

Majesty: The Fantasy Kingdom Sim

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Welcome to Majesty

Introduction

Majesty offers you the throne of a fledgling kingdom in a fantastic world. As ruler, you make all the decisions that steer your kingdom - one of many in the land of Arдания - toward rise or ruin.

Ardania is a land both majestic and ancient. It is filled with a variety of peoples, and its wilderness is ripe with strange creatures-some curious, many deadly. The magic that flows through this land both enriches and complicates the lives of its inhabitants. From the desolate Northern Reaches to the pleasant Central Plains, Arдания is a land of shifting aspect. Many forces are at work here, and where magic is involved, there are few limits to what is possible. This tendency toward constant change comes at a high price; Arдания is a land without unity. While some kingdoms share relations and have established treaties, these, too, tend not to last. Arдания is without a central authority, making it a land of danger and uncertainty.

This is the arena in which you must operate. Some might consider this land unstable and dangerous, but for a ruler who thrives on the elements of uncertainty and expected change, it can be a land of unending fascination.

Recommended System Requirements

Linux Kernel 2.2.x or later

GNU C Libraries (glibc) 2.1.x or later

XFree86 Release 3.3.x or later

166 MHz x86 processor (300 MHz or better is recommended), or PowerPC G3 or better.

Graphics card capable of 800x600 at 16bpp

48 MB Ram

OSS compatible sound card

410 MB free hard disc space

4x CD-Rom drive

Installing

Insert the CD, mount it and run the `setup.sh` script on the mounted CD. This is accomplished with the following commands.

```
mount /mnt/cdrom
sh /mnt/cdrom/setup.sh
```

You will then be prompted for install options.

If you have not yet installed the LGP Update tool, the installer for this will run before the initial game installation. This will automate the process of finding and applying patches. You may wish to use it periodically to check for patches and add-ons for Majesty.

Playing

Once you have installed Majesty, you may play it by selecting your Program Menu button on your toolbar, and choosing Majesty from the Games menu. To start Majesty: The Northern Expansion, choose this option instead from the Games menu.

To start from the command line, simply type:

```
majesty
```

to start Majesty: The Fantasy Kingdom Sim, or

```
majx
```

to start Majesty: The Northern Expansion

Uninstalling

To uninstall Majesty, simply select the LGP Uninstall tool from your Program Menu, or type

```
lgp_uninstall
```

from the command line.

Startup Hints

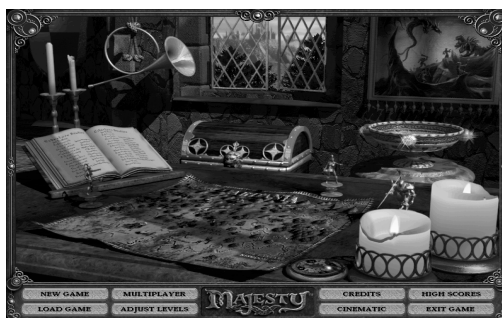
If you would prefer to run `majesty` or `majx` in a window instead of full-screen, simply use `-w` on the command line. For example: `majesty -w`. If you wish to switch between windowed and full-screen during the game use **Alt-Enter**.

When windowed, **Ctrl G** will keep your pointer within the window, so you can play majesty more easily. To release your pointer, press **Ctrl G** again.

Ruling Your Kingdom

Ardania offers you many challenges, in the form of preordained quests. Quests are detailed, single-player adventures with many random elements. In addition to the existing quests, you can also create and play your own challenges by generating freestyle quests. You'll need to do this if you want to play a multiplayer game of Majesty, and you can also play freestyle quests as single-player games.

Introduction Screen



When you begin the game, you go to the Introduction Screen. There are several options here. Briefly:

- Play Game** You can choose this option by clicking on either the **New Game** button or the magical map on the table.
- Load Game** To reload a game you previously saved, click on either the **Load Game** button or the treasure chest.
- Multiplayer** To set up a multiplayer game, click on either the **Multiplayer** button or the window to the open countryside.
- Adjust Levels** If you want to modify the volume settings for the game, click on either the **Adjust Levels** button or the horn hanging near the window.
- Credits** To see the names of the people who worked so hard to bring you Majesty, click on either the **Credits** button or the open book on its stand.
- Cinematics** This option re-plays the opening movie. You can choose this by clicking on either the **Cinematics** button or the battle painting hanging on the wall.
- High Scores** To view the best scores on each quest, click on either the **High Scores** button, or the glittering chalice behind the lit candles

Exit Game To close Majesty, click on the **Exit Game** button, or the candles.

The most interesting choice right now is lying flat on the table. To look over the possible quests, click the map (or the **New Game** button). Before you can see the quests, you must enter a name for yourself. This is the name under which your scores and successes will be recorded, so feel free to be creative. Once you've entered a name, click the **Accept** button to move on.

Choosing a Quest

Having clicked the map on the table and entered your name, you are now at the Quest Selection map. This is a magical map of Arдания, on which the nineteen potential quests are marked with special icons. When you move your mouse cursor over one of these icons, the name of the quest appears in the title bar at the top of the map. Note that the map is larger than the screen. To reveal the portions of the map that are out of sight, move your cursor to the edge of the screen; the map will scroll to show you more terrain—and more quests.

Quests come in three difficulty levels: Beginner, Advanced, and Expert. You're welcome to try any of them, regardless of your experience, but don't say you weren't warned. Once you have successfully completed a quest, a star is added to the map next to that quest's icon. (If, for some reason, you wish to reset the game so that you have no completed quests, click the Erase Victories button.) Note that you can replay a completed quest, and the random factors will make it a somewhat different game.

Some of the quests are not available when you first begin a new game. The corresponding locations are represented by question marks. These are hidden quests—challenges that are revealed only after you have completed certain other quests. The prerequisites for a hidden quest are listed in the title bar, and those prerequisites you have already completed are grayed out.

To choose a quest, simply click on its icon. (If you decide not to select a quest at this time and would rather return to the Introduction screen, click the Cancel button.) Once you've chosen, your Royal Advisor briefs you on the situation and the story surrounding that quest. Next, you get a boiled-down outline of your goals. When you've read this, click the Continue button.

Majesty includes a map generator that creates a new, different map for every quest each time you play it. When you click Continue, you generate your map.

The Sovereign Interface

Before we get into the day to day business of ruling your kingdom, we must digress for a moment to explain what you see on the screen. The Sovereign Interface is a set of magical tools that help you to be everywhere and control nearly everything in your realm. Like any tools, however, they're no of use to you if you don't understand what they're for.



- Main Map This is the window in which all of the action and most of your royal acts take place. It gives you the best overall view of your characters, buildings, and foes.
- Map Toggles These buttons control the view in the Main Map. You can zoom the view in or out, and you can choose to see or not see the hit point bars and character names.
- Message Scrolls These handy notices serve many purposes. Click on any message scroll to see the message it contains. In beginner quests, there are often tips to help you better understand the game. Scrolls also convey important information about the current quest and the characters and events behind it.
- Title Bar This shows the name of your current quest. Click on the Title Bar to see the goals of this quest.
- Treasury This number indicates how much gold your treasury currently holds.

Time	Your elapsed time in game days is displayed here. This indicator is particularly important during timed quests.
Mini Map	The entire quest map is displayed in this little window, though not in as much detail. Characters and buildings are represented by colored dots. The large rectangle represents the area your Main Map is currently showing, while the small rectangle indicates the focus of your tracking window.
Terrain Toggle	Click this to switch the display of terrain types in the Mini Map on and off.
Palace Button	This button is a handy shortcut. Click it to quickly select your Palace as the active building. Even if your Palace is out of view, its functions become available in the Control Window. You can double-click here to zoom the Main Map to the Palace (and make the Palace the active building, as well).
Control Window	Other than the Main Map, this feature provides a ruler with the most varied and important functions. The information displayed in the Control Window changes depending on what building, character, or other item you have selected. For example, if a building is selected, that is the active building, for which (if it is under your control) you can give orders. The detailed descriptions of how to use the various contents and functions of the Control Window are in the sections throughout this manual, especially Using Buildings and Your Heroes.
Tracking Window	This window is used to watch the activities of specific heroes, buildings, or locations. Like a scrying spell, it follows and stays focused on whatever you choose. This can be handy for keeping an eye on key areas, monsters, and so on.
Tracking Buttons	These give you greater control over what's displayed in the Tracking Window by letting you scan through all the things of a specific type. The options include reward flags, heroes, henchmen, and buildings. Since these buttons are additive, you can select to scan any combination of types. Click the button that corresponds to the type of thing you want to select, then use the right and left arrows at the bottom of the Tracking Window to scan through them. You can also click the auto-scan button to have the Tracking Window cycle through them for you.
Spell Bar	All of the possible sovereign spells are represented as icons on this bar. Those you can currently cast are highlighted. Clicking an icon readies

	<i>the spell and changes your cursor. Now, clicking on a unit or location in the Main Map or Tracking Window casts the selected spell. When you're done, right-click to leave spell casting mode.</i>
Spell Bar Toggle	<i>This controls whether the Spell Bar is displayed.</i>
Tool Tip Bar	<i>As you run your cursor over the various parts of the interface, this area displays information on what you're pointing to and context-sensitive help text. Error messages and chat messages are shown just above this bar.</i>
Options Button	<i>Takes you to the Options menu. The helpful features there include:</i>
	<i>Save Game Lets you store the quest in progress for future play.</i>
	<i>Load Game This is how you play those saved quests-in-progress.</i>
	<i>Restart Scrap all your progress in the current quest and start over from scratch.</i>
	<i>Main Menu Return to the Introduction screen.</i>
	<i>Game Info Lets you review the goals of the quest.</i>
	<i>Adjust Levels This not only lets you control the various volume levels (like the horn on the Introduction screen), but also provides control over the game speed and the Fast Scrolling map option.</i>
	<i>Quit Majesty Exit the game completely.</i>
	<i>Resume Play Go back to the quest in progress.</i>

Last but not least, here are a few ways you can use the mouse:

- Right-click anywhere on the screen where right-clicking has no function. This cancels your current action-in-progress and undoes the current selection (unit, building, or whatever).
- Double-click in an appropriate place to set a reward flag.
- Double-click on an existing reward flag to remove it.
- Double-click on a Message Scroll to dismiss the scroll.
- Double-click on a Gravestone to get rid of it.

Keyboard Shortcuts

The mouse is a perfectly sensible way to control your kingdom, but you can respond to challenges more quickly if you learn the keyboard shortcuts (also called "hot keys"). These allow you to execute actions in one motion that might otherwise require multiple mouse

clicks. Majesty has two kinds of shortcuts: dedicated, which you cannot change, and customizable, which you can modify to suit your particular needs.

All of the following are dedicated hot keys:

Enter	In a multiplayer game, this turns on the chat feature. Pressing Enter after you've finished your chat message sends the message and exits chat.
Arrow Keys	Move (scroll) the main map.
Spacebar	While any enemy is selected, the Spacebar places an Attack Flag on that enemy. If that enemy already has an Attack Flag the Spacebar removes the flag.
F1	Makes your Palace the active building.
F9	Toggles the display of unit names on and off.
F10	Toggles the display of hit points on and off.
F11	Toggles the main map between levels of zoom.
F12	Toggles the display of terrain features in the Mini Map.
Esc	Opens the Options menu.

There are some other dedicated keys that are available depending on what's in your Control window. These hot keys generally correspond to the highlighted letters on buttons and other controls. For example, the letter 'B' on the Build button tells you that **B** is the hot key alternative to clicking the button. For a complete list of the keyboard shortcuts in Majesty, please refer to the Appendix.

The customizable hot keys are those you can program to perform repetitive tasks quickly and efficiently. These come in two types: the Spell keys and Focus keys.

Spell keys You can assign each of the number keys (0 through 9) to a specific Sovereign spell. Select a spell from the Spell Bar, then press the **Ctrl** key and the number you choose. The next time you press that number key, the spell you associated it with is instantly selected (it is not cast, of course, until you select a target).

