

Installing and Running King Arthur's KORT Deluxe

King Arthur's KORT Deluxe will run right off the CD disc, from DOS or Windows. To install and run it, put the disc in your CD-ROM drive. From Windows Program Manager, click on File, and then click on Run, and then click on Browse. Now click on the CD icon. Finally, double-click on the file KORT.EXE.

From DOS, first change to the CD drive. This will usually be either the D or E drive. Then type KORT and press ENTER.

The first time you run King Arthur's KORT Deluxe it will create a directory on your hard drive to store the saved game files. This is all that's needed to install the game.

System Requirements

King Arthur's KORT Deluxe requires an IBM PC or compatible computer with a minimum of 640K RAM, VGA graphics card and monitor, hard drive, and a Microsoft-compatible mouse and mouse driver. A Sound Blaster or compatible sound card and a 386SX or better microprocessor are recommended.

King Arthur's KORT Deluxe, Windows, and Mouse Drivers

King Arthur's KORT Deluxe is designed to be run under DOS. While it will run just fine under Windows, DOS requires that a mouse driver is loaded before any program can recognize the mouse. Windows has a built-in mouse driver, but this will not work in DOS. Before you attempt to run Desert Storm Command Deluxe make sure the MOUSE.COM or MOUSE.EXE file is loaded. This file is provided on a disk that came with your mouse. Check your DOS manual if you don't know how to load this file. If your mouse driver file is older than 1992, it may not work properly with Desert Storm Command Deluxe. Contact your mouse manufacturer for the latest driver.

If you don't know how to load your mouse driver, try this. First, find the mouse driver on your system. Look for the MOUSE.COM or MOUSE.EXE file. This file is probably in your DOS, MOUSE, or root directory. When you find it, from the DOS prompt type LH MOUSE.EXE or LH MOUSE.COM, depending on which file you find, and press ENTER. If you can't find the file on your hard drive, try typing either of these from the DOS prompt anyway. If the mouse driver is loaded you will see a message on the screen to that effect.

Optimal System Configuration

To configure your system for optimal memory use, you should be using DOS 6 or higher. From the DOS prompt type MEMMAKER to configure your system properly. Select "Express Setup" and "No EMS." This will automatically configure your system for best memory usage and will probably free up substantially more memory on your system. Do this if you have less than 580K free conventional memory.

Technical Support

If you have trouble with King Arthur's KORT Deluxe call the technical support line (616) 245-8376 during EST business hours. The technical support staff at this number can help you with problems with our software, but we cannot help you with DOS, your mouse software, or your hardware. Please try to solve the problem by checking this manual and your DOS and computer manuals before you call.

Program Overview

The setting for this fantasy game takes place in 15th-century England. King Arthur is believed to have been slain by the evil Mordred, plummeting Britain into its darkest of all ages. Chaos sweeps the land, for a land without a king is a land without law. The players of the game are the last surviving Knights of the Round Table. Although once loyal to one another, all now serve to fulfill the quest to unify the land. Each knight struggles to make his claim, for legends proclaim that King Arthur will return, Excalibur at his side, to rule all of Britain. It is each hero's task to bring all of Britain under one rule, so that Arthur may retake the throne of a lawful domain. The knight that brings Britain under order will be the champion of the king.

Program Interface

The game interface is quite user-friendly, since it only requires the use of the mouse. All of the commands are associated with a point-and-click of the mouse. Using the tip of the sword as the hot spot, clicking the left mouse button is referred to as left-click and clicking the right mouse button is referred to as right-click. Online help is available for each icon on the screen by pointing at it and right-clicking it.

Program Options

King Arthur's KORT Deluxe allows the playing of any of the five knights and at any of 3 difficulty levels. Each knight has a different set of abilities that distinguishes him from the other knights (see Abilities section). The 3 difficulty levels affect the gameplay as follows.

Skill Levels

PAGE Level - This is the easiest of the three levels. When playing at this level the location of every knight's campaign army as well as their respective strengths are known. Also the territory information of every territory is also known. The opposing knights do not defend their territories very well and joust unskillfully. In addition, no random or special events that are detrimental to your hero or his kingdom will occur.

