

Sorcerer King Rivals

Version 2.0

Manual

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INTRODUCTION

Sorcerer King: Rivals is a fantasy strategy game set in a world where a powerful evil mage (the Sorcerer King) has already conquered the world. His enemies are scattered, their armies and cities broken. The forces of the dark have free reign to terrorize the survivors everywhere, and only a few tiny outposts of civilization remain.

You are one such outpost. As the sovereign of your remaining people, you must protect your city and expand it across the world through a combination of magical power, military might, diplomatic skill, technological advancement and bold adventuring. Your ultimate goal: seize control of the Shards of Magic, a series of mystical artifacts left over from the Great Cataclysm. Only with their power will you free your lands from the cruel grasp of the Sorcerer King... or replace him by ascending to dark godhood yourself.

Asymmetrical Gameplay

Sorcerer King: Rivals is built around the concept of asymmetry. Instead of all opponents beginning the game on the same level, your enemy vastly outstrips you in power, territory and military forces. Your ultimate goals can be the same (destroy the Shards of Magic and therefore the world) or wholly different (kill the Sorcerer King to save the world). The rest of the game revolves around this central concept.

The Sorcerer King doesn't play by the same rules—he operates on a completely different level than your scarce resources allow you to. A sophisticated "Game Master" AI controls his forces and other events in the world, managing pacing and generating threats to ensure an engaging game from start to finish.

Getting Started

Before we dig into the nuts and bolts, there are a few housekeeping things to take care of first:

Your Computer:

To play Elemental: Sorcerer King your PC must meet the following requirements:

- **Operating System**: Windows 8.1 / 7 SP1 / Vista SP2
- **Processor**: 2.2 GHz Dual Core Processor
- **Memory**: 2 GB RAM
- **Graphics**: 512 MB DirectX 9.0c Compliant Video Card
- **DirectX**: Version 9.0c
- **Hard Drive**: 5 GB available space
- **Sound Card**: DirectX Compatible Sound Card

Installation:

You may have purchased the game through Stardock.com, Steam, or any number of other sites, but the game must be installed via Steam. Open your Steam application on your desktop, find *Sorcerer King: Rivals*, and click the INSTALL button.

If you have multiple installations available, you will be prompted as to your preference, and Steam will handle the rest.

The Steam version of *Sorcerer King: Rivals* will update automatically when Steam is launched.

Starting the Game

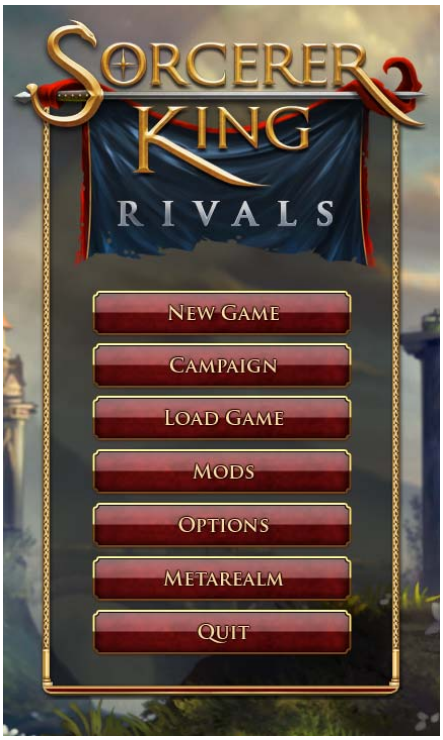
Sorcerer King: Rivals includes two modes for your amusement—Single-player and Campaign. Campaign mode is excellent for those just starting out with the game and is functionally similar to single-player or "sandbox" mode.

Starting a New Game

As stated, there are two gameplay types in *Sorcerer King: Rivals* to choose from: Campaign and Single-player sandbox. We encourage new players to start with the Campaign mode, which will introduce you to the world of *Sorcerer King: Rivals*, the dynamics of the game, and take you on an epic adventure to restore the world or seal its doom.

When you launch *Sorcerer King: Rivals*, a menu allows you to choose several options.

New Game



Click this option to launch a single-player game. This is a sandbox mode of your own design, where you can choose your sovereign, your Starting Party, map size, difficulty and more. There are several pre-created maps as well as an almost infinite number of randomly generated maps, giving you many options for a new experience each time you play.

Learn more about setting up the world in the World Setup section on page 13.

Campaign

Click this option to launch a story-driven game. Many of the options are pre-selected for you in this mode which can be a great way to familiarize players with different game aspects, as well as immersing you in the rich history of the world.

Load Game

If you have a previously saved game, you can load it from this screen. Click on the saved game you wish to load and click the **LOAD** button. You can delete saved games by choosing the saved game you wish to remove and clicking the **DELETE** button.

You can choose how often the game auto-saves in the **OPTIONS** screen.

Mods

This option links directly into the Steam workshop where you can download player-generated content. Click the **MAPS** button to download custom maps for your games. Click the **QUESTS** button to view and download quests other players have designed.

Options



Click the **OPTIONS** button to view the **BASIC OPTIONS** menu.

Basic Options

The **BASIC OPTIONS** screen allows you to customize the game for your personal playing experience.

Click the **ADVANCED OPTIONS** button in the lower-right corner to open the **ADVANCED OPTIONS** screen, or click the **MAIN MENU** button. Any changes you've made will be saved and applied to the game. Some changes require re-starting the game to take effect, and a message will appear to tell you if this is needed.

General

- **Auto Turn**: Automatically end your turn and move to the next turn if none of your units or cities are idle, and there are no more actions you need to take.
- **Quick Move**: Skip movement animations for units in the strategic (zoomed in) view.
- **Edge Scroll**: Pan the camera when the mouse cursor is moved to the edge of the screen.
- **Auto Select Next Unit**: Select the next unit with unspent moves after you have finished moving or have passed your move with another unit.
- **Auto Station New Units**: Newly trained units will be automatically stationed in the city in which they were trained.
- **Game Introduction Quests**: New games start with quests that guide the player through basic strategies.
- **Show Help Notifications**: Allow helpful notification pop-ups about gameplay features and certain screens. Toggle this option off and on again to rest all help notifications.
- **Auto Save**: Save the game automatically at specific intervals.
- **Auto Resolve Flawless Battles**: Click this option to auto-complete battles that are rated as "overwhelming victory" for your champion.
- **Turns Until Auto Save**: Adjust the number of turns until the game auto-saves by clicking this option. By default, the game will save every five turns.
- **Tact-Battle Animation Speed**: Change the speed of animations in tactical battle.
- **Tool Tip Delay**: Change the amount of time the game will delay before tooltips are displayed upon mouse hover.

Display

- **Show Grid**: Display the grid (Hotkey **CTRL** + **G**)
- **Show Move Radius**: Display the move radius in tactical battle.
- **Particle Effects**: Display particle effects. Disable this to increase performance.
- **Show Path on Mouseover**: Show a preview of the path a selected unit would take when you mouse over a new tile.
- **Resolution**: Change the game resolution. "Desktop" will set the game resolution to that of your computer.

- **Anti-Aliasing**: Change the level of anti-aliasing in the game. Lower this option to increase performance.
- **Dynamic Shadows**: Choose the objects that get dynamic shadows. Turn off to improve performance.

Audio

- **Movie Volume**: Adjust the slider to set the in-game movie volume to your preference.
- **Music Volume**: Adjust the slider to set the ambient (background) music volume to your preference.
- **Event Music Volume**: Adjust the slider to set the volume of music for in-game events.
- **Ambience Volume**: Adjust the slider to set the volume of the ambient sounds to your preference.
- **SFX Volume**: Adjust the slider to set the sound effects volume to your preference.
- **Speaker Configuration**: Adjust your speaker configuration.

Buttons

- **Main Menu**: Click this button to return to the Main Game Menu. Any unsaved progress will be lost.
- **Retire**: Click this button to end the game in its current state. This will count as a loss on the Metarealm.
- **Save Game**: Click this button to save the game.
- **Back to Game**: Click this button to return to the game.
- **Advanced Options**: Click this button to view and adjust the advanced game options.

Advanced Options

Using the available controls, adjust the options to suit your preferences. When you have finished you can click the **BASIC OPTIONS** button in the lower-right corner, or click the **MAIN MENU** button. Any changes you've made will be saved and applied to the game. Some changes require re-starting the game to take effect, and a message will appear to tell you if this is needed.

General

- **Skip Intro Cutscene**: Click this button to stop playing the introductory movie when starting Sorcerer King: Rivals.
- **Use Mods**: Allow the use of mods.
- **Unit Movement Within Tile**: During an attack animation, allow units to walk closer to each other to make the attack.
- **Follow Selected Unit**: Click this button to have the camera follow a selected unit during movement in the strategic (zoomed in) view.
- **Show Highlight Cursor**: Display a highlight on the tile your cursor is currently over.
- **Zoom to Cursor**: When zooming in to the map, will cause the camera to zoom to the current cursor location.
- **Story-Teller Camera**: Allow camera to be rotated by holding middle mouse button.
- **Manual Camera Pan Speed**: Change the speed the camera pans when you are using WASD keys, arrow keys, or edge scrolling.
- **Edge Scroll Delay**: Set how long the cursor needs to be over the edge of the screen before the camera pans.
- **Tact-Battle Threshold**: Set the number of units required in a battle before the game will prompt you to have a tactical battle.

Display

- **Cloth Map Only**: Click this option to view the game in cloth map or "zoomed out" mode.
- **Post-Processing**: Will allow the game to use advanced lighting. Disable to increase performance. Note that disabling this option will also disable the dynamic shadows option.
- **Max Texture Atlas Size**: Change the size of the texture atlas used to render UI elements. A larger texture will result in improved performance, but may not be supported by some video cards.
- **Brightness**: Change the game's brightness (black level).
- **Contrast**: Change the game's contrast (picture).
- **Amount of World Props**: Change the amount of miscellaneous props in the world. Decrease to improve performance.
- **Screen Shot Format**: Adjust the screenshot format.

Buttons

- **Main Menu**: Click this button to return to the Main Game Menu. Any unsaved progress will be lost.
- **Retire**: Click this button to end the game in its current state. This will count as a loss on the Metarealm.
- **Save Game**: Click this button to save the game.
- **Back to Game**: Click this button to return to the game.
- **Basic Options**: Click this button to view the basic game options.

Metarealm

Clicking this button will take you to the Metarealm where you will be able to view your statistics and those of your friends. Here you will find the overall leaderboards (Realm) and leaderboards for games played by Sovereign, amount of Shards, Map, Random Maps, and Difficulty level.

Quit

Well…you have to sleep sometime.

Workshop



Access **WORKSHOP** on the main menu screen by clicking the () button in the lower-left corner. The Workshop includes **UNSUPPORTED** modification tools.

Note: this is not Steam Workshop.

