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Background – A Mythic Britannia

“It all began in the age of legends, when the land of Britannia awaited a new king...

After the great Uther Pendragon died, every lord in his strong castle yearned to be a king, and the realm suffered for a long while. Then Merlin summoned all these mighty nobles, and he would do a great miracle, to show who should be rightful king of this realm. And where all the powerful gathered, eager to know and curious to see, there was seen in the cathedral, against the high altar, a great marble stone; and in the middle was an anvil of steel a foot on high, and therein stuck a fair sword, and letters there were written in gold on the sword that said thus: – Whoso pulleth out this sword of this stone and anvil, is the rightful born king of all England.

Then all the kings set against the sword, but only young Arthur, foster child of Sir Ector could pull the magic weapon out of the stone. Unknown to him, he was the true son and the rightful heir to Uther Pendragon. He was the one fated to be the ruler of Britannia.

And then, in that instant, everything changed.



Like a cut that severed all the threads in the tapestry of the worlds or a curse that undid whatever magic that held the world together, young Arthur and his simple act changed Britannia forever. There was no need for great apparitions – every living soul simply knew that the age of wonders was upon them.

In the wilderness monsters woke from their sleep and the air crackled around ancient stone circles. Pagan shamans began praying again to gods long thought dead. In the north all the savage tribes gather around a new flag, in the south strange creatures lurk in abandoned forts. Somewhere in the depths of the ancient tunnels of Wales something stirs and the believers of the old Roman ways gather strength.

And then on the following day they came to Arthur's court. They seemed like giants, wearing black steel and strange weapons. They were powerful and invincible warriors and people called them the Knights. No one knew who they are. No one knew where they had come from.

But they might be Arthur's only hope to stand against the coming tide of mayhem and awe."



Campaign Map

What is the Campaign Map?

The **Campaign Map** of King Arthur is the fabulous island of the mystical Britannia, a fully three dimensional map with rivers, forests, marshlands, towns and legendary places. You can also see the borders of the different provinces, but the locations of the opposing armies are hidden until you get close. The Campaign Map is where you lead the knights of the Round Table with their armies to explore and recruit, to visit locations where they embark on adventures. This is where they will meet other armies, and when they clash, the battles will take place on the **battlemaps** unique to the province where they currently are.

The beginning of the game

Background

You are King Arthur, the Once and Future King.

His legend is as ancient as the realm of Britannia itself. It tells of the arrival of a great king who will unite the warring kingdoms of the land and bring peace and prosperity to all. The Once and Future King will use a mighty sword that's called Excalibur; and although he will not recognize Excalibur at first, the sword itself will be his very first challenge to prove that he really is the Once and Future King. One day he will be led to a great slab of stone with a sword stuck fast in it, that is, unknown to him, Excalibur – and if he can pull the sword out of the stone, he is the Once and Future King.

It's an old tale though, and most people had ceased to believe in the Once and Future King – at least until the miraculous changes of the present. And all the kings of the small kingdoms scattered around Britannia also claim to be the legitimate rulers of the land.



Important note: you, the player are King Arthur. As an omnipotent, all-seeing, all hearing leader you rule over Britannia, your vassals and knights. You don't participate in actual battles and you send your heroes to represent you everywhere. King Arthur doesn't appear in the game as a controllable character.

The first steps on the road

When King Arthur pulled the sword out of the stone – the mighty Excalibur that lost its powers afterwards – he proved that the magic sword had created him the Once of Future King. However, there are many who don't believe it.

In the tumultuous aftermath of the Miracle, powerful kings gather their forces to battle for Britannia. They say that the Excalibur has no power, and so Arthur can't be the promised king. King Ryons in Wales and the king of the Saxon provinces are both preparing to go to war, while deep in the mysterious Bedegraine Forest, in the middle of Britannia, something primeval stirs...

Arthur's task is to gather an army and find the champions who could lead these soldiers into battle. The champions will be his knights of the Round Table – the powerful heroes of this new age.

Movement on the Campaign Map

Choosing armies: *left click* on the banner of the chosen army or the icon that symbolises that army.

Movement and attack: *right click* on the target. One right click will show the road leading to the target, the next click sets the army moving. A right double click will do both these actions in one. If you click out of a moving army, the army will stop. If you find the army movement too slow, you can reset the army speed in the Options.



Information Panel: When you move the mouse over something, you'll see the relevant information at the bottom of the screen and you get additional information in the pop-ups if you move the cursor over the icons on the Information Panel. If you skip the tutorials, this panel and the pop-ups will be your source of information.

The Circle Menu: If no army is selected, a right click on the map brings up the Circle Menu. Depending on where you clicked, you'll have various options

on the Menu. A right-click on a province gives information, while clicking on a settlement location offers the recruitment option.

The Circle Menu of an army allows several options: Disband Army, Divide Army, Army Management or, on a settlement location, the Fill up ranks option.

Notifications: you'll frequently get messages about the important events in the game that appear on the left side of the screen while you are on the Campaign Map. Click on one of these messages to open the screens giving more detailed information. E.g. when you get a notification about someone gaining a new level in your army, you can click on the message to go to the management screen to decide how to deal with the level up.

Seasons

The game play on the Campaign Map is turn-based. One turn equals one season. All the four seasons are radically different from each other in terms of visual representation and gameplay elements.



You can see the current season in the upper left hand corner. Move your pointer over it to get more detailed information. Press End turn (lower right corner) to move on to the next Season.

Spring

The beginning of the year, when new quests and new characters appear on the map. After harsh winters spring might start with an uprising of the hungry subjects of the realm. Spring is the timeliest season to go adventuring. Requests for ransom also arrive in spring.

Summer

This is the time for military campaigns, when the weather is more suitable for long marches and waging battles. During the summer season heroes and armies have more movement points (x1.5) than during autumn or spring.

Autumn

The time of harvest and preparation for the coming winter. Autumn is the last chance to go into battle (to conquer or liberate provinces) as armies cannot move in the winter.

Winter

This is the bleak season when heroes gather strength, so the results of advancing levels become available here and taxes arrive from the provinces. Taxes arriving from the provinces go into the treasury. During the winter season the heroes can be advanced. This is the only time you can give orders to build or research, or to set the taxes for the next year. Neither armies nor heroes can move in the winter.

Resources

Gold

This is the basic resource that is used for buying new units, structures and upgrades and for the upkeep of units.



There are numerous sources from which to gain Gold:

- Taxes from the provinces (population of the province affects it) (winter)
- Income from the trade of the provinces (all seasons)
- Income from mines (all seasons)
- Accomplishing quests (spring, summer, autumn)
- Loot from the victorious battles (spring, summer, autumn)
- Ransom for captured heroes (spring)

Food

Food is used to feed the armies (their upkeep) and boost the growth of the population in the provinces (if the production balance is positive). Provinces also produce food to meet their own needs, but a bad harvest can lead to riots, when only the royal reserves can help the starving population. Sources of Food income:

- Food taxes from the provinces (population and climate of the province affects it) (winter)
- Trade of the provinces (all seasons)
- Accomplishing quests (spring, summer, autumn)
- Loot from victorious battles (spring, summer, autumn)
- Ransom for captured heroes (spring)

Armies

By our definition, an army is a group of units and heroes on the Campaign Map that moves as one. An army can contain a maximum of 16 units, counting regular units and heroes together. Armies cannot move without being led by a hero.