Focus keys You can assign the function keys **F2** through **F8** to any unit or location in your kingdom. Select a unit or center the Main Map on a location and make sure that no unit is selected. Next press **Ctrl** and the function key you choose. The next time you press that function key, the associated unit (if any) becomes selected and appears in the Control window. If you press

Shift and the hot key, you both select the unit (if any) and center the Main Map on the assigned unit or location. Pressing **Alt** and the hot key selects the associated unit or location and centers it in the Tracking window.

Rulership in a Nutshell

The details are important, but for the details to make sense, it helps to have an understanding of the broad strokes—an overview of the process of running the kingdom. That's what this little section is, a brief look at the big picture.

Your first action in most quests should be to construct buildings. Guilds and Temples are the heart of your kingdom. From these buildings, you recruit the heroes you need to accomplish the goals of the quest. To begin building, click on your Palace, the seat of your power. It becomes the active building, which means that the Control window shows the Palace and the controls appropriate to it.

The Buildings button is what you use to begin construction of a building. Click it, then select a building, then click the Build button. Now, you're dragging an outline of the potential building as your mouse pointer. Click in the Main Map to place it anywhere you like—except that if the outline is circled in red, you're in a bad spot. Move to a place where the circle is green, then try it. When you place a building, a construction site appears. The building is gradually assembled either by Peasants (who come from your Palace), magical energies, or industrious heroes such as Gnomes or Dwarves.

Once you've built a Guild or Temple, you can start to recruit heroes. To recruit a hero, select the appropriate building, then click the Recruit button. When the hero arrives, they immediately start wandering around.

As is true of any ruler, you cannot control your subjects directly. All of your kingdom's heroes have minds of their own, and they act according to their own priorities and goals. You can, however, motivate them to do what you want them to do. To guide your heroes, you rely on tools called Reward Flags. Reward Flags are bounties that you set on monsters, buildings, or—in some cases—heroes. These flags come in two types: Attack and Explore. One merely specifies that you want some hardy soul to reach the place where the flag is set, and perhaps collect something there. The other is a price on the head (or hearth) of the monster (or building) you've marked. You create flags using the Palace Control window. Click the Rewards button to try it. You determine both what the reward is for and the amount of the reward.

There are twenty-two spells potentially at your disposal; you gain access to them by building specific structures: Wizards Guilds, Libraries, Temples, and such. With these

spells, you can aid your heroes in their endeavors. As you build and upgrade more Guilds and Temples and such, more spells become available.

Constructing buildings, recruiting heroes, placing rewards, and casting spells all cost gold. You begin each quest with gold in your treasury. (The amount is shown at the top left of your screen.) As you do things, this total steadily drops. Before it hits bottom, you need to gather more through your kingdom's economy. Heroes gain money for killing monsters or fulfilling reward flags. They might also find gold in treasure chests. Eventually, your heroes return some of this money to their home Guild or Temple. Commerce buildings like the Blacksmith and Marketplace make money in other ways, like selling improved or additional equipment to your heroes.

Any gold stored in a building is fair game for an enterprising monarch. Your Palace employs Tax Collectors, who travel from building to building, collecting your share of the profits these structures have made. The Tax Collectors then return to the Palace or to a nearby Guardhouse and add the collected funds to your treasury. This money allows you to continue building, recruiting, casting spells, and setting rewards. (Be warned: certain monsters and opposing kings' Rogues can steal from and even kill your Tax Collectors.)

Those are the basics. If you'd like to try ruling with this little information, Arдания is waiting. If you'd prefer to be armed with more detailed information about how to wisely rule your kingdom, please read on.

Your Palace

Your Palace is the heart of your kingdom, from which you control most of your kingdom's major functions. It's also the source of and home for most of your henchmen—Peasants, Tax Collectors, and their ilk. These tenacious characters appear in your realm of their own accord and spend their days taking care of the mundane maintenance of your realm; adventuring is left to the heroes. A final warning: if your Palace is ever destroyed, you immediately fail the quest.



When the Palace is selected as the active building, the Control window includes:

Henchmen	Each Palace has the potential to support three classes of henchmen: Tax Collectors, Peasants, and Palace Guards. The number of henchmen supported by a Palace increases as the Palace is upgraded. These indicators tell you at a glance how many of each type your Palace is currently supporting. Click on any of these to go to the Henchmen portion of the kingdom roster.
Hit Point Bar	This shows the structural strength of your Palace in terms of "hit points" remaining. This number falls as the Palace takes damage and rises as it is repaired or upgraded.
Statistics	Click this button to see a statistical overview of the key events in your quest so far. The report covers riches, buildings, heroes, vice, and danger. It's quite useful for giving you a sense of what you've accomplished to date.
Roster	This button takes you to a screen that lists and allows you to quickly select from all your heroes, henchmen, and buildings. Buttons at the top of this list let you control which type is the focus. Other controls at the bottom let you sort the list by type, alphabetically, or by level.
Building Level	This indicator displays the current level of your Palace.
Upgrade	This is what you use to order your Palace upgraded to the next level. (There are three possible levels.) The Upgrade button is a feature common to many buildings, but the Palace has its own set of unique upgrade requirements. To raise your Palace to level two, you need sufficient funds and four living heroes. To upgrade it to level three requires a total of twelve living heroes (along with sufficient gold). The amount of gold required to upgrade to the next level is shown on the button—in red if you can't yet afford it.
Tracking/Focus	Click the down arrow to put your Palace in the Tracking window. The right arrow focuses the Main Map on your Palace.
Rewards	This button takes you to the controls for placing Reward Flags. These are discussed in greater detail in the section Placing Flags.
Buildings	Use this button to order your subjects to construct a new building. This is discussed in greater depth in the section Constructing Buildings.
Repair Queue	With this toggle button, you determine whether or not your Peasants are under standing orders to repair your Palace, should it be damaged.
Help	The Palace Help feature gives you a brief overview of its function and abilities, as well as some insightful background information.

Constructing Buildings

The first step in trying to accomplish your quest goals is to start building up your kingdom. Without Guilds and Temples you cannot recruit the heroes necessary to complete your quest. Through the construction of support buildings, you can offer these heroes the chance to better equip and train themselves for the hostile regions of Arдания.

Every quest begins with, at the very least, your Palace on the map. The Palace is your key to constructing all the other major structures you'll need. Select it, then click the Buildings button in the Control window. The list that appears includes all the buildings currently available for construction. (A toggle button lets you view all the buildings that might become available throughout the quest.) Those you cannot yet afford to build have their cost listed in red.

To order the construction of a building, select it from the list, then click the Build button. (You can also simply double-click the name of the building.) Now, your mouse cursor represents the outline of the construction site. Drag it over the Main Map to the place you want to put this building. As you're moving the cursor around to find a location, a few things become apparent. First, your potential construction site has a circle around it. This circle indicates the building's construction buffer. This buffer area provides extra room beyond the walls of all buildings, allowing characters to travel between them. Also notice that any buildings already placed on your map show their buffers—the total area they take up on the map—as a similar circular highlight.

If the image of your new building is red, this means that you are over an area that is illegal for construction. Either there is an overlap between an existing building and the construction buffer of the building you are placing, or there's overlap between your new building's buffer and the dark, hidden map area. Also, some buildings, like Trading Posts, cannot be placed too close to others (like Marketplaces). Some, like Wizards Towers, must be placed within a certain range from an existing structure (a Wizards Guild). All of these special placement rules are explained in the building entries in the Reference section.

If you run into problems placing a building, try moving it to new locations until it's no longer red. Note that hills and other terrain objects (such as trees and rocks) do not obstruct the placement of your building. If there isn't any available space for you to place the building, you can quit trying by right-clicking anywhere. Your heroes will need to explore further to clear room for the construction.

When you do find a suitable location, click to place the building. Peasants automatically come to the construction site and start to assemble your chosen structure (or magical energies carry out the process, if the building is wizard-related). The more workers at the

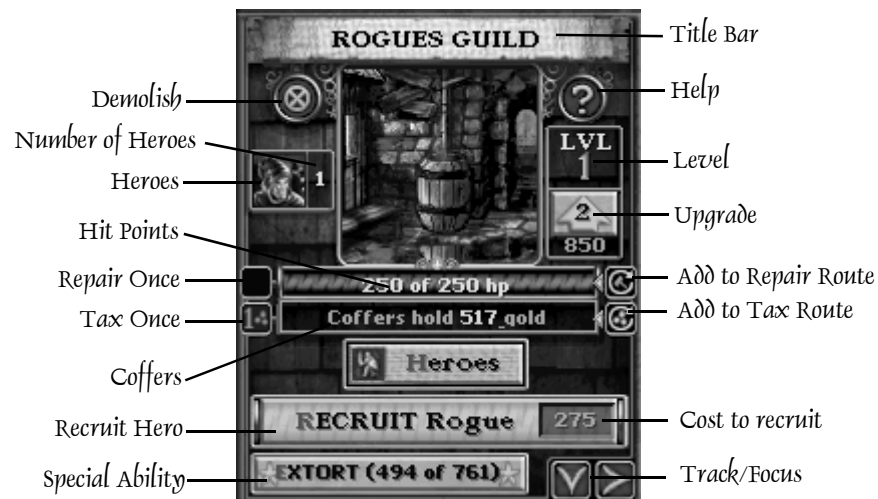
site, the faster the construction occurs. When you place the construction order, the cost of the building is immediately deducted from your treasury. The first building of a type that you build is always the cheapest. Once you start building multiples of any given building type, the successive duplicates normally become more and more expensive to construct. (There are exceptions to this rule, like the Wizards Tower.)

Using Buildings

Constructing a building provides some immediate benefits, but most buildings also have features you must choose to use. While most buildings share similar types of functions, the details differ from building to building. These differences are reflected in the building's Control window display. You can see information on a specific building by clicking the building's Help button, and greater detail is available in the Reference section under Buildings.

The Building Control Window

Whenever you select a structure as the active building, it shows up in the Control window. If the building is one that you own (have control over), you get more than information in this window. What functions are available depends on the type of building. You might have any (or all) of these:



Title Bar	This is the name of the building. You can click here to rename it.
Hit Point Bar	This shows the structural strength of this building in terms of hit points remaining. This number falls as the structure takes damage and rises as it is repaired or upgraded.
Building Level	This indicator displays the current level of the building.
Upgrade	This is what you use to order the building upgraded to the next level. The number of possible levels depends on the type of building, but it is never more than three. Every structure has upgrade requirements. Once those have been met, you can purchase the upgrade. The amount of gold required to upgrade to the next level is shown on the button—in red if you can't yet afford it.
Tracking/Focus	Click the down arrow to put this site in the Tracking window. The right arrow focuses the Main Map on it.
Repair Queue	With this toggle button, you determine whether or not your Peasants are under standing orders to repair this building, should it be damaged.
Repair Once	This button notifies your Peasants to repair the building one time, and then to leave it alone until you give other orders.
Coffers	This readout displays the amount of gold awaiting tax collection. This information only appears on buildings that can contain or produce gold.
Tax Route	With this toggle button, you determine whether or not your Tax Collectors visit this building each time they make their rounds. This button only appears on buildings that can contain or produce gold.
Tax Once	This button temporarily adds the building to your tax route. The next time a Tax Collector makes his rounds, he can stop here to collect taxes (provided there is gold in its coffers). On subsequent rounds, however, he bypasses this building unless you give him other orders. This button only appears on buildings that can contain or produce gold.
Demolish	Click this button to destroy the building. Your Peasants sell the materials for salvage, so you get back a small portion of the original construction price.
Help	The Help feature gives you a brief overview of the building's function and abilities, as well as some insightful background information.
Support	This indicator shows how many heroes this building is currently supporting.
Heroes	This button, available only for Temples and Guilds, calls up a list of all the heroes associated with the building. It includes their names, level, and current actions. A toggle button at the bottom of this list changes the

- entries to a short form that shows only the heroes' names. The Visitors button shifts the list to show the visitors in the building.
- Recruit Hero** The main role of Guilds and Temples is to support the activities of your heroes. Click this button to add a new hero of the appropriate type (Rangers from a Rangers Guild, for example) to your employ. The recruitment cost is subtracted from your treasury and the button turns into a progress bar showing you when the new hero will arrive.
- Special Ability** Many buildings have special functions; for example, Guilds have guild skills and Temples have spells. The relevant special ability buttons activate that skill, provided that you have the funds to pay for it. The Spells button, for instance, takes you to a list of that building's spells.

