

conquest but it is already inhabited with enemy warlords fighting over the lands. It's your job to conquer each land in turn until victory is yours!

Winning and losing.

To win a land you must conquer the vast majority of people and turn them to your side. Conquering villages and killing enemy armies tips the conquest scales (the large set of scales below the map) towards the right side. Once all grains of sand rest in the right side of the scale you have won the land and may retire from it, to move onto the next land. You lose the land if you are killed in battle. Other captains can die in your service without the game ending, but if your original captain on the left (You) dies at any point, even if you have other captains, the game is over.

Working with captains

The captain on the far left is you. If this captain dies the game ends and he is usually the only captain you start a land with. Other captains will appear next to you as you conquer their villages and turn them to your side. Once you have more than one captain you can order the others to do whatever you like. When you order a captain that isn't your original one to do something the order must travel to him via carrier pigeon. This causes a delay in the order being carried out. The larger the distance between the captain the longer the delay.

If one of your other captains dies and you have more than two you lose all contact with the other captains further along the chain and cannot order them to do anything. It's a very good idea to use your subordinate captains in order to ensure that their death doesn't mess with the rest of your commanders.

Using subordinate captains can be useful as they can fight in dangerous battles and be put in harm's way without risking a game over. Captains you recruit from villages will usually be unarmed. This makes them vulnerable as they must enter melee unlike your original captain who starts with a bow.

The large window with the close up map and the people standing behind it is called the Captain Window.

The Captain Window is where you will execute orders, select captains and watch things happen on the close up map.

Clicking a Captain's medallion/necklace chooses that captain to give orders to. All orders you give will be carried out by that captain until you select another. The currently selected captain will have an arrow bobbing up and down above his head.

Captain's medals: Click these to display the captain's status in the text box.

Click on a captain's head to centre the map on his location.

Map Window

The four icons at the top Change between map display modes.
The icons from the left are:

Contour mode: This uses colours to express elevation. Dark green is sea level land, then lighter green, light green, yellow, red then white for the highest.

Object mode: this lets you locate things like forests easily.

Red dots: Trees
Brown dots: Houses
Yellow dots: Workshops
White dots: Your population
Grey Lines: Roads

Settlements mode: the default mode and the easiest one to read quickly this shows towns and roads.

Black dots: Settlements
Grey lines: Roads

Food made mode: This one can be useful as it shows settlements by food stores. If you need food quickly this is much faster than querying each village. The map ranges from black dots, which are villages with no food stores to white dots which are villages with large food stores. The lighter the dots the more food is present.

Controls

D-pad: Moves cursor in all windows and the highlight in the command bar. If you hold A and move the D-pad in the captain window this scrolls the close up map.

A button

Captain window: Select targets for commands. When held causes the view to scroll, rather than the cursor moving.

Command bar: selects highlighted command.

Map window snaps close-up map to the location under the cursor on the overhead map.

Textbox: nothing.

B button

Switches between main windows, In command bar pressing B brings up online help about the highlighted command in the text box.

C button

Switches to command bar.

2. Command list

Starting from the top left column and going down.

Posture

These buttons let you tell your men how aggressive to be when carrying out your orders. From the top they are Passive, Neutral and Aggressive. They affect most other commands, I'll put the effects of different postures in each command description if they affect that command. In a nutshell Posture affects how diligently your troops do something. For example, when getting food an aggressive posture causes you to take ALL the food, a neutral posture takes 50% and passive only takes 25%.

Go Home

This sends the captain and his army back to their homes. Your original captain and army return to their starting tower and any recruits return to their

original

towns. Make SURE you don't do this by accident.

Transfer Men

This sends a portion of the selected captain's army to another captain. Obviously this isn't instant as the troops have to march there. Also don't make the troops march long distances to the other captain as they can easily get stuck on lakes etc. Make sure the captain you're sending them to has food and that your transferring captain is out of harm's way.

Use: Select captain with troops, click icon and click on captain standing behind map who needs troops.

Get Food

This takes food from a friendly or allied settlement or a food cache in the wilderness. The amount of food taken depends on the captain's posture:

Passive: 25%

Neutral: 50%

Aggressive: 100%

Taking food from a settlement repeatedly will make the people hate you and leaving a settlement with no food will stop any inventing until there's is a large enough food supply built up from the village's own fishing and farming.

Drop Food

This drops your food right where you're standing, with the same amounts according to posture as above. Dropping all of your food so you have none will make your troops desert. Dropping it outside a settlement turns it into a food cache which is invisible to enemies. Enemies can't see your food caches and aren't capable of stealing it. Dropping food in a settlement adds it to the settlement's supplies.

Supply Food

This gets the captain to supply a place or town with food. He will go to a settlement you own and take their food before coming back and dropping it in the targeted settlement. He will then go to a different town you own and repeat the process. He will continue this whenever the settlements he's going to actually have food or not. This can be buggy and sometimes he will drop it outside the town instead and it will make loyalty in your other settlements drop like a rock while increasing the supplied settlement's loyalty. Also since you're dropping food your troops will desert unless you're doing it with another posture besides aggressive, which makes the command slow and somewhat useless. Its best to have another captain use this command with no troops.

Invent

This is a very involved command. See 6. Inventions for more info.

Move Captain

This command simply moves your captain and army to a point you specify. For some reason if you want him to go to a random point in the wilderness and not a town

etc. you can only use the overhead map to select it. If you want him to go to a landmark or object, such as a town or even a tree or person you can click it on the main map. Why

this is I don't know, but it's harder to accurately direct a captain using the overhead map.

Sending a captain with only a tiny army or all by himself isn't a good idea. If he

gets close to any town that isn't yours the townspeople will usually attack and kill him, even if he just tries to walk past. The captain will sometimes randomly attack

by himself if he has an aggressive posture and will be slaughtered. You can sometimes use this to retreat a captain and army away from a battle but the captain won't

always move and often the enemy will chase you all the way.

Sometimes there is a bug when after your stop marching and the troops sit around the campfire the pursuing enemy will start attacking your troops and they won't fight back, but will rather just sit there and be killed unless you order them to fight.

Make sure you have a plan when trying to retreat from a hopeless battle and if you won't survive without help, march straight to a friendly town and get men.

Query

Query is one of the most useful commands. When used it brings up info about the selected object. The type of info depends on what is queried.

Town

The type of building

The town it's in

What forest is nearest to the town. This doesn't necessarily mean that forest can be used for inventions

The kingdom the settlement is in. See factions for more info.

Owners. These people are inside the building if there is nothing else for them to do.

The total amount of food in the settlement

The total population of the settlement

Loyalty of the settlement

Unequipped items in the settlement.

These are explained in detail below.

Building: This is important mainly because only towns with workshops can invent things. There are only a few different temples for towns and a workshop is very easy to spot: It has a red sign on it. A farmhouse in town means there will be fields and the town can farm its own food. A fishhut means there are fishermen somewhere in town.

Town name: It's easy to tell what belongs to what since the buildings are always close together.

Forest: This isn't always accurate and can be actually a long way away from the village or not even the one used for gathering wood.

Kingdom: The settlement will either be Jayne III's Jos XVIII's, Harold II's or yours. Attacking it will draw the ire of whoever owns it, including you. If you're close enough your army will automatically aid your own settlements in

battle.

See Factions for further details.

Owners: This isn't really important. The most fitting person from the settlement will own each building such as farmers for farmhouses or fishers in fishhuts.

Food: This is a big topic and is very important to everyone. See Towns for more info.

Population: This obviously varies with each type of town. See Towns for more info.

Loyalty: This can be important. Again see Towns for the description.

