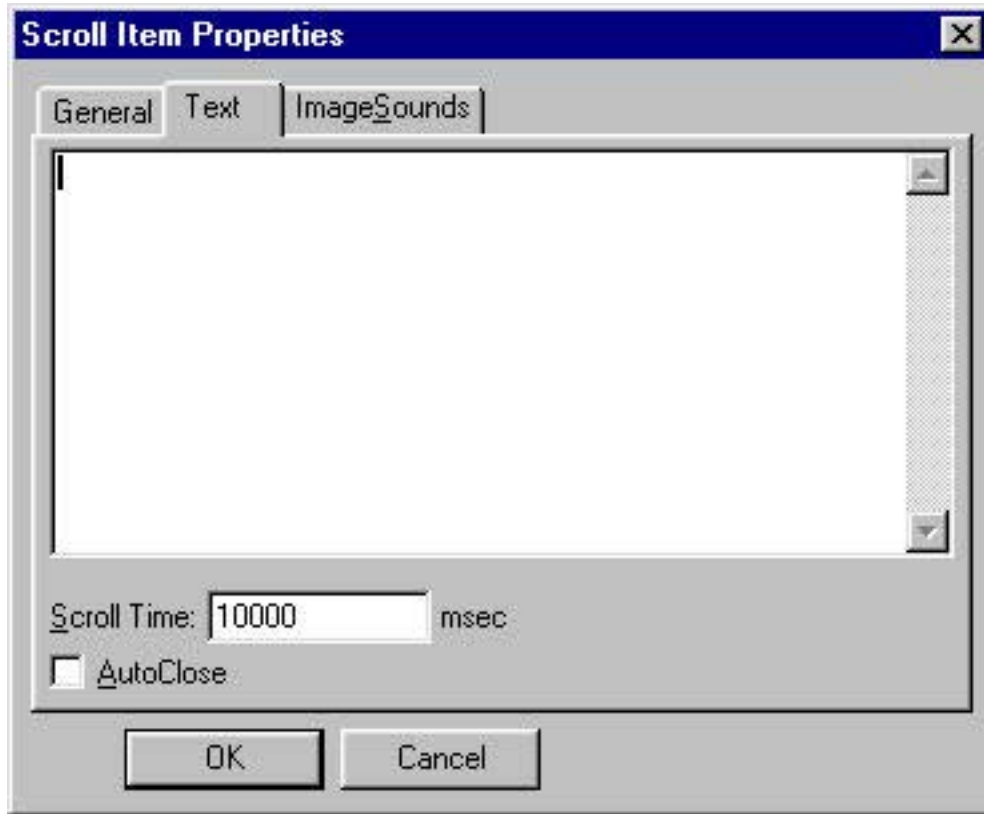
Additional properties



- **Attack** – indicates how much the attack parameter changes for the owner of the item.
- **Default** – restores the default settings (defense is changed to 50).

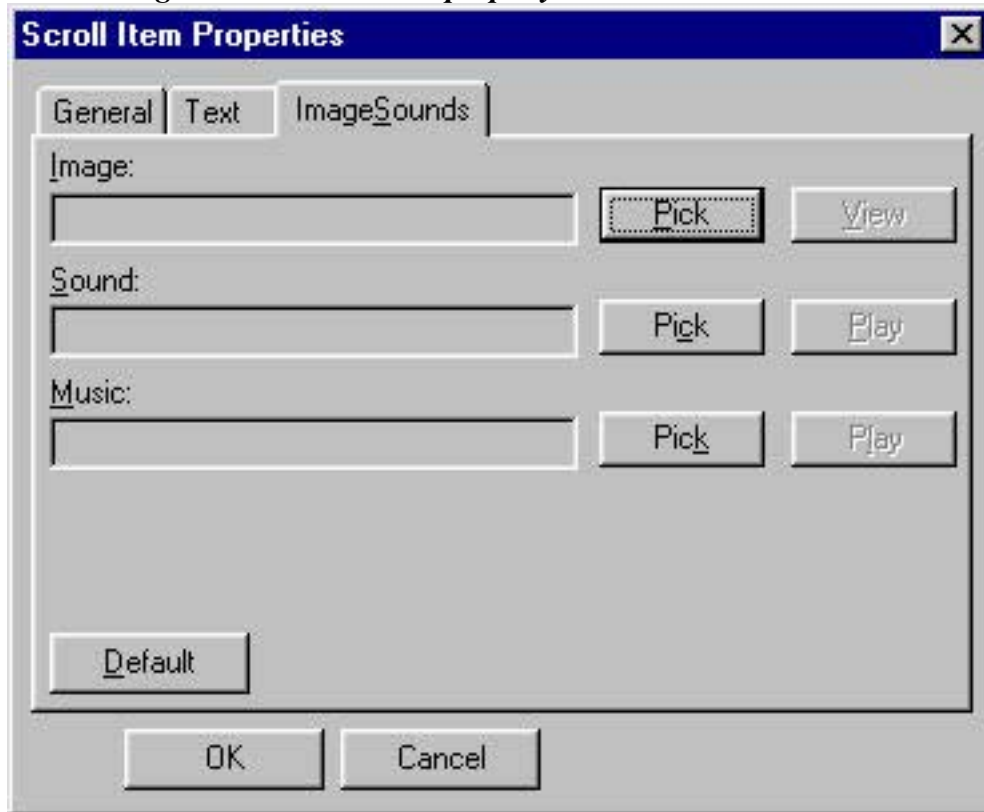
6.11.4. Scroll Items – when a unit pick this item, the player will see a text scrolled over the image, hear sound and music.

Text property



- **Text box** – type text used in the game story. This text appears when you pick the item.
- **Scroll time** – the amount of time which the text scrolls.
- **Auto close** - if checked, the text window will close automatically after the text was scrolled.

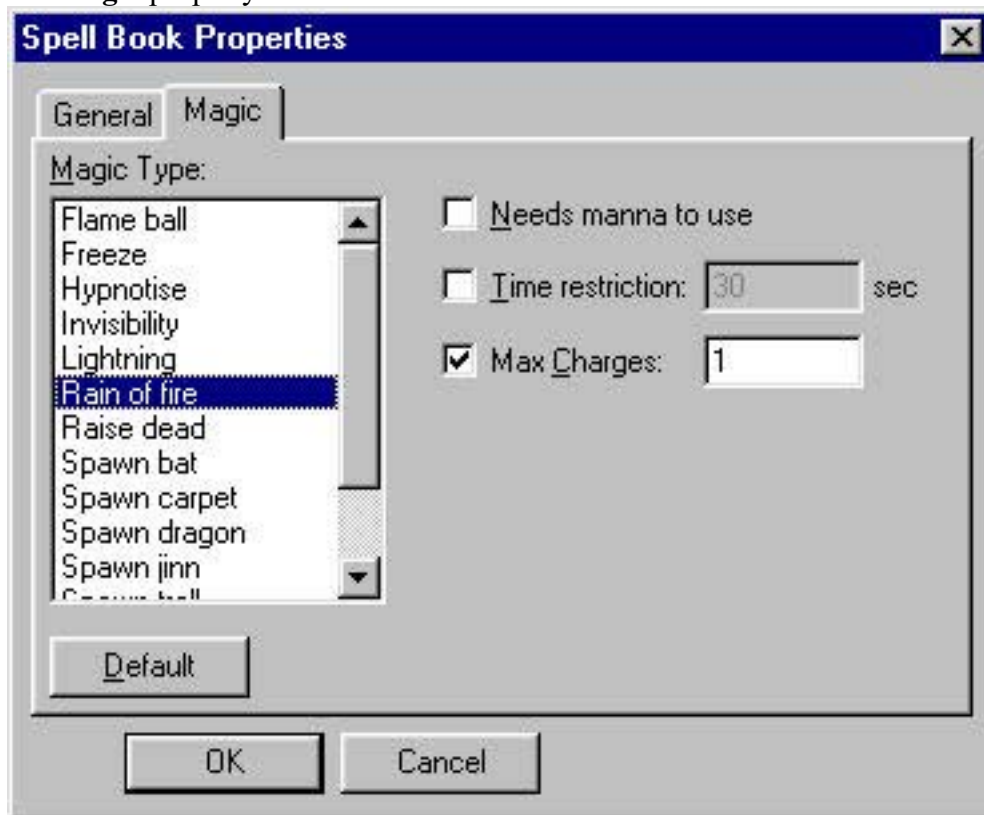
6.11.5. Image & Sound & Music property



- Pick Image, Sound or Music. The **Pick** button launches the **Import Images**, the **Import Sounds**, the **Import Music** dialog, and the **User Resources/** [img.14e]. The best image size is 295/390 pixels high color.
- **View** button – click to view the assigned image.
- **Play** button - click to play sound or music.

6.11.6. *Spell Book Item* – when a unit picks this item, it will learn to use spells (magic).

Magic property



- **Magic Type** – changes the spell (magic) kept in this book.
- **Needs manna to use** – if checked, the unit needs manna to use the spell.
- **Time restriction** – the minimum time between subsequent spell (magic) usage.
- **Max charges** – the maximum number of times a spell (magic) can be used.
- **Default** – restores the default values.

6.11.7. *Potion Items* – when a unit picks this item, some of its properties will change.
Additional properties

The screenshot shows a dialog box titled "Potion Properties" with a close button (X) in the top right corner. It has two tabs: "General" and "Additions". The "Additions" tab is selected. The dialog contains five input fields arranged in two rows. The first row has "Level:" (0), "Attack:" (0), and "Defence:" (0). The second row has "Health:" (50) and "Manna/Power:" (0). At the bottom left of the dialog area is a "Default" button. At the bottom of the window are "OK" and "Cancel" buttons.

- **Level** – a certain amount of experience will be added to the unit's *Level* property.
- **Attack** – a certain amount of attack will be added to the unit's *Attack* property.
- **Defense** – a certain amount of defense will be added to the unit's *Defense* property.
- **Health** – a certain amount of health will be added to the unit's *Health* property.
- **Manna/Power** – a certain amount of manna will be added to the unit's *Manna/Power* property.
- **Default** – restores the default values.