On the Army Management Screen you can see the knight(s) and his (their) units, the current morale and the army strength. You can attach a single unit to the Knight (you can see the link tying the unit and the hero together), these are his bodyguards. Some heroes can have traits that don't allow specific units as bodyguards (e.g. a hero with Warg Blood is highly effective against riders, but as horses can't stand his animal nature he can't lead any cavalry units). You can switch units by dragging and dropping. Double clicking on any unit opens a detailed information panel.

Filling up the ranks: you can fill up the ranks of a damaged unit with new soldiers by dragging and dropping another unit of the same type onto the depleted one. The level of the merged unit is the average level of the two original units, but you can spend Gold and Food to “quick train” the units with the lower level to the level of the experienced units. The more soldiers were in the experienced unit the less the training costs.



Movement

Armies have a certain amount of movement points every turn which is modified by:

- abilities and skills (of the Army Leader)
- artefacts (of the Army Leader)
- events
- seasons (no one moves during the winter season; in the summer heroes and armies have more movement points)

The Campaign Map is a web of numerous hexagonal sheets which are invisible to the player. Crossing a “hexa” requires a certain amount of movement points, depending on the actual terrain type (e.g. a swamp or a mountain area requires more, roads require less movement points)

Morale

This is the level of satisfaction of the soldiers in the army. Morale has a very strong impact on the Victory Bar and fighting system of the battle (Battle / Victory Conditions).

Several factors modify the Morale of the army:

- abilities and skills (of the Army Leader)
- artefacts (of the Army Leader)
- special events

Morale decreases if the army

- loses a battle (-20)
- retreats (-10)
- lacks enough food and gold for its upkeep (-20)
- has units with opposing Morality (-10 / each unit with the Morale in minority)

Morale increases if the army

- wins a battle (+10)
- does not move for a whole year (+5)

When the Morale of an army falls to 0, the army is disbanded.

Army Leader

Several heroes can join an army but only one of them can be appointed (by the player) as the Army Leader. Only the Army Leader's abilities, skills, artefacts, etc. affect the traits of the whole army (e.g. the Leadership ability reduces the Upkeep Cost of the whole army).

Upkeep Cost

All units of an army have a given Upkeep Cost (Gold + Food but with more emphasis on the Food) which is automatically paid in every turn. Elite and upgraded units may have dramatically higher Upkeep Cost than the basic ones. When you can't pay the upkeep of the army for a turn, the Morale of that army drops by 20.

Recruitment

The recruitment of a new army and filling up the ranks of an existing army is available at occupied locations (settlements or Strongholds) that have the "Recruitment available" option. The player can form an army by selecting from the available units and paying the cost of the recruitment so the army will be available by the end of the recruiting time.



Available units: At the beginning of the game the number of the available unit types is pretty limited, but with the changes to the Morality, the unlocked upgrades make more and more unit types available. Certain units are locked to special objectives and become available after the player completes the given objective. Some quests and other events grant units which are still unavailable in the recruitment phase.

Recruitment cost: All unit types have a given recruitment cost (Gold + Food but with more emphasis on the Gold). The cost of filling up the place of lost soldiers in a unit is relative to the number of the lost soldiers. The fill-up cost of experienced units is higher but they always keep their experience level.

Recruitment time: The time required for recruitment depends on the size of the army and the “Military” factor of the given province.

The available units are at the bottom left of the screen, while your current army is displayed in the right panel. Use double click or the “Recruit” button next to the chosen new unit to recruit or you can also drag and drop. You can withdraw the selected recruitment by pressing the “Cancel Recruitment” button.



You can fill up the ranks of a damaged unit with the “Fill up ranks” button on the right side of the selected unit(s) or you can use the “Fill up all ranks” button if your Treasury allows for complete enlistment. After you have chosen those who you would like to enlist, the actual recruitment begins. The army withdraws into a tent for the duration of the recruitment phase. You can always see how many turns are left.

Army actions

Six army actions are available (apart from the attack or move orders), but only the Ambush and Extended Deploy Zone orders are available straight away - the others become available if the player reaches certain milestones on the Morality Chart.

You can activate the various army actions from the Circle Menu. Ambush will be the first action, but as your Morality changes, more new actions become available. Activating an army action is only available if the army hasn't moved in the season yet and it costs the army all of its movement points. After you have chosen who you would like to enlist, the actual recruitment begins. The army withdraws into a tent for the duration of the recruitment phase. You can always see how many turns are left.

Extended Deploy Zone: Available to a defending army if it has stayed at least four turns in the same place. If such an army is attacked it is allowed to choose the battlefield and start the battle with an extended deployment zone on the battlefield which gives it a definite advantage.

Ambush: If the army is located in one of the forests of the Campaign Map it goes to ambush status. The enemy kings don't see it on the map and can attack nearby armies with the advantage of getting a favourable deploy zone in the battle around the opposing units who lose their deploy phase.

Training: In the next season the given army can't move and upkeep costs increase by 20%. In the season after that, it gains +20% Morale and +50% Movement points.



Furlough: This involves half of the upkeep costs over the next year but the unit can't move and if it is attacked, only half of the units will fight. Also, the province won't produce any Food or Gold.

Looting: Upkeep cost is zero. Own province suffers -4 Morale in every season. In enemy provinces 0-10% soldiers die due to the resistance every season. In allied provinces this action is forbidden.

Forced Recruit: All damaged units will be fully filled up for free. The province's Military Potential will reduce to 0 and there will be a significant Morale decrease and Population decrease.

Units

Arms

All units belong to one of the arms which are very different and require pretty different tactics in the battles.

Archers: Strong ranged attack against light armoured units especially from heights but weak in melee, especially against cavalry and heavy infantry. Also weak in fog and storms, and when they are firing out of a forest. They are at a serious disadvantage against the enemy in woodland.

Ballistic shooting: the archers constantly target an area, which means that they might cause injuries both to the hostile and friendly units there.

Light infantry: As they don't get any negative modifiers under extreme weather conditions or on difficult terrain types, they are a good choice for any battles. However, they are weak against archers (in a ranged attack), heavy infantry and cavalry.

Heavy infantry: Strong on open terrain and against archers but weak in hard terrain, especially in the woods, and weak in storms, night, fog, or against special armour piercing units.

Spearmen: Strong against heavy infantry and especially strong against cavalry but weak against ranged attack and in the woods.

Cavalry: Fast moving tactical units but weak in storms and in the woods and against heavy infantry and spearmen.

Knights: Strong on open terrain when using their momentum but weak in storms and against spearmen and crossbowmen. A very powerful, but also a very expensive unit type that also requires constant adjustments to their skills.

Crossbowmen: Special archers with almost the same strengths and weakness as the archers except for their shorter shooting range but strong armour piercing (ranged) against heavy units. Under certain circumstance they are very effective, but this unit type also requires the constant adjustments of their skills.

Linear shooting: their projectiles cause injury to everyone standing in the line of trajectory.



