ALAMAZE

ALAMAZE is the strategic fantasy war game that won **Game of the Year** at both Origins and Gen-Con. It features a host of game play features not found elsewhere including its ground breaking political model, surpassing magical system with more than 100 Commands, 70 spells, 60 artifacts, and plenty of intrigue. It's a multiplayer (Alamaze Classic is 15 players), turn-based strategy game where players usually have several days to plan their commands in the PBEM tradition. Reflexes mean nothing: Alamaze is a thinking man's text-based strategy game for discriminating fantasy purists.

Resurgent in 2013, we have made dozens of enhancements on all fronts: game rules, website, forum, support methods, order checking utilities, new map, at least eight game types, and many others to continually improve and keep fresh the total Alamaze game experience.

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Prelude:

As all scholars know, in Alamaze chronology the brief tumultuous periods of strife, conquest, and upheaval mark the changing of Ages are called Cycles. However, following the Second Cycle of Steel, Men in their vanity called the present Age, "The New Order of Man".

For five hundred years the races of Man have ruled Alamaze through ideologically distinct kingdoms and the new experimental Republics. All other races were purged from the major cities, and their heirs forced to relinquish their kingdoms in the treaty ending the bloody, destructive Wars of Human Sovereignty. Even the old leading kingdoms of Men, such as the Paladins and the Rangers, were subject to this treatment. For the governors of the New Order of Man ruled that the blood of such people was not as that of the new races of men, and that their warrior history was a danger to the continued peace of the Age.

The Age had been largely peaceful, with but few revolts and skirmishes initiated by the older races. Men centralized their governments in the cities. Most agricultural output had been concentrated in a few regions, fostering high levels of inter-regional trade dependency. Magic was outlawed in all "civilized" areas, and much knowledge of the arcane slipped from the minds of men over the passing centuries. Still, the elder races of Alamaze did not forget such ways. They continued to practice, teach, and learn the ways of magic and mysticism.

As years passed, evil and decadent men emerged to find their way to power in the empire. Recently, much of the few remaining lands of the old races were stolen or spoiled by the incursions of the new human lords in their greed for more gold and slaves.

The breaking point in the tolerance of the old races has now been reached. A new awakening of spirit is dawning upon the proud peoples who have until now passed quietly through this human imposed sufferance. New heroes and orators have risen to shake the feelings of their people. A concentration on the arcane has intensified. The time has come to challenge for the rebirth of the old noble kingdoms, and then to expand beyond, to create a new age, a new world of untold glory and fortune. The Second Cycle of Magic is now upon us!

GENERAL RULES OF PLAY

1. INTRODUCTION

ALAMAZE is a computer moderated correspondence game involving up to fifteen players, set in the fantastic world of Alamaze.   Each player assumes the role of guiding spirit (not an in-game character) of a unique people.   Each king enjoys certain advantages and must cope with relative weaknesses in his quest to lead his people to dominance over his rival kings.   Players must focus attention on a broad range of strategic and tactical considerations.   Military might, political power, magic, diplomacy, economic guile and espionage are among the tools of the successful monarch.

Each player has the opportunity to issue a number of commands which may affect any resources under his control.   Each player relates his commands to ENLIGHTENED AGE by completing the Turn Input Form on one of our websites at http://fallofromegame.com/alamazeorders/.   The program processes these commands for all players following the sequence of events listed elsewhere in these Rules of Play. The results of his actions are related to the player via the Status Update, an emailed PDF file usually of about 15 pages in length.   The Status Update also informs the player of the status of all resources under his control, battle results, espionage results, spell lists, intelligence gathered and other relevant information concerning the current campaign situation.   The game continues until one player (or Alliance in a team game) achieves victory.

ALAMAZE portrays a detailed, absorbing heroic fantasy situation which presents players with dozens of varied situations, calling for many varieties of skillful play.   The more tools available and the more elaborate the setting, the better the opportunity for ingenious, challenging play.   Such an approach calls for many rules, in order to treat all the interesting, relevant factors which would concern a ruler in the world of Alamaze. We think you will agree the time spent learning is well rewarded.

The rules are divided into several sections.   These General Rules of Play explains the major elements of play and the rules which relate to them, and provides keys to the interrelationships of these elements. The Commands explains each order in explicit detail, including information on how to complete the Turn Input Sheet for each.   The Charts provide some quick reference materials for players.

2. THE KINGDOMS

Each of the fifteen players in ALAMAZE is the guiding spirit of a kingdom. Kingdoms vary with the scenario of ALAMAZE being played.

Each kingdom is unique. Initial population, revenue and agricultural bases, troop numbers, quality of troops, leaders, magical potential, political strength, movement capabilities, sea power, capabilities in various terrains, costs of maintaining an army, extent of an intelligence/espionage network and many other factors vary from kingdom to kingdom.   In addition, each kingdom has special rules or considerations which apply to it alone and can lay claim to victory through its individual victory condition.   What follows are a few notes on these kingdoms which are known by all heads of state:

Ancient Ones (AN)-The Ancient Ones were not even known to exist until correlations in events throughout history recently proved the existence of a behind-the-scenes power. This mysterious kingdom manipulates others to maintain order in the world, subverting the efforts of those through secret political organizations. There are only a handful of these beings, but they seem nearly immortal. It is doubtful that the Ancient Ones would maintain a formidable military, and will in all likelihood maintain a low profile in all regards. Still, they seem able to influence events unlike any solitary king. Little else is known of them.

Black Dragon (BL)-The Black Dragons are the swiftest moving of all the kingdoms.   While not as large or powerful as their enemy, the Red Dragon, they are never-the-less a potent military force with their ability to hit fast and avoid major damage from all but the best prepared opponents. They have historically been known to occupy gold-rich areas and have developed a good political base to help off-set their more military orientated enemy.

Darkelven (DA) - The Darkelves remain one of the most mysterious societies. They are well respected for having many strengths, including persuasive statesmen, impressive wizards, clever agents and a well-balanced military.   They are infamous for their hatred of their distant cousins, the Elves.   The new Darkelven king seems determined to overcome the problems of a beleaguered economy and relatively small military in order to expand greatly upon the frontiers of the Darkelven kingdom.

Demon Princes (DE) -The Demon Princes are hellish godlings who appear to have always diametrically opposed the Ancient Ones. They are terrible in their wrath and conquer through fear and intimidation. They can travel inter-dimensionally, "gating" into population centers undeterred by walls or garrison.

Dwarven (DW)- The Dwarves are an ancient people of Alamaze. Nearly unbeatable in their native mountains, they are hampered by their limited mobility and scant navy elsewhere. There remains much heritage in the Dwarven ruling line, and the venerable Dwarven king's influence is well established. Recently, rumor has circulated that an agricultural failing is of deep concern to the king. Cavalry is virtually unknown to the Dwarves, but their infantry is well armed and its soldiers steady under fire.

Elven (EL) - The Elven king rules the Northwestern forest.   The history of the Elves is the longest of all peoples save the Dragons, and some of its great heroes survive today, including its great Marshal Glorin, leader of its military. The Eleven army relies heavily on its experienced bowmen, and secondly on its noble cavalry. Elven numbers are not great, however. The Elven king is well respected, if not well liked everywhere, and his counsel is often sought.   The Elven position in Alamaze has enjoyed much stability through the centuries.

Giant (GI) - The Giants have historically been detached from the affairs of the other kingdoms, and little is known of their history. The Giants vary from 7' to 15' in height, with 9' being about average.   No sane commander would challenge them with even numbers.   However, the Giants, more than any other kingdom, suffer from few numbers. The current Giant king is quite a colorful figure and has ambitious plans for the formally isolationist giants.

Gnome (GN) - The Gnomes are believed to populate the southwestern mountains of Alamaze.

Like their Dwarven cousins, they are a wealthy kingdom. Unlike the Dwarves, however, the Gnomes are known to have developed an interest in magic. Historically the Gnomes have been lightly regarded. The current king resents this impression and feels the time has come for more of Alamaze to benefit from Gnomish culture.

Ranger (RA) - The Ranger kingdom historically has shown scant interest in expanding its rather small realm. Current political climate in Alamaze indicates this may soon change, however. The Ranger king has expressed discontent at the increasing number of skirmishes in the lands around his territory, and the lack of a power strong enough to maintain order throughout the land. It is felt by many that he may take this role upon himself. Although their military is of small size, the Rangers' fighting ability is well respected by all.

Red Dragon (RD)-The Red Dragons are the largest, most power creatures in Alamaze. But they are even fewer in number and somewhat slower moving than their hated rivals, the Black Dragons. Only the most foolhardy foe would dare to engage the Red Dragon without greatly outnumbering him.

Sorcerer (SO) - The Sorcerer is regarded as the most accomplished wizard remaining in Alamaze since the passing of the Dark Mage at the end of the last age. At least one of his rivals will dispute that claim. The military he commands is thought to be of suspect ability without his presence and the lands now under his control uncertain, but none but the foolish will take lightly the Sorcerer. The real intentions of this arcane master are currently unknown.

Troll (TR)-The Trolls have risen to contest the rulership of Alamaze. Formerly considered far too few in number to make an impact, they are now regenerating at an alarming rate. The Tyrant of the Troll Uprising is not to be trifled with. Trolls and the monsters that often accompany them are very difficult to overcome in combat but are initially limited politically, economically, and magically. Time, however, is on the side of the Troll Tyrant who would seek to claim all Alamaze as his own.

Underworld (UN) - The Underworld has historically been regarded more as a guild for thieves and assassins, not a legitimate kingdom. That perception has slowly been changed until now the current leader of this underground network is believed strong enough to dramatically affect future events for all kingdoms. Undoubtedly the greatest agents belong to this association. What other powers the Underworld now commands are uncertain.

Warlock (WA) - The Warlock actively opposed the Dark Mage in the great struggle marking the passing of the last Age. Despite this, he is still mistrusted by many peoples of Alamaze. Of late, he has dropped nearly from sight for reasons known only to him. He is believed to harbor his strength in the central regions of the continent. His military is regarded as adequate and adaptable.

Witchlord (WI) - A terrible rumor has recently begun. Even if the potential of its validity is remote, it is worthy of attention. For if it is true that the Dark Mage has not left Alamaze, but survived and is now in the form of the one called the Witchlord, there is cause for great concern. Though little of substance is known of this new wizard from the south, reliable sources indicate his military is well trained and equipped. He has established a considerable kingdom in remarkably short time.