SQUIRE Level - This level is a bit more difficult since at the beginning you are given the information about the other knight's army and home castle, but as the game progresses the only information that will be given to you automatically is what

territories are conquered by the other heroes. Their army strengths and other territory information will not be kept up to date. To gain current information about a hero's territory, you will have to send a scout to his territory. In addition the other knights will act more intelligently and have more success in the jousting tournaments. Finally, your hero will be susceptible to all the random/special events.

KNIGHT Level - This is the most difficult level to play. This is because at the beginning of the game you are not given any information about the other knights; their exact army and castle location is unknown. To complicate matters, the territory ownership is not updated automatically. This will prove to be most challenging because another hero may be adjacent to your home castle without you even knowing about it until it is too late. At the Knight level the other knights will play most effectively and joust most skillfully.

Number of Opponents

You may choose the number of opposing knights against which you wish to compete for the conquest of Britain. From 1 to 4 opponents may be fought against. It is more difficult to play against the full array of 4 opposing knights. With fewer knights your kingdom will grow more quickly and be easier to defend.

Music, Sound Effects and Tutorial

Music - During the game, different medieval melodies will play. If you desire to toggle these off or on simply left-click the music icon (shown on the left) to toggle the music on/off.

Sound Effects - During the game your actions, or another's, will result in the playing of digitized sounds. By left-clicking the sound effects icon (shown on the left) you may toggle the audio alerts on/off.

Tutorial - Beginners may receive intermittent gameplay advice from Merlin if the tutorial option is turned on (shown on the left).

The Players

The players of the game are the Knights of the Round Table. To distinguish between a player knight and a knight unit type (see Army Units), the player knight will sometimes be referred to as hero. Each player must pick his hero that he wants to role-play. Every hero has different abilities that affect how he will perform in the game (see Abilities section). Also each player is assigned coat-of-arms at random that affects the knight's starting conditions (i.e., ability scores, treasury, army strength or number of territories). In the days of heraldry a knight's coat-of-arms indicated where the knight's homeland was and what the knight strove to uphold (see Coat-of-Arms section). At the start of the game, each hero begins with a territory and a home castle, a modest treasury, and a not-so-modest campaign army. A hero governs his territories by taking certain actions to enact his rule. A hero's options are described in the Hero Actions section. Since the goal

of the game is to unite Britain for King Arthur's return, once a hero has conquered all the territories of Britain, the game has been won. Also the game may be won before that if all the opposing knights of the round table are defeated.

Abilities

Each hero is characterized by a set of abilities. This set differs from the other hero's at the start of the game, but may change during the game. These conditions are described where applicable. Each ability is represented by a small power graph next to the hero's portrait. The red zone represents ratings from 1 to 4, the yellow zone 5-10, and the green zone 11 to 14.

Strength. This is the personal strength of the hero. A hero's strength rating represents the overall physical ability of the hero. Higher strength gives the hero a better chance to succeed in jousting tournaments.

Charisma. This reflects how well a knight of the round table can command his campaign army (see Army Units section) in battle. Higher charisma indicates that the hero has better battle tactics and more powerful leadership. Thus, charisma affects how well the hero's troops will fight.

Honor. Honor represents the integrity of the hero. In other words, if a knight's honor is low, then he has not followed the code of chivalry very well. If a knight's honor is high, he earns more respect from his vassals (peasants). Consequently, higher honor effects a higher efficiency of a knight's kingdom, increasing tax revenues and the repopulation of a territory.

Luck. Luck has a random effect on all the elements of gameplay. It affects a hero's combat, rulership, and special events. All heroes begin with a random amount of luck.

Character Descriptions

Sir Lancelot. Sir Lancelot is perhaps the most famous of all the knights of the round table. He is certainly the strongest. His deeds are many, but his love was for one only, Queen Guinevere. The Queen and Sir Lancelot were passionately in love with one another, but King Arthur and the people of Britain were unaware of this love affair. It was this love that led to Lancelot's undoing. He knew that Guinevere and himself could never completely have one another, so he banished himself from the Round Table, only to live a nomadic and barbaric life. Sir Lancelot begins with the highest strength rating of all the other knights. His knighthood is due to his this quality and had nothing to do with luck!