Battle features

These statistics describe the strength of the unit in battles although the player only see a single number all incorporate several characteristics:

Melee: Damage and Attack rate

Defence: Health points, Resistance (reduces all non-magical damages), armour against melee attacks and armour against ranged attacks

Archery: Damage, Attack rate and Accuracy in ranged fight

Stamina: Stamina is toughness and resistance to fatigue. In the battles a low Stamina level causes reduced Melee, Defence and Archery levels.

Advancing levels

Units gain experience in the battles and advance levels (up to 10) when they gather a certain amount of experience. By levelling up, 1 point can be allocated to the General abilities and at every 5th and 10th level a new skill can be chosen from a pool which is different for all arms.

General abilities

All units have all the General abilities. Every time a unit advances a level, 1 point can be allocated to one of the abilities below. All abilities can have up to 4 levels.

Melee: +10% melee damage / level

Defence: +5% HP, +10% melee and ranged armour / level

Archery: +10% ranged damage, +5 Accuracy / level

Stamina: +10% Stamina / level

Upkeep: -10% Upkeep Cost / level



Skills

61 unique skills are available in the game. As the basic setting all units have 0-3 starting skill which depends on the unit type. Passive skills can boost the unit both in the battles and the Campaign Map, active (with a cool down) and other skills that can be turned On and Off are also available in the battles. These On /Off skills always have an advantage and a disadvantage, so the usage of these is always a tactical decision.

Heroes

Class

The class defines the basic rate of the abilities and some of the available skills (there is a unique skill tree for each class). On top of this each class has a special characteristic:

Champions are very powerful in melee and give serious bonuses and boosts to the units attached to them. They gain additional 15% Experience Points in battles.

Warlords lead armies and rule their lands, their abilities usually affect the whole army or huge areas. The disadvantages of hard terrain on the Campaign Map grant -50% less penalty for the armies of the Warlords.

Sages learned the long forgotten secrets of magic and they use deadly spells that usually affect the weather or strike enemies down from a distance. -20% cooldown in the battle for the spells of the Sages.

Morality

Heroes also have a position on the Morality Charts, just like their own King Arthur, and this has a strong impact on their loyalty to the king, as well as affecting optional solutions during adventure quests. As the Morality of King Arthur can constantly change, the quest can also influence the Morality of the heroes.

Traits

Traits are collectively the virtues and flaws of a hero: they might be positive or negative. Each trait has a unique effect on the gameplay.

Loyalty

The loyalty of the hero to his king. A Knight with low Loyalty might leave the service of his lord. Fiefdoms and the traits of the hero or the traits of his wife (if he has one) have an effect on the Loyalty, but differences between the morality of the knight and the king decreases it.

Fiefdoms

Liege lords are heroes entrusted with the leadership of a province. A hero can have a maximum of 3 fiefdoms. The Reign Ability and Traits of the liege lords and his wife give bonuses or negative effects to the land. Each fiefdom boosts the Loyalty of a hero to a different extent.

Wives

A hero can marry the lady of his choice. Marriage has various benefits, as a wife will bring her dowry to her husband. Spouses also have positive or negative traits that work like the traits of the various heroes. Potential wives mostly appear in the quests.

Artefacts

150 unique artefacts are available in three main groups, Weapon, Armour and Charm, respectively. Artefacts are magic items and grant various bonuses to the Knight. You have four available slots: one weapon, one armour and two charms. The Knight may have further artefacts in his inventory and may give them to other Knights. Some artefacts grant unique abilities but only if certain conditions are fulfilled (eg. winning 10 battles / slaying 20 heroes / etc. with the given artefact). Cursed artifacts work similarly, but in that case you have to meet the requirements to lose the negative effect.



Fighting capability

Heroes can fight as units within the same system but at a much higher level. Furthermore, the heroes have special Mana points, used for spells in the battles.

Advancing levels

Heroes gain experience in battles and quests and advance up after they have accumulated a certain amount of experience. There is no level limit but it will be challenging to reach above the 20th-25th level by the end of the campaign. Every new level gives 1 skill and 1 ability point that can be allocated freely.

The pool of available skills is affected by the class of the hero, the upgrades and his Morality. However, the hero can reach a new level from spring to autumn but allocating points is only available in Winter.

Every Knight has five abilities and each of these has 20 levels. You can allocate 1 point among the five abilities when the Knight advances level. If the Knight advances a level, you can also allocate one Skill point: you can decide if you want a new skill or raise the level of a previous skill up to 4.

Abilities

All heroes have Abilities. One Ability point can be allocated at each new level, to a maximum of 20.

Leadership: The increasing charisma of the hero grants him a higher reputation among his soldiers. Each level lowers the Upkeep cost by 3%.

Reign: Shows the hero's skill in governing provinces, diplomacy, negotiating or even in finance. Each level gives an additional 3% gold income and food production in the fiefdoms of the hero.

Adventuring: The daring knights of the Round Table tirelessly pursue adventures in the magical wilderness of Britannia. This skill covers the useful tricks that they will need to stay alive and gain experience during quests (+5% / level). Each level gives an additional 5% Movement points for the army of the hero.

Fight: The Fight ability reflects their capabilities in the melee, how deadly and proficient they are with their weapons. Each level gives an additional 5% Hit points and damage for the hero and his unit.

Magic: The Magic skill shows the hero's capacity for tapping this mysterious source. Each level gives an additional 3% Mana points for the hero.

Skills

Around 100 unique skills are available, spells included. A hero can get 12 skills and a skill can have a maximum of 4 ranks. 1st level heroes have very few skills but they soon get new ones by advancing levels and they can also raise the ranks of their previous skills.

Skills are active or passive. The active skills can be used in the battles with a certain Mana point requirement and a cool down time. During battles the Knight uses only four active skills so you can set the required combination from the skills learned by dragging and dropping.



In the lower box of the Skills screen the available skills appear: the Class group is determined by the class of the Knight and the General contains the others where new skills may appear as a quest reward, a change in Morality or by a new advancement.

Injuries and Curses

Injured heroes:

An injured Knight cannot march to battles or start quests until he has recovered. A small icon shows his injured state and a number indicates how long he will stay that way.

Cursed heroes:

Cursed heroes have every skill lowered to 1. A small icon shows that he is cursed and a number indicates how long he will stay that way.

Provinces

Liege Lords

Liege lords are heroes entrusted with the leadership of a province. The Reign Ability and the traits of the liege lord and his wife give bonuses to the land.

Population

The most important rating of a province is the population: the number of people living in the territory influences the amount of Gold and Food they produce. The maximum rating depends on the size of the province. Health and Food Reserves affect Population.

Loyalty

This rating shows the current degree of trust in the king. Loyalty is influenced by taxes, the previous actions of the king, the laws, the liege lord etc. When the loyalty of the province drops low, there is a chance of a rebellion. This is influenced by Public Safety, Food Reserves, the tax rate and the differences between Arthur's religion and the local religion.

Rebellions happen in stages. First a simple diplomatic quest will spawn in the given province, giving the opportunity to settle the problems easily by restoring Loyalty in the territory (it will cost Gold or Food). If the player ignores the quest, soon rebellious armies appear in the province. Depending on the Loyalty losses in the neighbouring territories the rebellion might even spread to these other provinces. Rebellion is a rare, but a significant event.