Items: This means items that nobody is using and they are just sitting outside the workshop. These items can be equipped by anyone from the same kingdom as the town. For inventing tips and what items can be created see the Invent command earlier in this section. Item dropped by people who die in settlements are also added to settlement items. When a settlement is attacked townsfolk will equip any weapons the town owns before starting to fight.

Person

Name

Settlement

Health

Home

Who they live with

How hard they work

Job

Items

Age

Lord

Name: Names are always the same for each person in a land though there are a limited amount of names and you'll often see the same names. If you use your own captain as a spy his name will always be Ctatand if you query him while spying.

Settlement: where they live.

Health: See People for info.

You can also query corpses or the spirits of the dead and it will say their age with a different adjective depending on how old they were and who they served in their life.

Home: Usually relates to their job. Merchants almost always live in squares or ruins and often in hamlets or fishhuts. They can't be a very rich merchant if they live in a square or ruin.

Partner: It's not said what relation they are and I've seen 13 year olds with 42 year olds and teenagers together.

Work rate: This is another word for speed. The faster they're moving or working the higher

this is. Just like armies, people move slowly in rain or snow and farmers don't work during winter as their crops are under snow.

Work rate from highest to lowest

Tirelessly
Endlessly
Slowly
Hardly

I.E. If you load a captain up with a ton of surplus items, he and his army will move very slowly at a speed of 2 (the lowest possible) and it will say he's hardly working as will his soldiers.

Job: This is an in-depth topic and is discussed at the People section.

Item: things that person has equipped like weapons. Each person can carry two things: a weapon and a boat or plough. Townsfolk can equip anything.

Age: No matter how high this gets they can never die and it doesn't affect them in any way. I've seen ages over 200 years after leaving the game on for hours and hours. People age one year every 5 mins or so. The youngest age possible, besides Hoa, is 12 and they can be anything from soldiers to leaders.

Lord: People have the same loyalty as their home settlement, when they can get home to change to the corresponding colours. If they are stuck they will stay at their old loyalty. If you query a captain, including your own captain on the map you'll see you obey nobody (yay) and you are always 21 years old and don't age.

Trees

Type of tree
What season it is
If there are birds in it or not

Type: This doesn't matter any tree can be used for inventions except for stumps since they have already been used or cut down.

Season: This is described in detail in the Towns section

Birds: Why this info is here I don't know. Doesn't affect anything.

Dropped equipment

Who it used to belong to and what it is.

When somebody dies outside a settlement anything they had equipped is left after their corpse disappears, it says who the previous owner was. If you keep the information up and pick the item up with the equip command the description changes to "This was (name)'s thing."

Mines

What town the mine belongs to
What it's currently being used for

Town: Only the town that owns the mine can use it.

Use: It either says swords or cannons. If they are trying to make cannons you'd better conquer it quickly if it isn't yours.

Derank: This sends a portion of your army home 25% 50% or 100% depending on posture. It leaves your captain where he is. As you can imagine this is a very

dangerous command if you accidentally activate it. Your original army goes back to its base and recruits go back to their homes.

Spy: This interesting command is often a death sentence for whoever undertakes it. It sends the selected captain to the settlement and causes him to join it as a citizen. There's a small chance it won't work and he will be attacked (and almost certainly killed) but usually it will work and he will live in the house selected with the spy command and with a job of soldier. At this point everyone living in the settlement will show up on the map as the appropriately coloured dot for the settlements kingdom. If the spying captain is recruited into a army you can see them on the radar as dots. Trying to give a spying captain an order instantly reveals him for who he really is to any enemies around and there a very good chance he won't escape alive. The best time to escape is when the army or settlement he's in is involved in fighting a battle then hopefully he can run away while the population is too busy fighting the invaders.

An odd quirk with this is if you attack a settlement with a spying captain in he will still act like anyone else and fight your army. Its possible to actually kill your OWN captains, (including your first one, resulting in a game over!) if you attack the settlement with another one and you can also recruit him as a soldier into one of your own armies which you can then see in brown on the map.

Alliance: this command makes a very tenuous alliance with one of your enemies. Allying with any of the settlements allies you to that entire kingdom. During this time you can take their food and inventions from their towns like you owned them. You cannot recruit men. Attacking an ally breaks the alliance and often you allies armies won't hesitate to attack you. Allying will usually require you to donate something from your surplus items if you have anything, tho sometimes they might agree without that. Really this command is only useful for stealing food from enemies when you really need it. Approaching an allied settlement with a tiny army will still often result in them attacking you. There a funny message when an alliance is broken too ("May a million fleas infest your undergarments!").

Get Men

This command recruits soldiers from the targeted settlement or tower. The posture setting controls how many men you recruit:

Aggressive: 100%

Neutral: 50%

Passive 25%

You can only recruit men from settlements you own and not individual people walking around. This only recruits those who are at the settlement. The people first have to be recalled to the square, you'll see the settlements population walking towards the square when you issue the command. If they reach the square while your troops are still marching they will be recruited. If you see people walking towards the settlement but the command ends before they get there, execute the command again to recruit them also.

Equip Invention

This command equips your troops with inventions found in settlements or left behind by casualties in battle. When somebody dies in battle their items will be left on the ground and can be picked up. If you have a mixed army, your captain is equipped first, his original followers second and other recruits from settlements last. When troops have more than one item to choose from they will pick bows first, then swords, then pikes. They will also pick boats before

ploughs. People in settlements will automatically equip items left in that settlement, even items that normally cannot be equipped on troops such as pots and catapults. It's fun to see a whole village with catapults, particularly if you recruit them into your army and use them in an attack! Also when you attack a settlement, the settlement's population will often equip themselves with any weapons the settlement owns before fighting.

Drop Invention

This command simply drops surplus items right where your captain is standing. Only surplus items are dropped; you can never drop or unequip items equipped to your captain or other people or troops. If you drop it outside a settlement it turns into a stockpile and is hidden from enemies just like a food sack. If you drop it inside a settlement, it's added to the settlement's stores.

Trade

This command is almost useless. It trades either food from your carried amount to the settlement for inventions, or hands over your surplus (not equipped) inventions for food. You can't really control what happens although you can use aggressive posture to make the captain trade food for weapons first, rather than items like ploughs, or passive for vice versa. Really this command is useless and you're better off just conquering the settlement and taking everything.

Attack

See 7. Combat for details.

Options

The final command is just for bringing up the in game menu with the following options:

Continue: Back to the game

Retire: Leaves the current map. If you control enough of the population that the Conquest scales are fully on your side you'll see a victory screen and get a password before selecting the next land to conquer. If you retire and do not control enough people you see the grisly "you have been defeated" screen and are returned to the main menu with the land left unconquered.

Replay Map: Starts the map over from scratch.

Select Map: Returns you to the world select screen if you want to pick a different land to conquer.

Random Map: Loads one of power mongers maps at random for you to play in a one off game after which you are returned to the main menu. The map isn't actually randomly generated but one of a number of preset maps.

3. Towns

Towns or settlements are the building blocks of Power Monger's world. People live there and you must conquer them to win each map and thus the game. Each settlement is completely separate from each other and the people will not combine to make armies unless there is a captain to recruit them from each settlement. They can however share inventions with merchants.

Loyalty

Loyalty measures your settlement's belief in your rule.

This seems to have an effect on inventing. You can often only invent the best weapons like cannons and catapults with a loyal settlement and they seem to stay with you if you recruit them longer even if you have no food. They will also stay and fight to the death with you, even if you are losing instead of running if they are loyal.

When loyalty dips too low the settlement will join another ruler's kingdom. This takes a very long time and generally in a normal game settlements won't have time to change loyalty much.

