

HANDBOOK FOR A NOVICE MONARCH

**MAJESTY**

~ *The Fantasy Kingdom Sim* ~<sup>®</sup>

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## INTRODUCTION

Good to see you again Your Majesty, I am the Royal Advisor! Until you have reclaimed the Throne of Ardania and marked yourself as one of the Great Kings, I shall be reminding you of the duties and customs of the office!

The primary concern of the Monarch is the care of the Kingdom and its subjects. We live in a dangerous world—there are always those who would seek to do harm. In each Province you find yourself, My Liege, your enemies will try to thwart your goals. To protect your citizens and your property, you'll need the services of heroes.

Now heroes are complicated individuals. They are dedicated servants of a particular philosophy and the best at what they do. They are also—well—sort of greedy. They are not likely to take orders, My Liege, even from a king. To entice them to a particular task, you'll need to set financial rewards. But for those rewards, Your Majesty, they're willing to work miracles. It's the quality of the heroes that sets a mediocre kingdom apart from a glorious one!



# CHAPTER I.

## START OF YOUR RULE

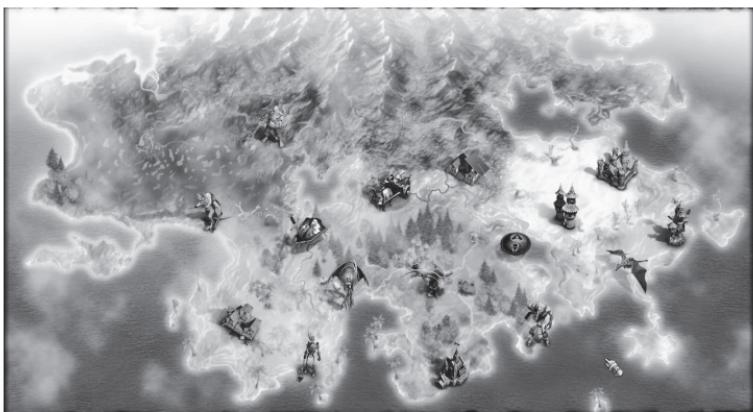


Ordinarily, the start of any monarch's rule begins with the coronation ceremony. Well—with the death of the previous monarch. Then the coronation. Unless there's a war of succession—those do seem to be popular these days. Anyway, the coronation ceremony is a big noisy to-do, with mountains of food, entertainers in garish costumes and large quantities of ale and wine. They're usually a lot of fun. Owing to the particular circumstances of your reign, we'll have to skip that part for now. There's work to do first... Onward to the campaign!

To start a new campaign, select Campaigns in the main menu, and then New Campaign.

After the intro you'll see a map of Ardania.

The locations of missions are marked on the map. If you hover your cursor over the mission icon, you'll see a short description and its level of difficulty.



*It's recommended you play the missions in order of increasing difficulty.*

For unavailable missions, the prerequisites are listed next to the icon.

To start the selected mission, click on its icon.



*You can replay already completed missions.*



# CHAPTER II. HOW TO RULE A KINGDOM

Your Majesty, there are certain tasks that any monarch needs to know to successfully run a kingdom. Though it is true you won't be down in the trenches fighting it out alongside your heroes, as the administrator of an entire kingdom, your job is even more complicated. You must play the shepherd, steering your citizenry to success, and marshaling the defenses in times of crisis! It's not a job for the faint of heart, but I have faith in you, My Liege! Read on!

## *Construction*

If the success of a kingdom depends upon the quality of its heroes, My Lord, the quality of those heroes depends upon the infrastructure you provide. When you start a mission, you'll have a bare minimum of buildings; certainly not enough to get the job done. The success of the mission depends upon your choices for construction.

There are four categories of buildings you can construct, My Liege. They are: economic buildings, guardhouses, guilds and temples.

- ◆ **Economic buildings** bring income to the kingdom. They supply—for a price—heroes with weapons, armor, elixirs and other items useful for the adventuring life.
- ◆ **Guardhouses** act as defensive structures. They garrison guards and attack enemies within a certain range.
- ◆ **Guilds** allow you to hire, train and house heroes. Some guilds provide the King with spells or other unique abilities.
- ◆ **Temples** are the seats of divine power in Ardania. They allow you to hire the kingdom's most powerful heroes, or to promote ordinary heroes into temple heroes—at a cost, of course.



