STRENGTH & HONOUR

CAMPAIGN MODE WALKTHROUGH

Note: This walkthrough was prepared for the beta version of *Strength & Honour*, and may not work exactly as written for other versions of the game. Even if used with another version, however it should provide the user with a good introduction to the basic elements of campaign mode. Contact Magitech (magitech@ezgame.com) if you would like to receive a more recent version of the game, or if you have any questions.

PART 1: GETTING STARTED

1. From the main menu, click "New Campaign."

2. From New Campaign Mode, select "Grand Campaign" in the top left of the screen

3. The portraits of the leaders of the playable nations will appear. Select Ptolemy IV, the leader of Egypt (lowest portrait on the left side of the screen).

4. Click the check mark to continue on to Campaign Mode.

Your campaign will begin with the screen centered on your capital city, Alexandria. Notice that because it is the capital city, it has a large green flag (as opposed to the smaller flags on top of less important cities). To scroll around, left-click on the mini-map (A) and drag the mouse to the sides of the screen, or right-click somewhere on the main world map (B). To adjust the zoom level, use the mouse wheel or hit the magnifying glass buttons to the right of the mini-map on the panel (C). To re-center the screen on Alexandria at any time, simply click on the small green Egyptian flag on the right side of the control panel (D).

PART 2: BUILDING AN ARMY

There are two types of armies in *Strength & Honour*: imperial armies (controlled by the central government), and city-based armies (controlled by the government of the city that created them). The distinction is especially important when a city rebels—breaking off into a new nation and taking its armies with it. Under normal circumstances, the player can control armies of either type.

Our first army will be city-based. To build it, we must choose a city and pop up its management screen.

1. Re-center the screen on Alexandria by clicking on the small green flag on the right side of the control panel.

2. Click on the large green flag on top of the city of Alexandria. A brief city info dialog will appear, with a check box in its bottom right corner.

3. Click the check box. The city management screen will appear. On the bottom right of the screen you will see an axe lying on a table.

4. Click on the axe to pop up the city personnel panel. On the right hand side of the city personnel panel, you will see the government and available generals in the city of Alexandria. On the table at the bottom of the screen you will see two gold statues, one of a boat (A) and one of a soldier (B).
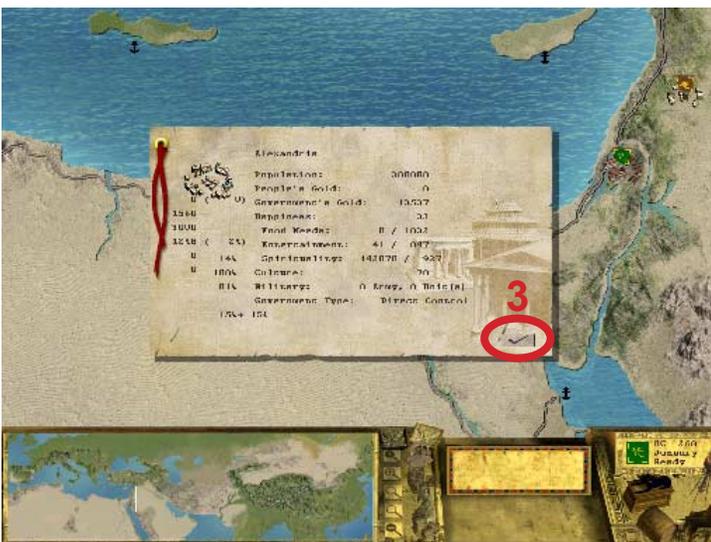
5. Click on the soldier statue. You have now created an army (C). The slots on the upper left portion of the screen (D) hold the portraits of all of the generals in the army. The army is initially empty.

6. Drag each of the four available generals in the city onto the army slots. Your army now has four generals. It might be better to fill it up a little more. To do so, let's recruit more generals.

7. Hit the "Recruit New General" button. The personal info dialog of your new general will appear. This dialog can be called up for any general by right-clicking on that general's portrait.

8. Let's change our new general's division type:

    i. Click on the flag button on the bottom left of the personal info dialog. The recruitment tab will drop down below the personal info dialog. Six buttons are laid out in a row along the top of the recruitment tab. These buttons indicate the selected division type and are ordered as follows: Heavy Infantry, Light Infantry, Archers, Cavalry, Elephants and Navy. Initially, Light Infantry is selected. Also notice the unit count, and the slider below it. This slider allows you to change the number of actual units allocated to this general.

    ii. Click on the Heavy Infantry button to change your general's division type to heavy infantry.

    iii. Click the check box on the bottom right of the recruitment tab.

    iv. Click anywhere on the personal info dialog to make this info disappear.