6.12. Object Locator

The *Object Locator* helps you to quickly find objects using a type filter, a player/kingdom filter or a named filter. You can browse the objects in the map using these filters, view objects in the main window (scrolls view to center object in the main window), edit properties or delete objects.

To show the *Object Locator*, use the command in the **View/Object Locator** menu.



- **Type Filter** – selects the type of objects to locate: Resources, special locations, buildings, units or items.
- **Objects** – in this list box, you find all objects that correspond to the selected filter requirements.
- **Player Filter** – this filter is available only for special locations, building or units type filter. Check the number of player/kingdom whose special locations/buildings/units you want to operate.
- **Named** – check this if you wish to operate with named objects only.
- **Properties** button – launches the *Object Properties* dialog for the selected object.
- **View** button – click this button to center the selected object in the main window.
- **Delete** button – deletes the selected object from the map.
- **Close** – closes the *Object Locator*.

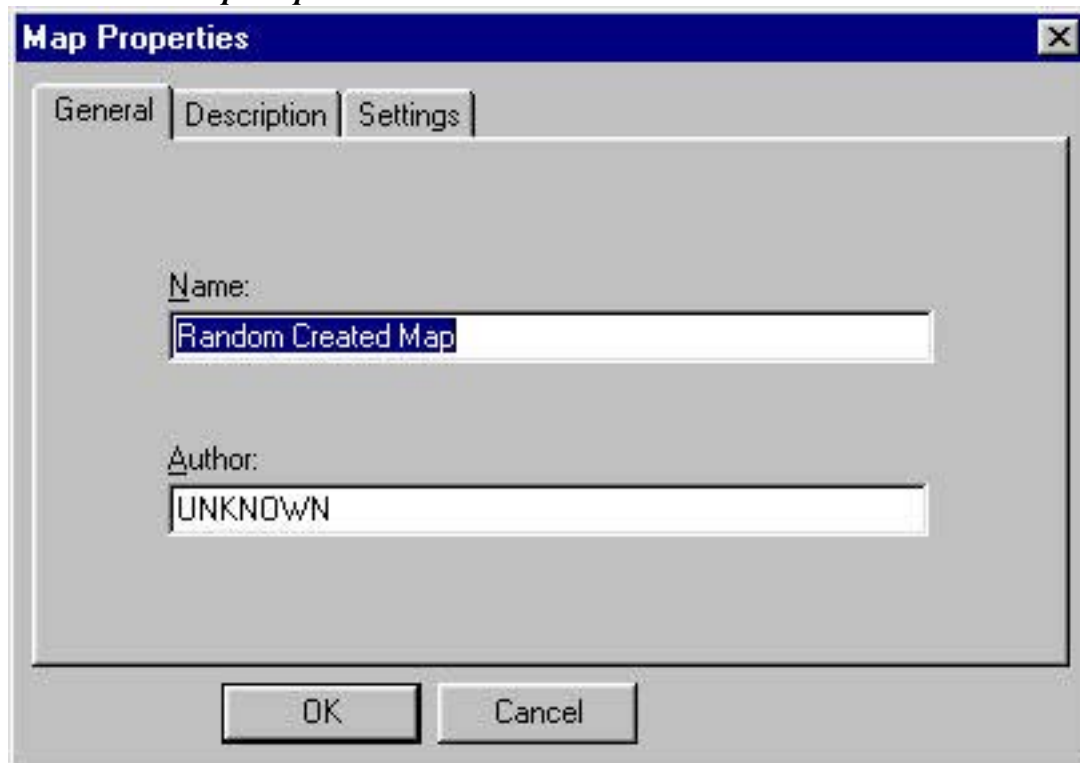
7. Starting locations

To edit starting locations for each player, use the command **Starting location** in the **Edit** menu. Each player in the map requires a starting location. For human players, starting locations determine where the player's screen will be centered when the mission starts. Click on the main window to place the starting location for the current player. Change the current player/kingdom in the **Players' Bar** or use shortcuts (number keys 1 to 8).

8. Map Properties

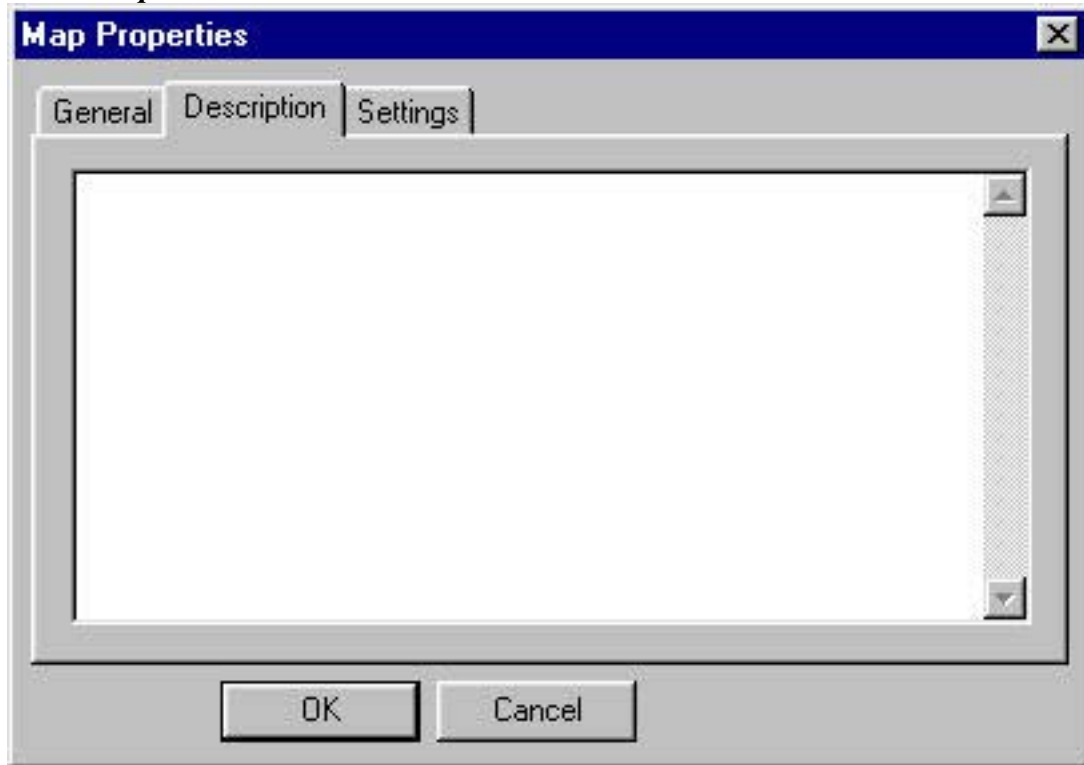
To edit map properties, use the command **Properties** in the **Map** menu and open the **Map Properties** dialog. This dialog contains three groups of map properties.

8.1. General Map Properties



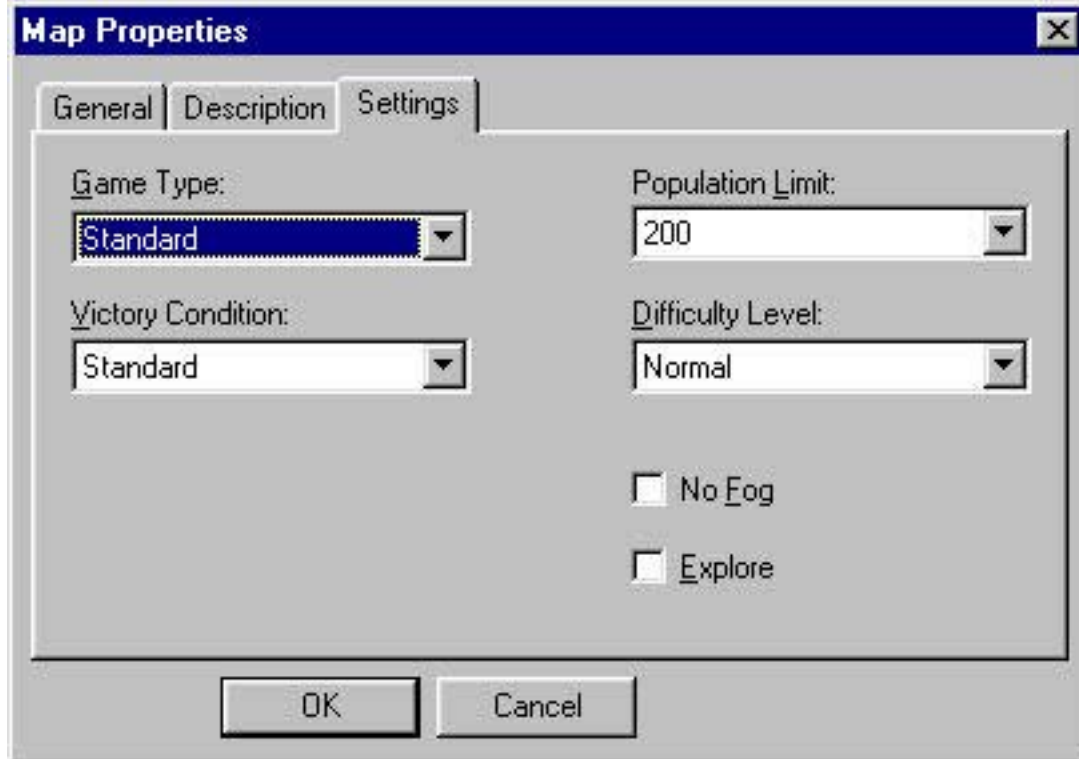
- **Name** – types the name of the map. This name will be displayed later on in the game screens. By default, the scenario name is set to “Randomly Created Map”.
- **Author** – types the name of the author who creates the map. By default, the author is set to “UNKNOWN”.

8.2. Description



You can enter a brief description of your map in this edit box. The description will appear as part of the map information displayed in the game. By default there is no description.

