

# Medieval Warriors



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Business Warriors

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 **Merit Software**

# MEDIEVAL WARRIORS

Computer Battle Game

Concept, Design, Computer  
Graphics, Programming, & Manual

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Amiga Version by  
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### Medieval Warriors

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## GENERAL OPERATION

### Copying the Game Disk

Medieval Warriors is not disk copy protected. It may be copied using any of the regular disk copy routines appropriate for your computer. If you are unfamiliar with these procedures, please read your computer manual for the particulars of disk copying.

Before using Medieval Warriors for the first time, we recommend that you make a working copy of the disk. Be sure that the name of the copy matches that of the master program disk.

### Loading (Amiga)

Just follow the regular power up sequence for your Amiga. When your Amiga requests the Workbench disk when booted, please insert the Medieval Warriors working copy in the internal disk drive. Medieval Warriors will then boot.

*Note: Medieval Warriors requires at least 1 megabyte of RAM in your Amiga to operate.*

If you copy Medieval Warriors to your hard drive, copy both the `Med_War` and `Md_War_Files` directories to your Hard drive. The two following assigns must be placed in your startup-sequence so the game files may be located in the `Med_war` and `Md_War_Files` directories.

```
assign MW: <hd> Med_War
assign MDWARFILES: <hd> Md_War_Files
```

If you prefer, an hard drive installation program has been included on the disk, which will automatically copy the correct directories to your hard drive and add the assigns to your startup-sequence.

### Loading (Macintosh)

Medieval Warriors is not shipped with System software. The latest System software should be used. If there are problems with the game loading, any memory intensive utilities that are running (i.e. Ram cache, print spoolers, etc.) should be turned off.

To launch Medieval Warriors, double click on the Game Icon after the disk is inserted in the computer.

### Loading (IBM)

Please place the Medieval Warriors working copy program disk into drive A: and type

```
WARRIORS <RETURN>
```

### When The Program Begins

When the game loads into the computer, the Credits/Copyright picture displays on your monitor. To play Medieval Warriors, click the mouse button or press `RETURN`. A requester will appear and ask you for a manual validation character.

You will be requested to type in the first letter of a random word from the Medieval Warriors manual. For example, the requester may ask for the first letter from

Page 12 Line 14 Word 5

After you find and type in the correct letter, the *Kings Bridge* Battlefield map will load. Medieval Warriors is now ready to begin.

## 1 Mouse and Keyboard Control

2  
3 All Medieval Warriors actions are controlled via the mouse.

4  
5 IBM computers without a mouse should consult the appended  
6 instruction sheet for IBM play instructions.

7  
8 On Amiga computers the left mouse button initiates actions, while  
9 the right mouse button displays menus.

10  
11 The keyboard is used to input specific *Modem and Opponent*  
12 *Parameters*, filenames, and messages when playing between two  
13 computers.

14  
15 Messages between players may be typed at any time during game  
16 play, using the *SEND* and *RECV* lines at the bottom of the  
17 display.

## 19 Verification Requester/Dialog

20  
21 A verification requester/dialog will appear on your screen  
22 whenever you request an action that might drastically effect the  
23 current game configuration. The requester/dialog will request  
24 an action from the player, and the game will not proceed until a  
25 valid response is made.

26  
27 These requesters/dialogs are designed to protect you from  
28 accidentally initiating an action that may irreversibly change  
29 some aspect of game play, or inadvertently break the  
30 teleconnection. Please read them carefully before responding,  
31 otherwise you may initiate an action that you actually do not  
32 want to occur.

## Medieval Warriors

### Overview

1  
2  
3  
4  
5  
6  
7  
8 Medieval Warriors lets you pit your military skills against those  
9 of the computer in a graphically animated, computer battle game.  
10 It also allows you to play against another human player, either  
11 on a single computer, or over the telephone with two computers  
12 (Amiga, Macintosh or IBM) equipped with modems.

13  
14 Medieval Warriors provides 4 perspective viewed, Battlefield  
15 Terrain maps upon which the game may be played, Each offers  
16 different military problems in a medieval setting to be solved by  
17 the strategy, tactics and intelligence of the player or players.  
18 These Battlefield Terrain maps include *King's Bridge*, *Frontier*  
19 *Outpost*, *Village Wall*, and *Castle Keep*.

20  
21 Both sides in Medieval Warriors have twelve animated, individual  
22 warriors, each with different names and abilities, which move and  
23 fight on command with bow, knife, axe and sword.

24  
25 To select any warrior, simply point the tip of the mouse pointer  
26 to any warrior visible on the Battlefield Map, or to one of the  
27 friendly colored positions marked on the Tactical Grid, and press  
28 the left mouse button. The chosen warrior will now be marked  
29 by a surrounding yellow bracket.

