TZAR

The Burden ~ of the Crown

Player's Guide

infinite loop

MULTIMEDIA

TALONSOFT

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Technical Support

If you have a technical problem concerning the operation of our software, please contact our technical support staff. When you call or write, be at your computer if possible and have the following information ready: computer type, available hardware space, total RAM, type of video card, and a list of the options you chose when you installed the game.

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Table of Contents

Table of Contents

Introduction
&
Prologue

I. Introduction

Overview

TZAR is a real-time strategy game. The action takes place in a fantasy world at a time corresponding to what historians call the Dark Ages, i.e. 500 – 1000 AD. The player gets to rule his/her own kingdom, to manage resources, and to fight against enemy kingdoms - to simulate his/her own medieval empire. The player's kingdom is represented in terms of military and other units, buildings and wealth. The player has to research different technologies. There are a number of trade and diplomacy features included in the simulation. In the world of TZAR, three civilizations are presented: the European, the Asian and the Arabian. Each civilization possesses certain common units and buildings, while others are unique. Once the player has developed the kingdom, he/she can choose between four different strategies to play: the Way of Glory, the Way of Religion, the Way of Magic, and the Way of Trade and Crafts. Each strategy is represented by a particular building. The way selected will define different technologies to invent unique units and buildings.

The major components of TZAR are the Single Player Campaign, the Single Player Custom Scenarios, the Single Player Random Scenarios, the Multiplayer, and the Scenario Builder.

1. System Requirements – Windows 95/98

In order to play TZAR, your computer must meet the following criteria:
- IBM PC or 100% compatible, 32 MB RAM
- 200 MHz or faster Pentium processor
- Windows 95/98
- 4x or faster CD-ROM drive
- Video System capable of displaying 800x600 Hi-Color Mode
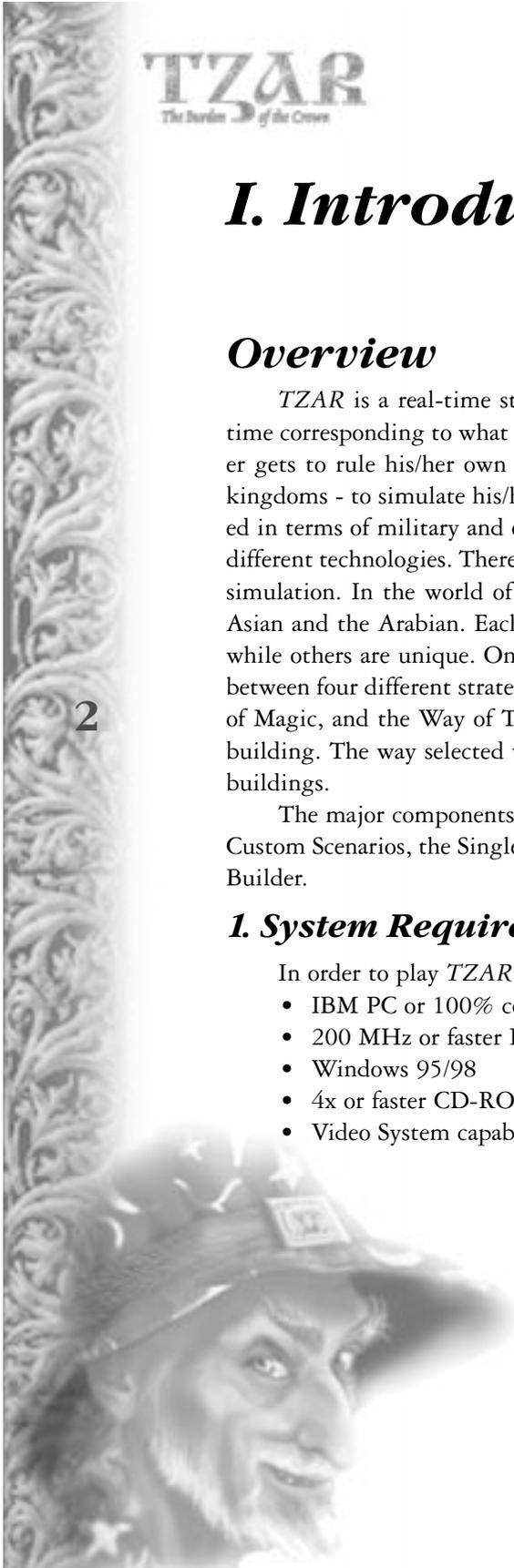
2. Installation: Windows 95/98

- Insert the *TZAR: The Burden of the Crown* CD into your CD-ROM drive.
- If you have Auto-run switched on, the Auto-run dialog appears
- **Install *TZAR* Button** – will install *TZAR: The Burden of the Crown* onto your Hard Drive
- Follow the installer's directions
- By default, the installer will create a TZAR shortcut to your Start menu.
- **Run *TZAR* Button** - starts the game if it is already installed
- **Uninstall Button** – removes the installed *TZAR: The Burden of the Crown* from your computer
- **Quit** – exits the dialog
- If you have disabled the Auto-run application, you have to open the Setup folder in *TZAR: The Burden of the Crown* CD and run the Setup executable.

II. Prologue

Ages ago, chaos ruled the world. History's constant battle between good and evil had taken the lives of many brave men. Dark forces reigned.

Life evolved around war, with its constant bloodshed and death. Only the help of the good mages gave these warriors hope. But even they were not strong enough to keep the dark forces under control.

When everything seemed lost, a new mage was born. He was more powerful than any man born before him. After a long struggle, the good mage conquered the dark forces. From then on, the horrible massacres existed only in the tales passed on by father to son by the open fires. The good mage and his people made the New World a beautiful and peaceful place.

When the good mage felt that his life was coming to an end, he cast a good spell on the world. He used the Magic Fire of Life to transfer all of his energy and wisdom into a Crystal which would give its owner absolute power. The Crystal was entrusted to the mage's apprentices, who guarded it for thousands of years and used it to restrain the dark forces.

One day, another powerful mage was born. Despite his powers, this mage needed the Crystal to seize the power of the world. He managed to steal the Crystal. The other mages in the old king's castle could neither stop him nor find him. All they could do was to cast a spell on the stolen Crystal, which would turn the mage into stone whenever he should try to use it.

The thriving mage vanished forever and the stolen Crystal was never recovered. The spells of the good mage protected the world from the dark forces, but the good spells became weaker day by day. Many brave men and mages ventured to search for the Crystal, in order to bring back its power to the old king's castle.

The Potentate of Darkness also had knowledge of the Crystal and its tremendous power. He knew it was all he needed to become invincible. Still trapped in the spells of the good mage, he summoned his fearsome servants, the Four Messiahs of Evil - Greed, Treachery, Fear and Indolence.

Gradually, the Four Messiahs conquered the hearts of the people, and the New World was demolished. Turmoil, fear and starvation replaced peace, happiness and prosperity. Brother turned against brother, son against father. The dark forces ruled again.

In a grim battle, a traitor killed the old king. The former glory of the mighty kingdom became a mere memory. Fortunately, the last mage found the baby prince alive in the ashes of the old king's castle. He saved him and raised him to be a strong and brave young man, who never knew his true father's name.
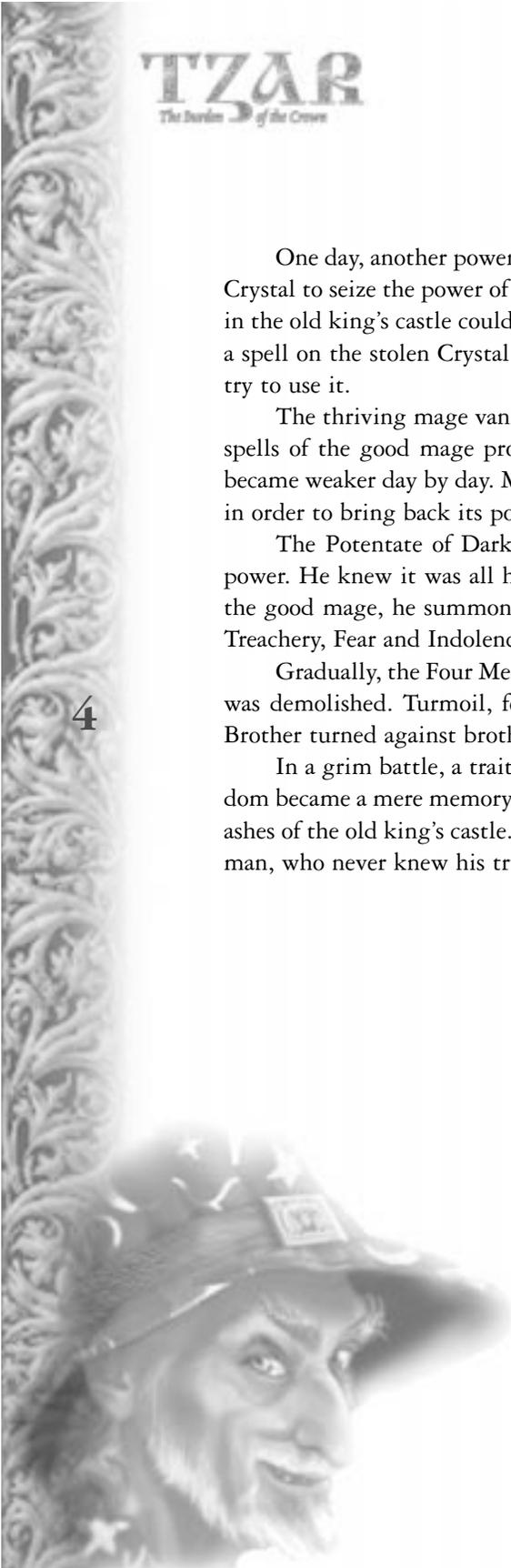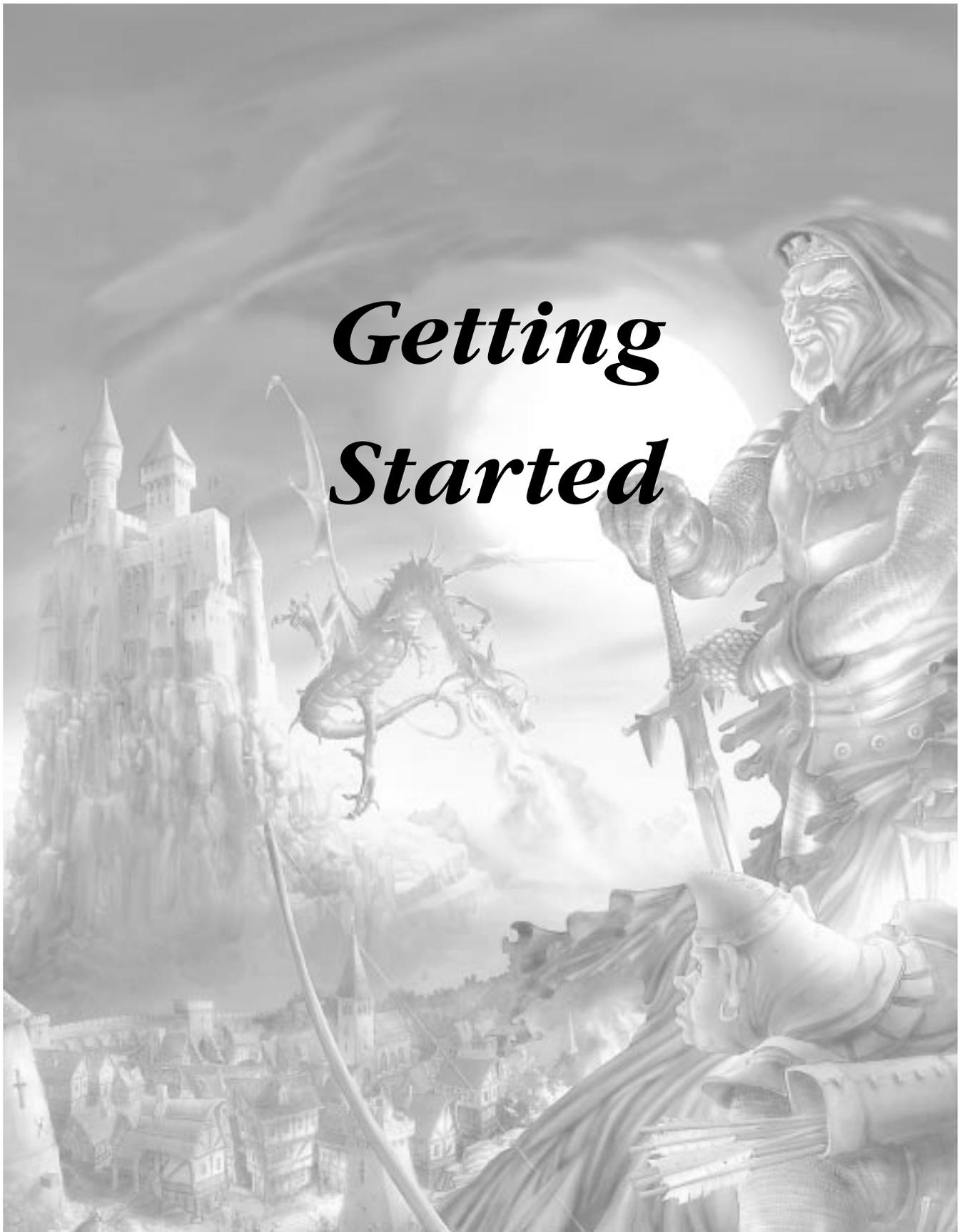
Getting

Started

III. Getting Started

1. Launching TZAR

- Insert the *TZAR: The Burden of the Crown* CD into your CD-ROM drive
- If you have Auto-run switched on, the Auto-run dialog appears
- Choose the **Run *TZAR*** Button to launch the game
- You may also start *TZAR: The Burden of the Crown* by selecting the Talonsoft*TZAR* shortcut in your Start menu

6

2. Main Screen

To choose an option from the menu, move the cursor over it and click the Mouse Button.