8.3. Settings



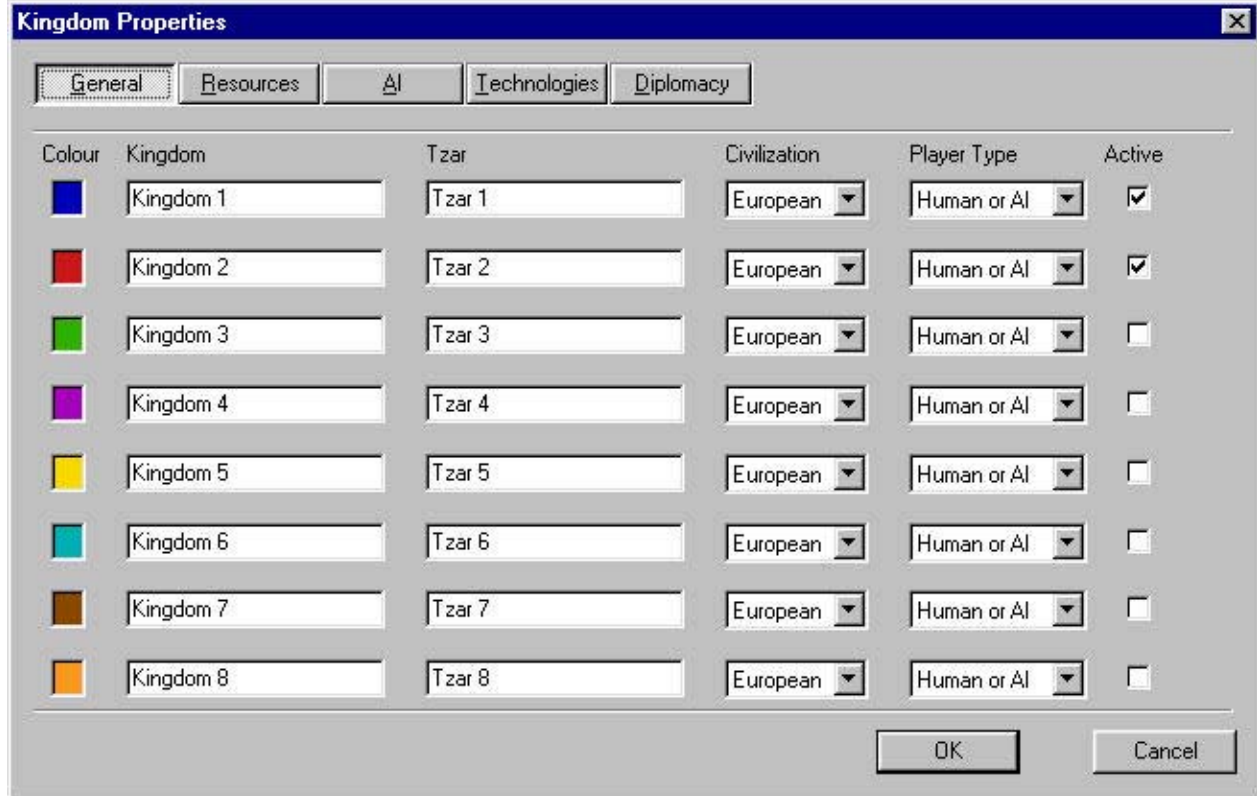
You change the default map settings with the help of this property sheet.

- **Game Type** drop down box – determines the types of the game (Standard or Not Specified)
- **Victory Condition** - determines the condition for the player to win the game (Standard, Destroy Castle, Score Limit, Time Limit and Not Specified).
- **Population Limit** – determines the Population limit for each player.
- **Difficulty Level** – sets the difficulty level for the player (Easy, Normal, Hard)
- **No Fog** – if checked, there will not be any fog when playing this map.
- **Explore** – if checked, the map is revealed when the game is started.

9. Kingdom Properties

To edit the kingdom properties, use the command '**Kingdoms...**' in the **Map** menu and open the **Kingdom Properties** dialog. This dialog contains five groups of kingdom properties. In each group you can edit specific types of properties for all eight kingdoms. This means that there are eight lines of controls.

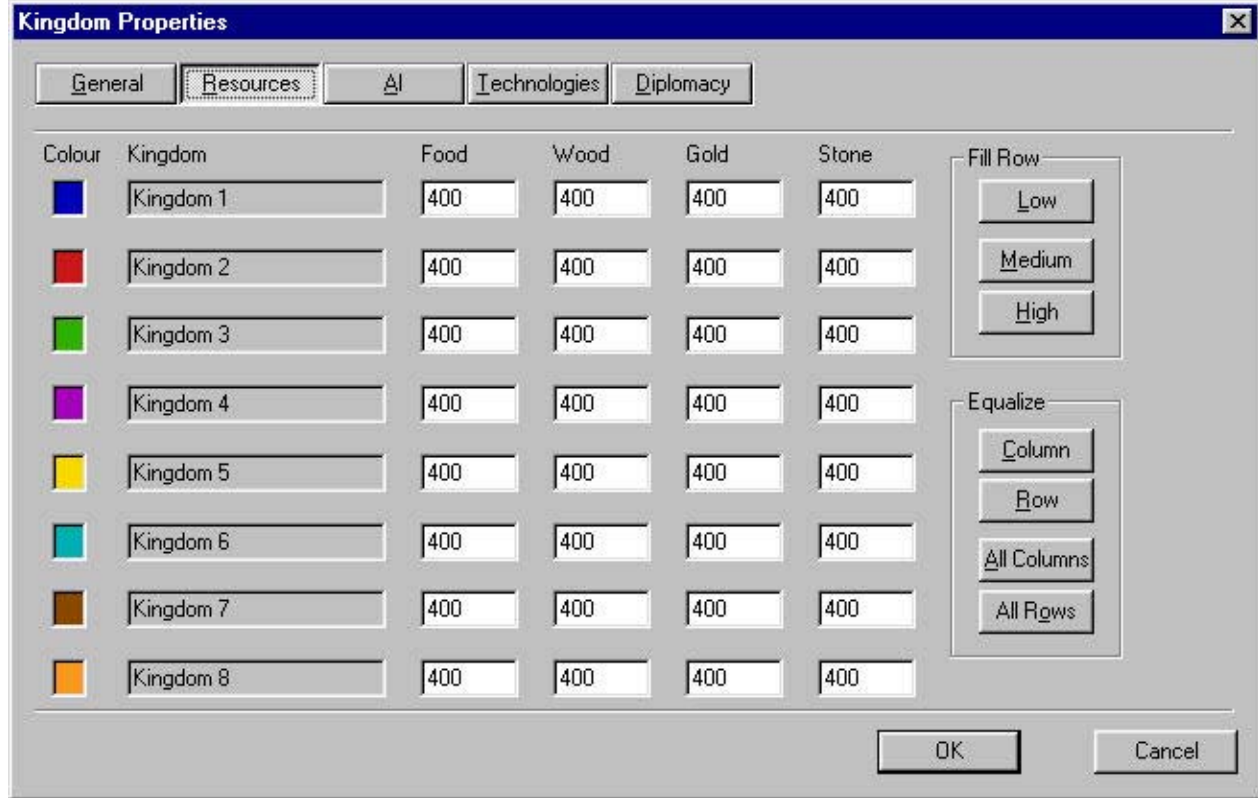
9.1. General



In this property page you can set some general player/kingdom properties.

- **Kingdom** column – changes the name of the kingdom.
- **Tzar** column - changes the name of the Tzar who rules the corresponding kingdom.
- **Civilization** column – changes the civilizations for the corresponding kingdom (European, Arabian, or Asian).
- **Player Type** column – changes the type of player (Human or AI, AI Only or Rescue).
- **Active** column – check if you want the player to be active in the game. Unchecked kingdoms/players will not appear when playing game.

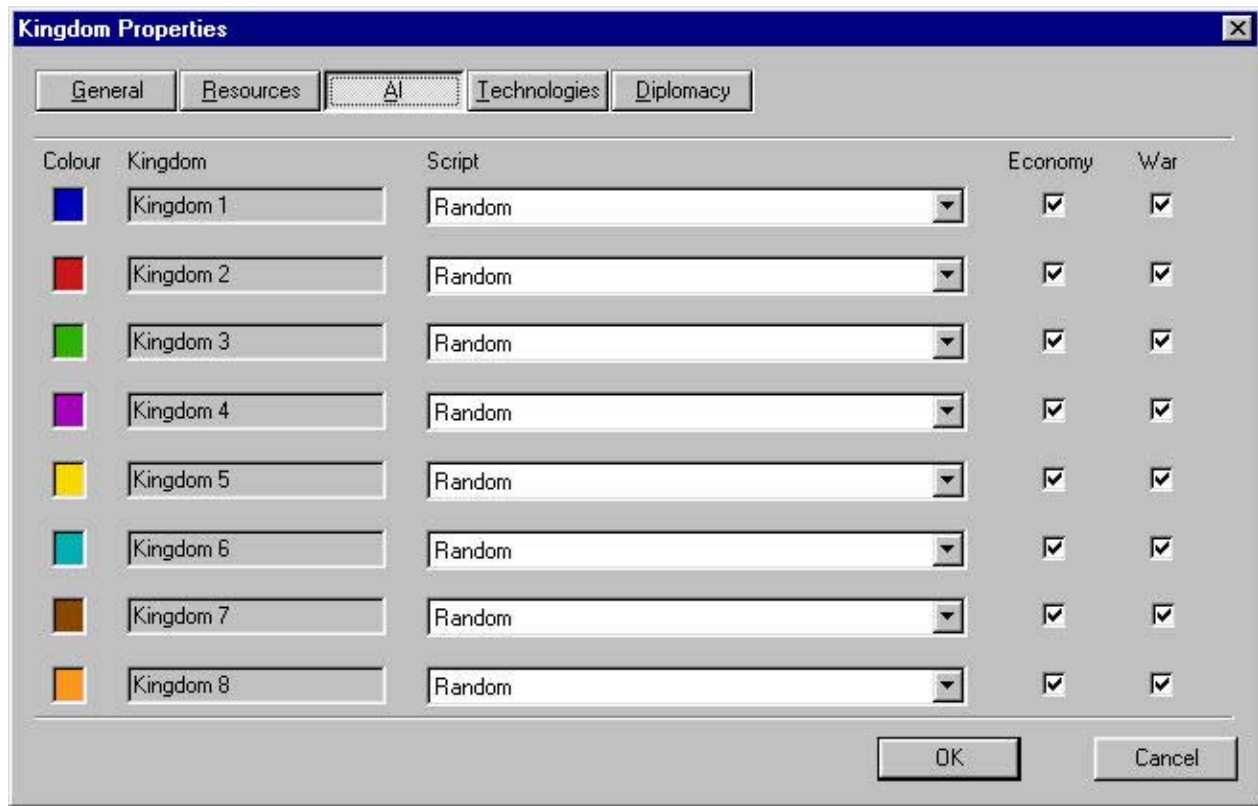
9.2. Resources



In this page you can define the initial resources for each kingdom. The resources are food, wood, gold and stone. There is a column for each resource with eight rows (for each player). The buttons on the right allows you to quickly operate the resource amounts.