Combat Damage

Each building and lair can take only a certain amount of damage before it collapses. This is represented by the structures "hit points". As a site takes damage from attacks, these points are gradually lost. When the hit point total reaches zero, the building is destroyed. You can have a damaged building repaired at any time before it reaches zero hit points. If you need a building that has been destroyed, however, your only option is to construct a replacement. Also, note that only fully repaired buildings can research new abilities or be upgraded; damaged sites must be brought into good repair first.

Repair Routes

Buildings damaged by attacks can be repaired. You can choose to have a building repaired every time it's damaged (it's in the Repair Queue), or you can have it repaired only when you specifically order it (Repair Once). The advantage of having buildings in the queue is that you can focus your royal attention on other things and let the business of repair go on in the background. However, if you want to carefully manage your Peasants, the Repair Once option comes in handy.

You only have a limited number of Peasants, and they divide their time between constructing new buildings and repairing existing ones. For the most part, the Peasants aren't as intelligent as their ruler, and in heated moments, they might focus their efforts wrongly—for example, repairing a minor structure while a more important one is badly damaged and under attack. The Repair Once option lets you manage this situation by taking less important buildings off your Peasants' Repair Queue, then calling for them to be repaired when the situation allows.

Upgrading

Many buildings may be upgraded one or two levels. (The number of possible levels depends on the type of building, but no building goes above level three.) In order to upgrade a building you must have the amount of gold indicated on its upgrade button. Certain buildings also have upgrade prerequisites. These are detailed in the building's Help text, and you can also find them in the Reference section. A missing prerequisite will be listed on the ToolTip Bar.

Once you meet the prerequisites for upgrading, just click the Upgrade button. This prompts your Peasants to add the job to their construction queue. Once they get to the site, they start to perform the upgrade work. The more workers are helping with the task, the quicker it is completed.

Structures You Don't Build

Some buildings, like Houses, Elven Lounges, and Gambling Halls, are generated without your involvement. They come about naturally as your settlement grows and certain requirements are met. Infrastructure, such as Sewers and Graveyards, are also created for you. These structures cannot be demolished or destroyed. In addition, in some quests your heroes might find existing buildings and add them to your kingdom.

As your settlement grows, the building roster comes in handy. To use it, select your Palace and then click the Roster button. Now click the Buildings button in order to make the list display all your village's structures. From this list, you can quickly tell what buildings are in your tax and repair queues and if any building's current status warrants attention.

Your Heroes

While it's an important job to construct the buildings that make up your kingdom, the real key to your success in any quest lies with your heroes. It is only through their courageous endeavors that your goals can be accomplished.

Recruiting Heroes

You recruit heroes through Guilds and Temples. Each of these produces a specific type (some have two types) of hero and can support up to a maximum number. For instance, a Rangers Guild creates and supports a maximum of four Rangers, while a Dwarven Settlement creates and supports three Dwarves.

Each Guild and Temple has a Recruit button. This button shows you the type of hero it can recruit and displays the cost in gold for recruiting the next hero of that class. When

you click, the gold is subtracted from your treasury and the button becomes a recruitment timer. This timer shows how long you have to wait before your new hero arrives. Every hero carries a unique name and set of personal statistics, and all of them have minds of their own. Your new heroes spring immediately into action, pursuing their own priorities. Your challenge is to get them to accomplish your goals.

Hero Behavior

Heroes are intelligent entities (with the occasional exception). They have their own individual motivations and goals—goals that might not always coincide with your needs. For instance, no matter how high an attack reward you place on a Skeleton, there is very little chance that a Ranger will try to attack it. Rangers know that their chances of damaging a Skeleton with their arrows are slim. However, you can sometimes tempt them to consider such intimidating actions by offering a particularly high reward.

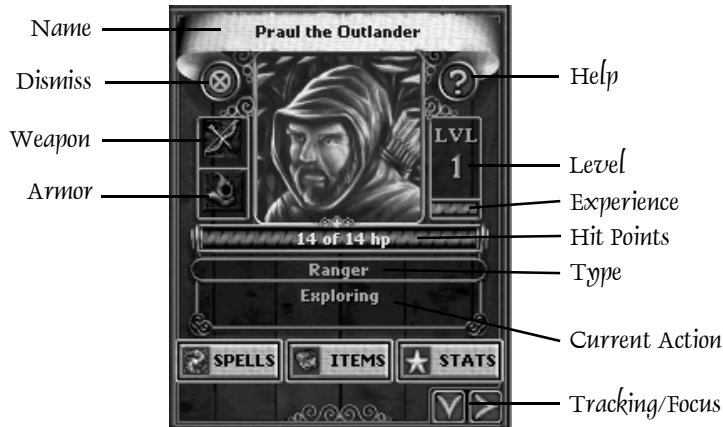
Likewise, don't be surprised to see some heroes simply mill about. This is your cue to give them something to do. Are your Wizards just walking around and resting from time to time? Maybe you should build a Library, so they can go learn some new spells! Are your Warriors content to stay at home because there are no enemies to hunt? Maybe it is time to have them explore the surrounding area for monsters by placing explore flags!

Some heroes are smarter than others. For instance, the intelligent Wizards almost always equip themselves with any available Healing Potions, but thick-headed Warriors of Discord almost never do. Likewise, some heroes are more loyal than others. A Rogue's only loyalty is to gold and wealth. In a multiplayer game, your own Rogues might attempt to satisfy a Reward Flag that another sovereign placed on your Palace. Paladins, on the other hand, can only be tempted to disloyalty by the most excessive rewards, if at all.

These are but a few examples from a long list of behavioral differences between your heroes. It is one of the challenges facing any sovereign to figure out, understand, and work with these differences, ultimately manipulating them to your best interests in order to accomplish your goals.

The Hero Control Window

As is true of buildings, heroes have useful details and handy functions that show up in the Control window when one is selected.



- Name *This is the name of the hero. If a hero is level ten or higher, you can click in this field to change the name.*
- Type *The hero's class-Ranger or Wizard, for example-is displayed here.*
- Hit Points *This bar displays the hero's maximum and current hit points. The bar rises and falls as the hero takes damage and heals. Once a hero's hit points reach zero, the hero dies and leaves a Gravestone.*
- Level *This indicator displays the current level of the hero. As characters gain more experience, they move up in level.*
- Experience *This status bar shows how much more experience is needed before the hero attains the next level.*
- Current Action *Your hero's current activity-hunting or fighting, for example-is displayed here.*
- Weapon *The weapon your hero is current wielding and its bonus (if any) are displayed here. If you move your cursor over this area and look at the ToolTip Bar, you see a description of the weapon.*
- Armor *What armor the hero is currently wearing and its bonus (if any) are displayed here.*
- Spells *This button opens a list of all the spells the hero can currently cast and a list of the enchantments in effect on that hero.*
- Statistics *Click this to see the hero's unique personal statistics.*
- Items *This button opens the hero's inventory list.*

Tracking/Focus	Click the down arrow to put this hero in the Tracking window. The right arrow focuses the Main Map on the hero.
Dismiss	Click this button to dismiss the hero from your quest. The hero walks to the Palace, enters, and then disappears from the quest into early retirement. You can then recruit a replacement.
Help	The Help feature gives you a brief overview of the hero's abilities, as well as some insightful background information.

Improving Heroes

The longer they are out adventuring, the more your heroes increase in skill level. They do this by gaining experience (measured in points). Once a hero reaches a certain threshold of experience, that hero's level increases by one. Getting to higher levels is more difficult, as each promotion requires progressively more time and experience.

When heroes go up in level, they get more hit points, they might get better at a particular skill, and they also can gain new spells or skills. The list of actions that heroes can undertake to gain experience is quite long, and to some degree, it is unique for each hero class. In general, if heroes are in the field adventuring, they are gaining experience. However, there are ways that you can promote heroes and make them better at what they do without risking them in the field.

Fairgrounds

The Fairgrounds provide two ways in which heroes can seek self-improvement. First, heroes can purchase upgrades to their combat skills. Second, they can take part in tournaments.

Tournaments are events held at the Fairgrounds. Each type of tournament focuses on refining a different one of your heroes' combat skills. The focus might be melee, archery, or magic, and there are combination tournaments, too. Heroes that use the relevant skills are attracted to the Fairgrounds for practice. Combination tournaments are open to heroes using all types of combat skills.

Heroes who perform admirably in a tournament stand to gain experience and possibly even some bonus gold. By selecting the tournament type, you can guide specific classes of heroes to improvement. You can also close down the tournaments to force your heroes into the field.

Library

Libraries have several positive effects on your heroes. For starters, just having a Library in your kingdom boosts the intelligence of all heroes recruited after the Library has been

built. However, the Library's most valuable role is in developing magical abilities. Using this building's research features, you are able to train your Wizards to use new spells and improve their intelligence. You can also teach intelligent characters new magic (even non-spellcasters), and afford them the opportunity to increase their magic resistance.

Equipment

Heroes can improve their equipment as well as their statistics and skills. This happens when they visit different buildings throughout your kingdom. Read the Reference section for all the details, but here are a few of the more useful examples.

Blacksmiths sell better weapons and armor to your heroes, but you have to spend gold in order to research each new level of improvement.

Wizards Guilds enchant your heroes' weapons and armor, as long as they are willing to pay for the service. Enchanted weapons and armor add to damage and protection.

If you have a level two Rogues Guild, heroes can pay to have their weapons poisoned. A poisoned combatant slowly loses hit points over a given amount of time. It is quite possible that the infected character will die before the poison wears off.

Marketplaces also sell helpful items to heroes, though you must research each item in order for it to be available. At level one, you can get Healing Potions. Level two offers Rings of Protection, and the third level Marketplace introduces Amulets of Teleportation. Heroes might also find improved weapons and armor as they adventure. Some lairs have hidden caches, which become available when the lair is destroyed.

Orphaned Heroes

If a Temple or Guild is destroyed and heroes supported by that building decide to return home, the heroes note the lack of a home to return to and assume that their services are no longer needed. The heroes then walk to the Palace, enter, and leave your kingdom.

If, however, you build an appropriate replacement Guild or Temple before the homeless heroes reach the Palace, then the new structure adopts the orphaned heroes. This does not change the maximum number of heroes that the Guild or Temple can support.

Caring for Dead Heroes

When any hero dies, a Gravestone is left behind. These markers remain on the map for a limited time after the hero's death. Gravestones of higher level heroes last longer than those of lower level heroes. If you have a Resurrection or Re-animation spell available, you can bring a hero back to life by casting that spell on the Gravestone. Once the Gravestone has gone, however, there is no way to bring the hero back.

You should count the Gravestone of any hero you expect to bring back toward the maximum number of heroes a Guild or Temple can support. So, for example, if you have two Rangers and two Ranger Gravestones you plan to revive on the map, that Rangers Guild (which holds a maximum of four members) should be considered full. You can immediately recruit new heroes to replace the dead ones, but if you do this, the lowest-level Gravestone is dismissed and the newly recruited hero assumes that membership slot. Thus, you would lose your opportunity to revive the expired hero. You can also manually dismiss Gravestones by selecting the stone and clicking its Dismiss button or by double-clicking on the Gravestone itself.

Reward Flags

An important key to success in your game is in learning how to motivate your heroes. Your main tools for doing this are Reward Flags. These are offers of gold to be awarded to any hero who successfully fulfills the terms of the flag—explore or attack the indicated target. There are two different types of flag, as seen here.



Attack Flag



Explore Flag

An Attack Flag tells your heroes to defeat the marked creature or destroy the marked building or lair. An Explore Flag offers a reward for reaching the marked location. Note that Attack Flags can only be placed on visible things, while Explore Flags can be placed anywhere. Attack Flags travel with moving targets, but Explore Flags stay wherever you place them.