The following kingdoms are not presently in Alamaze Classic but may reappear:

Barbarian (BA) - These raiders from the north have contributed greatly to the recent chaos in Alamaze. Previously divided internally, the fierce Barbarians appear to have united, and have made frequent and forceful incursions across the Sea of Terror into lands they now lay claim to. They are strong and quite fearless in combat, rarely retreating. They are believed to now be in control of the sea lanes in the Sea of Terror.

Halfling (HA) - Nearly opposite of the Giants are the diminutive Halflings. These likeable denizens of many lands are masters in the marketplace, and frequently underestimated in combat. The Halflings have traded with virtually every race in Alamaze at one time or other. Most kings feel (or hope) trade will continue to be the focus of the little people.

Nomadic (NO) - The other kingdoms have named the scattered tribes of southern men the Nomadic Kingdoms. The Nomads are great in number and swift moving. They too have dealings with many nations and the Nomadic king is typically a significant and pivotal ruler. Their light cavalry is at its best in the desert where they have developed tactics unfamiliar to the other kings.

Paladin (PA) - The Paladins are an offshoot of the kingdom of Westmen, representing a departure from that land due to ideological differences. The Paladins are not loved by all kingdoms, but both their political and military abilities are beyond question. Some feel it is they who shall lead any future "Great Alliance". Their well armored military featuring heavy cavalry is considered deadly in the plains, if not very mobile elsewhere.

Swampmen (SW) - The Swampmen too, have a long legacy in Alamaze. Their strange and widely scattered cultures are considered to be the most foreign to all the other peoples in the land. Their physical appearance varies greatly from family to family and tribe to tribe, some of which appear much like men. The Swampmen are of prolific numbers, but their king has thus far been unable to focus his people on a common cause, primarily because of the great distances which separate the various tribes. Magic is known to this people, despite a military which appears quite backward to most.

Urik (UR) -The Urik kingdom is comprised of a number of goblin-like races that more than amply populate the eastern lands. Although they supported the Dark Mage in the last great struggle, the current king insists his predecessors were forced to do so or face annihilation. This new Urik king appears to have the dominating character needed to hold together the hordes of Uriks. In addition, he has worked diligently to earn the trust of the other kings. Brigades of Uriks normally consist of many more troops than other kingdoms.

Westmen (WE) - It was the Westmen who played the lead role in the victory of the "Great Alliance" over the slave armies of the Dark Mage decades ago. Soon after this victory, the Westmen relaxed their strong military grip, and the new ruling line was scorned for being too soft by some who formed their own kingdom further east (the Paladins). Still, it remains the Westmen who are regarded as the most likely leaders of a possible "Second Great Alliance", should the need arise, so the Westmen king carries great influence.

New kingdoms are introduced from time to time with the release of new Alamaze scenarios.

3. THE MAP OF ALAMAZE

The map portrays the "active" regions of Alamaze, wherein all game actions take place. The map is divided into 26 rows and columns labeled "A" - "Z", for a total of 676 squares called "Areas". (Each square is an area.) An area is identified by cross-indexing the label from each axis, placing the vertical axis label first. Thus, "AA" identifies the upper left most area - the northwest corner. Similarly, "AZ" is the northeastern most area and "ZA" is the southwestern most area.

The map can be viewed on the website at: http://www.alamaze.co/map-of-alamaze-classic/

Each area is dominated by one of six terrain types: plains, forest, mountain, marsh, desert, or sea. Terrain affects both movement and combat, but does so according to the kingdom in question. Each area of the map is considered to be comprised of only the dominant terrain type for purposes of both movement and combat. In the case of Order #140 (Reconnaissance in Force of Unusual Sighting) it is entirely possible that the patrol will find itself in a secondary terrain type for purposes of the encounter.

The map displays the twelve major cities of Alamaze. Cities are the primary source of both civilian population and revenue for a kingdom.   Several important elements do not appear on the map, and are left for the player to discover.   These include:

- The boundaries of the ten regions into which Alamaze is divided.   Control of these regions is normally critical to victory.
- Scores of towns and villages peppered throughout Alamaze.
- Locations of various "unusual sightings" which in some way vary from the more normal surroundings.   Forces coming into contact with these unusual elements will be advised in the Status Update under the heading "Encounters with Unusual Things".
- It is possible that at any time the start up positions of any or all kingdoms could be altered. While there have been traditional homes for the many races and kingdoms the upheaval of various wars may alter where kingdoms are situated in any particular scenario.

4. POPULATION CENTERS

The term "population center" (PC) refers collectively to cities, towns and villages.   These account for virtually all the revenue and food production in Alamaze.   Each has a certain civilian population, capacity for defense, and level of food and gold production.   Also, each bears its own name.   In addition, population centers serve as the base of operations for political emissaries, agents, fanatics and the High Priestess. While a kingdom without any PC's is not automatically eliminated, the player will need to regain PC's in order to have any source of gold or food. Players who wish to drop a game notify support@alamaze.co of their decision to drop a given game.

Production.   A king's military must be fed and paid each month (game turn) in order to preserve their capacity for combat.   The quantity of food and gold production indicated for each population center reflects the net amount available to the controlling power after the needs of the populace are taken into account.   Production levels and defensive capacity may be raised by the controlling king by issuing the appropriate order to do so (and paying the applicable resource cost).   From

these available resources a king can feed and outfit his groups or indicate which groups must fend for themselves.

Cities are the primary source of revenue for a kingdom. Revenue (gold) produced in a city is normally about three times greater than that produced in a town. Cities also have the largest defensive capabilities. However, cities are normally net consumers of food rather than producers. A king needs towns and villages to produce adequate food for his military.

Towns are the next best source of revenue, and also produce food which is available to the controlling king. They share with villages the advantage of being inconspicuous, ie, they are not shown on the map and must be discovered. There are over 60 towns scattered throughout Alamaze.

Villages are the smallest population centers but are the breadbaskets of Alamaze, accounting for about 75% of the total food production. There are over 70 villages hidden on the map.

Control. Population centers are either controlled or neutral. As the campaign begins, over half of all population centers are uncontrolled. Players may gain or lose control of population centers by either military or political means (described later).

Capital. Each kingdom maintains one population center as its capital. The capital is where reinforcements will arrive and where prisoners taken by your kingdom are held. A capital cannot be usurped (Order# 330), rebelled (Order# 320), or taken control of by means other than military attack (Order# 150) or siege (Order# 190).

Population centers have a + /- modifier to adjust how they defend compared to the stated defensive values. Defenders in the capital always fight at the highest level in order to protect The Realm. A group attacking a population center generally should have an attack value verses population centers that is at least twice the defense of the PC.

Towns and villages often have their values increased with Order-600 or Spells 601- 603. When a PC obtains a sufficiently high gold production word of this will reach to all the other kingdoms. A capital is unable to be relocated (Order-355) if it is under siege.

5. REGIONS

Alamaze is divided into ten regions, the boundaries to which are unknown at the game's beginning. To an extent, regional boundaries coincide with natural boundaries.

The civilians of any population center within a region view each particular kingdom in the same light as all other population centers in that region. This characteristic is called the Regional Reaction and is critical to political measures attempted by a king. Each region's reaction level to a particular kingdom is independent of the reaction level of other regions to that kingdom.

There are four levels of regional reaction:
    Friendly. The populace of this region is receptive to most fair proposals from the kingdom.
    Tolerant. The citizens here regard the kingdom with an open mind, if not an outstretched hand.

<u>Suspicious</u>. Some act or acts in the past have damaged the goodwill of the people of this region to the kingdom.

<u>Hostile</u>.   Numerous significant clashes in ideology and practice have severed the relations of this region to the kingdom.   Actions by the kingdom in the region will meet serious resistance. Please note that if you are the declared enemy of the kingdom controlling the region, there are 2 levels of hostile.

Each region has a name and a number. Region 1 is in the Northwestern section of the map and Region 10 in the southeastern. More data must be learned through action.

<u>Control</u> of regions is normally critical to victory. In order to control a region a kingdom must control over 50% of the civilian population in that region. When a kingdom first gains control of the region several significant benefits accrue:

- Any population centers which are neutral at the time control of the region is established will, before that month (turn) end, raise the banner of the conquering kingdom, thereby adding their resources to those available to that monarch (and terminating their neutrality).

  The regional reaction level of the region to the controlling king is improved by one level. This means the king's emissaries will find their missions in that region easier to accomplish; should the region subsequently be lost the regional reaction improvement gained via "taking control" will also be lost.

- The region counts toward the victory requirements as long as no other king usurps control of the region before the game's conclusion.

- If the player has a Provincial Governor stationed somewhere in the region when control is assumed, the Governor will increase his rank to Baron. (one Governor only.)   If there is no Provincial Governor but there is an Ambassador, the Ambassador will advance to the rank of Provincial Governor. (Either advancement is at no cost to the controlling king.)

6. GROUPS

   Groups represent the military might of the kingdom.   All combat will involve at least one group.   Each kingdom may have up to four active groups at one time. Each group has its own name and Group ID #.   The groups names are derived by the consecutive numbering of the groups. For example, the Westmen groups are called the "1st Westmen", the "2nd Westmen", the "3rd Westmen" and the "4th Westmen".

<u>The Group ID #</u> is derived by taking the group number and the first two letters of the kingdom name. Thus, the Group ID # for those same Westmen groups would be "1WE", "2WE", "3WE" and "4WE".   Group ID #'s are very important for completing the Turn Input Sheet, as the input instructions always call for the Group ID #, not the group name.

 Groups are <u>never</u> considered to be <u>in </u>a population center.   Population centers have their own garrison and defensive capacity, but a group may be positioned in the same area as the population center, but outside the population center in order to attempt to force an attacker to

engage the group before attacking the population center's defenses. Groups can aid in the defense of population centers in this way.

Players are allowed much flexibility in orders to move, combine and split their groups according to certain criteria (see the detailed orders). However, groups of different kingdoms (even allies) may never combine.   Players will likely wish to make transfers between groups and from PC to group every turn.