- **Fill Row** buttons :
 - **Low** – fills the row that is in focus with default values with a low amount of initial resources.
 - **Medium** - fills the row that is in focus with default values with a medium amount of initial resources.
 - **High** - fills the row that is in focus with default values with a high amount of initial resources.
- **Equalize** buttons - helps you to quickly equalize the kingdom's resources.
 - **Column** – makes the amounts in the column equal to the amount found in the edit box from the column in focus. For example: If you define 100 stones for Kingdom 1, then the Equalize *Column* will make all kingdoms have the equal amount of stones: 100.
 - **Row** – makes the amounts in the row equal to the amount found in the edit box from the row in focus. For example: If you define 200 stones for Kingdom 1, the Equalize *Row* will make all the food, wood and gold in the kingdom have the equal amount of 200.
 - **All Columns** – copies all values in the column that is in focus to all other columns.
 - **All Rows** - copies all values in the row that is in focus to all other rows.

9.3. AI



In this page you change the AI game settings for each player.

- **Script** drop list – choose script file from the list. The Editor allows you to add other scripts. You may also compose scripts of your own.

How to create and add a new script?

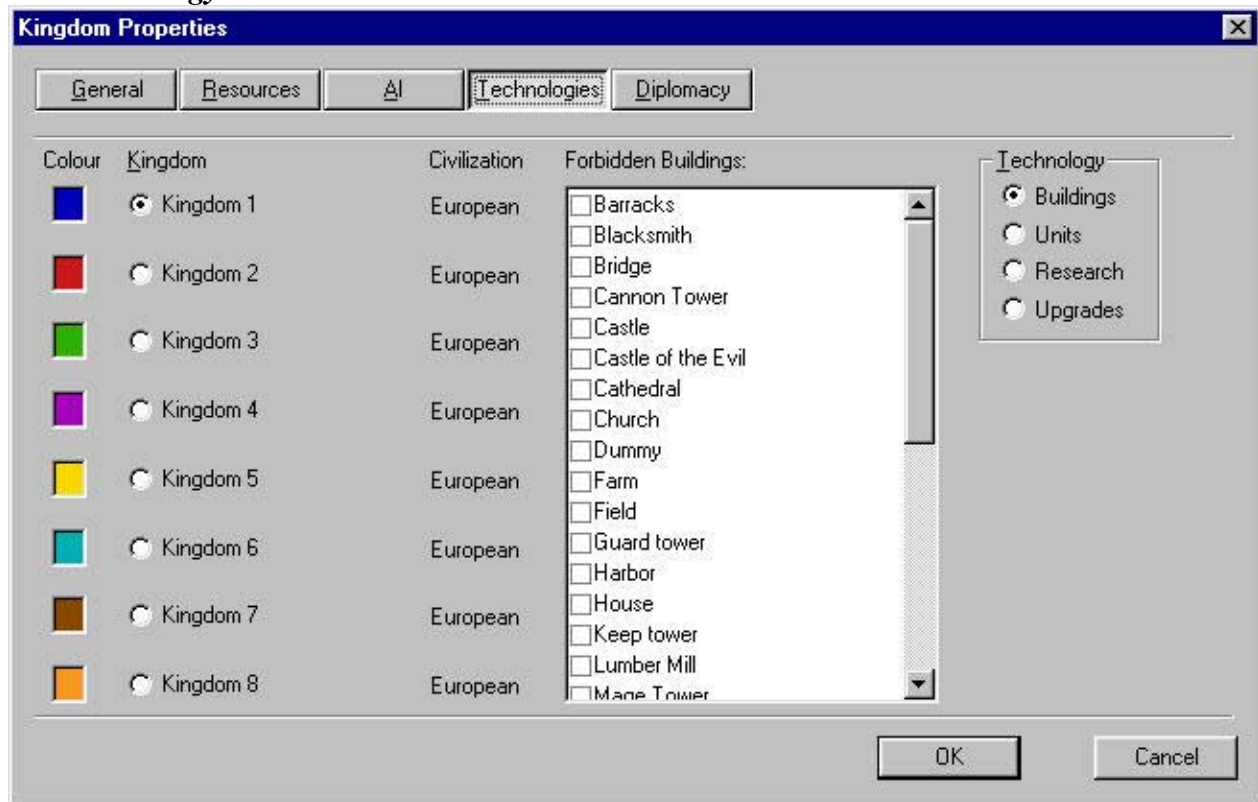
All script files are kept in the **TZAR\DATA\AI** folder. The script file extension is “ai”. The new script needs to be saved (for example “*A_magic.ai*”) in the same directory. Then you have to change the description in the “Ai.ini” file situated in the **TZAR\DATA** folder as follows:

```
[scripts]
Random = random.ais
Trade = E_trade.ai
Magic = A_magic.ai
```

‘Magic’ is the display name of the script. ‘A_magic.ai’ is the exact file name of the script that you have created. Save ai.ini in the **TZAR\DATA** folder, the script Magic is added in the **Script** combo box in the TZAR Map Editor.

- **Economy AI** – defines economy AI for the corresponding player.
- **War AI** - defines war AI for the corresponding player.

9.4. Technology



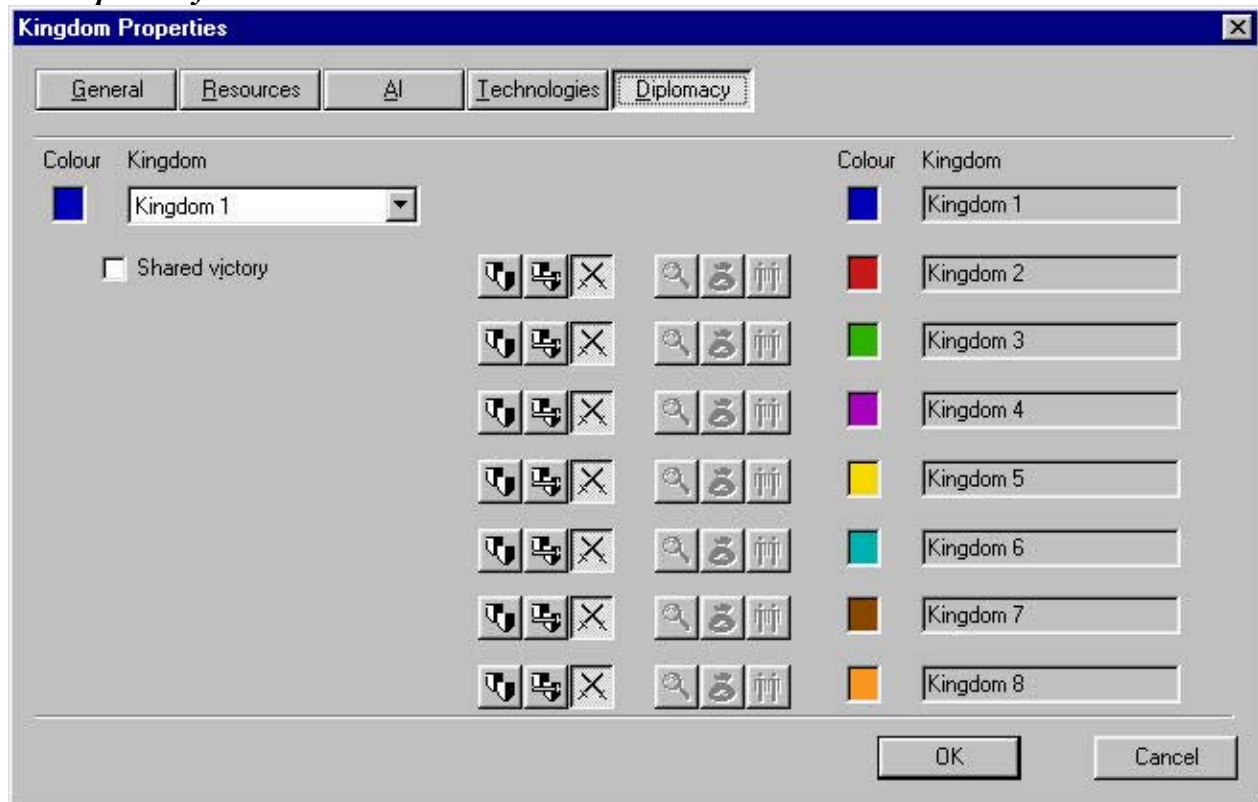
This property page helps you configure certain restrictions for Upgrades and Researches, and prevent the player from building certain buildings and units. To set the technological level of each player/kingdom, first choose the desired player/kingdom form in the *Kingdom column*. When the point (radio button) appears to the left of the kingdom's name, you can set the technological level for this kingdom. Information about the civilization of the kingdom is displayed to the right of the kingdom's name.

There are four different types of technology to configure. To select a technology type, use a group of radio buttons bordered with a *Technology* frame. When selecting technology, the list in the middle of the dialog will be filled with the skills found in each type.

- **Prohibited Buildings** – if you check any of the listed buildings, the selected player/kingdom will not be able to build them while playing this map.
- **Prohibited Units** – if you check any of the listed units, the selected player/kingdom will not be able to build them while playing this map.
- **Initial Researches** – if you check any of the listed researches, it will be discovered from the very beginning of the game
- **Prohibited Researches** - if you check any of the listed researches, the selected player/kingdom will not be able to use this research during the game.

- **Prohibited Upgrades** – if you check any of the listed upgrades, the selected player/kingdom will not be able to use this upgrade during the game.