SINGLE PLAYER – launches a single-player game.

MULTIPLAYER – allows you to play competitively or cooperatively with other people across the Internet or on a local area network.

PREFERENCES – allows you to modify various functions and game settings.

CREDITS – here you meet the creators of *TZAR – The Burden of the Crown*.

QUIT – quit *TZAR* and return to your desktop.

TZAR
The Burden of the Crown

3. Single Player Screen
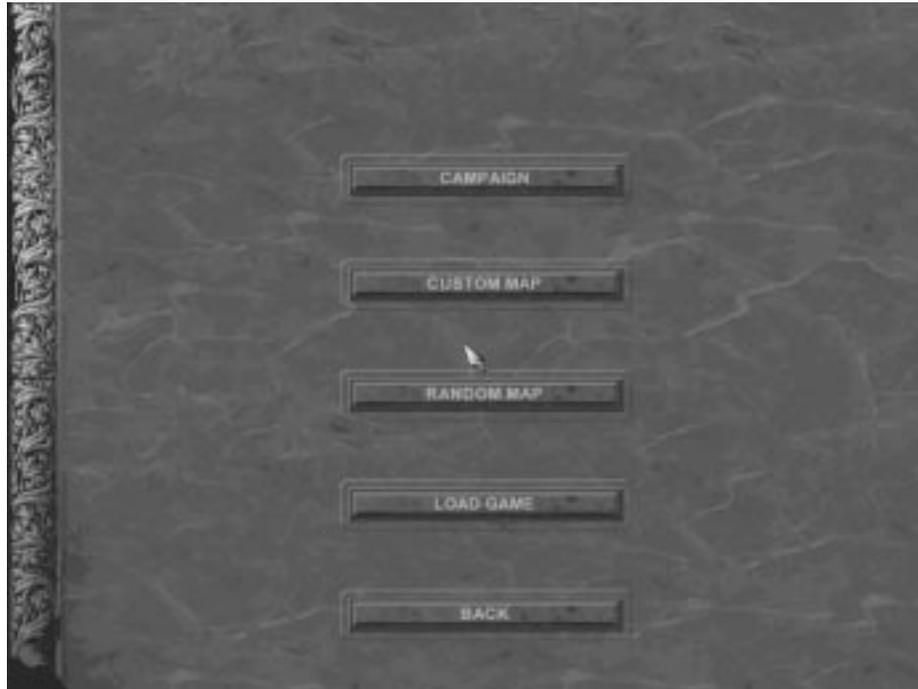
8

CAMPAIGN – launches a new campaign.
CUSTOM MAP – launches a new predefined map.
RANDOM MAP – launches a randomly created map.
LOAD GAME – launches a saved game.
BACK – brings you back to the MAIN SCREEN.

3.1 Campaign Screen

CAMPAIGNS – the List-box displays the Campaigns available

CAMPAIGN DESCRIPTION – provides more information about the campaigns

ENTRY MISSIONS – displays the available starting maps for the chosen Campaign

ENTRY MISSION DESCRIPTION – provides more information about the chosen mission

PLAY – launches the selected Campaign

BACK – brings you back to the SINGLE PLAYER SCREEN

3.2 Custom Map Screen
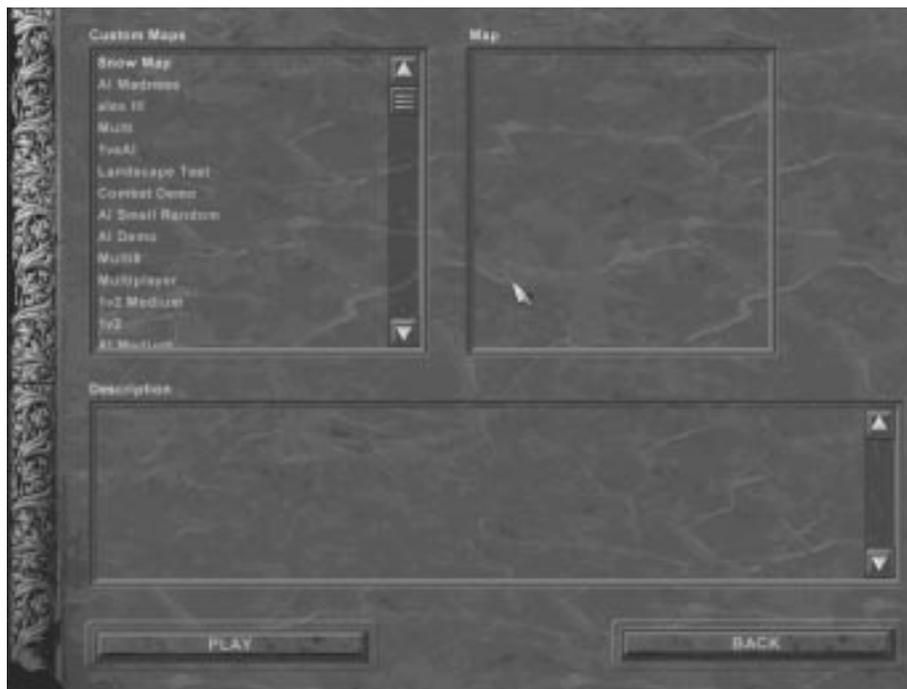
- To choose a MAP, move the cursor over its name and click the Mouse Button.
- **PLAY** – launches the SINGLE PLAYER SETUP SCREEN.
- **BACK** – brings you back to the SINGLE PLAYER SCREEN.

Single Player Setup Screen

- The names of the players and their colors are shown.
- To change any characteristics of the MAP – uncheck the **USE MAP SETTINGS** Button.
- By clicking on the civilization indication you can choose between three civilizations – EUROPEAN, ARABIAN and ASIAN.
- The **NUMBER OF PLAYERS** control allows you to select the number of kingdoms taking part in the game.
- The **GAME TYPE** control shows the type of the game – STANDARD.
- The **VICTORY CONDITION** control allows you to establish the exact condition to win a game.
- The **DIFFICULTY LEVEL** control allows you to choose between three levels of difficulty – EASY, NORMAL, and HARD.
- The **STARTING RESOURCES** control defines three types – LOW, NORMAL, and HIGH.
    - The **NO FOG** control lets you see enemy units in the parts of the map that have been explored, even if you do not currently occupy that area.
    - The **EXPLORE** control allows you to choose if you will be able to see the whole map from the start, or if you will have to explore it.
    - **PLAY** – starts the game.
    - **BACK** – brings you to the SELECT CUSTOM MAP SCREEN.

10

3.3 Random Map Screen
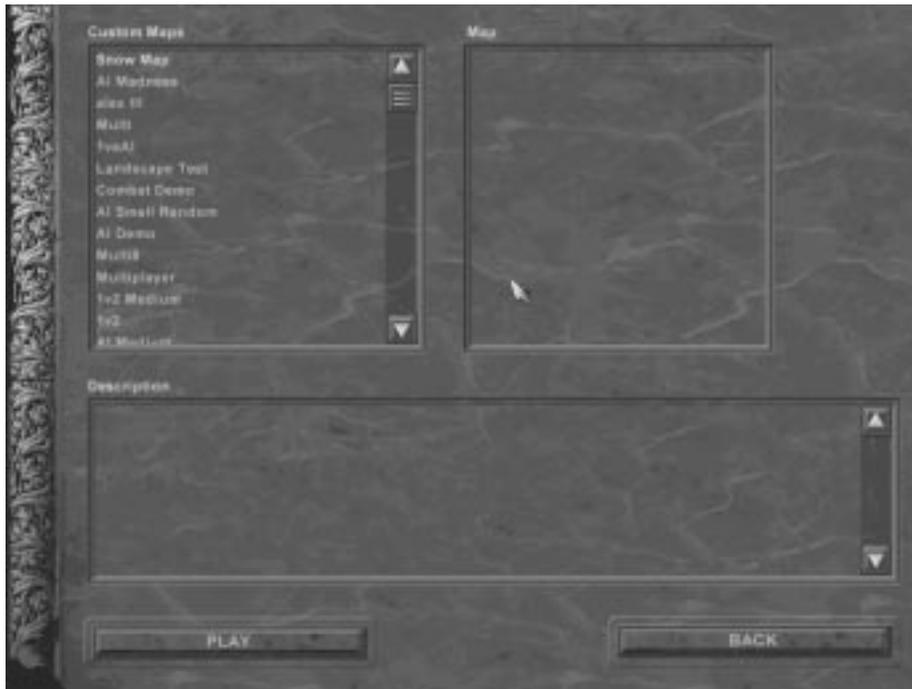
- The names of the players and their colors are shown.
- The small button next to the name of the player allows you to select from a number of AI scripts to be used in gameplay
- Click on the civilization indicator to choose between three civilizations – EUROPEAN, ARABIAN and ASIAN.
- The **NUMBER OF PLAYERS** control allows you to select the number of kingdoms taking part in the game.
- The **GAME TYPE** control shows the type of the game – STANDARD or DEATHMATCH.

- The **VICTORY CONDITION** control allows you to establish the exact condition to win a game.
- The **DIFFICULTY LEVEL** control allows you to choose between three levels of difficulty – EASY, NORMAL, HARD.
- The **STARTING RESOURCES** control defines three types – LOW, NORMAL, and HIGH.
- The **FOG** control – lets you see enemy units in the parts of the map that have been explored, even if you do not currently occupy that area.
- The **EXPLORE** control allows you to see the entire map from the start, or explore it gradually.
- The **MAP SIZE** control allows you to choose between five map sizes – MEDIUM, LARGE, HUGE, ENORMOUS, and REAL WORLD.
- The **MAP TYPE** control allows you to choose between six map types – RANDOM, ARCHIPELAGOS, DRY, ISLAND, CONTINENTAL, and LAKES.
- The **TERRAIN** control changes the terrain sets between GRASS, DESERT, SUMMER and WINTER.
- The **MAP RESOURCES** control defines three types – LOW, NORMAL, and HIGH. You can choose to have a GUARDED TOWN, ANIMALS, GATEWAYS, MAGIC ITEMS and CLIFFS on the map by checking or unchecking the controls.
- **PLAY** – starts the game.
- **BACK** – brings you back to the SINGLE PLAYER menu.

3.4 Load Game Screen

- To load a SAVED GAME – choose it by clicking on its name.
- Select a Campaign or a Single Player Game by clicking on the control.
- Click the **LOAD** Button to start.
- If you wish to abort – click **CANCEL**.
- If you wish to remove a map from the list – select it and click **DELETE**.

4. Multiplayer Screen

14

PLAYER NAME – enter the name you will use during gameplay. It doesn't have to be your real name.

IPX (Local Area Network) – defines the type of network you will use to play.

TCP/IP (Internet Game) - defines the type of network you will use to play. You have to enter your IP Address in the empty box.

CREATE – allows you to create a new game. It launches the MULTIPLAYER SETUP SCREEN.

SEARCH – checks for previously created games. A list of the previously created games that you can join appears in the GAMES FOUND box. The information available on the found games appears in the GAME INFORMATION box.

JOIN – allows you to join a selected game from the FOUND GAMES list.

BACK – brings you back to the MAIN SCREEN.

4.1 Multiplayer Setup Screen

- The small control at the top left corner of the screen shows whether you are ready to join the game or not. By clicking on it you can change it to RED – not ready, or GREEN – ready. Changes in the settings can only be made if you have not declared that you are ready.
- The colored box gives you the ability to choose your kingdom's color.
- The name you have chosen appears in the box next to it.
- The small button next to the name of the player allows you to select from a number of AI scripts to be used in gameplay
- You're able to define the civilization you will play using the adjacent control setting – the European, the Asian or the Arabian.
- In the following box - you can define your team as a number.
- Below the names and the settings of the players you find the CHAT List-box. You can write chat messages in the box below it and send them by pressing Enter on your keyboard.
- **SETTINGS** – launches the MULTIPLAYER SETTINGS SCREEN.
- **DISCONNECT** – brings you back to the MULTIPLAYER SETUP SCREEN.
- **PLAY** – starts the game. It appears only if you have created the game. It is active only when all the players have declared that they are ready to play.

4.2 Multiplayer Settings Screen

Allows you to define the settings of a new game.
- **RANDOM MAP** – starts a randomly created map.
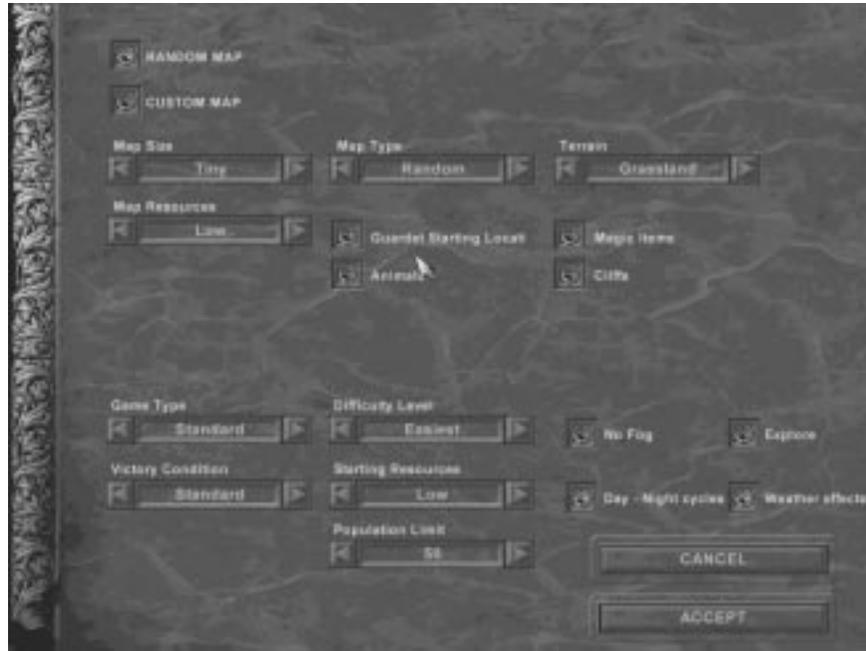
16

- The **MAP SIZE** control allows you to choose between five map sizes: MEDIUM, LARGE, HUGE, ENORMOUS, and REAL WORLD.
- The **MAP TYPE** control allows you to choose between six map types: RANDOM, ARCHIPELAGOS, DRY, ISLAND, CONTINENTAL, and LAKES.
- The **TERRAIN** control changes the terrain sets between GRASS, DESERT, SUMMER and WINTER.
- The **MAP RESOURCES** control defines three types – LOW, NORMAL, and HIGH.