Troop composition of a group impacts battles significantly. There are four types of missile using troops, four types of cavalry, and four types of infantry; each inflict damage on their opponents in different phases of the battle. The losses a kingdom will endure before attempting to disengage at each tactical selection varies.
A group's combat effectiveness is dependent on dozens of variables. These include, but are not limited to:

Group Size.   Typically, when one of your groups encounters another group the exact number of brigades comprising the foreign group will not be revealed.   This represents the fog of war and takes into consideration any commander's desire not to reveal his hand to a potential enemy. Instead a group's scouts will normally report a group to be one of the following sizes:

- Patrol. This is a scout party, almost always on fast horses, consisting of at least one leader and perhaps a dozen troops. Patrols cannot attack or be attacked by other groups.   However, it is a patrol which will be dispatched automatically by the program when a player orders one of his groups to investigate an "Encounter with Unusual Things" occurrence (ie- it is a group's leaders and wizards which are vital to the success of these encounters).   In this case, the program also has the patrol rejoin the main group once the investigation of the unusual sighting is complete.   Except for the inability to engage in combat and block the movement of non-allied emissaries, patrols which the player dispatches act as do other groups, that is they may move, combine with other groups, recruit troops, etc.

- Brigade.   A group reported as brigade size may actually contain one or two brigades of troops.   A typical brigade of veterans will consist of about 2000 troops.   Note: Do not mistake the number of brigades as the principle basis of your combat value; a three brigade group may be much weaker than a single brigade group.

- Division.   A division sized group will consist of three to five brigades.

- Army.   An army consists of two divisions, so may be comprised of from six to ten brigades.

- Army Group. An army group is any force greater than ten brigades.

- Masked. A group encountered may be employing magic or some other means to disguise its true size.   In this case accurate scouting reports are not always possible and the size will be reported as "Masked" - ie - it could be of any size.

- Inactive. An inactive group has no troops, leaders, or wizards. Inactive groups are

activated in the area of an active group of the kingdom or at a PC controlled by the kingdom by transferring characters and/or brigades into them. Groups become inactive when all assets they possess are transferred out or the group is completely destroyed in combat.

Troop Composition.   The brigade is the standard military unit in ALAMAZE.   However, the number, quality and type of troops comprising a brigade will vary significantly from kingdom to kingdom.   A full strength brigade from a strong military kingdom in its ideal terrain may be a match for three brigades of a weak military in poor terrain. (This should come as no shock to even the casual student of military history, but somehow it does to gamers that are accustomed to games of less depth.)

Each kingdom has developed its standard troop type mixture that comprises its typical brigade. This mixture is based on the natural abilities and resources available to the kingdom and remains the same throughout the campaign.

There are a total of twelve troop types (not including dragons and some other exotics) from which each kingdom's brigade is formed.   Typically, a kingdom will only utilize about four of the various types in its brigade. On the Status Update the program will group subclasses of troops into three main categories: Infantry, Cavalry, and Archers. Be assured the program does in fact "remember" the exact composition of the types comprising the major categories. These types are:

- Light Infantry.   These troops are generally mobile, but bear little armor and frequently only one weapon.   Cheap to maintain.

- Medium Infantry. These soldiers normally have leather and some metal armor and usually bear a shield, in addition to being outfitted with at least two weapons. The Roman Legionnaire would fall in this category.

- Heavy Infantry.   These troops have extensive metal armor, full shield and at least two weapons.   The English and French Crusaders would be considered heavy infantry.

- Guards Infantry. This represents specially trained, high morale soldiers of experience and savvy.   They are not a common commodity.

- Light Cavalry.   These are the fastest of the standard troops and are capable of cavalry charges. The mounts normally are not protected and their riders wear only leather armor.   The Huns of Genghis Khan are considered light cavalry.

- Medium Cavalry.   The riders here bear metal armor and the mounts themselves may have some protective barding.   Greek cavalry of antiquity was most commonly medium cavalry.

- Heavy Cavalry.   Full protective armor is worn by the rider, who wields heavy, smashing weapons.   Mounts are normally protected as well.   The knights of medieval Europe were of this category.   Very expensive to maintain.

- Elite Cavalry. These special riders have great skill and valor and are the pride of a king fortunate enough to command a few of them. The Companion Cavalry of Alexander qualifies for this grouping.

- Horse Archers. These rare horsemen can effectively shoot while riding, although they are not capable of cavalry charges. The Persian hosts were famous for their horse archers.

- Skirmishers. These are quick, non-armored missilers, carrying slings, darts, spears or javelins used by many armies of antiquity to open a battle.

- Archers. This group represents a range of bow or crossbow equipped troops, common through the European middle ages.

- Expert Archers. These are gifted archers whose prowess raises them a level above the average archer, and they also are equipped better for melee.

Kingdom Traits. In addition to great differences in troop composition, each kingdom has certain traits which affect the performance of their troops. These include physical size, level of organization and training, relative skill in various terrains, etc. These traits are reflected via a percentage adjustment (positive or negative) to the combat value of brigades of the kingdom in each terrain. The specifics of these adjustments, along with all other detail concerning troop composition, etc. are provided to the player in his initial setup information under the Group Dossier section.

Effect of Terrain on Combined Arms. In addition to adjustments made to troop strength due to kingdom specific qualities, terrain effects cavalry and missile (hereafter called "archers" in the generic) troops. When groups attack population centers the surrounding terrain is ignored. Instead the various military arms attack with the percent effectiveness shown on the "Population" row of the table below. The table shows the percentage of full effectiveness of the three arms types in each terrain:

TERRAIN	INFANTRY	CAVALRY	ARCHERS
Plains	100	100	100
Forest	100	50	50
Mountain	100	25	50
Desert	100	100	100
Marsh	100	50	100
Population	100	50	100
Sea	* Dependent on Sea Power, Not Troops		

CAPTAIN	Adds 5% to the group combat values

Leaders. All classic and their celebrated are the group

GENERAL	Adds 10% to the group combat values
MARSHAL	Adds 15% to the group combat values
WARLORD	Adds 25% to the group combat values

armies of times fantastic have heroes. Such leaders in ALAMAZE. Their presence along the battle lines strengthens the mettle of the troops and extracts more from them than they would otherwise deliver. There are four classes of leadership in the game, representing successively greater levels of heroism. These are:

Warlords are rare in Alamaze. Warlords have special abilities that activate in certain circumstances. Warlords may detect the presence of an invisible or ambushing group, although the hidden group may not be identified specifically. Warlords cancel the effects of certain spells such as Chaos. Chaos can normally cause a group to sustain extreme casualties before retreating, but a group with a Warlord makes Chaos ineffective (and less effective with a Marshal, where the group will take higher casualties before retreating, but will manage to order the retreat.) These heroes are similar in heroic stature to an Alexander or an Achilles.

As leaders survive battles and gain experience they frequently (not always) progress in these classes. Partial progression to the next class is represented by a "I" or a "II" following the leader's rank, eg, "Captain II". Should this leader further distinguish himself in battle, he would become a General. Each "I" adds 1% to that leader's normal bonus, eg, a "Captain II" would give his group a 7% bonus. Each group may have up to three leaders, and their combat bonuses are cumulative. Of course, heroes (leaders) are not immortal. Leaders will perish if a group is destroyed. In addition, there is roughly a 7% chance in any individual battle that a leader will be slain. On the other hand, new heroes often (not always) emerge during the course of a battle. Leaders can not only aid their groups in inflicting damage but help reduce losses.

Morale. Each group has a morale level. Morale reflects the spirit of the men, which is affected by their experiences and the quality of their provisions (a group that is not fed will suffer a 10% loss of morale and a group that is not paid will suffer a 6% loss of morale). Morale is expressed as a percentage modifier to the total combat value of the group. A group ending it's turn in a Hostile region will suffer a 3% morale loss and gain 2% in a Friendly region (with a limit to the maximum gain by this means).

Attrition. As previously stated, the brigade is the standard unit of military organization. When losses are suffered which are not sufficient to completely eliminate a brigade, the attrition factor is changed to reflect these casualties. Certain troop types may suffer attrition when not fed, see your setup material. Like morale, attrition is a modifier to the group's overall combat capabilities.

<u>Wizards</u>.   If a king has any wizards at his disposal they will be included with his groups. Wizards often can have a significant or decisive impact on the course of a battle by exercising their arcane powers.   The nature of these powers will be made known to those kings with wizards of the power levels able to utilize them. Through magical research a wizard may increase his level of power and accrue additional spells.   Like leaders, wizards run the risk of being killed during the course of battle.

<u>Artifacts</u>.   Hidden throughout Alamaze are a number of remarkable items which are of a powerful nature.   Some of these items may aid the combat values of the group which possesses them. Others may be more appropriately deployed elsewhere. Any knowledge beyond that the players must discover through the campaign itself.   Artifacts will not always have descriptors printed in the battle reports.   The various effects of these artifacts do impact on the results.   Artifacts frequently have a special order number that must be used. If you have obtained an artifact from some means other than an unusual encounter, you may need to have a Wizard use a spell to determine how to use the artifact.

7. SEA POWER

Each player receives information regarding his initial sea power in his setup information.   Each king has a separate sea power rating in each of the four seas.   This sea power rating represents the maximum number of brigades (and/or patrols) a player may "have at sea" or transport over any area of that sea. Thus, if a king has a sea power rating of <u>2</u> in the Sea of Foreboding and a rating of <u>0</u> in the Sea of Terror, he may transport (or have "at sea") at one time up to two brigades) over a sea area in the Sea of Foreboding, but is not capable of movement over the Sea of Terror (or have any patrol or brigades "at sea") until sea power there is developed.

In addition to the sea power rating for transport purposes, each kingdom has a Navy Quality rating. This quality rating is crucial for group to group battles at sea, for in sea battles only the quantity of sea power, naval quality rating and leaders effect combat: troop strength is irrelevant at sea.

Adequate sea power is always required for any active group (this includes any patrols) at sea or to receive reinforcements if the capital is consider to be in a water area.   As reinforcements come before buying sea power adequate ships must be in place prior to the turn reinforcements arrive.

As all groups (including patrols) at sea require ships it is very important for the survival of troops, leaders, and wizards that there are sufficient ships to support them.

Sea power cannot be sold as a means of eliminating brigades.   You can only sell ships in excess of what is required for these groups.

Ships must already be available should a kingdom desire to recruit from a water-based population center.

8. POLITICAL EMISSARIES

Political emissaries are powerful nobles of your kingdom who actively pursue your political

objectives. They can only be located in population centers, never in the "wild". They perform missions in the population center in which they are based, at the king's order.

