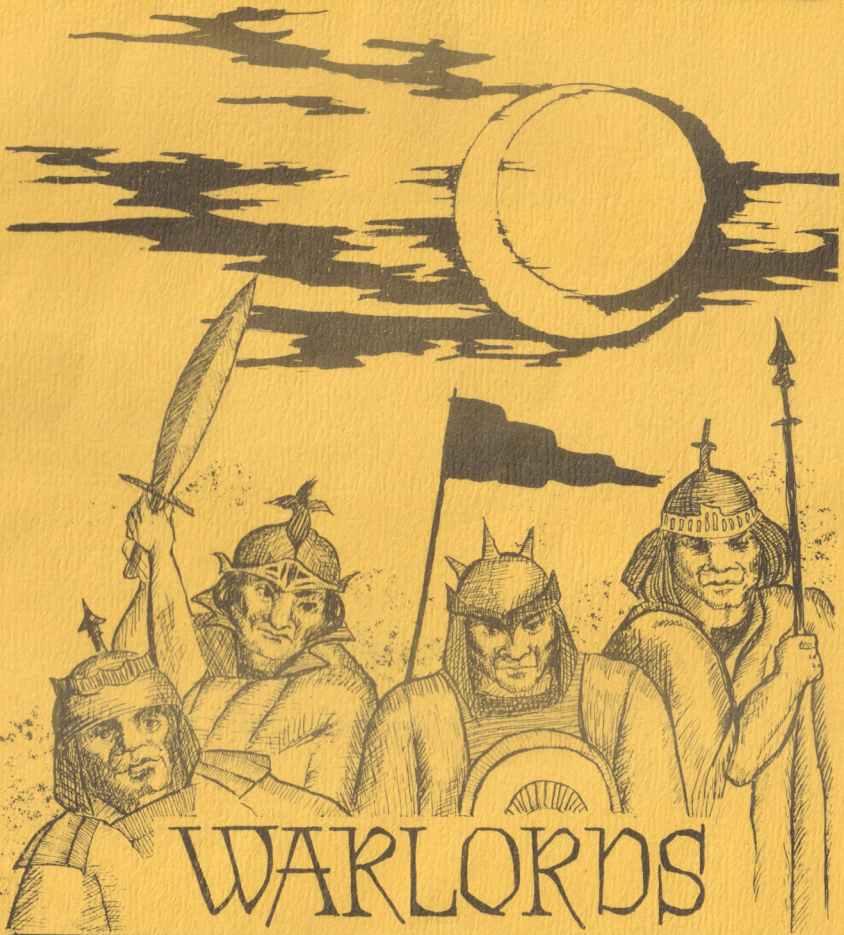


SPEAKEASY SOFTWARE



WARLORDS

SPEAKEASY SOFTWARE LTD.

BOX 1220
KEMPTVILLE, ONTARIO, CANADA
K0G 1J0

WARLORDS

by

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INTRODUCTION

It is the ancient kingdom of Nerd, during the time of Great Darkness. King Melvin has died without an heir and the kingdom has fallen into the hands of four powerful WARLORDS. Nerd is a lost land, cut off from any other civilization by great mountains where, it is said, the dead live in the perpetual mists. In the great valley that is Nerd itself, there are savage areas where one ventures at one's great peril. The Black Forest of Urm is the preserve of the phantoms and terrors of the night. Creatures, they say, live there that never see the sun and, if you are so bold to be near the edge of the Black Forest, you can hear them gnawing the bones of their victims.

Across the plain, and to the north of the capital city, is the Swamp of Toxis Solanis. It is written that in the Reign of Leopold the Brave, a great army was completely swallowed up by the brackish muck of Toxis Solanis. The Magician Aedipios says that there is a way through the Swamp but it is known only to him. And it is common knowledge that Aedipios himself was born in the Swamp. (It is rumored that his mother was a salamander, but one never says so aloud, lest one be given a hump upon the back!)

The capital city, Rascallion, is an enchanted place - full of delights and all the wonders of the known world. There is a great marketplace, where all is shimmering phosphorescence and music. For four pence, one can purchase a flying obolus or trade his lunia plants for sweet wine. Indeed, it is a city of great wealth and he who controls Rascallion may well be King someday!

In the four corners of the country, in the shadows of the Mountains, are the great castles of the WARLORDS. These WARLORDS cast a heavy yoke on the serfs of the countryside, who are taxed to support their evil armies. It was said that Leopold came to liberate the Nerds, and as Lord of the poor, he raised his vengeful arm and created the chaos in which the WARLORDS were swallowed. He made himself master of the sovereign power and brought a time of peace and joy. And so it was, for many moons, unto the time of Good King Melvin.

Alas, as you know, Melvin is dead.

It is a time of dragon! Listen to the songs of those who bathe eternally in the shadows of the underworld. You will understand their language, for their blood is your blood. It is time for the GAME OF WARLORDS.

INTRUCTIONS

NUMBER OF PLAYERS: 2 to 4

OBJECT OF GAME: To eliminate your enemies and become King!

MILITARY CAMPAIGNS

The computer will randomly determine the number of battle turns per campaign. Each WARLORD will have the same number of turns per campaign but within each turn, players will be randomly selected.

Each player can enter only one troop order per turn. A troop order takes the form of moving a specified number of divisions from one board position to an adjoining board position. However, some spaces are difficult to occupy e.g. forests, swamps, mountains, and any army trying to move through those spaces may be penalized. Disaster may strike and cut troop strength. On the other hand, it may be worthwhile to take these risks to gain a tactical advantage.

BATTLE

When two armies try to occupy the same space, battle occurs! The relative strengths of the two armies are calculated on the basis of various battle factors, and the losing army is destroyed. The winner may also suffer a loss. For example, 3 divisions defending a castle will have a greater defensive strength than 3 divisions in the open countryside. Players will gain a sense of these battle factors from playing the game.

TAXES

At the end of a military campaign, the computer will calculate each WARLORD'S tax revenues. Each board position that a WARLORD holds at the end of a campaign has a tax factor based on the space's population. Obviously, each player will want to control those spaces that give him the greatest tax base, without leaving him in too vulnerable a position.

NEW TROOPS

Players can only raise new divisions with tax revenues. If a WARLORD has saved tax money from previous tax periods, then he may spend that treasury money to raise troops in any space that he occupies. On the other hand, if he uses current tax money to raise troops, they must start from his castle. Obviously, troops raised with treasury money have a military advantage since they can be placed in a variety of spaces. Alas, while a WARLORD is saving his taxes in his treasury, his enemies may be building up their armies!

DESTROYING YOUR ENEMIES

If one WARLORD captures another WARLORD'S castle, he wins all of that WARLORD'S treasury, which is automatically added to his own treasury. The WARLORD who loses his castle is eliminated from the game and his troops destroyed!

FATE

From time to time, natural and unnatural events may occur which will affect various aspects of the game. You should be prepared for anything from a bumper crop to the Black Death!

TIME

Play until someone is KING - that is, when all his enemies have been destroyed or until they surrender and concede the game.

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WARLORDS™

by

SPEAKEASY SOFTWARE LTD.

for

16K Apple-II Microcomputer

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