Settlement loyalty is based on food. Taking food from a settlement so you leave them with none will decrease loyalty. Taking food and leaving them with some doesn't seem to. Leaving a settlement with no food for a while steadily decreases loyalty. If a settlement has food you can actually keep dropping food into it when you have zero food. Even though you are giving them nothing, you can still raise their loyalty. This is probably a bug although it only works if the settlement actually has food to start with. Dropping no food into a settlement with zero food will not work. If you keep dropping food into a loyal settlement they will eventually go back to being zealous and their loyalty will never change again, so stop when the settlement becomes loyal.

The loyalty levels are

Loyal: the best loyalty and often needed for making the best stuff. Keep giving a settlement food and they will reach this.

Trusting: A few food drops into a conquered settlement will get you this.

Zealous: The average but perfectly acceptable loyalty.

Discontent: The normal loyalty a settlement has after just being conquered. Still not really a problem, but they won't be very useful.

Traitorous: Leave a settlement without food or keep taking it and you will get this. You should make them more loyal to prevent you losing the settlement.

Rebellious: This is the worst loyalty. The settlement is on the brink of converting to another kingdom. It takes a lot of abuse for a settlement to reach this level and you should give them food right away before they convert. If they do you can just conquer them again to set them back to discontent.

Settlement Templates

Each settlement in Power Monger has a template. This means that there are a few different sized towns with different populations. The towns you will find are detailed here from smallest to largest.

Hamlet: This is a single building off by itself, usually a fishhut or farmhouse. It can have 2 or 3

people and with two it will always be a male and female. They will sometimes be fishers, farmers or sometimes merchants, meaning they can't get any food for themselves.

Tower: The home base of an army. See Armies for details.

Village: contains 5 buildings usually a ranch, farmhouse, ruin, workshop and a square in the middle. Can have 10 or 15 people.

City: Has nine buildings including a Tavern, a farmhouse, a ranch, a barn, a square, a workshop and a church. Has 17 people, 18 if there is a captain and sometimes 25 people.

Capital

3. People

People inhabit towns, hamlets and bases and are the tools you'll use, kill and exploit to achieve dominance over the known world!

Health

There are 7 levels of this: Fit, Well, Weak, Very Weak, Sickly, Very Sickly (Very Sick for captains) and Dead. People lose health as they are in a melee depending on what the attacker is equipped with and hurt others at the same time depending on what they have. Health comes back gradually if the person is inactive. Injured townsfolk will always stay indoors until they are fully healed. If they are in your army they can only heal when you're in camp. After a battle you should stay in camp for a minute to let your troops have a chance to heal up before the next fight.

A strange thing with Power Monger is that dead people eventually come back. If you watch a slaughtered town for a while a carrier pigeon will leave from one of the town's buildings and fly to another settlement. Once it gets there, a person with the same name as a dead person from the original town will appear from the building and walk to the original town and start living there. Their health will be permanently stuck at very sickly, so they are no use in an army and they will also have the same age as the original person did. Even weirder if you query the pigeon it will change to a query of a person called Hoa when it reaches the settlement the replacement person comes from! This name exists nowhere else in game and Hoa will always be 0 years old!

There is only one way to see somebody with a health of Dead and that is by clicking a captain's medals. If you keep the info up and the captain dies the textbox will say (name) is (whatever the last action he was performing, usually fighting) and dead with X units of food etc. Fighting and dead? Sounds like he's doing real well.

Jobs

People in Power Monger each have a job as follows

Solider

Your original army and opposing professional armies have this job. People in settlements never do, except for captains that are spying. Soldiers fight and nothing else. They have equal health to most people besides merchants.

Farmer

There are quite a few of these in most settlements. They harvest the settlement's fields by moving across and down them. Once a farmer has finished harvesting he takes the food to the nearest building before coming to harvest more. Farmers make 2 food items for each field finished and 4 if equipped with a plough. They cannot harvest during winter.

Fisher

Obviously only seen in coastal towns fishers are rarer than farmers. They always have a boat sitting by the water. Taking their boat will stop them from fishing even though if you query the fisher it will say they have a boat. Fishers take their boats out for a few seconds and then return to shore and go back to town, generating 2 food items per trip. There is no way to increase this. Fishers have lower than average health like merchants their maximum is Well rather than Fit.

Shepard

These people herd sheep if the settlement owns any. They will go and get sheep that have wandered away from the village and herd them all together close to the settlement. The settlement never seems to actually use these sheep for food, but the herd will slowly grow larger if sheep aren't killed.

Merchant

Merchants go from town to town swapping inventions for inventions. They often just hang around towns without any inventions and then go to others without any. Usually merchants are a waste of time and are the most useless job. There must be a merchant in town to build a catapult and it must be a merchant from another settlement. Their health maximum is only Well as opposed to Fit. This makes them less useful in battles.

Captain

What you and your subordinates are. They lead armies into battle for all factions.

Cities and capitals can have a Captain just like enemy armies. That Captain will often get food from the city he's in and recruit the population to make a small army. As these are made of villagers and are small they aren't much of a threat unless the army conquers other villages to get more recruits.

It's a good idea to kill off any city armies quickly. Enemy captains almost always need to be killed or converted to your side to win the map as they count for a lot on the conquest scales.

4. Food

Food makes the world go round in Power Monger. Without food your army will desert. Taking food from towns changes their loyalty. Most of the early part of

a game of Power Monger will revolve around getting enough food to maintain your army long enough to conquer the land.

Food is produced in settlements. Farmers harvest their fields by slowly moving down and across them. Each trip produces 2 units of food, which they add to the settlement's stocks. If the farmer has a plough he creates 4 units instead, making him much more effective. Ploughs can be created with the Invent command and towns will usually autonomously build ploughs, which farmers will equip if left to their own devices. You can also recruit them and then equip them with ploughs. Farmers do not harvest in winter.

Fishermen also create food. They take their boats out for a few seconds at a time and when they return to town they will add 2 units of food to the stores. Unlike farmers there is no way to increase this.

Enemy armies also carry a large amount of food which they will slowly use up. Defeating enemy armies early on will usually net you enough food to finish the land.

If you are suffering from a lack of food, the best idea is to disband your entire army with the Derank command and return to a village you control. If you wait for a while they will usually harvest enough food for you to keep your army long enough to conquer another village where you can get more food. If you tell the villagers to invent, which you don't need an army for, you can have them create ploughs to make this easier.

Leaving a village without food for a long time can lower their loyalty and repeatedly taking all food from a settlement also decreases it. If you drop food in a settlement you can raise its loyalty, even if you don't have any food to drop. The village must have some food already for this to work.

5. Factions

Besides your army three others are vying for dominance in the worlds of Power Monger. The strength of each faction depends on the world. Some world's populace will be made up of completely one faction. Some will have an army of a faction conquering enemy villages and some will have multiple faction armies they won't often fight each other. Power Monger's factions are as follows

Jayne III

The blue faction, Jayne is by far the biggest. Almost every world will have villages of Jayne and his armies are the most common. He tends to use small armies quite a bit as well as large ones and is always very aggressive.

Jos XVII

Jos the red faction isn't as common as Jayne but when he's seen he usually has large armies. He doesn't seem to be as aggressive as Jayne and won't always attack, sometimes preferring to just camp out passively or come to the aid of his own settlements.

Harold II

Harold, the yellow faction is usually confined to having villages. His armies are very uncommon and he's often the one just getting conquered by the other two.

If the army is actually led by one of these leaders they will always carry a bow like your captain

does and their troops will carry nothing, just like yours. They will almost always have a lot of food on them. Enemy armies can run out of food though troops will never desert an enemy army unlike yours. Enemy armies seem to start with about 1000 food, as they tend to drop around the 900 mark if you kill them early. It can be handy to wipe out enemy armies so you can claim their large food cache and not have to worry about food for a long time. You should take their bow for one of your troops to use too.