World Setup

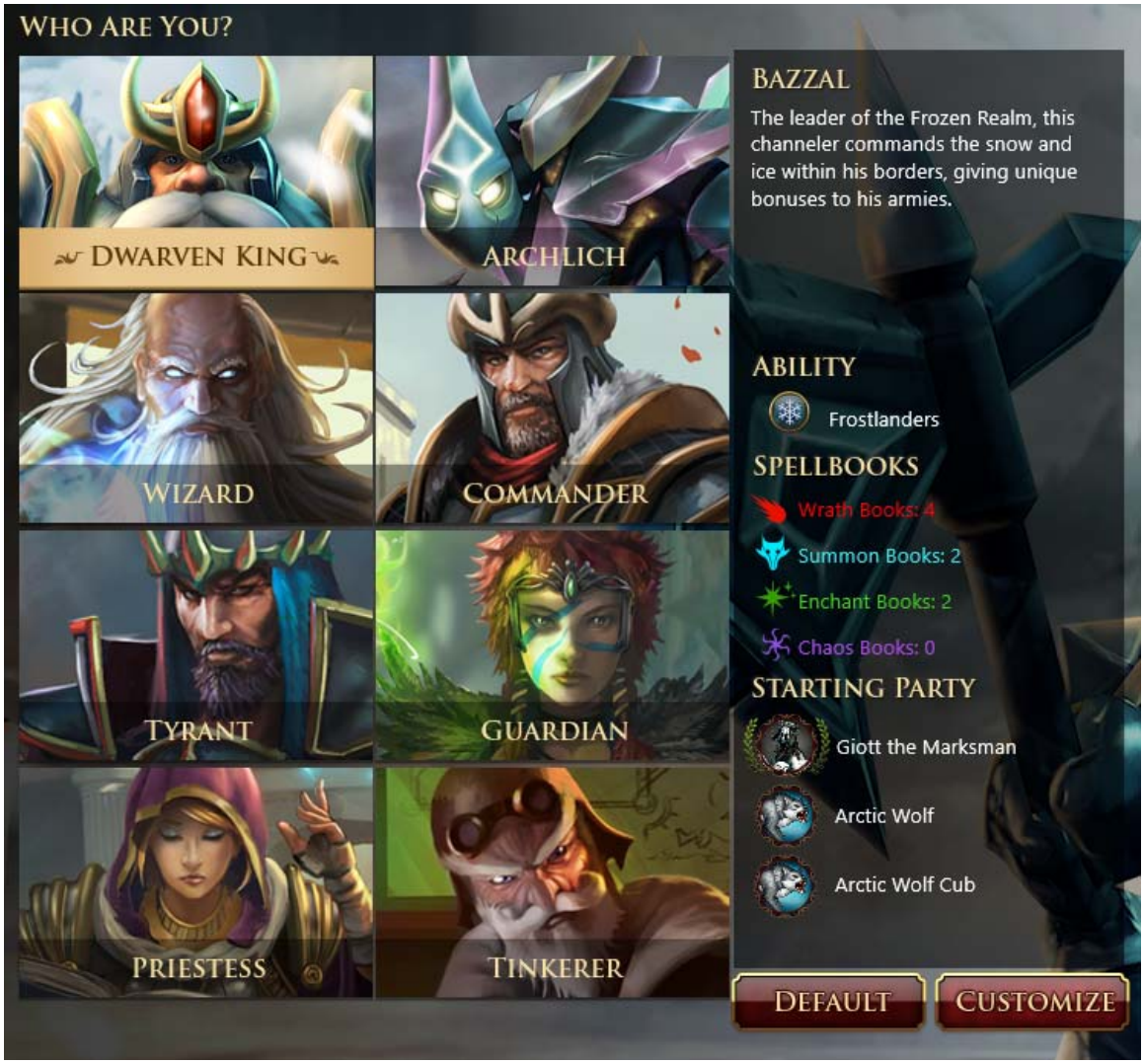
Here you can determine the scope of your adventure. You start by picking your difficulty level, your sovereign, and then set up the map.

Difficulty

This sets up how challenging the world is to play against. Difficulty levels in *Sorcerer King: Rivals* range from Beginner to Insane.

Sovereigns

Sorcerer King: Rivals includes eight sovereigns for you to choose from, or you can click on the **CUSTOMIZE** button to mix and match various features into your own unique sovereign.



Bazzal the Dwarven King: The leader of the Frozen Realms, this channeler commands the snow and ice within his borders, giving unique bonuses to his armies. His Frostlanders trait gives him the power to convert the land into snow and ice.

Starting Party:

- **Giott** the Marksman: A Dwarf with a crossbow on a spider. It doesn't sound like it should work, but it does, quite well.

- **Arctic Wolf**: A fully grown and trained Arctic Wolf is nearly as dangerous as the Dwarven warrior it is surely accompanying.

- **Arctic Wolf Cub**: Arctic Wolf cubs are insatiably curious, and often accompany Dwarves on their adventures.

Valemor the Archlich: A channeler of Death, the Archlich can take control of the slumbering dead. Gather Bone Fragments from victorious battles to raise an army capable of defeating the Sorcerer King! With the Undying ability, he can extend the life of his troops for a mana cost.

Starting Party:

- **Raza** the Necromancer: A deadly magician capable of hurling spells at enemies from a distance. Probably best to stay on her good side.

- **Ulna**: A skeleton warrior whose only goal is to be Valemor's right arm.

- **Tarsus**: As he did in life, in death he will crush his enemies underfoot!

Galor the Wizard: A powerful channeler, one of the greatest the world has ever seen. He wields a variety of offensive and defensive spells and can hypnotize enemy units, instantly changing the course of a battle.

Starting Party:

- **Tandis** the Warrior: Legendary swordsman of Tarth, massively powerful in battle.

- **Sir Kriston**: A knight whose mastery of the shield makes him formidable on the battlefield.

- **Bailey**: A ferocious wolf and faithful companion.

Commander Martin: A great general, trained from birth in all aspects of martial life. He is able to amass great armies and lead them over vast distances in little time. His cities are built with one priority: to train the world's most powerful army. His Chant of Vitality can wash away fatigue from his troops.

Starting Party:

- **Varda** the Slayer: The fabled champion of Tarth, capable of easily outmaneuvering her foes on the back of her ferocious Drake.

- **Maya**: A magic-based unit capable of healing friendly units. A bit self-righteous, but you'll be glad she's around.

- **Varda's Brigade**: Soldiers hand-picked by Varda for their potential in leadership.

Krognar the Tyrant: A cruel and callous leader who will stop at nothing to overthrow the Sorcerer King. Equally unforgiving with his own subjects, the Tyrant draws strength as the Sorcerer King gets closer to Godhood—gaining magic, production, and military might as the world slips into darkness. Through Coercion, the production of friendly cities can be doubled.

Starting Party:

- **Naphaz** the Warlord: The infamous, sinister hero of a forgotten people, skilled in the dark magics necessary to reclaim this world.
- **Zurn**: Not your everyday Trog. He's big, bad, and angry enough to rip an enemy's arms off and beat them to death with the wet end. On a good day.
- **Sarki**: This sneaky little beast struggles with the concept of "honor", but always knows exactly where to stick in the knife.

Kayla the Guardian: A talented mage with a strange and unique connection to the world itself. The powerful earth magic she wields can shape the land, expand her borders, or protect her armies. Her Earthly Familiars can be summoned to assist units in the field.

Starting Party:

- **Peregan** the Ranger: Hailing from a quiet woodland people, this heroic ranger is renowned for his mastery of the bow.
- **Ben**: A monstrous bear that can maul its foes. It can maul anyone it wants, really. It just only wants to maul its foes.
- **Bill**: A shockingly big spider. Just way too big. Capable of capturing enemy units in its web.

Ashlira the Priest: A legendary healer and scholar with a connection to the divine. Her prayers can call down the power of the gods - spells of unequaled healing or destructive power. Renowned for her Divine Wisdom, she can boost a random stat for a cost in mana.

Starting Party:

- **Keplin** the Mage: The last hero of New Pariden, a potent magician capable of savaging enemies at a great distance.

- **Sir William**: This pike-wielding knight has never walked away from a fight; neither have his enemies.
- **Sir Teddy**: As tough and dependable as the shield he bears.

Drolg the Tinkerer: A master craftsman who spent much of his life studying the Forge of the Overlord. He now wields it with great skill, benefiting all the soldiers and servants of his realm. His gift of Transmutation can turn any item into another equally rare item.

Starting Party:

- **Drogon** the Dwarf: A legendary warrior hailing from the frozen north, mighty in strength and beard.
- **Arctic Wolf**: A fully grown and trained Arctic Wolf is nearly as dangerous as the Dwarven warrior it is surely accompanying.
- **Arctic Wolf Cub**: Arctic Wolf cubs are insatiably curious, and often accompany Dwarves on their adventures.

Sovereign Spellbooks

As a sovereign you can access several spell books. Each of the four types will increase how often spells of that particular type come up for research:

- **Chaos** - Debuff and Damage: These spells change the playing field in strange and fantastic ways.
- **Enchantment** - Augments and Healing: These spells focus on boosting the strength of your armies through magic.
- **Summoning** - Tactical and Strategic summons: These spells bring mighty units with a variety of skills into the world.
- **Wrath** - Direct damage: These spells deal direct damage of various kinds on your enemies.

Map

Maps in *Sorcerer King: Rivals* come in a number of sizes, shapes and difficulties, and it falls to you to choose your destiny. There are also some lovely pre-built maps tailored to immerse you in the world of *Sorcerer King: Rivals*.

Land Size

This sets up the overall size of the map, ranging from arena (smallest) to huge (largest).

- **Arena**: Can usually be completed in an hour or two.
- **Small**: Can usually be completed in three to four hours.
- **Medium**: Will likely take five to eight hours to complete.
- **Large**: Will likely take a day or more to complete.
- **Huge**: A couple of days to complete. Please remember to take breaks.

Shards

Shards are the source of magic in the world of *Sorcerer King: Rivals*. If you wish to save the world, then you want to capture as many as possible, while preventing the Sorcerer King himself from destroying them. If he destroys them all, he will have gathered enough power to cast the Spell of Ascension and become a god.

Once claimed the magic the Shards provide can be split between mana, lore and skill.

- **Mana**: Used to cast known spells
- **Lore**: Used to research new spells
- **Skill**: Used to gain levels and unlock new kingdom-wide abilities

Choose the amount of shards you can find in your world, from few to common to plentiful. If you prefer to have fewer shards to find and manage, you will want to choose “few.” Plentiful shards may increase the challenge for you, as well as providing more opportunity to earn mana for spellcasting.

Ascension Speed

Set the speed of the Ascension Counter. Once the Bane is filled, whomever controls 75% of the Ascension Points wins the game. Beginning players may want to set the ascension speed to slow, while more experienced plays can set theirs to normal and hardcore players to fast.

Neutral Factions

For added customizability, you can choose how the other factions in the world interact with you and the Sorcerer King.

- **Beginner**: Neutral factions never venture out beyond their capital and are slow to ally with the Sorcerer King.

- **Easy**: Neutral factions expand their borders slowly and are slow to ally with the Sorcerer King.
- **Normal**: Neutral factions build cities at a normal pace and are willing to ally with the Sorcerer King.
- **Hard**: Neutral factions send out pioneers on a regular basis and are quick to ally with the Sorcerer King.
- **Insane**: Neutral factions are savage expansionists - snatching up as much territory as they can. They'll also be looking to ally with the Sorcerer King.

Once you've set up the world to your liking, click the **PLAY** button.

Playing the Game

You start the game as a sovereign of one of the few remaining cities in your world. Your old allies have been consumed by the encroaching darkness. Badly outnumbered and pushed to the brink, you must decide your fate: will you become the last bastion of hope and use all your might and skill to save your world, or will you give in to dark temptation and destroy everything to rule in the Sorcerer King's place?

What Do You Do?

In this ruined world, you must protect the city and its people, research technology, grow an economy, train soldiers, learn spells, and much more. You don't have much time to go out to find resources and fight the Sorcerer King, so your champion and his or her companions sally forth to accomplish these tasks for you. You in turn assist the champions by casting spells or using skills to provide strategic information.