30  
31 To *MOVE* the warrior, point the mouse pointer at another  
32 Battlefield Map location, and press the left mouse button. The  
33 warrior will then attempt to walk to the selected destination.

34  
35 To *ATTACK* with the selected warrior, first choose a weapon  
36 from the list and an Attack direction from the Attack Direction  
37 Compass. Now select the *ATTACK* control, and the selected  
38 warrior will attack in that direction, striking a blow against an  
39 enemy warrior if one is in range.

1 A player's turn lasts until each Warrior has either moved and  
2 attacked, or the *turn TIMER* runs to zero. Play can be passed to  
3 the other player at any time by selecting the *PASS* control once  
4 the player has made all the moves he wishes for that turn.

5  
6 Each time a warrior is hit by an attacking warrior, he sustains  
7 wounds. If he receives too many wounds, then he is killed.  
8 Bodies of fallen warriors are automatically removed from the  
9 battlefield after three turns have transpired. Warriors may not  
10 move to a space occupied by a dead warrior.

11  
12 Once an arrow, axe or knife is loosed in an attack, it cannot be  
13 recovered. Each warrior does carry a sword, however, which can  
14 be used repeatedly as long as the warrior lives.

15  
16 The goal of Medieval Warriors is to kill all enemy warriors. The  
17 tide of battle can quickly swing one way or the other, depending  
18 on the strengths and weapons remaining to the survivors.

## 21 Display And Control

22  
23 The Medieval Warriors display is divided into two sections. The  
24 upper half display is the *Battlefield Terrain Map*, while the lower  
25 half of the display is referred to as the *Control Panel*.

## 28 Battlefield Terrain Map

29  
30 The Battlefield Terrain Map is a close-up perspective view of the  
31 current battlefield with both *Blue* and *RED* (Mac: *Black* and  
32 *White*) warriors in position. At any given time about one-fifth of  
33 the Battlefield Map is displayed.

34  
35 Movement and attacks by all warriors are graphically animated on  
36 this Battlefield Terrain Map. Only those areas of the map  
37 containing a player's warrior may be viewed by that player  
38 during his turn.

## 1 Control Panel

2  
3 The lower half of the Medieval Warriors display is the Control  
4 Panel. The Control Panel is comprised of six distinct areas  
5 which provide information, game controls, and a user-to-user  
6 interface. These sections are as follows.

- 7
- 8 «» Weapon Selection Control
- 9 «» Warrior Profile
- 10 «» Game Turn Timer
- 11 «» Connect Timer
- 12 «» The Tactical Grid
- 13 «» Warrior Controls
- 14 «» *RECV & SEND* Message Lines

## 17 Weapon Selection Controls

18  
19 The Weapon for the selected warrior may be selected by clicking  
20 on either a *BOW*, *KNIFE*, *AXE* or *SWORD*.

## 23 Warrior Profile

24  
25 The Warrior Profile lists the *COUNT*, *RANGE* and *POWER* of each  
26 weapon for the selected warrior. *COUNT* indicates the number of  
27 that type of weapon remaining. *RANGE* indicates the effective  
28 range of the weapon in cells on the Tactical Grid. *POWER*  
29 indicates the damage done to an enemy with a particular weapon.

30  
31 *STRIDE* displays the maximum distance that a warrior may travel,  
32 where 1 stride unit will move the warrior 1 horizontal or 1  
33 vertical square on the 22x15 Tactical Grid.

34  
35 *HIT PT.* lists the health of a warrior. As a warrior receives  
36 wounds, his *Hit Points* decrease by the *Power* of the weapon with  
37 which he is struck by the enemy. When Hit Pt. drops to zero,  
38 then the warrior is dead.

## 1 Turn Timer

2  
3 The Turn Timer displays the time remaining in a given turn. Turn  
4 times are set under the Options Menu.

## 7 Connect Timer

8  
9 The Connect Timer indicates the elapsed time since the latest  
10 teleconnection with another computer was made. This is useful  
11 for reminding players how long they have been on the telephone.

## 14 Tactical Grid

15  
16 The Tactical Grid displays the whole Battlefield Terrain Map  
17 under a 22x15 grid overlay upon which prominent Battlefield Map  
18 features are displayed.

19  
20 The Terrain Grid displays positions for each warrior of the army  
21 whose turn is current, and the last known positions of previously  
22 detected enemy warriors. Enemy positions are updated whenever  
23 a player selects a friendly warrior in the vicinity. Enemy  
24 position updates occur only when the map area in question is  
25 displayed within the upper Battlefield Map display.