9.5. Diplomacy



This property page is where you set the initial diplomacy status between two players. Start by selecting a kingdom from the *Kingdom* combo box. If you want this kingdom to share a victory with others, check the *Shared Victory* check box. This means that if the player belongs to a team and achieves the *Victory Condition(s)*, he wins the game for the whole team. You can also set the diplomacy status between a particular kingdom/player and all others. This is done with the help of the six buttons situated in the middle of the dialog. The first group of three buttons in each row is used for a general diplomacy setting

- **Ally**



- sets up an alliance between the selected kingdom and the kingdom listed in this row.

- **Enemy**



– makes enemies of the selected kingdom and the kingdom listed in this row.

- **Neutral**



- creates a neutral status between the selected kingdom and the kingdom listed in this row.

The second group of three buttons is used for a detailed setting of *Ally* diplomacy. That is why these buttons are available only when *Ally* diplomacy has been set up between two kingdoms.

- **Shared Vision**



- the selected player can see the discovered areas of the player found in the list.

- **Shared Resources**



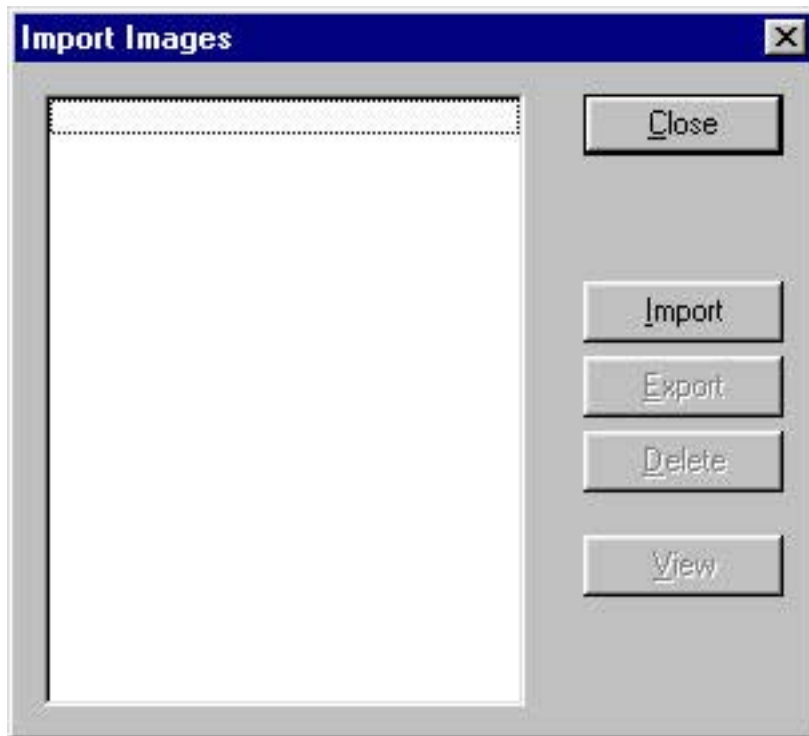
- the selected player can use resources of the player found in the list.

- **Command Units**



- the selected player can command units that belong to the player found in the list.

10. User Resources



You can import images, sounds and music into a map. These user resources are used in certain *Actions* (Show Story Screen, Show Message or Add Quest), *Items* (*Scroll*), but mostly in *Conversations* and *Custom Sounds*. These three types of user resources have three very similar dialog boxes. The only difference in these dialog boxes is how the resources are previewed. To open any of these three dialog boxes, use the commands (**Images (*.bmp)**, **Sounds (*.wav)** and **Music (*.mid)**) situated in the **Map/User Resources** menu.

Each dialog box consists of:

- List Box – displays a list of imported images/sounds/music. You can select one of the items listed here to perform further operations.
- Click **Pick** to attach the selected user resource as a property. This button appears only when the dialog box was opened from another property sheet or dialog box.
- When in the pick mode (**Pick** button **on**), double click on the selected name in order to pick it.
- When in the normal mode (**Pick** button **off**), double click on the selected name and you will see this user's resource (view image or listen to sound or music).
- **Close** – returns you to the previous dialog without picking the user resource.
- Click **Import** to add a new user resource to the list.

***Note:** Images are bitmap (BMP) files. The best bitmaps are in Hi Color. Sounds are WAV files. The best sounds to import are 22 kHz, 16bit mono (or stereo for story screen). Other WAV files will not be performing with the best quality. Music is in MIDI files.*

- **Delete** – removes previously imported user resources.
- **Export** – saves the selected resource as a file. This option allows you to save the resource outside the map and use it later on in other maps.
- **View** – gives you a view of the selected image in the **Import Images** dialog.
- **Play** – lets you listen to the selected sound. Use *Stop All (or Stop)* to turn off the sound/music.

*Note: If you import an image (bitmaps) with the name '**Minimap.bmp**' (no case sensitive), you can choose this image to be used for the custom mini-map in the game, instead of those generated at runtime. This is achieved by using the command 'Use Custom Mini-Map' in the Map/User Resources menu.*

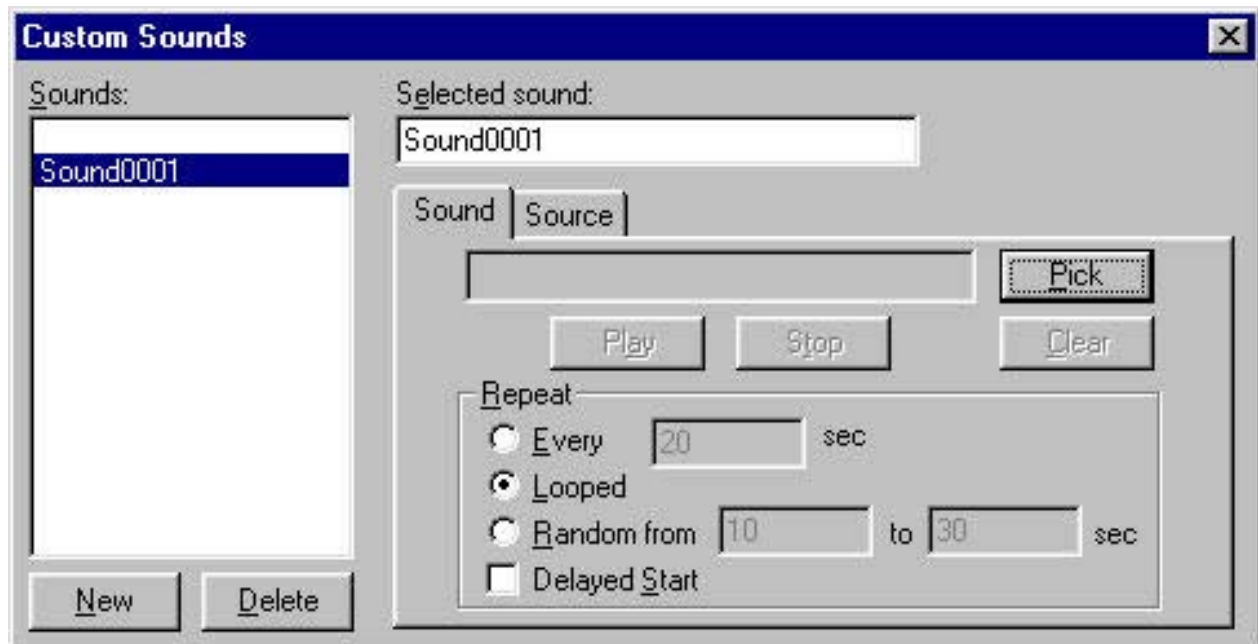
*Note: If you import an image (bitmaps) with the name '**Maptitle.bmp**' (no case sensitive), you can choose this image to be used for the custom map title image in the game instead of the default title image. This is achieved by using the command 'Use Custom Title Image' in the Map/User Resources menu.*

11. Custom Sounds

You can attach your own sounds to any object or point in the map. You define custom sounds with the help of the '**Custom Sounds**' dialog box. To open this dialog box, use the **Custom Sounds...** command in the **Map** menu.

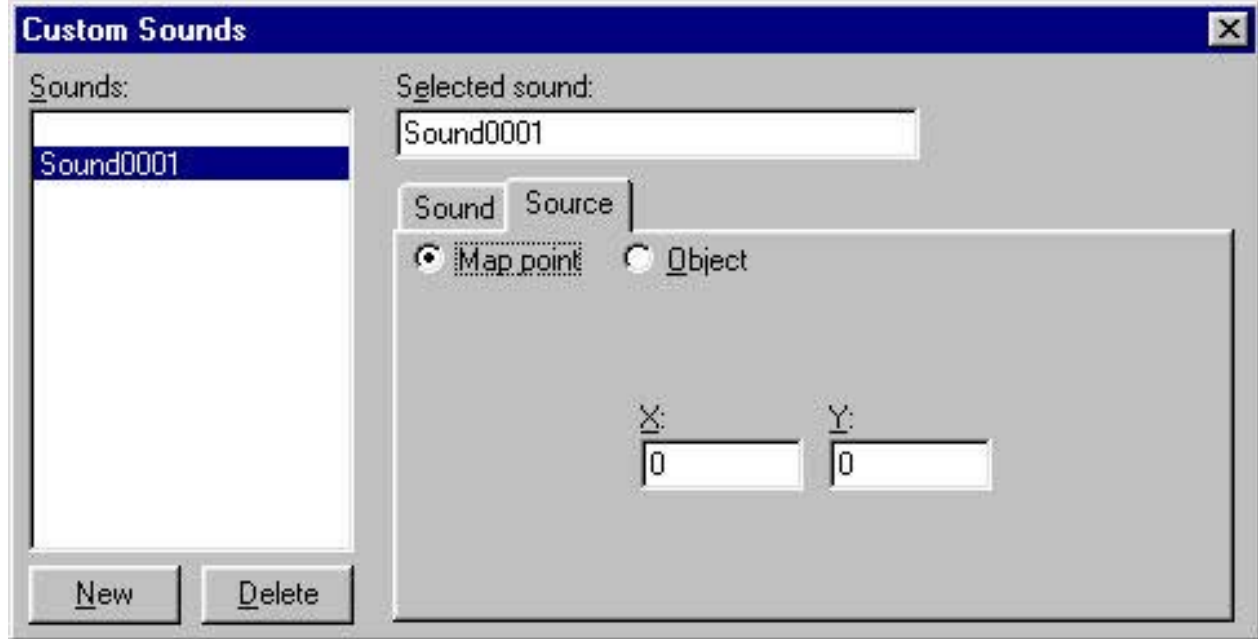
Click the button **New** to create a new custom sound. A sound with a default name will be created. You can change this name in the **Selected Sound** field. To remove previously created custom sounds, use the **Delete** button. There are two groups of properties for each custom sound.