Parzifal. Parzifal is the luckiest knight of the round table. In fact he became a knight because of a lucky jousting victory. Parzifal grew up as a simple hunter, completely ignorant of the ways of chivalry. One day while hunting in the forest he came across a company of mounted knights. Parzifal gazed in awe, knowing that he

must someday become a glorious knight such as those that he observed. By sheer luck, he defeated a great knight in a joust, and he became a knight of the Round Table. However he should not be discounted. Remember some people would rather be lucky than good!

Sir Gareth. Sir Gareth was knighted by King Arthur after he rescued a maiden from an evil sorceress. Gareth had to overcome many challenges to rescue the Lady of Lyonesse; he defeated both the Blue Knight and the Red Knight in single combat. After the rescue, he and Lady of Lyonesse married and lived a long and happy life. Consequently, he has a high strength and honor rating.

Sir Tristram. Sir Tristram matured into a great leader during a lengthy feudal war with his uncle. In fact, he slayed his uncle in mortal combat, even though he was not yet dubbed a knight. His success earned him a place at the Round Table. Many soldiers admired his courage, and that is why he is the most charismatic of all the knights.

Sir Gawain. Sir Gawain was the knight that defeated the famous Green knight, preserving the honor of King Arthur. The Green Knight was a fearsome giant knight with strength and skill comparable to Sir Lancelot. The Green Knight challenged King Arthur, but the King would not meet the challenge due to the rules of chivalry. No other knight would accept the challenge, except for Sir Gawain. The fight was long and well-fought. Sir Gawain won the challenge and he became the most honorable knight of the Round Table. His honor is the greatest of all the knights.

Special Characters

Merlin. Merlin was the counselor to King Arthur before the king vanished. After the disappearance of King Arthur, Merlin roamed Britain in search of the greatest knight that will be champion unto the King. Every so often he will give your hero aid in several different ways; maybe a potion or two, perhaps a magical mantra to summon Merlin to use his magic against your enemies. Merlin cannot be played as a hero.

Morgana. Morgana is King Arthur's evil half-sister. It is her desire to see Britain plunged into eternal chaos. She travels the land to wreck havoc on anyone that is in quest of a united Britain. Every so often she will cast an evil spell on your hero. Morgana cannot be played as a hero.

Coat-of-Arms

In medieval England a knight's coat-of-arms was a means of identification. It represented his homeland, what virtues he strove to uphold and from what descent he came. Each knight will have a different coat-of-arms drawn from the following.

The rampant lion was often representative of a knight's great physical strength. The bearer of this arm will begin with +1 STRENGTH.

The knight that brandished a sword was often boastful of many victorious battles. The knight that wears this coat-of-arms begins with +1 CHARISMA.

Some knights were able to attract additional battle knights to join their cause. The knight bearing this coat will have an additional 20 knights.

Luck often plays an important part of a knight's rule. The bearer of this coat-of-arms will start his conquest with +1 LUCK.

It was quite common for a knight to be raised by a Lord that possessed quite a bit of land. The knight that wears this will begin with +1 Territory.

Some knights were just wealthier than others; gold was cherished by many, but possessed by a few. The bearer of this coat begins with +100 gold.

This coat-of-arms was popularized by the crusaders. The knight that bears the cross was most honorable, so the knight that wears this starts with +1 HONOR

Territory

A territory is a section of land defined by a bordered outline. Britain is divided into many territories. Each territory has a set of characteristics associated with it. These include a mountain, plains and river value, castle defensive rating, and the number of inhabiting peasants.

Mountain value. The mountain value is the relative amount of mountain terrain in the territory. Mountains serve as a source of precious metals from which peasants mine gold. Consequently, the amount of mountains is in direct proportion to the tax revenue generated by a territory.

Plains value. The plains value is the relative amount of plains located in a territory. Plains serve as a source of food for the inhabiting peasants and livestock. Consequently, the amount of plains is proportionate to the rate of repopulation -- more plains equates to a greater population of peasants.

River value. The river value is the relative amount of rivers present within a territory. Rivers help to grow food and provide the water necessary for a castle moat. Hence rivers have a proportionate affect on the rate of population. Rivers also add to the defense of a territory if the castle level is at least 1.