26  
27 When a player no longer has any units in a given vicinity, it is  
28 not possible to view that area.

29  
30 The selected warrior indicates its Tactical Grid position by  
31 blinking on and off. Another friendly warrior may be chosen for  
32 action by clicking one of the friendly colored squares on the  
33 Tactical Grid map with the mouse.

34  
35 Red squares indicate *Red* army warriors, while Blue squares  
36 indicate *Blue* army warriors.

37  
38 (Macintosh: Hollow Squares indicate *White* army warriors, while  
39 Square Dots indicate *Black* army warriors).

## 1 Warrior Controls

2  
3 The Warrior Command Controls which are used to initiate actions,  
4 are separated into two distinct clusters, the *Attack Direction*  
5 *Compass*, and the *Warrior Activity Controls*.

## 8 Attack Direction Compass

9  
10 The *Attack Direction Compass* highlights the current attack angle  
11 for a selected warrior. Eight different attack angles are available,  
12 one for each of the eight major compass points. Warriors may  
13 only attack along these eight trajectories.

14  
15 Take care when determining diagonal attack trajectories. Counting  
16 the cells marked on the Tactical Grid, will provide accurate plots  
17 of enemy warriors that can be hit on the diagonals.

## 20 Warrior Activity Controls

21  
22 The *ATTACK* control is chosen to make the selected warrior  
23 attack. The warrior's current attack direction is always indicated  
24 on the Attack Direction Compass. A warrior may attack but  
25 once a turn, unless in *Double Attack* mode, in which case each  
26 warrior may attack, move, then attack again.

27  
28 The « and » controls allow the player to page through the entire  
29 warrior list for each warrior remaining in the game that is being  
30 played. It offers a quick method of determining if all warriors  
31 were considered for action.

32  
33 The *MOVE* control only indicates whether the selected warrior  
34 has moved this turn. All actual warrior movement is always  
35 commanded in the Battlefield Map display.

36  
37 The *PASS Turn* control is chosen whenever a player has finished  
38 warrior activity and wishes to *Pass* the turn to his opponent  
39 before the *Turn Length Timer* is zero.

1 Otherwise the turn automatically will *Pass* when the *Turn Length*  
2 *Timer* reaches zero.

### 3 4 **RECV and SEND Message Lines**

5  
6  
7 The *RECV* and *SEND* message lines, which are displayed across  
8 the bottom part of the Control Panel, are only activated after a  
9 teleconnection has been established with another computer. All  
10 alphanumeric keys typed on the keyboard will be displayed on the  
11 *SEND* line.

12  
13 Message Text will be transmitted to the teleconnected computer  
14 either when the *RETURN* key is pressed, or when the end of the  
15 *SEND* line (72 characters) is reached.

16  
17 The *RECV* message line displays incoming text messages from  
18 your teleconnected opponent. A chime sounds when an incoming  
19 message is received to alert the player to read the message.  
20 With some modems the *RECV* line will echo your *SEND* message  
21 should the teleconnection be broken. On *Disconnect* the *SEND*  
22 and *RECV* lines are disabled.

### 23 24 **Warriors**

25  
26  
27 Both armies are comprised of twelve warriors, which are  
28 positioned on the Battlefield Map at the start of each game.  
29 Four Battlefield Maps offer four game piece scenarios with  
30 various warrior placements in each.

31  
32 Each warrior is individual -- that is, he differs in Name, Stride,  
33 Hit Points, and ability to use each weapon. It is important for  
34 players to use the warriors effectively, together and alone, to  
35 maximize the effectiveness of each.

36  
37 Every warrior in one army has a counterpart in the other army,  
38 who possesses the same warrior abilities, so both sides in the  
39 conflict are equal at the start of a game. Some warriors are

1 light of foot, and move swiftly from place to place, while others  
2 are heavy and slow. Some are excellent swordsmen, while others  
3 excel with a bow or an axe. Some have the constitution and  
4 stamina to withstand many blows, while others die quickly.

5  
6 A brief description of each Red warrior and his Blue counterpart  
7 follows.

### 8 9 **Lord Justin & Prince Aragorn**

10 are the aristocratic leaders of the two armies. Trained in the  
11 art of war from an early age, they are deadly with all weapons,  
12 swift of foot, and possess average stamina. As the finest  
13 swordsmen in the realm they are valuable at the end of a game,  
14 when projectile weapons are scarce and swords are all that  
15 remain.

### 16 17 **Martin Trueflight & Fletch Arrowquiver**

18 are forest hunters. The bow and arrow is their weapon, though  
19 they are also good swordsmen. Their Stride and Hit Points are  
20 average to low. They are useful most when used for long range  
21 Bow attacks.