Political emissaries are sometimes capable of gaining control of population centers through their political power. They are also useful in inciting rebellion in population centers controlled by an adversary, or in making sure a friendly population center remains so. They are also used for delivering a king's message to another king or kings. The capabilities of these powerful characters should not be overlooked by the skillful player.

Emissaries have titles which indicate their respective power and cost to the king of utilizing them. The costs are not for payment of the emissary alone, but for maintenance of his staff, bodyguards, cost of circulating propaganda etc. The cost is incurred whenever the emissary is ordered by the king, but not when the emissary is idle. The power of a king's emissaries is dependent on the king's influence (described later) and their rank. This power is expressed as a percentage of the king's influence. The ranks, percentage of power and revenue cost for using emissaries follow:

The power of the emissary is of great importance in determining his opportunity for success in the more difficult political missions. Some missions are always successful to the extent of the emissary's power, however (such as maintaining the status quo).

Other major factors in determining the success or failure of a political emissary include the regional reaction, the size of the target population center, and the population center's political status (controlled, neutral, etc.).

RANK	KING'S POWER	GOLD COST
Envoy	10%	500
Ambassador	20%	1,000
Provincial Governor	30%	2,000
Baron	50%	3,000
Count	60%	4,000
Duke	70%	5,000
Prince	80%	6,000

Political emissaries which fail badly in an attempt to gain control of, or cause rebellion in, a population center may be incarcerated by guards of the population center (even in neutral population centers!). For example, should a Provincial Governor attempt to gain control of even a neutral <u>city</u> in a <u>hostile</u> region, he would normally be likely to be incarcerated. If the population center was instead a town, he may not be arrested, but would in all likelihood fail in his efforts. On the other hand, if the Regional Reaction was <u>friendly</u>, or if the emissary was higher ranking, he might be successful. Political emissaries which are incarcerated are termed prisoners, and are unavailable to receive further orders until they are rescued or ransomed back.

Political emissaries are also susceptible to capture when a non-allied kingdom group takes control of the population center in which the emissary is located. There is a 50% chance of capture in an

attacked population center and a 20% chance of capture in a completed siege population center for each emissary (except a king, who has a greater chance of escape) in this case.   Any non-aligned High Priestess who is captured will change alliance to the capturing king).

Any emissary may undertake only one mission (order) per turn. (Exception: the king.)

The King is a very special type of emissary.   Although he may not himself undertake the missions of political emissaries, there are a whole range of orders only the king may give. Some of these (such as declaring enemies or allies) do not count as the sole activity allowed for the king, thus the king may be able to carry out more than one activity per turn. A king cannot be bribed.

Royal Succession. In the unfortunate event of the demise or capture of a king, a royal successor will immediately be named.   The highest ranking political emissary will be named "Regent", will relocate to the capital (often this will serve as the "Regent's" sole action for this turn) and will act in all matters as the king formally did. The "Regent" will assume the percentage of the king's influence appropriate to his former station (for example, a prince will assume 80% of the king's influence, a duke 70%). The resulting influence level will, however, in no case be less than eight. In the event a regent was named due to the capture of a king, and the king is subsequently returned, the regent will become a prince, and the king regains much, but not all, of his former influence.

9. THE KING'S INFLUENCE

Each king carries a certain level of influence, relative to the other active kings.   This influence level will rise and fall during the course of the campaign, due to an assortment of factors.   The king's influence ranges from a minimum of eight to a maximum of twenty-five.

The king/queen/regent influence level determines the maximum number of commands the player is able to issue per turn which is the Influence (rounded down) +2. For instance, if a king/queen/regent's influence is at 15 at the end of a turn, the controlling player may issue up to 17 new orders on his next Turn Input Sheet. Any orders beyond the first 17 written will be ignored by the program.

The king/queen/regent may undertake certain activities which will increase (or lower) their influence, and some campaign results will also affect the influence level.   For example, when a king gains control of a region, or assumes a position in the High Council his influence increases by one level.   Likewise, if he loses a region or his position on the High Council his influence decreases by one. If a kingdom's capital is lost, the king will suffer a loss of one level of influence. (In Second Cycle changes in influence will affect a king's natural enemy adversely approximately 30%).

The influence level is also of major significance in determining the success of a king's political emissary missions because the emissary's power, and so his chance of success, is based on his king's influence.

The king/queen/regent's influence will never be less than eight. There are certain activities, like selling influence and bestowing title, that not be allowed if that action would result in lowering a King's influence below eight.

Should a King/Queen/Regent be captured or die a royal successor will immediately be named.   A possible major result of this is the change to the kingdom's influence.   Thus, should this change happen due to actions prior to the 300 series of orders any emissary actions (310, 320, 330) will use the "new" influence of the kingdom's ruler.

10 SKELETONS IN THE CLOSET

Most rulers throughout history have suffered the consequences of some dark secret being discovered and exposed to the public. The results of this exposure can vary in degree from passing embarrassment to decapitation.   This element of rulership is presented in <u>ALAMAZE</u> through the Skeletons in the Closet considerations.   Most player-kings must live with three program assigned "skeletons".

Each skeleton represents some act or behavior which if made known to the public at large would result in a decline of the monarch's influence (-2 for a major, -1 for a minor skeleton).   These skeletons are most commonly discovered by bribing political emissaries of the target king.   There is a percentage chance of any political emissary knowing of a skeleton (this chance being equivalent to his power, or his % of the king's influence). The cost of these bribes and means for carrying them out are described elsewhere.

Each type of skeleton has a code number assigned to it. If a rival player can discover which skeleton (and code #) apply to a particular king, he may either expose it to the public, triggering the resulting decline in the king's influence, blackmail the discovered offending king, or do nothing at the moment. If a king who is on the High Council has a skeleton revealed, he has no choice but to relinquish his position on the High Council.   (The program does this for him automatically.)   The chair becomes immediately available to the highest bidder on the following turn.

11. THE HIGH COUNCIL

Alamaze has seen much political upheaval and imbalance. Long ago, the world citizens of Alamaze accepted the authority of a High Council whose decree supersedes the commands of any one king. The council was established wherein five reigning monarchs would determine world-wide policy. The members of the council frequently change, but the authority of the institution does not. The decree of this body is followed without question, although there are limits to matters under their authority. There is typically much jealousy among kings to become a member of the council and thus have a direct voice in the decisions of the council.   Also, there exists much lobbying for the vote of council members on certain issues. Indeed it has at times seemed that the strings of certain council members were being pulled from afar.

The following represent the scope of issues the members of the high council may address during the course of the campaign:
- Commend or condemn a named king for his actions at large.   This has the effect of raising or lowering the named king's influence level by one.
- Endorse or degrade a particular king's actions in a particular region. This has the effect of raising or lowering the king's regional reaction by one.
- Elect to increase food production by 1000 units and lower gold production by 1000 units

for all villages, towns <u>or</u> cities throughout Alamaze.

- Elect to increase gold production by 1000 and decrease food production by 1000 for all villages, towns <u>or</u> cities throughout Alamaze.
- Vote to expel a member of the High Council for acts contrary to the civil intent of the High Council

Each turn, members of the High Council bid to bring an issue before the Council. The minimum bid is 500 gold. The high bidder pays for the right to name the issue from those available (note there are hundreds of possibilities from the five categories above). The lower bidders do not pay. The cost to the high bidder is deducted from his available resources.

Each bidder, in addition to selecting the specifics of his choice, also elects whether to call for a secret or open ballot. If there is an open ballot, all kings will be made aware via the Status Update how each High Council member voted (or which abstained). If the choice is for secret ballot, only the result will be disclosed. In either case, all kings will be appraised of what <u>issue</u> is being decided each turn.

When a chair on the High Council is vacant, all kings will be made aware of the vacancy. This would occur if either the High Council removes one of its own, or if a Skeleton is revealed concerning one of the council members. In such case, all kings (except for the departing council member) may on the following turn bid gold to assume a High Council chair. High bidder wins. A king who has been previously deposed from the High Council may later resume a position thereby winning such a bid, however he may not bid in the turn immediately following a vote of the High Council which passed calling for his removal, a skeleton being released that caused his removal, or a magical occurrence that caused his removal.

A High Councilmember may sell his chair on the Council to an interested king. This action is officially known as "Nominating to the High Council", but all kings accept it for what it is, realizing that the actual "nomination" is a mere formality.

At no time may a king hold two positions on the High Council.

A king, upon admission to the High Council, will experience an increase of one level to his influence. If he is removed, his influence decreases by one level.

A simple majority of yea over nay votes wins any particular issue's vote.

12. AGENTS AND FANATICS

Agents and fanatics share the same range of missions. Fanatics are agents who by their strong commitment to the causes of their king are more determined to carry out their orders, even at great risk to their personal well-being. In game terms this means that a fanatic of the same level of an agent will have a 10% greater chance of successfully carrying out a mission, but also a 20% greater chance of being caught. In addition, fanatics are 50% less likely to reveal which king they work for if caught than are agents.

Although each agent bears a name, it should be assumed that each agent name actually represents a

team of individuals working together under one code name.

Agents (and Fanatics) undertake the "dirty work" for a kingdom, including such missions as reconnaissance, sabotage, protection, assassination, bribing political emissaries, rescue work, etc.. Each time an agent is successful in some activity other than reconnaissance and trail, he will advance one level of experience (only) until he reaches his maximum level. Each level of experience (expressed as a number next to the title on the Emissary portion of the Status Update) implies a 5% better opportunity for success, in addition to greater expense for sending this agent team on a mission.

It costs the ordering king 500 gold per level of the agent team, per mission.   Each agent team can undertake only one mission per turn (as is true with political emissaries).

Agents cannot infiltrate groups and have that group become their base.

An agent/fanatic of level 7 or higher will discover a group who's status is ambush or masked to learn information.

While it is possible that an Agent/Fanatic who has been given orders-920 (Counter-Espionage) or 925 (Guard) to be "at risk" more than once, this Agent/Fanatic can only achieve a maximum of a single increase in level in any given month (turn).

13. THE HIGH PRIESTESS

The High Priestess is a special type of emissary. She represents the king's fragile contact with his conception of the powers from beyond. Few kingdoms begin with a High Priestess in their service.

Through utilization of the High Priestess a king may learn many things which might remain shrouded in mystery without her help. These things include the location of certain types of population centers or certain types of groups within regions, individual victory conditions, artifact locations and other interesting data detailed in the orders section of the rules.