The posture of enemy armies is usually aggressive but sometimes they will be passive to conquer villages for recruits. A handy tactic is to wait near a village for the army to attack it then join in and fight them along with the village so you can take advantage of the support and their possible passive posture to wipe them out.

Enemy armies come in two flavours, either ones that have a base and are a professional army like your army is, or ones that are led by a captain from a town.

Professional armies are always led by one of the three kings of the faction. They start at towers and will usually begin conquering and recruiting from towns around the map to become stronger. These armies range in size greatly and sometimes may be very small and simply die trying to fight a town. They always drop a lot of food and a bow.

Town armies are simply captains who began the map in a town and recruited that town's population to make a makeshift army. They tend to act the same as professional armies, but are much weaker. They carry little food, as the only food on them will be whatever the town had at the beginning of the map and the captain will not have a weapon. Since they are comprised of townsfolk, not soldiers they are a good bit weaker than professional armies.

6. Inventions

The command Invent is one of the most useful and complicated in Power Monger.

Invent causes your troops and, if there's enough food, the townsfolk to harvest raw materials from the surrounding area and use them to create items at a workshop which small and medium towns have. If you have no troops and try to invent in a settlement, the population will start inventing until they run out of food. If they run out of food they will start making it instead until they have a decent supply and you will need to issue the Invent order again.

You cannot control what is created, but you can influence it by inventing in a settlement with certain things in the area

Mud

Towns with nothing else near them always can get mud from the ground right near the workshop. It can be used to make pots. Towns without forests nearby are quite rare, so you will rarely be able to make pots.

Wood

Wood is obviously obtained from forests. Almost all towns have forests near

them. Wood can be used to make ploughs, boats, bows, pikes and catapults. It is the most common resource in the game.

Steel

Steel is very uncommon. The only way to get steel is through mines. Mines are usually found in settlements on high land, away from forests. The villagers will first walk to the mine and start building it, which takes a while. Once built they will start going back and forth, harvesting steel which can be used to make swords and cannons.

Water

Though not a resource for inventing, a town must be near a lake and there must be fishermen in the town to create boats. It's easy to tell if a town has fishermen in it since there will be boats in the water near the town.

Inventible items

These are in order of technology from the simplest to the most advanced.

Pots

Pots are created when there are no raw materials around at all, which is actually rather rare. The population will walk in circles around the workshop, collecting mud and use it to create pots. Pots are only useful for trading with other settlements or tributes for alliances, and as such aren't much use at all. Pots are the only items in the game that doesn't slow your army down when you're carrying them. You cannot equip them on your troops or captain, but if left in a town the townspeople will eventually equip themselves with pots. This doesn't actually do anything for them however. Pots look like black circles when they are on the ground.

Ploughs

Ploughs are created in any town with a forest nearby and a captain with passive posture. Almost any town can make these. Equipping them on troops or your captain has no effect on them, but if you recruit farmers from a town and equip them with ploughs they will collect 4 food items from the fields rather than 2 food each time they finish harvesting. This might not seem like much, but it makes it MUCH easier for a town to take care of itself and to produce food for you when you need it. Townspeople will automatically equip ploughs if they are left in a settlement, but they are only of use to farmers. They look like small yellow shapes and can be hard to see. Equipped ploughs are visible on people.

Pikes

Pikes are the simplest weapons that can be created in a town. They have a small effect on troop's battle ability. When used in battle they make troops somewhat more effective in battle over them having nothing at all. Pikes require wood and a neutral posture. Pikes look like groups of brown vertical lines.

Boats

Boats are vital in some of Powermonger's worlds. They obviously allow passage over water. Don't just give a few people boats or when you attack a town only those troops and your captain will go and will be severely outnumbered. You also shouldn't make boats for every person in your army, as they take a long time to make and you'll be there for ages and use up all the wood. Instead make enough

boats so enough troops can come with you to easily conquer the town, while the rest just stay on the other side of the lake. Then you can sail back and your trapped troops will rejoin you. Don't steal fisherman's boats you see around or the settlement they belong to won't be able to get food from fishing anymore. The fishermen will just go to where his boat used to be and stand there. A query will still say he has a boat but he can't use it.

Sometimes you don't even need to make boats. If you can get the conqueror scales to tip all the way without conquering towns over the sea you can just resign and not have to waste time making boats. Boats look like round black shapes with brown rings around them.

Swords

Swords are very rare to have because steel is hard to find, but they have a large effect on troop combat. An army equipped with swords will tear through an army almost twice their size. If you're having trouble fighting an enemy army, getting swords for your troops will help you out. Swords need steel and a passive or neutral posture. Swords look like groups of well, swords: they are easily recognizable.

Catapults

Though very rare indeed, a catapult is extremely useful in battle, able to wipe out people and also destroy buildings. A catapult will make virtually any battle you fight one sided as long as you keep enemies away from your captain while he blasts the snot out of them. You can only equip the captain with a catapult not troops but if left in a settlement townspeople will actually equip them on themselves, making the village a nightmare to take over if it isn't yours. I once had a ten person settlement with eight catapults and they were all equipped on people. Lucky it was mine.

Catapults are tough to make and need wood, an aggressive posture, usually high settlement loyalty and most annoyingly there has to be a merchant in the settlement. Merchants are always out at other settlements you can see them walking around or hanging out at a settlement's centre building. There must be one in the settlement at the time of inventing or otherwise your troops will make nothing and just waste food and wood. It's best to disband your army and get the town itself to invent, they seem to make catapults themselves more often. Make sure to give the settlement food repeatedly till they are loyal. Catapults look like brown squares with a visible white throwing arm.

Cannons

Cannons are the ultimate weapon in Power Monger. They will just utterly devastate anything you use them on. Think catapults but stronger and better. They need what catapults need but steel instead of wood, making them even rarer. They are completely worth it, as you'll just totally massacre anyone who dares to stand against you. They look like brown squares with grey lines for the barrels.

You shouldn't use cannons or catapults if you want to invent in the settlement afterwards as any building hit will become a ruin and will be unusable for anything until it is rebuilt which can take a very long time. There is no way to rebuild buildings yourself: the town does it automatically very slowly. If the workshop happens to be hit the town won't be useful for a long, long time.

7. Combat

Combat is the main way of expanding your power in Power Monger. After all, the

object of the game is to conquer every single territory you set foot in!

You can attack many different things in PM:

Town: If you win you take the town over. If you lose, the townsfolk will always kill you or follow you back to your tower and try to kill you.

Person: You can attack single people wandering around, if they are far from their village you won't incite combat with the population, but if they are close enough so their village is visible on the close up map you'll have a fight on your hands. When the person returns to their village if you don't kill them they will remain loyal to their previous lord, not you.

Army: Attacking an enemy army simply kills that army and the survivors rout back to their original homes. It's best to go to that army's tower and finish the job. Towers count for a lot on the Conqueror scales so you should always wipe out

towers and their garrisons when you see them. Sometimes an enemy army may be in passive posture and will simply rout your army and you back to your home tower, but most of the time enemy armies will kill you and your troops.

Trees: Attacking a tree chops it down. This makes it useless for making inventions and is basically a dumb thing to do.

Sheep: If you attack a sheep you slaughter it and receive 180 food units. This is a great source of food and you should kill sheep whenever you find them.

The manual says you can attack birds if your troops have bows, but you actually can't in game.

Passive: You bully the people into submission.

Neutral: You try to bully the people, but if they resist you kill them. About half the settlement survives the battle. It's usually not a good idea to use this as it's the worst of both worlds.

Aggressive: You butcher everyone you can find.

You should use this on enemy armies who are usually a lot tougher than settlements and on large towns where it can be hard to subdue everyone at the same time, making the fight go on and on until your troops are eventually worn down.