### 22 23 **Baron von Krieg & Balthizar Ali**

24 are each foreign mercenaries who fight for gold rather than  
25 glory. Their average to low weapon ability and Stride is offset  
26 by battle experience that reflects in rather high Hit Points for  
27 each. They are useful to lead an attack, to soak up blows that  
28 would kill lesser warriors.

### 29 30 **Monsieur Epee' & Don Agil Espada**

31 are young foreign noblemen sent by their titled families to learn  
32 the art of war. Their youth gives them a rapid stride, and their  
33 training makes them better than average with all weapons. Their  
34 lack of experience reflects itself in average to low Hit Points.  
35 They will account for themselves well in battle, though they may  
36 not live long.

### 37 38 **Eric Quickstroke & Rapier Thrust**

39 are both accomplished men-at-arms. They are excellent with all



1 weapons, especially swords, are quick of foot, and of average Hit  
2 Points. Both are efficient fighters and will get the job done.  
3 Their passage will be marked with the bodies of fallen enemy.

#### 4 5 **Grey Ferret & Dirk Poniard**

6 are thieves by trade, forced to join the war to escape the  
7 gallows. The knife is their weapon of choice. Each is fast and  
8 silent of foot, though low in Hit Points. Placed in the front  
9 lines, they will quickly die. But if they are kept in the shadows  
10 at the edge of a fray, their knives will take their toll.

#### 11 12 **Eric Stoutheart & Balantine Brusk**

13 are sturdy serfs who took service in the army of their liege lords  
14 to escape working in the fields. They are average with most  
15 weapons, as well as average in stride. Hit Points are average  
16 low. It is unfortunate, but true, that success in battle is often  
17 built on such warriors, who die that others may conquer.

#### 18 19 **Braddock Dala & Duke Celibrian**

20 are noblemen fighting for fame, love, and glory. They are well  
21 trained and experienced in all weapons, especially the sword,  
22 have better than average stride, and average Hit Points. Their  
23 expertise is invaluable in any fight, but more so at the end of a  
24 game when projectile weapons run short.

#### 25 26 **Goldie Chimera & Scarlet Sage**

27 are dandies who are distant relations of important people (nobody  
28 can remember whom). They have higher opinions of themselves  
29 than justified by their abilities, which are average at best. In  
30 their favor, is an uncanny luck, which is reflected in very high  
31 Hit Points. No one complains when these two are placed in the  
32 front lines of a battle. They are survivors.

#### 33 34 **Robin Locksley & Warden Forester**

35 are two forest hunters who excel with a bow and arrows as well  
36 as a sword. They are very fleet of foot, but low in Hit Points.  
37 Use their long bows from a distance. If they empty their quivers  
38 before being killed, then it is unlikely that many enemy survive.

#### 1 **Giantkiller & Theron Axewielder**

2 are exiled mountain dwarfs of ancient feuding families. They  
3 each have strength that is unequalled by normal men, who flee  
4 the power of their axes. The might of their Hit Points is renown.  
5 They ignore wounds that kill others. However, each is slow of  
6 stride and a very poor swordsman. It is important that every  
7 axe they carry takes a toll on the enemy. Use them to turn the  
8 tide of battle.

#### 9 10 **Bangor Hatchett & Halbard Berserker**

11 are barbarians giants of warring tribes from the eastern steppes.  
12 They know how to fight with any weapon. But it is with the axe  
13 that they cut a swath through their foes, like a scythe through  
14 wheat in a field. They may be slow of foot, but have Hit Point  
15 so very high that they are difficult to bring down. Like the  
16 dwarfs they can be used to break the lines of the enemy. If  
17 every axe has found its mark, then at the very least, the enemy  
18 will hold no advantage.

#### 19 20 21 **Starting Medieval Warriors**

22  
23 Medieval Warriors will begin when you select *New Game* under  
24 the *Play* menu. Two small data files load from disk and the  
25 game begins.

26  
27 *Note: When playing against another computer both computers*  
28 *must be set to the same Battlefield Map before New Game is*  
29 *selected.*

30  
31 The side (Red or Blue) that is currently chosen on the play menu  
32 always begins a game. Once a game has begun, the positions of  
33 all friendly warriors are displayed on the Tactical Grid.

34  
35 The current warrior will always be marked with a surrounding  
36 bracket on the Battlefield Map display. And its location will blink  
37 on the Tactical Grid. In order to select a different warrior as  
38 the current one, point the mouse pointer at another warrior in  
39 the Battlefield Map display and click the mouse button.

1 The Battlefield Map display then realigns itself to the new piece,  
2 centering it in the display when possible.

3  
4 The Warrior Profile now displays the ability of that warrior, and  
5 all the Command Controls reflect the options remaining to him.

