

## **TZAR: THE BURDEN OF THE CROWN STRATEGY GUIDE**

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# I. OVERVIEW

The Tzar Campaign is the story of five heroes battling the forces of evil both at home and in lands far away. All three races are present in the Campaign. Though you will primarily play the Europeans, you will have the opportunity to play the Arabians and Asians later in the Campaign. You will also have the opportunity to fight against these races and learn the different tactics necessary for each.

In some missions, you will face an enemy that has technology superior to yours and more resources. This means that you must use superior tactics to gain advantage and complete your mission objectives. Pay attention to the mission objectives. You don't necessarily have to destroy all the enemies to complete the mission, and in some missions, it's not even possible to destroy them all.

The Economy Discussion provides some general strategies for getting your economy moving at the beginning of the missions. Usually, the enemy gives you some time to prepare your economy and start producing before it attacks. But, be prepared for early assaults in missions where you start with a lot of troops, and don't be surprised in some missions when you are attacked before you have had a chance to prepare.

The Unit Discussion provides some interesting information regarding the bonus system and how it makes some units ideally suited to attack other units. Every unit in Tzar has a reason to be trained and used and you will need them all to complete this Campaign.

The Campaign Discussion covers each mission in the Campaign with some specific recommendations for how to finish it. Try the missions without reading about them first and see what you discover. If you get stuck, you may find this section helpful, but it does contain many spoilers that you may want to discover on your own first.

Good luck!

## II. ECONOMY

In most missions, you will start off with a castle and access to resources and a small army. You must quickly accumulate resources, produce military units and defend your base from attack. Later priorities include upgrading your defenses and unit attributes, locating additional resources, and fulfilling mission objectives.

The first two resources you must accumulate quickly are wood and food. Use your initial wood supply to build a lumber mill in a strategic spot and build fields around your castle. Allocate Peasants to tend the fields immediately. The rest of the Peasants will gather wood and should be placed on trees near the lumber mill unless you have specific areas to clear for strategic building. When the lumber mill is finished, research Saw immediately. As the food flow continues, generate more Peasants until you reach your initial housing limit. Put the majority of your Peasants on wood gathering, but it is also good to start gathering gold with one or two Peasants so you can research upgrades. Each time your Peasants gather 200 wood, build another field with the wood and put another Peasant on food production.

Before reaching your housing limit, build a house to increase your limit and to ensure that there is no waiting period. You need to continuously produce and increase your limit in order to stay ahead of the enemy. The next big upgrades to get are Crop Rotation (Farm) and Cheaper Peasants. You can build a Farm in another location away from your castle and build additional Fields around it.

You should have an ample food supply coming at this point, and can start concentrating on gathering gold for upgrades. The next five Peasants should go on gold so you can acquire the money necessary for the food upgrades. After getting the food upgrades and between 8 and 10 fields, your food supply should be more than adequate to begin serving your army. Where possible, you eventually want to generate some Cows and assign Peasants to milk them. Also, where possible, you want to make a Harbor and get some Fishing Boats to start fishing for food. Cows and Fishing Boats are the best means of acquiring food.

If your Campaign mission begins with an army of 15 or more decent units, you probably won't need a barracks right away and you can instead concentrate on a tower formation to defend your town. If you have a shortage of units (under 15), the barracks should be your next milestone. Produce an army of 15-20 units before worrying about the tower formation. You may elect at this time to train a cheap unit or two and send it off to explore the map for you so you can see what lies ahead. Identifying enemy positions quickly as well as locating new sources of gold, stone and wood are critical to success in all of these Campaign missions.

When constructing your tower formation, make sure to place it close enough to your base that you are able to defend your resource gathering units with the towers. Build four towers right next to each other and try to build perpendicular to the direction of the army. That way all the towers will fire on enemy units that arrive from that direction simultaneously. Use two or three Peasants to construct the towers quickly and then build a wall across the front of your formation and along the sides. Leave the back open so your Peasants can repair the towers later when they are attacked from long range by Catapults. Upgrade the towers as soon as possible.

After constructing your tower formation, build additional barracks in front of the towers to make it even harder for the enemy to get to the towers. This will also serve to defend units that generate from the barracks during an attack that don't have orders and are not part of groups. Four towers are extremely tough for conventional ground forces to defeat, even in large numbers and will provide an excellent defense for the rush attacks that the AI makes during the Campaigns. Remember to repair them immediately after each attack or during if your Peasants can do this safely. Your Peasants cannot repair towers that are being hit by Catapult fire without taking damage, so it is best to directly control them and

move them away just as the Catapult projectiles are about to land. Move them back while the enemy Catapults are reloading.

At this point, each mission will take a different turn and your choices will depend greatly on what technology you have available and your specific objectives. You will not necessarily be told what new technology you have at your disposal so you must be inquisitive. If you are getting stuck at a particular mission, try to find a new way of accomplishing your goal. Maybe, you have access to a technology you haven't used yet.

Important tips:

- Castles and outposts can garrison units. Units garrisoned in castles and outposts will heal themselves quickly. When the castle or outpost is selected, under its status bar is another status bar showing the health of the units garrisoned inside. Units garrisoned in buildings will take a small amount of damage every time the building takes damage from siege weapons and warships.
- Researching Learning allows your units to gain experience. Experience will affect these units by improving their attack and defense attributes. As each experience level is earned, the next level requires more effort to achieve.
- Newly trained troops can be ordered to attack dummies constructed by your Peasants to increase their experience through military training.
- When the War Academy is built, upgrades can be purchased that allow all units to gain additional hit points as their experience level increases and to allow unlimited experience so units can eventually become heroes.
- Some units have "preferred" targets, or targets that they are particularly effective at destroying due to bonuses. See the Unit Discussion below for an explanation of unit bonuses.

### III. UNIT DISCUSSION

Each civilization has its own set of units, and some units are available to all civilizations. Each unit has a different cost, sight range, attack range hit points, attack and defense factors, and speed. Below is a breakdown of the units belonging to the three civilizations and the associated attributes.

| Arabian Units | Cost      | Sight Range | Attack Range | Hit Points | Attack Factor | Defense Factor | Speed |
|---------------|-----------|-------------|--------------|------------|---------------|----------------|-------|
| Archer        | 40f, 20w  | 10          | 6            | 50         | 5             | 0              | 4     |
| Carpet        | 80g, 500m | 8           |              | 90         |               |                |       |
| Cavalry       | 100f, 60g | 5           |              | 90         | 10            | 2              | 6     |
| Footman       | 50f       | 5           |              | 50         | 6             | 1              | 4     |
| Horse Archer  | 100f, 50g | 12          | 7            | 75         | 6             | 2              | 6     |
| Janissary     | 120f, 80g | 5           |              | 130        | 18            | 4              | 4     |
| Jihad warrior | 100f      | 5           |              | 60         | 10            | 2              | 4     |
| Jinn          | 50g, 300m | 8           |              | 300        | 20            | 5              | 4     |
| Mage          | 150g      | 14          | 10           | 60         | 8             | 0              | 4     |
| Peasant       | 50f       | 5           |              | 50         | 5             | 0              | 4     |
| Priest        | 150g      | 20          | 18           | 60         | 20            | 0              | 4     |
| Satrap        | 120f      | 5           |              | 120        | 8             | 0              | 4     |
| Spearman      | 60f, 50g  | 5           |              | 75         | 6             | 2              | 4     |
| Spy           | 150g      | 12          |              | 50         | 20            | 0              | 4     |

| Asian Units   | Cost       | Sight Range | Attack Range | Hit Points | Attack Factor | Defense Factor | Speed |
|---------------|------------|-------------|--------------|------------|---------------|----------------|-------|
| Archer        | 40f, 20w   | 10          | 6            | 50         | 5             | 0              | 4     |
| Chariot       | 150f, 150w | 5           |              | 180        | 3             | 5              |       |
| Dragon        | 80g, 800m  | 12          | 2            | 300        | 25            | 0              | 4     |
| Horse Archer  | 120f, 40g  | 12          | 7            | 75         | 7             | 0              | 6     |
| Horse Samurai | 100f, 60g  | 5           |              | 160        | 14            | 4              | 6     |
| Mage          | 150g       | 14          | 10           | 60         | 8             | 0              | 4     |
| Monk          | 250f       | 5           |              | 120        | 6             | 6              | 4     |
| Ninja         | 80g        | 10          |              | 90         | 12            | 5              | 6     |
| Peasant       | 40f        | 5           |              | 50         | 5             | 0              | 4     |
| Priest        | 150g       | 14          |              | 120        | 10            | 10             | 4     |
| Ronin         | 40f        | 5           |              | 50         | 7             | 0              | 4     |
| Samurai       | 90f, 40g   | 6           |              | 120        | 10            | 4              | 2     |