If you attack a large town with equal or more people as you have troops with passive or neutral posture chances are you'll lose. Townsfolk always try to kill you and if you're not fighting back fully your troops will be massacred. Only use passive posture when you easily outnumber the enemy by at least two to one. Using passive posture is also a bad idea when the town has lots of merchants all around the map your troops have to go and find. While you're doing that the rest of the townsfolk will go back to their homes and restore their health and sometimes will renew the fight meaning your tired and wounded troops will lose a lot more than they would otherwise. If a town is taking a long time to conquer and has a lot of merchants switch to aggressive and attack the town again to slaughter the populace. You will have less people to recruit, but you will suffer fewer losses.

Land walkthrough

This walkthrough starts with land one in the top left hand corner of the map and works its way across the map in rows from left to right.

Something you'll often see in world walkthroughs is conquering small villages before doing anything else. This is done because conquering small villages gives you soldiers you can then use to bolster your army so you can defeat larger villages with passive posture, and thus gain access to even more recruits.

It's very important to remember that attacking villages should be done passively unless the walkthroughs say otherwise i.e., subdue, don't slaughter. Killing off villages, while fun denies you recruits. Not having enough soldiers can make many lands unwinnable. Attacking and killing people is always referred to as "slaughter" or otherwise clearly described as killing off populations.

Don't worry much about inventing unless the walkthrough says otherwise. Most of the time you never really need to invent anything to win a land. As long as you can get the numbers you don't need good weapons.

World 1

Not much to say about this world; just set your posture to passive and take both small villages. Don't bother taking food or men, as you'll finish long before you need either.

World 2

Attack the village above you, recruit its men and take their food. Do the same with the next village. Now attack the 18 man town nearby and with your strong army you'll conquer them easily. Recruit everyone, set your posture to aggressive and then butcher the big city. You don't need to take the hamlet nearby.

World 3

A big jump in difficulty here, as this is the first world where you'll encounter opposing armies. You need to work quickly so you can intercept them.

Start by taking Haywarsh, the town in the south closest to your base. Quickly recruit all their men and attack Scrllys, the town in the south. Recruit everyone and almost as soon as you recruit them you'll see an army of Jayne arriving. Quickly attack him and with the recruits from this town you should win. If he doesn't attack right away, just wait as he almost always attacks this village. Grab his food and then stay in camp for a minute to let your troops heal from the battle. There is another army nearby and you don't want to move until your army is fit again. Now head over to Macnogh in the west and take it and recruit everyone. There is almost always another army around here as Dmmtte, the captain in the city nearby usually recruits the people in his city and makes a small makeshift army, he's likely near Scrllys. Butcher him. Since his army is comprised entirely of civilians he's unlikely to be much of a problem. Now just take over whatever else you need to finish the world.

World 4

This world is a bit strange as your base sits in the middle of a village that is not yours. Regardless take over the village, recruit them and then attack the village just to the south. Jayne will attempt to attack this village with a tiny army and fail miserably, so make sure to loot his food before simply taking over everywhere else on this map. There are only a few easy towns.

World 5

Start taking over the hamlets around the place if you like and recruit their people to get a few more troops. There is a Jayne army around, but he will

impale himself on the southern town and die so make sure to collect his food sack. Now just kill off the two big towns with aggressive posture. Nothing to it!

World 6

This land is heavily populated and you only start with a fairly small army. Start by attacking Ccidmit, the town that's to the west of you on the road. They only have 14 people so you easily outnumber them. Recruit everyone and then march down and grab Jayne's food from outside of the large city there, as he just gets himself killed trying to attack it. Jos XVIII's army also is here. For some reason it just gets stuck outside of this town so take it out as well. Conquer the smaller towns nearby and then recruit everyone and take over the two big cities. Easy. Don't worry about using the other captains you get here.

World 7

This place is neat as it's the first land that contains a town you own when you start the level; the town of Azarria is already yours. Unfortunately it is about to be crushed by a large Jos army! Get there and attack the army as soon as it appears and you should easily fight them off. I like to wait until they begin attacking the village and then storm in and crush them so they are attacked by two groups at once. Grab their food and recruit from your village. Jayne has an army in the east and if you give him enough time he will conquer and recruit from the large town there and you're in for a world of hurt. March over there as quickly as possible and wait for him to attack the town. When he does, begin attacking him and between you and the villagers he should fall quickly. Now just finish off any other villages and towers.

World 8

Take the small village above you and then the towns in the south. From here it's an easy matter to just butcher the large cities. Jayne has a small army near one of the towns, but he just gets stuck on the water and he is easily killed. Make sure you grab his food. It can be difficult to get your troops to path around here, so make sure to order them across the small land bridge in steps by ordering them directly in front of it before telling them to head across using the "Move Captain" order. The cities down here are empty, but that's because their population formed into two armies, both of whom are stuck on the coast. They are easy to find; one is just north of the large north city and one should be close to the land bridge you used to cross. Once you kill both of them you win! I like to conquer the empty cities first and then defeat the armies with passive posture this way they become your citizens when they return home.

World 9

Attack the small village to your base's west and you'll see a small Jos army march by. Recruit from the village and attack him. You'll kill him easily and you can take his food. Now it's just a matter of taking out the small villages until you win! The town at the top of the map is bugged; since it is so close to the edge of the map you can't reach everyone in it and sometimes the pathing messes up. If this happens, switch to aggressive posture and kill everyone you can. If you take over the other villages in the land this should be enough to win the land.

World 10

Makes sure you slaughter the sheep of the town you start near and you won't have to worry about food. The village just to the east has more sheep. A tiny Jos army will attack the city of Hayeria which is to the east and will be easily

killed by the villagers, providing you with even more food. There is nothing hard about this world, just march around and take over the small settlements until you're victorious! Hfofr, the town on the small jutting out piece of land near the centre of the map is a pain to conquer since while your men walk around the lake and hunt down its citizens, others will renew the fight. This makes it difficult to subdue all of them. It's much better to use aggressive posture and slaughter them.

World 11

This peaceful and idyllic world has no enemy armies or strong villages and is just waiting for a tyrant to conquer everything. Just recruit from the town next to your base to take out the sole city and kill the sheep at that capital to solve your food problems. Now just bash people up until you're victorious.

World 12

Another easy world. The only threat is one small Jayne army that will usually hang around the two small villagers in the centre of the map. Just recruit the nearby village's population and you'll easily defeat him. There are plenty of sheep around here for food. Then it's just a matter of rolling over everyone.

World 13

This world, the one in the upper right of the map seems to be bugged. You're cut off from most of the land by water and there are no land bridges leading anywhere or fishermen on your side of the water to construct boats. Even if there were fishermen, there are no trees to build boats with. This land is unconquerable.

World 14

World 14 is extremely simple. Just conquer the small villages and use their men to defeat the slightly larger one. Easy.

World 15

Conquer the small villages nearby and take their soldiers. Now just take out the big city with aggressive posture. The village in the north can make swords if you want to play around with metal.

World 16

This world is full of armies. Conquer the small villages around you quickly before you run out of food. Ignore Jayne; he will usually head north and get slaughtered by an army of Jos after he attacks their villages. Calmly continue gaining troops and you should have over 50 when you're done. Now shred Jos and finish off the other villages.

World 17

In this world just conquer the villages on your side and create some boats. This can be buggy so if no boats are made just leave the game running for a bit until the villages make a few. Now grab them and sail across to get that last village.

World 18

World 18 can be tricky if you don't know what to do. You have little food and there is almost none in this world, making it tough to keep your army with you

long enough to win.