## Tasks for Heroes (Flags)

As we mentioned before, Your Majesty, heroes are really only motivated by one reliable thing: gold. To set a task for a hero, you need to attract his or her attention through the use of rewards. Rewards come in the form of four types of flags:



An **Attack Flag** is used to mark a monster, enemy hero, building or lair for destruction.



An **Explore Flag** is used to lure a hero to uncharted territory or to a particular destination.



A **Defense Flag** is a bounty for the protection of a hero, citizen or building.



A **Warning Flag** is a marker attached to a place, enemy or monster, designed to keep your heroes from putting themselves in unnecessary danger.

Remember, My Liege, it's not the flag, but the gold attached to it that attracts a hero's attention! The greater the reward, the more takers you'll have for your task!



*The more experienced the hero, the better the reward should be, to attract his or her attention.*

Your heroes all have unique personalities, and will react to reward flags differently: Rangers like exploration, and will react swiftly to an **Explore Flag**; Warriors love good fight and will eagerly respond to an



**Attack Flag**, while Rogues will respond to anything with a little gold attached to it, but will flee quickly if the fight isn't to their liking! You'll need to tailor your reward flags to the heroes at your call for maximum efficiency!



*If you delete a flag, the money does not return to your treasury!*

## Main Game Screen



To facilitate the rule of your kingdom, My Liege, the tools you need to manage effectively have been gathered and organized for you.

### CONTROL ELEMENTS

1. **Call Quest Log Button** – calls a window with descriptions of the quests of a particular mission. Quests can be compulsory or voluntary. Some quests have time restrictions
2. **Game Speed** – these buttons are used to increase or decrease the speed of the game, or to pause it



3. **Day Counter** – a counter of the time elapsed – in days – from the start of the mission
4. **List of Heroes** – this allows you to quickly follow the heroes of your kingdom. You can see their level of health and what they are currently doing. In times of need, you can apply a spell directly to his or her icon
5. **Message** – a hint or subtitled message
6. **Current Events Log** – list of important events and changes in the life of the kingdom



7. **Minimap** – map of a mission with the fog of war, friendly and enemy buildings and battlefields indicated
8. **Selected Object Bar** – this panel displays information about a selected object—a hero, a citizen, a monster, a building or a monster's lair.
  - For a building, the bar displays its name, health, amount of gold, and units that can be located there
  - For a hero, the bar displays his or her name, health, current task, experience level, amount of gold and equipment
9. **King's Spell Bar** – if you have invented particular spells (ones that allow you to directly cast them) in the various guilds or temples, icons of these spells appear over the selected object bar. If the guild or temple is destroyed, the spells disappear
10. **Construction Bar** – this bar is located in the bottom right corner of the screen. It displays the amount of gold in the kingdom's treasury and contains a button that automatically selects the palace.



From the palace, you can give orders to construct all types of available buildings: guilds, economic buildings, guardhouses and temples



If a guild is selected, you can hire heroes or invent something



If a hero is selected, you can promote him or her to a temple hero, if the corresponding temple is already built



# CHAPTER III.

## YOUR HEROES & YOU

As the sole monarch of your kingdom, you must be cognizant of the heroes serving under you, Your Majesty! Your kingdom lives or dies by their deeds! The List of Heroes allows you to track your heroes, and to follow their actions. This should help you govern efficiently, prodding them towards the path to your—and their—success.

There are a variety of tasks your heroes can fulfill, represented by special symbols upon their icons.

### *Main actions of heroes:*

-  **Looking for adventure** – the hero is looking for an attractive target (a chest, a monster, or a flag)
-  **Fighting** – the hero wants to join a battle or is already fighting
-  **Going home** – the hero is going to his or her guild to rest, or to learn new abilities
-  **Collecting treasure** – the hero has discovered a chest with gold
-  **Responding to an Attack Flag** – the hero is responding to a bounty placed upon a monster, enemy hero or building
-  **Responding to a Defense Flag** – the hero is responding to a reward for the protection of a hero, citizen or building
-  **Responding to an Explore Flag** – the hero is responding to a reward placed upon the exploration of uncharted or strategically important lands
-  **Going to rest** – the hero is seeking rest and is going to his or her guild, temple or an inn
-  **Going to pay taxes** – the hero is going to pay taxes
-  **Fleeing** – the hero is fleeing the battlefield because of wounds incurred or mortal terror
-  **Buying new things** – the hero is spending hard-earned money to buy weapons, armor, or other provisions useful for the adventuring life