Heroes don't always respond to your Reward Flags. You have to appeal to their sense of greed—and each hero's thirst for gold is different. Your reward must be high enough to outweigh the rigors of the distance to be traveled and the dangers to be faced.

Placing Flags

To place a Reward Flag, select your Palace. In the Control window, click the Rewards button to open the Reward Flags box.



To set the amount of the reward, use the plus and minus signs next to the type of flag you want—Explore or Attack. Once that's done, click the name of the type of flag, then move your cursor onto the Main Map. Notice that you are now "carrying" a Reward Flag on your mouse pointer. Move your cursor to the target and click to place the flag.

Note that if you're placing an Attack Flag, your cursor must be over a structure, character, or monster to be placed. Otherwise, the flag has a red "Invalid Target" marker over it. You can't place Attack Flags just anywhere; they must be placed on valid targets. If you are trying to place a Reward Flag with a higher reward amount than you currently have in your treasury, your cursor shows a red "Disallowed" marker with coins attached. This changes back to a normal cursor once your treasury increases to cover the amount, or after you decrease the reward amount to within reach of your funds. You can also right-click to cancel.

Since placing flags is a vital part of success in a quest, there are two shortcuts you can take—after you have set amounts on both types of flag—to speed this action.

- Double-click on the intended target. If the target is a creature or building, you get an Attack Flag. If it's vacant land, you get an Explore Flag instead. The flag bounty is dictated by the current reward amounts. You can set it manually after the fact; see Managing Flags.
- Press the **Spacebar** when an enemy target is selected (you see it in the Control window). This sets an Attack Flag on that target. Again, the flag bounty is dictated by the current reward amounts, and you can set it manually after the fact.

Managing Flags

Once you've set a Reward Flag, that can be the end of it until a hero claims the flag. However, you can also keep an eye on the flag and make changes if things aren't working out to your royal approval. Click on a placed Reward Flag to get that flag into the Control window.



Once a flag has been placed, you can only make changes to it in this window. Naturally the first thing you might be interested in is the flag's effectiveness. To check this, look at the View Heroes button. It has a number indicating how many heroes are presently responding to the bounty. If no heroes have been tempted by your reward, you might consider increasing the amount. (Keep in mind, however, that it does take a little time between when you place a flag and when heroes begin to take note of it.)

If you click the View Heroes button, you are presented with a list of all the heroes who are currently trying to achieve that flag's objective. Clicking on any entry in this list centers the Tracking window on the chosen hero.

Once a reward flag is placed, it can not be moved. However, you can increase the bounty. To do this, click the plus sign in the Control window. Each click increases the reward by 100 gold. The reward amount can not be decreased after a flag has been placed.

You can also remove a flag completely from the map. Be warned! If you remove a flag, the bounty in gold it was carrying is lost—it does not get returned to your treasury. To remove a flag:

- Select the flag, then click the Remove button in the Control window, or
- Double-click on the flag in the Main Map.

Claimed Flags

Heroes claim a reward flag's bounty only after they meet its requirements. In the case of an Explore Flag, that means the hero must get to the location of the flag. In the case of an Attack Flag, the hero must destroy the flag's target. Once the reward is claimed, the flag disappears. If there are multiple heroes in the vicinity, it is assumed that they all took part, and so they all divide the reward. In the case of claiming an Attack Flag during a multiplayer game, this includes the nearby heroes of any player.

Using Spells

Magic is a potent force in the land of Arдания. The outcome of any quest is heavily influenced by spells—those you wield as well as those cast by your heroes and your opposition. There are two major categories of spells in Majesty, hero spells and Sovereign spells. While both are quite powerful, they are cast in very different ways.

Hero spells are those cast by your heroes. Your heroes decide for themselves when, where, and how to use them. The types of spells each can wield depends on the hero's level and class. As a hero gains levels, more spells become available for use. There is no limit to the number of times a hero can cast a spell. However, there is a recharge time between castings. This period varies by spell. For the details on each hero spell, please see the Reference section.

Sovereign spells are those that you can cast. These spells become available to you when you control certain Temples and Guilds, and higher level structures tend to give you access to more potent spells. Sovereign spells differ from hero spells not only in that you decide when and where to cast them, but also in that each Sovereign spell has a cost in gold associated with it. That is, the Guild or Temple charges you for each use of the spell. This price is deducted from your treasury when you cast. For the details on each Sovereign spell, please see the Reference section.

You can prepare to cast a Sovereign spell in two ways. The first is to select the relevant Temple or Guild, then click the Spell button in the Control window, then finally click on the desired spell in the list. The second, quicker, method is to use the Spell Bar. Each icon on the bar corresponds to a different spell. If a spell is not yet available, the icon is gray. If you hold your cursor over an icon, the name and cost of the spell appears in the ToolTip Bar.

Once you have selected your spell, its icon becomes your mouse pointer. Move the cursor over the target—whether it be a creature, building, or location—on which you want to cast the spell, then click. The spell is cast, and—unlike reward flags—the spell remains on your mouse pointer until you right-click to cancel it. This way, you can easily cast a spell repeatedly.

As an aid in identifying them, Sovereign spell icons are color-coded, based on the building that supplies them:

- | | |
|---|--|
| <input type="checkbox"/> Purple: Wizards Guild | <input type="checkbox"/> Green: Temple to Ferrus |
| <input type="checkbox"/> Aqua: Temple to Agrela | <input type="checkbox"/> Yellow: Temple to Helia |
| <input type="checkbox"/> Gray: Temple to Dauros | <input type="checkbox"/> Brown: Temple to Lunord |
| <input type="checkbox"/> Red: Temple to Krypta | <input type="checkbox"/> White: Sorcerer (<i>expansion only</i>) |

Sovereign spells cast from Temples have no maximum range. You may cast them at any valid target you can see. Those cast from Wizards Guilds, however, have a limited range. They may only be cast within a certain distance from the closest Wizard, Wizards Guild or Wizards Tower. The actual range is shown as a highlighted area on the Mini Map when the appropriate Wizard, Wizards Guild, Wizards Tower, or spell is selected.

Earning Gold

As a sovereign in Arдания, you must pay in gold for everything you do or order done. You begin each quest with some gold in your treasury, but you will need much more in order to achieve your goals. There are several ways you can replenish your treasury, some better than others.

Tax Collection

Most of the buildings in your realm generate some amount of gold, however small. Getting that gold from the various structures into your treasury is the job of the Tax Collector. This rotund fellow is the workhorse of your economic system. A Tax Collector starts his rounds from either the Palace or a Guard House, and he visits every building on the Tax Route. Once he's gone to each building, he returns with your gold.

Note that if a Tax Collector is killed while making his rounds, he drops whatever gold he's carrying. If a hero is nearby to pick up the spilled treasure, all is not lost. However, if no heroes are near when a Tax Collector is killed, the gold vanishes!

Wandering around to every building is not always the most efficient means of collecting taxes. Especially in a large, spread out kingdom, you might want to streamline the process. There are a number of ways you can do this:



Minimum Return is a threshold you set in a Tax Collector's Control window. This dictates the minimum amount of gold that a Tax Collector must be carrying before he

considers dropping it off at your Palace or a Guard House. He will ignore this and drop off anyway only if there is no more gold left anywhere to collect. You can adjust the value in this field by manipulating the plus and minus buttons next to it.

Minimum Pickup is another threshold, set and adjusted in the same way. This dictates the minimum amount of gold that must be in the coffers of a building on the Tax Route before the Tax Collector will consider visiting that building to collect it. This can save a lot of time that would otherwise be wasted on tiny sums.

The Tax Route gives you complete control over which buildings the Tax Collector travels to visit. This allows you to fine tune your collectors' routes. If your buildings are widely spread, collecting money from every one could take your Tax Collector a long time. If you take the less income-productive buildings off his route, it can significantly speed up tax collection. Use the Tax Route toggle in the Control window of each building to put it on or off the route. Stay alert, because whenever a new building is created, it defaults to being on the route. When a building is off the Tax Route, it might eventually build up a nice amount of gold. You can have taxes collected on demand using the Tax Once button.

More Tax Collectors is a dependable way to speed up tax collection. You start the quest with one, and you can gain additional Tax Collectors by upgrading your Palace. The base number of Tax Collectors you employ is the same as the level of your Palace, up to three. You can supplement this base number by constructing certain buildings; for every five Fairgrounds, Blacksmiths, Royal Gardens, and Marketplaces you build, there is a chance that a Fountain will spontaneously appear in your city. Each Fountain provides an extra Tax Collector.

Guard Houses have a passive but significant impact on tax collection. Your Tax Collectors can drop off their gold at these outposts, rather than making the long trek back to the Palace every trip. This generally results in your treasury getting a boost more frequently.

Extortion

When you have a Rogues Guild in your kingdom, you have the option of collecting taxes in a hurry through Extortion. Click the Extort button in the Rogues Guild Control window, and the Rogues pressure your entire populace into handing over their taxes immediately. All taxes are collected and delivered to your treasury, but there's a catch—the Rogues keep a sizeable percentage of the take for themselves. A higher level Rogues Guild takes out a smaller percentage of the taxes, but the cost makes this collection technique perhaps better kept in reserve as an emergency measure.

Marketplaces

A dependable way to make sure your settlement is creating a strong cash flow is to build one or more Marketplaces. Unlike most buildings, a Marketplace generates a large amount of gold, which is then gathered by your Tax Collectors on their rounds. You might wish to build multiple Marketplaces, to make sure you're generating solid revenue. However, more Marketplaces also lengthen your Tax Route, so you should strive for a balance. Note that Marketplaces must be built a certain minimum distance from both each other and from any Trading Posts.

Upgrading your Marketplaces is also very important. The higher level markets bring in greater amounts of gold from regular business and from Caravans, as well as having increased hit points. This last is important, as you don't want such vital revenue generators to be easy targets for monsters.

Another handy ability of the Marketplace is Market Day. After a Marketplace has successfully researched this, you can get emergency cash into the coffers when you need it most. You simply click the Market Day button to instantly create a large cache of gold in the Marketplace—but there are drawbacks. After the Market Day, the Marketplace must put all its resources into resting and restocking for a time. Thus, it does not sell any goods to heroes and ceases to generate new revenue until that time passes.

Trading Posts

Trading Posts are far-flung buildings that collect gold on the frontiers, far from any Marketplace or other Trading Post. They occasionally send out Caravans to travel to the closest Marketplace. When the Caravan reaches the Marketplace, it drops off a load of gold. It's profitable to have your Trading Posts placed as remotely as possible, as the farther a Caravan travels, the more money it brings in. Of course, a long Caravan route makes a tempting target for wandering monsters.

Gambling Hall

While a Gambling Hall usually acts as little more than a distraction for your heroes, you can sometimes use it to your advantage when you're feeling desperate—and lucky. The hall appears on its own after you have both a Rogues Guild and Elves in your kingdom.

The Gambling Hall has a simple roulette wheel for your enjoyment. The odds are against you, but the payoff can be big if you win. Bring up the Gambling Hall in the Control window, enter the amount you wish to bet and the color you wish to bet on, and then click the Spin button. Good luck, and try not to bankrupt your kingdom!

Freestyle Quests

The ability to play your own freestyle quests extends Majesty beyond the predefined quests. You can generate and play random scenarios or create your own customized challenges to face—carefully selecting the monsters, victory conditions, the forces you begin with, and the region where you wish to rule.

To start creating a freestyle quest, click on the New Game button or the Map on the Introduction screen. Next, click the compass in the bottom center of the Quest Selection map. This takes you to the Freestyle Selection box. Here, you can begin a random quest at any of the difficulty levels, or you can choose to set up the scenario yourself. The Manual Settings button takes you to the Freestyle Settings screen. This screen has all the options you'll need to customize your freestyle scenario.

Note that, when you're setting up a multiplayer game, you will use this same screen to create the situation.