| European Units | Cost       | Sight Range | Attack Range | Hit Points | Attack Factor | Defense Factor | Speed |
|----------------|------------|-------------|--------------|------------|---------------|----------------|-------|
| Archer         | 40f, 20w   | 10          | 6            | 50         | 5             | 0              | 4     |
| Bat            | 25m        | 10          |              | 20         | 3             |                | 6     |
| Crusader       |            | 5           |              | 180        | 14            | 8              | 5     |
| Footman        | 50f        | 5           |              | 65         | 6             | 3              | 4     |
| Knight         | 120f, 90g  | 5           |              | 120        | 12            | 6              | 6     |
| Longbowman     | 90f, 70g   | 16          | 12           | 50         | 5             | 2              | 3     |
| Maceman        | 120f       | 5           |              | 120        | 8             | 0              | 3     |
| Mage           | 150g       | 14          | 10           | 60         | 5             | 0              | 4     |
| Peasant        | 50f        | 5           |              | 50         | 5             | 0              | 4     |
| Pikeman        | 90f, 40g   | 5           |              | 75         | 8             | 4              | 2     |
| Priest         | 150g       | 20          | 18           | 60         | 20            | 0              | 4     |
| Spy            | 150g       | 12          |              | 50         | 20            | 0              | 4     |
| Stone Golem    | 120g, 600m | 10          |              | 400        | 25            | 0              | 2     |

| Common Units   | Cost        | Sight Range | Attack Range | Hit Points | Attack Factor | Defense Factor | Speed |
|----------------|-------------|-------------|--------------|------------|---------------|----------------|-------|
| Ballista       | 800w        | 14          | 12           | 75         | 40            | 0              | 2     |
| Caravan        | 400f, 200w  | 7           |              | 350        | 0             | 0              |       |
| Catapult       | 600w        | 16          | 14           | 110        | 10            | 0              | 2     |
| Cow            | 300f        | 3           |              | 80         |               |                | 1     |
| Dwarf          | 80g         | 3           |              | 120        | 7             | 7              | 4     |
| Fishing Boat   | 100f, 200w  | 10          | 8            | 50         | 1             | 0              | 4     |
| Galleon        | 800f, 1200w | 14          | 12           | 1200       | 35            | 0              | 4     |
| Heavy Catapult | 1200w       | 24          | 22           | 250        | 25            | 0              | 2     |
| Hulk           | 300f, 500w  | 12          | 10           | 700        | 18            | 0              | 4     |
| Ghost          | 40g         | 5           |              | 60         | 8             | 0              | 4     |
| Orc            | 60g         | 5           |              | 50         | 18            | 2              | 4     |
| Skeleton       | 30f         | 5           |              | 40         | 4             | 0              | 4     |
| Xebec          | 200f, 300w  | 10          | 8            | 300        | 10            | 0              | 4     |

In addition to separate unit attributes, some units have special bonuses against certain types of units and penalties against others. This section explains the bonuses and penalties.

| <b>CLASSES OF UNITS</b> |  |
|-------------------------|--|
| Arrow Attack Units      | Archers, Longbowmen, Horse Archers, Wooden Towers, Keep Towers, Xebecs   |
| Hand-to-Hand Units      | Peasants, Footmen, Ronin, Spearmen, Pikemen, Macemen, Satraps, Cavalry, Jihad Warriors, Spies, Janissaries, Samurai, Priests, Monks, Chariots, Ninja, Bears, Golems, Orcs, Dwarves, Jinni, Skeletons, Ghosts, Knights, Crusaders |
| Mace Units              | Macemen and Satraps  |
| Machine Units           | Catapults, Heavy Catapults, Ballistas  |
| Magic Units             | Mages, Orcs, Dwarves, Skeletons, Ghosts, Dragons, Jinni, Bats, Golems  |
| Mounted Units           | Knights, Horse Samurai, Heavy Cavalry, Horse Archers, Crusaders, Janissaries   |
| Siege Weapons           | Catapults, Heavy Catapults   |
| Warships                | Galleons, Hulks, Xebecs  |

| <b>SPECIFIC BONUSSES AND PENALTIES</b> |  |
|--|--|
| Arrow Attack Units                     | bonuses against Mace Units, Dragons, Monks, Priests and Orcs<br>Penalties against Pikemen and Chariots |
| Cannon/Rocket Towers                   | tremendous bonus against Warships  |
| Dwarves                                | tremendous bonus against buildings   |
| Footmen                                | large bonuses against Pikemen, Archers and Jihad Warriors  |
| Ghosts                                 | Random chance of Banshee scream which reduces enemy attack and defense values                          |
| Golems                                 | large bonus against buildings  |
| Hand-to-Hand Units (except Priests)    | penalties against Bats and Dragons   |
| Macemen                                | large bonuses against Machine Units  |
| Orcs                                   | large bonus against hand-to-hand units   |
| Pikemen                                | tremendous bonuses against Chariots and Mounted Units  |
| Priests                                | tremendous bonuses against Magic Units   |
| Ronin                                  | large bonus against Peasants   |
| Satraps                                | large bonuses against Machine Units and Peasants   |
| Samurai                                | large bonuses against Machine Units<br>small bonus against Mounted Units                               |
| Siege Weapons                          | tremendous bonuses against buildings, ships, walls and towers  |
| Spearmen                               | tremendous bonuses against Chariots and Mounted Units  |
| Warships                               | tremendous bonus against other Warships  |

## IV. CAMPAIGN DISCUSSION

### Mission 1

This mission plays by itself for the most part. When Sartor is told to go see Uncle Brian, take control of him and head southwest to the first farm where a friend will speak to him. Then, move him northwest to Uncle Brian's farm to complete your part of the mission.

### Mission 2

Objective: You are instructed to locate the Rebel's camp and make contact with Woolin.

Starting position: Due south. Sartor (Peasant) and Ghiron (Mage).

Strategy: Travel slightly northwest until you find a crater. There is a rocky road leading west from the crater that you must follow. After the road turns south, you will enter the rebel camp and Woolin is in the center.

Woolin will ask you to join him on raids to prove your strength. When he directs you to follow him, gather all of the hand-to-hand units into one group, put the Archers in a second group, Sartor in a third group and Ghiron in the fourth. Have all groups follow Woolin. Woolin will take you to an area north of the crater to wait in ambush. When the enemy arrives, they will realize that they are ambushed and will try to send a scout (red Knight) to warn the others. You must kill the scout before he exits the eastern edge of the map. You may find it is easier to accomplish by turning the game speed down and directing Ghiron and the Archers to kill the scout manually.

Once the scout is dead, dispatch the remaining enemies to advance to the next mission.

### Mission 3

Objective: You are instructed to visit the elder in the center of town.

Starting position: Due north. Sartor (Crusader), Ghiron, Woolin (Pikeman) and seven Longbowmen.

Strategy: The elder is at the center of town. Bring the three heroes to him and he will talk and ask you to go south to the graveyard and take care of what's there. Bring all you have over the bridge to the south and then head southeast until you encounter a Skeleton and some Ghosts. Kill them all and return to the elder. If you align your Archers and Ghiron properly, you can use Sartor to run up to the Ghosts/Skeletons individually until he gets their attention and then run back to the Archers. The Archers will mow down the undead before they get close enough to hit anyone.

The elder will urge you to hide when the taxmen come. Instead, put all your Longbowmen at the bridge to wait for the tax collectors. When they arrive, use the heroes to kill them all. The Knight will sometimes remain on the other side and Woolin will easily kill him.

When the enemy is dead and the Caravan arrives safely in town, the mission is complete.



## Mission 4

Objective: Save Keanor from destruction and save some Peasants to rebuild it.

Starting position: Southeast corner. Keanor is on the west side of the map. Your army consists of Sartor, Ghiron, Woolin, 10 Macemen, 10 Footmen, and 10 Longbowmen,

Strategy: Make three groups. Put all the Footmen and Longbowmen in one, the Macemen in another and the heroes in the third group. Send the first two groups to attack the army that is trying to enter Keanor from the southern entrance. Three Peasants are fleeing Keanor along the southern border of the map. Take control of them and move them to safety while your troops advance. A fourth Peasant is near the lumber mill. Have him repair the tower while your troops advance. If he survives, you'll get him later. If not, he'll prolong the life of the tower and it will kill more enemies. A fifth Peasant was already in the woods it seems and will make his way to your starting position. Bring him in close as soon as danger is eliminated and group him with the rest.

Once the southern area is clear, direct all the Peasants to repair the walls and towers. Direct your troops to work their way north through the inside of the city and stay close together. Be very careful not to let your heroes get hurt too badly. If one of them dies, the mission is over.

After all enemies are eliminated, you can rebuild the city. Direct some Peasants to rebuild the castle quickly (it's been started for you) while others chop wood. Place all remaining troops in the outpost to heal them. Once the castle is done, you must erect defenses to hold off the Cavalry assault.

Start making fields to generate food and produce more Peasants to chop wood. Put a lumber mill in the forest to the south to make collection of wood easier. Get lots of Peasants (around 15 eventually) on wood since you need to erect and upgrade towers. Build a barracks or two when you have the food and start pumping combinations of units and grouping them. Repair the outpost if you managed to save it and use two Peasants together to repair the entire wall around Keanor and rebuild sections of it to make it whole. Wall yourself in and put towers behind the walls, but leave an entrance at the south where you first joined the battle. This will leave the AI a place to go when they begin their attack. Fortify that area heavily with towers and upgrade as many as you can.