**Stealing** – the hero is stealing money (from a grave or another hero)



**Healing** – the hero is casting a healing spell upon friendly heroes or citizens



**Waiting** – the hero is waiting for an order from his or her party leader or for an attack upon a protected object



**Conjuring** – the hero is conjuring a spell to strengthen a friendly hero or to weaken an enemy

## How to Resurrect a Hero

As vital as heroes are to the wellbeing of your kingdom, Your Majesty, they are—alas—still only mortal. In the event of their untimely death (if he or she wasn't immediately resurrected by powerful sorcery) they go to a graveyard. The graveyard automatically appears just outside of town, upon the death of even one hero. There, you can resurrect a hero for fee (not a small one, I'm afraid to say, My Liege; the cost of resurrection is tied to the availability of exceedingly rare herbs and elixirs). Unfortunately, the graveyard can also spawn the restless skeletons of the deceased, to the chagrin of local neighbors.



*The higher the experience level of the deceased,  
the more expensive it is to resurrect them.*

## Guild or Temple Membership

Each guild or temple can accommodate a certain number of heroes. In unusual circumstances, Your Majesty, you may find you have more heroes of a type than places for them (for example, you might resurrect a fallen hero, after having hired his or her replacement). A hero without a home will temporarily seek refuge in the Palace. If a new home isn't provided, he or she will leave your kingdom to seek their fortune in the service of a new—and possibly more caring—monarch.



*A hero will wait for ten days in the Palace for a new home, before leaving the service of the King.*

## Detailed Information about a Hero

To see detailed information about a hero, select him or her, and press the “i” button on the hero's icon (selected object bar).



You can see the following information in the hero's card:



1. **Hero's Weapon** – the weapon the hero is fighting with
2. **Hero's Armor** – the armor the hero is equipped with
3. **Health Potions** – how many health potions the hero has
4. **Mana Potion** – how many mana potions the hero has (not used by all heroes)
5. **Hero's Inventory** – which artifacts or amulets the hero has
6. **Hero's Statistics** – the different battle characteristics of the hero
7. **Information about the Hero** – a text description of the hero
8. **Hero's Abilities** – any special abilities learned by the hero



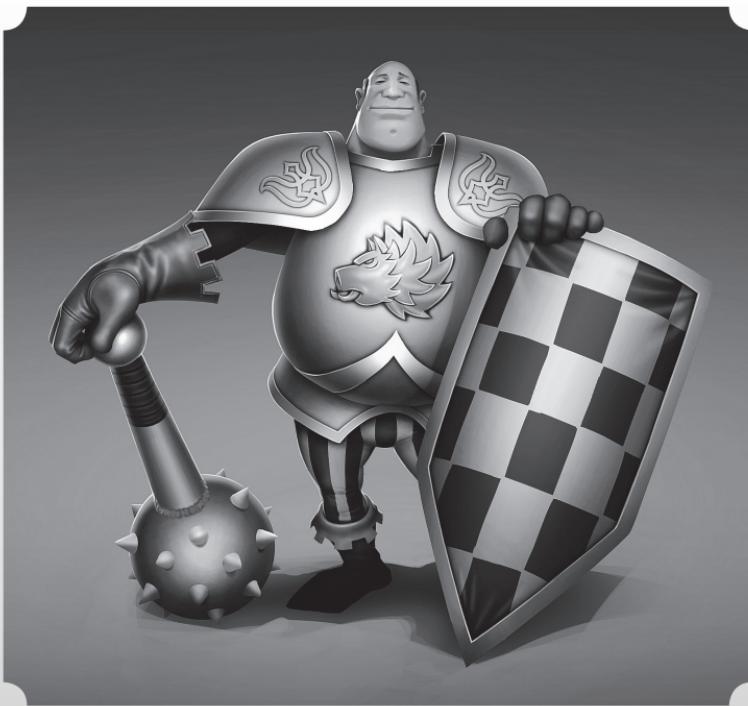
*You can also find detailed information about a building by clicking on its “i” button.*

## Parties of Heroes

Though your heroes are the best at what they do, Your Majesty, they aren't infallible. To better insure their success—and by proxy your's, you can organize them into adventuring parties based upon the principles of classic RPGs. Once you have researched the ability, you can create a party at one of Ardania's many fine inns. The heroes will act together, supporting each other with their own unique abilities—though how well they work together depends upon your skill in constructing the party!



