



SWORDS OF BANE - INSTRUCTIONS

1. INTRODUCTION

Swords of Bane is a one player fantasy wargame. The player controls the warriors and wizards whilst the computer controls the attacking monsters.

The game has been designed to be as user-friendly as possible, while giving the player a wide range of options and strategies which makes the game a challenge even for the more experienced player.

The game has three phases:-

- The Deployment Phase in which the player selects his army of warriors.
- The Combat Phase in which the battle takes place.
- The Epilogue which declares the winner.

2. THE STORY SO FAR

The first reports of a monster uprising were brought to the Imperial Guard by a messenger from the Valley. The Villagers who had settled in the Valley a few years ago, had to evacuate their houses and run to safety.

The strength of these monsters was exceptional and the Imperial Guard would have to show their outstanding qualities in order to stop this invasion. They immediately left for the Valley hoping that the reports were exaggerated. The monsters showed cunning and intelligence by ambushing the Imperial Guard as they entered the valley and so began the legend of The Swords of Bane.

5. THE ENEMY MONSTERS

The enemy side consists of three types of monsters. Each type has certain unique abilities whilst fighting.

Name.	Colour.	Description.
Earth Elements.	Yellow.	The most powerful which have a very thick skin which serves as armour. They are extremely physically powerful.
Water Elements.	Blue.	They are a match even for the most powerful warrior. Their skin is not as thick as that of the Earth Elements and their stamina is not as high either. However they do have a distinct advantage. If they are wounded and they come in contact with water, then their stamina regenerates to maximum!
Demons.	Green.	They are the weakest monsters in terms of stamina and armour but when they come next to one or more of the enemy, they drain their stamina and add it to their own at a slow rate. Their skin is green.
Fire Demon. (The leader)	White	He has got double the stamina of a normal demon and triple the drain capacity. If he is killed in combat, then the rest of the monsters will withdraw from the battle and the player wins the game.

6. MILITARY STRENGTHS

TYPE	Cost	Close Combat Attack	Long- Range Attack	Armour	Movement Points
WARRIORS					
Wizard +Staff	48	1	15	0	15
Wizard	38	1	10	0	15
Crossbow	32	1	8	2	15
Spear + Shield	25	9	—	5	15
Spear	21	12	—	2	15
Sword + Shield	23	7	—	5	15
Sword	19	9	—	2	15
Mace + Shield	21	5	—	5	15
Mace	17	6	—	2	15
MONSTERS					
Demon	—	6	—	2	15
Earth Elements	—	15	—	5	15
Water Elements	—	10	—	2	15

7. THE DEPLOYMENT PHASE

This is the first stage of the game and the player has to select his side. There is a standard amount of resource points available every time. At the bottom of the screen there are a number of icons which represent all the possible types of warriors and wizards available to the player as described above.

3. SET UP OPTIONS

In the 128K version you will be asked to select one of three scenarios. The 48K version has one scenario. You are also given four levels of difficulty to choose from. The game is controlled by either using a Kempston joystick or directly from the keyboard. No selection is necessary as both options are always available.

The computer sets up the starting positions of each side automatically once the player has selected his warriors in the Deployment Phase. The computer selects a varying assortment of monsters each time the game is played.

4. WARRIORS

There are two types of wizards, one with a staff and one without. These wizards cast spells which result in them being able to throw fire-balls at the enemy from long distances, but not from close range.

The fire-balls are very powerful. The ones thrown using a staff are even more deadly. Wizards do not wear armour and are very weak in close combat as they cannot concentrate sufficiently to cast their spells.

All warriors wear armour and therefore they can withstand more punishment than the wizards. There is only one type of warrior with long-range ability. This is the cross-bowman. The arrows do less damage than the spells. These soldiers are also unable to use their crossbows at close range and are therefore weak in close combat.

The rest of the warriors carry close combat weapons of which there are three types. The spear is the most dangerous followed by the sword and the mace. All soldiers have the option of carrying an extra shield which gives them greater protection in battle. However, warriors without shields can handle their weapons using both hands which gives them a better attacking strength.

Immediately above the icons there are some numbers which indicate the cost in resource points of each man to be selected. Notice that the better equipped soldiers cost more than the others. To mention two extreme circumstances the player can either pick a very large side which is badly equipped or a very small side which consists of outstanding soldiers.

To select your warriors use directional keys 'o' and 'p' or the joystick to move the cursor to the warrior you wish to select and press fire (m key) to confirm selection.

ICONS.



Wizards and cost.



To delete last selection.



To move to combat phase.

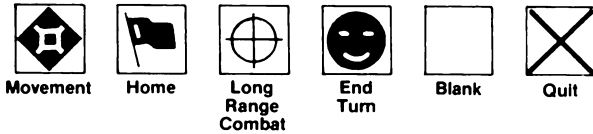
8. THE COMBAT PHASE

8.1 Victory Conditions.

The player has to kill the Fire-Demon in order to win the game. The monsters have to kill the entire Imperial Guard in order to win.

8.2 Screen Layout.

The screen is divided into three sections. The large window on the left hand side is a scrolling section of the map. The two blue windows on the right show the different characters currently in action. Friendly characters are always on the top right hand window. When a character moves or is engaged in combat, two numbers are displayed in the right hand windows. The first number is the movement point allowance. Each warrior or monster has 15 points per turn. The second number on the right shows the current stamina points. Finally, at the bottom of the screen the icons are displayed.



To select your icon use directional keys 'o' and 'p' or the joystick and press Fire (M key) to confirm selection.