Pay attention to the woodchoppers so they don't get too far away from a lumber mill. You will eventually need to relocate your woodchoppers to another source of lumber and make additional lumber mills. Don't worry about protecting them. They're expendable once the fighting starts. The important thing is to keep the heroes and Keanor safe.

Keep pumping units from your barracks once you have stopped producing Peasants for woodcutting. You might as well spend the food and win easily, even though this mission is winnable with a small force and good defenses.

The enemy will attack in a day with a combination of Cavalry (which will strike first due to their speed), Footmen and Longbowmen. Once you have defeated the invaders, the mission is complete.

## Mission 5

Objective: Destroy Lord Dread's forces.

Starting position: Northwest corner. Your army consists of Woolin, Valor (Knight), 3 Macemen, and 4 Longbowmen.

Additional resources: There are two villages to the west of your starting position and two to the south of it. There are additional gold mines in the northeast corner of the map guarded by Orcs.

Strategy: Send Valor directly south to the two villages. The first one has a farm, some Peasants and some cows. Select all the Peasants and have them start gathering food from the cows. The next village to the south will have three Peasants and a storage. Select the Peasants and tell them to mine stone.

Send Woolin to the castle and put him in it for the duration. Direct the Peasants there to build fields around the castle and order the castle to produce 10 more Peasants. All of them should be ordered to chop the wood around the castle to give you room to build.

Send the remaining troops east to the other two villages. At the first, select all the Peasants near the fields and have them start gathering food. Select the farm and research crop rotation. Select the other three Peasants and tell them to chop wood. Select the lumber mill and research saw. When the troops arrive at the second village, have all the Peasants there start gathering gold. Leave the soldiers there for now.

Send Valor all the way south into the rocky area to find the leader of the Dwarves (he's near the southern border of the map). The Dwarf leader will provide you with a few Dwarves to help clear the northwest corner of Orcs so the gold may be accessed. Send Valor and the Dwarves to the castle and put them in it. You will use the Dwarves later. Send your group of soldiers in the northeast corner to kill all the Orcs in the northeast corner of the map. When you are finished killing the Orcs, you will be notified and you can send Valor back to the Dwarf leader to claim your prize. I would suggest getting more Dwarves at this point since they are highly effective at destroying the enemy city.

While you are completing this quest, get the 10 wood choppers to clear the area around your castle so you have room to build. Now that the wood is pouring in, research cheaper Peasants. Get five more peons on gold near your castle. Research Architecture and Learning. Then get five more Peasants on stone near your castle. When the resources near your castle run out, transfer the Peasants to the appropriate resource.

Build two guard towers near the southeast corner of your castle. This is the direction that the enemy will attack you from so it must be defended. Put two more towers at the northeast corner that will support the lower towers. Then, as the wood is available, build two towers at the village in the northeast (where the gold is) and the village in the southwest (where the stone is).

Transfer the Peasants that were gathering wood around your castle to areas in the northwest where they will be out of the action and can chop wood safely. Build lumber mills in the middle of concentrations of trees to make wood chopping quicker.

Construct two barracks below your towers that are just southeast of your castle. As soon as both are finished, pump out 10 Footmen from each barracks (total of 20).

Construct two more barracks north of your castle as well as a blacksmith and stable. You may want to make the smith first so you can start researching upgrades. When the smith is done, first get plate armor so you can start Knight production, then get the armor and weapons upgrades. Use the two barracks to the north of your castle to train Knights exclusively (you will need 16-20).

As soon as the Footmen are finished training, pump out 10 Archers from each of the two barracks south of your castle (total of 20). You will need more houses at this point so have one of your woodchoppers make 4 or 5 houses near the villages in the northern part of the map. Lastly, pump out 5 Macemen from each of the barracks south of your castle (total of 10).

Upgrade all towers to Keep Towers when the resources are available.

When you have an army of 50 soldiers and 16-20 Knights and all upgrades researched, you are ready to attack. Put the 50 soldiers in one group, the Knights in another and split the Dwarves into two attack groups. The enemy will have found you by now and begun taking losses and some of your units will have gained some experience.

March your units east of their current position and keep the Knights in the rear (there are Pikemen waiting for them). The enemy town is in the southeast corner of the map and can be taken by your current force if you were quick enough building it. Use the Dwarves to attack towers and buildings. Use some of your Knights to attack towers and barracks while your regular army fights off the bad guys. Try to keep everyone close to the same general area while attacking the enemy to maximize their ability to support each other. You will find the Archers to be an excellent force multiplier in combination with such a large attack force and these combined forces will take the heat off the Dwarves and Knights that are razing the enemy's structures.

Continue to generate units at home in case you need a second wave (if you let the AI get Knights, you might need second, third and fourth waves). If you really waited too long to attack, you might need to tap additional sources of gold (in the northeast corner) to produce more Knights.

## **Mission 6**

**Objective:** You are tasked to develop a base in the south and defeat the army directly to the north of you. Sartor's island castle is on an unconnected island to your east and will soon be attacked by the army in the northwest so you must defeat them before they launch their attack and reinforce Sartor's castle by getting troops across the river and beefing up the castle's defenses.

**Starting position:** A small base in the south.

**Additional resources:** There are additional resources to the northwest of your position and in the enemy camp on the other side of the bridges.

**Strategy:** The army in the north is approachable via two bridges that cross a small stream. They will eventually come looking for you so you must defend your base first and get three squads of Knights as quickly as possible. Once you have the three squads, gather them near one of the bridges. Generate two more mop-up squads at your base. You will activate the mop-up squads when they are completely formed and begin generating a third mop-up squad.

The bridges are defended by Footmen, Archers, Macemen, Catapults and towers in great numbers. The towers are just on the other side of the bridge and their placement allows them to support each other adequately. One of your squads will be tasked to killing the towers while the other two fight off the enemy. The towers are the biggest threat so you must pay attention to the group assigned to destroy them. Progress towards the northwest from your river crossing because that is where the heart of the enemy's camp is.

Once the initial towers are taken out, use one group to kill Catapults and barracks in that order while the other groups fight off enemies. Don't worry too much about the Peasants at this point. Concentrate on

taking down the enemy's ability to defend its base by destroying all barracks and workshops. Make sure you have at least one group attacking enemy units and keep directing your units to stay close together so they can concentrate their force when necessary, and support each other when needed. When one group is set to raze a barracks, the other groups should be killing Catapults or enemy units.

You can critically hurt the enemy's defenses with your initial three squads, but the killing blows will be delivered by the two mop-up squads once they are completely formed. These squads will destroy any barracks/workshops that are left and then focus on killing the castle. After the castle is destroyed, begin looking for additional structures and kill the remaining Peasants who will continue consuming resources and attempting to rebuild the base. Once the enemy camp is completely destroyed, you can turn to the task of fortifying Sartor's castle.

Surprise! This army you just defeated was just a support group for Birsha's army which is massing near Keanor to attack Sartor. At some point, you will be given this information and you must fortify Sartor's castle accordingly. To do so, you will need to construct towers around the island castle.

Rows of eight keep or cannon towers should be erected on either side of the road leading to the east from the castle. Between six and eight keep towers and two cannon towers should be constructed on the north side within fire range of the bridge. Two boxes of eight or ten keep or cannon towers should be made on the south side near the gate. As each tower is constructed, upgrade it immediately to the desired level. Once the entire formation is constructed, build walls completely around the formations and upgrade the walls to stone walls. Once this battle starts, you won't have time to repair these towers anyway, and most will be destroyed.

You will need six healthy squads of Knights. Two should be placed on the north side of the castle itself (but outside of the inner wall) to handle any enemy penetrators. Two more should be placed on the east side of the castle (but outside of the inner wall). The remaining two should be placed on the south side and will be the most active.

When Birsha's army finally attacks, he will attack in waves from the north, east and south simultaneously. The first wave will consist primarily of Maceman and Archers. The second wave will contain Knights and Catapults. When this wave appears on the south side, activate your two southern squads and use them to kill the Catapults, then retreat into the castle and allow the towers to beat back the pursuing units. When a new squad of Catapults appears on the south side, kill them with your Knights and then head to the east to kill the Catapults accompanying Birsha's forces there. When those Catapults are dead, use what's left of these two squads plus your two eastern squads to kill the Catapults and forces in the north.

Once this battle starts it's incredibly fun to watch. Except for the squads that you must manually control to kill the Catapults, the city will defend itself if you have constructed enough towers and you will progress to the next mission.

## **Mission 7**

**Objective:** Steal the magic book and return it to Ghiron.

**Starting position:** Southeast corner of the map outside the city. You have Zhef (Spy) to use to complete the mission.

**Strategy:** Take Zhef west to the road where you will spot a Cavalry unit on patrol. Watch the Cavalry unit head back to town. When the Cavalry unit reappears, Impersonate him.