9. Recruit three more generals in the same way, changing two of them to heavy infantry and one of them to archers.

10. Drag these new generals into your army. Your army now has a number of generals, but most of these generals probably have very few troops. Under the army slots, there are three buttons. The left-most of these, the "max-fill" button, will automatically take soldiers from the city's inventory and assign them to the generals of your army (up to the maximum capacity of each of your generals or until the city's inventory runs out).

11. Click the max-fill button. You have now built an army.

12. Exit from the city management screen by clicking on the exit door located near the bottom right corner of the screen.

The army you have built will now be visible on top of Alexandria. You can highlight the army and view some of its information by left-clicking on it. At the beginning of every turn, each army has a pre-defined number of "movement points" it can use to move around the world. A newly created army has no movement points, so it cannot move until at least one turn has passed.

PART 3: ENDING YOUR TURN

When you end your turn, all other nations will have a chance to move. World events such as rebellions, and riots might also take place. Once all other nations have had their turn, control will come back to you. To move to the next turn, click on the "End Turn" button—the throne statue in the bottom right corner of the control panel.

PART 4: MOVING AND ATTACKING WITH YOUR ARMY

When you first click on an army, a green and/or black line will be drawn to the mouse cursor. The green line (A) shows how far the army can move in the current turn, and the black line (B) shows its final destination. When you're happy with your destination, you can left-click the mouse and the army will begin to move there (although it may take several turns for it to arrive if part of the line was black). If you don't want to give the army a new destination, you can right-click the mouse to cancel the move order. The destination can be changed at any time.
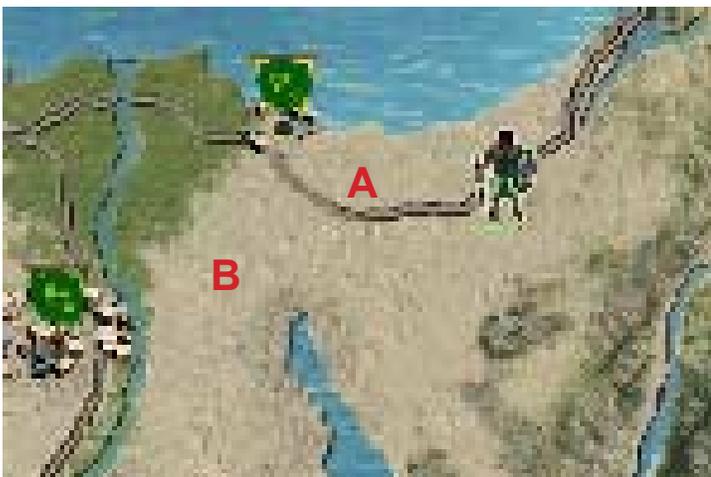
The distance an army can move has a lot to do with the type of terrain it is trying to move on. Moving on roads is faster than moving through a forest or mountains, for example.

In order to attack a city, you must move your army close to it. We will begin by attempting to conquer a Persian (brown) city.

1. Click on your army to select it.

2. Drag your mouse to Damascus, the only Persian city visible when the screen is centered on Alexandria, and left-click. Your army will move as far as it can this turn toward Damascus.

3. Click the "End Turn" button to move to the next turn.

4. Repeatedly click End Turn until your army reaches Damascus. You may be offered a treaty by the Persians. If so, refuse it by clicking on the 'x' (or else you won't be able to attack them any more!).

Once your army gets close enough to Damascus, a dialog will appear to tell you that your forces have engaged the enemy, and to ask you if you would like to command the battle personally. If you would like to go to Battle Mode and command the battle yourself, click the checkmark, otherwise click the 'x' and the computer will simulate the battle for you.

If all goes well on the battlefield, your army will emerge victorious, and Damascus will fall to Egypt. Otherwise, you will have to build a new army and attack the city again. If you attack the same city continuously, you will wear down its defenses and it will fall. However, your own cities have a limited inventory of soldiers which does not necessarily regenerate quickly, so you must use them wisely.

PART 5: SIGNING TREATIES

In order to make decisions that affect the national government, you must enter Palace Mode. We will now attempt to make a peace treaty with Carthage, to avoid fighting on two fronts simultaneously.

