

Getting started

System requirements

Computer: 1.6 Ghz processor or better.

Operating system: Windows 98, Windows ME, Windows 2000, Windows XP, or Windows Vista.

Memory: 512MB Memory (768MB recommended)

Control: Keyboard and mouse.

Audio: DirectX compatible 16-bit soundcard required.

Video: Hardware accelerated DirectX 9 compatible video card required.

Installing the game

Quit all applications and close all windows on your desktop. Place the BC Kings CD in your CD-ROM drive. Having closed your drive the Installation menu will appear. If the AutoPlay is disabled the menu will not appear, and you will have to execute it manually. To do so, follow these simple instructions:

Double-click on the "My Computer" icon on your desktop, and then double-click on the CD-ROM icon that appears in the newly opened window. Finally double-click "setup.exe" to open the installation menu.

From this point please follow the instructions given by the installation program to accomplish the setup process.

Having the game installed, new options will appear in your Start menu/All programs section.

Installing DirectX

In order to be able to run the BC Kings you need at least DirectX 9.0 installed on your system. If you don't have it, you will have to do it manually. To do so, follow these instructions:

Double-click on the "My Computer" icon on your desktop, and then double-click on the CD-ROM icon that appears in the newly opened window. Double-click on the "DirectX9" directory and launch the "dxsetup.exe" application.

The Game

Player profiles

Whenever you start BC Kings, the first thing you have to do is to select your player's profile. Multiple profiles can be created on the same computer, in order to separate each players' game progress and achievements. If you start BC Kings for the first time, you have to create your first profile. To do so, simply type your name in the textbox at the top, and click on the **Create** button. Any time if you would like to switch to another player, select **Player profiles** in the Main menu.

Main menu

Having your profile selected, you can navigate through the game via the Main menu. From here you can start a new game or load your previously saved progress, adjust game options, or view the Credits.

Start game

In BC Kings, there are different type of games at your disposal. You can play **Solo campaign** or test your strength against your friends in **Multiplayer game** or even beat the computer in **Random game**.

Starting a Campaign

To start a campaign from the **Start game** menu, click on the **Solo campaign** button. There are two campaigns in the game. To make sure you understand the gameplay, first select the **Tutorial** from the campaign combo box. If you feel yourself well trained you might move on to the real action. First you have to select a campaign and a difficulty level from the combo boxes at the top of the screen, and then a map with tables appears. Each tablet represents a scenario, a short "chapter" in the story, you can start any available one by clicking on its corresponding tablet. Every scenario can be replayed at any time. The current state of the available scenarios and the campaign information are stored in your player profile, and need not be saved.

Cut scenes

During your missions and before every scenario, an animated in-game Cut-scene will tell you a part of the story. You can skip these cinematic scenes by pressing the Escape key.

Loading a saved game

You can save your game at any time during a campaign or in the random game. To resume your game, click on the **Load game** button in the Start game menu.

Playing Random-game

From the Start game menu, you can also play a random-game, which is a game against computer opponents. A random-game is unique every time you start. The computer generates the terrain according to your settings;

Map size: Sets the size of the map Medium (128x128) or Large (256x256)

Number of players: How many players will play in the game. The maximum amount of players depends on the given map-size.

Map theme: Decides the terrain patterns are used for the map. There are four available themes; Continental, Winter, Wasteland and Swamp.

Land type: What kind of land should be generated. One big or small island or a land divided by rivers.

Terrain type: What kind of landscape do you need? Flat, hilly, or mountainous?

Resource amount: Sets the resources that can be found on the land, and the players' starting amount of resources.

Difficulty: The difficulty level of the opponent players, from Easy to Hard. These difficulty settings equal to what you can set in the Solo campaign mode.

Weather: Only a visual effect, the weather doesn't affect the game play.

Players and teams: In the right column you can set the color scheme for each player, and the team number they are in. The players which are in the team indicated by the - (subtract) mark will be on their own team and will have no alliance with other players. The players with the same team-number will be allies, and cannot harm each other.

Having set your needed settings click on the **Begin** button to start the battle.