You can create pioneers to found new outposts or settle new cities to increase your Zone of Influence, you can create shard shrines and other improvements to get additional resources to help in the fight.

Rivals

There are other factions trying to do much the same thing as you who have their own ideas on how the world should be. Your champion can try to find some of these factions and make alliances.

The Frozen Realm

The ancient progenitors of Gilden have traveled here from their home in the frozen wastes.

Keepers of the Flame

The Ancient servants of the long-gone Titans.

Swamp Giants

A race of massive beasts, unrecorded in the pages of history... until now.

Pariden

The last remaining fragment of the once mighty kingdom of New Pariden.

Ceresa's Legacy

Followers of the long-lost Fallen Enchantress.

The Ice Lords

Ancient enemies of the Frozen Realm.

Imperium

The merged remnants of Kraxis and Magnar.

The Endless Night

A race of dedicated necromancers and channelers of death.

Navigating the World

The map dominates the main screen of *Sorcerer King: Rivals*. Players can view the map in both Global (cloth map) as well as Strategic (zoomed-in map).

Move about the world by clicking the unit you wish to move, and then right-clicking the spot on the map you wish that unit to travel to. If you are navigating with your champion's army and you click on a treasure chest, your unit will automatically take the items in the chest. If you send your unit to a village or cave, your unit will automatically clear that village or cave. You may be prompted about what you want your unit to do with what is in those locations. If there is no question about what your unit should do—for example, if they are attacking a group of bad guys—then your unit will engage in battle.



The Strategic Map



The Global (Cloth) Map

The map displays the principle game objects of the world:

- **Units**: These are living beings that can move about the world.
- **Cities:** These are the capitals of those who have survived the Sorcerer King's conquering of the world. Your sovereign rules one, and there may be others you can interact with.
- **Outposts:** An outpost is a garrison you can build on any land that is not already claimed, fertile or not. Outposts can't generate units like a city can, but it can defend itself and it can be used to capture and build upon any of the local map resources within its Zone of Influence.
- **Notable Locations:** Also known as "goodie huts". These places may contain loot, monsters, or other mysterious, dangerous or useful things. Notable Locations contain all manner of loot, danger, and intrigue.
- **Quest Locations:** These are the launch points for quests. Players can partake in quests that can send them across the world to seek favor, build reputation, gain valuable items or gold, or just for the thrill of adventure.

  A quest location will typically spawn a unique Notable Location for the player to visit. Early quests are typically mundane or trivial. As players gain levels in adventuring, they will encounter increasingly more sophisticated and more rewarding quests.

- **Resources**: These are tiles that a city can build an improvement on to gain the bonus that the resource provides. While the world has been devastated from the Sorcerer King's conquest, it is not without natural resources. When a player builds an outpost near a resource, or when their Zone of Influence expands to include a resource, they can build on those resources and thereby mine it.

The Game Interface

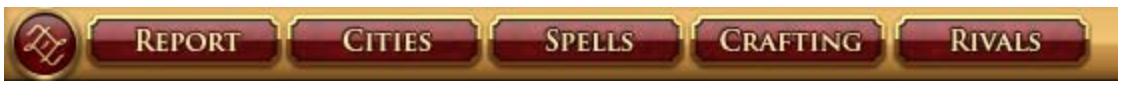
The map includes a number of features beyond the terrain. It displays cities, places of interest, other units, notable NPCs, and includes boundary markers for not only your territory but the territory of minor factions you share the world with. The darkened area towards the outside of the screen is the Fog of War, the area that remains unexplored and has no friendly units within. The red line is your Zone of Influence, and the brown line delineates the zone of influence of another group. You can increase your Zone by leveling up, placing outposts, fortresses, and other cities. Resources within your Zone can be exploited at your leisure, whereas those in areas controlled by others cannot be exploited unless you can claim that territory.

The object you're focused on is displayed in the lower-right corner. The shiny-looking crystal ball in the far right is the **Orb of Power** and shows how many Ascension Points both you and the Sorcerer King have gathered. At the bottom right is the **Mini Map**, showing areas that have been revealed as well as your current view.



The Game Menu

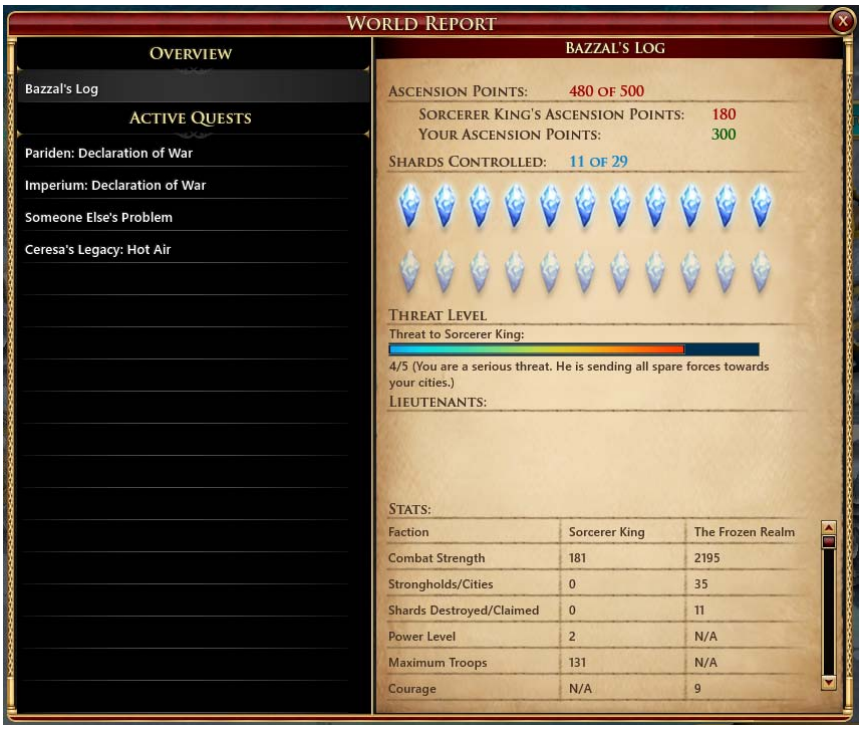
The **Game Menu** allows players to adjust game options, save games, manage their resources and craft new items.



Game Options:

Click this symbol to open the **Options Menu**. See the **Options** section on page _ for information.

World Report



Here you can find out just how well—or poorly—you are doing against the threat of the Sorcerer King.

The **World Report** provides information critical to the ongoing battle to defeat the Sorcerer King—an overview of the things you've accomplished thus far, and an idea of just how far you still have to go.

The **Ascension Points** shows exactly how many points you and the Sorcerer King have gathered in your pursuit of godhood. Once gain, the first to reach 75% of the points needed will obliterate all life in the world and become a god.
The **Shards Controlled** section provides you the number of shards left in the world, as well as the number you currently control.

Threat Level indicates the threat you pose to the Sorcerer King. The higher your threat level, the more he will be sending his forces after you.

If you wish to save your world instead of destroy it, then you must confront the Sorcerer King directly when you are strong enough. In order to get the keys to the Sorcerer King's keep, you will have to taken them from his two lieutenents.

The **LIEUTENANTS** sections shows you the two beings who act as the Sorcerer King's seconds, and just how many hit points they still have.
The **STATS** section gives you an overview of the world in numbers so you can see just where you stand.

The **ACTIVE QUESTS** lists all of your active quests and what you still need to accomplish to complete them. Be sure to check back here often to remind yourself what still needs to be done.

Cities



The **CITIES** report screen runs down each city under your control, including all of its stats, the current project, and whatever enchantments have been laid on it. For more information, see **RESOURCES** on page (x).

Note the pictures in the Enchantments column on the right. These are the spells you've cast on your city, and that require mana to maintain. Remove these by clicking the red X on any enchantment.

Spells



The **SPELLBOOK** shows you the various strategic and city spells your sovereign can cast, as well as city enchantments buffs and so forth. You can cast them directly from the spellbook, or your champion can call upon those spells in tactical combat.

 All available spells and any that are currently being researched.

 City enchantments.

 Defensive spells and attacks you can cast on enemies.

 Enchantments and spells you can cast on your champions and their companions.

 Spells you can cast on the world.

Crafting

The **CRAFTING** tab shows you the recipes you possess, as well as what you can make with what materials you have on hand. Options that are darkened on the left are things for which you have insufficient materials, whereas brighter named items can be made immediately. Only your champions can use equipment, the more powerful the better. Click the name, and if you have enough stuff to make it, click the **CRAFT** button.



Enchantments

Enchantments are the second tab on the **CRAFTING** screen. This tab is locked until you, as sovereign, level up enough and unlock the ability in the skill tree. Given the correct amount of mana and the right ingredients, you can upgrade your equipment to better, more powerful items.

Rivals

In the **DIPLOMACY** screen you can take action or view your relationship with any of the other factions in the world.

: Click this icon to **Declare War**.

: Click this icon to **Speak To** the faction leader.

Context Help

This icon lives in the lower-right corner, near the **TURN** button, and alerts you to threats and other items that want for your attention, but can theoretically be ignored. What that might be is dependent on what the issue might be, from enemies in your territory to available resources that aren't being exploited. Clicking on the **GO TO** button will take you to the event, tile, or object that needs dealing with.



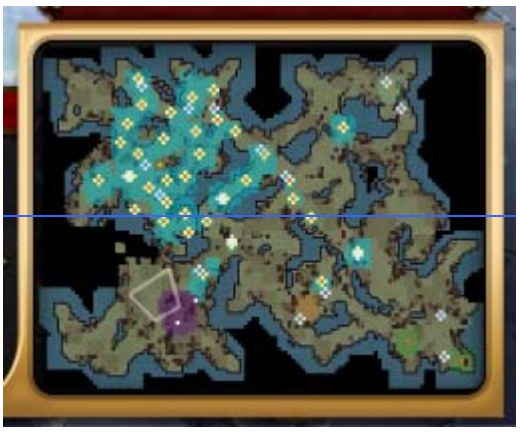
The Ascension Orb



The Orb of Power displays the number of Ascension Points both you and the Sorcerer King have gathered. If godhood is what you seek, then gather as many as you can and as quickly as you can, because of whomever controls 75% of the orb's energy controls the world.

The Sidebar menu

Mini Map



The **MINIMAP** shows the entire world in miniature, including any and all known locations, areas where the Fog of War has been cleared, and so forth. Clicking anywhere on the **MINIMAP** refocuses the strategic map on that location.

Manage Magic



The source of the player's power are the magical shards on the map. By capturing them, they can set where that magic goes: learning new spells, casting existing spells or moving up the skill tree. You can adjust the amount of magic allocated to certain tasks by clicking on the **MANAGE MAGIC** orb and moving the indicator. Move the indicator toward the green area to begin gaining more lore, the purple area to gain more mana, and the blue area to gain Sovereign skill points. Click the **SOVEREIGN DETAILS** button to see information about yourself.

Cities

Any Cities you have established will be listed here. Click the city icon to view that city. Outposts are not listed on the sidebar as once established they cannot upgrade or generate units.

Armies

Armies are an indicator of any combat groups you have out in the world exploring or looking for battles and quests. Usually an army is led by a champion, but not always. Additionally, your scouts and pioneers will be listed here, if any. Click the unit to go to where they are in the world.