You can choose if you want to have a GUARDED TOWN, ANIMALS, GATEWAYS, MAGIC ITEMS and CLIFFS on the map, by checking or unchecking the controls.

- The **GAME TYPE** control shows the type of the game – STANDARD or DEATHMATCH.
- The **DIFFICULTY LEVEL** control allows you to choose between three levels of difficulty: EASY, NORMAL, and HARD.
- The **VICTORY CONDITION** control allows you to establish the exact condition to win a game.

- The **STARTING RESOURCES** control defines three types: LOW, NORMAL, and HIGH.
- The **NO FOG** control lets you see enemy units in the parts of the map that have been explored, even if you do not currently occupy that area.
- The **EXPLORE** control allows you to choose if you will be able to see the whole map from the start, or have to will have to explore it.
- **POPULATION LIMIT** – allows you to establish the maximum number of units.
- Activate **DAY/NIGHT VISUALIZATION** and **WEATHER EFFECTS** by checking their controls.
- **CUSTOM MAP** – allows you to choose from predefined maps. The available maps appear in the List-box below with their descriptions in the adjacent List-box.

- The **MAP SETTINGS** control restricts the ability to affect the settings of a chosen map. NO FOG, EXPLORE, DAY-NIGHT CYCLES and WEATHER EFFECTS are the only active controls.
- **ACCEPT** – the changed settings are saved and the MULTIPLAYER SETUP SCREEN appears.
- **CANCEL** – brings back the MULTIPLAYER SETUP SCREEN without saving the changes.

5. *Preferences Screen*

18

- **SOUND OPTIONS** controls the way sound is produced in the game.
- **SOUND VOLUME** defines how loud the game is. You can turn it off by unchecking the control. UNIT SPEECH, BUILDING SOUNDS, NATURE SOUNDS are options that you can choose to retain if you uncheck the controls.
- **MUSIC OPTIONS** allows you to choose between MUSIC VOLUME and CD AUDIO.
- **GAME OPTIONS** enables you to control a number of game characteristics: GAME SPEED, SCROLL SPEED, and PATH DEPTH.
- Activate **DAY/NIGHT VISUALIZATION** and **WEATHER EFFECTS** by checking their controls.
    - The **USER INTERFACE** control gives you the ability to choose when the menu bar appears onscreen.
    - The **OK** Button brings you back to the MAIN MENU and saves the changed parameters.

6. *Credits Screen*

- Meet the creators of *TZAR - The Burden of the Crown*.

The
Interface
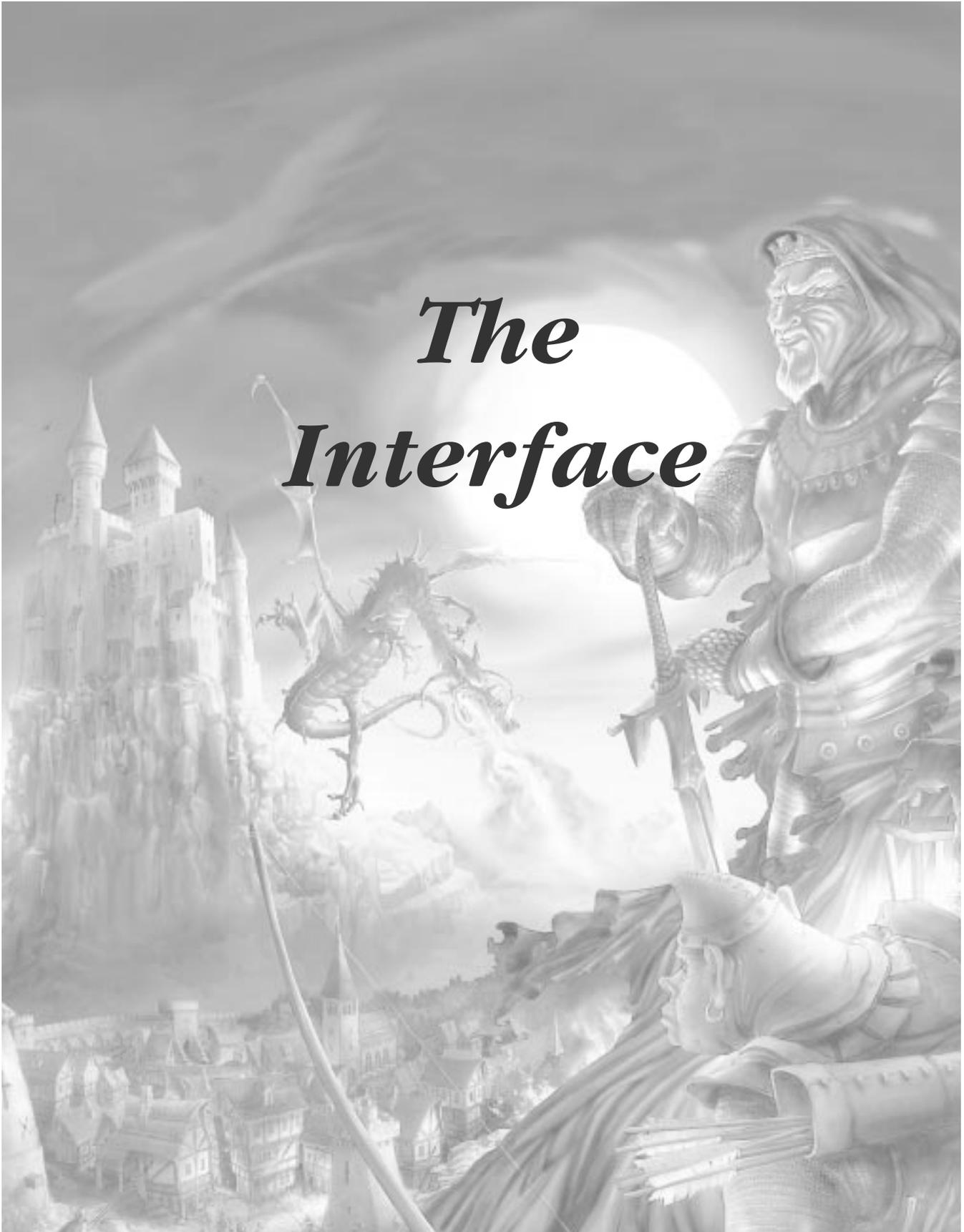
IV. The Interface

TZAR's interface is extremely powerful and provides full control and information during gameplay. It can be divided into four parts – the Resource Bar, the Orders Bar, the Selection View and the Mini Map. Its position can be changed to accommodate the player.

1. The Resource Bar

This bar is always displayed at the top part of the screen. It contains:

• information about the amount of resources - food, wood, stone, gold, and the population limit.

• the CHAT, DIPLOMACY and MENU Buttons.

20

1.1 Menu Screen

Displayed by the Menu Button.

INSTRUCTIONS – the floating screen gives you directives and useful hints.
LOAD GAME – loads a saved game.
SAVE GAME – saves the current game.
OPTIONS – brings you to the PREFERENCES SCREEN.
RESTART – starts the same game again.
QUIT – brings you to the MAIN MENU.
BACK TO GAME – continues the current game.

1.2 Chat Screen

ALLIES **ALL**

ENEMIES **CUSTOM**

The Chat Screen appears after clicking on the CHAT Button or pressing the Enter key on the keyboard. You can enter your message in the box and choose the desired recipient.

The ALLIES, the ENEMIES and the ALL Buttons allow you to make your choice quickly. By clicking on the CUSTOM Button (see Buttons above), you can view the list of players, and make your choice more precise. The image in front of the player's name shows his diplomatic stance for the moment. A message is sent by pressing the Enter key.

1.3 Diplomacy Screen

ALLIES

ENEMIES

NEUTRAL

SHARED VISION

SHARED RESOURCES

SHARED UNIT CONTROL
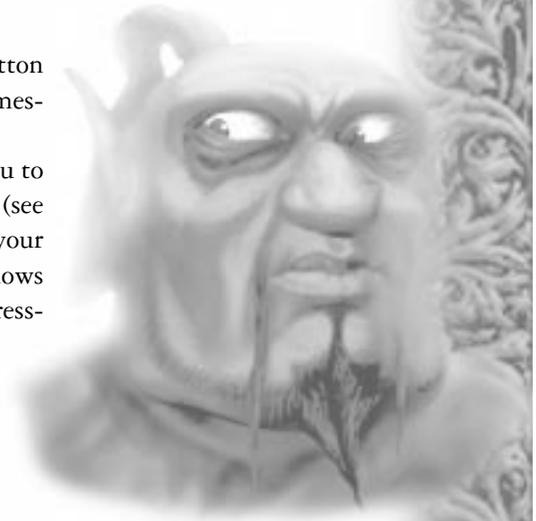
22

This screen is displayed after clicking on the DIPLOMACY Button on the Resource Bar. The small icon in front of the player's name shows the Race of the player. You can choose your Diplomatic Stance towards other players - ALLIES, ENEMIES and NEUTRAL (see Buttons above). The state of the button shows whether the other player has accepted the proposed position. It is half lit if he has not accepted your proposal and fully lit if he has accepted your offer.

The lower left part of the button lights up when you choose a state, and the upper right part lights up when another player chooses one. The Screen allows you to activate a number of features – SHARED VISION, SHARED RESOURCES and SHARED UNIT CONTROL (see Buttons above). You can check the controls by your desire. The green glow around them shows when the other player has activated them too.

Allied Victory – when the option is checked any Player in a team who achieves the Victory condition(s), wins the game for the whole team.
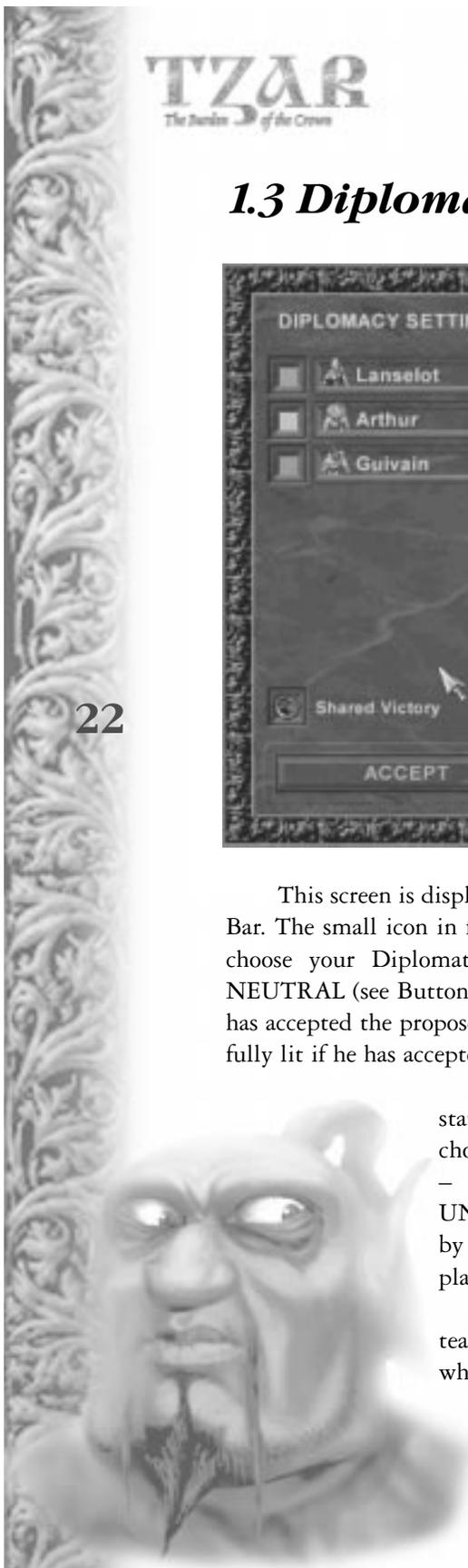
1.3.1 The Tribute Screen
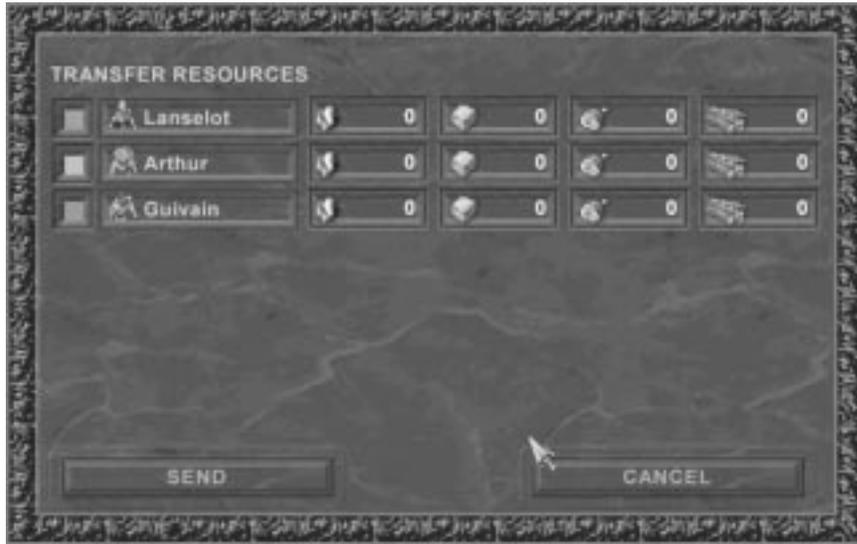
The Tribute Screen is launched by the TRIBUTE Button.