Castle Defense. The castle defensive rating is strength of the a castle present in the territory. The more a castle is built, the higher the castle rating will be. Eventually a castle will be completely built to a castle strength of 9. The castle serves to protect a hero's campaign army from invading armies. The higher a castle defense rating, the better the troops will defend.

Army Units

Each knight of the round table commands what is called a campaign army. A campaign army consists of knights, foot soldiers, bowmen and catapults. Note that peasants are unworthy to serve in a campaign army and only help in the defense of the territory that they occupy. Each unit type has an attack and defense rating, and costs a certain amount of gold to recruit as summarized in the following table:

Unit Type	Attack	Defense	Cost
Peasant	1	1	N/A
Knight	6	5	8
Foot Soldier	2	4	4
Bowman	4	2	4
Catapult	8	1	10

A campaign army may contain up to 25,000 of each type (knights, foot soldiers, bowmen and catapults). The location of the campaign army of each hero is represented by a small waving flag of the hero's main heraldic color which are as follows:

Sir Lancelot	--	Dark Blue
Parzifal	--	Dark Brown
Sir Tristram	--	Dark Red
Sir Gawain	--	Light Purple
Sir Gareth	--	Light Orange

Remember that at the SQUIRE and KNIGHT levels the flag only represents the last known location of the other knight's campaign army (see Program Options: Skill Levels section). The following are the icons that represent the various troops and a description about them:

Peasants - This represents the total number of peasants that are present in a selected territory. Peasants' only military purpose is for defense (i.e., they may not be hired into a campaign army). Peasants are the weakest of any defender. Peasant population growth is dependent upon a combination of the following factors: season of the year and the plains and rivers in the territory.

Knights - This represents the number of knights that are present in a selected territory or campaign army. Knights are the best overall army type because they are both strong on attack and defense. They are most useful for invading another territory because if the territory is conquered then the knights will provide an excellent defense of that territory.

Foot Soldiers - This represents the number of foot soldiers that are present in a selected territory or campaign army. Foot soldiers are best suited for defensive purposes. When a territory needs to be defended quite rapidly, foot soldiers are best since twice as many foot soldiers may be hired than knights for the same amount of money.

Bowmen - This represents the number of bowmen that are present in a selected territory or campaign army. Bowmen are best suited for offensive purposes. When a strong attack force is needed quite rapidly, bowmen are best since twice as many bowmen may be hired than knights for the same amount of money.

Catapult - This represents the number of catapults that are present in a selected territory or campaign army. Catapults are the best for attacking, but the poorest for defense. Catapults are best for assaulting castles but when not adequately supported by troops are quite vulnerable.

Hero Actions

A hero may issue a variety of commands that are associated with the following game elements: territory, military, and hero. Territory actions are those that are directed toward any of Britain's many territories. Some commands may only be issued to a territory under a hero's rule, while others can be directed to any territory. Military actions are those associated with your hero's campaign army. Hero actions are those options only available to the player hero himself.

Territory Options

Territories that are ruled by a hero are outlined by a unique color of the hero's heraldic code. At the start of the game only one territory will be outlined by the player's color (see Army Units section), since the only territory explored is the initially ruled one. Territory information. Left-clicking on a territory will bring up a display of that territory's information. If the territory is ruled by the player's hero, then the hero's picture is displayed along with his abilities. The following information is also displayed: territory name, territory ruler (in this case the player hero's name), quantity of any army units and inhabiting peasants, and amount of gold in the hero's treasury. Remember that when playing at the SQUIRE or KNIGHT level the territory and army statistics may not be currently accurate, since the current ruler may have hired more troops or strengthened the castle. In each case the mountain, plains and river levels are also displayed and are always accurate (see Territory section).

Castle Construction. It is often wise to build a castle on a valuable territory. A castle greatly improves the defensive capabilities of a campaign army. To build a castle level left-click on the castle icon (shown on the left), then left-click on the territory that you own and wish to increase the castle strength. A castle is built in levels, one at a time, until it is completed (level 9 indicates castle completion). The construction of a castle is not cheap -- 50 gold per level. A verification to spend the 50 gold is requested; select Yea if you wish to build another castle level, otherwise select Nay to abort and cancel the castle construction. Up to two levels may be built per turn. Once a territory has a castle level of at least one, that territory will receive the defensive benefits of the river present in that territory (refer to River under the Territory section).