Garrisons

Garrisons are an indicator of how many units you have stationed in each city. You may generate units, such as soldiers, and station them in your city to increase its defenses and to await a call to be part of an army.

Shards

Shards you have “captured” by building a shard shrine are listed here. These are not all the shards in the world (unless by some miracle you’ve captured them all), just the shards you have claimed.

Build a shard shrine by clicking on the shard. In the context area in the lower-left of the screen, click the **BUILD** button. If the **BUILD** button is disabled, it is because you don’t have enough mana to build the shrine.

Action button



Down on the lower right-hand corner lives a context-sensitive button that represents the current actions you need to take. Normally, it will say "Turn," and will end your turn and give the Sorcerer King time to do his thing before returning control to you. If there's something that needs your attention (units that aren't doing anything, cities standing idle, or someone needing a level-up, clicking this button will take you to the task you must address before you can end your turn. Not to be confused with the context alert button, which can (but probably should not) be ignored.

The Context Window

When a game object is selected, the context area updates based on what is selected.

The context area displays the actions the object can take along with basic statistics on it. Players can get more detailed information by clicking on the selected object’s portrait.


SOLDIER
8
2 / 4
18 / 18
EQUIP
GUARD
PASS
DETAILS
1
16

City Management and economy

City Management

Cities are the backbone of your Kingdom. Here you can train units and build improvements. The speed at which you train units and construct improvements increases as your production gets higher. You can increase your production by building improvements, growing your population, and claiming resources.

The **CITY DETAILS** popup shows you the location of your city, as well as the resources it gathers, and the projects it can undertake. Under **ACTIONS**, you can build additional structures, depending on the circumstances you find yourself in. Certain upgrades will allow you to make additional structure types, and those in turn can unlock various troop types, and/or provide bonuses to units. You can also train new troops, scouts or pioneers. Each city can only undertake one project at a time, so choose well.

The effectiveness of your cities is broken down into four different areas:

- **Food**: Dictates the rate your population will increase, which is how your cities level up.
- **Production**: Calculated from the production tile yield of the city's starting tile, along with any tiles claimed as the city gains levels.
- **Essence**: Indicates how many enchantments can be cast on the city.
- **Thralls**: Displays how many citizens have within the city have surrendered their will to the Sorcerer King. Each thrall consumes 1 Logistics point.

City Level Up

Your cities will level up as they hit population milestones:

- Level 2: 80
- Level 3: 300
- Level 4: 700
- Level 5: 1000
- Level 6: 1500
- Level 7: 2000
- Level 8: 3000
- Level 9: 4000

You can check how many people you need to gain to reach the next level at any time by clicking on your city and looking in the context window.

When a city gains a level, you get to claim the yields of any adjacent tile. Advanced city improvements will also be unlocked, so be on the lookout for new improvements in your build list.

Building Improvements

Build improvements like a garden or a barracks to enhance your city. Benefits from these improvements range from per-turn resource bonuses to unlocking new units to train.

To build an improvement, open the **CITY DETAILS** window then press the **BUILD** button. You can queue up multiple improvements at a time and reorder them to your preference.

Buildings will take multiple turns to construct. As your production increases, the number of turns required will be reduced.

Some improvements can only have a limited number built. While most of these special improvements are limited to one-per-player, others are limited to one in the entire world.

You can also raze improvements that you have already built if you decide you don't wish to keep it, or if want to rebuild it in a different location. To destroy an improvement, open the **CITY DETAILS** window and click the X button next to the improvement you wish to raze.

Training Units

In the **TRAIN** menu in the **ACTIONS** area of the **CITY DETAILS** popup you can enlist the help of several types of units. For example, if exploration is your goal, select the Scout option and press the **TRAIN** button. Every unit trained uses a logistics point. Some common units include:

- **Pioneers** are the rough-and-ready types that can build outposts in the distance, so long as it is in territory that is not currently claimed, and more than a certain distance from your current Zone of Influence. You can also use these units to found new cities to expand your burgeoning kingdom. All of this goodness comes at a price, however. Pioneers are unable to defend themselves, and unless the place they're heading for is nearby, you're going to want to send an armed escort.

- **Scouts** are fast, covering large amounts of territory in short periods, at the cost of reduced combat ability.

- **Soldiers** are exactly what it says on the tin. Slow and powerful, they are the backbone of any army.
- **Sentinels** are battle-ready armored units ready to enforce your will across the lands.
- **Pikemen** are basic, short-range combat units. They can use their pikes to impale multiple foes in a line.
- **Archers** can strike powerfully at range, but they are soft of body and prone to contracting cases of death and dismemberment if the enemy is too close.
- **Riders** are mounted soldiers, and therefore much faster than other units. They can flank enemies for extra damage.

Economy

Understanding and managing the economy of your kingdom is vital to your nation's growth. The main resource to keep track of is your logistics. Training new units, claiming resources, and harvesting elemental shards all take logistics.

Cities can convert food into logistics using special improvements.

The speed at which you train units and build improvements is governed by the production of a city. This is a resource that comes from the claimed tile yields of a city, with bonuses from built improvements.

Outposts

Outposts increase your Zone of Influence and can be built in any neutral area. They are a terrific way to capture map resources as well, since you can build an outpost next to a shard that has no fertile ground available to establish a city. Outposts can also defend themselves.

Build an outpost by sending a pioneer to any neutral territory. With the Pioneer selected, in the context area for the Pioneer click the **OUTPOST** button.

Resources

There are a number of varied resources available to the fledgling sovereign, in three broad categories: **PLAYER RESOURCES**, **CITY RESOURCES**, and **MAP RESOURCES**.

Player Resources

Player Resources are the mainstay of a kingdom's development. Whilst they are made by the individual cities, their use applies to the entire nation at the need and whim of the player:

- **Mana**: Used to cast known spells. Though you may have multiple magic-users in your empire, there is only one store of mana that they all use to power their spells. Your decisions to use your mana to enchant your champions, attack your enemies, move around the world, or guard your cities will be critical to your survival.

  Your sovereign provides a small amount of mana each turn, but there is more to be found by building shrines on the world's shards. Spells with maintenance costs like enchantments, city enchantments, and summons will detract from your mana each turn.

  Click the mana () symbol in the main screen to get a breakdown on where your mana is going.

  Note: If you wish to dispel enchantments you no longer need, you can do that from the Cities window. Just click the red X on the enchantment you no longer want.

- **Lore**: Used to research new spells.

- **Skill**: Used to gain levels and unlock new kingdom-wide abilities.

City Resources

The economy of your nation as a whole depends primarily on the cities, and these resources are what's going to keep things going in your campaign to kill the Sorcerer King.

- **Food**: Dictates the rate your population will increase, which is how your cities level up.
- **Production**: Calculated from the production tile yield of the city's starting tile, along with any tiles claimed as the city gains levels.
- **Essence**: Indicates how many enchantments can be cast on the city.

- **Logistics**: Determined by improvements that convert food into logistics points.

Map or "Wild" Resources

Resource nodes are found scattered around the world and can provide all manner of assistance, from Player Resources, or boosts for the city that controls it, all the way up to the occasional free combat unit. To make use of them, you must control the territory they're in, and build special improvements on their tiles. All resources must be within the territory of a city or outpost before you can capture them and build improvements.

- **Clay Pits**: Build a clay quarry here to increase production speed in your nearest city.
- **Crystal Crag**: Required to train magical units.
- **Metal**: Required to train heavy units.
- **Shards**: Build a shard shrine to claim the mana, lore and skill provided.
- **Wild Grain**: Build a farm here to increase food production in your nearest city.
- **Wild Horses**: Build a pasture here to claim mounts, required to train horse or drake riding units.

Places and items of Interest

Places

There are a number of different types of structures standing around the map. Some of these contain treasure, others quests of various sorts that have rewards and dangers of their own. They come in a number of flavors, with rewards—and dangers—increasing as the sovereign researches adventure-related upgrades.

- **Quest locations** are the primary way to gain notable followers, reputation, more valuable items, gold or other sundries. They'll also spawn other locations for the player to visit, as well as provide both reward and conflict—and more rewards if you win. Early in the game, the quests you'll find are trivial, but later on they become more difficult. Your choices during these events can affect events later in the game. It takes a champion to trigger these events, although they may have a number of units with them.

- **Notable Locations** are places where one can find treasures untold, including crafting items, equipment and various resources.

- **Monster Lairs** are exactly what they sound like. They are home to the various sorts of chaotic hungry that make up the bulk of Elemental's animal biomass, and have significant rewards for those that manage to clear one out. If left to their own devices, a lair will create little monsters that will wander the countryside preying upon the locals. Defenders won't venture far unless the area where the lair is located is claimed by an outpost or city, and is thereby destroyed. That leaves the static inhabitants free to roam the countryside and cause trouble.

- **Fertile Land** is indicated by icons and are the only places you can settle a new city.

Treasure Chests

Treasure chests are points of interest in the world from times past. They are the remains of a battle or a traveler and often contain minor treasures or ingredients for crafting.

To claim them, simply move a unit onto them.

All items claimed for crafting go into one pool, so if you have a pioneer, a scout and a champion out in the world, all of them can collect the goodies from the treasure chests, and items crafted from those goodies can be distributed to any of your parties on the map.

Winning

Regardless of sovereign, the goal is the same: defeat the Sorcerer King. However, it's rarely quite that easy. The King has powerful minions, and building an army to defeat them will be no small task. To that end, there are a few ways to gather support to your cause:

- **Conquest**: As easy as it is likely to be wasteful, this is exactly what it sounds like. Beat the other factions into the dirt and take their territory, women, and other rewards. It's effective, but it comes at a cost of troops and material that you're just not going to get back.

- **Diplomacy**: It is said that the pen is mightier than the sword, and it's up to you whether or not that's true. Gaining allies will depend on your reputation, what you have to say, and whether or not you can complete the tasks set to you by the leaders of the other minor factions. These are handled like any other quest, and are often dangerous in the extreme. Be warned, however. If you choose to follow the Sorcerer King's playbook and cast the Spell of Ascension yourself, the other races of the world will have something to say about that. And they'll be saying it with angry armies, not words.

The forces of Darkness are never idle—they too have their goals, starting with the shattering of the shards that still exist in the world. The closer the Sorcerer King is to achieving his goals, the less time you have to complete the tasks ahead of you. This is represented by the **ASCENSION COUNTER**, under the Report at the top-center of the screen. Remember, it is up to you to thwart the Sorcerer King's schemes, either by preventing him from casting the Spell of Ascension, or by ascending yourself before him.

Champions and other units

Units are the men and women that you recruit, find or train to join with you in battle. Champions are units, as are the soldiers you train in your city and the reluctant administrator you conscript during a quest. Enemies and Rivals are also units.

To train new units, go to the **CITY DETAILS** popup and in the **TRAIN** menu in the **ACTIONS** area you can enlist the help of several types of units. For example, if exploration is your goal, select the Scout option and press the **TRAIN** button.

Unit Level

If a unit gains enough experience points by exploring, fighting and going on quests, they will gain a level.

Trained units gain additional Hit Points, Accuracy and Spell Resistance as they gain levels.

Champions gain the same benefits as trained units, as well as being able to choose a trait from their ability tree.

These traits could improve the champion's spell casting ability, increase their combat stats, or provide a variety of other bonuses.

Unit Stats

STRENGTH modifies the damage you do when attacking with weapons. Some weapons, such as mauls, double the bonus the unit gets from his strength, while others, like bows, don't let the unit use their strength bonus at all.