The nature of the High Priestess' power requires a substantial investment in the materials necessary for the priestess to divine information. In addition, the energy absorbed in the effort to collect information in this manner sometimes takes as its price the life of the vulnerable High Priestess. The chance of a high priestess dying during a divination is 15%.
The cost of moving a High Priestess is 5,000 gold.

The High Priestess also has the ability to HEAL (see Order# 793).

14. PRODUCTION AND RESOURCES

Food and gold are the resources of concern in ALAMAZE. Each resource point is called a production unit or simply, unit. Production accrues chiefly from population centers. (Other sources, if any, must be discovered by the players.) Basic production of the two main commodities falls within a range for each type of population center. Levels of each type vary by region as well

as other factors, and may be modified by the controlling king or even by the High Council.

Seasons.   Production of population centers varies in particular seasons of the year (in "off-season the negative food production for each affected population center is doubled).   In some scenarios Region 9 may be susceptible to the effects of Winter, rather than Summer.   Specifically, production can vary from full production levels in the Winter or Summer months according to the climate of the region as follows:

REGIONS 1-6			REGIONS 7-10	
SEASON	FOOD	GOLD	FOOD	GOLD
SPRING	100%	100%	100%	100%
SUMMER	100%	100%	25%	50%
AUTUMN	100%	100%	100%	100%
WINTER	25%	50%	100%	100%

Important: food spoilage is 20% of remaining food on hand, each month.

15. THE SEQUENCE OF EVENTS

An interesting player aid in ALAMAZE is the direct relationship between the order # of each possible order and the sequence the program follows when processing the turns. Orders for all players are entered into the program by ENLIGHTENED AGE staff. When the program begins to process the turn, it first sorts all orders by order #, with the lowest number first.   Orders are then processed in the sequence of increasing order # and randomly shuffled. In general terms,

The Sequence of Events is:

1   Add /drop Standing Orders
2   Group to group encounters
3   Group to population center actions
4   Production
5   Trading
6   Receive scheduled reinforcements
7   Group consumption
8   Political emissary activities
9   The King's actions
10   High Council actions
11   Improve population center capabilities
12   Split/move/combine groups
13   High Priestess activities
14   Determine regional control

15   Perform magical research
16   Agent and fanatic activities

Reviewing the Order # you may learn that some interesting things are possible. Your newly hired Agent or High Priestess can be used on the same turn. Your reinforcements will desire to be fed and paid while recruits (hired with this turn) do not consume food or gold on the turn they are acquired. Population Centers gained or lost through Orders prior to the 200 series (through battle or military diplomacy) affect your production while PC's gained or lost via Political Emissary actions do not until the following turn.

16. Reinforcements

Included on each kingdom's setup information sheets is a reinforcement schedule.   The quantity and timing of reinforcements varies from kingdom to kingdom.   Reinforcements are brigades bearing the kingdom name.   For example, the Westmen reinforcements are brigades of Westmen.   Typically, reinforcements arrive no more frequently than once in five turns, and often less frequently.   There is no resource cost for receiving reinforcements, unlike recruiting troops.   However, a group (or inactive group) must be at your capital at the beginning of a Reinforcement turn (possibly turns #5, 10, 15, 20, and/or 25) in order to receive those scheduled reinforcements. They will join the lowest numbered group and must be fed and paid. If no group is in the kingdom's capital on the turn reinforcements are scheduled to arrive, the reinforcements are lost.   An inactive group is capable of receiving the reinforcements, and will if it is the lowest number.   If more than one group is in the area of the capital, the reinforcements will be added to the lowest numbered group (EX: 1WE).   A kingdom must have enough ships in a sea to support existing groups and to receive reinforcements. EXAMPLE: If a kingdom has one ship in a sea with an active group (patrol or a brigade) an additional ship will be required to receive reinforcements even if the reinforcements will go into an inactive group

17. Recruiting

A kingdom is capable of recruiting troops from some population centers under his control in order to strengthen his military.   Those recruited troops are generic – i.e.-they are called "Recruits" for all kingdoms, and have the same combat characteristics and troop composition for all.

Recruits are always recruited a brigade at a time.   Recruits may be obtained only by a group located in the same area as a controlled town or city (not village).   In addition, recruiting is not possible if the act of recruiting would reduce the civilian population to below 10,000.

The brigade number limitation for special brigades applies only to recruitment, this means that you are able to use orders #700 and #740 and exceed the specified limitation for recruitment.

The act of recruiting, in addition to the resource cost described in The Commands document has the further effect of lowering the population of the town or city by 3000, and of lowering food and gold production by 1000 units each. (The effect of removing this many able bodied men from the working force and of some relocating to other areas.)

Population centers are resistant to major recruiting efforts. Two brigades are the most which may be recruited from any one population center in a turn without causing a population center to rebel, declaring their neutrality.

Recruits fight at a 25% penalty in all terrains, until they receive training from their controlling kingdom which converts them to <u>veterans</u>.

You may recruit into an inactive group (always at your capital); if the census allows.

18. GROUP MOVEMENT

Each player receives a chart with his setup information regarding his troop's movement capabilities through the various terrain types.

Each group has a standard capability to move up to 20 movement points per turn. Movement points are consumed each time an area is entered, in amounts dependent on terrain as described on the movement capabilities setup chart.

A group need not move. Movement points cannot be "saved" nor transferred to another group. Each group may receive only one movement order per turn.

Movement must be from an area to an adjacent area. Groups may move from area to adjacent area until their movement allowance is exhausted. Groups can move vertically, horizontally, or diagonally.

Players should realize that although groups may end their movement in the same <u>area</u> as a population center (and they need to do so in order to attack it, recruit from it and some perform other functions) they never end their turn <u>in</u> the population center itself.

A group with morale of at least 100 may be ordered to force-march. By force marching a group may expend up to 25 movement points, rather than the normal limitation of 20. Force marching will lower the group's morale by 7 points. Any time the group is ordered to move through areas which would cause it to exceed its 20 point standard capability they will attempt to force march to their ordered destination. Groups with morale below 100 may not force march.

On the Status Update a group will report any population centers it passed during movement. Players have the option of selecting a movement order which orders the group to stop movement upon arrival in an area with a population center.

In order to execute a move over a sea area, the king must utilize a different order #, that being the one for sea movement. Using the sea movement order alerts the king's navy to transport the group over the sea areas. The player must have sufficient seapower in the sea to be crossed to facilitate the transport (see the SEAPOWER section of the rules).

If the sea movement order is not used on the Turn Input Sheet the group will end its movement in the last area entered before a sea area is encountered.

If insufficient seapower is available to transport the group, the sea movement will not be executed.

It is possible an ordered sea movement will be interdicted by an unfriendly navy on sea patrol. In this case a naval battle is fought and losses may result. Surviving forces will continue their movement. (See the SEA PATROL section of the rules.)

Sea power may be utilized to transport two or more groups in the same game turn, as long as no one group is larger than the seapower transport capacity. However, a king may not order the seapower in any one sea to go on sea patrol and to transport brigades.

When a group has completed its movement, it may encounter another group, a population center, or something more unusual. These encounters will be reported to the player on the Status Update in the Encounters section.

19. EMISSARY MOVEMENT

This section details the movement of agents, fanatics, political emissaries and the High Priestess. The High Priestess is treated as a political emissary for purposes of movement.

Political emissaries in any given turn may either move (relocate their base of operations) or perform a mission in the population center they are presently based. They may not do both.

Political emissaries may relocate their base to another population center up to ten areas from their present base. Their base must always be a population center. The population center may be friendly, neutral or controlled by another kingdom. To relocate, a political emissary or agent uses the appropriate order # and indicates in the proper column of his Turn Input Sheet the area containing the population center the emissary wishes to move to. This population center must be within ten areas of the emissary's current base. The program will verify that the intended destination is within the ten area limitation.

The presence of a non-allied group (except patrols, ambushing, or invisible groups) in the destination area blocks the relocation effort of the emissary. The emissary in that case will return to his existing base of operations. The resource cost for using that emissary is still deducted from the king's resources. Emissaries will not be blocked by an ambushing or invisible group.

An emissary attempting to relocate whose present base is under siege assumes a 50% risk of being captured by soldiers of the sieging group.

Agents and fanatics may normally undertake missions in areas up to ten areas away from their base of operations (exceptions are noted in the orders section of the rules). They may undertake missions in areas without population centers. Like political emissaries however, their base is always a population center. In the same turn they are ordered to undertake a mission, they will return to their base of operations, if all goes well. Agents and fanatics may relocate their base in the same fashion as political emissaries. This relocation counts as their mission for the turn.

Any population center taken through an attack will have all non-allied political,(except agents/ fanatics), either relocated or captured. Agents/ fanatics are either captured, relocate, or stay at the same population center (having gone "underground").

Upon the completion of a successful siege all non-allied emissaries located within the sieged population center will undergo a 20% chance of capture. If not captured all political emissaries will relocate back to their capital and agents/fanatics will remain.

20. ENCOUNTERS AND INTELLIGENCE

The Status Update will inform players of many kinds of encounters and spottings; it is of course possible that special circumstances such as ambushing or invisibility will reduce and/or eliminate this information:

Groups will report the location and type of population centers they passed during movement. In their destination area, groups will report the presence of a population center, groups, and any unusual sightings.

Population Centers will report the presence of groups in their area. However, very large kingdoms (those with more than fifteen population centers) may not receive information regarding group sightings from some of the smaller population centers under their control.

Agents on reconnaissance provide the most detailed information on group, population center, or unusual sightings. In addition, they will report the presence of emissaries (if any) in population centers.

Regional Intelligence is a means whereby a king learns through peasants in his lands of the passing of military groups. Players in control of a region will learn of the presence of all groups in the region of division size or larger. Players with substantial influence in a region will learn of army size or greater groups in that region. In regions where a player has established significant influence he will learn only if there is a force of army group size present.

21. COMBAT

Combat is initiated by groups, or by a sea patrol order. Sea patrol will not be addressed in this section of the rules, which will deal only with group related combat. Combat can be either group vs. group or group vs. population center.

The factors affecting a group in combat are listed in the GROUPS section of the rules.