Military

Also known as recruitment rating; shows how willing or reluctant the locals are to join the army. A High Military rating indicates that recruitment will be fast; in the case of lower Military ratings it might take a very long time.

Health

Health is the most important trait to focus on while trying to boost Population. Low Health will lead to diseases. Health is influenced by Climate, the density of the current population and Food Reserves.

Diseases Caused mainly by the poor health of the province, some nasty disease has started to spread in one of your provinces. The local lord will stem the epidemic after a while, but without your intervention the province will suffer more substantial consequences, possibly resulting in a major loss of population. Epidemics also appear as quests, which gives you the opportunity to improve the situation.

Public Safety

The rate of crime and corruption in the province has a strong impact on Loyalty and the Gold income from the territory. Public Safety is influenced by the Faith, Culture, population density of the province and the tax rate.

Food Reserves

The difference between Food produced and consumed in a given province. Low Food Reserves will decrease Health and Population. Food reserves are influenced by the Climate, the population density and Population itself.

Climate

The usual climate in the province. It can range from hostile to perfect. The better the climate is, the higher the Food production and the Health will be. Climate never changes during the game.

Roads

The former Roman provinces take pride in their paved roads, while in other areas only dangerous dirt paths cut through the wilderness. The more developed the road system is, the higher the trade incomes will be. The road system never changes during the game.

Faith

The ratio of Christians and believers in the Old Faith in the province. The greater the difference is between the Faith of the province and the Faith of King Arthur, the lower the Loyalty will be.

Culture

Each province has one dominant culture that will not change during the game. These cultures are: Britons, Saxons, Welsh, Romans, Cumbrians, Gaels and Picts. The Culture of a province has a very strong impact on the Military and Faith rating of the territory.





Gold income

There can be 3 types of Gold income from a province: Taxes, Trade income and Mining income. Taxes depend on the Population, Public Safety and the level of the general taxes set on the Chancellery screen. Taxes flow in once a year, in Winter. Trade incomes flow in every season and they are influenced by the Roads and Public Safety. Mining incomes also flow in every season, but only from provinces that have mines. Mining incomes are influenced by Public Safety.

Food income

There are two types of Food income: one from taxes and one from trade. They depend on the Food Reserves, Population, Public Safety and the level of the general taxes set on the Chancellery screen. The food tax also flows in once a year, in one go, in the Winter season. Trade incomes flow in each season and they are influenced by Public Safety and Roads.

Actions in the provinces

The traits of a province can be modified globally with Laws, Upgrades and some building types available in Strongholds, but there are also various ways to settle local provincial matters with Local Actions.

Sharing food: players give out free food from the royal warehouses.

Settlers: the result is an increased Population.

Festivities: the result is increased Loyalty.

Healers: increased Health; the remaining time of diseases will decrease.

Locations

There are 18 provinces in King Arthur's Britannia and each province has multitudes of very important sites: these are the Locations, which are represented by unique markers on the Campaign Map.



Conquering a province

In terms of strategy, Locations are the most crucial elements of the Campaign Map – those who have conquered all the Locations in a province, have conquered the province itself. When there is more than one ruler in a province, with armies scattered all over the various Locations, the province doesn't belong to anyone yet.

After you have destroyed the hostile armies in a province you have to occupy all the Locations to conquer that piece of land. Don't forget that a province only belongs to you if you see the blue marker posts around its borders.

Types of Locations

Each Location provides a unique effect, depending on the type of the Location. It's not enough to capture a Location, there should be at least an army stationed on the Location to benefit from the effect.

You can find many unique locations on the Campaign Map. These locations grant special effects: you can read a detailed description in the Information Panel. To gain the advantage the Knight must stay on the location at the end of the season.

Strongholds

Strongholds are fortresses built on the sacred places of Britannia where the mystic powers are strong, making them more powerful than the strongest average forts anywhere – and they have the capacity to develop further.

Strongholds are mythical medieval cities with unrestricted construction possibilities and a diversified tech tree. The first of the Strongholds will be the legendary Camelot. As the number of available strongholds is limited to 3, the management never becomes a boring routine but all the Strongholds are unique. Each of them could be specialized to serve different purposes, like having one as the centre for economic growth, while another could be the focus of religion or education.



Briefly, the development of the realm is managed through conquests and the development of the Strongholds, appointing liege lords, passing laws and doing global research into magic or technology.

Buildings

In King Arthur Strongholds are the localized centres for control. Winter is the time when players plan future constructions (in game terms: you start constructions in the Winter).

Open the Stronghold screen from either the Circle Menu, or from the top of the screen. During winter Strongholds can be upgraded with new buildings that grant numerous advantages. You can build 6 quarters in a Stronghold and 4 buildings in each quarter. Everything costs money and time to build. You can learn more about the various advantages of the buildings in the Info Panel. During winter you can queue up to 4 buildings but builders will work only on one at a time. These decisions will make each Stronghold unique and specialized (there can be a Stronghold for military centres for training heroes, or one trading centres etc).

King Arthur's Round Table

The Round Table is the gathering place for the noble knights in King Arthur's service. They are the most significant individuals in the realm: they lead armies, go on adventures and some of them will become the appointed lords of the provinces.

The Round Table Screen helps to give an overview of every detail related to the heroes and offers easy management options. Three other options are available in the middle of the screen. Ladies – you can find wives for your Knights. Provinces – you can raise the loyalty of the Knights by granting them fiefdoms. Prison – you can do many (mostly nasty) things to the captured enemy heroes. Apart from Arthur himself only twelve Knights can join the Round Table so you can send any of them away, if necessary.

Prison

During battles heroes can capture other heroes and send them to the Prison. Enemy rulers might offer a ransom for these captured knights, but there are some other choices available as well:



Release: non-Tyrant heroes get + 2 Loyalty for setting the enemy free – the hostile hero returns to his court.

Torture: players will be able to see all units in the armies of the king of the captured hero. There is a 50% chance the hero will die. Tyrant heroes get + 2 Loyalty, non-Tyrants get -2 Loyalty.

Escape is possible, and the chance of a successful escape grows higher year by year. The liege lord of the captured hero may offer a ransom for the freedom of his servant. If you accept the offer, the captured hero returns to the court of his king. If you decline, the hero remains in the prison. The liege lord may offer a higher ransom in a year's time or you may never hear from him again. If the kingdom of the hero is destroyed, no one will offer anything for his freedom.

Ladies

On this screen you can see all the beautiful damsels who arrive at King Arthur's court to find a suitable husband for themselves. You can choose wives for your heroes here (naturally only one wife for each hero, and they will remain married until the end of the game).

Provinces

You can see all the provinces in King Arthur's growing realm. You can grant up to three provinces to your Knights as fiefdoms. You can take away a fiefdom any time and give it to one of your other Knights.

Morality Chart

Morality is the amalgamation of Faith – that can move along the axis of Faith (between the poles of Old Faith and Christianity) – and Virtue (somewhere between being a Tyrant or Rightful). Morality is constantly changing, due to your decisions. Players will change the Morality trait primarily through accom-



plishing objectives, but the knightly quests (adventures) also offer dozens of decisions which can change the Morality status.

In the role of King Arthur, players determine the fate of the Once and Future King. Morality reflects the possible gaming styles and unlocks various special contents. Morality works like a third, more abstract kind of resource: players who reach certain milestones either on the Faith or Virtue axis gets unique rewards, like new units, spells or general management options.