Before entering the city, notice that you can see four roving patrols containing a couple of Longbowmen, Cavalry, Pikemen and a Spy. You must avoid these patrols as much as possible. If the Spies recognize you, Zhef is doomed.

Sneak into the city and cross the bridge when neither of the patrols is near it. Get out of the way and sneak around to the far western side of the second bridge (the one leading to the book), avoiding the patrol that wanders along the southwest. When the patrol guarding the bridge heads away from the bridge, impersonate the Pikeman guarding the bridge and then steal the book. Make a hasty exit from the bridge and head west again to your safe zone. Sneak back towards the central bridge again when it's safe and once over the bridge head south. Impersonate the Longbowman near the gate and then exit the gate and head as far south on the road as you can get (back to where you impersonated the first Cavalry unit). Reveal your true self before returning to Ghiron or you will be attacked by your comrades. When you reach Ghiron, the mission is completed.

## **Mission 8**

**Objective:** You are tasked to defeat Birsha's army to the south. Intelligence reports suggest that the enemy is unprepared and can be overwhelmed by a quick attack. You must traverse a path surrounded by rocky mountains to get to Birsha's army.

**Starting position:** A small base in the north and sizeable army of Knights, Longbowmen, Macemen, Archers and Footmen.

**Additional resources:** There are additional resources to the west of your position. There is a magical gateway in the southeast corner of the map and a potion. The enemy has control of a limitless supply of gold just below the rocky mountain entrance.

**Strategy:** Do not believe the intelligence reports. Not only is Birsha prepared for your attack, some of his forces are entrenched in the mountains and waiting to ambush you. You must strengthen your own defenses first since Birsha's forces will eventually come after your base.

Build up your town and group your army near the rocky entrance. Make sure none of your troops travels down the path to Birsha's camp or you will trigger the ambush and be in trouble. Your tower formation should be positioned near the rocky entrance with barracks behind it to generate troops. Put walls in front of your towers.

Feel free to explore the southeast corner of the map and pick up the additional quest to kill the Ghosts. The magical gateways at the end of the quest will allow you to produce more units that only cost gold to build and have special abilities. You will find the Dwarves very useful in helping you destroy Birsha's town.

The enemy will send periodic groups to attack you while you are building so keep defensive until you have a decent force that can make some progress down the rocky entrance. Whatever force you send down there first is doomed anyway, so make it all Footmen and Archers if you like. Have a force of Longbowmen ready behind them.

When you have a sizeable force (30+) to spare and 30+ units at home to defend, send them down the rocky path to their deaths. If they make it far enough, they will trigger the ambush which will reveal the hidden units in the mountains and Macemen dug into the ground. Use soldiers on the Macemen and Archers and Longbowmen to kill the enemy's Longbowmen in the mountains.

Now that you've discovered the ambush, prepare your next assault groups and start making Knights and Pikemen. You're going to need a lot of stuff to penetrate the enemy's defenses and timing is critical. You

don't want to attempt another penetration until after the enemy attacks and loses a lot of units to your towers. When that happens, it is time to attack. If possible, use the other entrance (to the west in the woods) to penetrate as well in a two-pronged attack and try to take out some of the enemy's barracks and structures (you must penetrate deep to do this). If any of your soldiers attempts to enter Birsha's area, the sorcerer will suddenly complete his research and summon some very nasty creatures to deal with you (Golems). Plus, he has wizards defending him with Freeze Spell.

You may find it useful to capture the church near the entrance to Birsha's chamber. You can make some Priests to help you against the Mages and Golems.

It will take some perseverance, but if you keep timing your attacks right and attack in force, you will make progress. Once you kill Birsha, the mission is over. It is not necessary for you to kill all his henchmen.

## **Mission 9**

Objective: Destroy Wark Aven.

Starting position: Southwest corner. Wark Aven is in the northeast corner. Two bridges cross your land mass to an island guarded by troops. Two more bridges connect the island to the village beyond (which is between you and Wark Aven).

Strategy: Prepare for high production, ie: lots of fields and Peasants bringing in lots of wood and food. Place your first tower formation near your base (four towers) and four barracks in front of the towers. If you don't venture north, the enemy will take a long time to attack you so you have plenty of time to develop your economy first. However, the longer you take, the stronger the enemy gets.

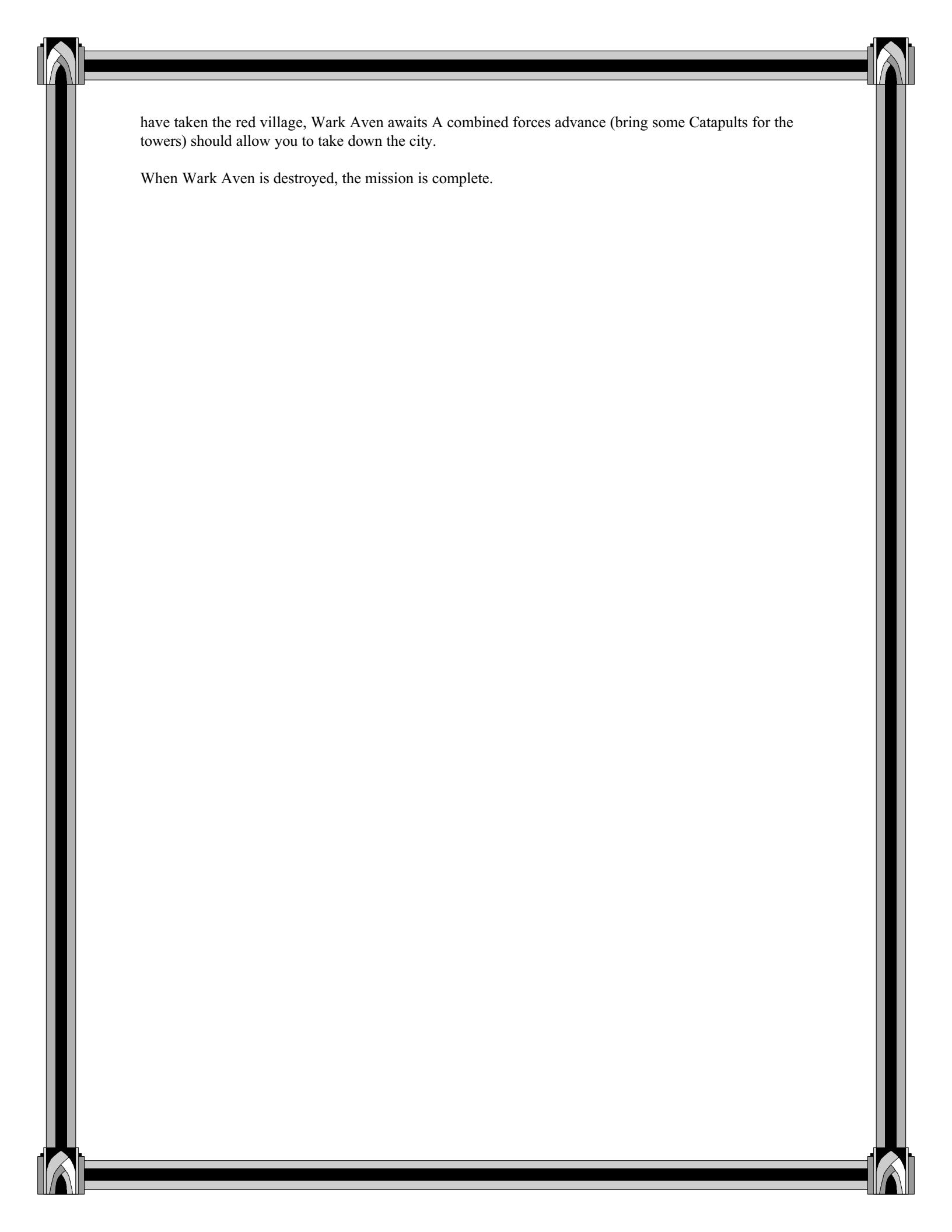
When you have a huge force, rush a group of Knights to the bridge to get some enemy units' attention. When the enemy begins to pursue, return to your base and use your combined forces and towers to destroy the pursuers. Keep doing this until you are able to clear a lot of the orange units from the bridge. Orange doesn't have a base so he can't make more units.

Now you must deal with red (Village) and blue (Wark Aven). Use Catapults and Longbowmen to destroy ships in the water and the outposts on the island while your forces defend the Catapults and Longbowmen. If you are a slow builder and are getting overwhelmed, you might find it advantageous to wall the bridges and put towers some distance behind the walls so they are out of range of Catapults on the islands. Have Longbowmen there to defend the towers should the enemy enter the bridge to hit them.

Once you are able to control the islands (and erect tower formations on them), build some boats and destroy Wark Aven's navy that is guarding the water to the east. When you have enough naval superiority, send Ghiron in a boat to the east to meet the Water Druid and the other Priest. Bringing these Priests back will help you immensely as they can heal your units when you finally assault the village.