Multi-player game

You can play the BC Kings with your friends on a local area network. Up to four players can play in the same game. For more details about multi-player, see later.

The options menu

The options menu is where you can adjust the video, sound, and game play settings, that suit your hardware and your personal needs. You can access the **Options** menu from the main menu, by clicking on the **Options** button. An option menu can also be accessed from the in-game menu. Keep in mind that some options can only be modified from the main menu, and not from the game, like screen resolution.

Audio options

Here you can modify the volume of the music, sound effects and speech volume of your units.

Video options

Mainly you can set the needed screen resolution and color depth. You can select one from the combo box. Only the default screen resolutions are listed there. You can also click on **Show all modes** button to see all video modes supported by your system. Note that, if you are equipped with a less powerful system, you should choose a lower resolution and/or color quality to increase the performance. If you have a wide screen display, or a monitor with non-standard (4:3) aspect ratio, you can adjust the **Aspect ratio** to make BC Kings looks just fine on your hardware. Note: this option only affects the look of the 3D scenes. The 2D menus and interfaces are still stretched to fit the designed portion of the screen.

Graphic details

Additional graphic settings can also be set in the Video options. These are affecting how BC Kings will look. Turn on unit and building shadows for a more realistic look, or turn them off to increase the visual performance. You can also increase the speed by decreasing the quality of Particles, Weather or Water detail. Some of the settings may be grayed out or invisible if your hardware doesn't support that feature. If you are disturbed by graphical violence you can turn off blood and unit damages here.

Game play options

Mouse scroll: If enabled, the view can be scrolled with both the keyboard and mouse. You only have to move the mouse cursor to the edge of the screen, and the view will scroll to the corresponding direction.

Hoover hint: A tool tip text will appear at the mouse cursor, whenever it's over a Unit or a Building. This can inform you about the type of the Unit/Building and its current Hit point.

Backup overwritten files: If enabled, all the overwritten save-game files will be backed up. The original file will have a **".backup"** extension.

Auto save

For safety reasons, you should turn on the auto save function. If you forget to save when you are exiting, or in case of a power-cut, your game will not be lost. Multiple time intervals can be set, the default value is 3 minutes. So that means the game will generate an automatic save file in every three minutes. The save file **"__Autosave__"** contains the last auto save, and it can also be loaded from the **Load game** screen.

Multi player game

Start game server

One of the players must be dedicated as a host player. This player is going to be the “administrator” of the game. Since all the network communications and synchronizations are handled by the host player, the player with the most powerful computer should be the host to access better performance.

IP-Port: The network port that will be used for TCP/IP communication. This value should not be changed unless you have restrictions on the local network. If so, consult your network administrator.

Player name: You can set a custom name for your player. This is the name of your player profile by default, but in case two or more players had chosen the same name for their profile, you can set a new name to avoid a name-identity conflict. The player name you type in here will not affect your player profile, only the multiplayer game you are about to launch.

Player filter: Filters the available multiplayer maps by the maximum amount of players that can play it.

Maximum allowed players: The maximum this amount of players can participate in the game including the host player.

Available maps: You have to select a map to play. The client players don’t need to have the map on their local computer, since at the beginning the host player transfers the map to all client players. The available map list is filtered according to the player filter setting.

Map preview: Here you can see the selected map, and it’s properties, like: size and the maximum number of supported players.

If you are ready click on **Start server** button.

Join game

If you have one or more host players on a local network, all the other players can join one of them. Entering into the **Join game** menu will automatically search for host players on the network. If it cannot find one (the list-box is empty) you can modify the **IP-Port** value, and click on **Refresh** button. Note: The IP-Port for the host and for the client players must be the same!

In case you found one or more hosts, select one from the list. You cannot connect to a host if it has reached the maximum amount of players or when it has already started the game.

If you found the host player that you needed just click on **Join game** button.