You can send Resources to any other player by clicking on the resource type and choosing the desired amount. Left clicking on the amount increases it, and Right Clicking decreases it. SEND – sends the resources and brings you back to the DIPLOMACY SCREEN. CANCEL – brings you back to the DIPLOMACY SCREEN, without sending any resources.

ACCEPT – saves the changes and brings you back to the game

CANCEL – brings you back to the game, without saving the changes

2. The Clock

Displayed as a globe, showing the current part of day or night.

3. The Mini Map

A transparent, top-down view of the entire battlefield. The units are displayed in the colors of the players as small dots. Trees and cliffs are visible as well. A white rectangle denotes the current view shown on your screen. Clicking a spot on the MINI MAP will instantly move your view to that spot in the game area. You can move units by selecting them and then clicking a spot on the MINI MAP.

4. The Selection View

This view displays the UNIT ATTRIBUTES - valuable information about the characteristics of units or buildings. You can see the image of the selected object and its:

NAME

KINGDOM

HEALTH STATUS - the amount of damage a unit can suffer

ATTACK – the amount of damage a unit can inflict

MANNA – the current magic capacity of a unit

POWER - the current capacity of a unit to perform special actions

RANGE – the distance in which a unit inflicts damage

RESISTANCE - reduces the amount of damage a building suffers when attacked

INSIDE – the number of objects in the unit's holder

DEFENCE – reduces the amount of damage a unit suffers when attacked

TIME – the period of time for a task to be finished

LEVEL – measures the unit's experience

When multiple units are selected – only their HEALTH STATUS is displayed.

5. The Inventory

The small eye on the menu is active only if a selected object has items in possession. By clicking on it, you can explore its contents. They appear as images in the ORDERS BAR. You can either use, or drop a selected item.

6. The Orders Bar

Lets you command selected units or buildings by issuing orders. The small arrows on both sides of the inventory reveal further command buttons, when active.

The Question mark icon on the orders bar will take you the online help system.

24
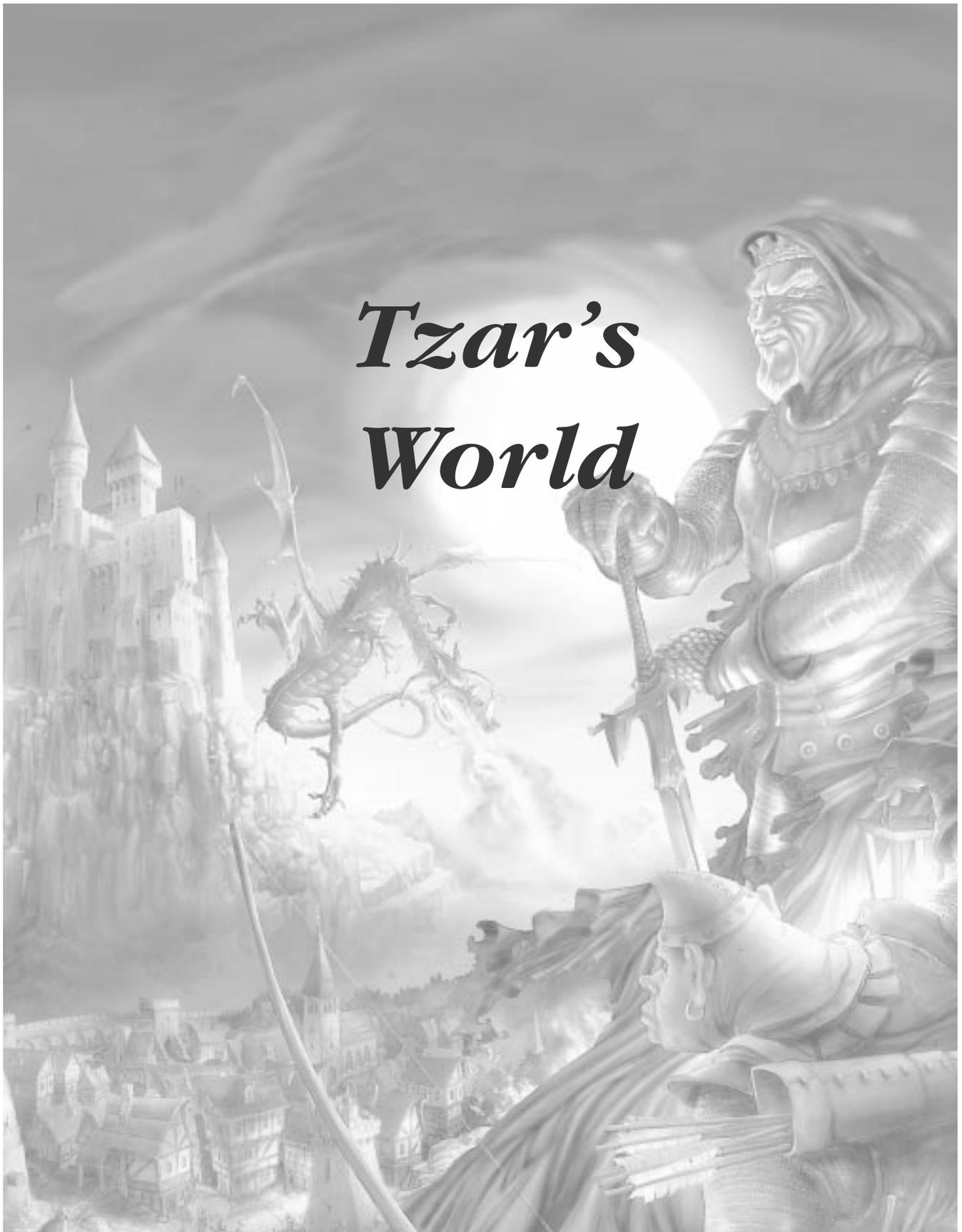
Tzar's World

V. Tzar's World

1. Terrain

There are several basic elements of the map:

Water (sea, rivers, and lakes) – impassable to all units except ships and air units such as bats, dragons and magic carpets.

Ground

Trees and bushes – impassable to units. They form the wood resources. Once a tree is cut down, structures can be erected in its place.

Rocks - impassable to units. They form the gold and stone resources.

Mountains - impassable to units.

Cliffs - impassable to units.

Scenery objects (tufts, bones, pebbles, branches etc.) – units can move and build over them.

Life (animals, fish, birds, fantasy creatures, etc.) – certain kinds of magic will enable some of the animals to explore maps. Fish is one of the food resources. Fantasy creatures, such as Orcs and Dwarves, can be summoned in the magic gateway once you control it.

There are four terrain sets in *TZAR*:

Grassland
Summer
Winter
Desert

1.1 Exploring the Map

Exploration is vital for the game of *TZAR*. Resources such as food, wood, gold etc. must be discovered and used quickly. More distant sources must be located and made available for further expansion. Knowledge of the landscape can be of great use for building a defense strategy. Knowing the location of enemies is vital for planning your attacks.

Unexplored areas on the map are displayed in black. Moving your units into the black areas reveal the map. You cannot explore beyond the edge of the map. All resources and enemy structures remain visible once the area they are located in has been explored. However, enemy units, ships, and siege weapons are only visible when they are within sight of your units or structures.
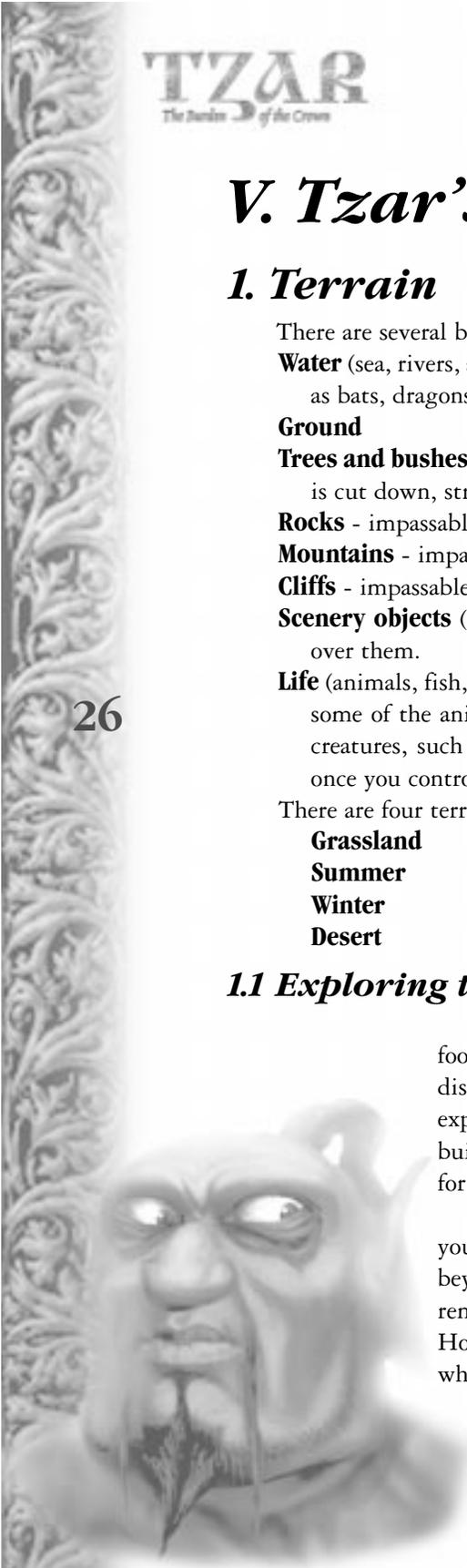
2. Units

2.1 Production of Units

Most of the units - peasants, military units, ships, siege weapons etc. can be produced in the buildings. To produce a unit, the player must have acquired the adequate amount of resources and technology. Different units will require different resources. Wizards or priests can spawn units. Each spawned creature costs a certain amount of mana and gold. Certain creatures require the existence of a particular technology. Mana is a resource available to wizards and priests. The player can make his/her own heroes. He/she can name very experienced units and make them heroes. Each unit has its own attack, defense and health parameters. The units can gain experience in combat. For example, one veteran unit can beat several "newbie" units of the same kind. Military units can be trained, by building dummies, after exploring the Tactics technology. Thus their experience is increased.

2.2 Selecting and Grouping Units

- Units can be selected with the mouse.
- Grouping lets you command several units at a time. Click and drag the selection box around multiple units to group them. Selection can be expanded to include more units by holding Shift and clicking on the units to be added to the group.
- Once a group is selected, the player can save his/her selection by giving it a number. Later the same group may be selected by typing the assigned number. Select a group of units, then press Ctrl + the desired number on the keyboard. The number appears in the corner of the selection.
- Double clicking or holding Ctrl while clicking on a unit selects all units of the same kind visible on the screen.

2.3 Commanding Units

The speed of the units depends on the settings of the game speed and on the type of the unit.

Transporting units across water – you can transport units by ships. Select a group and then right-click on the ship. Ships can load up to eight units at a time. Discovering the Landing tactics technology increases the capacity of the vessels.

Note: Some orders will not be available to units until a particular technology is researched. Orders depend on the unit type and level of the researched technologies obtained by the unit.

Move – select a unit and either click the Move Button in the Orders Bar, or simply right-click on the desired destination. The cursor changes to a Move-cursor.
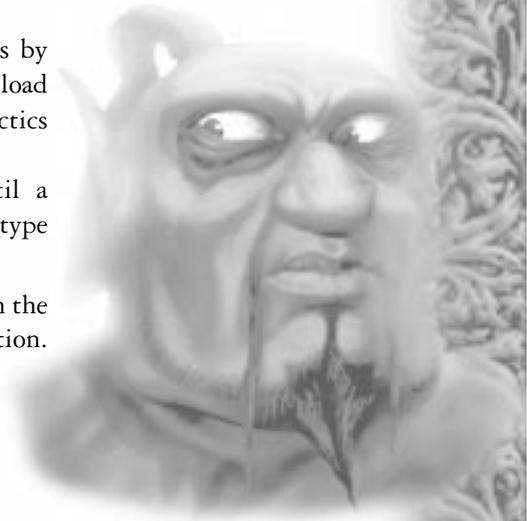
- You can use Waypoints to make units move in a defined path. Multiple Waypoints may be selected by holding Shift and right-clicking on the desired destinations. The Waypoints appear while holding the Shift key.
- **Move-advance** –You can order your units to move and attack enemies they encounter by holding the Control key while Right-Clicking on the desired destination.
- **Move-sneak** – If you want your units to move and respond to enemies only if attacked – hold the Alt key, while right-clicking on the desired destination.

Repair – select a peasant unit, click on the Repair Button in the Orders Bar, and then left-click on the building or vehicle to be repaired. The cursor changes to a Repair-cursor. Simply right-clicking on most structures while a peasant is selected will also order the peasant to repair the structure.

Harvest – select a peasant unit, click on the Harvest Order Button in the Orders Bar, and left-click on the resource to be gathered. The cursor changes to a Harvest-cursor.

Explore – select a unit, click on the Explore Order Button in the Orders Bar, and left-click on the area to be explored. The cursor changes to a Move-cursor. The unit will move in the area, exploring it.