Scouting Missions. When playing at the SQUIRE or KNIGHT level it is necessary to scout a territory to get current information about it. Left-clicking the scouting icon (shown on the left) will prompt you to select the territory, at which point you must left-click the territory you wish to scout. information about it. Left-clicking the scouting icon (shown on the left) will prompt you to select the territory, at which point you must left-click the territory you wish to scout. To scout a territory you must own an adjacent territory to it. A scouting mission may be successful or may be a failure -- the result of each scouting mission is dependent upon your hero's LUCK rating. You may scout up to 5 territories per turn. Note that when playing at the PAGE level it is not necessary to scout, since the territory and hero information is accurately given to you.

Military Options

Military options consist of all those actions pertaining to campaign armies and the conquest of territories. Only a knight in command of a campaign army may invade a territory. Invading an adjacent territory is the only way to expand a hero's domain of rule. Since the total conquest of Britain is the ultimate quest of the game, it is quite important to learn where and when to attack.

Movement. A hero may wish to move his campaign army from one territory to another for defense of that territory or to reposition for an offensive. Movement of the campaign army is accomplished quite easily. Simply right-click the territory into which you wish your hero and his campaign army to move. Movement can be made into any territory that is currently owned by your hero. If you right-click on an unruled or enemy-ruled territory then you will have the option to attack that territory as described in the next paragraph. Up to 3 moves are allowed per turn, with your turn automatically ending on the 3rd move. If your campaign army moves, it may not attack on that same turn. (Hint: when moving your campaign army, always be sure to collect the territory army units into your campaign army, if needed, using the Transfer option explained below).

Attacking. When a player wants to attack an adjacent territory, he must right-click on the territory he wishes to conquer. Non-adjacent and currently ruled territories cannot be attacked. At the beginning of the game most territories are unruled by any hero, and are only occupied by the inhabiting peasants. Later, as the game progresses and territories are conquered by the various knights of the Round Table, your hero may attack a territory ruled by another knight of the Round Table. When a campaign army attacks an unruled, neutral territory, the peasants that occupy the territory will attempt to defend it. However, considering the poor combat rating of the peasant, only vast numbers of peasants will prevail against a small-sized campaign army. It is not necessary to destroy all the inhabiting peasants to conquer an unruled territory. In fact it would be most unfortunate to do so since those peasants are the only ones that can repopulate the territory with more peasants. And since peasants are necessary to collect tax revenues, a hero would be better off to conquer a territory with as much of the occupying peasants alive as possible. Every round of combat that ensues against an unruled territory, there is a chance that the

peasants will submit to the invading campaign army and follow their new lord. The chance of submission is related to the size of the campaign army versus the number of defending peasants. When playing at the PAGE level, the hero will always prevail against an unruled territory, regardless of your hero's army size.

When a campaign army invades a territory ruled by another hero, then the armies of the defending hero, as well as, the occupying peasants will defend the territory. If all the defending armies are destroyed, then any peasants that remain will immediately surrender and the territory will then belong to the hero that commands the invading campaign army. There will always remain at least 100 peasants in any conquered territory. Each victory may increase the invading hero's CHARISMA or HONOR, or possibly both. If a campaign army is destroyed while attacking, then the hero will retreat to the territory he attacked from, and may suffer a loss in CHARISMA and/or HONOR.

Combat consists of a series of combat rounds until either side retreats or is defeated. In a combat round each army group attacks an opposing army group and casualties result. The attacking army attacks first in every combat round. Each group of different unit types will attack an enemy group. Each unit type has a priority target type that it will try to target first. If the priority type is not in the enemy's army, then it will target the next highest priority type that is available. The following table lists the priority targets of each unit type:

Unit Type	Target Priority List
Peasant	Peasant, Foot Soldier, Catapult, Bowmen, Knight
Knight	Knight, Foot Soldier, Bowmen, Catapult, Peasant
Foot Soldier	Foot Soldier, Knight, Bowmen, Catapult, Peasant
Bowmen	Bowmen, Foot Soldier, Knight, Catapult, Peasant
Catapult	Foot Soldier, Bowmen, Peasant, Catapult, Knight

For example, a group of foot soldiers will first attempt to attack another group of foot soldiers. If another group of foot soldiers is not available to attack, then it will attempt to attack a group of knights. If a group of knights is not available, then it will attempt to attack a group of bowmen, followed by catapults and finally peasants. The number of possible kills depends upon the number and attack rating of the attacking unit as well as the CHARISMA and LUCK of the commanding hero.