Network game settings

This screen is the same for both host and client player. Here you can finalize your player settings, race, team and color. You have to follow these rules:

Every color setting must be unique, and cannot all players be in the same team. When you are finished click on **Ready** checkbox. All players (including the host player) have to set the **Ready** flag before the host can start the game. When the game is started no more connections are available. If you want to change your player's details, just uncheck the **Ready** flag. If you have something important to tell your friends you can use the chat window at the bottom of the screen. You only have to enter the message in the text-box at the bottom and click on **Send**, or press the **Enter** key.

Mutiplayer in-game options

Within the multiplayer game you can send a message to the other players by pressing the **Enter** key. If the host player leaves the game, all the client players will exit too, since the host player takes care of the game. Pausing a game will pause it for every other player. If you enter the in-game menu, the game will go on, so you can still be attacked while you are for example: setting game options.

Game controls

Using Keyboard and Mouse

During the game, you will spend most of your time by commanding your units. The primary control is the mouse, but all the functions in BC Kings can be accessed by pressing the appropriate hotkey. You can use them to substitute your mouse movements.

Left-Click: To select a Unit or a Building, just click on the object. You have two ways to select a group of units. One way is to hold down the left mouse key and drag a rectangle around the units you would like to select, or double-click on a Unit, and all the ones visible on the screen of the same kind will be selected. You can add or remove Units from the selection by holding down the **Shift** key and click on the needed object. You can also remove a unit from the selection by pressing the **Shift** key and clicking on its icon on the game panel.

Right-Click (auto command): To issue auto-commands to your selected units, press the right mouse key over an object or over a location, and the game will perform the most relevant command to the selected unit or units. The mouse cursor always indicates what kind of command will be issued as auto-command. If you have a building selected, by pressing the right key, you can place the building's rally point. This only applies to the production buildings. Every unit trained in this building will go to this marked point.

Waypoints: To issue multiple moving waypoints hold down the **Shift** key, and Right-Click over a location. Your selected units will move through multiple waypoints, in the order they were marked.

Selecting Idle Unit: Press the . (dot) to select the next idle worker, or the , (coma) key to select the next idle unit (this mean both workers and military units) You can double press the . (dot) key to select all your idle workers. You can track the amount of your idle workers at the top-left corner of the screen. You can also select one by clicking on the icon.

Group shortcuts: You can assign shortcut keys to your selection, this makes it easier to command many units and groups in the same time. Hold down the **Ctrl** key and press a number between **1** and **9**. The given number will be assigned to the selected units, and they can be re-selected again by pressing the corresponding number. Press the number twice to move the view over the selected group. Also your own buldings can be assigned to a shortcut key.

Game map view


You can navigate the view with the cursor keys, or move your mouse pointer over the edge of the screen, whereupon the map will scroll in the direction your mouse pointer is pointing. Use the + (plus) - (minus) keys or the mouse wheel to zoom in and out. You can also rotate the view by 90° by pressing either the **Insert** or the **Delete** key. Also you can rotate and pitch the view smoothly with the **Cursor keys** while the **Alt** key pressed. If you have a Unit or a Building selected, you can press the **Home** key to move the view over the selected Unit or Building. The same happens if you click on the selected unit's or building's icon on the command panel. Clicking on the Minimap (see later) moves the view at the needed location at once.

Game basics


Game entities

In BC Kings you can handle two kind of entities, units and buildings. Your buildings are built by your workers and cannot be moved later, so be careful where you build up your town. The units are moveable entities which are trained in previously built production buildings. Buildings are also capable of researching certain technologies (see later). Also you can find resources and neutral units or buildings. Sometimes your units can interact with them. If so, the mouse pointer is always indicating the action that you can issue on them.


Resources




In order to advance your tribe, you need to harvest resources. There are four kinds of resources you need. Wood, Stone, Bone and Food. The mutants need Acid instead of Food. Your workers are capable of harvesting these resources and returning them to the closest Camp or Harvest camp, so you can spend them later on researching technologies, constructing buildings, and training more units. Also you can advance your workers' harvest speed and capacity in your Harvest camp.