Population centers never attack -they may only defend against attack. Each population center has a defensive value associated with it. This defensive value represents a combination of walls and other fortifications and the defending garrison. In group terms, a population center's defensive value should be treated as the equivalent of as many veteran troops of medium infantry. In other words, with no other modifiers in effect, a group consisting of a value of 2000 would retreat (or be destroyed) before they were able to overtake a population center with a 2000 defensive value. However, not all population centers with equal defensive values are the

same. (A population center's entire defensive value must be overcome they do <u>not</u> retreat.) In general, population centers located in mountains, forest or islands (sea) are somewhat more difficult to overcome than are those in other terrain types (ie- they begin with somewhat higher defensive values). Attacks on population centers typically cause permanent damage to its defensive value, production, and population.

Groups may not use the "Defend" order and attack a population center in the same turn: a group which has chosen to defend a position is not in position to attack a population center. Thus a group which intends to attack a population center must either attack or ignore (thereby risking being surprised by an attack launched by the ignored group) any groups which may be seeking to defend the population center (by engaging its would-be attackers).

Groups which have retreated from group combat are not able to engage in population center activities or to investigate unusual sightings. It is assumed that in the act of retreating, the group was forced to give up its position needed to engage in these activities.

Groups may attack a population center outright, in order to directly overcome its defenses, or it may attempt to lay <u>siege</u> to the population center. In order to win a population center through siege, the same group must successfully execute the siege order each of three consecutive months.

In order to successfully execute a siege a group must possess a "Combat value vs. Population Centers" rating on its Status Update greater than the defensive value of the population center. If in any month of the siege this rating falls below the defensive value, the siege is broken.

Only one group from any kingdom may assume a "siege position": only one group may lay siege to a population center.

If the population center under siege is controlled, the controlling king may order the defensive capability of the center to be increased (if resources allow) in an effort to break the siege.

If a sieging group is attacked by a relieving force and retreats from group to group combat or moves, the siege is broken.

A population center under siege will produce only 50% of its normal monthly production for that season when under the first month of siege. In the second month under siege, no production for that center will accrue to the king. In the third month, if the siege effort is successful, the production will go to the new controlling kingdom.

A player ordering an attack may specify the severity of the attack, and the extent to which the leaders will accept casualties before ordering a retreat. Acceptable casualty levels vary greatly from kingdom to kingdom. There are three numbered options:

(1) Probing Attack. Initiate combat, retreat if significant resistance is encountered.

(2) Standard Battle Plan. The group will make a good effort to defeat its enemy, retreating only if casualties become high.

(3) Determined Attack.   The group will use all available means to win the battle, retreating only when losses become excessive.

Likewise, a player defending against a possible attack has three options in his defensive plan:

(1) Organized Withdrawal.   The group will begin to retreat shortly after battle is initiated. Hold position only if it appears the attacker is about to break off.

(2) Stand and Defend.   The group will assume a good defensive posture and attempt to hold its ground.   Only if casualties run high will a retreat be ordered.

(3) Hold at All Costs.   Retreat only if it appears the group is about to be routed.

The player indicates this tactical selection in column "C" of the Turn Input Sheet. If no selection is made, the program utilizes a default selection selected for that kingdom based on the kingdom's historical tendencies.

It is quite possible that a group may receive many more casualties than planned via the tactical selection.   This is especially likely to happen when a group faces a much superior foe. In such cases a group may be completely destroyed before being able to successfully withdraw.

Retreat is a difficult maneuver. Those kingdoms with more rigorous training, superior leader, (or fast horses) are more adept at retreating without sustaining many further casualties.   In any case, a retreating force can always expect to obtain some additional casualties in order to retreat without routing (being effectively destroyed).

Each combat a group engages in lowers its ability to meet its next opponent due to organizational losses and positional changes. In game terms, each previous combat lowers the final combat ability of the group by 15%.

Each group which attacks does so independently of all other groups which may be involved in the fray.   The program will, in the case of the presence of many groups in the same area all ordering attacks, randomly select the first two combating groups.   Their attack will be resolved and all resulting changes reflected in each group before the next battle shall begin.

The Commands document affords players the opportunity to select one of two order numbers for attacking, in order to allow better planning as to the execution of a coordinated attack by two groups of the same kingdom or allied kingdoms against a single opposing group. This option also facilitates the military "feint"maneuver, and allows a player with two groups in the area to operate a rear guard action, by having one group attack and the second retreat using the "Organized Withdrawal" tactical selection. A group which uses the withdrawal tactical selection may retreat before combat is initiated if its would-be attacker has already been engaged in combat once before during that turn.   These options greatly expand the player's tactical considerations when ordering attacks and organizing groups.   Remember however that each attack is independent of the others: it is very possible a single attack by one large group would succeed where two attacks by smaller groups would each fail!

A group may attack or be attacked more than once per turn.   However, it may launch only one

attack against any one target per turn. For example, if the 1st Barbarian is in the same area as the 2nd Red Dragon and the 3rd Red Dragon, it may attack one, both, or neither.   It may not attack the same group twice. Each time a group attacks or is attacked it is at a 15% (cumulative) disadvantage in meeting the next opponent, due to its having positioned itself to meet the previous foe.

Certain kingdoms have a special ability, usually in a single terrain, called Evasion, which allows them to avoid combat. The Elves in the forest and the Dwarves in the mountains are two examples.

Each attack (or prepared defense) requires a separate order on the Turn Input Sheet.

A group which is attacked and has itself not ordered an attack or defense against the attacking group is considered to be <u>surprised</u>, and fights at a 20% penalty to its "normal" value. Normally a king is informed of all encounters on the Status Update, so surprise would only occur as a result of oversight, magic, or perhaps betrayal. It is possible that a king will <u>not</u> be appraised of an ensuing encounter, however, such as through the provisions of ambush (see the detailed orders section of the rules).

There also is an order available to all kingdoms called Entrenchment. This can be useful if the player suspects an ambushing or invisible group that he hasn't identified is in the area of his group.

      a. An inactive position that is attacked is treated as Entrenched, not Surprised.   All inactive groups are always considered Entrenched.

      b. An active position may issue Entrenchment.   Order #121, Column A is Group ID.

      c. Entrenchment is 90% of defense (and no defensive bonus)

      d. The Entrenchment group does not have to specify an enemy group – entrenchment works against all groups for the turn.

      e. Retreat is at Tactic 2.

      f. Group issuing Entrenchment loses 5 points morale.

      g. A Group issuing Entrench may not attack any group or PC, investigate a sighting or use Parlay, or Diplomacy.

If a group is made "Inactive" by an opposing group then any artifacts that were in the possession of the group that has now become "Inactive" will become the property of the opposing group unless there is an alignment problem.

22. SEA PATROL

A king may order his navy in a given sea to conduct sea patrol operations.   The navy will attempt to locate any other fleets in the sea, and if they are non-allied, engage them in naval combat.

The navy on sea patrol will engage the first non-allied fleet it encounters. After a naval battle, the surviving ships of the fleet on patrol will return to its port which is not physically located on the map.   (In Second Cycle if the fleet encounters another fleet on sea patrol which it outnumbers in fleets by a 3 to 1 or greater margin, the battle will be fought and the larger fleet will remain on sea patrol, rather than returning to its port).

No specific movement instructions are required for sea patrol.   If a non-allied fleet is also on sea patrol in that sea a battle will result, after which surviving ships of both fleets return to port.   If a non-allied fleet is attempting to transport troops over an area in that sea, there is a 70% chance the patrol will encounter and engage the transporting fleet (otherwise the transport fleet crosses uninterrupted). Troops aboard the transport fleet have no effect on the combat. Only quantity of ships, naval quality, and leaders impact naval engagements.

A fleet transporting troops which sustains losses to its fleet will suffer losses to the troops, and possibly figures, aboard in proportion to those fleet losses (eg- assume a kingdom with 2 ships in a given sea is transporting two brigades. If the fleet suffers losses which reduce its quantity to 1, a brigade of troops are lost as well).

Surviving ships of a transporting fleet will continue their scheduled movement and can be engaged again only one more time by any other sea patrol that month.

Note- Naval engagements caused by sea patrol are conducted immediately, unlike all other types of combat which occur near the beginning of the turn following the encounter. Therefore, no tactical selection is made on the Turn Input Sheet for sea patrol missions.

It is possible that two fleets each transporting troops may end their turns at sea in the same area. In this case the encounter will be reported as usual on the Status Update, and a naval battle may ensue on the following turn in the group to group combat phase of the turn.

23. MAGIC

Every kingdom has the potential to employ magic.   There is, however, a great range of degree to which it can be utilized.   Certain kingdoms are much more proficient in the arcane arts: having studied the mysterious ways of magic for centuries, than are others, whose experience may be limited to an occasional dabbler in the ways of wizards.

Each player receives with his Kingdom Dossier a section showing the magical potential and cost of research per level of power.   The "potential" indicates the highest power level a wizard of that kingdom may be certain of obtaining. For example if a player's setup information indicates his kingdom has a magical potential of Power Level 2, at a cost of 10,000 per level, the cost to that player of advancing an existing Power-1 Wizard to Power-2 through research would be 20,000 (10,000 * 2).

A player may elect to have a wizard attempt to research a power level which exceeds his stated magic potential limit. This is a risky endeavor wherein the research cost is incurred and the wizard may or may not (50% chance for first level beyond assured, much less thereafter) advance to a level above the kingdom's stated potential.

In addition, there exists certain magical artifacts which improve a wizard's potential, battles, and many aspects of game play.   These magical items are desired by all kingdoms.

Each kingdom begins the campaign with at least one adept.   A few begin with genuine wizards. An adept is an individual who demonstrates a certain precocity in matters arcane.   At present, his

only spell capabilities are to make himself invisible or actively participate in an Unusual Encounter (see the detailed orders section), but can in no way benefit his group in normal battles. However, it is the adept who has the potential of rising to wizard status, and thus unlocking the world of the arcane to his kingdom.   If a king has no wizards and no adepts, it may not learn the secrets of magic: therefore, adepts are of much importance to some kings. Adepts may not be recruited.

- Although an adept shows promise of advancing to wizard status, this escalation is not guaranteed. An adept becomes a wizard by completing the "Rite of the Magi", an esoteric experience the success of which is uncertain. The "Rite of the Magi" is one of the orders a player may select from. If the adept is unsuccessful (success rates average 70%) the resource cost is still consumed, and the adept (if he survives the experience) may try again in a future turn.
- If an adept successfully completes the Rite of the Magi (Order-800), he will become a Power-1 wizard, and the player will receive the spell list appropriate for Power-1 wizards of that kingdom. Each time a kingdom has a wizard successfully advance to a new level, the player will receive a new spell list.   The Order-799 is used to advance all Wizards of Power-1 or greater. This is included with your Level-1 Spell List.