The villagers will erect many towers guarding the bridges so it will be very difficult to cross them. You might prefer to make an amphibious landing on the west side of the village with groups of Knights. Send a distractionary attack across the bridges when you do this and have two groups of knights land on the west side to take down towers and barracks and reduce the enemy's ability to attack. On your second landing bring some Peasants to begin erecting towers and making an advance of towers into the villager's town. Be careful making these towers so close to the enemy – he will send Peasants to try to capture them.

Make some barracks on the west side as well and continue getting stronger and letting the enemy meet your towers. Use the Priests to heal your Knights that venture out to kill Catapults and towers. Once you



have taken the red village, Wark Aven awaits A combined forces advance (bring some Catapults for the towers) should allow you to take down the city.

When Wark Aven is destroyed, the mission is complete.

## Mission 10

Objective: Destroy Borgh's castle.

Starting position: You have two large armies on the west and southwest edges of Borgh's camp and one smaller army in the southeast. A group of Peasants will join your cause as soon as the mission begins.

Additional resources: There are gold, wood and stone areas along the southern portion of the map. Your Peasants' ability to erect structures is seriously impaired and they will have to capture some buildings from the enemy to generate certain units.

Strategy: As you lose massive amounts of soldiers, reinforcements will arrive. Use your units in coordination to get the most out of them and keep up a steady advance. You are supplied with more than enough units to win the mission eventually, but it's up to you to use them strategically.

Capturing the castle in the village on the west edge of Borgh's camp will provide you with a safe place to store your heroes (this is recommended) and heal units. You should also try to capture a church so you can make some Priests. Using Priests against the Golems and Mages is incredibly useful and will tilt the balance in your favor.

Attacking through the southern gate is probably the best route to take as it gives you access to the most critical buildings used by the enemy. Use your Heavy Catapults to destroy enemy towers, Catapults and stationary strongmen (Golems and wizards) when these units are not moving. In each drive, try to eliminate some of the enemy's buildings and continue beating him back into submission. Use your Peasants to construct offensive tower formations to strengthen your penetration.

You are on a timer and eventually Borgh will arrive with his own troops for a spirited final fight against you. It is possible to complete this mission before Borgh arrives, but not likely.

When the Castle of Evil is destroyed, the mission is over.

## Mission 11

Objective: Bring Ghiron and Sartor to the idols in the southeast corner of the forest.

Starting position: You start with room to build inside a walled area that will make a nice city some day. You have assorted towers protecting some of the entrances (except the main one) and enough troops to hold off the first attack. You have an assortment of Peasants, half of which are already in a position to be useful and the other half are far away from where they're needed (including the two that came by boat).

Strategy: First, get those woodchoppers chopping and research saw. Second, get the food guys digging the fields. Third, start the three Peasants collecting gold and take the other three off stone and put them on wood (you're gonna lose that area soon anyway). Fourth, add more woodchoppers to the bunch. Fifth, make a few fishing boats and take advantage of the food in the sea above you. You're probably under attack at this point, both by the enemy in the city next to you (eastern edge of the map) and by the roving bands that will materialize out of nowhere in the forest. Stick Ghiron, Woolin and Sartor in your castle to protect them for a short while until the first wave is defeated.

While fighting off the first wave, prepare two more barracks near your castle and generate some more Peasants on woodchopping. After the first wave, you can send Ghiron and Sartor on the quest, but pay attention to them as you may encounter enemies along the way and have to fight or return to your castle to heal.



Your game plan should be to get around 30 woodchoppers because you will need lots of towers both at your chopping site (which is outside the city) and inside to defend against the roving bands. You also need plenty of units and you should upgrade them and research learning so they get stronger. Put the damaged ones in your castle when you can afford to (or outpost if you make one) to heal them for more action later.

Make sure Sartor and Ghiron have fought off all their pursuers before entering the area where the idols are or bad things will happen to them. When Sartor and Ghiron reach the idols, have Ghiron touch both of them (the eyes will turn blue to indicate this) and then have both of them go to the signpost between the idols. A new quest will be given and Sartor and Ghiron can return to the castle (for safekeeping) until the new quest is complete.

Meanwhile, the enemy is still attacking you and roving bands are materializing in the forest (they literally appear from nowhere). Keep pumping out units and strengthening your fortifications to hold off the enemy hordes. Eventually, the more towers you get, the easier it will be, but at first it's very challenging (you are greatly outnumbered at times).

Send your little boat to the location of the other fleet and then bring them all back to Wark Aven harbor (where you started). You must load each boat with 16 units (cheap ones are fine) then put the heroes on your Xebec and add 9 units. When all the boats are full, the mission is complete.

## **Mission 12**

Objective: Destroy castle Rea on the island of Ses.

Starting position: You land on the island of Ses with a large force strong enough to secure the castle.

Strategy: Your Peasants should make a farm near the shore where you landed and build fields around it. There isn't anywhere to build around the castle. When you have wood to spare, use some Peasants to create a lumber mill in the woods and start chopping trees. Make additional Peasants from the castle and chop the trees around the castle to make room for towers.

The enemy will hit you very hard but your forces will survive for a while. Use the heroes to help defend, but return them to the castle when they get severely wounded. After each wave of attack, return all your troops to the castle to heal.

There is stone to the north of you in a really bad location (right in harm's way), a clearing to the west of you and gold to the west of the clearing. Start mining both and making towers near each as soon as possible. Build your barracks in the clearing and more towers when wood allows. Upgrade your towers with wood as soon as you can, but save your stone for more barracks until you have four of them up and running.

Soon, some troops will land on your island and tell Sartor to go to the next island to meet his brother. Load Sartor on a ship and get him to his brother quickly. Once he meets his brother, use Vardal's forces to conquer the next island. There are lots of Peasants on this island and you can save most of them. Put a lot of them on food, some on lumber and the rest on the 75K gold mine near the bottom.

You will likely need to reinforce your main base with the remaining troops on Vardal's island. Use the boats to move them across islands and do so quickly. Do not forget to train troops to protect your new found source of gold. The enemy will go after it.

The enemy's harbor is on the west side of Ses island. Use your fleet to destroy it and destroy any remaining ships. This will disrupt enemy invasions onto the other island.

Castle Rea is well defended. Catapults are being produced just past the wooden gate entrance and this is a good place to start destroying things when you are ready to advance. The enemy's Catapults will harass your base until this Workshop is destroyed. The enemy only has access to 23,000 gold so he will soon come looking for more and there are only two other sources which you control. Defend them well and keep them out of enemy hands. The enemy's Knight production will be greatly hindered by a lack of gold in the long run.

A War Academy will come in handy here as it will allow you to research upgrades for your troops to make them stronger and will allow you to get Heavy Catapults which are ideal for eliminating the many towers defending Castle Rea.

Once you have destroyed Castle Rea, your mission is complete.

## **Mission 13**

Objective: Make some friends.

Starting position: Your small force is on an island next to your Galleon.

Strategy: The people of this land have been betrayed by strangers that they trusted and they are not willing to trust you until you prove yourself. You will meet some new people and get quests from them. Marsim tells you that you must visit Azim and Falla on the islands to the southeast. Load your troops onto your Galleon and head for the first island (Azim's island).

On your way to Azim you will pass Skull Island and notice some bears on it. Kill the bears with your Galleon on your way to Azim. When you arrive, take Vardal and Woolin to talk to Azim. He will tell you of their troubles and about Skull Island and direct you to visit Razma. Razma will tell you to take Azim with you to get the gold from Skull Island and that the island is guarded by undead. Take your heroes and Azim to Skull Island.

Take your Galleon around the island until you've seen it all and killed any remaining bears. With the exception of Azim, let your troops out and send them to the center of the island (where the gold is). When your troops are in position, set them to guard Azim and send Azim to pick up the gold. Maintain control of Azim since you want to get him out of danger as soon as he gets the gold. When he picks it up, send him back to the Galleon quickly. Your troops will quickly finish off the undead guardians. When the battle is over, load all troops in the Galleon and return to Razma. On the way back, you may be attacked by an enemy Xebec or two. If you wait until your troops are unloaded to counter attack, your Longbowmen will aid you substantially.

When you return, select Azim and right click on the storage to have him deposit the gold. Then, take your heroes to Razma again. Razma will identify another island and direct you to kill the troops there and bring back the spell book they are protecting. Load your men onto the Galleon and head to the island. You should be able to kill all the defenseless troops with your Galleon. Once the troops are dead, have Woolin get the book (Raise Dead) and then return to Razma. The Benas Garrison will be upset that you attacked its men and may send ground troops to hinder your ability to return the book to Razma. When you return to Razma's island, use your Galleon to look around for and kill any garrison troops that have shown up. Don't disembark until it is safe to do so.

Bring the book to Razma and he will join your group. Put your troops on the Galleon and visit Falla. On your way there, you may notice enemy soldiers on Sahra island. One of these soldiers has a book of Lightning which he will drop if you kill him. This book is not essential to your quest but may come in handy and should be picked up by one of your heroes (Vardal is a good pick since Woolin has the Raise Dead book already).