- Player Forces** This setting determines the heroic forces each sovereign player has in existence at the beginning of the scenario. Select one of the force patterns from the pull-down list.
- Enemy Forces** Use this to control what forces the monsters start with—lair and monsters that are on the map at the beginning of the scenario. Select one of the enemy force patterns using the pull-down menu.
- Wandering Monsters** During the scenario, monsters wander onto the map from outside the realm. This setting is how you determine exactly what monsters will do so. Select from the pull-down menu.
- Landscape** Use this to choose the terrain for this freestyle quest.

Starting Gold	This determines the amount of gold each sovereign has in the royal treasury at the start of the scenario. Select less gold to create a more difficult situation and more gold to make things easier.
Victory Conditions	When is the quest completed? You decide using this setting. There are four possible options: <ul style="list-style-type: none"> Eliminate All Foes To win, a sovereign must destroy all the monster lairs on the map. Any player whose Palace is still standing at the end of the scenario receives a victory. Gather Gold If you select this victory condition, you must enter a number into the Limits box. Select from the list or use Player Specified to put in your own. The first player to accumulate the specified amount of gold immediately wins the game. Survive Specified Time For this victory condition, like the previous one, you must enter a number into the Limits box. This time, you're setting a time limit on the scenario. Every player whose Palace is still standing when the time limit is reached and the game ends receives a victory. Last Palace Standing This victory condition is only available if you're setting up a multiplayer game. Under this, all player sovereigns are at war with each other. The object is to wipe out all of the other players' Palaces. The last player with an undemolished Palace wins the game.
Map Number	Normally, the map for every quest or scenario is generated at random, based on the settings for that quest. However, if you create a scenario and it turns out to be really fun, make sure to write down the Random Seed number from that game (it's in the Game Info on the Options menu). If you want to re-create the map you played that game on, you can reproduce it by entering that number in this field. Note that this control governs only the landscape.

When all the settings are exactly as you want them, click Start Game to give your quest

scenario a try (or begin the multiplayer game you just set up).

Multiplayer Games

In a multiplayer game of Majesty, up to four kingdoms can occupy a map. Each player starts with a Palace and, depending on the scenario, might have a few other structures or some forces in place. The goals for every player depend on the victory condition the host selects. In some scenarios, the best approach is to band together to thwart the evil that roams the land. In other cases, players might find themselves warring with each other to achieve victory.

A multiplayer scenario presents you with a different experience than a single-player quest—what would happen if more than one kingdom occupied the same realm. Since you do not control your heroes directly, do not be surprised when you see them responding to another player's Reward Flags or even spending money in other players' buildings! Some subjects are supremely loyal, while others follow the gold.

If you wish, you can place Attack Flags on your opponent's heroes and buildings. Be warned that if you do this, you are declaring war on that player. When you are at war, your heroes and theirs fight whenever they come into contact, and the fortifications of each side (Wizards Towers, for instance) view the other's forces as hostile enemies. The state of war exists until all the Attack Flags between you are resolved—fulfilled or dismissed.

To create (host) or join a multiplayer game, click the Multiplayer button on the Introduction screen. Just as in single-player, you are prompted to enter the name by which you want to be known.

After you've entered a name, you must select the type of communications you want to use. This sounds more technical than it is. Currently there is only one option, **TCP/IP - Play on the Internet or on a LAN** which allows play over the Internet or on a Local Area Network against other Linux users. At the time of release, you may only play against Linux users who use the same kind of hardware; x86 (Intel/AMD) users may only play against other x86 users, and PPC users (Mac/Amiga) may only play against other PPC users.

Click the **Accept** button to go to the Multiplayer Setup screen, where you will either join a game that someone else is hosting or create your own game for others to join.

Multiplayer Hosting

If you want to create and host a game, click the Create Game button on the Multiplayer Setup screen. You are prompted to enter a session name to identify the game to others on

the network and to choose the number of players you want in the game. When you have set both of these, click the **Accept** button. You are taken to the Multiplayer Launch screen. If you want to join a game, you will be asked to enter the address of the game. This will be the IP or DNS address of the player hosting the game. When you have entered this, you will go to the Multiplayer Launch screen.

Creating a Game

The Multiplayer Launch screen shows the currently selected multiplayer options and the players who have already joined the game. There is also a Chat area for communicating with other players.



If the current scenario options do not meet with your approval, click the **Adjust Settings** button to change them. (See the Freestyle Quests section for the details.) When you are happy with the settings you have chosen, click the Load Game button. When all the other players have also signified that they are ready to play, you are given the option to Start Game.

Joining a Game

When you are satisfied with the options that the host has selected on the Multiplayer Launch screen, click the confirmation checkbox next to your name. This signals to the host of the game that you are ready to play. Once everyone has clicked their confirmation boxes, the host can start the game.

Chatting

There is a *Chat* window on both the *Multiplayer Setup* and *Multiplayer Launch* screens. You can communicate with other players by entering text in the *Chat* field, then clicking the *Send Chat* button. What you typed is broadcast to all players in the game. All chat (yours and theirs) shows up in the chat window.

To chat during the game, press **Enter**, type your chat, then press **Enter** again. What you typed is broadcast to all players in the game. Watch your screen for chat from other players. Messages are displayed just above the *Tool Tip Bar*.

Helpful Internet Resources

To help you set up or join internet games, we recommend the following resources:

Our chat channels, at <http://chat.linuxgamepublishing.com>

The usenet newsgroup `lgn.games.majesty` on news.linuxgamepublishing.com

Join the *Majesty Multiplayer League* and compete against the best players around the world at <http://multiplayer.linuxgamepublishing.com>

Reference

Majesty's built-in Help features contain everything you're likely to need to know, but there's not always time during a quest to read through great stacks of information. It can be helpful to have a reference you can read in the spare moments between quests. Thus this section, filled with introductions to all of the important subjects.

Buildings

The buildings under your command and protection can be divided into two broad categories: those you build and those that appear through the natural course of things.

Buildings You Construct

Before you can begin recruiting, you need to start assembling your kingdom. When you select your Palace and click the Buildings button, you see what construction choices are currently available. Of course, not all of the possible buildings are available at any given time. Many have prerequisites—they do not become available until something else has been built—and others might be unavailable due to the restrictions placed on you for the duration of your current quest.

Ballista Tower



This is a defensive emplacement that Dwarves introduce to your kingdom. An armored tower fires heavy bolts at any nearby monsters. It is very expensive to build, but its defensive value is very high.

Main Function: Defense

Prerequisites: Your kingdom must contain a Dwarfven Settlement.

Level One: Fires bolts at nearby enemies.

Blacksmith



The existence of a local Blacksmith gives your subjects the opportunity to upgrade their weapons and armor. Higher level Blacksmiths offer even better equipment. Another benefit of having a Blacksmith is that constructing new buildings in your kingdom becomes less expensive, though multiple Blacksmiths do not increase the savings.

Main Function: A shop where heroes can buy better weapons and armor.

Prerequisites: None for level one. All available Blacksmith research must be completed before upgrading to level two. The same is true of level three.

- Level One: Reduces the cost of constructing new buildings.
Can research +1 armor and +1 weapons
- Level Two: Can research +2 armor and +2 weapons
- Level Three: Can research +3 armor and +3 weapons

Dwarven Settlement



Dwarves are driven to over-engineer. Their basic settlements are tiny fortresses. Each one allows you to recruit and support three Dwarven heroes. The Dwarven Settlement has automated defenses that attack any monsters that approach too close.

Main Function: Home for Dwarves.

Prerequisites: You must have a level two Palace and a level three Blacksmith. In addition, you cannot build these if your kingdom contains any Elves or Gnomes.

- Level One: Lets you recruit up to three Dwarves.
Fires defensive bolts at nearby enemies.
Allows you to build Ballista Towers.

Elven Bungalow



The bright blue roof of an Elven Bungalow loudly proclaim the Elven presence. Each Bungalow lets you recruit and support two Elves. The downside of hosting Elves is that they bring their Elven Lounges and Gambling Halls with them.

Main Function: Home for Elves.

Prerequisites: You must already have a level two Palace, a Marketplace, and an Inn. In addition, you cannot build this if your kingdom contains any Dwarves or Gnomes.

- Level One: Lets you recruit up to two Elves.
Increases all Marketplace income.
Causes an Elven Lounge to appear.
Causes a Gambling Hall to appear, when combined with a Rogues Guild.

Embassy *(expansion only)*



The embassy recruits veteran heroes at random intervals from distant lands into any open guild spots in your kingdom. The interval is displayed with a timer bar in the Embassy's Control Window. If an Outpost is present, the Embassy has a chance of recruiting any type of hero to fill its slots.

The Embassy has a simple on/off button. If the Embassy is on, it generates heroes and deducts the indicated amount of gold from your treasury every time it does so. If it is off, the building does not recruit heroes or charge any gold.

Up to two heroes in your kingdom who are without guilds (either being summoned by the Embassy or having their guild destroyed) can use the Embassy as their home.

Additionally, in multiplayer games, the Embassy gives you a shared vision of the map with all your allies. If an ally becomes an enemy during play, the shared vision is lost and you cannot see any new areas that they discover.

Main Function: Automatic Hero Recruitment.

Prerequisites: You must have a level two Palace or an Outpost

Level One: Recruits new heroes automatically

Heroes that are recruited at the Embassy typically start out higher than first level.

Provides shared vision with allies during multiplayer games.

Two heroes of any type can use the Embassy as their home.

Fairgrounds



A place for festivals, jousts, and tournaments, the Fairgrounds can help boost your heroes' experience. Heroes can visit the Fairgrounds to train and thus increase their combat statistics—for a price.

Main Function: Provides level advancement without the risks of real combat.

Prerequisites: You must have a level three Palace.

Level One: Offers experience training to heroes in exchange for payment.

Research Tournaments in order to train heroes in hand-to-hand combat, archery, magical warfare, or a combination of all forms of battle.

Gnome Hovel



Gnomes live in what others call 'structured piles of debris.' These hovels do little to beautify your kingdom, but the Gnomes' contribution to your workforce makes up for their unsightly abodes. Gnomes are prone to large families—after you've built your first Gnome Hovel, others will begin to appear in your kingdom.

Main Function: Home for Gnomes.

Prerequisites: You cannot build this if your kingdom contains any Elves or Dwarves.

Level One: Lets you to recruit up to three Gnomes.

Guard House



These small forts can be placed anywhere in your domain to protect important areas of your kingdom. Once a Guard House is built, a City Guard is automatically hired to man it. He routinely leaves the tiny fort to patrol the nearby area. Guard Houses also provide refuge for any Solarii who are patrolling the area. In addition, Tax Collectors can use them as drop off points for their gold, and Peasants can use them as temporary homes. This helps both of these types of henchmen to carry out their duties without having to walk back to the Palace.

Main Function: Provides protection at strategic points in your settlement.

Prerequisites: None for level one. Must research Arrows before upgrading to level two.

Level One: Supports one City Guard.

Used as an auxiliary drop-off point for Tax Collectors.

Used as a temporary home for Solarii.

Used as a temporary shelter for Peasants.

Can research auto-firing Arrows.

Level Two: Can research to promote the City Guard to Veteran Guard.

Hall of Champions *(expansion only)*



The Hall keeps track of all creature types slain by your heroes. You can select any one type of creature from this list and place a bounty on all of its kind for a one-time cost. This makes all of your heroes regard that creature type as a more attractive target. A timer in the Hall of Champions' Control Window displays how long the bounty lasts. While in effect, all creatures of that type are marked with a small medallion. Heroes visiting the Hall of Champions gain a temporary health bonus.

Main Function: Gives the ability to designate one creature type that you would like your heroes to focus their attacks upon.

Prerequisites: You must have a level three Palace or Outpost, and you can only have one Hall of Champions in your kingdom.

Level One: Select one monster type from the list for your heroes to give preference to in their attacks.
Visiting heroes gain a temporary boost to their maximum hit points and to their healing rate.

Inn



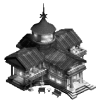
The Inn is a place where adventurers can rest and regain some of their health. By building Inns on the frontier, you provide a place where weary heroes can recuperate without traveling all the way back to their guild or temple. Inns also generate a small flow of income.