King Arthur's Morality is always based on the choices the player has made and also has an effect on the different aspects of the mythology. Players can make King Arthur a Rightful and Christian king, but, on the other hand, it is entirely possible to change the whole Arthurian universe by creating a devoted follower of the Old Faith or a ruthless monarch.

Your Morality can move between Old Faith and Christianity, and at the same time it can also be somewhere between Tyrant and Rightful. Your current Morality is represented by a white marker on the chart. Your decisions constantly change your Morality and unlock unique Units, Spells and General actions. If a reward is between two axes, you must reach the necessary rating on both axes to unlock it.

Advancements

Players who have already acquired at least one Stronghold will be able to build Upgrades, but – like laws and building constructions – there is a season dedicated to doing this, and that season is Winter. There are 66 Upgrades available that all have an affect on the whole realm (realm meaning the provinces captured so far).

Upgrades are grouped into three separate tiers on the Tech Tree – Military, Economy, Kingdom – and they require Gold, Food and Development points.

Development points work like a specialized resource that has an influence on the production time of the tiered Upgrades. Strongholds and some buildings give Development points, just like some skills, magic items or Locations.

Three types of advancements are available: Economy, Military and Kingdom. You can get information by moving the cursor over the icons and pictures. Researching a new advancement costs Gold and requires Development points that you can see on the right side of screen. You can queue 4 advancements at once and you can cancel any of them with a right click. Your scholars work on only one advancement at a time.



Chancellery

The Chancellery is the centre of the kingdom, the place of all global decisions that affect every single inhabitant of the realm, also the place of jurisdiction, taxation and trade issues. It is only accessible in the Winter season, if the player has at least one Stronghold.

The Chancellery manages the everyday affairs of the Kingdom. Laws can only be introduced during the winter and withdrawal is only possible in this season. Decrees are more like instant solutions to problems, but they have long-term disadvantages. You can also exchange Food for Gold and vice versa, with some loss, of course. On the right, under “Ringed Alarm” you can see the list of your most problematic provinces.

Laws

Laws are global orders that affect the whole realm. They have advantages and disadvantages. There are 12 unique laws. Some are obtainable from the very beginning, others have to be developed as Advancements.



Decrees

Decrees are immediate orders issued only once every year, that affect the whole realm, generating some income or granting other advantages. However, by overusing this power the loyalty of the people will soon decrease. There are 4 Decrees in the game but first they have to be developed as Advancements.

Objectives

The main goal of the game is the conquest of the whole of Britannia, but the story-based campaign is made up of Objectives that continuously grant long- and short-term goals that also fit together to paint a grandiose picture of an unfolding storyline.

Objectives are particularly important tasks that influence the way events will go. Completing objectives will benefit your cause. You are free to decide whether you want to complete any of them.



The Campaign is divided into 5 chapters, like a chronicle, each with a unique tone and theme. Each chapter has 15-20 objectives: some of these are compulsory, but most of them are optional.

The objectives are structured into a tree-like system. Apart from some stand-alone objectives, in most cases your tasks are related to each other, because some objectives represent the two sides of one story. By completing one you naturally exclude the other.

The chapters are not closed books and players can even begin several different chapters at once, at the cost of facing an overwhelming tide of events. The important goals that make up the overall storyline follow each other chronologically, but the optional objectives can be accomplished at any time.

You can have more than one chapter unlocked at the same time, but you'll have to face the unfolding events simultaneously!

Quests

Knightly quests are the essence of King Arthur's world, crossroads where you can choose between the pathways of storyline or take decisions that change his Morality. In technical terms quests are short stories where the chosen knight has to make decisions. Some adventures end in real-time battles on specially created and story-driven battle maps.

During the campaign you will play through several of these quests that have a serious impact on the storyline and the Morality of Arthur or his Knights. You might also find the most powerful artefacts there. When you start a quest you have to choose a Knight who will attempt to complete the quest. The abilities of the chosen Knight play a role in the quest and only this Knight gets experience points.

A Quest Screen is very simple: you get a description of the situation at hand and several options about the given circumstances. The colour of the options



indicates the chances of success: greyed-out options mean that you don't meet a requirement so you cannot choose those. In those cases where the decision needs the use of an Ability of the knight, the colour of the text is green if success is sure, blue if the outcome is questionable and red if you'd definitely fail it.

The Campaign is built upon both pre-determined and random quests. In the first stages of the game players are set fixed adventures that are usually tied to specific campaign objectives, but later all kinds of random quests will appear. Random quests are colourful adventures without any consequences for the main plotline of the game and they serve as a useful chance to level up heroes and gain extra magic items, experience points etc.

Some random quests occur during the spring season and they can cause serious negative effects on your provinces, and there are others that are not harmful, but are challenging and upon successful completion can also be very rewarding.

Time after time disasters like floods, draught, or plague may fall on your realm, bringing along with them great difficulties for the people living in the province in question. A quest will always appear after a disaster, giving you the options to make the negative effect less severe. You will also face rebellions that are caused by the low loyalty and / or morale in the province.

Diplomacy quests

In the war raging for Britannia there are certain neutral participants, such as armies that don't belong to a specific king, but they will have negative effects in the province where they are currently stationed. If one of your armies meets one of these neutral forces, there are two ways to handle the encounter: by battle or through certain diplomatic actions.

Relation: the starting relation between the player and the neutral army is based on their difference in Morality. There are various methods of influencing this relation in a positive way, by offering gold, food, magic items or even offering a damsel from the court in marriage. It varies from diplomatic quest to quest which offer will be regarded more favourably – some of them might not be even offered, while others will boost the beginning relations twice.

Diplomatic actions: each quest of this type involves 2 to 4 different actions. Players can choose one if the diplomatic relations between the parties have reached a certain minimum level. Each of these actions has consequences.

Diplomacy quests can be completed in two different ways. You can choose fighting (sword icon at the top of the screen) or you can offer some resources such as Gold, Food, Artefacts or even a Lady. Every opponent favours some goods and rejects others. As you offer more and more the blue bar on the right side raises, the relation with the opponent gets better and you can access better and better options.

Battle quests

Some neutral armies – mostly monsters and brigands – won't negotiate diplomatically. In the Battle quests you play a very simple battle, on a battle map without any Victory Locations. Victory grants huge rewards.

Trade quests

Trade quests always appear randomly. If a hero moves to a Trade quest, he can trade gold, food, magic items or arrange marriages for other heroes or



kings. Trade quests are not the “magic shops” from RPGs, these are short stories with simple background information (like an old knight offering a family heritage for a favour etc). A Trade quest works in similar way to a Diplomacy quest.

On the right side of the screen you can see the goods that the merchant is offering. Your goods are on the left side. When you choose something it appears on the scales. If the two scales are in balance, you can do the deal. On the top right corner of the screen you can see which goods are preferred or rejected by the merchant.

Skirmishes

Approaching armies which are close enough to each other on the strategy map are able to launch attacks on each other. You can choose the “autobattle” option or you can fight your own battles, or even retreat, but it will unavoidably result in losses.