6  
7 Another warrior, in particular those not in view in the Battlefield  
8 Map display, can be chosen by clicking the mouse pointer on a,  
9 friendly warrior that is marked on the Tactical Grid.

## 10 11 12 **Moving Warriors**

13  
14 The selected warrior, that is marked by the yellow bracket on  
15 the Battlefield Map, can be ordered to move by simply pointing  
16 the mouse pointer to another location in the Battlefield Map  
17 display and clicking the mouse button.

18  
19 If the location isn't impassable (occupied by another warrior,  
20 trees, water, stone, etc.), and is within the *Stride* of that  
21 warrior, then he will do his best to move to the selected  
22 location, avoiding any impassable obstructions.

23  
24 Medieval Warriors analyzes the move and calculates the best  
25 route to reach that destination, taking into consideration the  
26 terrain crossed, and the *Stride* of the warrior.

27  
28 Sometimes the warrior will not reach the destination, however,  
29 because a bridge, a hill, stairs, furniture, etc. slow his progress.  
30 Sometimes the destination lies just outside the warrior's *STRIDE*  
31 range, so he does the best he can with what he has.

32  
33 Usually, movement orders that are within the *STRIDE* range of  
34 the warrior are more likely to be successfully carried out. In any  
35 war pushing troops beyond their limits can be counter  
36 productive.

## 1 **Warrior Attacks**

2  
3 The game default mode allows each warrior to attack once per  
4 turn. If the *Double Attack* option is enabled under the Options  
5 Menu, then each warrior may *ATTACK*, *MOVE*, then *ATTACK*  
6 again.

7  
8 Set the attack direction by first selecting a compass angle from  
9 the eight controls in the Attack Direction Compass. Then click  
10 the *ATTACK* gadget to cause that warrior to attack.

11  
12 When a warrior has attacked with a projectile weapon (arrow,  
13 knife, or axe), the weapon continues in a straight path until  
14 either it:

- 15 (1) hits the first enemy warrior reached,
- 16 (2) reaches its effective weapon range,
- 17 (3) hits an impassable object,
- 18 (4) reaches a Battlefield Map boundary.

19  
20  
21 Keep in mind that with certain warriors, such as the bowman, it  
22 is possible to shoot quite a distance off screen. This is  
23 especially true to the North and South, where the narrow view  
24 of the Battlefield Map display sometimes only shows 3 cell rows  
25 to the top or bottom edge of the screen. When you are shooting  
26 at a target that is out of view, the Battlefield map will scroll  
27 with the weapon along its trajectory, so you may view the  
28 consequences of the attack.

29  
30 To use a sword successfully in an attack, the warrior must be on  
31 a square adjacent to the enemy warrior whom he is attacking.

32  
33 Warriors cannot attack warriors within their own army. The  
34 weapons are assumed to pass harmlessly over their heads.

35  
36 The victor in Medieval Warriors is he who best uses his warrior  
37 strengths. Remember the defensive abilities of each enemy  
38 warrior. Do not waste a 12 power axe attack on a warrior who  
39 has only 4 Hit Points, but throw a 4 Power knife instead.

## 1 Game Options

2  
3 The Options menu offers game options that can be set before a  
4 game is begun and include the following:

- 5
- 6
- 7    «» Choose a Side
- 8    «» Select a Scenario
- 9    «» Choose an Opponent
- 10   «» Select a Computer Play Level
- 11   «» Select Warrior Attacks
- 12   «» Select Warrior Weapons
- 13   «» Set the Turn Timer Length
- 14

### 16 Choose a Side

17  
18 The selected army color starts the game, either *BLUE/Black* or  
19 *RED/White*. When playing teleconnected with another computer,  
20 the player that starts the game by selecting *NEW GAME* receives  
21 the chosen side color.

### 24 Select a Scenario

22  
23  
24 Four game scenarios, wherein the placement of each warrior  
25 varies, are provided. When a Scenario is selected the positions  
26 of the warriors are displayed on the Options Tactical Grid. Each  
27 scenario subtly changes the strategy and tactics used in a game.  
28 When teleconnected, the scenario selected on the computer that  
29 starts the game will be the scenario that is played.

### 34 Choose Opponent

30  
31  
32  
33  
34 Options include either a *HUMAN* opponent or *COMPUTER*  
35 opponent. If the Computer opponent is selected, then a Computer  
36 Play Level must also be selected.

### 1 Select Computer Play Level

2  
3 Three computer play levels are provided, *NOVICE*, *EXPERT* and  
4 *MASTER*. *Expert* is the game default.