Strength also impacts the unit's weight capacity. The stronger the unit, the heavier the weapons and armor they can use. When designing units you may want to select traits that improve the unit's strength if you want to outfit or upgrade them to heavy armor.

The higher the unit's **DEXTERITY** the higher their Dodge. For champions it also affects Critical Chance.

INTELLIGENCE acts as a percentage modifier to the amount of experience points the unit gains. The higher the intelligence, the faster the units earns experience points and the faster they gain levels. Intelligence also determines the unit's Spell Resist—the unit's ability to ignore or reduce the impact of spells cast against them.

Finally, intelligence determines the unit's Spell Mastery, which is a penalty all opponent get to spells this unit casts. The higher your units intelligence, the less likely others are to resist your spells.

CONSTITUTION determines a unit's Hit Points, both in starting out and in the amount of Hit Points they gains as they level.

MOVES are the number of tiles a unit can travel in one season on the strategic map, or in one action in Tactical Combat.

SIGHT is the range of tiles that are unveiled as the unit moved around on the Strategic map. The higher a unit's Sight, the more of the world is revealed as they explore it.

Unit Weapon Stats

STRENGTH MOD is a percentage modifier to the amount of the unit's strength bonus that is applied to Attack. A weapon with a strength mod of 50 does +50% damage from strength. For example, a unit that gets a +4 Attack from strength that is using a battle axe (which has a +50% strength mod) would get a +6 Attack from strength instead. Likewise, a weapon like a short bow that does -100% strength mod would have the same Attack regardless of the strength of the unit that uses it.

Normally strength mod bonuses come from two-handed weapons. Units wielding two-handed weapons don't get the benefits of a shield, but the additional Attack can make them very dangerous, especially for units with high strength.

ARMOR PIERCING is the amount of the victim's Defense that the weapon ignores. If you are attacking an opponent with a Defense of 18 with a spear, which has 66% Armor Piercing, that opponent only gets to use a 6 Defense against that attack.

Special Abilities

Some weapons adjust the wielder's attack in special ways.

- **BACKSWING**: Battle axes have backswing. If a unit misses on their first attack they get an immediate second attempt to hit their target.
- **MAUL**: Maul is an ability that some magical weapons grant and some creatures, like bears, have. Units with it keep attacking until they miss, with each attack receiving a cumulative -3 to Accuracy. So a unit with Maul may hit any number of times, as long as their hits keep landing on their opponent.
- **BASH**: Bash is granted by some magical weapons and some creatures have it naturally such as Ogres. Any opponent hit by a unit with Bash has a percentage chance equal to the damage done of being knocked prone.
- **OVERPOWER**: This is granted by powerful magical weapons and powerful creatures such as dragons. It multiplies the character's Attack by the amount of opponents in the defending group, so attacking a single champion does normal Attack damage. But attacking a group of nine spearmen does nine times the unit's Attack in damage.

Enemy Units

There are many threats in the world of Elemental, including the monsters of the world and the marching forces of the Sorcerer King.

No matter the enemy, there are common things you should watch out for when judging the potential danger of any unit.

As a first indicator, all units in the game are given a Battle Rank. This takes into account stats and abilities, so while a warlock may have low Hit Points, the spells they cast make them a deadly adversary. The battle rank will reflect these nuances.

In general, units will have a fairly easy time when pitted against enemies with a lower Battle Rank, but will lose handily against a higher Rank.

In a close match-up it's important to consider the specific spells, special abilities and statistics of units on both sides. For instance, abilities like immunities to certain damage types can swing a battle dramatically in some fights and then be completely useless in others.

Choosing which battles to engage in and which you should avoid will be essential to ensuring your victory.

Combat

Combat Rating and Stats

Your champion and his or her army has a **COMBAT RATING** based on a number of factors, including each member of the party's level, the weapons, armor and magical items equipped, and the number of members in the party. If your combat rating is higher than that of your enemy, you have a better chance of succeeding in the battle, but it is not a guarantee.

ACCURACY is the unit's ability to his opponents in combat. It is primarily affected by the unit's level, though some traits and items may influence it.

DODGE is the unit's ability to avoid attack. This is compared to the attacking units Accuracy to see if the hit occurs. If it doesn't, the unit has Dodged the attack and no damage is done. If the attack isn't dodged a roll is made to see how much damage is done.

Some items or spells may also give a Dodge vs. Ranged Attacks bonus. This is just like Dodge but it is only applied vs. ranged attacks like from bows or throwing knives.

ATTACK determines the damage the unit does when attacking. Attack primarily comes from the unit's weapon, though it is also affected by the unit's strength, traits and enchantments. Attack is compared to the defenders defense to figure out the actual damage done.

There are several sorts of Attack damage; blunt, cutting and piercing all come from different weapon types. Magical items and spells may also have cold, fire, poison and lightning attacks.

DEFENSE lowers the damage this unit takes from attacks that hit him or her. Most Defense comes from the unit's armor, but it can also be influenced by spells and traits.

The different attack types are defended against in different ways. Chain mail offers more Defense against cutting attacks, plate mail provides more defense against blunt attacks. Magic items and spells are normally needed to protect against the magical attack types.

HIT POINTS are the amount of damage a unit can take before he or she dies. It is primarily determined by the unit's constitution and level.

INITIATIVE determines how frequently a unit gets to act in combat. A unit with 20 initiative will come up twice as often as a unit with 10 initiative.

Getting more actions in tactical combat is a powerful ability since it multiplies all the unit's other abilities, allowing them to cast spells or attack more often.

Champions have a chance to score **CRITICAL HITS** when they attack. To do so they must hit their opponent by at least 10 more than needed. If they do so, then they have a percentage

chance equal to their Critical Chance of scoring a Critical Hit. Units with a high accuracy, or attacking creatures with a low dodge are more likely to score critical hits.

Critical Hits normally double the unit's damage, but some magical weapons and traits can modify the Critical Multiplier, increasing it even further.

Trained Units (soldiers, pikemen and the like) can't perform critical hits.

SPELL RESISTANCE is the unit's ability to negate or reduce the effect of spells cast on them. This is influenced by the unit's intelligence and level, but can also be affected by traits and magical items.

SPELL MASTERY makes it harder for opponents to resist the spells this unit casts. It is primarily influenced by the caster's intelligence and level.

Strategic Battles

When you meet up with an enemy, you can attack them by clicking mousing over them and right-clicking when your mouse cursor turns into the crossed swords (). The attack popup will appear, and will give you a "predicted result" of the battle. At this point you can choose whether you want to continue or back out. To back out, click the **CANCEL** button—although if you are close enough to the enemy they may still attack you.



To continue with the battle, click **AUTO RESOLVE** or **BATTLE**.

Auto Resolve Battles

When you click the Auto Resolve button, you will skip the Tactical Battle screen altogether. If the result is victory your champion will take a little damage.

The Initiative List on the left side of the screen can be used as a reference for what order units will be taking their turn. In addition, some spells have casting times. When you are channeling a spell with a required casting time you can use the initiative list to check when it will finish casting.

If you would like the game's Artificial Intelligence (AI) to take over for you, click the Play button at the top-right of the screen. Press the button if you wish to adjust the speed at which the action plays out in front of you.

To instantly resolve the rest of a battle, click the button at the top-right of the screen.

Combat will end when all forces from one side are defeated.

Tactical Battles

Tactical battles pit two opposing forces against each other, giving the player more control over the outcome of combat. Units take turns based on their initiative values: the higher the initiative, the sooner a unit will be able to take its turn.

During a turn the active unit can move a number of tiles up to its maximum “moves” and then take an action. Actions consist of attacking, casting a spell or using a special ability, and are displayed at the bottom of the screen near the current unit’s portrait.

MAGIC

Global Mana

Though you may have multiple casters in your empire, there is only one store of mana that they all use to power their spells. Your decisions to use your mana to enchant your champions, attack your enemies, move around the world or guard your cities will be critical to surviving in the world.



Your sovereign provides a small amount of mana each turn, but there is more to be found by building shrines on the world's elemental shards. Spells with maintenance costs like enchantments, city enchantments, and summons will detract from your mana each turn.

Click the mana symbol in the main screen to get a breakdown on where your mana is going.

Spell Types

There are many types of spells, each with different rules about when they can be cast and who they can be cast upon.

STRATEGIC spells can only be cast from the world map and cannot be cast in tactical battles.

TACTICAL spells can only be cast in tactical battles. Unless otherwise specified, the duration lasts only for that battle. For example, if a unit is hasted in tactical combat, it only gains that bonus for that battle.

UNIVERSAL spells can be cast either in tactical combat or from the world map. Some spells have slightly different effects depending on if they are cast in tactical combat or on the world map. For example, if an Earth Elemental is summoned in the world map then it stays with that army, but has a mana maintenance cost that must be paid each turn.

ENCHANTMENT spells are cast on units and can be used to make your units more powerful or protect them. Most have a mana maintenance cost that must be paid each turn.

CITY ENCHANTMENTS affect cities, much as enchantments affect units. They can boost the research for that city, help defend it, or provide a variety of other benefits. Most have a maintenance cost.

Casting Time

Some spells take multiple turns to cast. For strategic spells this means the spell will take multiple turns before being unleashed.

In tactical combat, spells with casting time take additional actions before they can be cast. If a unit casts Fireball, for example, which has a casting time of one, the fireball will go off on the unit's next action.

Plan your spells well. You may be sacrificing actions to cast them, but they can be devastating when they go off.

If a unit is killed while preparing a spell, the spell will be cancelled, so protect friendly casters and target enemy casters.

Appendix A: Walkthrough by Brad Qardell

Introduction

Welcome to Sorcerer King a different kind of fantasy 4X from what you've played before. Sorcerer King is a game where the events of a traditional fantasy 4X game have already happened: A group of rival civilizations built up empires fought wars with one of those civilizations coming to dominate the others. In this case, the winner was the Sorcerer King.

The game starts out with you and your rivals relegated to a single city under the terms of peace set by the Sorcerer King. Now, however, rumor has reached you that he is looking to become a god and is destroying the magical shards to consume their magic. He must be stopped.

Elemental Timeline

If you're new to the Stardock Elemental games, here is a brief history:

- **War of Magic** – Released in 2010, it introduced the various fantasy civilizations of Elemental, a world filled with magic.
- **Fallen Enchantress** – Released in 2012, it dealt with the rise of Ceresa, the Fallen Enchantress who sought to unite the Fallen of the East and crush the Kingdoms of the West.
- **Fallen Enchantress: Legendary Heroes** – Released in 2013, it focused on Lord Relias, the hero of the Kingdoms of the West and Procipinee, Queen of the West in their struggle to defeat the Fallen Enchantress.

Ultimately, the hero Mirdoth found a mysterious artifact called Curgen's Bane and used it to help Relias and Procipinee defeat the Fallen Enchantress and bring peace to the land.

Two hundred years later, Mirdoth returned. No longer a hero but as the black sorcerer who has mastered Curgen's Bane and with it, has annihilated the kingdoms and empires turning them into shadows of their former selves.

This story is about you and how you will save (or destroy) the world.

How do you kill a god?

The Sorcerer King is powerful. He's not your typical fizband waiting for you to walk up and kill him. He has vast armies and at the start of the game, you rely on his tolerance to exist. Nothing

stops you from antagonizing him but that is the quick way to defeat. You must use some discretion early on.