Attack – select a unit, click on the Attack Order Button in the Orders Bar, or simply right-click on an enemy unit or object. The cursor changes to an Attack-cursor.

- **Set of objects** – you may select multiple objects to be attacked by holding the Shift key while right - clicking on them one after another.
- **Type of objects** – if you hold the Alt key when selecting an object, all objects of the same type are selected and will be attacked.

Stop – select a unit and click on the Stop Order Button in the Orders Bar.

Pick item – select a unit, click on the Pick item Order Button in the Orders Bar or simply move the cursor over an item. The cursor changes to a Hand-cursor. Select the item to be picked up with the right mouse button.

Use item – select a unit with objects in its holder. Open the holder and choose the item to be used. Click on the Use item Order Button in the Orders Bar. The cursor changes. Left-Click on the desired location.

Drop item – select a unit with objects in its holder. Open the holder and choose the item to be dropped. Click on the Drop item Order Button in the Orders Bar. Point to the desired location.

Capture building – select a peasant unit, click on the Capture Order Button in the Orders Bar, or simply right-click on an enemy building.

Build – select a peasant unit, click on the Build Order Button in the Orders Bar, and choose a building to be constructed by selecting the desired Building Button. Select the location. The image of the building is green when the location is appropriate. The cursor changes to a Build-cursor.

Patrol – select a unit, click on the Patrol Order Button in the Orders Bar, and right-click on the destination. The unit will patrol between its previous position and the selected destination. If you wish to establish a path of multiple waypoints for patrolling – hold the Shift key while placing the destination points.

Guard – select a unit, click on the Guard Order Button in the Orders Bar, and select the object to be guarded. The cursor changes to a Guard-cursor.

- **Set of objects** – you may select multiple objects to be guarded by holding the Shift key when selecting them one after another with the right mouse button.
- **Type of objects** – if you hold the Alt key when selecting an object, all objects of the same type are selected and will be guarded.

Load – select the units to be loaded and right-click on the vehicle that is to be loaded.

Unload – select a loaded vehicle and press the Unload Button. Left click on the desired drop-off location. The color of the cursor shows whether the location is appropriate.

Emerge – select a building with units in it. Pick a unit, click on the Emerge Order Button in the Orders Bar, and right-click on the location for the unit to emerge.

3. Buildings

Buildings can only be constructed by the peasant unit. Each building must be paid for with a pre-determined amount of resources. You may build more than one of each type of building.

Some structures can be upgraded to higher versions (for example, a wood tower can be upgraded to a guard tower). In some buildings, the player can train units. In other buildings, the player can research new technologies. Enemies may capture buildings with peasant units. The Resistance parameter of each building defines how difficult it is to be captured. Buildings that are situated far from the player's towns have lower resistance.

There are three groups of buildings for each race:

Guilds   Common   Rare

Constructing a building:

- Select a peasant.
- Click on the Build Button in the Orders Bar or "B" on the keyboard.
- Select the type of building to be constructed in the Orders Bar.
- Left-click at the location of the building on the map.
- If the structure can be erected on the chosen location the image will be green.

Repairing a building:

Damaged buildings will catch fire, but they can be repaired by peasants. To repair a building:

- Select a peasant
- Click on the Repair Button in the Orders Bar and select the building to be repaired.
- Or simply right-click on the building to be repaired.
- The cursor changes to a Repair-cursor.

4. Civilizations

There are three civilizations in *TZAR* – the European, the Asian and the Arabian. They have some features in common, while some are unique. All buildings and units bear the characteristics of their civilization. All civilizations are carefully balanced in order to take full advantage of their distinguishing features and levels of technological mastery.

30

4.1 European

4.1.1 Units

Peasant - created in the castle. Can move, build, capture, attack, repair, harvest, explore, and carry gold, stone, milk, meat, wood, tend cows, and bribe units.

Military Units

Footman – created in the barracks. Can move, attack, pick up items, patrol, guard, and explore.

Maceman - created in the barracks. Can move, attack, pick up items, patrol, guard, and explore.

Archer - created in the barracks. Can move, attack, pick up items, patrol, guard, and explore.

Pikeman - created in the barracks. Can move, attack, pick up items, patrol, guard, and explore. Technology required: A temper iron from the blacksmith, and then halberd is needed.

Knight - created in the barracks. Can move, attack, pick up items, patrol, guard, and explore. Technology required: A plate armor from the blacksmith and a stable are needed.

Longbowman - created in the barracks. Can move, attack, pick up items, patrol, guard, and explore. Technology required: A longbow from the lumbermill is needed.

Crusader – driven by a need to engineer a crusade. Can move, attack, pick up items, patrol, guard, and explore. Technology required: Fanaticism and then a crusade are needed.

Non-military Units

Mage – created in the mage tower. Can move, attack, cast lightning, spawn bats, freeze, spawn stone golems, and make units invisible.

Trader – produced in the market. Can move, begin trade, load units and goods, unload, and explore. Technology required: Trade routes from the merchants' guild are needed.

Priest – created in the church. Can move, explore, heal units, and bless. A church is needed.

Spy – created in the castle. Can move, attack, pick up items, patrol, guard, explore, impersonate, and reveal. Technology required: Espionage from the cathedral is needed.

Spawned Creatures

Bat – spawned by mages. Can move, attack, patrol, guard, and explore. Technology required: Bat summoning-technology is needed.

Stone Golem - spawned by mages. Can move, attack, pick up items, patrol, guard, and explore. Technology required: Stone Golem summoning-technology is needed.

4.1.2 Buildings

Castle – the main building of a kingdom. Creates peasants and spies. A place for storing all resources. Technology available: Architecture, feudalism, and learning.

House – increases the population limit.

Farm – a place for storing food. Creates cattle after the application of the Domestication technology. Technology available: Domestication and rotating fields.

Tavern – a place for gambling, exchanging resources, hiring heroes and mercenaries.

Storage – a place for storing iron and gold. Technology available: More iron and gold.

32

Lumbermill – a place for storing wood. Technology available: Longbow, saw, and crossbow.

Blacksmith – Technology available: Plate armor, scale armor – chain mail, temper iron - halberd.

Workshop – produces ballistas, catapults and heavy catapults. A blacksmith is needed. Technology available: Engineering, cannon towers.

Barracks – produces military units.

Stable – needed for the production of mounted units.

Market – a place for trading resources. Produces a trade caravan. The merchant's guild is needed.

Outpost – a place where military units are healed.

Harbor – produces ships and stores fish.

Cathedral – Technology available: Fanaticism - crusade, inquisition, espionage, healing - medicine, and blessing.

Church – creates priests. A cathedral is needed.

Warriors' Guild – Technology available: Heroism-leadership, warfare tactics, mercenaries-heroes quest, siege-tactics, and bodybuilding.

Traders' Guild – Technology available: Trade routes-map making, usury-gambling, supply storage, bribery, trade taxes. Allows the building of markets.

Mage Tower – creates mages. Technology available: Bats, stone golem, invisibility, lightning, and freeze.

33

4.2 Asian

4.2.1 Units

Peasant – created in the castle. Can move, build, capture, attack, repair, harvest, explore, and carry gold, iron, stone, meat, wood and bribe units.

Military Units

Ronin – created in the barracks. Can move, attack, pick up items, patrol, guard, and explore.

Archer – created in the barracks. Can move, attack, pick up items, patrol, guard, and explore.

Samurai – created in the barracks. Can move, attack, pick up items, patrol, guard, and explore.

Horse Samurai – created in the barracks. Can move, attack, pick up items, patrol, guard, and explore. Technology required: Bushido from the warrior's guild and a stable is needed.

Horse Archer – created in the barracks. Can move, attack, pick up items, patrol, guard, and explore. Technology required: The art of riding from the farm, and the stable is needed.

Ninja – created in the castle. Can move, attack, pick up items, patrol, guard, explore, cloak, and commit murder. Technology required: Ninjas from Shao Linn are needed.

Armored Chariot – produced in the barracks. Can move, explore, attack, patrol, and guard. Technology required: An armored chariot from the blacksmith is needed.

Non-military Units

Mage – created in the mage tower. Can move, attack, turn to stone, produce whirlpools, flame bolts, spawn dragons, and convert manna into experience.

Priest – created from monks. Can move, explore, heal units, and bless. A church is needed.

34

Monk – created in the monastery. Can move, explore, attack, patrol, and guard.

Spawned Creatures

Dragon – Spawned by the mages. Can move, attack, guard, patrol, and explore.

4.2.2 Buildings

Castle – the main building of a kingdom. Creates peasants and spies. A place for storing resources. Technology available: Learning, Buddhism, architecture - the great wall, feudalism.

House – increases the population limits.

Farm – a place for storing food. Creates cattle after the application of the Domestication technology. Technology available: Domestication, rotating fields - irrigation, the art of riding.

Tavern – a place for gambling, hiring heroes and mercenaries.

Storage – a place for storing gold and stone. Technology available: More stone and gold.

Lumbermill – a place for storing wood. Technology available: Saw and crossbow.

Blacksmith – Technology available: Temper iron, scale armor - chain mail, and an armored chariot.

Workshop – produces ballistas, catapults and heavy catapults. A blacksmith is needed. Technology available: Engineering and cannon towers.

Barracks – produces military units.

Stable – needed for the production of mounted units.

Market – a place for trading resources. Produces trade caravans. The merchants' guild is needed.

Outpost – a place where military units are healed.

Harbor – produces ships and stores fish. Technology available: Boarding ram-piracy.

Shao Linn –Technology available: Meditation - philosophy, Kung fu – mastery – tournaments - ninjas, healing - medicine. Technology required: Buddhism is needed.

Monastery– creates monks. Technology required: Shao-Linn is needed.

Warriors' Guild – Technology available: Bushido, heroism – leadership - honor, warfare-tactics - Sun Tzu's book, mercenaries - heroes quest, siege tactics. A blacksmith is needed.

Merchants' Guild – Technology available: Trade routes, usury - banking, jewelry, chemistry – gunpowder - rocket arrow, supply storage-sea food. A tavern is needed.

Mage Tower – creates mages. Technology available: Concentration - hypnotism, whirlpool, flame bolt - dragon, turning people and creatures to stone.

Rocket Tower – Can attack, fire at will, hold fire. Technology required: rocket arrow.

4.3 Arabian

4. 3.1 Units
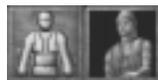
Peasant – created in the castle. Can move, build, capture, attack, repair, harvest, explore, carry gold, iron, stone, milk, meat, wood, and tend cows. They become Jihad warriors.
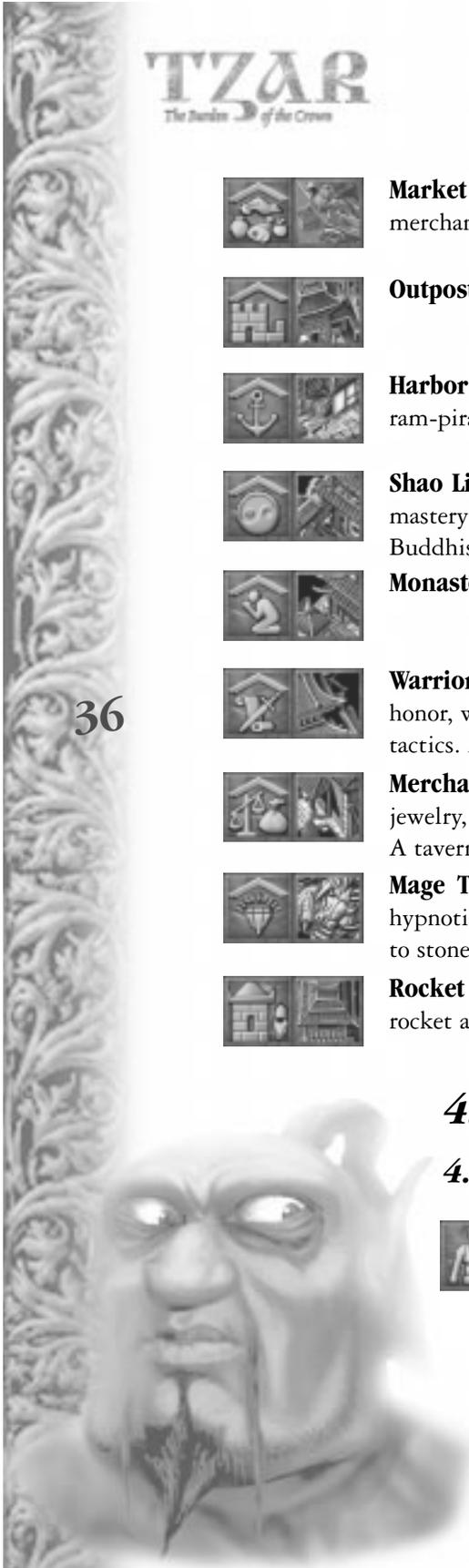
Military Units

Footman – created in the barracks. Can move, attack, pick up items, patrol, guard, and explore.

Archer – created in the barracks. Can move, attack, pick up items, patrol, guard, and explore.

Jihad Warrior – created from peasants with the Fanaticism-Jihad technologies. Can move, attack, pick up items, patrol, guard, and explore.

Cavalry – produced in the barracks. Can move, attack, pick up items, patrol, guard, and explore. Technology required: Stable is needed.

Horse Archer – created in the barracks. Can move, attack, pick up items, patrol, guard, and explore. Technology required: The art of riding from the farm and a stable is needed.

Spearman – created in the barracks. Can move, attack, pick up items, patrol, guard, and explore. Technology required: Halberd from the blacksmith is needed.

Satrap – created in the barracks. Can move, attack, pick up items, patrol, guard, and explore. Technology required: Scimitar from the blacksmith is needed.