Normally a wizard may select one spell from his list to cast per turn.

Spell lists are not generic: they vary significantly by kingdom.

Magic may affect virtually any element of play. Many of these effects are not hinted at in the rules. If a result occurs which seems strange or unexpected, players should ponder whether magic may have played a part.

24. TRADE

Players may trade gold for food, artifacts, or hostages.

The players themselves determine the terms of their trade through prior communications. When they wish to consummate their trade, each must submit the appropriate order on his Turn Input Sheet, indicating the terms.

There are two types of trading: bilateral and unilateral.

A bilateral trade will be successfully completed if:
1. Each kingdom submits the proper trade order,
2. Each indicates terms compatible with the other's trade order,
3. Each has in their position at that moment the quantity of the resource they are offering to trade.

Most kingdoms will find they can benefit significantly by finding a reliable partner in commerce.

A unilateral trade requires only that the king who is "gifting" either food and/or gold has the quantity he indicates on his Turn Input Sheet on hand at the moment trade orders are executed. The amounts indicated will then automatically accrue to the beneficiary, and be deducted from the ordering king's available quantity. Unilateral trades are frequently made to "repay a favor", to

influence High Council members, or as extortion payments to blackmailers.

25. SEASONS

The scenario begins at the Summer Solstice of the Year 1101. The first turn will be Late Summer. This change was made to better balance the seasonal effects which formerly favored the Northern kingdoms. Although the south will be immediately subject to one month of hardship, they will then enjoy nine months of prosperity, while the north will experience difficulty beginning on turn 5.

REGIONS 1-6		REGIONS 7-10		
SEASON	**FOOD**	**GOLD**	**FOOD**	**GOLD**
SPRING	100%	100%	100%	100%
SUMMER	100%	100%	25%	50%
AUTUMN	100%	100%	100%	100%
WINTER	25%	50%	100%	100%

26. THE EARLY STRATEGIC OBJECTIVE

The Early Strategic Objective (ESO) is a strategic element of Alamaze that requires significant planning to achieve and may only be claimed on Turn 10, or Turn 15 (if not accomplished and claimed on Turn 10). Achieving the Early Strategic Objective (ESO) can be an important accomplishment for each kingdom, raising its strategic profile and its chances for ultimate victory.

Only on Turn 1 Command Submission: Each player determines the specific Early Objectives for his kingdom to achieve from a fairly comprehensive list of alternatives on Turn 1 via Order #991.   This does count against the Influence based limit on the number of orders.   Several objectives must each be achieved in order to achieve the Early Strategic Objective.   Players determine whether to pursue the easier to achieve Lesser ESO, or gamble more and go for the Greater ESO.   These objectives are shown below.   Beyond choosing the Objectives, players also later choose their specific Rewards for achieving their ESO, on Turn 10 and/or Turn 15.

Players who do not make a Turn 1 submission of their ESO objectives are assigned a default selection as detailed at the end of the Objectives section.

THE OBJECTIVES:
Each kingdom will have several chosen objectives to achieve by the end of Turn 10, or if not, on Turn 15.   Goals vary and can include controlling certain territorial possessions, having characters in various classes of respectable level, economic development, magic development, achieving more than does an arch enemy, and other goals.

Code:	Points:	Quality:	Category:
			Territorial:
T1	2	Major	Control a region
T2	2	Major	Substantial & significant in regions
T3	2	Major	Two cities in 2 different regions
T4	1	Minor	Substantial in a region

T5	1	Minor	Significant in 2 regions
T6	1	Minor	Control Avalon

Political:

P1	2	Major	Influence of 17+ & 2 Princes
P2	2	Major	High Council & Tolerant or better in 6 regions
P3	1	Minor	High Council & Influence 15+
P4	1	Minor	Friendly in 3 Regions
P5	1	Minor	3 emissaries Duke + excluding Demon Prince and Consul

Adventure:

A1	2	Major	Recover 3 artifacts from Unusual Sightings
A2	2	Major	7 prisoners
A3	1	Minor	Control 2 artifacts
A4	1	Minor	4 prisoners
A5	1	Minor	Warlord

Development:

D1	2	Major	3+ L10+ Agents
D2	2	Major	3+ Power 5 Wizards
D3	2	Minor	3+ Marshals
D4	1	Minor	Total 7+ Fleets in 2+ Seas
D5	1	Minor	PC with > 35k defense or gold production
D6	1	Minor	2 L7+ Agents or Fanatics
D7	1	Minor	2 Power 4+ Wizards
D8	1	Minor	6 Generals+

Players choose their objectives within certain guidelines.   **Here is the method**:

1. On Turn 1, choose your objectives by entering the corresponding codes in Columns A – D as needed on your Turn Input Sheet by issuing order #991 and identifying specific ESO's.   It is possible only Columns A and B need be completed for choosing the Lesser ESO and with one objective a major (2 point) objective.   Completing through Column D would only be necessary if the player chooses 1 Major and 3 minor objectives in pursuit of the Greater ESO from the four available categories in pursuit of a Greater ESO, or four minor objectives to achieve a Lesser ESO.
2. Make only one selection from any one category (example: one only from "Territory").
3. Each objective is worth either 1 or 2 points toward your ESO.   Choose from 2 to 4 categories and from 3 to 5 total points. 3 and 4 points achieved provide the Lesser Strategic Objective rewards, 5 points achieved are needed for the Greater Strategic Objective.
4. Selecting 5 points of Objectives and so the Greater ESO rewards means only the Greater ESO can be claimed. Selecting 3 or 4 points of achievement mean only the Lesser ESO can be claimed, by achieving at least 3 of the points:
5. One of the selections must be from the Territory Objective category.

Example 1:   Player enters order #991 on his turn input sheet and chooses his Territory Objective of having Substantial Influence in one region and so places T4 (code T4) in column A.   This provides one point.   He chooses a major objective in the Political Objective of having 2 or more Prince or Princesses and Influence of at least 17 (code P1) and enters P1 in column B.   This provides two points, for a total of 3 so far.   Because he can choose to have 4 points of objectives but needs only accomplish 3 to achieve the Lesser ESO, he also selects from the Adventure category, code A5, which requires having a Warlord and is a minor (1 point) objective, and so puts A5 in column C.   Of the 4 possible points, he must achieve 3 to gain the rewards of the Lesser ESO he

has effectively chosen.

The player completes his ESO objectives on the Turn Input Sheet of Turn 1 by entering:
991   T4   P1   A5

Example 2:   The player in this case goes for the Greater ESO by selecting Objectives worth 5 points.   He chooses a major objective (2 points) from Territory (could have selected a Major from any category), and a minor objective each from the other three categories: Political, Adventure, and Development, so for 2+1+1+1 = 5 which is required for the Greater ESO.   There is no room for falling short – all must be achieved or there is no ESO award.   If achieved, the player will have accomplished the Greater ESO and have 5 points of Reward.   His specific choices for the Early Strategic objective of his kingdom result in this submission on Turn 1:
991   T1   P4   A3   D5

Players choose as described above from the following possibilities.   Again, only one objective from any one category, and one objective must be **Territorial**.

Default Selection.   A player who does not make a selection on Turn 1, or who makes an invalid selection will be assigned the default selection which is:

T1	2	Major	Control a region
P5	1	Minor	3 emissaries Duke + excluding Demon Prince and Consul

Success in which leads to accomplishment of the Lesser ESO.

REWARDS

Players may choose to pursue either the Greater ESO or the Lesser ESO when they choose their Objectives via Order #991 on Turn 1 (see above).   Achieving the Greater ESO provides 5 reward points. The Lesser ESO provides 3 reward points.   A player who selects the Greater ESO in his Objectives must achieve those objectives: he cannot fall short and request rewards for the Lesser ESO.

Like the Requirements, the Rewards of achieving the Early Strategic Objective vary significantly, and are chosen by the player for his kingdom on Turn 10 if the player feels he has achieved his Objectives, or on Turn 15 if not claimed on Turn 10 and the player believes he has achieved them.

Players submit their claim for Rewards via order #992, Request ESO Rewards.   Players place the codes for the Rewards they are selecting in Columns A – E, as needed.

Unlike with the selection of Objective, up to 2 of the same code may be entered.   Example: By entering code I1 in columns A and B for order #992 entered on Turn 10 or Turn 15 (if not already achieved on Turn 10), 2 points of influence total are sought.   A third I1 entered in column C is illegal, and will result in the 3rd instance of the reward not being granted.   Kingdom specific rewards (e.g.: Red Dragon brigade or Demon Prince character) are only for those kingdoms that otherwise have access to them.

Code	Points	Reward
G1	1	20000 gold
B1	1	Kingdom brigade except RD or GI brigades (see K2)
I1	1	Point of Influence
N1	1	Baron
L4	1	Level 4 Agent

W1	1	Adept
C1	1	General
B2	2	Red Dragon or Giant brigade (RD and GI kingdoms only)
N2	2	Duke
L7	2	Level 7 Agent
W2	2	Power 1 Wizard
C2	2	Marshal
W3	3	Power 2 Wizard
S1	3	Demon Prince (Demon Prince kingdom only)
S2	3	Ancient Consul (Ancient Ones kingdom only)

A player may only claim his Rewards by making valid selections via Order #992 on Turn 10 or on Turn 15, (if not accomplished on Turn 10. Rewards are only granted once.)

Players should view the E.S.O. as a worthwhile goal, but should in no way be demoralized if they cannot achieve it. Most items that will be received will be placed at the capital; if there are items that belong with a group they will be placed with the kingdom's first group; there must be slots available for any figures (leaders/wizards) and/or troops or these items will be lost.

27. STANDING ORDERS

Players are able to issue certain orders in such a way that the order will be automatically repeated each turn until canceled by the player. These are referred to as "standing orders". Standing orders do not count against the order limitation imposed by the level of the king's influence.

Each king may issue three standing orders (in 2nd Cycle four). In addition, a player may issue an additional two (in 2nd Cycle three) standing orders for each region he controls. Thus a player in control of two regions could issue up to seven (ten in 2nd Cycle) standing orders. When regional control is lost, the appropriate number of standing orders will be removed by the program the following turn.