### 7 Select Warrior Attacks

5  
6  
7  
8 This option allows a game to be played in a *SINGLE ATTACK* per  
9 Warrior per turn mode (the default), or a *DOUBLE ATTACK* per  
10 Warrior per turn mode. In Double Attack mode warriors may  
11 *ATTACK*, *MOVE*, then *ATTACK* again. Game play in *DOUBLE*  
12 *ATTACK* mode moves quickly, and also may give a slight edge to  
13 the defenders.

### 17 Select Warrior Weapons

14  
15  
16  
17 This option sets the number of weapons for each warrior to  
18 either 5 or 8 (the default). With 5 *Weapons Each* allotted to  
19 warriors, the game will usually end with many sword duels.

20  
21  
22 This provides an interesting variation to 8 *Weapons Each* games,  
23 wherein the warriors rarely run out of projectile weapons by the  
24 end of a game.

### 28 Turn Timer Setting

25  
26  
27  
28 The *Turn Timer* forces the turn to change after a certain number  
29 of seconds has elapsed. The timer defaults to 240 seconds.

30  
31  
32  
33 Anything from 30 seconds to 600 seconds for a *Human* opponent,  
34 or 240 seconds to 600 seconds for a *Computer* opponent, may be  
35 selected.

36  
37 The shorter the time allotted, the fewer pieces a player is able  
38 to move and attack during the course of a turn.

## 1 Battlefield Maps

2  
3 Any of the four Battlefield maps may be selected from the  
4 Options menu.

5  
6 Each offers a different challenge in terrain types, and requires a  
7 different strategy to successfully master.

8  
9 *KING'S BRIDGE* presents two territories separated by a stream  
10 that can be crossed by a single bridge.

11  
12 *FRONTIER OUTPOST* presents two forts separated by forest and  
13 a small pond.

14  
15 *VILLAGE WALL* offers the challenge of defending or attacking a  
16 walled village only entered by main and postern gates.

17  
18 *CASTLE KEEP* presents a battle to the death in the maze of  
19 stone rooms and passageways.

## 22 Playing Medieval Warriors

23  
24 First select your choice of options from the menus. Then select  
25 *NEW GAME* from the Play menu. Medieval Warriors will begin.

26  
27 *Note: When playing against another computer both computers*  
28 *must be set to the same battlefield map before New Game is*  
29 *selected.*

30  
31 At any time during a Human player's turn the game can be  
32 stopped by selecting *CEDE/END* from the Play Menu.

33  
34 A game that was Ended can be continued or Replayed simply be  
35 selecting *CONTINUE* or *REPLAY* from the Play Menu.

36  
37 Any game may be saved, then later loaded and *Continued* or  
38 *Replayed*. However, Replay is disabled whenever the game is  
39 played between two computers

1  
2 When the game is teleconnected to another computer, every  
3 correct move made on one computer is echoed on the other  
4 computer.

5  
6 The receiving computer, however, does not receive the opponent's  
7 Tactical Grid display.

8  
9 Make a mental note of enemy abilities and remaining weapons on  
10 each warrior, and mark the weaker warriors as good targets.

11  
12 Focus your offensive actions, allowing your warriors to work  
13 together towards a common objective. Use map borders to your  
14 advantage.

15  
16 The player who best manages long range diagonal and vertical  
17 attacks on enemy warriors off screen will have a definite  
18 advantage.

19  
20 In *Double Fire Mode* even the weaker warriors are powerful.  
21 Think wisely before committing to an unprovoked attack.

## 24 Saving and Loading Games

25  
26 Games may be saved, and later loaded and *Continued* or *Replayed*  
27 under the Files menu. Enter the filename of the game you wish  
28 to save. Select previously saved games from the list, using the  
29 mouse.

30  
31 When playing from floppies it is necessary to save the games to  
32 a data disk. A program to automatically create a data disk has  
33 been provided, and should be run prior to playing a game.

## TELECOMMUNICATIONS

### Playing Between Two Computers

The TeleComm menu provides options relating to play between two computers.

There are four possible teleconnection modes into which your computer may be set:

- Dial Telephone Number
- Answer Telephone
- Null Modem Connect
- Disconnect

The computer will always be set to one of these four Telecommunication modes. The default is *Disconnect* when the game begins.

In order for a player to initiate a teleconnection with another computer, one of the other items must be selected.

### Dial Telephone Number

This menu selection tells your modem to *Dial the Telephone Number* you requested (See Modem and Opponent Parameters).

### Answer Telephone

This menu selection designates this computer as the one that waits for and answers the call from the other computer when attempting to establish play between two computers. The computer instructs the modem to answer the telephone the next time it rings.