Janissary – created in the Barracks. Can move, attack, pick up items, patrol, guard, and explore. Technology required: Janissary from the warriors' guild is needed.

Non-Military Units

Mage – created in the mage tower. Can move, attack, spawn magic carpet, raise the dead, spawn jinn, and create magic vision and rain of fire.

Caravan – produced in the market. Can move, begin trade, load units and goods, unload, and explore. Technology required: Trade routes from the merchants' guild are needed.

Priest – created in the church. Can move, explore, heal units, bless and perform exorcism.

Spy – created in the castle. Can move, attack, pick up items, patrol, guard, explore, impersonate, and reveal.

37

Spawned Creatures

Magic Carpet – spawned by the mage. Can move, attack, load, unload, and explore. Technology required: Magic carpet is needed.

Jinn – spawned by the mage. Can move, attack, load, unload, and explore. Technology required: Magic carpet is needed.

4.3.2 Buildings

Castle – the main building of a kingdom. Creates peasants and spies. A place for storing all resources. Upgrades available: Learning, architecture, and feudalism - slavery.

House – increases the population limit.

Farm – a place for storing food. Creates cattle after using the Domestication upgrade. Upgrades available: Domestication - horsemanship, rotating fields, cow poaching, and the art of riding.

Tavern – a place for gambling, hiring heroes and mercenaries.

Storage – a place for storing iron, gold and stone. Upgrades available: More iron, stone and gold.

Lumbermill – a place for storing wood. Technology available: Saw and crossbow.

Blacksmith – Technology available: Temper iron, scimitar, halberd, scale armor, and chain mail.

Workshop – produces ballistas, catapults and heavy catapults. A blacksmith is needed. Technology available: Engineering and cannon towers.

Barracks – produces military units.

Stable – needed for the production of mounted units.

Market – a place for trading resources. Produces trade caravans. Merchants' guild is needed.

Outpost – a place where military units are healed.

Harbor – produces ships and stores fish. Technology available: Landing tactics, boarding ram - piracy.

Mosque – Technology available: Fanaticism-jihad, espionage, healing, and blessings.

Church – creates priests. Mosque is needed.

Warriors' Guild – Technology available: Heroism – nobility - honor, warfare, mercenaries, heroes' quest, fame, riding horses, janissary, body building.

Traders' Guild – Technology available: Usury - gambling, trade routes - map making, supply of storage, bribery, and ore flotation.

Mage Tower – creates mages. Technology available: Magic carpet - jinn, witchcraft, rain of fire, magic vision, and necromancy.

Mage Workshop – produces magic items. Technology required: Witchcraft from the mage tower is needed.

4.4 Common

4.4.1 Units

Cow – created in the farm. Technology required: Domestication from the farm is needed.

Dwarf – created in the magic gateway. Can move, attack, pick up items, patrol, guard, and explore.

Orc – created in the magic gateway. Can move, attack, pick up items, patrol, guard, and explore.

Ghost – created in the magic gateway. Can move, attack, pick up items, patrol, guard, and explore.

Skeleton – created in the magic gateway. Can move, attack, pick up items, patrol, guard, and explore.

4.4.2 Buildings

Field – allows the production of food.

Dummy – allows units to gain experience. Technology required: Tactics are needed.

Bridge – Technology required: Architecture from the castle is needed.

Wood Wall – upgrades available: Stone wall.

Stone Wall – Technology required: Architecture from the castle is needed.

Wood Tower – can attack. Upgrades available: Guard tower.

Wood Guard Tower – upgrade from the wood tower. Can Attack. Upgrades available: Stone tower.

Stone Tower – upgrade from the wood guard tower. Can Attack. Upgrades available: Cannon tower.

Stone Cannon Tower – upgrade from the stone tower. Can attack, fire at will, and hold fire. Technology required: Cannon tower from the workshop is needed.

Wood Gate – can open and close. Upgrades available: Stone wall gate. Holding the Alt + Ctrl keys can change the direction of the gate to be built.

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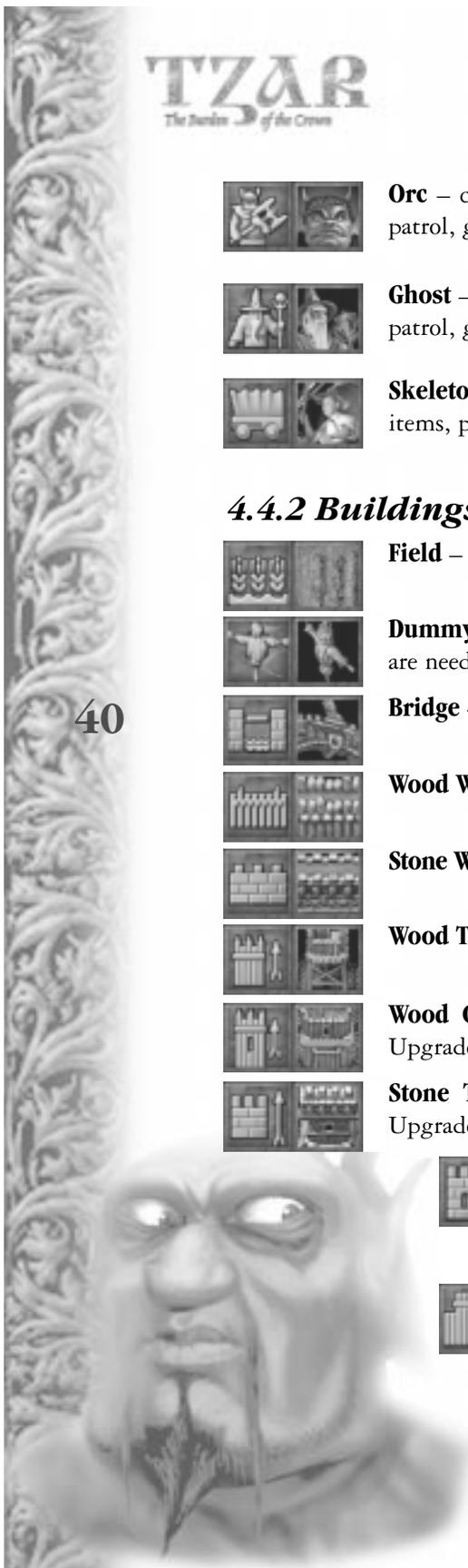
Stone Gate – can open and close. Technology required: Architecture from the castle is needed. Holding the Alt +Ctrl keys can change the direction of the gate to be built.

Magic Gateway – becomes yours once you have found and touched it with a military unit. Allows the summoning of dwarves, orcs, ghosts and skeletons.

4.4.3 Siege Weapons

Siege weapons are produced in workshops. Peasants can repair damaged siege weapons. Select a peasant, click on the Repair button in the Orders Bar and then left-click on the damaged siege weapon, or simply right-click on the one that needs to be repaired. The cursor changes into a Repair-cursor.

Ballista – produced in the workshop. Can move, attack, patrol, guard, and explore.

Catapult – produced in the workshop. Can move, attack, patrol, guard, and explore.

Heavy Catapult – produced in the workshop. Can move, attack, patrol, guard, and explore. Technology required: Siege tactics are needed.

4.4.4 Ships

Ships are produced in the harbors. Destroyed ships will sink. Peasants can repair damaged ships. Select a peasant, click on the Repair button in the Orders Bar and then point at the damaged vessel. The cursor changes into a Repair-cursor.

Galleon – produced in the harbor. Can move, attack, load, unload, begin trade, and upgrade cannons. Technology required: Map making is needed.

Hulk – produced in the harbor. Can move, attack, load, unload, begin trade, and upgrade cannons.

Pinque – produced in the harbor. Can move, attack, load, unload, begin trade, and upgrade cannons.

Fishing-boat – produced in the harbor. Can move, fish and stop.
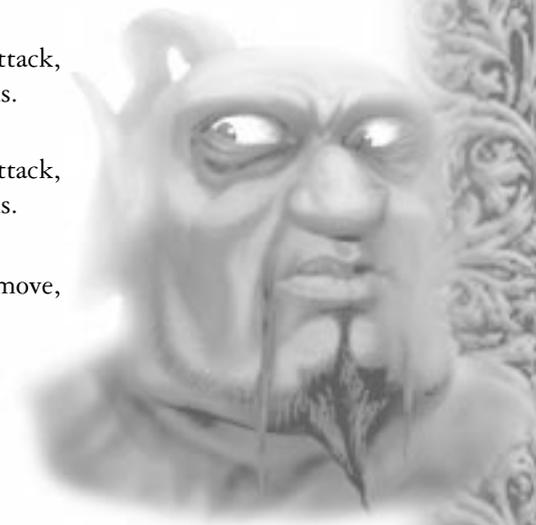
5. Resources

Resources are needed to produce peasants, military units, siege weapons, and ships. They are used to train and upgrade units, erect buildings, and research new technology. Peasants increase your resources by cutting wood, mining gold and stone and tending cows. Fishing boats may be used to gather food from fish patches. Certain types of technology will increase the productivity of the peasants that gather resources. Trade is another way to increase the wealth of a kingdom.

There are four types of resources in *TZAR*.

Gold – appears as golden rocks on the map. Gold is needed to research technologies.

Stone – appears as rocks on the map. Stone is needed to build some buildings and structures.

Wood – appears as trees on the map. Wood is needed to erect buildings and produce fields.

Food – can be collected by peasants (working in the fields, tending cows) or fishing-boats (fishing in the sea). Food is vital for the production of units and some of the buildings.

Each location contains a certain amount of the resource when mining gold or stone. Fields produce unlimited amounts of food, but require constant care. If they are neglected, they will disappear. Click on a location to see the amount of resources it contains. The amount appears in the Selection View as a number.

6. Items

Items are small objects on the map. Units can pick them up and use them. Certain buildings will yield items. Only the Arabian mages are able to produce items in the magic workshops, and that may take place only after they have discovered the necessary technology. There are several categories of items:

Weapon – Increases the attack parameter of the owner

Armor – Increases the defense parameter of the owner

Spell Books – Give the ability to the owner to cast spells. Each scroll has charges

Scrolls – Text used in stories

Potions – Heal the owner

Resource Items – Some amount of resources

There are no Items impossible to build, but better Items cost more and take more time to be produced.

6.1 Producing Items

Note: only the Arabian Civilization can produce items.

- Select a Magic Workshop
- Click on the Build Magic Item Order Button
- The menu for producing Items appears
- Choose the type of object to be produced
- Choose the amount of gold you are ready to spend

Select Start to produce the Item

Select Cancel to quit

7. Trade

Trade is an alternative way to gather resources. It allows you to exchange Food, Wood, Gold, Iron and Stone with other Kingdoms or perform trade between your own markets.

Traders and/or ships perform it. In order to trade you have to research the Trade Routes technology in the Merchants Guild. It enables you to create traders in Markets and to trade with ships. The trading unit cycles between two markets (or harbors) carrying goods in 2 directions.

For example: One caravan brings wood from Market A and unloads it at Market B. From Market B it loads stone and unloads it at Market A. The profit depends on the distance between the two markets and the quantity of carried resources. The higher the distance is - the bigger the profit. You can choose the type of the profit you win – Gold, Stone, Wood or Food.

Performing Trade

Traders or Ships perform trade in Markets and/or Harbors

Click on the Trade order in the Orders Bar

- Select a trader or a ship
- Click on the location indication in the Trade menu – the cursor changes
- Select the starting Market or Harbor
- Select the type of resources you want to carry from it
- Select the destination Market or Harbor
- Select the type of resources you want to carry back
- Select the amount you want to trade

Click the Start Button to start trading

Click the Cancel Button to quit

43
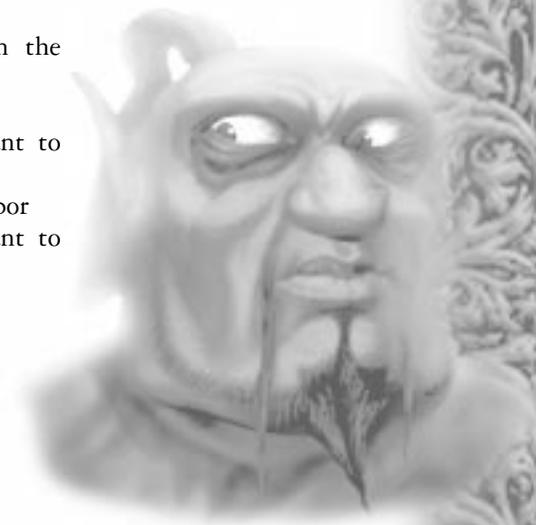
Converting Resources

Converting resources is performed in Taverns
- Select a tavern

Click on the Trade order in the Orders Bar

- Select the type of resources you want to give
- Select the amount you are ready to give
- Select the type of resources you want to receive
- The proportion is 1/10 – you give ten times more than you receive

Click the Start Button to start trading

Click the Cancel Button to quit

8. Diplomacy

Each player can choose his Diplomatic Stance toward the other players. The three states are Allies, Enemies and Neutral.

Ally – Military units do not attack other players' buildings and units

Enemy – Military units attack all buildings and units in their sight

Neutral – Military units attack only Military units in their sight

Two players can take different stances toward each other.

For example: Player A has chosen to treat Player B as an ally, and Player B has chosen to treat player A as an enemy. When Player B's units attack Player A's units, Player A's units will not attack back. A half lit button indicates that two players have different stances toward each other.

Allied victory – In allied Victory the Players can choose to win (or lose) as a team. The Player who achieves the Victory condition(s) wins the game for all allies.