Main Function: An alternate refuge for heroes.

Prerequisites: None.

Level One: Allows heroes to rest and recover health.

Library



Wizards can visit a Library to improve their abilities. Here, they can purchase new spells and study to boost their intelligence. All heroes may visit to improve their magic resistance. Having a Library in your kingdom increases the intelligence of any heroes you recruit. Another benefit of having a Library is that it slightly lowers the cost of researching technologies in your kingdom, though having multiple libraries does not increase the savings.

Main Function: Offers improvement opportunities for Wizards and some improvement for other folks.

Prerequisites: Wizards Guild. All level one research must be completed before upgrading to level two.

- Level One:** Reduces the cost of researching new technologies.
 Can research the Fire Blast spell, which is then available to Wizards.
 Trains all heroes for magic resistance.
 Trains Wizards for improved intelligence.
 Improves the intelligence of all heroes recruited after its construction.
- Level Two:** Further reduces the cost of researching new technologies.
 Can research the Meteor Storm spell, which is then available to Wizards.
 Allows high-intelligence heroes to learn the Power Shock spell.
 Allows high-intelligence heroes to learn the Flame Shield spell.

Magic Bazaar *(expansion only)*



The Magic Bazaar is a collection of small shops that sell magical items. It features a total of six new magic items that your heroes can purchase. It is useful for giving your heroes a wider range of powers to use against the greater dangers they may face.

Main Function: Market for magic items.

Prerequisites: You must have a level two Palace or an Outpost

Level One: Can research Tonic of Speed and Fire Balm.

Level Two: Can research Potion of Dirgo Strength and Elixir of Regeneration.

Level Three: Can research Invisibility Brew and Shapeshift Tincture.

Marketplace



Marketplaces are your settlement's strongest sources of income. The amount of gold each generates increases as you upgrade its level. Adventurers can go to the Marketplace to equip themselves with useful magic items. If you've researched Market Day, it gives you the ability to immediately generate a large sum of gold. However, the Marketplace will shut down for a period of time while a Market Day is held. every Marketplace must be built a certain distance from both other Marketplaces and Trading Posts.

- Main Function:** Generates additional income for your kingdom.
- Prerequisites:** None.
- Level One:** Generates gold.
Can research, then sell, Healing Potions.
Can research the Market Day function to create a fast source of gold.
- Level Two:** Generates a greater amount of gold.
Can research, then sell, Rings of Protection (to heroes).
- Level Three:** Generates an even greater amount of gold.
Can research, then sell, Amulets of Teleportation (to heroes).

Mausoleum *(expansion only)*



The Mausoleum is a graveyard for your heroes. It can only hold a certain number of dead heroes, but unlike Graveyards, the Mausoleum does not spawn undead. Heroes buried here can be brought back to life using the Mausoleum. Be careful though, if there is no space for them at their guild, or a room at an Outpost or Embassy, they will simply leave your kingdom. If the Mausoleum is destroyed, it releases a horde of undead. Heroes affiliated with Agrela or Dauros do not go to the Mausoleum.

- Main Function:** Storage for slain heroes.
- Prerequisites:** You must have a level two Palace or an Outpost.
- Level One:** Resurrect a hero from this building long after they are slain. The higher the level hero, the more it costs to do so.

Outpost *(expansion only)*



The Outpost is an alternate command center to the Palace. It works like the Palace, but is smaller and more vulnerable. If your Palace is destroyed, you automatically escape to a nearby Outpost and continue ruling from there. In some quests you start with an Outpost instead of a Palace.

- Main Function:** Alternate center of operations to the Palace.
- Prerequisites:** You must have a level two Palace.
- Level One:** Supports Two Peasants.

Supports one Tax Collector.
 Supports two Palace Guards
 Serves as a gold drop off point for Tax Collectors.
 Serves as a home for up to six heroes.
 Allows construction of Blacksmiths, Embassy, Guard Houses, Hall of Champions, Inns, Marketplaces, Magic Bazaars, Mausoleums, Rangers Guilds, Rogues Guilds, Temples to Agrela, Temples to Dauros, Temples to Fervus, Temples to Krolm, Temples to Krypta, and Warriors Guilds.
 Allows construction of Sorcerers Abode and Trading Posts if other prerequisites are met.

Rangers Guild



Rangers are always ready to set up camp and start exploring the realm. The Rangers Guild lets you recruit and sustain up to four Rangers. Once a Guild is placed, you can use the Move Camp guild function to instantly relocate the guild to a more strategic location—even while it is under attack!

Main Function: Home for Rangers.

Prerequisites: None.

Level One: Lets you recruit up to four Rangers.
 The Move Camp guild function allows you to relocate this building—for a price.

Rogues Guild



The shabby appearance of the Rogues Guild only proves that the Rogues would rather pocket their gold than use it for renovations. This building lets you recruit up to four Rogues. Because of their deceitful and greedy nature, this guild returns a smaller percentage of its income to the Palace than others. Using the guild skill Extortion, the Rogues will (at your command) instantly collect all of your taxes—minus a stiff surcharge. A second level Rogues Guild allows characters with high artifice to poison their weapons. While poisoned weapons are expensive, they are very helpful in combat.

Main Function: Home for Rogues.

- Prerequisites: None.
- Level One: Lets you recruit up to four Rogues.
Gives the Extortion guild skill, which allows instant tax collection, minus a fee.
If there is an Elven Bungalow in your settlement, having a Rogues Guild causes a Gambling Hall to spring up.
- Level Two: Your heroes can purchase poisoned weapons to improve their attacks.
Using Extortion gains a greater percentage of your taxes. (The 'fee' is less.)

Royal Gardens



Your heroes may visit the Royal Gardens to relax and meditate. When they leave the Garden, they gain the benefits of a random (always beneficial) spell. The Royal Gardens also generate gold for you to collect, and can help boost the loyalty of your heroes (which can be useful when there are other kingdoms vying for their allegiance).

Main Function: Provides a haven for meditation.

Prerequisites: Requires a third level Palace.

Level One: Provides a location where your heroes can gain a beneficial spell effect.

Generates gold revenue.

Increases the loyalty of your heroes in multiplayer games, thereby decreasing the likelihood that they will respond to your opponent's reward flags or use your opponent's buildings.

Sorcerers Abode *(expansion only)*



The Sorcerers Abode provides you with up to six new Sovereign Spells. The spells can be cast at any distance, but after any spell is cast, the sorcerer must rest before casting another. Upon casting of a spell, a timer begins to advance in the Sorcerers Abode Control Window. This timer needs to complete before another spell can be cast from the building.

Main Function: Provides powerful spells for you to cast.

- Prerequisites:** You must have a Magic Bazaar and you can only have one Sorcerers Abode in your kingdom.
- Level One:** Grants the Sovereign Spell Change of Heart.
Grants the Sovereign Spell Frost Field.
- Level Two:** Grants the Sovereign Spell Chain Lightning.
Grants the Sovereign Spell Earthquake.
- Level Three:** Grants the Sovereign Spell Gate.
Grants the Sovereign Spell Dismiss.

Statues



Statues allow you to customize the look and feel of your kingdom—to beautify it with public art.

Main Function: Adds unique scenery to your kingdom.

Prerequisites: Requires a second level Palace.

Level One: Enhances the personality of your kingdom.
Increases the loyalty of your heroes in multiplayer games, thereby decreasing the likelihood that they will respond to your opponent's reward flags or use your opponent's buildings.

Temple to Agrela



The followers of Agrela, the Goddess of Life and the Good Mother, are the Healers of the land. Agrela's temple is a peaceful sanctuary where the Healers learn their soothing arts.

Main Function: Home for Healers.

Prerequisites: Requires a second level Palace or an Outpost. Because of religious disputes, this temple cannot coexist with a temple to Ferus, Krypta, or Krolm.

Level One: Lets you recruit up to four Healers.
Grants the Sovereign spell Healing.

Level Two: Grants the Sovereign spell Blessing.

Level Three: Grants the Sovereign spell Resurrection.

Temple to Dauros



The gilded roof of the Temple to Dauros, god of law, belies the stoic lifestyle of its resident Monks. When this temple is in your kingdom, righteous Paladins become available at your Warriors' Guild.

Main Function: Home for Monks.

Prerequisites: Requires a second level Palace or an Outpost. Because of religious disputes, this temple cannot coexist with a temple to Ferrus, Krypta, or Krolm.

Level One: Lets you recruit up to four Monks.
Grants the Sovereign spell Stoneskin.
Allows you to recruit Paladins at Warriors Guilds.

Level Two: Grants the Sovereign spell Vigilance.

Level Three: Grants the Sovereign spell Petrify.

Temple to Ferrus



Ferrus, the god of chaos and frivolity, is closely tied to natural elements. Ferrus' temples look as if they've sprouted from the landscape. Through a ritual of transformation, a Cultist may be molded into a Warrior of Discord—one of the brutally random "fists of Ferrus." Warriors of Discord make their home in the Warriors' Guild, where they complete their training in the destructive arts.

Main Function: Home for Cultists.

Prerequisites: Requires a second level Palace or an Outpost. Because of religious disputes, this temple cannot coexist with a temple to Agrela, Dauros, or Krolm.

Level One: Lets you recruit up to four Cultists.
Grants the Sovereign spell Healing.
Increases the luck of all heroes recruited after construction.
Allows the creation of Warriors of Discord at Warriors Guilds.

Level Two: Grants the Sovereign spell Illusionary Hero.

Level Three: Grants the Sovereign spell Vines.

Temple of Helia



Helia, the sun goddess, imbues her loyal Solarii with her own fiery spirit. Mystic devices within the temple grounds convert sunlight into magical energy.

Main Function: Home for Solarii.

Prerequisites: Requires a third level Palace. Because of religious disputes, this temple cannot coexist with a temple to Lunord or Krolm.

Level One: Lets you recruit up to four Solarii.
Grants the Sovereign spell Fire Strike.

Level Two: Grants the Sovereign spell Sun Scorch.

Temple to Krolm



The worship of Krolm is Arдания's oldest religion, and the Barbarians still carry on the long tradition of worshipping this god of war. Temples dedicated to Krolm are usually made from monolithic stones and the bones of huge predators. Krolm's temple provides the Rage of Krolm guild function, which temporarily boosts the statistics of all your heroes.

Main Function: Home for Barbarians.

Prerequisites: Requires a second level Palace or an Outpost. Because of religious disputes, this temple cannot coexist with any other type of temple.

Level One: Lets you recruit up to four Barbarians.
Provides the Rage of Krolm guild function.

Temple to Krypta



Krypta is the oft-misunderstood goddess of death. The dark, ethereal chanting of the Priestesses and the odd smell of decay frequently signal there's a Temple to Krypta nearby.

Main Function: Home for Priestesses.

Prerequisites: Requires a second level Palace or an Outpost. Because of religious disputes, this temple cannot coexist with a temple to Agrela, Dauros, or Krolm.

Level One: Lets you recruit up to four Priestesses.
Grants the Sovereign spell Animate Bones.

Level Two: Grants the Sovereign spell Wither.

Level Three: Grants the Sovereign spell Re-animate.

Temple to Lunord



Lunord is Arдания's god of the moon and the winds. With huge ornamental horns that hover over the rest of the kingdom, Lunord's temple is a less-than-subtle presence.

Main Function: Home for Adepts.

Prerequisites: Requires a third level Palace. Because of religious disputes, this temple cannot coexist with a temple to Helia or Krolm.

Level One: Lets you recruit four Adepts.
Grants the Sovereign spell Winged Feet.

Level Two: Grants the Sovereign spell Wind Storm.

Trading Post



The Trading Post is a starting point for Caravans. Occasionally, one of these leaves the Trading Post and heads for the nearest Marketplace. If the Caravan makes it there, it unloads a cargo of gold. A Trading Post cannot be built within a certain distance of a Marketplace or other Trading Post.

Main Function: Create added income by sending Caravans to Marketplaces.

Prerequisites: A Marketplace must be present.

Level One: Creates Caravans.
Can research Healing Potions for sale to your heroes.