*Remember, not all heroes like each other. Keep that in mind when constructing a party, or you may constituent members actually working against each other!*



## Lords

Your Majesty, after the liberation of a new province, you must appoint a regional governor, to maintain order and stability in your absence. This Lord or Lady is chosen from the ranks of heroes who served you at the time.



*When promoting a hero to Lord or Lady, the King may select a new name for them.*

Lords can be called to service in subsequent missions—and I'd advise you to consider the option, as they are generally more experienced and capable than the average hero—if you have constructed the Hall of Lords. However, for this privilege, you must be willing to pay a substantial price—Lords and Ladies don't come cheaply!



*The higher the experience level of the Lord or Lady in question, the more expensive it will be to call upon their service!*

## King's Magic

As sovereign, you have personal access to some of Ardanian's most potent magic. In your guilds and temples, Your Majesty, you can research spells that allow you to personally affect events around you. For example, if you research "Holy Heal" in the Clerics Guild, you could heal one of your injured heroes or citizens; research "Lightning" at the Wizards Guild and you could rain bolts of lightning upon your enemies! Just remember, my Lord, each spell cast costs you money!



*The cost of combat magic increases proportionate to the target's distance from the nearest Wizards Guild or Wizard's Tower.*

# CHAPTER IV.

## GETTING ALONG WITH OTHER MONARCHS (MULTIPLAYER)

There are times, Your Majesty, when you need the adventure and excitement that can only be found in the confrontations between rival kingdoms. Slaying monsters is all well and good, but the true mark of strategic genius is defeating an equal opponent! (Or cooperating with them, I suppose.) Thankfully, My Liege, we have just the thing for it!

To start a multiplayer game, press the Multiplayer button on the main menu. From there, you can select one of two game modes: a LAN Game (local network game) or an Internet Game.



*For multiplayer, make sure to add Majesty 2 to the list of programs allowed network access past your firewall!*





## Multiplayer

The player can create a new server or join an already existing one.

- **Server:** the name of server of the multiplayer game
- **Mission:** the name of mission you want to play through the network
- **Ping:** delay of data transfer from the server; the the higher ping, the slower the connection
- **Players:** how many players the mission requires
- **Version:** version of the game. Multiplayer games are only possible when the client and server versions match
- **Status:** the status of the server is displayed here (version of the game; map name/ download of map needed; waiting for additional players)
- **New:** create new server



- **Refresh:** refresh the list of servers (search for existing servers on the network)
- **Choose server:** choose server from those already created
- **Quit:** exit the multiplayer game menu



*You can create a password protected server.  
Only those who know the password will be allowed to join.*



When starting a new server, or joining an existing one, you will see the mission options menu. There, players can choose the kingdom for which they'll play.



*The player who created the server can set the amount of gold players will have at the start of the mission.*

At the bottom of the screen is a chat window and description of the mission.

## *Internet Games*

For Internet play, Majesty 2 uses GameSpy technology.

To start an Internet game, press Multiplayer button in the main menu, and then choose Internet Game mode.

# APPENDIX 1

## HOT KEYS

### *Main control*

Arrow Keys, WASD – move camera

Mouse Wheel Pressed – turn camera

Mouse Wheel Scroll – change camera

Mouse Wheel Click – set camera to default position (rotates north and sets the default angle)

**Left Mouse Button Click** – select entity and switch to linked entity list (player buildings, flags, heroes, events)

**Left Mouse Button Double Click** – focuses camera on the selected object

**Right Mouse Button Click** – resets the selected spell or building; sets a flag

### *Additional controls*

Ctrl+F5 – quick save

Ctrl+F9 – quick load

Space – pause; close pop-up message (without pause)

“+” or “-” – accelerate game time, slow down game time

F – focus the camera on the palace and open construction menu

~ – open the game chat

J – list of buildings in the mission

B – open construction menu

Enter, Y – default “ok”

Esc, N – cancel (close the context menu, undo construction or the casting of a spell), also opens in game menu