Autobattle

When you choose the “autobattle” option, the losses on both sides are calculated automatically, which decides the final outcome of the battle in an instant. Weaknesses: losses will be considerably higher if the hostile army had units that are stronger against a given unit type in the player’s army (by the stone-paper-scissor method; spearmen vs. cavalry etc).

Protected units: if the player has a unit that he really wouldn’t want to lose during the autobattle, he can mark it as protected. A protected unit won’t perish, only in very grave situations, but its traits are halved when calculating the army strength. The maximum number of protected unit is 1 per group of 4 units.

If you play autobattles, you can still protect your important units better than the rest of the army. You can select one or more units (a maximum of one third of your army) to be protected and they will incur less damage than the others, but the rest of the army takes the damage instead of them.

Battle

If the player wants to fight his own battle, he will be the attacker. He can choose from 3 available battlemaps, terrains typical of the given province. There are two exceptions to this rule: either if the defender is in Extended Deploy Zone (in this case the defender will choose), or if the battle is part of a quest (then the map is fixed).

Rewards

The victorious army gets numerous rewards: gold and food mostly, while the units and the heroes get experience points, but sometimes rare magic items or a unit from the defeated army will also show up among the rewards.

On this screen you’ll see the statistics of your current battle, losses on both sides and the rewards if you are victorious.

Battle

Deployment phase

Battles start with the deployment phase, when you place your units anywhere inside the outlined area (the border of the deployment zone is marked by blue flagpoles). As units start the battle from their deployed positions, it is advisable to scroll over the terrain first to explore all the topographic details and the important locations. You can create CTRL groups, change formation or manage the Autoattack option here. You can start the fight by pressing the “Start Battle” button. (*See Ambush and Extended Deploy Zone*)



Victory Conditions

Your primary objective is to defeat the opposing army but that doesn't necessarily mean that the only way to victory is the total elimination of the enemy. Although you cannot win a battle without fight, having a far stronger army than your opponent has many advantages (over and above its size or power) or you can benefit from using smart tactics.

Army Morale – Army Strength

Any army immediately loses if its Morale sinks to zero or the army loses all of its soldiers.

The army starts the battle with a certain amount of Morale equal to its current Morale on the Campaign Map. If the army loses soldiers or the enemy controls more Victory Locations the Morale starts to fall.

Victory Locations – The battle system

By occupying Victory Locations (VL) you gain control of these special areas, which give a huge advantage over the enemy. The number of occupied VLS basically reflects how strong your control over the whole battlefield is, so by conquering and keeping these points of interest you can defeat the enemy without killing all the enemy soldiers and without suffering deadly losses. However, if the enemy is better at capturing VLS you can easily find yourself in a dangerous position.

At the beginning of a battle a short, automatic overview will show all VLS on the given Battlemap. You can skip this phase by pressing ESC, so you jump to Deploy phase immediately.



Most Battlemaps contain some VLs. Each of these has a certain active or passive ability that becomes available after a short contested period after occupying the VL. The ability is also reflected in the form of the VL: a mighty cathedral can certainly heal your units.

At the beginning of this scenario all VLs are basically neutral. Capturing VLs is very easy: you only have to send at least one unit there and they will capture the given VL in a short space of time. Remember that your units are free to leave that location. That will not make you lose the area; however, if any enemy units arrive at the VL, after a short contested period it will belong to them. Sometimes you cannot benefit from capturing VLs if you fail to defend them.

Battle system – An example

*At the beginning of the battle the Morale Indicator shows the basic setting where **blue** marks the player's morale levels and **red** marks that of the enemy.*



*The whole grey bar itself represents the “**health**” of the armies.*

If any of the parties loses units the gray bar and the coloured bar start to shrink and if an army loses morale then the coloured bar starts to shrink.

If either of the bars reaches the Centre Gem then that side loses the battle.

At the beginning of the battle the starting size of the red and blue Morale Indicators are affected by the morale of the army on the Campaign Map (it changes according to your decisions and the many active and passive skills and traits).

The progress of the Morale Indicators is always dynamically affected by the current number of VLs controlled. During the battle the Morale Indicators can dynamically approach or move away from the Centre Gem from time to time. This depends on the VLs controlled. If the player controls more VLs

his Morale Indicator starts to grow and the AI's Morale Indicator starts to sink and vice-versa. If the player and the AI control the same amount of VLs both markers stop immediately.

The following illustration presents a battle situation where the AI has a huge advantage because it has killed many of the player's soldiers (the grey bar at the player's side is shorter.) Furthermore the player's morale is also lower and the AI controls more VLs.



So, if nothing else happens in the battle the AI can slowly win the battle because the player's morale will sink and the blue Morale Indicator will reach the Centre Gem.

The player is in huge trouble in this example. Winning this battle would not be an easy task because the AI will try to keep control of the VLs and the player must occupy them, although that will certainly lead to some casualties.



Victory Locations – Effects

All VLs have certain effects that appear in the game:

- Permanent effect within the vicinity
- Active spell
- Reward after the battle (if it's controlled at the end of the battle)

Terrain types

The outcome of the battle also depends on the current terrain type, which will also have a huge influence on the skirmish. Some battlegrounds are plain fields, good for horsemen and archers. Light infantry is more effective in forest and rocky terrain and scrublands do not offer an easy match for the heavy infantry units. Spearmen will stand their ground on any terrain as long as they can keep their formations. Terrain types will not only influence the abilities of the units but even their visibility to the players. Units standing in a forest, for example, can be detected only from close range.

Open field: Ideal for Heavy Infantry and Heavy Cavalry. Unsuitable for Light Infantry. Movement speed is unmodified, with a small in decrease stamina. Zero defence against Archers.

Forest: Ideal battlefield for Light Infantry. Heavy Infantry, Spearmen and Cavalry are at a huge disadvantage. Movement speed is slower, stamina decreases at a medium rate. It offers a very good defence against Archers. Archers shooting from forest also suffer penalties. Hides units.

Scrubland: Acceptable battlefield for Light Infantry and Spearmen. Heavy Infantry and Cavalry fight at a disadvantage. Movement speed is slower, stamina decreases at a medium rate. Moderate defence against Archers.

Road: Ideal for Heavy Infantry and Heavy Cavalry. Light Infantry fight at a disadvantage. Movement speed is fast, stamina decreases very slowly. No defence against Archers.



Reeds or Shallow water. Acceptable terrain for Light Infantry, Light Cavalry and Spearmen. Heavy Infantry and Heavy Cavalry are at a huge disadvantage. Movement speed is very slow, stamina decreases very quickly. No defence against Archers.

Hillside. Acceptable terrain for Infantry. Cavalry units are at a disadvantage. Movement speed is slower, stamina decreases at high rate. No defence against Archers.

Formations

Each formation has its benefits and drawbacks. A unit in loose formation, for example, is relatively safe from the arrows of the archers but very vulnerable in a melee. Generally speaking, loose formations are good for marching and exploring, while closed formations are better for melee battles. Stronger and more useful formations are only available to experienced units. Certain units or formations are more effective when fighting against other units or formations. The key to success is to learn what formation types are effective against which formations.

Horde: Good defence against archers. Small melee attack and defence bonus for all units. Very weak against cavalry charge. Fast movement.