March directly to the village that's at the northern end of the road and take it over. Recruit everyone and then march to the top of the map and attack the large village there. Jos will be around here somewhere with his army, either stuck on the coast or close by. Find him as quick as you can and kill him for his food sack. If you're fast enough you'll be able to do this before your men start deserting you from lack of food. This is about the only way to get any useful amount of food in this world because there are no sheep and few farmers. Now conquer the other villages and use the men to slaughter the large one in the northwest. Sometimes another Jos army arrives, so be ready with a lot of recruits.

World 19

Start by conquering Jayne's village to the south. While you're doing this look just east of your base and you'll see a small red army depart from their tower. They will march to the large city in the north and die trying to attack it. Head up there and grab the food sack they leave behind. Make sure you do this after you recruit the men from the ex-Jayne village, as otherwise the large city may attack you when you get close. A large enough army stops this from happening. Now take over the other small villages in the area and use the abundant food and men to conquer the city and you're done.

World 20

This is another world where you start with a village under your control. Ignore them however and head north and you'll see Jayne attacking a village. He will likely finish the attack just before you reach him. Since you're attacking him directly after the previous battle his troops will not have had a chance to heal and he should die to your attack, though it might be a close battle as the village nearby that he just conquered will join in too. Once he's defeated, it's an easy matter of recruiting everyone and killing off the large city for the win. Make sure to get your men to march to your controlled town that is just east of the city and then issue the attack to make sure your troops make it across the narrow piece of land leading to the city.

World 21

This land is another easy conquer 'em up. Jayne has large army in the north, but he generally keeps to himself.

World 22

For such a sparsely populated land this is packed with armies and you'll see a lot of combat. Conquer the villages near you and then recruit them and rest your men. Jayne will be marching by shortly on his way north, so once your men are rested, destroy him and loot his food. Another smaller Jayne army may be lurking about as well. Jos has an army here as well, but it's not like he's a threat. Just march over to the west and wipe him out. Jos will make his way east after a while. All armies will attempt to gather troops, so the quicker you finish them the better.

World 23

This world is all about stopping Jos' armies. The large town in the north will form an army and they will spread across the land, recruiting everyone and before long you'll have a problem. March west and conquer all the villages there and recruit everyone so Jos doesn't get a chance to. Soon after you do this, Jos should arrive to attack you. Kill him with your 40+ man army and that should be

enough to tip the conquest scales all the way over, winning you the land. If not just conquer villages until you're victorious.

World 24

Start by conquering each fishhut as you head east and recruit the 2 people, in each. While this might seem ridiculous, this is the only way to get enough men together. Be quick as there is very little food and all the sheep are inside the major city you need to conquer to win, meaning you can't get any food during this land. Conquer the small village in the east and take their men as well. When you have about 28 men or so attack the city nearby. Thanks to your soldier's natural superiority to civilians you should win easily even though you're outnumbered.

World 25

Stay away from the large city you start near. They can turn hostile and slaughter you as they outnumber your starting army. Begin by heading north to the small village at the east end of the road. You'll find a small Jayne army here, stuck against the shore, so kill them and take their food. Now head to Joslleme, the small town in the north and conquer and recruit the men there. This will give you just enough men to conquer the two 18 man settlements.

This world can be very hard or easy depending on what the city you begin near does. It will form into a huge army that either gets stuck on the coast to the north or attack the village of Siar. If they get stuck on the coast and do nothing this land is easy, but if they don't this is a huge pain. If you're really having problems, restart the land over and over until they get stuck. Once you've conquered the small village in the north, use the troops to take over the two 18 man settlements. You may take a few losses doing this because of how spread out they are. Now gather every man you can find and attack the large army that came from the city in the south. This is a tough battle but with the rest of the world population under you your army should win. This is easily the hardest world yet.

World 26

A nice breather from the previous world, this is just as easy conquer them all affair. Just conquer the small villages in the south, slaughter the large town and then finish off the other towns. Just grab food from towns on your way and you'll easy finish before food becomes a problem. Easy.

World 27

World 27's only danger is a small Jos army ranging around. Just start conquering and recruiting from the villages in the south, continue up the east side, killing a few sheep for food and you'll find the Jos army somewhere in the north. Crush it and conquer the rest of the villages to win.

World 28

Another easy one. Just recruit from the small villages near your base, grab sheep from the northern one and then conquer everything in sight. This is a fun land as its one of the only worlds where you can gain over 100 troops. Just recruit from everywhere, passively destroy the small Jos army you'll see so you can follow them back to their base and recruit them and grab their food to support your troops. You should be able to support an army of 102 or so. Wow!

World 29

Conquer the small villages near your base. Recruit from them and take out the big town. The Jos army south of your base will just kill themselves trying to attack the large town. Easy. The far east town here can glitch out with some people stuck beyond where your troops can move. Don't worry if this happens since you don't need to take this place to win the world anyway. Just take over everything else and retire and you'll win.

World 30

Take over and recruit from the village nearest your base then march off and attack the small Jos army in the east. His tower is near the eastern most village. Once he's crushed it's an easy matter of conquering the small villages on the map. Make sure to grab some sheep from the nearby villages to support your army.

World 31

Take over the village nearest your base and kill their sheep for lots of food. Take over the northern villages as well and recruit everyone so you have about 40 soldiers. At some point while you're doing this Jayne should show up to attack the villages. Try to make sure he doesn't catch you while you're taking over another village or you'll be outnumbered. Crush him. Once he's dead it's just mopping up.

World 32

World 32 is an interesting land as it has a few massive population villages. Two small villages near your base have 20 people, rather than the normal 10 and the city in the middle of the map has a massive 56 people! The other two towns on the map have no inhabitants at all so ignore them. Instead conquer the two villages near your base; you start off with enough troops so make sure to passively conquer them and kill off the sheep for food. Now roll into the 56 person village and slaughter it. It's surprisingly easy. Don't even think of using anything else other than aggressive posture. With that many people you'll never subdue all of them at once. Expect heavy casualties. I attacked with 58 troops and only had 27 left afterwards. Once you defeat them you'll need to track down the Jayne army in the area. Find him and crush him. You should have just enough troops left to beat him even after taking over the city. I had 5 soldiers left after the battle with Jayne. If you still don't own enough to win, just take over some of the scattered hamlets and you'll win.

World 33

Another rather glitchy world you'll notice your soldiers keep marching at your base rather than making camp for some reason. They also sometimes get stuck celebrating after combat, yelling constantly until you tell them to do something else. Often your captain won't extinguish campfires either before breaking camp, leaving burning fires wherever he stops. What the? Check to the west of your base and you'll see a small, Jos army march to the town in the north and get slaughtered by a Jayne army who was already attacking that town. Step in and crush both armies while they are distracted and grab the food. Recruit whoever is left after the slaughter and just conquer the rest of the towns. I tend to have a hard time subduing the towns around here as there are a lot of merchants so it might be best to just wipe the land clean of life and slaughter all the towns. Don't forget Jayne's base to the south of the small village in the west of the map.

World 34

World 35

Take over the village in the mid-east of the map. Check out the village in the southeast of the map and you'll see the first army of Harold II you'll have seen in the game. He will march to the Jayne army as he attacks the Harold's village and get crushed. Loot his food and then attack and take over the village. Jayne's army will join in, but you should win with the recruits from the other village. Now just take over the other villages. If you need more food, the village in the southwest has sheep. Once you've recruited everyone, conquer the big town in the north and the two army bases on the map and you're done.

World 36

Grab the little village southeast of your base and then march to the medium village in the east. You'll see Jos attack and lose a lot of troops. Crush him while he's weakened and grab his food. Take over the weakened village while you're here and then take over everything in the north, including Jayne's army base. Jayne himself doesn't do a lot he just marches to the medium village on the water and hangs around there with his tiny army. Go over there and crush him and you're done.