I – toggle unified card

V – toggle visitors

G – toggle graveyard

## Flags

- 1 – sets up an Attack Flag
- 2 – sets up a Defense Flag
- 3 – sets up an Explore Flag
- 4 – sets up a Warning Flag
- E – add 100 gold to value
- Q – add 500 gold to value



# EXCERPTS

FROM THE MODERN HISTORY OF ARDANIA,  
23RD EDITION, BY C.T.F. CARRAWAY

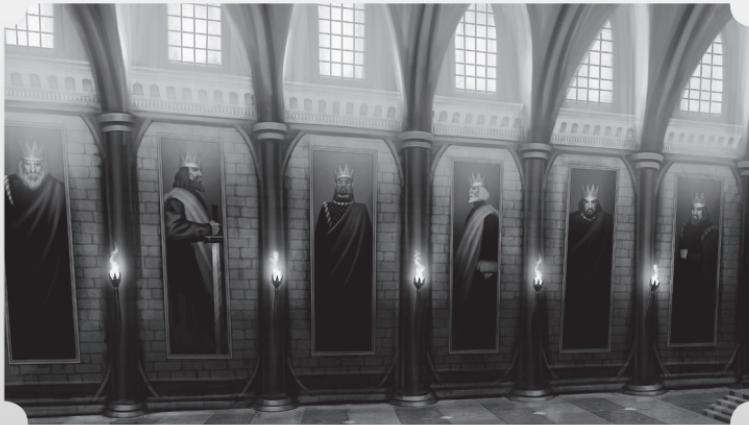
*“Much time has passed since the Great King united our lands. Since then, there have been several kings, a couple of queens and a war or two.”*

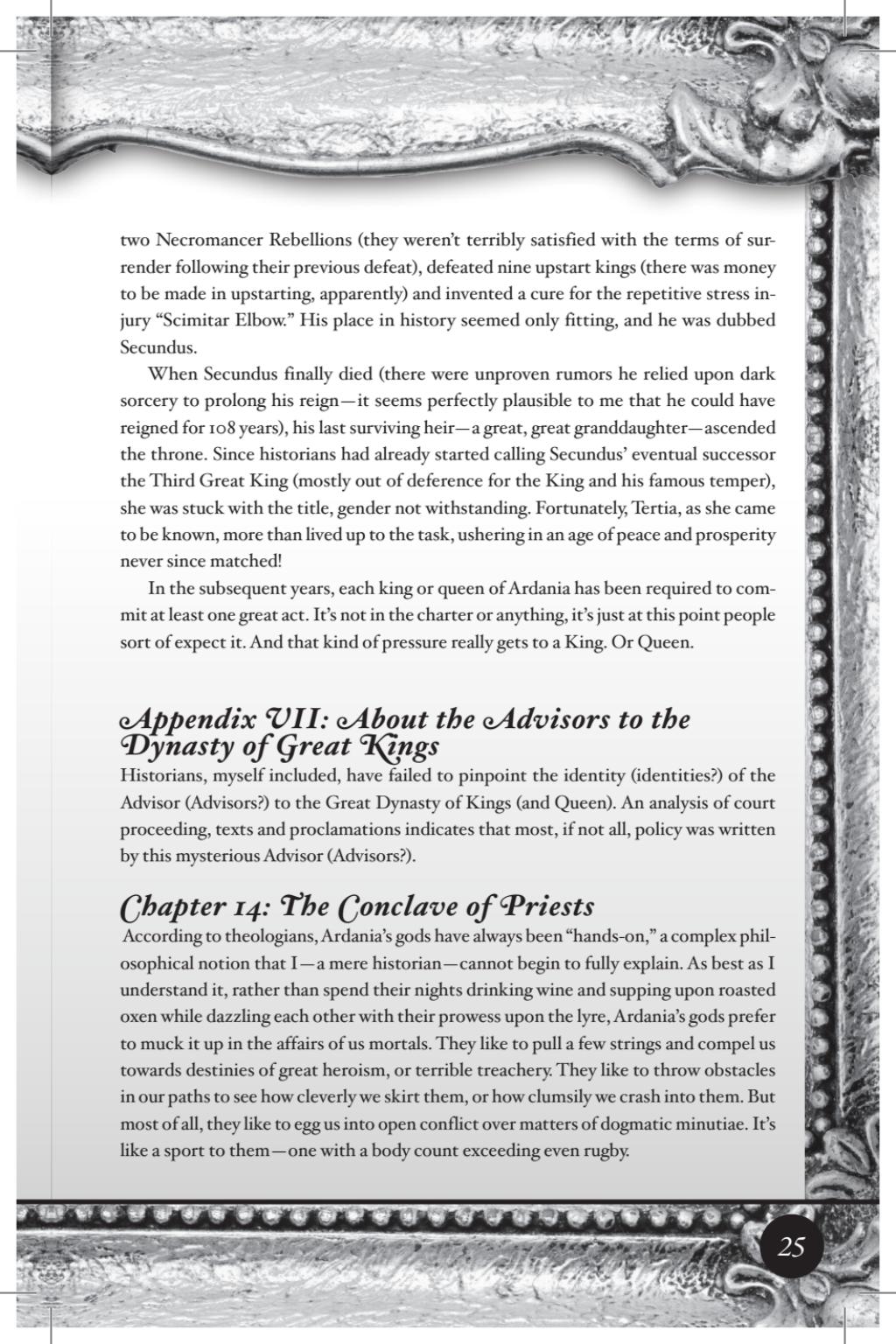
— Anfaithy Falsewordsworth, A Surprisingly True and Excitingly Short Description of Ardania, Volume XXI