### Null Modem Connect

This menu selection instructs *Medieval Warriors* to bypass modem communication routines, and directly connect to another computer via a null modem cable between the serial ports of each.

### Disconnect

This menu selection breaks the connection between another computer, previously connected by selecting *Dial Telephone #*, *Answer Telephone*, or *Null Modem Connect*.

Both computers must always select *Disconnect* when a session has ended.

### Setting Modem and Opponent Parameters

Modem and Opponent Parameters may be set from the menu Opponent Parameters.

*Medieval Warriors* allows you to save the Modem and Opponent Parameters so they can be recalled instantly when needed.

### Modem Parameters

These settings can be edited to conform to your modem and saved to the disk, so that each time *Medieval Warriors* loads it defaults to the requirements of your personal modem.

- Baud Rate
- Dial Command Modem Settings
- Answer Command Modem Settings

## 1 Baud Rate - Modem Parameters

2  
3 Baud rates of 1200, 2400 and 9600 may be selected.

4  
5 Both computers must be set to the same baud rate before a  
6 connection can be established.

## 9 Dial Command - Modem Parameters

10  
11 Whenever your modem dials a telephone number, it must first  
12 send a signal to your modem that a telephone number is about to  
13 be sent.

14  
15 If your particular modem, like most, is AT compatible, then  
16 either ATDT (for tone dialing) or ATDP (pulse dialing) should be  
17 chosen.

18  
19 A custom command entry box is provided for any modems with  
20 non-standard modem command sets. Note that this entry box  
21 may also be used to add AT commands to the dial command.

22  
23 For example, the command ATX6DT will tone dial the phone,  
24 returning result codes, which Medieval Warriors can use to  
25 inform you that the number was busy, whether a human and not  
26 a computer answered the phone, or whether no one answered the  
27 phone.

28  
29 If characters are displayed in the custom dial command box, then  
30 that is the active dialing command.

31  
32 Click the box active, then type the command that you require.

## 35 Answer Command - Modem Parameters

36  
37 A modem must be commanded to answer the telephone when it  
38 rings.

39

1 If the modem has a built in auto answer feature, ATSO=1  
2 commands it to pick up the phone after it rings once.

3  
4 Some older modems will answer, but must be told to pick up the  
5 telephone after it rings. The ATA gadget is used in this case.

6  
7 If you have selected this answer command, you would not select  
8 Answer Telephone menu option until after the telephone rings  
9 (See Teleconnection Procedures).

10  
11 A custom command entry box is provided, should your modem  
12 answer command differ from those provided. Click/activate the  
13 box, then type in the command you require.

## 16 Saving and Loading Modem Settings

17  
18 Modem settings may be saved or re-loaded by clicking on the  
19 Save or Load control, whenever the Opponent field does not  
20 contain a user entered name and says Enter Name. If an  
21 opponent's name is being displayed in the box, then the opponent  
22 data file, instead of the modem settings file, is saved or loaded.

23  
24 If an Opponent name is displayed in the Opponent field, and you  
25 wish to save or re-load the modem settings, click on an empty  
26 box to clear the Opponent field, then click Save or Load.

## 29 Opponent Parameters

30  
31 Opponent Parameters can be entered or edited, and saved to disk  
32 so they can be recalled as needed.

33  
34 Previously saved Opponent files are listed and may be recalled by  
35 first selecting, then loading them with the mouse.

36  
37 Each Opponent file contains information specific to establishing a  
38 connection with a particular opponent, such as the opponents  
39 name, telephone number, and the baud rate that will be used.

## 3 Teleconnection Procedure

4  
5 Playing Medieval Warriors between two computers over the  
6 telephone is very easy. Medieval Warriors does all the work of  
7 establishing and maintaining the connection, so that the players  
8 can concentrate on playing the game.

9  
10 Before you establish a teleconnection, both of the players must  
11 set the Opponent Parameters, or LOAD a previously saved  
12 Opponent Parameters file from the disk.

## 15 Voice Contact

16  
17 It is recommended that telephone voice contact be first  
18 established between the Medieval Warriors players to decide who  
19 will *Dial the Telephone Number* and who will *Answer the*  
20 *Telephone*.

21  
22 It is also necessary to agree upon the baud rate that will be used  
23 for the connection, which should be the highest common to both  
24 the modems that are being used.

25  
26 After they each hang up the voice call, the player who will  
27 answer the call should select *Answer Telephone* from the menu  
28 (if *ATS0=1*).

29  
30 The Dialing computer should wait 30 seconds to be sure his  
31 opponent is ready, then selects *Dial Telephone Number* from the  
32 menu.

33  
34 If *ATA* is the Answer mode, The player who is dialing should  
35 *Dial the Telephone Number* first. The other player then selects  
36 *Answer Telephone* from the menu after his phone rings.