1. Click on the palace button (a sphinx statue on the right side of the control panel).
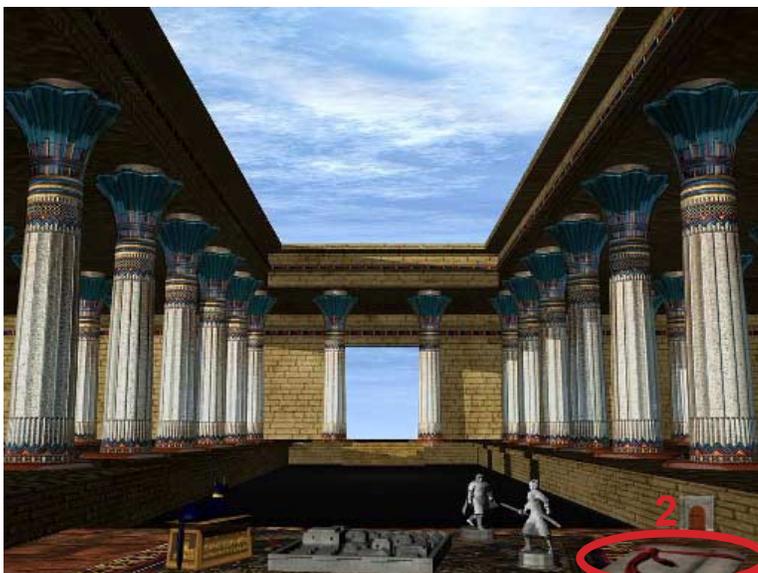
The palace mode screen will now appear. Near the bottom right corner of the screen you will see a document wrapped in a red ribbon.

2. Click on the document.

The mini-flags of all of the nations in the game will appear.

3. Right click on the Carthaginian (blue) flag.
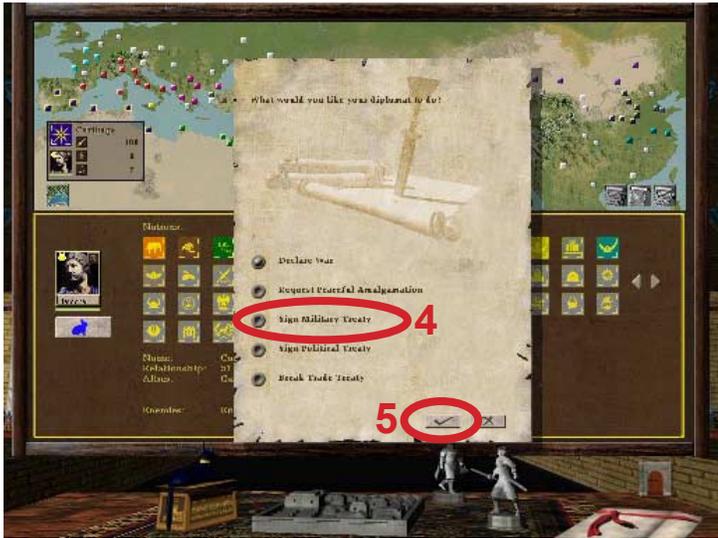
A dialog will pop up asking you what kind of treaty proposal you would like to make to the Carthaginians.

4. Choose "Sign Military Treaty," and click the check box. A confirmation box will appear.

5. Click the check box again. You will now receive a message indicating whether or not your proposal was accepted

PART 6: USING PALACE GUESTS

If your nation's gold inventory is low, you may want to try collecting more taxes from one of your city's. Let's try using a guest to convince the citizens of Hierosolyma to donate more gold to your cause.

1. Click on the guest icon on the lower middle of the screen.

The guest action screen will now appear. You will see a number of portraits with different icons underneath. The guest with a money bag icon underneath his or her portrait is a tax collector.

2. Click on the money bag icon.

Once you click on the money bag you will notice that all the city icons disappear on the world map except for those cities belonging to your nation.

3. Drag and drop the money bay onto the city of Hierosolyme (the second city from the right).

A confirmation box will appear. Click the check box to agree. You will now receive a message indicating whether or not your tax collector was successful. If your action has caused your popularity to change you may also receive another message indicating the change and your current popularity.

PART 6: EXPANSION

You're on your own! A few objectives:

- Use guests in the palace to assassinate or corrupt an enemy ruler or governor. You might also try using guests to assassinate or corrupt personnel who are likely to rebel or defect from your own nation.

- Build one or more imperial armies through the palace.

- Attack and defeat an entire enemy nation by conquering their capital city.

- Create a navy from Alexandria to patrol the seas.

- Promote or demote personnel.

- Develop your cities by constructing new buildings, adjusting tax rates, assigning appropriate personnel for important jobs in each city government (governor, prime minister, military minister, culture minister, economic minister).

- Train personnel by assigning them to appropriate positions. For example, assign your favourite general to be a marshal and have him lead an army into battle. This will increase his/her military leadership skills.

- Monitor your army supplies to ensure your troops stay strong even when far away from home. Use your own armies to block enemy supply lines, starving their soldiers to death.

- Transfer personnel between cities.

- Transfer gold from your central government to small cities to help poorer local governments develop their cities faster.

- Allow some of your cities to control themselves directly to make their governors happy, or use auto-management to make managing them easier.

- Change the behavior of your citizens to match your ruling style by promoting a new philosophy.

- Monitor political parties formed by your governors: governors who are members of a party will band together and either support you or rebel depending on how you treat them.

- Expand your empire!