8.3 Movement.

The computer finds and highlights the warrior who is about to move. To move the warrior use the joystick or keyboard keys as follows:-

- O = left.
- P = right.
- Q = Up.
- A = down.

Movement points are used up as listed in the Terrain Features in 8.6 below. Confirm destination by pressing Fire (M key).

9. THE SCENARIOS

The starting positions of both sides depend on the scenario played.

9.1. The Village.

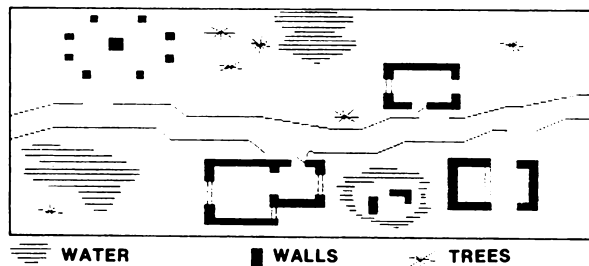
(for 48K and 128K versions)

The Imperial Guard has split into three groups in order to try and find the monsters who have terrorised the villagers. The first of these groups have gone to the Village to try and find out precisely what happened. On their arrival however, the Imperial Guard finds the Village empty. The Village has been taken over by the monsters who have prepared a trap for them! Once the Imperial Guard is in the Village, the monsters make their attack.

The Imperial Guard in this scenario starts in the middle of the map. The monsters are in two different groups. By far the most powerful of these is the group on the left hand side. These monsters will not reach the warriors for several moves, giving them time to get organised for the major encounter.

The second group however, is almost within striking distance, attacking the Imperial Guard from the right hand side. Clearly, the player must ensure that he eliminates the latter group as soon as possible.

THE MAP



Once the player has moved the warrior, the computer selects the next character who is about to be moved and the cursor returns to the 'Home' icon. Once all the soldiers have been moved or the player ends his turn, then the monsters take their turn.

8.4 Close Combat

Each soldier/monster has a zone of control area. This zone consists of all the adjacent locations around the character. Once the enemy moves in this zone, all the movement points drop to zero. Once all movement has ended then the computer shows the close combat between the characters next to each other (in each other's zone of control). The characters are highlighted on the map and also displayed on the right hand windows with their remaining stamina points. If two or more soldiers attack one of the enemy or the other way round, then the defending character can only defend against one attacker. The remaining attackers will have a clear attack at the defender. Demons are the only exception to this rule. They can fight only one character at a time but they can drain stamina from everybody in their zone of control.

8.5 Long-Range Combat

Only the Imperial Guard soldiers have the ability to use long range fire and they must either be wizards or carry cross-bows. The enemy has no such weapons and spells. To engage in this type of combat, the entire movement points of the attacker will be expended. Once a character has been selected for long range fire, then he will be displayed on the top right hand window as usual but also the window underneath will change to red. A yellow line will also be displayed. Using the left and right controls, the line will rotate anti-clock or clockwise towards the direction that the attacker is

going to shoot. The arrow or the fireball will leave from the centre of the character in the scrolling map. Once the player is satisfied with the direction, the fire button/key must be pressed to shoot. There is a limit to the distance that the spells/arrows will travel. Generally the target will have to appear entirely on the scrolling map in order to have a good chance of reaching it. NOTE:- If the player finds difficulty in lining up the directional pointer, to compass points, rotate pointer in opposite direction.

A soldier must not be in an enemy zone of control if he is to use long range fire. The enemy monster fighting hand to hand will give no time to the soldier to aim his cross-bow or concentrate on casting a spell. In this instance, the characters will engage in close combat. Fireballs and arrows cannot be fired through walls, rocks or large trees.

8.6 Terrain Features.

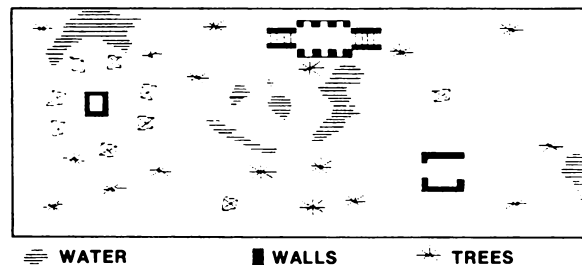
Land Feature	Movement Points Required	L. Range Cover Offered
Wall	Not Allowed	YES
Rock	Not Allowed	YES
Column	Not Allowed	YES
Rubble	2	YES
Large bush/tree	2	YES
Small bush/tree	2	NO
Box, stool, table barrel	3	NO
Window, door	2	NO
Swamp	2	NO
Grass	1	NO
Path	1	NO

9.2 The Forest.

(128K version only)

The second party is walking through the forest, in search of the invaders. Their destination is the watch tower which will allow them to observe the Valley. A group of monsters is hidden amongst the trees, waiting for the Guard to pass by. They intend to sacrifice the hostages that they capture, on the altar. The Guard starts the game on the left hand side of the forest, near the altar. The monsters are scattered over the rest of the map. The Imperial Guard is in the open and if they reach the tower they will be in an advantageous position.

THE MAP



9.3 The Inn.

(128K version only)

The third and final group of the Imperial Guard is marching to the Inn, which is situated right at the edge of the Valley. If they manage to arrive there soon enough, they will be able to trap the monsters in the Valley and slay them.

If the Imperial Guard manages to defeat these monsters, they can control the entrance of the Valley and eventually eliminate the whole invasion. Otherwise, the monsters will be able to escape.

The Imperial Guard starts on the right hand side of the map, approaching the Inn. Most of the monsters are inside the building but there are some outside observing the surrounding area.

THE MAP