It's not all bad news though. You are also extremely powerful and you control the Forge of the Overlord, a magical device that allows you to craft powerful items that you can equip on your most powerful champions and lowest soldiers. With skill, patience and a little luck you will be able to rebuild your kingdom, raise powerful armies and defeat him and his minions.

Choosing your sovereign

At the start of the game you will be choosing your sovereign. You start with 6 and each one is very different. Your sovereign choice determines:

1. What units you will have access to
2. What technologies (skills) you will access
3. What spells you can learn
4. What your initial relationship with the Sorcerer King is
5. What champion you start out with

Setting up your world

The difficulty level matters a lot. We've had two years to work on the AI. The normal difficulty is designed for those who are already pretty good at these kinds of games.

We recommend playing on small or medium land size when you're first starting out. Larger than that requires a lot more care and strategy in dealing with the Sorcerer King since his domain is that much larger. We also recommend the random map generator in general but we include many different pre-balanced maps.

The shards and doomsday counters should be left on their defaults until you are familiar with the game. The more shards, the more powerful you can become but then again, it's also how powerful the Sorcerer King can become. Doomsday speed determines how quickly the Sorcerer King is able to acquire the necessary magic to become a god.

Ascension Orb

The Ascension Orb is not a clock. It represents the energy ("Ascension Points") placed in the Bane. Once the Orb is filled, whomever controls most of its power can cast a spell turning him or her into a god.

The Ascension Orb's energy can be increased or even reversed based on your actions. The Sorcerer King adds energy to it by attacking shards whereas you add energy to it by casting the Ascension Spell. And some champions and even one of the sovereigns (the Tyrant) feed off of the energy in the Orb.

The higher the Ascension Point counter, the more powerful the Sorcerer King becomes. He gains access to more powerful creatures and more powerful spells as it goes up. Keeping the Ascension Point counter low is generally a good thing…unless there's a really good trade.

Your Rivals

Your rivals are the other kingdoms and empires that once competed with you for dominance of the world. Like you, they were defeated. Unlike you, they are unaware that the Sorcerer King is looking to become a god. They have not evolved with the times yet. They are still trying to reclaim their former glory. You must convince them otherwise (or at least keep them from going to war with you).

Early Game

You start the game already with a single city. This city was once the capital to a mighty kingdom. Now, you are a vassal of the Sorcerer King. Early on you will be exploring and scouting out the world.

Shards provide magic which you can divide one of three ways:

1. **Lore** to learn new spells
2. **Mana** to cast spells
3. **Skills** to gain access to new technology

There are also four other key resources in the world:

- **Logistics** – Every unit and structure in the world consumes logistics.
- **Crystal** – Magical units require crystal in order to access Elemental's magic.
- **Metal** – Weapons, armor, etc. for soldiers require iron.
- **Horses** – Riding units need something to ride.



Figure 1: Magic can be directed towards lore which allows you to learn new spells. Choose wisely.



Figure 2: Your cities can train units or build city improvements. The resources they have are food (which the city needs to grow), production (for constructing things) and essence (which allows enchantments to be cast). As the Sorcerer King grows more powerful, some of your citizens will become thralls reducing your logistics.



Figure 3: IMPORTANT: If your city has essence, use enchantments on it. They cost mana but they help your city out.



Figure 4: When a city has enchantments, you can see it on its info bar. You can have 1 enchantment per essence and most of them stack.



Figure 5: PRO TIP: You can go to the advanced options and turn on the Story Teller camera which lets you use the middle mouse button to move the camera angle.



Figure 6: It won't be long until the Sorcerer King summons you. Remember, you are not at war with him at the start of the game. In fact, he will happily help you...for a price. You, like him, are a magical channeler, able to use the shards. He will give you things in exchange for using your powers to fuel the doomsday counter.



Figure 7: Scattered across the lands are plenty of opportunities for adventure and questing. How you deal with these quests will shape the game's progress.



Figure 8: Quests can pretty much do anything. They can change your stats (in this case, +1 cruelty) as well as provide items, weapons, armor, units, spells, more, you name it. In addition, they will change what future quests within that game are available and what options you have.



Figure 13: Each sovereign has their own skill tree. Think of this like a “tech” tree in a traditional 4X. They unlock new abilities, city improvements and unique features.

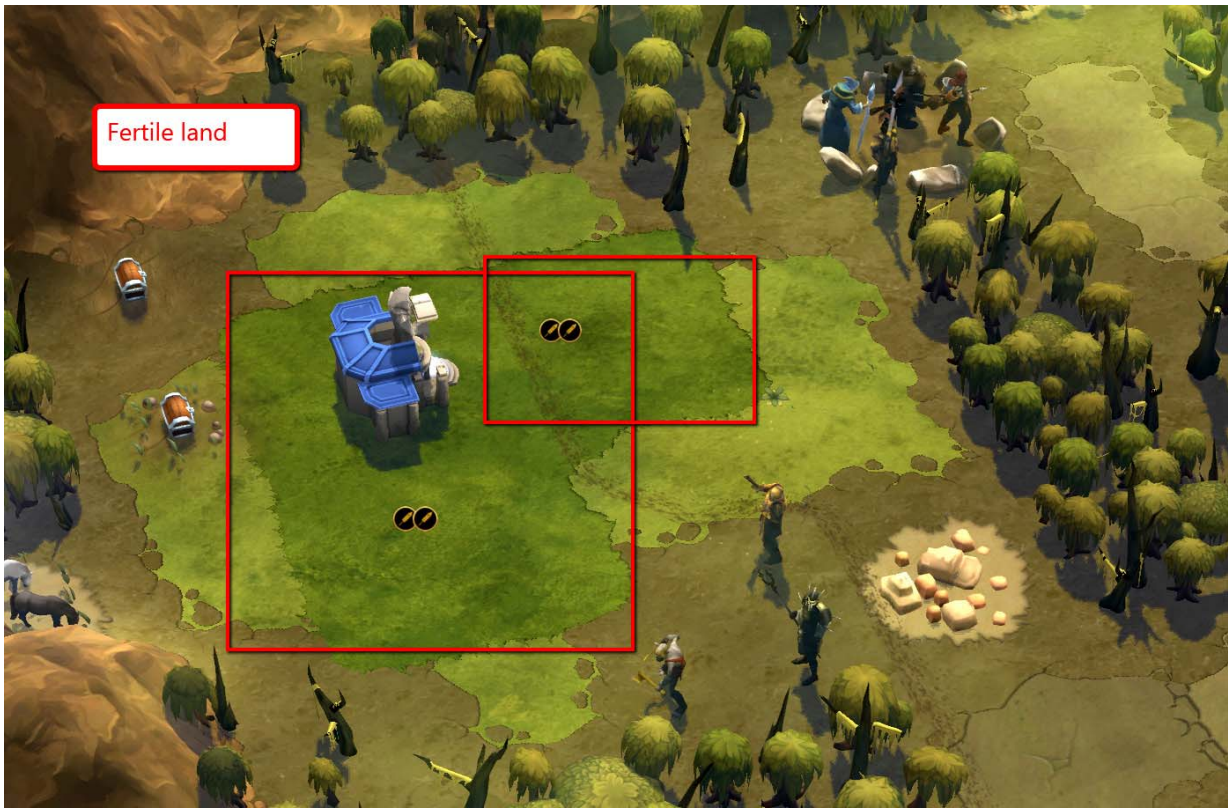


Figure 9: You can build more cities but only on tiles that can grow food. Recommended locations will show food icons. However, often, you cannot settle on these tiles until the local warlords, ruffians and other scum are cleared as they have their own zone of control.


Zone of Control
ANGLEY DOMAIN'S ARMY
Monsters and Ruffians
17
1 / 2
88 / 88
DETAILS
RENAME

Figure 10: Across the world, lots of other would-be leaders have set up their own camps and claimed areas. Look carefully at their combat rating (the 17 in this screenshot). That is a decent estimation of how powerful they are. If your own combat rating is less, you will need to be very careful in confronting them.



Figure 11: Inevitably, you will find yourself in combat.

The tactical battle screen shows who is going to move next on the left along with what combat round it is to give an idea of the passage of real-time. How far a unit can move is shown as lightly lit tiles on the map. Your units typically have special abilities as well. Your units can also call on you to cast a spell on their behalf. However, your ability to affect events far from you is based on your own clairvoyance skill.



Figure 12: When your champions level up, they gain access to new skills.

As you explore, you will be kept informed of the Sorcerer King's progress both in terms of the doomsday counter as well as notifications when he has attacked one of the shards. You must balance your own expansion with that of protecting those shards. Each time one of them is wounded, you they will become reveals on the mini map.

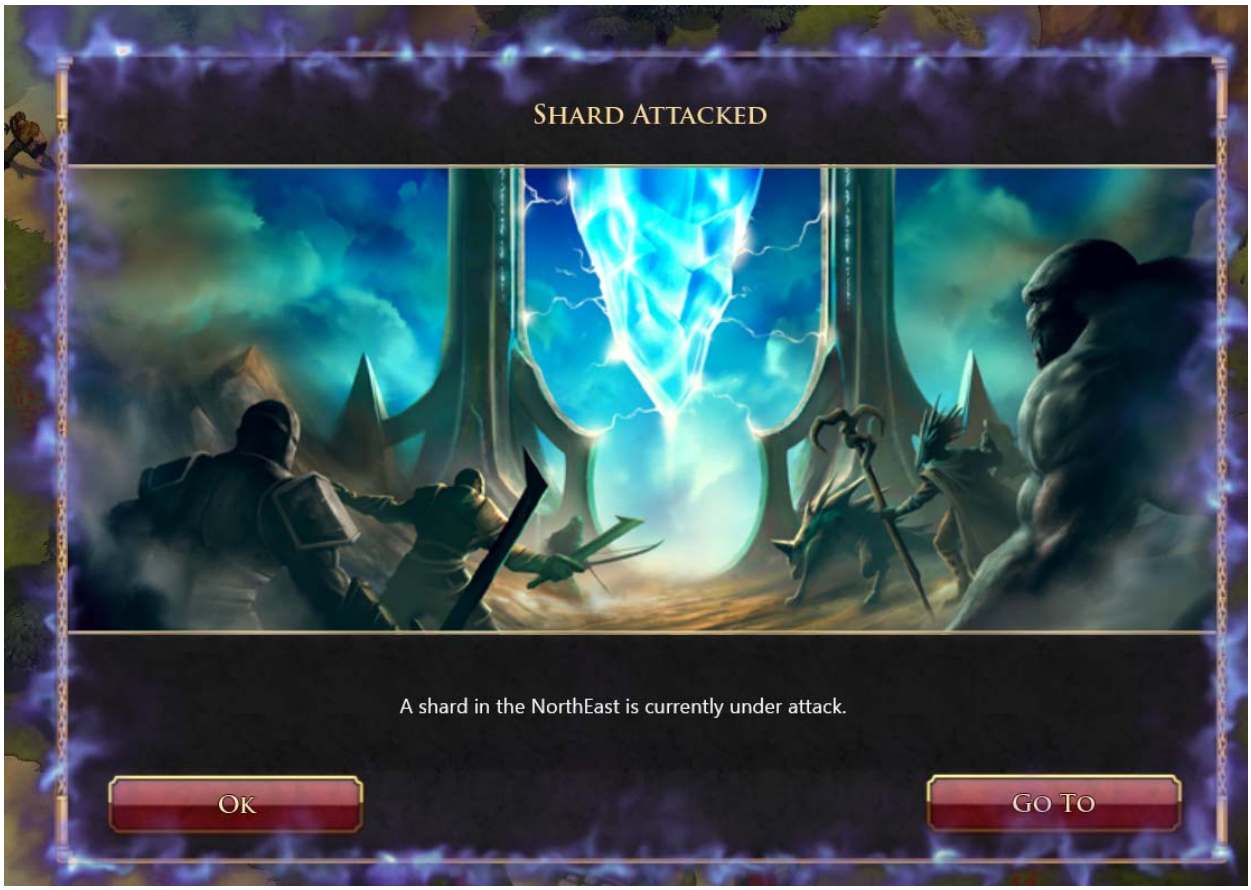


Figure 13: The map will reveal where a shard is once it has been attacked.