Falla will tell you about the pirate's lair to the north and the Priest being held captive there. He will give you enough wood to upgrade your cannons to full strength. While taking the upgrades, use Razma to heal your troops. When the upgrades and healing are finished, board and set sail for the pirate's lair to the north.

You want to initially direct your Galleon to what you can see of the eastern side of the island. Before arriving at that point, turn west and head around the south side of the island and up along the west side of it. You will see troops guarding the Priest. As soon as you start firing at the troops, you will alert one of the enemy ships. Back away from the troops to a better position and then destroy the pursuing ship. Return and kill as many men as are in your range. Your upgraded cannons will make short work of these targets.

Destroy the first guard tower on the west side and any new enemy troops that arrive. Move up and take one shot at the cannon tower and then start heading west out of its range. The enemy ship guarding the north side of the island will pursue. When you are a short distance from the island, destroy the pursuing enemy ship, then return to raze the cannon tower. Once the cannon tower is destroyed, head north and then approach the island from the north side and destroy the guard tower closest to the edge. Destroy the remaining troops and the final guard tower. Disembark and meet the Priest who will join your party. Load everyone up and return to Falla.

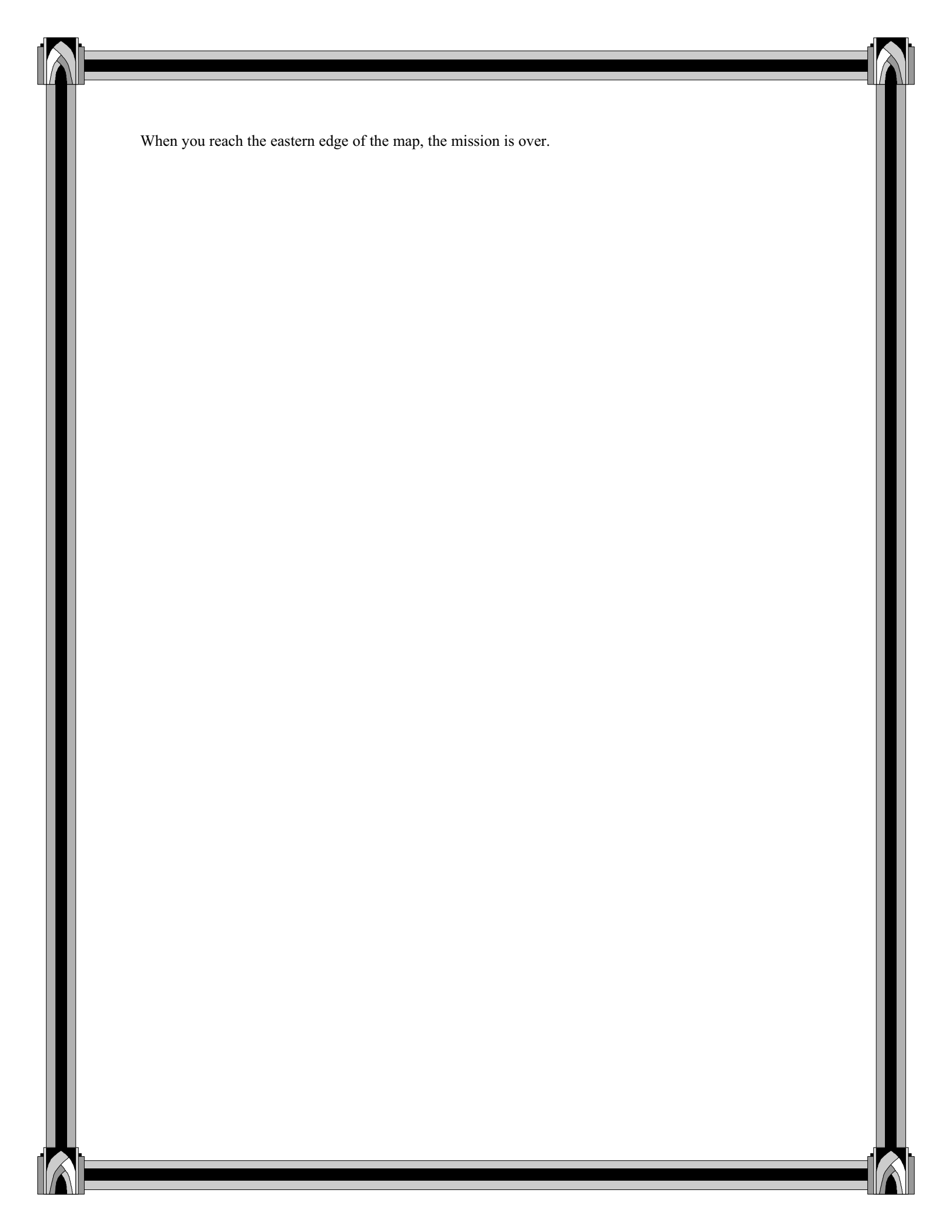
When you return, use your Galleon to kill any troops from the garrison that have shown up before disembarking. When the coast is clear, let the Priest off the Galleon and return him to Falla. You will be provided with a Peasant to repair your Galleon. Use the Peasant to repair the Galleon but be sure to stash him inside if the enemy garrison sends troops to kill him. When the Galleon is fully repaired, use Razma to heal your troops, board and return to Marsim.

Marsim will tell you of Kaffar and warn you accordingly. Send all your troops in the direction of Kaffar except the Peasant (put him near Marsim). After an initial skirmish, use Razma to heal all your troops. Once all are healed Woolin should be able to proceed alone. Have him proceed a bit further to almost where he can see the pyramid. Stop there.

Although the Galleon is not under your direct control, you can position it where you want it. Select Vardal and move him to the southern edge of the island close to the pyramid (which is northeast of Kaffar). Then right click on the Galleon to have it move closer to Vardal. Right click anywhere near Vardal to make him stop moving and wait for the Galleon to get close to him. Position the rest of the troops, Razma and the Peasant near Vardal. When the boat arrives, have the Peasant repair any damage to it.

Put all your troops on the boat. Take control of Woolin and proceed to the pyramid. When he gets close to it, he will smell an ambush and direct all troops to wait at the pyramid for him. Since they're on the boat now, it will take them some time to reach the pyramid, but Woolin will proceed. When the ambush starts, Woolin will tell everyone to board the ship and leave. Let your regular troops fight off any pursuers, but get Vardal, Razma and the Peasant on the boat.

Once on the boat, leave your soldiers behind and travel towards Skull Island. You will likely fight some ships on the way. When you reach Skull Island, disembark and have the Peasant repair the boat while Razma heals everyone. When everyone is in perfect condition, board the ship and head for the eastern edge of the map (just above Falla). You will encounter some ships on the way, but your fully repaired Galleon will be more than a match for them.



When you reach the eastern edge of the map, the mission is over.

## Mission 14

Objective: Find the letter telling where the Sphere can be found.

Starting position: Sartor has landed near an Asian camp with a medium force of Knights.

Strategy: First, you must make contact with the Asian leader. He will offer the services of his Peasants in providing resources for you. He will also direct you to capture his old military camp to the south and to see the Elder in the northeast.

Take all your Knights to the south and capture the military base. Have Sartor join them. Direct your barracks to start producing soldiers and create a sizeable force. You won't have much gold at first so you must rely on Ronins and Archers.

When Sartor arrives, have your Knights guard him and then send him along the road to the northeast to meet the Elder (Horse Archer). When he arrives the Elder will offer to give you a boat in exchange for guaranteeing the safe passage of his Caravan (in the southwest corner). Have your newly formed army of Ronins and Archers guard the Caravan until it reaches the Elder.

When the Caravan arrives, the Elder will give Sartor command of a ship to sail to the island where the High Priest lives. Load Sartor onto the boat and unload him on the island to the north. The High Priest will instruct Sartor that he has the letter and will give it to Sartor when the Mages that are summoning Dragons in the east are murdered. He will give Sartor his powerful Ninja to accomplish this task with instructions that one Ninja must survive. Load Sartor and the Ninja onto the boat again and disembark the Ninja in the Elder's village.

By this time, you should have a large force of Ronin, Archers and some Samurai to send up to the Elder's village to defend him. You must keep moving large forces up to this village to encourage exchange with Borgh's troops to prevent them from getting to your barracks or to the Asians that are helping you.

You may opt to leave one Ninja behind for safekeeping since their mission can be accomplished without all of them. If you do, put him on the boat with Sartor and move the boat to the eastern side of the High Priest's island to keep the boat out of danger. Direct the Ninja to cloak and move to the enemy fort on the east side. They can enter cloaked through the front gate and march straight east to where the Mages are. Have your Ninja murder all the Mages. When they are done, they can stay there as they are now expendable.

Bring Sartor and the remaining Ninja back to the High Priest's island. When both see the High Priest he will drop the letter.

When Sartor picks up the letter, the mission is over.