World 37

Take over the small village near your base and then, after recruiting from them, kill off the larger town nearby. It should be an easy victory due to your soldier's superiority to civilians. Kill off their sheep for food. Now slaughter the village to the north and take over the army base and a fishhut or two in the west. You'll now control enough people to win the land without having to build boats to conquer the village across the river, so retire.

World 38

Conquer the village near your base, recruit them and then destroy Jayne's army. He is stuck on the coast to the southwest of the village. With the recruits you should narrowly defeat him. Grab the food and then take over his base and the other villages. Once you take over everything on the mainland, including the army bases and the fishhut you should have just enough to win. Luckily you don't need to take over the villages on the remote island in the southwest.

World 39

The Jayne army in this land is very odd. They begin in a tower in the north and ignore all other villages as they march down to the village nearest to your base. There they will slaughter a few sheep and after they kill a few they will attack that village. Since they make a beeline for that village you have little time to react. Take over the village and recruit its people right away. Kill a sheep or two and then attack Jayne when he arrives. You should kill him easily, so take his food. From there the land is a completely basic conquer 'em up as the only villages in the land are small, easily conquerable ones.

World 40

World 40 is another glitchy world. The villages in the north of the map can't be taken over very well as it is tough for your troops to reach the buildings. Jayne will attack one of these villages so take him out while he's in combat and grab his food. Now conquer the two small villages that are away from the map edge, the one in the south and Jayne's tower and you should have enough to win without conquering the glitchy villages. Whew.

World 41

Begin by conquering the Jos village nearby. As soon as you attack it, a Jos army will begin heading your way. Recruit from the village and then stay in camp until the last possible moment so your troops have a chance to heal. Attack the Jos army when it gets close and you should beat them quite easily. Grab their food and start taking over everything. There is another small Jos army around, but it is just a captain and villagers from the village in the southwest village so they shouldn't be hard to defeat.

World 42

World 43

You need to move as fast as possible during the start of this world. Begin by conquering the village near your base and killing some of their sheep for food. Quickly recruit them and move to the next village and recruit them as well. Make sure to manually move your army with move captain to get them around the water. For some reason the pathfinding is very stupid in this land.

Now start heading north to the medium village in the east. As you move up there, you should see Jayne's army marching towards it. If you've been slow he will already have conquered it and you'll have a problem. If you're fast though he won't have conquered it yet and you can destroy him with the villager's help or not. Once he's dead, loot his food and take the village for yourself. Now finishing the land should be a simple process. Only if Jayne manages to conquer the village and gain access to reinforcements does this level become hard.

World 44

This is the first world where you start off with a subordinate captain. Finggd is the leader of the town of Scrataeux and will be very useful for this land. Switch to him and have him butcher about four of the sheep outside his town. Now have your first captain transfer men to Finggd. Now you have an army without your captain having to march all the way down there. Have Finggd recruit from his town and then just use him and his army to take over every other settlement on the map. They are all large, but your army is larger and there are no enemy armies to worry about. Finggd does not start with a weapon, so give him a chance to rest between battles since he will be in the melee taking damage. This is a fun world, as you can get the maximum six captains if you passively conquer every village. It's neat seeing all your leaders standing there. Your power grows!

World 45

Take the town near your base, but ignore Jayne's army in the nearby town. Instead head north and recruit from all the towns as you conquer them. Kill the bountiful sheep around to support your army. When you're ready, march down and destroy Jayne with your unstoppable army. He shouldn't do anything but stay in his settlement.

World 46

Begin by marching to the village near the centre of the map, northeast of your base and slaughter the sheep there to solve your food problem. Take over the small villages nearby and recruit men ASAP. Jayne will attack the village with the sheep and take its men but he shouldn't attack you and will head off east instead. When you've recruited from the villages so you have about 35 troops attack his army and butcher it. From there it's an easy matter to get a few more men and slaughter the large town in the north for the win! This is another village that sometimes has people your soldiers can't reach. Killing a majority of the population should tip the conquest scales all the way so feel free to

retire mid combat if you like once they do.

World 47

Begin by attacking the village to the west. Take the men and then look at the village to the south and you'll see Jos. Crush his tiny army and loot his food. From there it's a very easy matter of just taking over all the small villages on the map.

World 48 not done

World 48 is pretty damn hard since you start with a grand total of six soldiers. This means that you cannot even take over a village because you do not have enough men. Take over the fishhut to the north and recruit the two people from it and kill any sheep that have wandered away from the large north city to feed your army. Jane will conquer this town, leaving the sheep free to wander into your clutches.

World 49

World 49 is refreshingly easy. Just attack the eastern village and kill their sheep then recruit from it and the one just to the south. There are a lot of sheep around here so make sure you get them all. Once you're ready just take over the towns to the north and find the Jos army; he's likely in the centre of the map somewhere. If you've taken a while he may be attacking the southern villages. His army is small so just butcher him. Now just take out the rest of the villages and make sure you get Jayne's tower for the win!

World 50

Conquer and recruit from the small village near you and then attack the one just to the north. Soon after you conquer this village Jayne will arrive. You will see him marching down from the north, so recruit the people as quickly as possible. Maybe sure to give your troops and the villages a minute to rest before killing the sheep nearby for food. This ensures they aren't slaughtered in battle with Jayne at low health. Once you've killed him, this land is very easy.

World 51

Start by conquering and recruiting from the small village to the northeast. After that head to the large city in the south. Jos XVIII's army is here getting slaughtered by the inhabitants as they are complete outnumbered. When he's destroyed, grab his food and conquer the two villages in the south. Recruit everyone and use aggressive posture to crush both the city and Jos' tower. Easy.

World 52

Conquer the two close by villages and grab the sheep from the southern village. Once you have recruited everyone, attack Jayne's army who should be somewhere near the fishhut in the centre of the map. Sometimes some of his soldiers might get stuck, but as long as you kill a majority of them it shouldn't matter.

Now the problem is that there is a capital in the north with a population of 68 people, far too big for you to defeat with the other people in this world. What you need to do is use the Derank command to send all your soldiers home and then move your captain to the southernmost village that has steel. Drop your food in the settlement and then invent with neutral posture. The villagers will begin making swords. Wait in the village as the villagers produce swords and food for you. When they have made about 30 swords, grab them and recruit men from all

your villages. Drop and equip the swords again to give them to your troops and attack the large village with aggressive posture. As long as you have 35 troops or so and most of them have swords you'll absolutely tear your way through the village even though you're outnumbered greatly since the swords give a huge boost to melee skill. Once the village is full of corpses, hunt down and destroy the guys inside Jayne's tower on the eastern edge of the map and you can retire!

World 53

Begin by quickly conquering the village to the north. Right after you conquer it, grab the men and attack the Jayne army that should be marching towards you, on aggressive posture. Rest your troops in the village if possible if Jayne hasn't reached you yet. Don't wait for the recruiting to finish; as soon as you have recruited everyone, order them to march to the village they are already in so they stop what they are doing. This gives your troops a few seconds to heal, which is vital for winning the fight against Jayne's army with few casualties. Make sure to rest your men again after the fight as they probably have taken a beating.

Now just conquer the rest of the map. There are large villages here, the one nearby has 17 people for example and people love to spread out across the land, giving their friends time to heal, so it's a good idea to use aggressive posture to help avoid any protracted melees.

There is another Jayne army about who seems to randomly move around. Sometimes they attack you along with the first army at the start of the world and sometimes they just camp out in a village. If they attack you early and wipe you out, try restarting the land and they likely won't.

If you really can't kill; the other Jayne army with your remaining men, just use the first village you conquered to make some pikes for your troops. These will tip the melee balance in your favour and you should easily win.

World 54

Conquer the village next to you and grab their men. The medium sized village to the north will form an army and come for you, so give your troops a chance to rest then chop up the attacking army. They are small so it should be very easy. The problem is that there is no way to make boats in this land since the only village with fishermen also has metal. This means that inventing will always make swords, since they require passive or neutral posture and not boats. This makes it impossible to outfit your army with boats, so you need to be a little bit sneaky.