The Rivals

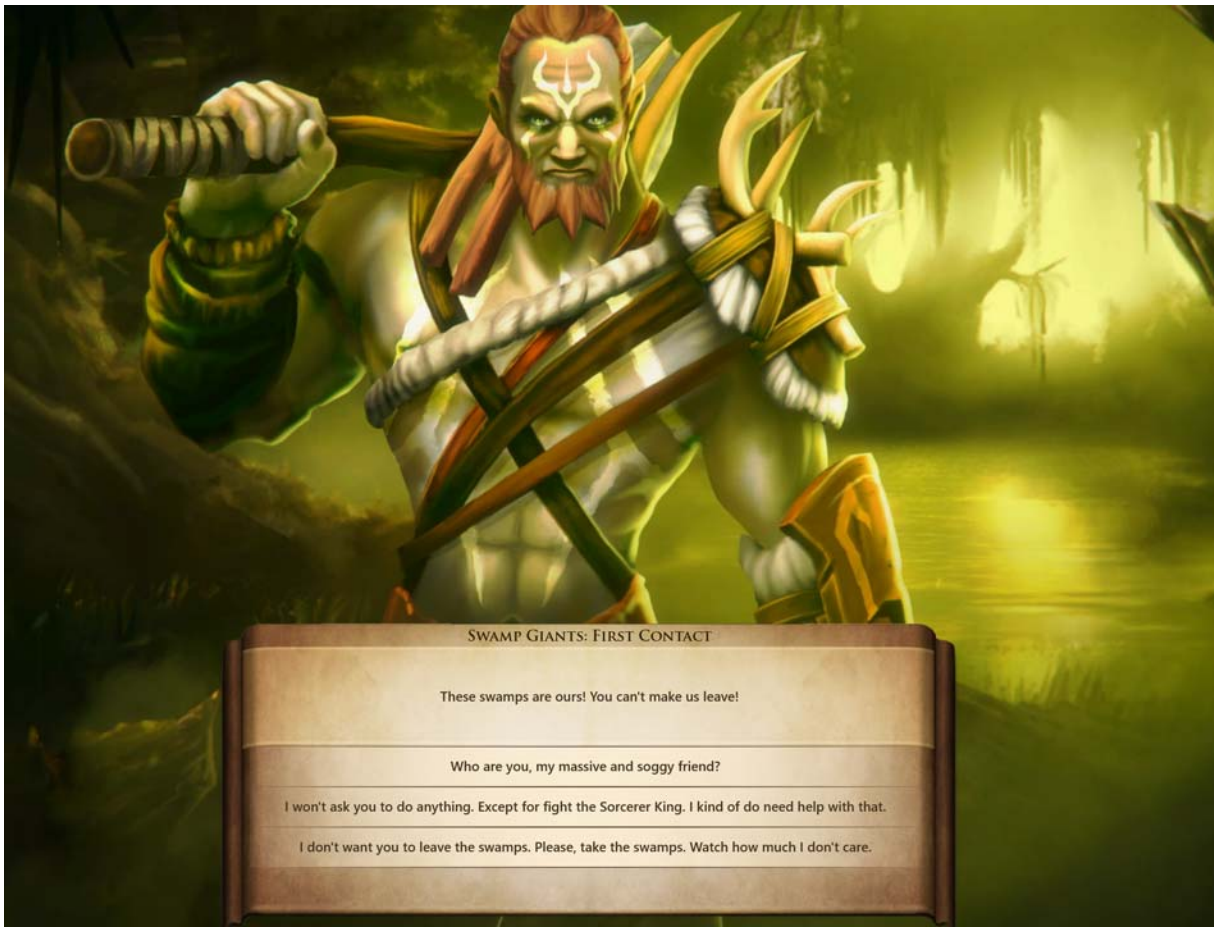


Figure 14: Other realms have their own plans. You will soon encounter them.

Each rival kingdom has their own wants and needs. You can trade with them, gain favor with them (or lose favor) by acting in their interests.



Figure 15: They can also be powerful enemies…

Midgame

As your cities grow, they can gain access to additional tiles.



Figure 16: What to choose? More food, more materials or more essence?



Figure 17: You can also train pioneers to build outposts (which extend your zone of control) or new cities if you can find fertile land.

Building new cities makes your kingdom more powerful but also attracts the attention of the Sorcerer King…

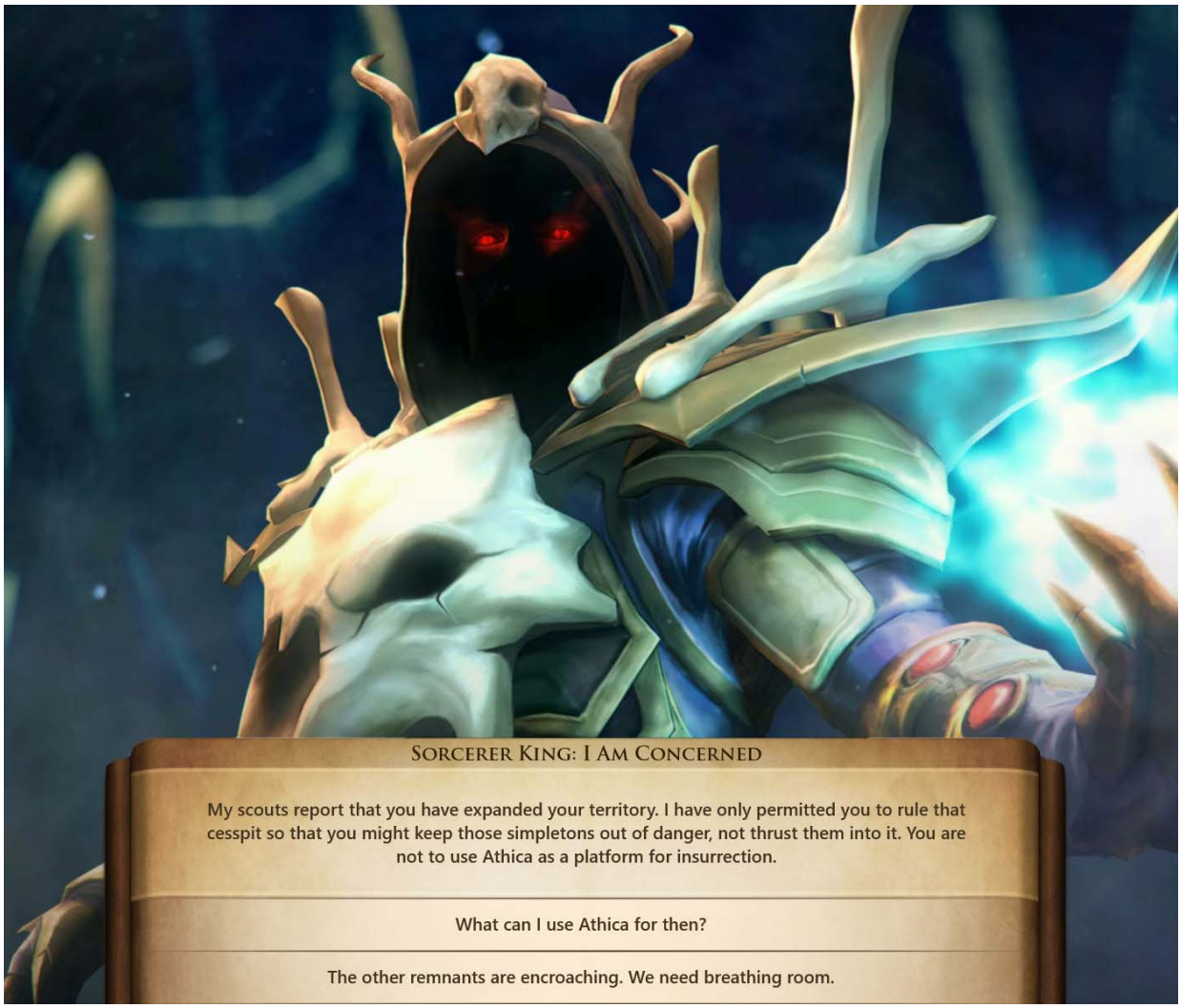


Figure 18: The Sorcerer King is not pleased.



Figure 19: Depending on how much groveling you do, you can control how much threat you generate.

The discussion of Threat takes us to the report screen.



Figure 20: The report screen.

At this stage of the game, the Sorcerer King considers me a minor annoyance. In this world, there are 22 shards, one of which I control. The doomsday counter is still very low. I can also see that the Sorcerer King's standing army is much...MUCH more powerful than mine.

Also at this point, you should have gathered enough items to start crafting things. Click on the crafting button to bring up the Forge of the Overlord.



Figure 21: It takes skill to use the Forge of the Overlord effectively. At first, you'll be making very basic items.



Figure 22: Pretty much anything can be crafted. For example, with the right ingredients you can learn to make scrolls that will reveal where the Sorcerer King has imprisoned rival champions.



Figure 23: Your champions are powerful but beware, if they are killed, it takes 25 doomsday essence to revive them.