## Mission 15

Objective: Build a Merchant's Guild.

Starting position: One small force lead by Ghiron is stranded on the large middle island. Your workers are based on a huge island to the west.

Strategy: You must immediately build a Xebec and get Ghiron and his troops to the main island for safety and to help defend it. Once there, keep track of Ghiron and don't let anything happen to him. Locate your lumber mill and research saw. Tell the woodchoppers to begin chopping. They won't be chopping long and you might as well get as much wood as you can. Upgrade the two towers near your blacksmith for additional defense and order all barracks to train lots of troops (you have four barracks). Order the three Peasants near the gold mine north to tend fields and order all the Peasants near the fields to start tending. Research crop rotation to get lots of food. Take sword and shield upgrades at the blacksmith. Order the two Peasants near the cows to start tending the cows. Build another lumber mill on the edge of the wood formation southwest of your fields. Train peasants and have them begin chopping wood here.

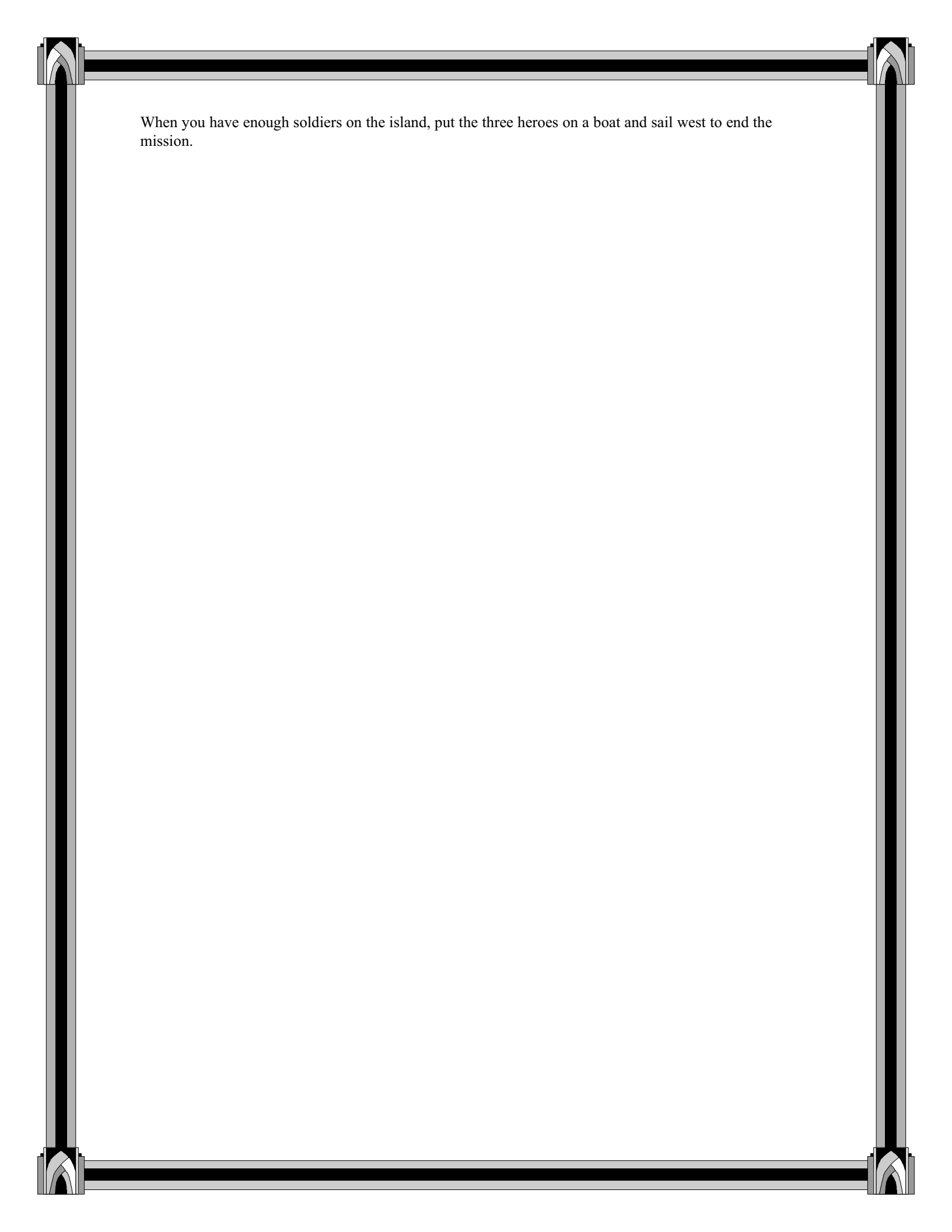
You will very soon be attacked from all sides by forces of Ronins, Archers, Dragons and Catapults. Use the outposts near your southeast barracks to rest your troops between battles. When you have a force of Footmen near your castle, use them to smash Catapults that are attacking the towers near the castle. Create additional Peasants to repair any towers you can save. The towers will kill off the rest of the troops in the north, but you must destroy the Catapults yourself. Eventually, Vardal will arrive with his guards and they can be used to help defend your two western barracks. You must continue training troops to help defend those barracks. Vardal must not die, so it is a good idea to put him in your castle eventually. You may find that difficult to do at first, so hide him in his own ship until the coast is clear and then have him sprint for the castle. Use Ghiron's Freeze spell to diminish the numbers of Dragons, Samurai and Ronin that attack you from the south.

Once the initial attack is over, get lots of wood coming in and build towers and troops to help defend your food and wood sources. Keep expanding your defenses south to the gold mines and keep training troops - you will need a lot of them. The enemy never attacks with Pikemen so Knights will be golden once you have enough gold to afford them. Fortify your areas with various troops and rest them between battles in the castle or outposts. Expand with troops and some towers down to the stone supply and start gathering stone so you can upgrade your towers and eventually build the Merchant's Guild.

The enemy is also building a large naval presence. Once your home island is well defended against Dragons and land forces, make a workshop and get some catapults to help you destroy ships that bombard the shores. You might get lucky and catch an invasion team inside a ship and send them to the bottom of the ocean. Continue to use Ghiron's Freeze spell to help with Dragons and large masses of troops. He'll have plenty of opportunity.

After you build the Merchant's Guild, all you have to do is wait a little while. Within a few days of starting the mission, Sartor will arrive. A massive battle will ensue as enemy Horse Samurai, Dragons and Mages storm the island. Use Sartor and his Knights and Ninjas to help with the battle. Ghiron's Freeze spell will save the day here. Once the battle is over reunite the heroes and get the final quest.

Use catapults to kill enemy warships on the west side of your island if there are any. When Sartor meets Ghiron and Vardal, they will tell him what has transpired and you will be told that you must place these three on a ship and sail west. You will also need to leave 50 troops (footmen and archers are fine) to defend the Merchant's Guild. If you lost Sartor's Galleon, you will have to build another ship. Make a Harbor on the west side of your island if you don't have one and use your Catapults to defend it.



When you have enough soldiers on the island, put the three heroes on a boat and sail west to end the mission.

## Mission 16

**Objective:** Rescue Woolin from the prison camp in the west. Locate the map that tells the location of the Sphere.

**Starting position:** The heroes arrive with a small army accompanied by Ninja, but no Peasants. Ghiron takes the party to the location of a hidden Arabian city.

**Strategy:** Initially, you only have enough wood for one field and one house. Build these two first and start generating Peasants. Concentrate on building up wood and food before worrying about the other resources.

You are not strong enough yet to defeat the Prison Camp. Hide your heroes and Ninja to protect them.

You will need to shore up defenses and train lots of troops to guard your city and expansion areas. There is plenty of wood for making buildings and towers and plenty of resources strewn about the map for use in defeating the Prison Camp and Tower Camp.

You will need siege weapons to defeat the prison camp. When you have defeated the camp, bring Sartor to Woolin. Woolin will tell of the Tower Camp guarding the entrance to the mountain on which the Mages live. There is also a Mage Tower in the Tower Camp. You are tasked at this point to destroy the Tower Camp, but not to destroy the Mage Tower on top of the mountain. You may safely destroy the Mage Tower in the Tower Camp. Put Woolin and Sartor back in your castle for safekeeping.

After defeating the Tower Camp, use siege weapons to eliminate the towers on the hill and the Mages on top of it. Do not destroy the Mage Tower on top of the hill. When the Mages die, a flying carpet will appear and an enemy will take the map and fly to Benas. You cannot stop him. The Mages will drop the Rain of Fire book when they die. You will need to summon a Flying Carpet or use a Ninja unit to get to the top of the mountain and retrieve the book. Once the book has been retrieved, bring it to Ghiron.

When the book gets close to Ghiron, the mission is complete.

## Mission 17

**Objective:** Destroy the Benas garrison castle in the east.

**Starting position:** You start with a small Arabian camp defended by Keep Towers and your four heroes. There are plenty of resources nearby and you are in position to take advantage of them. However, there is little wood in close proximity to your camp.