11.1.Sound property page



- **Pick** – launches the **Import Sounds** dialog to pick sound from user resources.
- **Clear** – removes the sound previously picked.
- **Play** – click this button to listen to the selected sound. Use *Stop* to turn it off.
- **Repeat** group – with this group of controls you alter the way sound is played.
 - **Every** - the sound will be repeated in an interval set in the edit box.
 - **Looped** – the sound will be repeated infinitely without intervals.
 - **Random from** – the sound will be played randomly at specific intervals.
 - **Delayed start** – the sound will be delayed.

11.2.Source property page



In this page you set the source of the sound. The source can be a map location (point) or a map object. If the source is a map object, the sound moves when the object moves.

Map **Point** as the source of the sound: two fields with X and Y coordinates.

Map **Object** as the source of the sound: select object from the map here.

- **Set** – select the object from the map and click on **Set**. The name of the object is displayed in the text box.
- **Clear** – this will remove the sound from the selected object.
- **View** – click this button to center the set object in the main window.

12. Custom Music

You can select your own music to be background music while playing the game. The play order is in a random manner. To define your custom music use the **Custom Music** dialog box. To open this dialog, use the *Custom Music* command in the **Map** menu. To add music from user resources click on **Add**, to remove it click on **Remove**.

13. Map Rules, actions and events

In this map editor you define rules to determine unit behavior or special victory terms. With the help of rules, you can program your maps and create custom campaigns where the outcome has been determined beforehand. Each **Rule** consists of two parts. The first part is the Rule condition. The second part is a list of Rule actions.

Rule Condition is an expression that equals a value. (See 13.1.3 to read more about expression.) In this expression, variables are not only constants and user-defined variable names, but also special variables called events. Event variables are automatically set by the game when something occurs. There are eight events in the game that the user can define. For example: The most used event is '*Object In Area*'. The variable for this event (the name of the variable is the name of the event) will be TRUE (nonzero) when a group of specified objects or objects of a specific type are in the specified map area. When they are in this specified area, the game automatically sets the event variable to TRUE. In all other cases the event variable will be FALSE (0).

So, the **Rule Condition** is a combination of operators, functions (see 13.1.3), event variables, user-defined variables and constants.

Each time the game checks the rules (all rules are checked about every second) the **Condition** will be evaluated. If the result is nonzero, the game executes all actions from the list of rule actions. The order of execution follows the numerical order of the list (action on the top will be executed first, and action on the bottom of the list will be executed last). When the game executes certain rule actions, the Rule is no longer valid except when there is a '*Keep Rule*' action in the list. All Rules that have a '*Keep Rule*' action in their lists will be checked until the end of the game.

Actions consist of more than 20 operations that the user can command. For example: Actions are *Object Order* (set order to a specified object), *Player Lose* (forces one player to lose the game), *Destroy Object* (destroys specified objects) etc.

To define rules, actions and events use the **Rules** dialog box. To open this dialog, use the **Rules...** command in the **Map** menu.

The **Rules** dialog is divided into two parts. The first part is situated at the top of the dialog above the separation line. This part is for creating and editing Actions and Events.

To show a list of the Actions, click on the radio button **Actions**. To show a list of the Events, click on the radio button **Events**. Underneath these two radio buttons, the list of actions and events is located. When you select an item from this list, a group of property pages will appear on the right-hand side. With the help of these property pages, you can edit all properties involved in a particular action or event. For complete information about actions, events and their properties, see 13.2.

To add a new Action/Event click on the button **New**, situated below the list of Actions/Events. The **New Action (New Event)** dialog box will appear. Select the desired item from the list, and edit a default name if you want. When you click on **OK**, the new Action (Event) will be activated in accordance with the selected type. The type of action is displayed above the text box with its name. You edit the name of the selected Action (Event) by typing the name in the edit box. To edit the Action (Event) properties, use the property pages.

Note: An **Event** name may only contain letters, digits and underscores. An **Action** name may only contain letters, digits, spaces, underscores and apostrophes.

To edit the Rule properties, use the controls situated below the middle separation line.

All rules in the game are listed in the **Rules** list box. To create a new rule click on the button **New**, situated below the rules list. To edit the Rule name, use the **Rule Name** edit box. A rule condition can be entered in the **Condition for Rule** text box.

All actions for a selected rule are found in the **Actions for Rule** list box. To add actions to this list you have to be in **Actions** (actions are to be listed in the upper part of the **Rules** dialog box). Click on **Add**. The selected action in the **Actions** list box will be added to the **Actions for Rule** list box. To remove an action from the **Actions for Rule** list, select the desired action in this list box and click on **Remove**.

*Note: When an action is deleted from the **Actions** list (list box in the upper part of the **Rules** dialog) it will automatically be removed from all 'Actions for Rule' lists.*

To change the order of execution for rule actions, use the Up and Down buttons on the left side of the **Actions for Rule** list box. Just select the item and click on the up or down arrow buttons to move it in the list.

Note: Actions for given rules are executed in the order defined in this list box. The action at the top will be executed first, and the action at the bottom will be executed last.

13.1. General Actions and Events property pages.

This section will describe certain property pages which are property pages for more than one action or event type. Later on, when all actions and events have been described, you will see frequent references to this section, so read it carefully.

13.1.1. Object properties page: Here you edit properties for objects.

An Object property is a frequently used property for actions or events. There are two different kinds of Object properties: Either a set of objects, or a type of object.

- **Set of objects:** Here you define a set of objects that already exists in the map. To add an object to this set, select the object in the main window and click on **Set**. To remove an object, select the object name in the list-box of objects and click on **Clear**. You can add or clear more than one object in one operation. To view objects that have a focus caret, click on **View**.

Options from the '**For which**' group are used to define how the action or event properties are applied to the selected objects. For example: You create an '*Object in Area event*' which has two property pages – **Object** and **Area**. In **Object** you select to use 10 peasants. Then you need to define the area properties for this event. If **All** is checked, the event will proceed only when all of the selected objects are in the defined area. If **Any** is checked, the event will take place when any of the selected objects appear in this area.

- **Type of objects:** Here you select type of objects, kingdom(s) and object count. The counting method is also set here: All objects or Any object.

Type drop-down box: Select the object type.

- **Player** – select the owner of the object(s). More than one player can be checked. **Check All** and **Clear All** easily checks/clears all players.

- **Count** - enter the amount of objects you wish to have. You can choose the comparison operation between ‘>=’ or ‘<=’. In some actions, no count property will be available.
- **Holder** properties page: This property page is available only in the ‘*Leave Holder*’ and the ‘*Enter Holder*’ event. It is used instead of the *Set of objects* property page to limit the content of a set to only one object
 - **Set** – select the object from the map and click on **Set**. The name of the object is displayed in the text box.
 - **Clear** – removes the sound of the property
 - **View** – click this button to center object in the main window.

13.1.2. Area property page: Here you edit the areas. An area can be a rectangle or a map object.

- **Rectangle:** Here you see the top-left and the bottom-right coordinates for the rectangle. You edit the rectangle by using the mouse in a drag and drop manner.
 - **Edit** – when this button is pushed, you can edit the dimension and the position of the rectangle. Click and drag on a location to re-position it, or click and drag any of the corners or side hotspots at the edges to resize it.

*Note: Location can only be edited when the **Edit** button is **on**.*

- **View** – click this button to center location in the main window. Location is displayed as a rectangle filled with 50% black transparency.
- **Move** – when you click this button, the rectangle move to the center of the main window.
- **Object:** This is the case-area position of the object at the current time.
 - **Set** – select the object from the map and click on **Set**. The name of the object is displayed in the text box in the **Map Object** edit box.
 - **Clear** – removes the sound of the property.
 - **View** – click this button to center object in the main window.

13.1.3. Expression property page: This is the property page where you can write different expressions. An expression is any combination of variables, operators, constants, functions and names of fields and properties that equals a number.

Operations are:

- **&&** The logical-AND operator produces the value 1 if both operands have nonzero values. If either operand is equal to 0, the result is 0. If the first operand of a logical-AND operation is equal to 0, the second operand is not evaluated.
- **||** The logical-OR operator performs an inclusive-OR operation on its operands. The result is 0 if both operands have 0 values. If either operand has a nonzero value, the result is 1. If the first operand of a logical-OR operation has a nonzero value, the second operand is not evaluated.
- **<, <=, >, >=, ==, !=** - Relational and Equality Operators. The binary relational and equality operators compare their first operand to their second operand, in order to test the

validity of the specified relationship. The result of a relational expression is 1, if the tested relationship is true, and 0 if it is false.

- **+** Addition Operator. The addition operator (+) causes its two operands to be added.
- **-** Subtraction Operator. The subtraction operator (-) subtracts the second operand from the first.
- ***** - Multiplication Operator. The multiplication operator (*) causes its two operands to be multiplied.
- **/** - Division Operator. The division operator (/) causes the first operand to be divided by the second.
- **!** - Logical-NOT Operator. The logical-negation (logical-NOT) operator produces the value 0 if its operand is true (nonzero) and the value 1 if its operand is false (0).
- **%** - Modulus Operator. The result of the modulus operator (%) is the remainder when the first operand is divided by the second.
- **=** Assignment operator. An assignment operation assigns the value of the right-hand operand to the storage location named by the left-hand operand.

You can use parentheses to change the priority of a calculation order. Enclose any operand in the parentheses. Operands can also be integer constants.