Close Array: 1st row gets medium bonuses for attack and defence. Medium defence against cavalry charge. Easy target for archers. Fast movement.

Shield Wall: Front row gains very high defence bonus in melee. Medium defence against archers. Weak against cavalry charges. Slow movement.

Diamond: Units on the edges get high attack and defence bonus in melee. Strong against cavalry charge. Weak against archers. Slow movement.

Far: Medium bonus for attack in melee for all units. Medium defence against archers. Weak against cavalry charge. Fast movement.

Wedge: Very high melee bonus for the units on the edges. Weak defence against archers. Medium movement.

Turtle: Units on the edges get a very high bonus for defence in melee. Very strong defence against archers. Good defence against cavalry charge. Very slow movement.



Spells

The Knights of the Round Table are no ordinary warriors. Chroniclers praise their legendary deeds, how they fight with incredible vigour or how they smite down their enemies with terrible blows. Some heroes perform heavenly miracles or have learned the ways of ancient wizardry. They possess abilities that affect everyone in their vicinity or even the whole army.

Knightly abilities can be passive, which means that they always grant benefits or active, meaning they cost Mana. Some of them have an instant effect while others grant the effect for a certain duration (with a timer around the icon) and all of them have a certain cooldown (they become less effective over time.)

Things to consider while using magic:

Ranged spells can cause considerable damage if you are patient and you wait until – or create – the perfect opportunity, when there are many hostile warriors in the given area. Those spells that don't inflict HP damage but destroy a given percentage of the soldiers in the unit are more beneficial when used against very strong units.

Try to find out the possible spell combos that can make you very powerful in battles.

Unit abilities

Units possess certain skills that make them different from the others and give them special benefits during the battles. A particular unit with its special ability might be very effective against a given challenge, so it is wise to keep track of these unique traits.

Skills can either be passive (which means that they always grant the benefits,) or active which grants the effect for a certain duration (with a timer

around the icon) with a certain cooldown or else they can be switched On or Off. For example you can use the “Dodge” on/off skill of your Light Cavalry which gives some protection against ranged attacks but makes them weaker in melee.

Cavalry, charge, momentum, trample

The point of this is to give an important tactical role to the heavy cavalry. Heavy cavalry becomes something more than a fast and strong unit, but also one requiring careful and smart tactics (more than a simple melee unit). The reward for this extra work is that you gain the best and more powerful unit type on the battlefields.

Trample is when the heavy cavalry charges with a huge momentum into a formation and rides over it. No melee combat occurs but they kill (trample) some of the opposing soldiers. This immediately inflicted damage is much higher than the damage inflicted in a simple melee fight.



The goal:

- If the heavy cavalry charges a light armoured archer unit, the archers will be broken with high losses and the cavalry rides onwards with minimal losses.
- If the cavalry charges a wedge of spearmen, the momentum of the cavalry will be broken. Many of them die in the first moments then the rest of the unit is not able to move forward and a melee starts.

If a cavalry unit is moving “across” an enemy unit (when it is given not by the “attack” order but the order to “move” to a point beyond the enemy!), then it will try to trample it. Then the momentum of the cavalry and the resistance of the opposing unit (against a charge) are compared. If the cavalry is better it will successfully trample the enemy. During this event two processes occur at the same time: 1.) the soldiers attack each other and 2.) the cavalry loses some of its momentum. If the momentum of the cavalry falls to less than the resistance of the enemy (during the “collision”) it stops and cannot ride through but starts a melee fight.

All cavalry units have a maximum momentum rate. The current amount of momentum is zero if the unit is standing, and slowly increases (up to the max) if the unit starts to gallop. A faster gallop means a faster increase in the momentum – it grows even more quickly when the cavalry rides down a hill (compared to riding up a hill). The momentum is reduced if the cavalry stops, simply rides (stops galloping), moves through a swamp/deep forest, suddenly turns or tramples.

The current and maximum momentum is always represented on the icon of the cavalry by a brightly lit bar.

A heavy cavalry can trample 2-3 rows of archers OR 2 of light infantry OR 1 row of heavy infantry but (mostly) cannot trample spearman and has no chance of trampling another cavalry unit.

There is no melee fight in a trample, but there will be immediate damages to both sides. The damage (caused and received) in a trample is affected by the current damage status of the cavalry and the type of the opposing unit.

Technically the cavalry receives zero or minimal damage if it tramples archers or light infantry, but causes huge losses at the same time. This ratio is not so good against heavy infantry (the cavalry also suffers heavy damage) and the outcome can even be fatal against spearmen.

Camera settings

You can choose three different camera settings in the Options.

Default camera: Use the keys “WASD” to move the camera front and back and strafe left and right or use the mouse (move the pointer to the edge of the screen). You can rotate the camera with “Q” and “E”. You can also set the direction of the camera if you hold down the mouse wheel (an icon appears in the middle of the screen) and you can rotate the camera in any direction. You can point up or down by using the mouse wheel. The mini-map displays the current view angle and the direction of the camera to help with orientation.



Controls

You can move your units by a single right-click on where you want them to go on the battlefield, or you can even click on the Minimap. Obstacles or impenetrable terrain types like rocks, water or building cannot be selected as destinations. A double right click on the destination makes the unit run. By holding the right mouse button down you can set the destination and direction of the selected unit(s) at the same time.

After you've selected a unit, keep Shift held down and move the pointer to other units: you will see how these units can be arranged next to each other. Then with a left click you can make this arrangement an order and the units will move to that position.

Running makes the units move faster but tires them quickly. The colour of the gem on the icon of a unit shows the current Stamina where green means freshness and red represents fatigue. Tired units fight more weakly and are more vulnerable. Fatigue slowly disappears if the units stop to rest for a while.

Right click on an enemy unit: this is the attack command. Your soldiers will march towards the enemy. A double right click will order them to run. If the Autoattack option is on and the enemy enters inside a given radius around your units they will automatically attack the enemy. However, if you switch it off your units won't attack the enemy automatically, only at a very close range.

If one of your units attacks an enemy unit (or it is under attack), then its status is considered as "engaged in battle". A special marker appears on the unit icon. The given unit can only leave the melee fight if you use the Withdrawal icon.

Selecting units

Left click on the unit or on the unit icons in the bar on the bottom of the screen. The selected unit icon gets a red frame around the bar and an arm icon appears above the units on the field. You can select more than one unit at the same time by holding down the CTRL button and left clicking on the

required units (or on the icons of the units) or by drawing a loose rectangle with the mouse around the units on the battlefield. Pressing down CTRL+A selects all units and heroes.

You can group together up to 9 groups of selected units by pressing CTRL+1 to 9. Then you can select the groups by simply pressing the buttons from 1 to 9.

Strategic settings

Strategic Settings can be found in the upper right corner of the screen. You can create the setting most convenient for yourself by selecting from the available options: show units behind trees, archers' range, melee units' automatic attack range, unit flags, unit's trail and many more.

Ambush

Forests are a special terrain type where your units can hide. Hiding units don't appear on the Minimap and their flag is also hidden, although for sharp-eyed observers it is still possible to locate them on the battleground. You can see on the unit's icon whether it's hidden or not (a special marker appears on the unit icon).

Hiding units can ambush the approaching enemy (if the opposing forces get close to them) and during an ambush they get significant bonuses to their attack ratings. At least one minute hiding is required.