The defenders' defense depends upon the number and defense rating of the defending unit and the CHARISMA and LUCK of the defending hero, if present.

Recruiting Troops. To increase the size, and consequently, the strength of a campaign army, a hero must recruit the type of army unit he desires. To hire on new army units first left-click the Troops icon (shown at the left) to hire more troops. By default your hero's campaign army numbers will be displayed along with the picture of your hero. If you would rather hire troops for territory defense, you may then left-click a territory that you rule. You may even select the territory that your hero currently occupies, if you

wish to hire troops for that territory as well. If you then wish to hire troops into your campaign army, simply left-click your hero's picture. In any case, after each left-click, the current army strength is updated and displayed on the right side of the play-screen (see Army Units section).

To hire a specific type of army unit (knight, foot soldier, bowmen or catapult), there must be sufficient gold in the hero's treasury and then you must left-click on the icon of the type you wish to hire. For example, to hire 8 foot soldiers, you must first left-click on the Troops icon, and your hero's treasury must have at least 32 gold ($8 * 4 = 32$), and then you must left-click on the foot soldier icon in the information display area 8 times. Units may be hired in quantities of 10 at a time by right-clicking the army icon. Or if desired you may spend all the remaining gold to hire as many as possible by clicking on the red button located to the left of the army type icon you wish to hire. If you change your mind, the last troops that were hired may be undone by clicking the Undo icon (shown on the left).

Troop transfer. There are two kinds of troop transfers: transfer troops from a territory into the campaign army and transfer troops from the campaign army into a territory. Into Army - To transfer troops into your campaign army from their current territory, left-click the icon shown on the left. The quantity of troops that is presently in the campaign army will then be displayed on the right of the various troop icons. To transfer one at a time, left-click on the army type to transfer. Groups of 10 may be transferred by a right-click. If the red button to the left of the army icon is clicked, then all of that type is transferred. Into Territory - To transfer troops into a territory from your campaign army, left-click the icon shown on the left. The quantity of troops that is presently in the territory will then be displayed on the right of the various troop icons. To transfer one at a time, left-click click on the army type to transfer. Groups of 10 may be transferred by a right-click. If the red button to the left of the army icon is clicked, then all of that type is transferred.

Direction Toggle - To alternate between Into Army and Into Territory, left-click on the direction toggle button shown on the left.

Hero Options

A hero may perform other actions that are unrelated to a specific territory or military action. These are: jousting tournaments, ending a turn or saving a game in progress.

Jousting. A joust may be held against one of the other knights of the round table. To hold a joust, be sure that the picture of the knight you wish to joust is displayed, then left-click on the treasury icon (shown on the left). Holding a joust will cost you 25 gold. A joust may be held for honor or, if both of the jousters have at least two territories, a joust may be held for the ownership of a territory. After left-clicking the joust icon, you will be prompted to verify the joust, and if possible to joust for honor or a territory. Success in a joust varies with the skill level of the

game, but is mostly dependent upon the hero's STRENGTH rating and whether your hero lowers his lance at the proper time (this must be learned through practice). The winner of the joust will win a varying amount of prize money or ownership of the territory for which the joust was held. However, there is also a chance that the hero will gain an increase in STRENGTH and/or HONOR if he jousts exceptionally well. Only one joust may be held per turn. When the jousting pavilion appears, your knight will be on the left of the screen, your opponent on the right. Left-click once to begin charging, and then left-click again to lower your lance. It is important not to lower your lance too early or too late, as this will cause you to lose the joust. After a few jousts you should be able to determine at which point to begin lowering your lance.