## 3 Teleconnection Procedure Summary

- 4
- 5
- 6
- 7 1. Each computer must load Medieval Warriors.
- 8
- 9 2. Set Modem Parameters, if not set.
- 10
- 11 3. Load or set Opponent Parameters.
- 12
- 13 4. Call your opponent (*voice*) to decide who will call whom
- 14 when playing Medieval Warriors over the phone.
- 15
- 16 5. Both computers should be on the same map, and not
- 17 have a game started.
- 18
- 19 6. Before hanging up the phone, players agree that a call
- 20 will be placed in 15 to 30 seconds.
- 21
- 22 7. If *ATS0=1* is the designated answer command, the player
- 23 who answers the phone selects *Answer Telephone*. Then
- 24 15 seconds later the other player selects *Dial Telephone*
- 25 *Number*.
- 26
- 27 8. If *ATA* is the designated answer command, one player
- 28 selects *Dial the Telephone Number*. Then the other player
- 29 selects *Answer Telephone* when he hears the telephone
- 30 ring.
- 31
- 32 9. Medieval Warriors will establish the connection between
- 33 the computers.
- 34
- 35 10. Players may now type messages to each other. When they
- 36 are ready, they may select *New Game*, or load and
- 37 *Continue* a saved game that was previously saved.
- 38
- 39

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### Teleconnection - Another Method

A few older, non-standard modems do not answer the phone or recognize the AT command set, and may not initially seem to work with Medieval Warriors.

You may still be able to play by using the *Null Modem Connect* option. The connect procedure that follows should be used to establish a teleconnection under these circumstances.

The computers must each load and use telecommunication software that works with the respective modems.

The software should be set to the following parameters.

- Baud Rate = your baud rate
- Parity = NONE
- Data Length = 8 bits
- Stop Bits = 1 stop bit
- Duplex = Full Duplex

After making a teleconnection between the two computers, quit the telecommunication programs. The telephone connection should remain open between the two modems.

Load Medieval Warriors on both computers. After it has loaded, the players should select the *Null Modem Connect* menu option.

Wait a sufficient time for both computers to get the game loaded and set, then try typing messages to each other in order to determine if a connection was successfully established.

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## TROUBLE SHOOTING

### The game will not Load

1. Have you sufficient free memory for the game to load?
2. Verify that your working copy of the game disk is not damaged.

### The game will not Dial a Telephone #

1. Is your modem connected to your computer and powered? Check the connections between computer and modem.
2. Are *Modem and Opponent Parameters* set correctly? If not, set the parameters correctly.
3. Is your modem compatible with the AT command set? If not, consult your modem manual for a dial command that might work, and type it into the Dial Command Box.
5. If all else should fail, try the procedure outlined under *TeleConnection - Another Method*.



### The game will not Answer the Phone

1. Is your modem connected to your computer and powered? Check the connections between computer and modem.
2. Are your Modem Parameters set correctly? If not, set the parameters correctly.
3. Is your modem compatible with the AT command set? If not, consult your modem manual for an answer command that might work, and type it in the Answer Command Box.
4. Try the ATA command to force the modems to answer the phone.
5. If all else should fail, try the procedure outlined under *TeleConnection - Another Method*.

### TeleConnected, but Game will not Work

1. Is the same baud rate set on both computers?
2. Had a game already been STARTED on one of the computers? Games should not be started when the teleconnection is first established.
3. Are both computers set to the same Map? Both computers should select the same map before starting a game.
4. Do you have *Call Waiting*? Disable *Call Waiting* and try again.
5. Try hanging up and re-establish phone (voice) contact to verify all modem settings on each computer. Then try again.

### Connected & Playing, then No Response

1. Are you still connected? Check for the Carrier Detect (CD) light on your modem, if it has one.
2. Type in a message. The chime may awaken your sleeping opponent.
3. If the SEND message line echoes back to the RECV message line (with some modems), then you are disconnected.
4. If you have been disconnected, first Save the game. Then repeat the connect procedure to reestablish a connection. Then Load the saved game and select *Continue*. Game play will be picked up where you left off.

*Note: If the menus are deactivated when the connection is broken you can click on the Message bar with the mouse to reactivate them.*

5. If you have *Call Waiting*, it can cause a disruption of telephone game play.

*Call Waiting should be disabled before attempting to play any game over the telephone.*

*If you do not know how to disable Call Waiting, please consult your telephone company.*

### Moves are not being transmitted correctly

Other unfriendly multi-tasking programs or inits that are running on your computer in the background can interfere with move transmissions when playing through a modem. Please turn off or exit these programs or inits, then try again.