Scenario

A Scenario battle is a single gameplay mode that is not part of a Campaign. These are instant battles against the AI where the player can set up the conditions of the battle (including the layout of the armies, the battlefield, etc.) as they wish. All units and many battlefields from the campaign will be available in the Scenario as well.

Battlemap

You can choose from more than 30 battlemaps. Try as many as possible: each terrain is unique and requires a different army setup or tactics.

Battle mode

You can set the victory conditions here. The basic game only allows the Standard Battle Mode, where both armies start with 75% Morale.

Battle size

You can set the amount of Gold allocated to buy units for your army (unlike in the Campaign, Gold is the only resource here). You can play very small battles with one or two units or you can recruit huge armies to fight.





Choosing Morality

You can choose the Morality for both players (Rightful, Tyrant, Christian, Seelie, Unseelie), which will allow to use the special units exclusive to that Morality. In King Arthur there are no battles between the representatives of the same side, so you have to choose different Moralities.

Assembling the army

Your most important task before a battle is to create an army.

You will see different panels for the units and heroes available to players of all moralities as well as those which are only available to certain moralities. You can switch between the two playing armies using the icon marking the players above the screen.

You can assemble your army by picking each unit one by one. You can also create random armies and you can save the current grouping for later use.

You can upgrade the assembled heroes and units just as it happens in the Campaigns. You pay for the upgrades from the same Gold pool you use for the whole army, so you have to decide whether you want a small but very efficient or a large but not so experienced army.

Multiplayer

The multiplayer version of the Scenario is playable over a LAN or the internet. These battles are fought by two players in a symmetrical multiplayer mode. The estimated time for an average session is 20 minutes. To play a multiplayer session on the internet, you will need a Steam client.

Create a session

The options of the Scenario mode are also available in Multiplayer mode (Battlemap, Battle mode, Battle size) but there are also some specific settings:

Name of session

This name will appear in the Game List for those who want to join. If you leave it empty, the name will be the same as the Profile.

Password

Sessions protected by a password are only available to those who know the password.



Minimum score

Players with ladder scores under the set minimum can't join the session. This is useful for players who want to play with more experienced opponents.

Join

You will see a list of the sessions created by others. You can filter the list for Battle modes, Battle sizes, Battlemaps or sessions with passwords, or set minimum scores required.

Army setup

After the joining party has connected to the Host, both parties have to choose their Moralities, and then they assemble their armies as in a typical Scenario. The chat function is also available.

Battle

Battles are almost exactly the same as in the Scenario mode, with two exceptions: 1) both parties have only 2 minutes for Deployment 2) you can't speed up or pause the game. The chat function is also available.

Credits

Developed by
Neocore Games

Design

Viktor Juhász
(senior content designer)

Balázs Farkas
(designer)

János Tóth
(designer)

Attila Anga
(designer)

Stephen Patrick
(proof reading)

György Sellei
(assistant designer)

Programming

Tamás Szabó
(lead 3D engine programmer)

Ábel Gábor
(lead game programmer)

Tamás Mélykúti
(senior 3D engine programmer)

György Flórea
(senior game programmer)

István Fellegi
(physics and particle system)

Péter Sulák
(senior game and AI programmer)

Csaba Bakó
(senior game programmer)

László Abari-Tóth
(game programmer)

Milán Fekete
(game programmer)

Art

Anikó Salamon
(lead artist)

László Vida
(senior concept artist)

Gergely Mengyi
(senior 3d artist)

Gellért Áment
(senior level artist)

Szonja Szebeni
(texturing)

Róbert Nagy
(senior 3d artist)

Ágnes Áment
(senior level artist)

Péter Balla
(texturing)

Sándor Bíró
(3d modelling)

Barbara Huszár
(level artist)

Kira Sánta
(texturing)

Edina László
(texturing)

Management

Tamás Farkas
(production manager)

Zoltán Pozsonyi
(production manager)

Zoltán Varga
(sales & business relations)

Zsolt Nyulászi
(creative consultant)

Mocap

Team of 3D Brigade
(human and horse mocap recording)

Attila Beke
(mocap artist)

Zsolt E ry
(mocap artist)

Videos, Music and Sound FX

István E ry
(particle editing,
video editing & sound FX)

Gergely Buttinger
(music composer & sound FX)

Anna Herczenik
(vocals)

Gergely Balázs
(Electronic and Acoustic Violins)

Tamás Móser
(Irish Bouzouki)

*Music Recorded at
Studio R.D.I.
Budapest, Hungary*

Voice-over

Recorded & Produced by 2dB Music Productions

Dennis Conoley

Doug Boyes

Special Thanks

Orsolya Tóth

Zsolt Tátrai

Matthew Miles Griffiths

Rupert Easterbrook

Attila Beke

Tamás Beke

Judit Tar

Gábor Halász

Péter Szabó

Zoltán Vigh

Gábor Erdélyi

Gábor Erdélyi Jr.

Gábor Csurgai

Péter Tavas

József Szigetvári

Paradox Interactive Credit List

CEO: Fredrik Wester

EVP Development: Johan Andersson

EVP Sales: Reena M Miranda

EVP Publishing: Susana Meza

CFO: Lena Blomberg

Executive Producer: Mattias Lilja

Associate Producer: Shams Jorjani

Paradox Connect: Tom Söderlund

Product & Event Manager: Jeanette Bauer

Sales Associate: Andrew Ciesla, Jason Ross

PR Manager: Boel Bermann

Community Manager: Linda Kiby

Finance & Accounting: Emilia Hanssen

Packaging & Manual layout: Retrographic

Marketing assets: M Pollaci, 2Coats Creations

Localization & Editing: Breslin Studios

Cover Art: Neocore

Packshots: Martin Doersam

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System requirements

Minimum system requirements:

Operating system:	Windows XP SP2 or Vista or Windows7
Processor:	Intel Pentium IV 3.4 Ghz or AMD Athlon 3500+ or
Memory:	WinXP - 1Gbyte RAM WinVista, Win7 – 1,5Gbyte RAM
Hard disk space:	8 Gbyte
Video:	Nvidia 6600 (256Mbyte) or ATI Radeon X700 (256Mbyte)
Sound:	DirectX 9-compliant sound card
DirectX®:	9.0c or higher (included in the installer)
Additional:	Nvidia (AGEIA) PhysX (included in the installer)
Multiplayer:	Steamworks system (included in the installer)

Recommended system requirements:

Operating system:	Windows XP SP2 or Vista or Windows7
Processor:	Intel Core2 Duo E6600 or AMD X2 6000+
Memory:	WinXP - 1,5Gbyte RAM WinVista, Win7 - 2Gbyte RAM
Hard disk space:	8 Gbyte
Video:	Nvidia 9800 GTX (512Mbyte) or AMD/ATI HD4850 (512Mbyte)
Sound:	DirectX 9-compliant sound card
DirectX®:	9.0c or higher (included in the installer)
Additional:	Nvidia (AGEIA) PhysX (included in the installer)
Multiplayer:	Steamworks system (included in the installer)

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OFFICE ADDRESS

Paradox Interactive AB, Åsögatan 108, 11th floor, 118 29 Stockholm, Sweden.

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