Alternate resources



The resources mentioned above are not the only ones you can harvest. In BC Kings your workers are able to hunt down Mammoths and catch fish. The mutant Slaves are able to kill Acid larvae and gather fresh Acid from their veins. Also you can produce resources from another in your Mills (see later).



Technologies

In certain buildings you can advance your technology level, to make it possible to build more advanced Buildings and to train more powerful Units. Many of the Buildings and Units are not available by default, only when the required technologies are researched.

Wild animals

The world of BC Kings is not safe, the forests are full of wild animals, so never let your people wander around unprotected. Wild dinosaurs and Saber tooth tigers are hunting for your unarmed units.

Heroes

During your adventure you will control some units that are different from the others. They are your heroes, who have special abilities, which can be upgraded in the **Ugha shop** (see later). Only your heroes can interact with quest elements and persons and pick up quest items. But be careful, because you must keep your heroes alive otherwise your mission will fail. You can always see your heroes' icon with their current health bar at the top left corner of the screen. Heroes have the ability to heal themselves and the neighbouring units with the needed abilities upgraded in the Upha shop. Every unit that is in a hero's sight has extra attack bonus since the heroes improve your army's moral. A special marker can be seen below all the affected units.

Trade

Once you have picked up an item, it appears in the inventory of the hero who picked it up. Sometimes you may need it with another, so then you can use the **Trade Command** with one of them and click on the other hero. It comes handy when you need to exchange healing potions.

Sub-maps



You will have to be victorious in complex missions in different places and on different levels. Each mission runs on multiple maps, where you have to travel between them, and take advantage of, for example, the hidden cavern that leads to the rear of your enemy. The sub-maps are connected with **exit points**. An exit point becomes available when you first discover it, and move your units inside, by right-clicking on the exit building. When you switch to the target location, your units will move out from the corresponding exit building.

The adventure

Besides building your empire and sending your army to battle by the side of your heroes, also collecting quest items and solving puzzles lead to the final victory. You will also figure out the biggest mysteries of all time!

Ugha shop

During your adventures in BC Kings, you can find side quests that are not related to the storyline, but you can solve the puzzles and get some extra **Shell coins** in return. Having enough collected, you can spend them in the Ugha shop. Click on **Ugha shop** button in the in-game menu. You have to decide whether you spend your shell coins on purchasing new weapons for your hero, or upgrade his abilities. Purchasing weapons applies to that one particular hero, but the ability upgrade affects all of them. You can also obtain Shell coins by picking them up. Some of them are hidden around in the missions, so take time to look around.

Third person mode

At some point you have an option to choose whether you would like to complete the mission in standard strategy mode or in third-person action style. Your decision is not final, so any time you play again or restart the mission you have the right to choose the other game mode option. In third-person mode, you cannot give commands to your hero nor are you able to command other units. But you can use your keyboard with your mouse to move your hero, aim and shoot at your enemies, pick up weapons and ammo. For more details see the keyboard layout at the end of this manual.

Game interface

The world

Most of the screen area is covered by the view of your world. All the game related events happen here.

The command panel

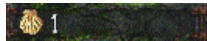
The bottom side of the screen is taken by the main command panel. Also you can see the current resource and population status at the top of the screen.



Resources: Indicates the amount of resources at your disposal.



Population limit: Indicates the maximum amount of units you can have at the same time. Each unit takes one place. If you reached the population limit, you need to build more Houses or Camps (Nests or Pits in case of Mutants) in order to be able to train more units. If the population exceeds your limits, the people who have no place start starving and weakening, so they become very easy to kill.



Shell coins: You can find them during your journey or in most of the campaigns, and you can take side quests which are rewarded by shell coins. If you have collected enough of them you can spend them in the **Ugha shop** to upgrade your heroes (see above).



Mini map: A small view of the game area. It displays the entire game world in a miniaturized format. The white rectangle represents the current view on the screen. All self and enemy Units and Buildings are indicated by their own color scheme. Only the enemies inside your units' sight are displayed on the mini map (see later). Also you can see special markers that indicate important locations or mission waypoints. Use the small icons above the mini map to filter the display.