You need a catapult and unfortunately this is as annoying as always to have made. Try to have one created by dropping all your food in a village and inventing with the local population. If this doesn't work, try just leaving the game alone for a couple of hours or fast forwarding for ten minutes or so if you're using an emulator. After a while it is very likely one of the villages will create a catapult or two. They generally do this when they have a large amount of food.

Once you've got a catapult, recruit a few soldiers and grab every boat around the place for them. If you recruit soldiers who have boats and then grab the boat off the landscape that you can see as well you should have about six or seven soldiers with boats. Now move your captain to the sea near the large village and have him attack the army you'll see on the shore. The captain will fire and it should kill most of the enemy soldiers before your men even reach melee and they should have absolutely no problems cleaning the few remaining ones up. Now attack the village and much the same thing will happen; your

captain will kill most of the enemies with his catapult and the soldiers will finish the rest. Congrats you win!

This is the only strategy I have found that allows victory in this world due to the lack of boats, if you have a better one email me.

World 55

World 56

World 56 is another bugged world. There is just no way to make boats to reach the villages across the lake. The only village that has fishermen doesn't have access to wood. Luckily there is still a way.

First, conquer the village to the north and then the village to the east of that one at the top of the map and slaughter their sheep to solve your food problem. Now conquer the rest of the villages on the land you can reach. Make sure to get the army on the southern coast as well. Take about 30 men to ensure their defeat. Now the middle village here, the one that is just south of your starting tower has a steel mine. Dismiss your army and drop food in the settlement and have the villagers invent until the mine is complete. Use aggressive posture to invent and you'll eventually get them to make you a cannon. This is a bit hit and miss sometimes, so just keep reissuing the order now and then and trying until one is made. Now grab a boat from the shore near the northern coastal village and sail your captain, by himself, close to the other piece of land on the map, but don't land on it. You'll likely see that island's people in a mass against the coast, trying to path to the rest of the land across the sea. Target then with an attack order and your captain will kill everyone with a few well-placed cannon shells, instantly taking over the village. If you still haven't won, just continue shelling people without actually touching dry land and you'll win! That was fun!

World 57

World 57 is refreshingly straightforward after the annoyance you've just been through, trying to game the system. Just take over the local villages. Make sure to hit the smaller village to the south first to give you the manpower to conquer the larger ones without killing people. Now set up shop in there northern large villager and begin cranking out boats. Once you have 18-20 boats grab them all and head overseas to the villages. Save yourself some effort and just massacre these people as it makes no difference and hunting them down can be annoying. Easy.

World 58

Start by taking over the village just to the east and slaughter their sheep for food. Grab the men and then march down to the other small village in the central west. Jayne's army will be either attacking this village or nearby but their army is tiny, so crush them and take over the village. Now conquer the other small villages around the map. The southern village can be a pain if its people re spored out so massacre them if the melee goes on too long. With 38 or so troops you can attack the central city and they should easily fall. Easiest land for a while.

World 59

Take over the small village nearby and look south; you'll see a Jayne army heading towards a Jos XVII army in a village. March down there quickly and time it so you attack the Jos army as the same time Jayne does. Without intervention

Jayne will lose, but if your army is there as well you will destroy Jos' army and Jayne will have taken such serious casualties that you can wipe him out as well after the battle. Grab the abundance of food and then start conquering the other villages here, recruiting every person. There is another Jayne army around and it tends to be a bit random in its movements. They have quite a few men and you'll likely be low on soldiers after the big fight against two other enemy armies, so use the southern village with the steel mine to make some swords if you like as that will allow you to easily kill Jayne.

World 60

World 60 is not an easy world as there is little food and two large armies that hate you. March to the Jos village in the south and attack it. On the way there you'll see Jayne attack the village and take it over, only for Jos to arrive and eat his army alive. The Jos army should then leave. About the only way to win this land is to attack that village while Jos and Jayne are fighting and hope Jos doesn't attack you afterwards. As long as the village is taken over while the two armies are fighting and not before or after he should ignore you and leave after wiping Jayne out. If this doesn't happen keep restarting the land until it does. Once you have the village, kill the sheep and take the men. Now march around the map taking over Jayne's villages and recruit all men you can. Sometime during this Jos will attack you but you should be able to see him off with your large army. Now just finish conquering the villages. You don't even need to conquer the large village to the southwest as it should have barley any men left in it anyway.

World 61

I haven't found a good way to beat this land yet. Jos starts off with two big armies and owns every village in the land. As soon as you do anything you'll be stomped into mush and there is next to no food that you can obtain without being unceremoniously crushed. Hopefully there will be a way to beat it here in future updates.

World 62

World 62 is very easy after the hellish lands you just conquered. Just take over the village and fishhut nearby then attack the large village on the island. This seems to be a glitch, as the pupation will just sit on the coast and an enemy leader is the only one in the town. Kill him and he will drop a ton of food. Now just invent in the village and create enough boats for your army and go get that last village, Easy.

World 63

Begin by passively conquering the small village nearby and kill every sheep you see for food. Now take the men and conquer the fishhut nearby. This fishhut has a fisherman living in it so recruit him into your army and begin inventing with passive posture at the first village you conquered. Since you have a fisherman in your army you will create boats rather than ploughs. You will not have enough wood to make boats for your entire army but you should gain 25 or so. Now conquer the villages over the sea and kill off the sheep to keep your food supply up. There are no trees on this side of the sea so it isn't possible to make any more boats so don't bother recruiting anyone. You still cannot win this land. There is no way to transport enough troops, so you must create superior weapons.

Sail back to where you started and Derank everyone. Head to the first village you conquered and drop all your food in it until they are loyal. Now invent in the settlement with neutral posture so the populace creates pikes. Make as many

pikes as possible before the wood runs out again. I managed to make 15. Now grab your original army and all the villagers again and equip them with pikes. You should have 28 troops with hopefully 15 or so wielding pikes.

Now head south and attack Jayne's army that should be somewhere on the coast. You should destroy him with your pike equipped army despite being outnumbered, although you may take a few casualties. Now take over the villages nearby and you win!

World 64

The only problem with world 64 is that food is at a premium and you must move quickly before you run out of food to feed your army. Begin by conquering the two villages to the north of where you start and grabbing their men. Both of these villages have sheep and killing all of the sheep should give you enough food to take over the southern villages and the fishhut. Do not recruit men as this isn't needed and will simply use up food faster. When only the larger village in the east is left, recruit men from the nearby village to take it over without casualties. You do not need to take over the village across the river.

World 65

Begin by moving to conquer the village to the north. Get the men, kill a few sheep and move as fast as possible to the village in the east and do the same. There is a Jayne army in the north making a beeline directly for you at the start of this land and you must conquer these two villages and recruit the men ASAP. Once the second village is conquered and you have their men kill a few more sheep and if Jayne isn't there yet have the men rest to restore their health. Jayne will be along shortly, but with the men from these two villages you will destroy him.

Now march to the village north of your location and take out the small Jos army there. From there it's an easy matter of simply taking over all the villages.

6. Contact

If you have anything to add to this FAQ or comments about it you can email me at Proudnerd255@gmail.com. I'd love to hear from readers of this FAQ and fans of this game so drop me a line about anything. Please tell me about typos or bad grammar as well.

7. Credits

EA games for making many good games back in the 16bit days, although nowadays they tend to make bad ones.

My sisters, girlfriend and mum for being awesome.

Alexander Davidson for creating Metapad, a great Notepad replacement and tool for writers.

Steve Snake for creating KEGA, the best Sega emulator ever.

Fin