Tribute – It is possible to send resources – Gold, Food, Stone or Wood to any other player in the game. If you launch the Tribute Screen – you can choose the type and the amount of resource to be sent to any player. Left clicking on the amount increases it, and Right clicking decreases it.
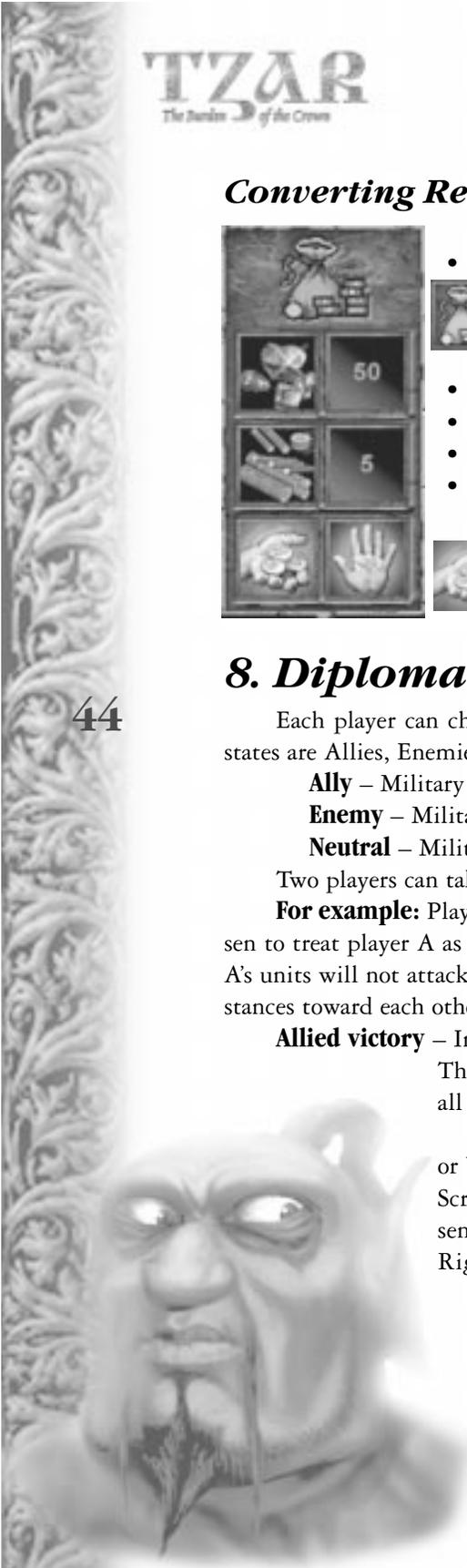
9. Gambling

Gambling is performed in taverns. You need to have the Gamble technology from the Merchants' Guild researched, after researching the Usury technology.

- Select a Tavern

Click on the Gamble Button in the Orders Bar

- Select the type of resource you want to put down
- Select the amount of resource you want to put down
- Select the proportion

Click Gamble to start.   *Click the Cancel Button to quit*

10. Getting a Loan

You can get loans in taverns. You have to research the Usury technology in the Merchants' Guild first. The amount of the resource you can borrow is increased with time.

For example: The starting amount you can get is 1000. Once you have taken and returned it, the next amount you can get is increased to 1200 after some time.

- Select a Tavern

Click on the Get Loan Button in the Orders Bar

- Select the type of resource you want to borrow in the Orders Bar
- The amount you can receive from the chosen resource is displayed in the bottom left corner of the view
- You have to return the loan you have taken, in order to get a new one

Gold   **Stone**   **Food**   **Wood**

To return a loan – click on the Return loan Button in the Orders bar of the tavern

VI. Researching Technologies

Technology is the main driving force that determines the rise and fall of a civilization. It is a key factor for survival, expansion and dominance over less advanced cultures. New buildings, units and technology become available as you advance through the game. The various types of technology form a complicated structure called the Technology Tree. It shows the technological paths you can pursue in *TZAR*. Every structure has its unique place in creating a powerful kingdom. By creating different edifices, the player gains several developmental options to choose from. The level of technology available will depend on the selected civilization. Each of the three civilizations in *TZAR* possesses its own distinct Technology Tree:

European

1.1 Castle

Feudalism – makes the creation of cheaper peasants possible.

Architecture – the building of structures becomes faster. Makes the building of stone walls, gates and bridges possible.

Learning – increases the amount of experience that can be gained and makes the building of the warriors' guild possible.

1.2 Farm

Rotating Fields – makes the peasants obtain more food from the fields.

Domestication – makes the creation of cattle possible.

1.3 Blacksmith

Plate Armor – makes the creation of knights possible.

Temper Iron – increases sword-attack damage. Makes the creation of the Halberd technology possible.

Halberd – makes the creation of pikemen possible.

Scale Armor – increases infantry units' defense. Makes the creation of the Chain mail technology possible.

Chain Mail – increases infantry units' defense.

1.4 Lumbermill

Longbow – makes the creation of longbowmen possible.

Saw – increases wood production.

Crossbow – increases arrow attack damage.

1.5 Storage

Stone Mining – increases stone production.

Gold Mining – increases gold production.

1.6 Workshop

Engineering – increases damage done by catapults and heavy catapults.

Cannon Towers – makes the construction of cannon towers possible.

1.7 Warriors' Guild

Heroism – makes the gaining of unlimited experience and the creation of heroes possible. Accesses the creation of the Leadership technology.

Leadership – makes the units around a hero gain experience along with him. Accesses the creation of the Honor technology.

Honor – increases the attack damage of heroes, when fighting other heroes.

Warfare – speeds up the learning of units. Accesses the creation of the Tactics technology.

Tactics – increases the speed of learning.

Mercenaries – makes the recruitment of small groups of soldiers in the taverns possible. Accesses the creation of the Heroes' quest technology.

Heroes' Quest – makes the recruitment of heroes possible. Accesses the creation of the Fame technology.

Fame – enables the recruitment of more, and better, mercenaries who will be cheaper and more experienced.

Siege-tactics – makes the building of heavy catapults possible.

Body Building – hit points are increased as the unit gains experience.

1.8 Harbor

Landing Tactics – makes the loading of more troops onto ships possible.

1.9 Cathedral

Fanaticism – increases all buildings' resistance. Accesses the Crusade technology.

Crusade – makes the engineering of a crusade possible.

Espionage – makes it possible to create spies.

Inquisition – increases the Exorcism spell effect.
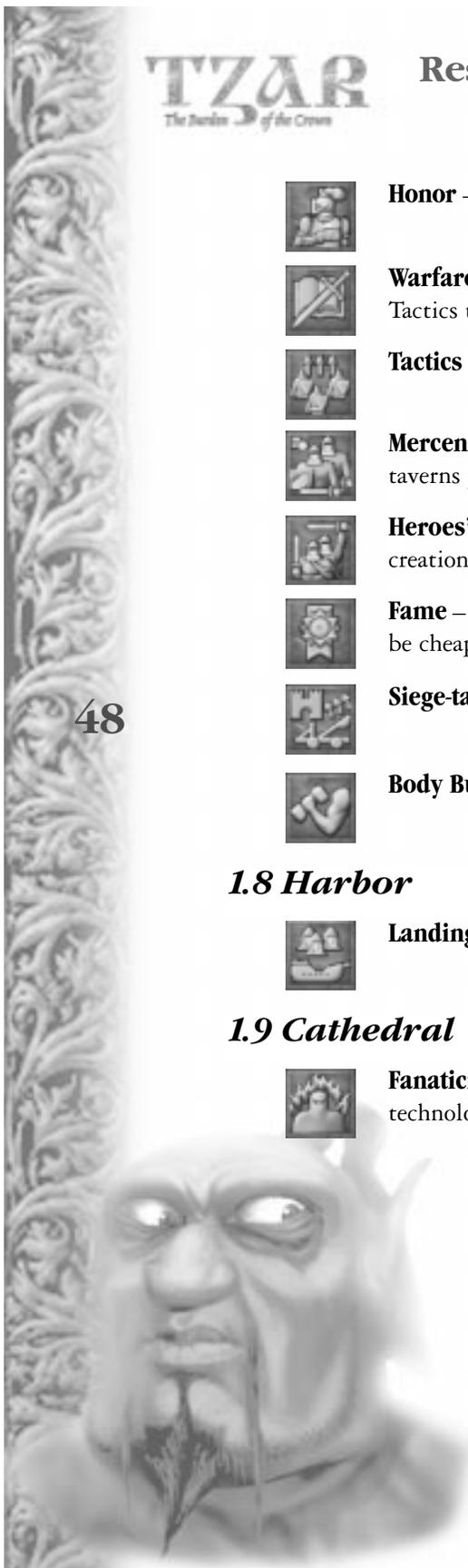
Bless – accesses the Blessing spell, which increases the units' attack damage.

Healing – accesses the Healing spell and the Medicine technology.

Medicine – enables the priest to heal from a greater range.

1.10 Merchants' Guild

Trade Routes – enables you to produce caravans and trade with ships. Accesses the Map making technology.

Map Making – makes it possible to build galleons.

Usury – enables you to get loans. Accesses the Gambling technology.

Gambling – allows you to gamble with dice.

Supply Storage – increases the population limit.

Bribery – allows you to bribe enemy units.

Trade Taxes – makes the markets produce a certain amount of resources for an established period of time.

1.11 Mages' Guild

Bat – allows the mages to summon bats. Accesses the Stone golem technology.

Stone Golem – allows you to build stone golems

Invisibility – enables you to make units invisible.

49

Lightning – accesses the Lightning spell.

Freeze – accesses the Freeze spell.

2. Asian

2.1 Castle

Feudalism – makes the creation of cheaper peasants possible.

Architecture – the building of structures becomes faster. Makes the building of stone walls, gates and bridges possible.Accesses the creation of the Great wall technology.

Great Wall – gives stone walls and towers more hit-points.

Learning – accesses the increased gaining of experience and the building of the warriors' guild.

Buddhism – increases the buildings' resistance. Makes the building of the Shao Linn monastery possible.

2.2 Farm

Rotating Fields – makes peasants obtain more food from the fields. Accesses the creation of the Irrigation technology.

Irrigation – makes peasants obtain more food from the fields.

Domestication – makes the creation of cattle possible.

Art of Riding – allows the creation of horse archers.
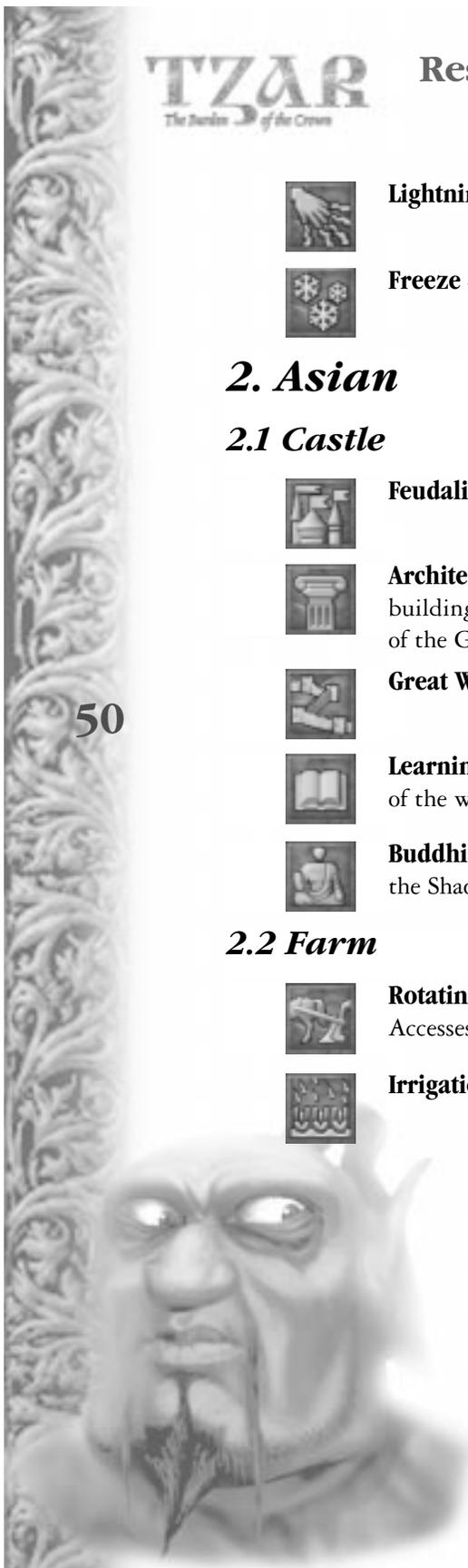
2.3 Blacksmith

Temper Iron – increases sword attack damage.

Scale Armor – increases infantry units' defense. Accesses the creation of the Chain mail technology.

Chain Mail – increases infantry units' defense.

Armored Chariot – makes the production of armored chariots possible.

2.4 Lumbermill

Saw – increases the production of wood.

Crossbow – increases arrow attack damage.

2.5 Storage

Stone Mining – increases the production of stone.

Gold Mining – increases the production of gold.

2.6 Workshop

Engineering – increases the attack damage of catapults and heavy catapults.

Cannon Towers – allows the construction of cannon towers.

2.7 Warriors' Guild

Heroism – permits warriors to gain unlimited experience which leads to heroes. Accesses the creation of the Leadership technology.

Leadership – makes the units around a hero gain experience along with him. Accesses the creation of the Honor technology.

Honor – increases the attack damage of heroes, when fighting other heroes.

Warfare – speeds up the learning of units. Accesses the Tactics technology.

Tactics – increases the speed of learning. Accesses the Sun-Tzu's book technology.

Sun-Tzu's Book – speeds up learning.

52

Mercenaries – permits the recruitment of small groups of soldiers in the taverns. Accesses the creation of the Heroes' quest technology.

Heroes' Quest – makes the recruitment of heroes possible.