Operands can be internal reserved variables:

\$health – *health* of the current object
\$maxhealth - *max health* of the current object
\$attack – *attack* of the current object
\$defense – *defense* of the current object
\$level - *level* of experience of the current object
\$mana – *mana* of the current object
\$maxmana – *max mana* of the current object
\$kingdom – current player *kingdom*
\$x - position x
\$y - position y
\$gold - current player's *gold reserve*
\$stone - current player's *stone reserve*
\$food - current player's *food reserve*
\$wood - current player's *wood reserve*

Operands can be your own defined variables. Just insert '\$' to the left of the custom name of the variable: \$NAME. Note that 'NAME' cannot be identical to a reserved internal variable.

Operands can have certain functions:

@gold (Player) – gets gold for the player. The player is operand for this function – must be from 1 to 8.

@stone (Player) – gets stone for the player. The player is operand for this function – must be from 1 to 8.

@food (Player) – gets food for the player. The player is operand for this function – must be from 1 to 8.

@wood (Player) – gets wood for the player. The player is operand for this function – must be from 1 to 8.

@rnd (Number 1, Number 2) – this function gets a random value between number 1 and number 2. Number 1 and number 2 are operands for this function.

Examples for expressions:

$(5*3 - 8)/12*7 >= (\$My_VAR2/10 + 5)$

or

@gold (2) == \$stone + 100

or

$\$My_VAR1 = (5*3 - 8)/12*7$

or

$\$My_VAR1 = \$gold + 100$

or

$\$My_VAR2 = 3 + \$health$

or

$\$My_VAR1 = 2*\$My_VAR1 - (\$My_VAR2/10 + 5)$

or

@gold (\$My_VAR1)

or

$\$My_VAR1 = rnd (\$My_VAR1, 4*\$My_VAR1)$

or

$\$My_VAR2 = @stone + 100$

13.1.4. Players' property page: Here you set one or more players. The **Check All** and **Clear All** buttons easily checks/clears all players.

13.1.5. Text property page: In this property page you edit texts.

13.1.6. Image property page: Here you can edit an image that is a property for certain actions. Click on **Pick** to pick an image from the user resources. You clear the picked image with the **Clear** button. Click on **View** to preview the image.

13.1.7. Sound property page: Here you can edit a sound that is a property for certain actions. Click on **Pick** to pick a sound from the user resources. You clear the picked sound with the **Clear** button. Click on **Play** to listen to the sound you have picked, and **Stop** to turn the sound off.

13.1.8. Music property: In this property page you can edit music that is a property for certain actions. Click on **Pick** to pick music from the user resources. You clear the picked music with the **Clear** button. Click on **Play** to listen to the music you have picked, and **Stop** to turn the music off.

13.1.9. Map property page: Here you edit the map name for the next map in the campaign. This property is used in the *'Player Win'* and the *'Player Lose'* actions that forces the map to end. Type the main name (without extension) in the edit box, or use **Pick** to browse the maps on your disk and get a name from them.

13.2. Actions

In this chapter we will describe all *Actions* available in the game. The specific properties of each action will also be described.

13.2.1 Add Quest action: This action adds a quest to the quest list in the game. Quests consist of text and an image. The name of the quest is the name of the action. This action has two property pages:

- **Text** property page (see 10.)
- **Image** property page (see 10.)

13.2.2. Remove Quest action: This action removes a previously added quest with the *Add Quest* action. This action has one property page:

- **Quest** properties page – select the quest to be removed from the combo box.

13.2.3. Appear Object action: With this action you can make objects appear that have the *Not Appear* flag. After the action is executed, the objects will appear in the map. This action has one property page:

- **Object** property page (see 13.1.1.)

13.2.4. Change Diplomacy Settings action: This action allows you to change the diplomacy settings during the game. This action has two property pages:

- **Kingdom** property page –select two kingdoms for which a new diplomacy will be set.
- **Diplomacy** property page – two groups with three buttons. For more details on these buttons (see 9.5.)

13.2.5. Change Object Owner action: With this action you can change the owner of object(s). This action have two property pages:

- **Object** property page (see 13.1.1.)
- **Kingdom** properties page – in this page you select the new owner.

13.2.6. Change Player Status action: With this action you can prohibit a player from winning or losing, or allow him to win or lose. This action has one property page:

- **Status** properties page – select the kingdom/player whose status will be changed. Check/Uncheck one of two options: **Kingdom cannot win** or **Kingdom cannot lose**.

13.2.7. Conversation action: With this action you can start a conversation defined in the *Conversations* dialog. This action has one property page:

- **Conversation** properties page – select to start a conversation from the combo box.

13.2.8. Destroy Object action: With this action you can destroy one or more objects. This action has one property page:

- **Object** property page (see 13.1.1.)

13.2.9. Erase Object action: Same as the *Destroy object* action, but the objects disappear immediately without death animation.

13.2.10. Explore Area action: With this action you can explore a map area for a specified time. This action has two property pages:

- **General** property page – time can be set and a *Reveal Fog* option can be specified.

Note: Time is in milliseconds.

- **Area** property page (see 13.1.2)

13.2.11. Expression action: With this action you can execute expressions. This action has one property page:

- **Expression** property page (see 13.1.3)

13.2.12. Keep Rule action: With this action you can keep *Rule* checked for the duration of the game. All rules that have this action will be valid until the end of the game. No properties for this action.

13.2.13. Load Map action: Use this action in a campaign when you want to go to the next map. This action has one property:

- **Map** property page (see 8.)

13.2.14. Lock View action: This action freezes the view in a defined area for a specified time. You cannot scroll in the defined area.

- **Time** properties page - define the time interval in milliseconds.
- **Area** properties page - define the area (see 13.1.2.)

13.2.15. Lock/Unlock Units: With this action you lock/unlock units. This means that the player cannot command locked units until they have been unlocked. This action has two property pages:

- **Object** property page (see 13.1.1.)
- **Lock/Unlock** properties page – sets unit to be locked or unlocked.

13.2.16. Object Order action: With this action you give orders to unit(s). The order will be executed in a specified area. This action has three property pages:

- **Object** properties page (see 13.1.1.)
- **Area** properties page (see 13.1.2.)
- **Order** properties page – select a desired order from the combo box

13.2.17. Player Lose action: With this action you can force players to lose the game. After that the next map is loaded. This action has two property pages:

- **Players'** property page (see 13.1.4.)
- **Map** property page (see 13.1.9.)

13.2.18. Player Win action: With this action you can force players to win the game. After that the next map is loaded. This action has two property pages:

- **Players'** property page (see 13.1.4.)
- **Map** property page (see 13.1.9.)

13.2.19. Scroll View action: This action moves the view from the center of one map area to the center of another map area.

- **Area** properties page /first one/ – starting area (see 13.1.2.)
- **Area** properties page /second one/ – ending area (see 13.1.2.)

13.2.20. Send Chat Message action: This action sends a message to the selected player/s.

- **Players'** property page – select the player/s to receive this message (see 13.1.4.)
- **Message** – type custom message here

13.2.21. Set Object Properties action: This action is used to set the properties of the selected object/s. Properties can be set with *Expression* using internal reserved variables. This action has two property pages:

- **Object** property page (see 13.1.1)
- **Expression** properties page (see 13.1.3)

13.2.22. Set Timer action: This action starts a timer that counts time in milliseconds. The current time is stored as a variable and has the same name as the action name. You can check the variable in expression/condition to see the time. One property page:

- **Timer** properties page – enter an initial value for the timer in the *Variable* edit box. You can use the count-down option if you prefer.

Note: The variable value can be an expression.

13.2.23. Show Message action: This action is used to make a message pop up.

- **Title** of message – the text that appears beneath the displayed picture.
- **Text** property page – type message text here
- **Image** property page – pick the image that will appear next to the message (see 10.)

13.2.24. Show Story Screen action: This action is used to activate a screen where you can read a story. You can see an image and listen to sounds and music. The text scrolls for a specified time. This action has five property pages:

- **Time** property page – enter the text scroll time. If you check *Auto Close* the story will automatically end when time elapses.

Note: Time is in milliseconds.

- **Text** property – enter story text here.
- **Image** property page – image for story (see 10.)
- **Sound** property page – sound for story (see 11.1)
- **Music** property page – background music for story (see 12.)

13.2.25. Spawn Object action: This action will create an object in the map area specified on the map of a selected kingdom.

- **Object** property page - select type of object from the combo box. Select the owner of the object, and how many objects to create (number, not expression).
- **Area** properties page – the area where the object will appear (see 13.1.2.)

13.2.26. Stop Timer action: Use this action to stop time measurement in the previously executed *Set Timer* action. One property page:

- **Timer** properties page – select timer to stop from the combo box.

13.2.27. Unlock View action: Use this action to unlock view if it was locked with the *Lock View* action.

13.3. Events

In this chapter we will describe all *Events* available in the game, as well as their specific properties. When we indicate that an **Event occurs**, we mean that the value of the event is **TRUE**.

13.3.1. Object in Area event: This event occurs when certain map objects are located in a specific area. This event has two property pages.

- **Object** property page (see 13.1.1.)
- **Area** property page (see 13.1.2.)

13.3.2. Object Destroyed event: This event occurs when certain map objects are destroyed or killed. This event has one property page.

- **Object** property page – select the object/s (see 13.1.1.)

13.3.3. Objects Enter Holder event: This event occurs when certain map objects enter another map object that is a holder. Holder objects are objects which hold or accommodate other objects. For example: A *Peasant* is a holder when he carries an *Item*. The holder can also be a *Tavern* since it can accommodate *Units*. Holder objects are *Flying Carpets*, *Camel Traders*, *Ships* etc.

- **Object** property page (see 13.1.1.)
- **Holder** property page – a special variant of the *Object* property page (see 13.1.1.)

13.3.4. Object Leave Holder event: Same as the *Object Enter Holder* but the event occurs when they leave the holder.

13.3.5. Object Exist event: This event occurs when objects exist (or are alive).

- **Object** property page (see 13.1.1.)

13.3.6. Player Defeated event: This event occurs when a player loses the game. The player is the property of the event.

- **Players'** property page (see 13.1.4.)