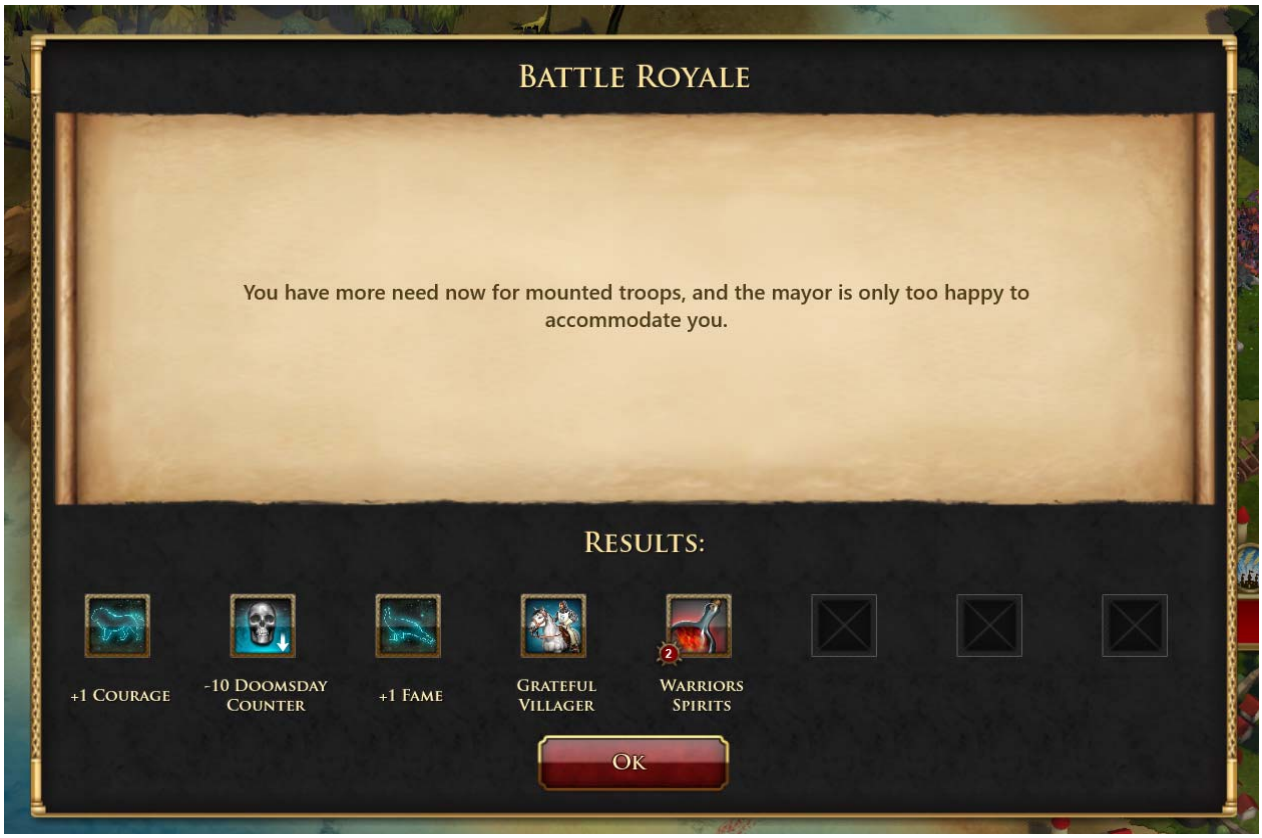


Figure 24: On the other hand, dangerous quests can lower the doomsday counter and bring other spoils with it.

However, your increasing power and meddling will slowly turn the Sorcerer King's attention at you.



Figure 25: You must be very careful when to reveal your true motives to the Sorcerer King.

As soon as possible you will want to find or acquire more champions. Most of the sovereign skill trees allow you to free a champion directly.



Figure 26: Lord Tandis is one of the most powerful champions in the game.

Transforming the world

You are encouraged to do whatever it takes to win the game. The stakes are very high. You can alter the shape of the world through magic. For example:



Figure 32: One easy way to prevent evil from attacking your cities and shards is to raise mountains as fences against them.



Figure 27: Pick a choke point.



Figure 28: Cast the spell.

And voila, instant mountain. The Sorcerer King can't get to your capital city without either lowering the land or using naval which he rarely does.



Figure 29 You can also harvest the lands for resources though this has the chance to generate doomsday (rarely).

Growing Power

The Sorcerer King is also trying to tame your rivals. While you have the Forge of the Overlord, the Sorcerer King commands Curgen's Bane, an ancient artifact of incredible power* (as seen in Galactic Civilizations III).

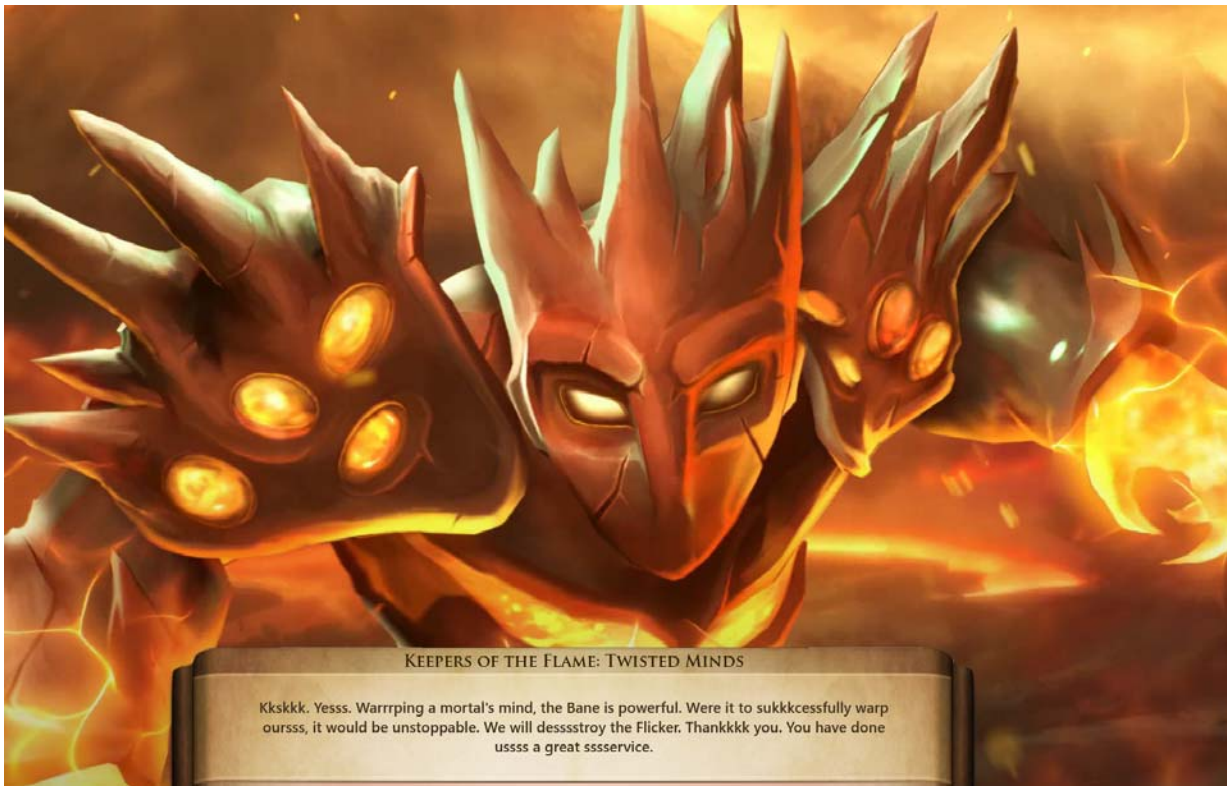


Figure 3-: You are in a race with the Sorcerer King to win the favor of your rivals.

Once you have enough power to confront the Sorcerer King, you have to obtain a key to his magical fortress. His two lieutenant's hold this key and are somewhere in the world. Finding them can be difficult.



Figure 31: A “lucky” scout finds the Vetrar…for a few seconds.

Late Game

Winning your rivals over to your cause not only gives you access to their resources but also gives you a unique champion.

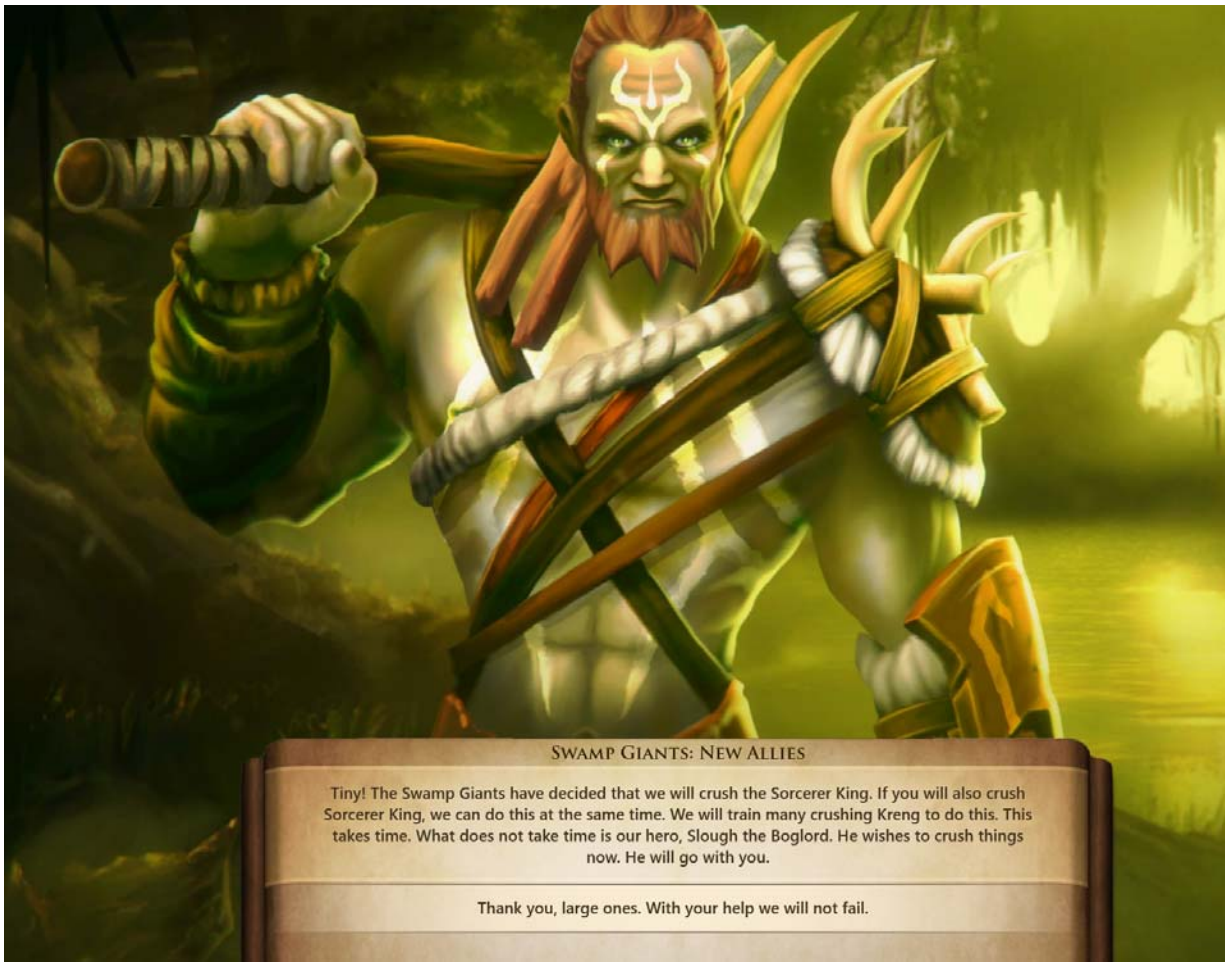


Figure 32: Gaining allies is crucial but difficult.

By this stage of the game you will star to use auto-resolve more. Those units that were so intimidating early on are now fodder for your might. That said, it's sometimes fun to watch how powerful you've become.



Figure 33: By late game, your champions are so powerful that those early game thugs you still occasionally run across are no match.

It is during the latter part of the game that you will gain the ability to create your own unique items via the Forge of the Overlord.



Figure 34: The second tab on the Crafting screen allows you to enchant weapons. This becomes unlocked through your sovereign skill tree.

Your Destiny

Destroying the Sorcerer King in combat is not your only option. There is also the TOWER of MASTERY. Most sovereign skill trees have this at the end. But doing so is perilous as the Sorcerer King will bring his wrath on you. However, you can build lots of outposts to extend your zone of control which will attack anything that enters them. You can also upgrade your outposts by sending more pioneers to them. If you can hold off the Sorcerer King long enough, you, instead of him, will become a god.



Figure 35: The Sorcerer King can be confronted directly or alternatively replaced by you as a god.

Have fun and Good luck!

APPENDIX B: CREDITS

Sorcerer King: Rivals

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Sorcerer King

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	Alex Wardell

Thank you to all those who helped beta test the game and to everyone who provided feedback, encouragement and ideas.

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