Inventory: Your hero units can carry several items during your missions. The important items like a key to a chest can only be picked up by one of your heros. Once you have the item, its icon is shown in the inventory window. Most of the items are only for mission specific purposes, but some of them can be used by your hero. For example: you can pick up healing potions, and when your hero's health drops, just click one of the potions and it will regenerate a certain amount of your hero's hitpoints.



Exits: In each mission you have to travel between sub-maps. Every time you transfer your units to another location, its icon will appear in the exit list. You can switch between the maps by clicking on their corresponding icon. You can only switch to a sub-map where you have already transported your units earlier.



Info area: Shows important information about your selected unit or building. You can also select enemy or neutral units and buildings, but you cannot retrieve any information about them. In the case of multiple selection (36 units can be selected at the same time) only the corresponding units' small icon can be seen on the info area. At the right side of the game panel you can give a command to the currently selected self unit(s) or perform actions on the selected building. Different commands are available for each kind of unit. For example: different actions apply to military units and to workers. The military units have higher priority, so if you have both workers and military units selected, only the military commands will be available. To access the low-priority unit commands, only that kind of unit can be in the selection.

Map vision

When you start a mission, the entire map is unexplored. Only the immediate area of your units and buildings is revealed at the beginning. Each unit and building has a sight radius that reveals the terrain around it. Moving your units extends the revealed area. If a unit loses the sight of an already explored area, that area of the map becomes covered by the fog of war. The enemy units can only be seen within the area which is covered by your units' sight. All the rest of the enemy Units are invisible to you.

Military Commands



Attack and Attack Ground

Performs an attack command on a target Unit or Building. This is the default Auto-Command for the military units. This Auto-Command cannot be performed on your own or allied Units and Buildings, but you can override it, by selecting it as a normal command. With Attack Ground (Ships and Siege units only) you can attack a specific location on the map. For example: the catapults can destroy trees, or just shoot at a designated position.



Defend

Select a Unit to defend. The defender units will always follow the defended one within their attack range.



Patrol

Select a location on the map, and the selected military units will patrol between their current and the given position. If they encounter enemy units they will attack them as usual, and continue patrolling

when the enemy lives no more.

Shaman Commands



Heal

Shamans can heal wounded humankind units, and they automatically heal in idle state.



Casting magic spells

The shamans are capable of casting devastating magic spells, when the required spell technologies are researched in your **Holy place**.

These spells cost magic points which regenerate automatically when your shaman is in an idle state.

Worker Commands

Build

Only the workers can construct buildings. The building you would like to build can be selected directly from the command panel, when a worker is selected. If the building's icon is visible but cannot be selected (dark), it means you don't have enough resources, or you don't have all the needed technologies researched.



Harvest

Workers can gather the basic resources you need to build Buildings and train Units. The Harvest is their default Auto-Command. If a resource can be harvested the mouse pointer changes shape when you move over it.



Repair

Workers can also Repair damaged Buildings and Ships. The repairing costs additional resources, depending on the initial building cost and the amount of damage.



Ruin building

Your workers can ruin unwanted buildings. You will get back half of the building cost.

Transport Ship Commands



Un-garrison all

Place all the transported units on the coast. Performing this command the Transport Ship will go to the nearest coast suitable to place the transported units. You can un-garrison the units individually by clicking on their icon.

Miscellaneous Commands



Stop

You can stop all the selected Units' current action. The selected Units will return to an idle state regardless of what they have been doing.



Cancel

Cancels the currently selected command, before it is performed.



Set Rally point

Only available for production Buildings. Every unit trained in this building will go to this marked point. Place the Rally-point to the Building itself to disable this function.

Military unit Stances

Your military units have a current stance, that controls their behavior in idle or patrol state. In any kind of military event (for example: approaching enemies or attack) the response will depend on this setting. You can set one of the three available military stances:



Aggressive

Your military units will attack every enemy unit in their sight.



Defensive

Your military units will attack every enemy in their sight, but they cannot leave their defend area.



Stand ground

Your military units will not attack anyone, even if they are being attacked.