It is important a player remember which standing orders have been given, and that any emissary and resources involved in that order will be occupied by the standing order until it is canceled. The act of canceling a standing order is a separate order from initiating standing orders, so thought should be given as to how standing orders will be issued.

The initiating or terminating of a standing order does count as an order under the king's influence limitation, takes effect immediately, as do all new orders.

28. THE GAME CYCLE

In ALAMAZE, the turn cycle varies based on the game setup specifics. In general, a turn will be at maximum four days, faster games may have a shorter cycle, and games may process ahead of the maximum time allowed if all players indicate they are ready, by having submitted their commands for the turn. Each turn all players are forwarded a Status Update, which details the results of actions taken when completing the Turn Input Sheet, and other events dictated by the

current campaign situation.

The Status Update will always specify the time and date due (the date by which the player's next Turn Input Sheet must have been received by ENLIGHTENED AGE in order to be processed). Players should always get their Turn Input Sheet submitted well before the deadline, to avoid the risk of missing a turn. All active players will receive a Status Update (and incur the turn fee) each turn even if the Turn Input Sheet was late arriving and therefore not processed. Production will occur and standing orders will be executed even without new orders being received.

29. STATUS POINTS

Status Points represent a bench mark to the player of his successes during various points in the campaign. At the end of every six turns and at the campaign's conclusion, the program will award the appropriate status points to each player based on the existing campaign situation. 25% of the status points earned at a status update are permanent as are 100% of those awarded at the campaign's conclusion.

Category	Objective	Interim	Final
Regional Control	Control	250	1000
	Substantial	100	400
	Significant	50	200
Military	Warlord	100	400
	Marshal	50	200
	Group with > 70k vs. PC	100	400
	Group with > 50k vs. PC	50	200
Magic	P7+ Wizard	100	400
	P5-P6 Wizard	50	200
	Superior Artifact	75	300
	Excellent Artifact	50	200
	Fine Artifact	25	100
Political	Influence 20+	100	400
	Influence 17-19	50	200
	High Council	50	200
	Per active king declaring Enemy	200	400
	Per Ally declared	-100	-400
Covert	L11+ Agent or Fanatic	100	400
	L8-L10 Agent or Fanatic	50	200
	Prisoners	variable	variable
Economic	Gold Production of 150k+	100	400
	Food Production of 100k+	100	400
Citizenship	Active end of T12	200	
	Active end of T18	300	
	Active end of T24	400	
	Active Game End		1000
Victory	Standard Victory	na	5000
	Secret Victory		3000

There are many formats in Alamaze and some restrict the kinds of victories that can be claimed in a given campaign.   The kinds of victory are:

The Rex.   Any player will win the campaign if at the conclusion of any game turn he controls any <u>four regions</u> of Alamaze.   This is referred to as the Standard Victory Condition.   A Victory Check order is required by the player to queue the program to check for victory.

Team Victory.   In some games of <u>ALAMAZE</u>, there are provisions for team victories.   A team consists of three kingdoms, matched at the campaign's outset.   A team victory is accomplished when all active members of the team request a <u>Team Victory Check</u> in a turn in which between them the active Kings control <u>six</u> regions of Alamaze.

The Lion's Share.   In any game in which no player, team, or epic side has achieved the victory conditions by the end of turn 40, the campaign's winner will be the player, or epic side with the greatest Status Point accumulation.

Survival of the Fittest.   The Five Player Rule takes affect if a campaign is down to five active kingdoms. When this rule is enacted you will be notified that your game will end in two turns. You will receive results for the turn stated.

Secret Victory.   Most 12 and 15 player games provide for victory via Secret Victory condition, although some are Rex-only victory (control 4 regions).   A player will achieve victory if at the conclusion of any game turn he fulfills the requirements of his secret victory condition, and he claims the victory by ordering a <u>Secret Victory Check</u>.   The requirements of this victory condition are known (at least initially) only to the player controlling that kingdom.   Players select their own Secret Victory Conditions as described below.

Players select their own Secret Victory Conditions as part of their Turn 1 order submissions by including Order #993 with the chosen codes for Conditions selected in columns A - C.   In making this selection, they substantially control their strategic approach to the campaign.

Method:
1. Players select 3 different Secret Victory Conditions to accomplish from 8 categories when they submit their Turn 1 orders.   Accomplishing all three conditions any time after Turn 15 results in the player achieving Secret Victory <u>if</u> he submits an order to check for Secret Victory and has in fact accomplished and maintains all three objectives as of the end of that turn.
2. Players enter order #993 on Turn 1 and complete columns A – C in order to select their specific SVC's.   Each condition has a two character code (example: 1A is the code for the Territory category (1) and A is the condition of Control 3 regions).   Players enter these codes into columns A – C.   This order counts as one of the Turn 1 orders toward the order limitation.
3. Players who do not enter order #993 on Turn 1 will be assigned a default set of Secret Victory Conditions shown later in this section.
4. Each player <u>must</u> choose one of the *Territory* objectives, along with two others from two different Victory Condition categories.
5. Starting with Turn 16 a player may submit an order #995 if he feels he will have accomplished all three Conditions as of the end of that turn.   By doing so, he is claiming victory and if successful, will be the Victor and the campaign will end.

Secret Victory Conditions: Three Conditions must be chosen from 3 different Categories. For example, "Territory" is a Category and "Control 3 Regions" is a Condition. Only one Condition can be selected from any one Category, and one of the Categories chosen must be the Territory category.

The *Victory* Condition Categories and specific Conditions:

1. *Territory (one Condition must be from this category)*
   A. Control 3 regions;
   B. Be Substantial in 3 regions and Significant in 2;
   C. Control 5 cities and 15 towns.

2. *Power*
   A. Have 3 Warlords (note – promotion to Warlord will be more difficult than currently);
   B. Have a group with attack value vs. PC > 125k;
   C. Have 10 leaders of general or greater rank.

3. *Influence*
   A. Influence of 22+;
   B. 3 Princes(s), not Demon Princes or Consuls, and on the High Council;
   C. 2 Dukes and 3 Counts or higher emissaries not including the King (or Consuls or Demon Princes) and on the High Council

4. *Magic*
   A. A Power 8 and a Power 6 wizard;
   B. Four Power 6 wizards;
   C. Two wizard artifacts and 4 other artifacts and a Power 6 wizard

5. *Naval Power*
   A. 6+ fleets in each of 2 seas of quality 12+;
   B. 12 fleets in one sea of quality 14+;
   C. 2+ fleets in all seas of quality 12+.

6. *Esoteric*
   A. 4 artifacts of any one class;
   B. 10 artifacts;
   C. 2 Quest artifacts (Require a Key to obtain: Ring of Power, Gem of Planes, Elan Flame of the North, Staff of the Great Orator).

7. *Rivalry*
   A. Control > regions than the natural enemy (not available if a kingdom has no natural enemy);
   B. On the High Council and kingdom's natural enemy is not, and Influence is > natural enemy (not available if kingdom has no natural enemy);
   C. Hold 3+ prisoners of the kingdom's natural enemy of Governor rank or above.

8. *Covert*
   A. Have three or more Level 12 or higher agents or fanatics;
   B. Have ten or more Level 4 or higher level agents;
   C. Have 7 prisoners of Level 3 or higher or of Governor rank or higher in any combination

<u>Default Secret Victory Conditions</u>.   A player who does not make his SVC selections on Turn 1, or who makes an invalid selection will be assigned the default selection which is:

1A: Control 3 Regions;
2A: Have 3 Warlords;
3A: Have Influence of 22+

<u>Example Secret Victory Conditions Submission </u>(must be on Turn 1):

#	A	B	C	D	E
993	1A	5B	8C		

Any VICTORY check that is unsuccessful will be announced to all kingdoms within the game. Any kingdom that fails it's Victory check will suffer a .5 reduction in Influence.

31. INTERPLAYER COMMUNICATION

Players will find success in <u>ALAMAZE </u>depends on many skills, not the least of which is interplayer communication.   It is unlikely a king could prevail without some assistance from others along the way. In addition, most kings will find trade with others vital to maintaining or improving their realm's economic position.

Players may exchange messages through that section on the turn input sheet.

Players are asked to refrain from wording messages which might be interpreted as personally insulting in any way.   Players should maintain a chivalrous manner (if not intent) in wording messages to be sent by the company.

32. THE TURN INPUT SHEET

Alamaze uses a web-based order input method that has the added utility of an order checker that eliminates most errors players would otherwise make without its checking for syntax and it recognizes the location and names, etc., of the player's assets. Players, once in an active game, submit their orders by accessing the form at http://fallofromegame.com/alamazeorders/.

In the second part of these rules (The Commands document) the exact information required on the Turn Input Sheet for each order is explained. Players must be precise in completing the Turn Input Sheet. For example, if the Westmen King wishes to move his 4th Westmen group using Order #720 and the order calls for the <u>Group I.D. #</u> to be placed in <u>Column A</u>, the player <u>must</u> place <u>4WE</u> in the column, <u>not 4th Westmen</u>.

The sequence in which a player lists his orders on the Turn Input Sheet is of no significance, other than that orders listed in excess of those allowed due to the level of the king's influence will be ignored.   Orders are processed in the sequence listed in the SEQUENCE OF EVENTS section of the rules, ie, by Order #.

33. Forum and Support

Players can get support in a variety of ways. Technical questions should be addressed via email to support@alamaze.co. General questions on game play and tactics should be posted on our forum at http://kingdomsofarcania.net/forum/. The player community is friendly, helpful, and active. As of November, 2014, our forum at 18 months old, has about 1000 posts per month. Also players in a game assist one another directly through email.

Players <u>must</u> register for the forum as that is the only way to reserve a position in a new game. Post your request for an unselected kingdom on the thread for the game then forming on the forum in the section "Alamaze New Game Sign-Up!" Besides signing up for a position, the forum has many player resources including these rules and supplemental charts, also available on the Alamaze website at www.alamaze.co (not .com), as well as all kinds of discussion.

34. Conclusion

The General Rules are comprehensive as is, and so various other reference materials and sources of help are also available beyond this document. Of course, The Commands are the companion piece to the General Rules. Beyond that, a great source for help is the Alamaze Forum. You'll also find most experienced players in game are more than willing to help a newer player understand the game and assist with any difficulties.

Very well, Sire. Your Kingdom awaits your first commands!