Warriors Guild



Few villages feel truly safe without the protection of a Warriors Guild. The guild's unique Call to Arms skill instantly teleports all guild members home in order to see to your local needs.

Main Function: Home for Warriors.

Prerequisites: None.

Level One: Recruits Warriors.
Provides the Call to Arms guild function.
Combined with a Temple to Ferus, allows you to recruit Warriors of Discord.
Combined with a Temple to Dauros, allows you to recruit Paladins.

Wizards Guild



The Wizards Guild is a reclusive spire visited only by those skilled in the most arcane arts and those seeking their aid. Mere Peasants do not possess the needed skills to assemble this haven. Instead, the Wizards Guild is guided into being and improvement through carefully controlled magical forces. With each level of improvement to the guild, you are granted two new Sovereign spells. All spells are limited in range, but by adding Wizards Towers you can expand your sphere of magical influence. With a level two guild in place, you can Enchant your Wizards Towers to give them an offensive sting.

Main Function: Home for Wizards.

Prerequisites: Requires a second level Palace.

Level One: Lets you recruit up to four Wizards.

Grants the Sovereign spell Farseeing.

Grants the Sovereign spell Invisibility.

Heroes can pay to have their armor and weapons enchanted to +1.

Allows you to construct Wizards Towers and Libraries.

Level Two: Grants the Sovereign spell Lightning Bolt.

Grants the Sovereign spell Anti-Magic Shield.

Heroes can pay to have their armor and weapons enchanted to +2.

Provides the ability to Enchant Wizards Towers.

Level Three: Grants the Sovereign spell Lightning Storm.

Grants the Sovereign spell Supercharge.

Heroes can pay to have their armor and weapons enchanted to +3.

Wizards Tower



By building a Wizards Tower, you extend the reach of your Sovereign spells. Enchanted towers automatically shoot energy bolts at nearby enemies. This enchantment only lasts a set amount of time, after which you must Enchant the tower again. Like the Wizards Guild, this building is magically constructed.

Main Function: Extends the range to which Sovereign spells can be cast (from the Wizards Guild).

Prerequisites: Requires a Wizards Guild. Must be built within range of a Wizards Guild or another Wizards Tower. You must have a second level Wizards Guild in order to Enchant a Wizards Tower.

Level One: Extends the range of Sovereign spells.

Can be temporarily Enchanted to fire defensive energy spheres.

Buildings That Appear

In addition to the buildings you build by choice, there are some that, given the right circumstances, spring up on their own. Some are vital, like your Palace. Others, like the Sewer and Graveyard, are more akin to lairs than buildings. Most of these structures are necessary evils. They provide challenges to your settlement's growth, but are in fact inescapable results of that growth as well.

Elven Lounge



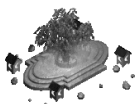
Adventurers with low willpower can find themselves wasting large amounts of gold and time at this den of decadent entertainment. You gather no gold from this building; all the money spent there is lost.

Main Function: Diverts heroes from their missions.

Cause: Appears once you have invited Elves to join your kingdom.

Effects: Attracts heroes with low willpower and consumes their time and money.
Does not pay taxes.

Fountain



Fountains represent the economic prosperity of your kingdom.

Main Function: Gives you another Tax Collector and beautifies your kingdom.

Cause: Appears once you have a certain number of inns, blacksmiths, and marketplaces.

Effects: Gives you another Tax Collector, which helps you gather your gold more efficiently.

Gambling Hall



The games of chance available in this building, like the decadent thrills of the Elven Lounge, can lure your heroes to waste time that should be spent on adventure and money that could go toward buying necessary equipment.

Main Function: Diverts heroes from their missions.

Cause: Appears once you have a Rogues Guild and have invited Elves to join your kingdom.

Effects: Attracts heroes and consumes their time and money.

Does not pay taxes.

Allows you to gamble with gold from your treasury if you so choose.

Gazebo



The Gazebo is just like an Inn, except that your heroes can visit it for free.

Main Function: Gives heroes a free place to rest and seek refuge; beautifies your kingdom.
Cause: Appears automatically when you have planted Royal Gardens.
Effects: Allows heroes to rest and recover health.

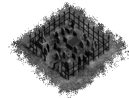
Houses



Along with heroes come their families. These proud folk refuse to live as long-term guests in your Palace. Rather, as you recruit more heroes into your kingdom, their families create their own housing outside the walls.

Main Function: Occupies land near your Palace—land on which you could have put useful buildings.
Cause: Recruiting heroes causes Houses to be erected.
Effects: Creates a small amount of taxable income.

Graveyards



As your heroes are killed, their remains are interred in honored graves. When any area contains enough of these graves, it is fenced off and called a Graveyard. Unless you're very good at keeping your heroes alive, one or more of these will eventually appear in your settlement—and thanks to

Ardania's legacy of residual necromantic magical energies, evil undead might occasionally rise from any Graveyard.

Main Function: Spawns undead creatures to menace your kingdom.
Cause: Appears in your settlement after a certain number of heroes have died.
Effects: Spawns undead monsters.
Is indestructible.

Palace



The Palace is the center of your authority. From here, you can set rewards for heroes who successfully complete quests and also choose which buildings you want to construct. Your Palace automatically creates Peasants, Tax Collectors, and the Palace Guard. Without a Palace, you can no longer rule the land. If your Palace is ever destroyed, you've lost everything.

Main Function: Is the central control from which you run your kingdom; houses your vital benchmen.

Cause: Appears at the start of every quest.

Level One: Supports two Peasants.
Supports one Tax Collector.
Lets you build Gnome Hovels, Rangers Guilds, Rogues Guilds, Warriors' Guilds, Blacksmiths, Guard Houses, Inns, and Marketplaces.
Provided their other prerequisites are met, lets you build Trading Posts.

Level Two: Supports four Peasants.
Supports two Tax Collectors.
Supports one Palace Guard.
Lets you build Wizards Guilds and Statues.
Provided their other prerequisites are met, lets you build Dwarven Settlements, Elven Bungalows, Ballista Towers, Libraries, and Wizards Towers.
Lets you build Temples to Agrela, Dauros, Fervus, Krolm, and Krypta.

Level Three: Supports six Peasants.
Supports three Tax Collectors.
Supports two Palace Guards.
Lets you build Temples to Helia and Lunord.
Lets you build Royal Gardens and Fairgrounds.

Sewer Entrance



As your kingdom grows, so does its civil engineering needs. Sewers appear as the population of your kingdom becomes larger. Unfortunately, these urban necessities also serve as homes for vicious creatures.

Main Function: Spawns dangerous vermin.

Cause: Appears as your kingdom grows in size.

Effects: Spawns monsters.
Cannot be destroyed.

Heroes

Heroes are the extension of your power throughout the land. These loyal recruits wander about the kingdom, exploring uncharted land and looking for things to accomplish. They're drawn to the Reward Flags you establish, as well as to adventures of various types.

Hero Statistics

Every individual hero has a set of unique statistics—numbers that define that hero's personal characteristics for your understanding. These statistics are largely dependent on class, but even within each class, heroes' ratings vary. The General statistics represent a hero's decision-making abilities; these influence the chances of success when attempting certain actions. Combat statistics describe a hero's defensive and offensive prowess in combat. Some of these statistics are also applied to certain henchmen and monsters.

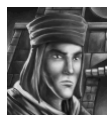
General Statistics

STR	Strength	The hero's power and physical capacity
INT	Intelligence	The hero's brain power
ART	Artifice	The hero's stealth skill and craftiness
VIT	Vitality	The strength of the hero's overall constitution
WIL	Willpower	The hero's ability to avoid temptation; piety

Combat Statistics

Hand-to-hand	How proficient the hero is at melee combat
Ranged	The hero's proficiency at ranged combat
Parry	How well a hero can deflect melee attacks
Dodge	The hero's skill at evading missiles
Resist	How likely the hero is to be able to avoid harmful magical spells

Adepts (Followers of Lunord)



Mystic Warriors

Trained in the use of both spells and ancient martial techniques, these followers of the god Lunord are a valued combat asset in any kingdom. Only the most fleet of foot are considered for training as an Adept, because they are required to be able to literally run like the wind. Adepts avoid heavy armor, as it hinders their swift style of combat.

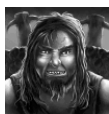
Primary Attack: Melee

Usual Activity: Patrolling the settlement

Base Armor: None

Base Weapon: Staff

Barbarians (Followers of Krolm)



Warriors of the Wilds

Barbarians live by the Law of Steel. They have very high hit points and are almost always berserk-strong, but somewhat thick in the head. Barbarians use two weapons at once, favoring the axe and club, and have high dodge and parry skills. These brutes equate armor with fear and weakness, and as such they avoid using it.

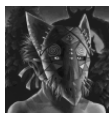
Primary Attack: Melee

Usual Activity: Berserking

Base Armor: None

Base Weapon: Axe & club

Cultists (Followers of Ferzus)



Chaotic Druids

Cultists revel in the apparent chaos of the natural world around them. They favor using two daggers at once when melee fighting, and often throw their knives for a short ranged attack. Cultists sow the seeds of poisonous plants that can later be harvested by Rogues to provide poison for weapons.

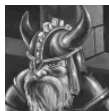
Primary Attack: Ranged

Usual Activity: Sowing poisonous plants

Base Armor: None

Base Weapon: Throwing daggers

Dwarf



Skilled Craftsmen

Dwarves are stocky, strong, and a little slow of foot. They attack with their trusty hammers. Dwarves are the master engineers of Arдания, and they bring a number of mechanical ingenuities to your settlement. Their engineering instincts also drive them to assist in any of your construction projects. Their melee combat skills are quite formidable.

Primary Attack: Melee

Usual Activity: Construction

Base Armor: Chain mail

Base Weapon: Hammer

Elf



Hedonistic Heroes

This swift and slightly built race has a weakness for the pleasure-drenched lifestyle. Elves have an excellent ranged attack with the bow and are strongly attracted to financial opportunities. They also enjoy earning extra gold by performing music for the local population.

Primary Attack: Ranged

Usual Activity: Performing at Inns and Marketplaces

Base Armor: Leather

Base Weapon: Long bow

Gnome



Diminutive Workers

As Gnomes are stunted, gnarly, weak, and somewhat pacifistic, they make rather lackluster adventurers, but they provide a valuable supplement to your Peasant workforce. When Gnomes are part of your kingdom, all newly recruited heroes are given a slight bonus to their luck. Gnomes are a bit like vermin, in that once you establish one Gnome camp in your kingdom, the number of such camps rapidly increases on its own (to a maximum of three per kingdom). If, however, you somehow manage to burn down all their homes, the Gnomes will leave your kingdom.

Primary Attack: Melee

Usual Activity: Construction

Base Armor: None

Base Weapon: Dagger

Healers (Followers of Agrela)



Spiritual Caregivers

The Healers are compassionate and self-sacrificing, and therefore are terrible at fighting. They have higher than average willpower and can cast healing and blessing spells. When a they find themselves in combat, Healers use a dagger. Their faith prohibits them from donning any sort of armor.

Primary Attack: Melee

Usual Activity: Healing others

Base Armor: None

Base Weapon: Dagger

Monks (Followers of Dauros)



Masters of Spiritual and Physical Discipline

Monks have very high willpower and will almost never go into Gambling Halls or Elven Lounges. They are good at fighting, though they tend to be rather cautious. Their spells are generally protective in nature. Monks abhor weapons and armor, preferring to use their deadly fists and mental spells in battle.

Primary Attack: Melee

Usual Activity: Praying

Base Armor: None

Base Weapon: Open hand

Paladins



Righteous Crusaders

You can recruit Paladins at a Warriors' Guild, but only if there is a Temple to Dauros in your kingdom. Paladins are excellent warriors, but they are very expensive to hire. They're very high in willpower, use two-handed swords, and have a protective spell they can cast upon themselves.