Heroes



Mradin

He is a young warrior, with not too much combat experience. He led the forces in exploring the Southern territories, when he bumped into the Mutant opposition. Now he has an important mission to warn the Chieftain about the upcoming danger that threatens the entire Unga tribe. With Shell coins you can upgrade his abilities in the Ugha shop (see above), or you can even buy him new weapons. Mradin can handle both one handed and two handed

weapons, or even a crossbow which means protection against flying units. You can switch between the purchased weapon on the right side of the game panel, when Mradin is selected. If a two handed weapon is equipped he becomes more vulnerable against enemy attacks since he cannot hold a shield.



Giesnik

An old well trained warrior. He has only one weapon but he can handle it very well. He was also sent out in the Southern territory, but he got lost.

Human Units



Worker

The workers are the base of your economy. They can harvest resources and build buildings, so you will need some to build up your town and your army. The workers are weak and they are not capable of battle at the beginning. They can also repair buildings and ships.



Warrior

The warrior is a close infantry unit. Fast but not well armored. A warrior can be very efficient against archers and siege units. You can research technologies in your Bonesmith and Barracks to be able to train a Heavy Warrior, which is stronger and better armored.



Knight

A heavy armored close combat infantry unit. It has a strong armor against archers. You can upgrade them to Saber Knight in your Barracks and Bonesmith. Knights have attack bonus against ranged infantry and ranged siege units.



Spearman

A medium armored infantry unit with a spear, that is very efficient against mounted and siege units in close combat. Since the spearmen are equipped with a shield, they are more protected against ranged attacks than any other infantry unit. Spearmen are also capable of getting on Mammoths and become the most powerful land unit.



Thrower

The stone thrower is a ranged infantry unit. Fast and not armored. Efficient against non ranged units from a distance, but weak in close combat. You can upgrade them to Axe Throwers in your Barracks and Bonesmith. The Throwers are the only efficient defense against flying units. Also, the ranged unit that is located on a higher ground position on the map than the target causes more damage, since he has a height attack-bonus. This applies to the archers and tower guards as well.



Archer

A medium armored ranged unit. Much more efficient than the Throwers and with the needed technologies they can shoot flaming arrows to cause more damage in buildings and in ships.



Dino rider

This fast mounted unit is ideal for exploring your territory. Very fast, and have medium armor. Also good in close combat. Efficient against ranged infantry units.



Scuto rider

A heavily armored mounted unit. Strong in a close combat and has heavy armor against archers. Efficient against both units and buildings.



Catapult

The catapults are your basic siege weapons, good only against buildings, so you need to protect them with infantries against enemy units. You can advance your catapults in your Workshop.



Mammoth rider

Slow moving but very strong siege unit. Very efficient against both units and buildings, but vulnerable against spearmen. The neutral Mammoth units can be harvested by your Workers and also can be transformed into Mammoth riders with your spearmen (see above). If the Mammoth rider dies, you get the spearman back.



Dimorphodon

Flying unit which can only be attacked by ranged infantry units and Guard towers.



Shaman

Shamans are useful in healing your wounded humankind units. They cannot attack the enemy by default, but if you research Magic spells in your Holy place, the Shamans become the most powerful attack units. Every shaman has a certain amount of magic points that can be used to cast the spells. The magic points are automatically regenerated when the shaman is in idle state.



Raft

Rafts are required to move your land units across the sea. Each transport ship can carry 16 units irrespective of their size. Watch out for enemy Warships because rafts cannot defend themselves. If a raft is sunk, all garrisoned units die.



Warship

You need warships in high sea combats. Equipped with a ballista tower, which is very useful against all kind of units and buildings, but very weak against flaming arrows.

Tower Guards

You can upgrade the strength of your tower, by adding additional throwers into it. At least five guards can occupy a tower. These units will not increase your population, so no additional houses are needed.

Special neutrals

During your adventure your heroes will meet several units who have special abilities. Most of the time, only they can help you to accomplish your tasks. If you can see an exclamation mark above anybody's head, that means the unit is important and has something to tell to your hero, and only your heroes can interact with this people.