**Strategy:** Ghiron has told you of a magical gateway to the northwest and a good source of wood directly (but far) north. Develop your economy quickly and get Cavalry units to add to your growing force of defenders.

When you have a small army to send and are ready, take the gateway to the northwest. Bring along some Peasants so you can fortify the gateway and the gold deposits to the west of it and begin getting gold. Make a tower formation that supports the gold miners. The gateway can always be retaken if it's captured by the enemy.

At home, you may have to use your heroes to help defend against the Forest Guard patrols that arrive at your base. Don't be afraid to use them as they are an excellent force capable of holding off large armies. However, be wary of their condition and rest them in your castle or outposts between battles or as needed.



to prevent their demise. In addition, erect a tower formation on the eastern side of your home base as this is the primary direction that the Benas Garrison will attack you from later in the mission.

After you capture and fortify the gateway, make a couple squads of Dwarves. Since they are excellent demolition teams, you will use them primarily to destroy the towers belonging to the Forest Guard in the north.

Once you have adequate defense at home, a strong group of warriors (40-50) in the north and two squads of Dwarves, you are ready to take the Forest Guard's base. Proceed north with your team. Use your warriors to fight off the resistance and your Dwarves to demolish guard towers and barracks. It may take two waves to defeat the Forest Guards, but if you wait until the Forest Guards attack one of your bases first, the forces you face at the base of the Forest Guards will be inadequate to defend it. Don't worry if you don't succeed on your first drive. The enemy will not repair damaged towers so you can pick up where you left off when your next wave attacks. Bring some Peasants along to construct towers and bring as many woodchoppers as you can to make a lumber mill and start collecting lumber for your towers and siege weapons. Don't forget to keep generating troops at home and at the gateway as these areas will be attacked very soon.

As time passes, the Benas Garrison will be alerted to your presence and will launch a vicious attack on your home base. An army of 50 troops (combined forces) combined with your tower formation and your heroes should suffice to hold them off. Be sure to garrison troops between battles to allow them to heal.

You will make a decision at some point concerning which path you wish to take to victory. If you make a Mage Tower, Rain of Fire will be to your advantage along with various magical beasts. Be wary of the enemy's Priests which will adversely affect the longevity of your magical units and will heal the enemy's forces during battle. If you make a Mosque, train Priests to heal your units on their push to victory and research any upgrades possible.

If you make a War Academy, take every upgrade possible to improve the strength of your units and generate some mercenaries and heroes from your Tavern. The more they fight, the stronger they will become due to the experience upgrades.

Defend your woodchoppers very well. The enemy will attempt to retake the forest and the gateway repeatedly so you must continuously train and heal your troops.

Make a substantial amount of Catapults for the siege. The city is well defended by numerous stone towers and your Dwarves won't be much help (they'll get mowed down by the enemy's Priests). Your initial attacking force should comprise 100+ warriors and should be two pronged and you should come after the enemy has lost troops trying to attack you. Take good command of your units and try to destroy as many towers and barracks as possible on each drive.

When the Benas Garrison's castle is destroyed, the scroll will appear lying on the ground. Have one of your men bring it to Ghiron to complete the mission.

## Mission 18

Objective: Destroy the Castle of Evil

Starting position: You have direct control of the European city due south. You are joined by your Asian ally Hong (AI control) to your east and your Arabian ally Kal'tha to the west. The Castle of Evil is on an island far to the north and is surrounded cities belonging to evil allies Gen-Sai, Malagant, Hang-Sai and Sarhim al Benas. The Castle is guarded by Mages, Priests, Golems and the Messiah.

Strategy: The AI will control the Arabs and Asians, but you may at any time select their buildings and units for direct control and use them to coordinate attacks. Since Hong and Kal'tha will expand quickly they will be under constant attack which will allow you to build up. Pay attention to what your allies are doing and assist them when prudent. After playing this mission a few times, you will get a feel for what you need from each to accomplish your objectives.

Your initial objective should be to get Heavy Catapults and a large army to start taking down some of the towers that are preventing you from getting to the enemy cities. Golems and Jinni may also be of some assistance in breaking through these towers, but as always they must be accompanied by a strong combined force. There are also magical gateways on the map and you may wish to have teams of Dwarves attack the buildings of the enemy since they are excellent demolition teams. There are tons of resources on this map so you can do whatever you want, but the enemy forces are very strong and will help each other defend.

On the east side of the map, there is a small area guarded by only a few towers that can be taken down easily by Golems with no resistance. You may decide to clear this area and use it to sneak forces to the far northeast corner of the map. While you and your allies smash through the towers in the front and attack, a large force can attack from the northeast corner for a rear assault. Get enough Golems up there and you can seriously hurt Gen-Sai or put him out of commission totally.

Focus on the west side now and clear the towers there. Again, as you are doing this, you might want to sneak a force up to the northeast corner again and hit Gen-Sai and Hang-Sai from behind while all of their units rush to the west side to defend the towers. Although it would be nice to break through on each drive, you are unlikely to do so and your focus should be to kill as many towers as possible with heavy units while your back door units do serious damage to Gen-Sai and Hang-Sai. Getting these two hurt badly allows you to position yourself well to overwhelm Malagant, Sarhim al Benas and the Castle of Evil's troops. You will need to use two-pronged attacks consistently throughout this mission to make any progress and progress is measured in how many critical enemy buildings you destroy.

Malagant and Sarhim al Benas have nice Rocket Tower formations guarding their towns and they are very deadly. You will need Heavy Catapults to kill these formations and they are your next objective. You can start making some progress into their towns when the formations are destroyed and your emphasis again should be on destroying critical enemy buildings (towers, barracks, etc.)

The Castle of Evil has its own city north of the island that is guarded well by towers and walls. When you lay siege to the city it is important that you do not get too close to the bridge to the island below it, or the bridges defenders will come out and pulverize you. It is preferable to destroy and control the city north of the island without disturbing the Messiah and his guards.

The Messiah is the ultimate evil. It is a hideous monstrosity that is incredibly powerful, has greater range than any other unit, incredible defense, immunity to magic, an incredible amount of mana and access to every spell imaginable. If you play your cards right, you be able to control the territory north of the island before facing this creature and get to choose what you use against.

After controlling the area north of the bridge, you will need Heavy Catapults to start killing the towers on the island. The Heavy Catapults will be able to make some progress before arousing the Golems, but eventually they will come out. Position a squad of Priests near the bridge to kill the Golems as they cross it and any Mages that accompany them. When the first wave is destroyed, withdraw the Priests and use the Heavy Catapults again to kill some towers. After a bit of penetration, the Messiah will notice the Catapults and will come out to kill them. Have another squad of Heavy Catapults ready but not near the bridge as the Messiah will come onto the bridge and destroy your Heavy Catapults. Make sure when the Messiah comes after the Heavy Catapults that no other units are within his sight range. He will continue to move away from the Castle of Evil as long as he sees your units, but you are trying to tempt him only to come onto the bridge and stop there.

Now, the Messiah should be positioned on the bridge somewhere waiting to see your forces. You should use either a squad of Golems to kill him or 8-10 cloaked Ninja set to murder him. Once the Messiah is dispatched, advance your Heavy Catapults and get your Priests ready again near the bridge to kill any remaining Golems and Mages. Use the Heavy Catapults from long range to kill the Castle of Evil when it is in sight. Alternatively, destroy all the towers around the Castle of Evil before bringing your troops onto the island to kill the Castle. You may also bring a Peasant to capture it and then press Delete to destroy it.

When the Castle of Evil is destroyed, the Campaign is complete.

## V. INTERVIEW WITH VESSELIN HANDJIEV, LEAD DESIGNER

**Q:** How many people worked on Tzar (roughly) and for how long?

**VH:** Approximately 20 people worked on it for more than two and a half years.

**Q:** How would you describe Tzar?

**VH:** Tzar is the most universal real time strategy game ever. It's not only a game - it's also a "fun platform". With its map editor and game mechanics it promises to supply real time strategy gamers with fresh ideas for many years, and was designed with just that in mind.

**Q:** What inspired the development team when they were working on Tzar?

**VH:** Basically we all are great real time strategy fans. That's for sure. We had played almost any good real time strategy game published worldwide. Many times we got bored after a month or two of playing and the games that were good enough to catch us for a little longer only kept our interest for three to four months. We often thought what is the reason for that? What is missing in this game or that game? So, discussing, summarizing, playing and again discussing... that is what formed the raw ideas for Tzar.

**Q:** What makes Tzar different from other real time strategy games?

**VH:** The most important aim we had was replayability. We didn't want to make a game that would be played for a few months and then collect dust. We also wanted to incorporate features that we felt have been lacking in real time strategy games of the past such as unit experience, trading and sharing resources, religion and a comprehensive map editor that will allow gamers to make their own campaigns.

**Q:** So, there's more to Tzar than just hack and slash?

**VH:** Absolutely! Tzar is a whole open world. Gamers can produce their own maps and campaigns and I can't wait to see where their imaginations take them.