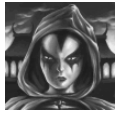
Primary Attack: Melee

Usual Activity: Hunting

Base Armor: Plate mail

Base Weapon: Two-handed sword

Priestesses (Followers of Krypta)



Mistresses of Death

Priestesses are poor at fighting, suffer from lower than average willpower, but have fairly high intelligence. Their selection of spells revolves around the dead (necromancy), which skill allows them to survive dangerous encounters-but oft-times in a chilling fashion. For a weapon, a Priestess will always choose a staff. At the insistence of Krypta, they never use armor.

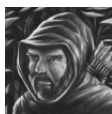
Primary Attack: Ranged Spells

Usual Activity: Summoning skeletal familiars

Base Armor: None

Base Weapon: Staff

Ranger



Rugged Frontiersman

Rangers generally choose exploration as their means of increasing experience, along with a fair dose of fighting wandering monsters. Rangers move quickly and enjoy a good distance vision. After the whole realm has been mapped, they sometimes journey to distant lands, disappearing off the edge of the map and appearing again later-if they have survived.

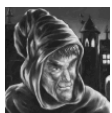
Primary Attack: Ranged

Usual Activity: Exploring

Base Armor: Leather

Base Weapon: Long bow

Rogue



Nefarious Swindlers

Rogues generally have high luck. They are useful for generating revenue for your kingdom, since they are obsessed with finding and stealing gold and treasure. They have the highest artifice rating of all the classes, low willpower, and fairly high dodge and parry skills. Rogues fight with a hand-held crossbow. In order to keep themselves quick, quiet, and unhindered, they refuse to wear chain or plate armor.

Primary Attack: Ranged

Usual Activity: Stealing

Base Armor: Leather

Base Weapon: Crossbow

Solarii (Followers of Helia)



Fiery Warriors

Every Solarus fights well with a huge, crushing mace. Solarii have average speed and dodging skills, but very high strength and damage bonuses. In addition, they wield a dangerous Fire Spell.

Primary Attack: Melee

Usual Activity: Exploring

Base Armor: Chain mail

Base Weapon: Mace

Warrior



Armored Champions

Warriors have high initial hit points and enjoy big hit point increases when they gain levels, but these simple fighters often have difficulty defeating monsters that use powerful magic. Warriors have mediocre artifice and lower intelligence than most heroes, but a higher strength—which perhaps explains their choice of career.

Primary Attack: Melee

Usual Activity: Hunting monsters

Base Armor: Plate mail

Base Weapon: Sword

Warriors of Discord



Deranged Soldiers of Chaos

You can recruit these characters at a Warriors' Guild, but only if there is a Temple to Fervus in your kingdom. They are excellent warriors, berserk most of the time, and very expensive. Warriors of Discord generally are quite strong, but have poor dodge and parry skills. In addition, they have a special attack that can damage multiple enemies at once or flat-out kill an enemy in one blow. Their blade of choice is a gruesome, two-handed weapon of their own devising. Warriors of Discord prefer to wear a type of armor also of their own design, which consists of leather straps, bits of chain, and large, razor-sharp spikes.

Primary Attack: Melee

Usual Activity: Hunting

Base Armor: Leather harness

Base Weapon: Chaos blade

Wizard



Masters of the Arcane Arts

Wizards have a low initial hit points and strength, but as they gain levels, they can learn powerful spells that make them formidable in battle. Wizards tend to be cautious; they have high intelligence but low strength. They shun armor, as it interferes with their spell casting.

Primary Attack: Ranged spells

Usual Activity: Research

Base Armor: None

Base Weapon: Staff

Henchmen

While your heroes wander the land doing adventurous deeds, your humble henchmen go about the business of keeping the kingdom running from day to day. Without their unceasing labors, your rule would soon end, as the infrastructure fell out from under it.

Caravan



Trading Posts generate income for you by sending Caravans from the more remote sections of your settlement into your Marketplaces. Once a Caravan reaches a Marketplace, it drops off its load of goods, which translates into gold for your Tax Collectors to pick up. The further a Caravan has to travel, the more gold it generates.

City Guard



Every time you build a Guard House, part of the construction cost goes toward recruiting a City Guard to be stationed in the structure. These sentinels patrol the area near the Guard House and attack any monsters that approach. (Note that killed City Guards are replaced automatically.)

Primary Attack: Melee

Usual Activity: Patrolling

Armor: Chain mail

Weapon: Halberd

Veteran Guard



When you upgrade a Guard House, part of the gold is spent on either training the City Guard to veteran status or replacing him with a Veteran Guard hired from elsewhere. The veteran, like a City Guard but tougher, garrisons the upgraded Guard House.

Primary Attack: Melee

Usual Activity: Patrolling

Armor: Chain mail

Weapon: Halberd

Palace Guard



As part of the process of upgrading your Palace beyond level one, it is a matter of course that you recruit a Palace Guard to defend the improved stronghold. These elite fighting men may look similar to the City Guard, but they are much better at what they do.

Primary Attack: Melee
Usual Activity: Defending the Palace
Armor: Chain mail
Weapon: Halberd

Peasant



Peasants are the foundation on which and by which your kingdom is built. These hardy souls populate the less grandiose portions of your Palace, venturing forth when needed to construct or repair buildings. When their work is complete, they return either to the Palace or to the nearest Guard House for refuge.

Tax Collector



Tax Collectors walk from building to building gathering gold, stopping only at those you've left on their routes (or assigned for a one-time collection). They start out from your Palace, then return there to deposit the collected gold in your treasury. Tax Collectors can also operate out of a Guard House; the taxes they deliver there are instantly transferred to your treasury.

Monsters

As your heroes and henchmen wander the land of Arдания, they cannot help but encounter the dangerous creatures that lurk all about the countryside. Though many of these beasts are of natural origin, we use the broad term 'monsters' as a category to describe them all.

Monster Lairs

Most of the monsters of Arдания breed in lairs scattered throughout the wilderness. These lairs range in quality from primitive animal dens and warrens to elaborate, dark castles. If you want to get to the root of your monster problems, your best bet is to destroy any lairs you can find. The less lairs there are, the less monsters you'll encounter.

Some righteous (some might say crazed) heroes will attempt to search out and destroy these lairs on their own. However, you can also offer rewards to tempt the more timid populace into attacking and eventually ridding the land of these monster spawning grounds.

It is worth noting that there are some monsters that do not spring from lairs. Instead, these adversaries cross into your realm from neighboring lands. Since you cannot attack the source of these creatures, your only recourse is to slay as many as you can in hopes of discouraging future monster immigration.


Spells

Magic is a powerful force in Arдания. Not only do many of your heroes have the ability to cast spells, both offensive and defensive, but you as the sovereign hold the power of a set of spells reserved for your use alone—the Sovereign Spells.


Hero Spells


Certain classes of heroes use magic in the defense of your kingdom. Each class studies magic from a different viewpoint, however, and so your heroes are each versed in very different spells. The listings herein include a brief description of what spells every able class of hero can use, the effects of each spell, and the level of experience a hero must reach before being able to cast the spell.


Adept

 Teleport 4 Instantly transports the caster a short distance.

Cultist


 Charm Monster 1 Causes one animal monster to become friendly and aid the caster.


 Camouflage 4 The caster blends into the background and remains hidden unless he attacks

 Change Shape 7 The caster takes the form of an animal monster.




Healer

 Healing 1 Heals the target.


 Meditation 4 Temporarily increases the caster's sight, rate of healing, dodge and parry skills.

 Aura of Peace 7 Makes the caster temporarily impervious to all attacks.




Monk

-  Hands of Steel 1 Adds to the damage done by the caster and makes an instant kill possible.
-  Stone Skin 4 Boosts the caster's defenses (armor rating).
-  Iron Will 7 Boosts the caster's resistance to poison, magic, and diseases.


Paladin

-  Shield of Light 4 All evil creatures have a more difficult time hitting the caster.








Priestess

-  Drain Life 1 This ranged spell transfers hit points from the target to the caster's party.
-  Animate Skeleton 1 Summons a skeleton to aid the caster.
-  Control Undead 7 Causes undead monsters to aid the caster.



Solarus

-  Sun Scorch 4 All enemies within a radius around the caster are damaged by fire.

Wizard

-  Energy Blast 1 A simple blast of energy (ranged spell) causes minor damage.
-  Fire Shield 2 Partially protects the caster from both physical and magical attacks.
-  Fire Blast 3 This ranged spell is a quick burst of flame that can damage multiple opponents.
-  Teleport 4 Teleports the caster anywhere within the explored part of your kingdom.
-  Fire Ball 5 A powerful fire attack that can harm many targets in a large area.
-  Resist Magic 6 Temporarily boosts the caster's resistance to magic.
-  Meteor Storm 7 A tremendously powerful spell that damages everything in a wide area.







All Classes (Library Spells)

-  Power Shock 1 Similar to Energy Blast, but available to all magic using heroes.
-  Flame Shield 1 Similar to Fire Shield, but available to all magic using heroes.




Sovereign Spells

Unlike hero spells, the Sovereign Spells are under your direct control. Once you have completed the requisite building and done the required research in that building, the spells listed here become available. Each listing includes a brief description of the spell's effects, the icon that represents the spell, and the level at which the particular building makes that spell available.




Sorcerers Abode (*expansion only*)

-  Change of Heart 1 Makes a fleeing hero go berserk and a non-fleeing hero run away.
-  Frost Field 1 Provides a temporary frost field around the target unit. The field damages enemies that come within range.
-  Chain Lightning 2 Damages the target unit, then springs from it to the next closest enemies, doing less damage with each successive strike.
-  Earthquake 2 This powerful spell damages all buildings in a large radius.
-  Dismiss 3 Teleports the target unit far away from its current position, or near another kingdom's Palace in a multiplayer game.
-  Gate 3 Heroes near your Sorcerers Abode are teleported to a visible location that you specify.




Temple To Agrela

-  Healing 1 Restores hit points to the target.
-  Blessing 2 Gives combat bonuses to the target.
-  Resurrection 3 Cast on the grave of a recently dead hero, brings that hero back.



Temple To Dauros

-  Stone Skin 1 Increases the target's defenses (armor value).
-  Vigilance 2 Briefly boosts the target's willpower, speed, and attack skills.
-  Petrify 3 Immobilizes the target for a short time.



Temple To Fervus

-  Healing 1 Restores hit points to the target.
-  Illusionary Hero 2 Confuses enemies with an illusory replica of the target.
-  Vines 3 Entangles the target.




Temple To Helia

-  Fire Strike 1 Fire does damage to the target; does not damage buildings.
-  Sun Scorch 2 Causes burn damage to every creature in the target area.







Temple To Lunord

-  Winged Feet 1 Increases the target's speed.
-  Wind Storm 2 A gale moves and damages everything in the target area.

Temple To Krypta

-  Wither 1 Lowers the target's strength and poison and disease attack skills.
-  Animate Bones 2 Summons a skeleton that follows and aids the target.
-  Re-Animate 3 Cast on the grave of a recently dead hero, brings that hero back.

Wizards Guild

-  Farseeing 1 Illuminates hidden sections of the land.
-  Invisibility 1 The target becomes undetectable by its enemies for a short time.
-  Lightning Bolt 2 Damages the target.
-  Anti-Magic Shield 2 Temporarily protects the target from magic.
-  Super Charge 3 Temporarily doubles the range of Wizards Towers and Guilds.
-  Lightning Storm 3 Causes lightning damage to all enemies in the target area.

Support Information

Technical Support

Please be sure to read the README document on the game CD, and review the Frequently Asked Questions on our support webpage: support.linuxgamepublishing.com. Here you can also check for any updates to ensure you have the latest version of the software.

You may also launch `lgp_update` as the user who installed the game to check for product updates, while connected to the Internet.

If you are still having problems, please contact our technical support team. Full information about how to do this is found on the above website.

By email, please contact support@linuxgamepublishing.com and we will do all we can to resolve your Majesty problem. In your email, please include the following information:

- Complete product title and version number (found by typing `majesty -v`)
- Exact error message (if any)
- Linux distribution
- Linux version (found by typing `uname -a`)
- Computer processor type and speed (e.g. Pentium 3 - 500)
- Video and sound card make and model

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