Siege-tactics – makes the building of heavy catapults possible.

Bushido – enables the creation of horse samurai.

2.8 Shao Linn Monastery

Meditation – makes the creation of monks cheaper. Accesses the Philosophy technology.

Philosophy – creates new monks at a higher experience level.

Kung-Fu – increases the attack of all Kung-Fu units/peasants, monks and priests.

Ninjas – makes the creation of ninjas possible.

Mastery – allows priests to train Kung-Fu units and to convert mana into experience.

Tournaments – makes it possible to share Kung-Fu experience.

Healing – accesses the Healing spell and the Medicine technology.

Medicine – enables priests to heal from a greater range.

2.9 Merchants' Guild

Trade Routes – enables you to trade with ships and peasants.

Usury – enables you to get loans. Accesses the Banking technology.

Banking – adds a certain amount to the resources found in the treasury in an established period of time.

Supply Storage – increases the population limit. Accesses the Seafood technology.

Seafood – increases the population limit

Jewelry – Allows you to sell and buy artifacts. Accesses the Chemistry technology.

Chemistry – makes flaming arrows with more attack points. Accesses the Gunpowder technology.

Rocket Arrow – makes the building of rocket towers possible.

2.10 Mages' Guild

Concentration– boosts the restoration rate of all mana units. Accesses the Confusion technology.

Confusion –Makes possible the casting of the Confusion spell. Units affected by this spell become hostile to all other units for a certain period of time.

Whirlpool – makes the Whirlpool spell to destroy ships possible.

Flame Bolt – makes the Flame bolt spell possible – a blast of fire. Accesses the Dragon technology.

Dragon – allows the mages to spawn dragons.

Turn To Stone – makes it possible to cast the Turn to Stone spell.

3. Arabian

3.1 Castle

Feudalism – makes the creation of cheaper peasants and the Slavery technology possible.

Slavery – makes the creation of cheaper peasants possible.

Architecture – the building of structures becomes faster. Makes the building of stone walls, gates and bridges possible.

Learning – makes the gaining of higher experience and the creation of the warriors' guild possible.

54
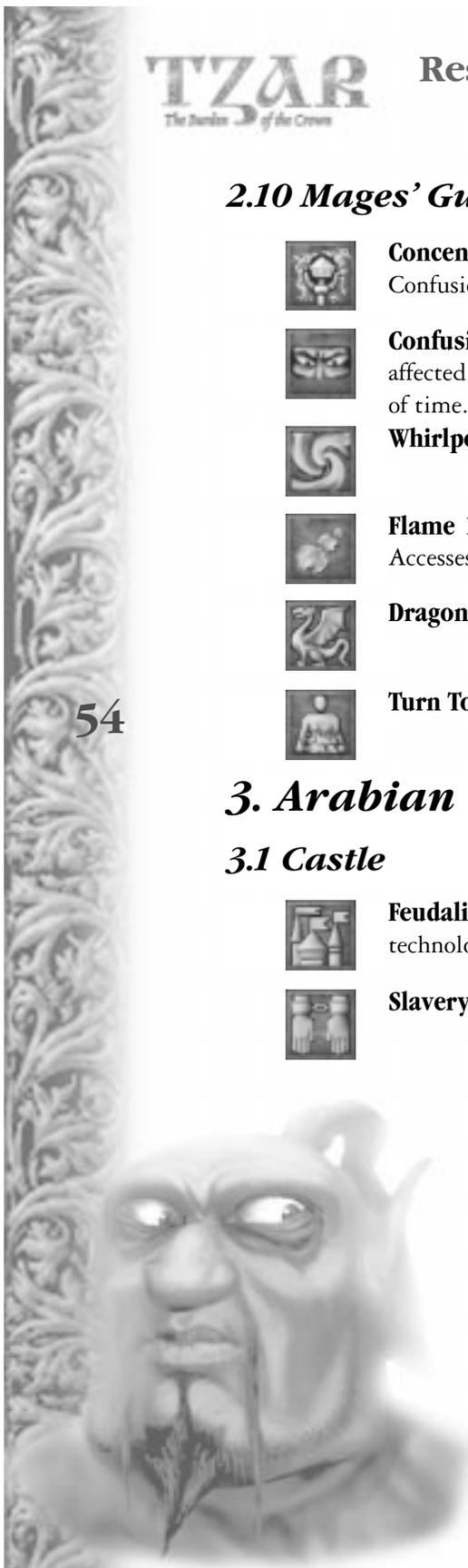
3.2 Farm

Rotating Fields – makes the peasants obtain more food from the fields.

Domestication – makes the creation of cattle and the Horsemanship technology possible.

Horsemanship – makes mounted units cheaper.

Cow Poaching – peasants can steal cows.

Art of Riding – makes the creation of horse archers possible.

3.3 Blacksmith

Temper Iron – increases sword attack damage. Accesses the creation of the Scimitar technology.

Scimitar – makes the creation of satraps possible and increases the sword attack damage.

Scale Armor – increases infantry units' defense. Accesses the creation of the Chain mail technology.

Chain Mail – increases infantry units' defense.

3.4 Lumbermill

Saw – increases the production of wood.

Crossbow – increases arrow attack damage.

3.5 Storage

Stone Mining – increases the production of stone.

Gold Mining – increases the production of gold.

3.6 Workshop

Engineering – increases the attack damage of catapults and heavy catapults.

Cannon Towers – makes the construction of cannon towers possible.

3.7 Warriors' Guild

56

Heroism – makes the gaining of unlimited experience and the creation of heroes possible. Accesses the creation of the Leadership technology.

Leadership – makes the units around a hero gain experience along with him. Accesses the creation of the Honor technology.

Honor – increases the attack of heroes, when fighting other heroes.

Warfare – speeds up the learning of units.

Mercenaries – permits the recruitment of small groups of soldiers in the taverns. Accesses the creation of the Heroes' quest technology.

Heroes' Quest – makes the recruitment of heroes possible. Accesses the creation of the Fame technology.

Fame – makes it possible to recruit more and better mercenaries who will be cheaper and more experienced.
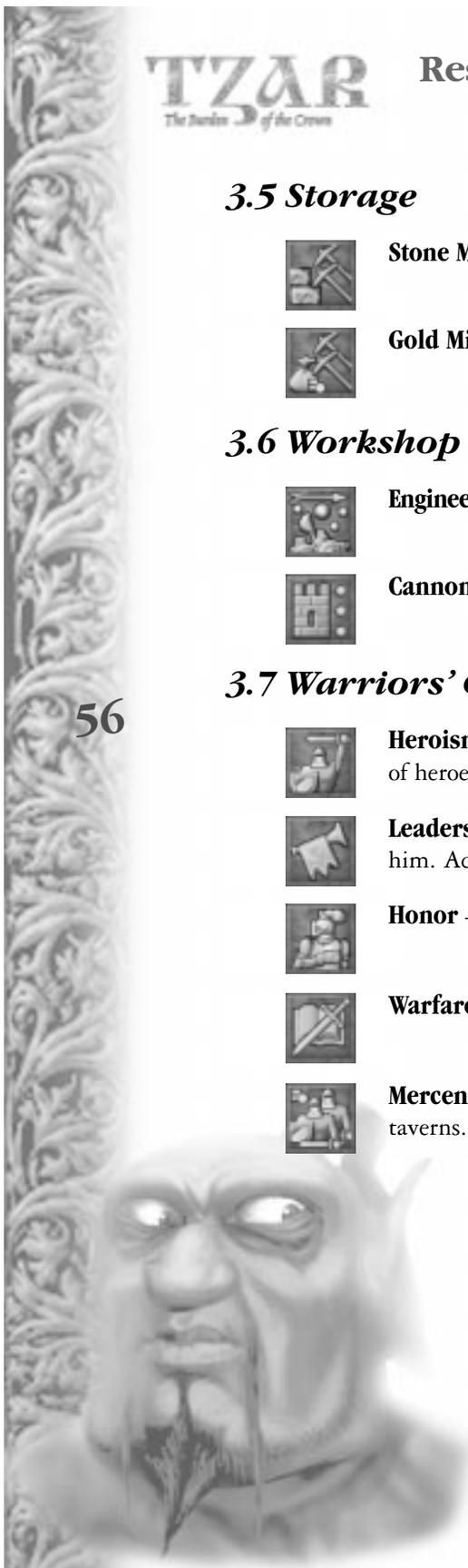
3.5 Storage

Riding Hordes – increases all mounted units' attack and defense skills. Accesses the Janissary technology.

Janissary – makes it possible to produce the janissary unit.

Body Building – hit points are increased as the unit gains experience.

3.8 Harbor

Landing Tactics – allows the player to load more troops onto ships.

3.9 Mosque

Fanaticism – increases all buildings' resistance. Accesses the Jihad technology.

Jihad – makes it possible to convert peasants into Jihad warriors.

Espionage – makes it possible to create spies.

Bless – makes the Blessing spell possible, which increases the units' attack.

Healing – makes the Healing spell possible.

3.10 Merchants' Guild

Trade Routes – enables you to produce caravans and to trade with ships. Accesses the Map making technology.

Map Making – makes it possible to build galleons.

Usury – enables you to get loans. Accesses the Gambling technology.

Gambling – allows you to gamble with dices.

Supply Storage – increases the population limit.

Bribery – makes it possible to bribe enemy units.

Ore Flotation – makes mining of resources more efficient.

3.11 Mages' Guild

Magic Carpet – allows mages to summon magic carpets. Accesses the Jinn technology.

Jinn – makes it possible to summon jinns.

Witch Crafts – enables you to build a mage workshop and to produce items.

Rain of Fire – makes it possible to cast the Rain of Fire spell.

Magic Vision – makes it possible to cast the Magic Vision spell in which eagles and other units are able to repeal a fog.

Necromancy – makes it possible to create a skeleton unit from a dead unit.

Hints About Gameplay

- Use the left mouse button to select objects.
- With the right mouse button you can give the selected units orders – to chop trees, attack enemies or to simply go in a certain direction.
- Items lying on the ground can be taken by issuing the "pick-up" order.
- Every picked up item can be examined by opening the unit's inventory – click on the eye near the order buttons.
- Certain items like swords, bows and shields, enhance the unit's characteristics. For instance, sword items increase the unit's ability to attack.
- Some items must be used, such as the Fire Rain spell book. View the unit's inventory, then click on the Fire Rain icon and Left click on the screen where you want the Fire Rain to fall. This produces a rain of fire on any units in the location selected (including your own!).
- Right clicking cancels building/item placement and most of the commands.
- All technologies cost gold.
- Your units can gain experience. Each experience point adds one point to the attack and half a point to the defense parameter.
- Some units have bonuses and/or penalties against certain other unit types. Some of the most important are:
    - Catapults are extremely good against ships, towers, other catapults, and buildings
    - Pikemen are extremely good against chariots and mounted units
    - Macemen are good against catapults and ballistas
    - Arrows are bad against pikemen and chariots
    - Priests are very good against mages and magic creatures
    - Dwarfs are excellent against buildings.

Hot Keys

F1 – opens menu screen
F2 – opens save dialog
F3 – opens load dialog
F4 – shows scores
F5 – shows the diplomacy screen

F6 – shows the tribute dialog
F8 – shows current objectives
F9 – options screen
F10 – same as **F1**
F11 – takes a snapshot of the game

Double Clicking on a unit – selects all units of the same type on the screen
Control + Double Click – selects all units of the same type and with the same current state which can be commanded by the player on the screen
Alt + Double Click – selects all either military or non military units which can be commanded by the player on the screen
Alt + Control + Double Click – selects all either military or non military units with the same current state, which can be commanded by theplayer on the screen,
Control + Digit(1-9) when units are selected – Assigns the digit to this selection group

59

TZAR
The Burden of the Crown

Digit (1-9) selects a group previously defined with Control + Digit

Control + 0 – removes the assigned number to the selected units.

Right Clicking when a unit is selected – performs the unit's default action at the desired location

Right Clicking on an item in an object's inventory – drop the item

Left Clicking on an item in an object's inventory – use the item

Control + Left Click on an item in an object's inventory – instant item use

Control + Right Click on an item in an object's inventory – instant item drop

Alt + Left Click on an item in an object's inventory – makes item the default item

Enter – shows chat dialog

Space – centers selected object on screen

Backspace – instant use of the unit's default item

Escape – deselects currently selected unit or shows previous menu

Home – centers on the building in which the latest technology was researched or the last unit was produced

Page Down after Home was hit – shows the next event

Page Up after Home was hit – shows the previous event

Shift + Home – centers on the last location received on the screen

Shift + Page Down after Home was hit – shows the next location

Shift + Page Up after Home was hit – shows the previous location

Delete – deletes your unit/building (does not apply to units not of your kingdom)

Plus – increase game speed

Minus – decrease game speed

Slash (\) – shows the trees translucently so the player may see the units (or other objects) beneath them

Backslash (/) – shows the inventory of the selected object

Less then (<) – move to the previous page in the object's inventory

More than (>) – move to the next page in the object's inventory

Tab – shows an individual unit when multiple units are selected

Reverse quotes (`) – shows (while the key is pressed) the object's health bars

Control + Reverse quotes – switches object's bars on/off

Shift + Home – centers the view on last location sent

Control + Home – same as above but selects the building/unit as well

Control + Enter – sends current location to other players (location is visible on mini map)

Control + Right Click when unit is selected – performs move advance on the selected units

Control + Shift + Right Click when unit is selected – performs move advance with way points

Alt + Right Click when unit is selected – move sneak

Alt + Shift + Right Click when unit is selected – move sneak with way points

Control + Right Click when building is selected – sets rally point

Alt + Right Click when building is selected – sets rally point with default action

Control + Alt + Right click when building is selected – sets rally point with move advance