Human Buildings



Camp, Keep and Stronghold

This building is the center of your economy. Workers can be trained and upgraded here. The Keep can also accept gathered resources, and increases your population limit by 10 Units.

Upgrading your Camp to Keep and to Stronghold, unlocks more technologies to research and more options to upgrade your army.

With emancipation researched, your workers become able to defend themselves and even you can command them to attack the enemy.



House

You need houses to increase the maximum amount of Units you can train. Each house increases the maximum population limit by seven more units. If you don't have enough room for your units, they start starving and become easier to kill. You can use this against your enemies. Destroying their houses makes their army easier to devastate.



Harvest camp

Workers always return the gathered resources to the nearest Camp or Harvest camp. Build a Harvest camp close to the gathering point to avoid your workers having to travel across the entire territory. A Harvest camp is also needed to advance the workers' harvest speed and carrying capabilities.



Bonesmith

This building is the center of upgrading your weapons and armory. Also needed for training advanced military units.



Workshop

In order to conquer your enemies more efficiently, you will need siege units, like: Catapults or Mammoth riders. The Workshop is the place where you can train and upgrade your sieger units.



Mill

When you are short of a kind of resource, you can always transform them to another. In your mills you can select the resource you want to transform to the other. The mills work separate from each other, therefore one mill's setting will not affect to the others.



Dock

You can build and upgrade your ships in this building. A dock can only be built at a sea shore.



Holly place

A ritual place where your shamans are trained, and also you need to research the technologies here to be able to cast the devastating magic spells.



Barracks

You can train and upgrade all kind of infantry land units here.



Dino nest

Special building for training mounted dinosaur and flying units.



Guard Tower

A Guard tower provides ranged protection for your town. The more throwers you train in a tower the stronger it will be. The towers have a minimum attack range, so they cannot attack at their base. If a tower is getting damage the less protection it provides. When the energy drops below 75% the throwers start becoming inactive.



Wall and Gate

You can also protect your territory by enclosing it in walls. With the fortified wall technology researched your walls are automatically upgraded to stone walls that are stronger and provide more protection. The Gate is a special piece of wall that opens when your units are approaching, and keeps the enemy outside. If your units



opened a gate not only your men can pass. Locking a Gate means perfect protection, but this time not even your units can pass.



Trap

A trap is an invisible defense capability, which kills all kind of infantry and mounted units at once, when they step on it. The traps cannot be seen by the enemy players. If you find a trap, that means your unit has died. Every trap can be used only once. The trap breaks if a sieger unit goes over it.

Special buildings

During your missions you will bump into special buildings that you cannot build but are useable for your own purposes. For example: in the Mercenary camp you can buy additional units for your army, or use the siege device to devastate the enemy that you cannot reach with your regular ranged units.

Keyboard layout

Strategy mode

Cursor keys	Scroll the game view.
Alt	With Cursor keys the view can be rotated and pitched smoothly.
Insert, Delete	Rotate the view by 90°
1-9	Select group. Press the Control key to define the group. Press it twice to move the view to the selected group.
+, -	Zoom the view in and out. Has the same effect as the mouse wheel.
. (dot)	Select the next idle worker. Press it twice to select all idle workers.
, (coma)	Select next idle unit, both workers and military units.
Home	Move the view to the currently selected unit or building.
Enter	Send message to the other players. (Available only in multi-player game)
Shift	Add to, or remove from selection. Click on a unit with the shift key pressed to add him to the current selection.
F5	Show mission objectives and Quests
F10	In-game menu.
Pause	Pause the game. Press ESC or the Pause key again to resume.

Third person mode

Cursor keys or W, S, A, D	Move your hero forward, backward and strafe left and right.
1-5	Select the current weapon (or mouse wheel)
E, Right Click	Use a healing potion.
F, Space	Use object. When your hero gets close to an useable object, a command text appears at the bottom of the screen.
Ctrl, Left Click	Attack with the current weapon
F9	Inventory and information screen.
F10	In-game menu.

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