13.3.7. Player Won event: This event occurs when a player wins the game. The player is the property of the event.

- **Players'** property page – select the player/s (see 13.1.4.)

13.3.8. Object Expression event: This event occurs when an expression is executed for given objects. This means that the event occurs when one or more properties of the objects are changed.

- **Object** property page (see 13.1.1.)
- **Expression** property page (see 13.1.3.)

14. Conversations

The “real-life conversation” consists of a set of phrases expressed by one, two or more people. In the game, the conversations are very similar to real-life situations. The difference is that the participants of the conversation are not people. The participants in the game conversations are units, and the player rules over the conversations. He chooses which phrase to use if there are several phrases to choose from. The conversations appear in the game as boxes with text and a picture of the speaking unit. [img.41e]. Each conversation can have more than one initial phrase. The initial phrase can be comprised of up to six phrases. Each phrase has up to six follow-up phrases. Apart from words, the phrases can also have sounds.

You can create as many conversations as you like in one map. Each conversation is completely independent of the next. The phrases in one conversation cannot be used in another. The number of phrases in one conversation is unlimited. Each phrase can be a follow-up of other phrases. In this way you can create a conversation tree, in which the nodes are phrases and the connection between nodes are follow-up relations between phrases. You can do loops (one phrase follows-up itself) but this is not recommendable because the game will cycle in an endless loop. When a conversation starts, the game stops and you can only work with the **Phrases** dialog boxes.

To create and edit conversations, use the **Conversations** dialog. To open this dialog, click on the **Conversations...** command in the **Map** menu. To create a new conversation, click on the button **New** situated to the left of the **Conversation** combo box. A small dialog, **New Conversation**, will appear. You can choose a conversation name in this dialog. A new conversation with a pre-selected name will appear in the **Conversation** combo box. To rename the conversation, click on **Rename**. To remove a conversation from the map, click on **Delete**. All three buttons (**New**, **Delete** and **Rename**) and the **Conversation** combo box are situated at the top of the dialog, above the separation line.

To edit selected conversation properties, use the controls situated below the separation line. The **Phrases** list-box contain all the phrases in this conversation.

To create a new phrase, click on **New** below the **Phrases** list-box. Click on **Delete** to remove a selected phrase. To change a phrase name, type a new name in the **Selected Phrase** box. To set a phrase to initiate (start) a conversation, click the check-box to the left of phrase name. Any given conversation may use up to six phrases initially.

***Note:** Up to six phrases can be used to initiate a conversation.*

To the left of the **Phrases** list box, properties for the currently selected phrase are located. Each phrase has four groups of properties.

General property page:

- **Source** – you can set an object to say this phrase. Select the object in the main window and click on **Set**. To clear the object, use the **Clear** button. If you would like to view the object that says the phrase, click on **View** and the object will be centered in the main window.

- **Condition** text box – type the expression, which must be a true one, before the phrase is said. Any kind of expression will work (see 13.1.3.) When the result of the expression is TRUE (nonzero), the phrase will appear.
- **Result** text box – type the result when this phrase has been said. The result can be any kind of expression. It has an immediate reflection on the game.

For example:

Condition: \$MyVAR <= 3, checks if the ‘MyVar’ variable value is less than 3. If this expression is TRUE, the phrase will appear and the expression in the Result box will be executed.

Result: \$MyVAR = \$MyVar + 1, when executed a new value is assigned to the ‘MyVAR’ variable.

Text property page:

Type the phrase text in this page. The text must not exceed 1,000 characters.

Icon & Sound property page:

- It is possible to pick a custom icon for the unit that says the phrase. An icon is selected from the Image user resources. You clear the icon of your choice (cause to use the default unit icon) with the button **Clear**, and view icons with the button **View**.
- You can pick a sound to play while the phrase text is displayed. Click on **Pick**. To listen to the sound you selected, click on **Play**. Click on **Stop** to turn the sound off. The **Clear** button removes the sound completely.

Follow-up property page:

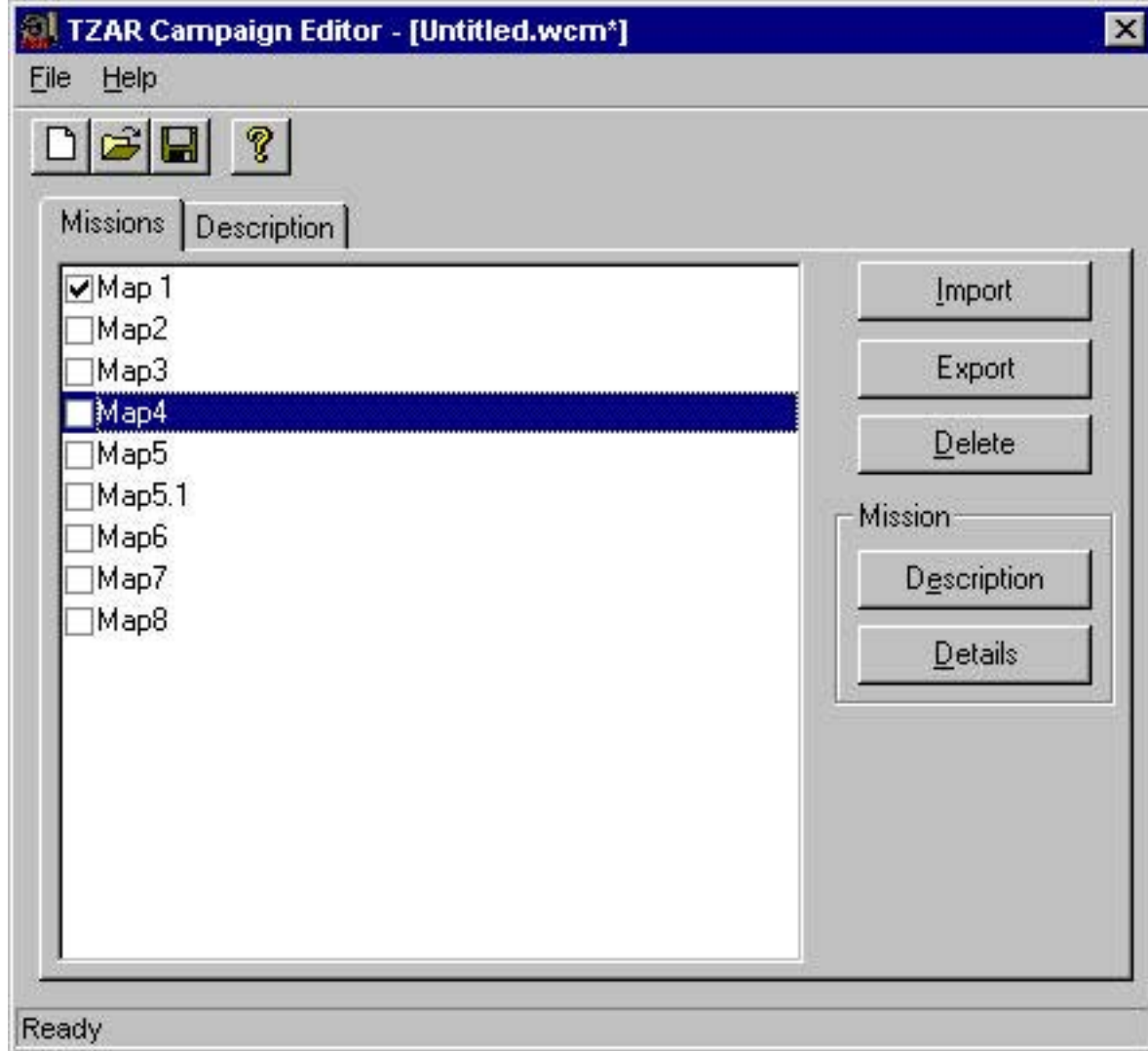
Set follow-up phrases for the current phrase here. The follow-up phrases are listed in the **Phrases** list box. To add new follow-up phrases, click on **Add**. A dialog box with the phrases available for follow-up will appear. Select a phrase from a list in this dialog box and click on **Pick**. When you select a phrase in the **Phrases** list box, a phrase text will appear to the right. You can read it and edit it. To remove a phrase from the follow-up list, select it and click on **Remove**.

Note: Each phrase can have up to six follow-ups.

How to start a conversation using Rules and the action ‘Conversation’?

Go to the **Rules** dialog. Create a new action ‘*Conversation*’. Name this action **Conv1**. In the drop-down list box that is situated in the property page for this action, select the existing conversation (if this list is empty, you should first create a conversation and then return to the **Rules** dialog). Now create a New Rule. Add **Conv1** to the **Actions for Rule** list. You can type any condition in the **Condition for Rule** box (see 13.) When it becomes true, the action will be executed and the conversation will start.

15. Creating Campaigns



One campaign consists of maps which appear in a defined order. The order is defined from the map. Actions: *Load Map*, *Player Win* and *Player Lose*. To read more about these actions, see sections 13.2.13, 13.2.17 and 13.2.18. The campaign is a file that contains map files and some additional information about the campaign. To create your own campaigns, launch the TZAR Campaign Editor (**TzarCampaign.exe**) situated in your **TZAR** folder. The campaign editor is a very simple application. In the main window you will find two property pages. The first property page contains a list of all campaign maps. By clicking on **Import**, you can add maps to the campaign. To export a map that is already in the campaign, select the map and click on **Export**. To remove a map from the campaign, select the map and click on **Delete**.

To see more information about each map, select a map and click on **Description** (see 8.2. for more information). Click on **Details** to see specific map details. To set a map to start the campaign, check the box on the left-hand side of the map name. You can set more than one map to be the starting map. If there is no starting map, the campaign is not valid. You can enter a

detailed description for the campaign on the description page. This text will appear in the game campaign screen when you select this campaign to be played. Use the **Save** command in the **File** menu to save your campaign, or use the corresponding button in the Tool Bar.

***Note:** If you want campaigns to be available for the game, save (or place) them in your **TZAR\CAMPAIGN** folder.*

Use the **Open** command in the **File** menu to open an existing campaign, or use the corresponding button in the Tool Bar. If you were in the process of editing another campaign, you will be given the option to save that campaign before opening the new one.

To create a new campaign, use the **New** command in the **File** menu.

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