Merlin's Magic. If you have been given a mantra from Merlin then you may summon him to use his magic to devastate another territory. To summon Merlin left-click on the Magic button (at left). On the PAGE level you begin with 2 mantras, on the SQUIRE level you begin with one mantra, but on the KNIGHT level you start without any mantra and must be given one during the game. It is possible to possess more than one mantra at a time. When Merlin is summoned you must select a territory on which he will unleash his powerful magic. You may not select one that you rule, but you may select a neutral territory. His magic effectively reduces the castle strength and troop levels of the selected territory by one-half. It is a good idea to summon Merlin before attacking a heavily defended territory.

Emergency Tax Collection. You may collect an emergency tax in addition to the normal tax collected after your turn. To collect an emergency tax left-click on the tax collection icon (at left). The amount of emergency tax collected will be less than the normal tax collection, but may be enough to hire sufficient troops for victory. Be cautioned however; your vassals may rise up in revolt, causing a loss in honor or the loss of a territory (with all the troops as well!). You may only collect emergency taxes once per turn. Game Save. If you wish to save a game in progress simply left-click the peasant icon (shown on the left). You will be prompted to verify the same before continuing. You may then save a game in anyone of 5 game "slots." The game will be saved with the name of your hero. After saving the game, you will be notified that the save was successful. If the game did not save successfully there may not be enough space on the diskdrive or the savegame file ('kort.sav') write protect attribute is set. To load a saved game, select the load game option at the main menu screen when the game is initially loaded.

End Turn. Your hero's turn will automatically end after attacking another territory. If you desire to end your turn without attacking, then left-click on the coat-of-arms that is displayed in the upper-right of the view screen. You will be prompted to verify an end-turn selection. After you end your turn, the other knights of the round table will take their turns. Following the completion of all of the hero's turns, a tax collection is imposed upon your vassals (peasants). The amount of tax collected is dependent upon the number of territories and peasants you govern and is also dependent upon your hero's HONOR rating. Then a special or random event may occur. This random event is dependent upon your hero's

LUCK and the skill level of the game (on the PAGE level, only fortunate events will occur on your hero).

Game Tips and Hints

In general, you will have the most trouble winning the game at the more difficult levels. However, your starting location will have a significant impact on your chances of winning. If you cannot manage to win at the higher levels, then try playing at the lower levels until you develop better battle and ruling strategies. The following tips may prove useful to a successful conquest of Britain.

General Tips. Try to conquer territories that are adjacent to as few heroes as possible. This way you will not have too many borders to worry about.

Always be sure to keep your home territory (identified by a small castle with a flag of your heraldic color) under attention, since if you lose your home territory, you lose the game.

Try to conquer another hero's home territory as soon as possible. This will get rid of an opponent and if the game is played at PAGE level, then you will then gain control of all of his territories.

If you are stuck in a stalemate between 1 or more other heroes, then try jousting for territory with a hero that has a lower STRENGTH rating than you. This way you will gain more taxes and he will gain less.

When attacking always try to have at least some of each type of troop in your attacking campaign army; that is, be sure to have a complete army with knights, foot soldiers, bowmen and catapults. And if possible try to have more troops of each type than the defending territory.

If a battle is going badly for you, then retreat as soon as possible to save as many troops for defense.

Take advantage of the save game option. Especially after conquering a critical territory or when a beneficial special event happens to your hero, save your game.

Page Level Tips. Since all information about all territories and heroes is accurately known, be sure to attack those territories that are the least defended (i.e., fewest amount of troops, lowest castle/river strengths).

You will always conquer a neutral territory with at least one troop in your campaign army so attack neutral territories as much as possible.

Joust frequently, since it is quite easy to win a joust at this level.

Squire Level Tips. Always be sure to scout a territory before you attack it, since it may have been fortified with troops or castle construction the previous turn.

Only joust with heroes that have a lesser STRENGTH rating than your hero.

Knight Level Tips. Always be sure to protect your home territory since an enemy hero may be adjacent to it without you knowing. If need be, scout every territory that is adjacent to your home territory.

Optional Keyboard Commands

- Q - Quit game.
- ! - Help screens.
- S - Save game in progress.
- M - Music toggle on/off.
- S - Sound Effects on/off.
- T - Tutorial toggle on/off.

Optional Command-line Parameters

When loading the game, the following parameters may be specified:

kort.exe [/? /m /s] where:

- /? - displays help screen.
- /m - runs game with music turned off.
- /s - runs game with sound effects turned off.

Credits

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