## *Chapter 8: The Great Dynasty*

The dynasty of the Great Kings began nearly five hundred years ago. The First, who was given the name Primus upon his death, was faced with financial ruin, war on two fronts and trouble fomenting in his own back yard. After suppressing the Necromancer Rebellion, he defeated the upstart Kings of Mayhew and Lormidia and replenished his coffers through careful financial management. For his contributions to peace, posterity and the Unification of Ardania, he was posthumously dubbed the First Great King by historians.

The Second Great King had a reign that was even more remarkable: he suppressed





two Necromancer Rebellions (they weren't terribly satisfied with the terms of surrender following their previous defeat), defeated nine upstart kings (there was money to be made in upstarting, apparently) and invented a cure for the repetitive stress injury "Scimitar Elbow." His place in history seemed only fitting, and he was dubbed Secundus.

When Secundus finally died (there were unproven rumors he relied upon dark sorcery to prolong his reign—it seems perfectly plausible to me that he could have reigned for 108 years), his last surviving heir—a great, great granddaughter—ascended the throne. Since historians had already started calling Secundus' eventual successor the Third Great King (mostly out of deference for the King and his famous temper), she was stuck with the title, gender notwithstanding. Fortunately, Tertia, as she came to be known, more than lived up to the task, ushering in an age of peace and prosperity never since matched!

In the subsequent years, each king or queen of Ardania has been required to commit at least one great act. It's not in the charter or anything, it's just at this point people sort of expect it. And that kind of pressure really gets to a King. Or Queen.

## *Appendix VII: About the Advisors to the Dynasty of Great Kings*

Historians, myself included, have failed to pinpoint the identity (identities?) of the Advisor (Advisors?) to the Great Dynasty of Kings (and Queen). An analysis of court proceeding, texts and proclamations indicates that most, if not all, policy was written by this mysterious Advisor (Advisors?).

## *Chapter 14: The Conclave of Priests*

According to theologians, Ardania's gods have always been "hands-on," a complex philosophical notion that I—a mere historian—cannot begin to fully explain. As best as I understand it, rather than spend their nights drinking wine and supping upon roasted oxen while dazzling each other with their prowess upon the lyre, Ardania's gods prefer to muck it up in the affairs of us mortals. They like to pull a few strings and compel us towards destinies of great heroism, or terrible treachery. They like to throw obstacles in our paths to see how cleverly we skirt them, or how clumsily we crash into them. But most of all, they like to egg us into open conflict over matters of dogmatic minutiae. It's like a sport to them—one with a body count exceeding even rugby.

When Ardania was unified, scurrilous wars of dogma became much more difficult to accommodate. Angry at losing their best form of entertainment (for lawn darts had not yet been invented) the gods took it out on their High Priests. They sent waves confusing and contradictory visions, manifestations and prophecies. Eventually, the High Priests of Ardania had enough and marched to the Palace of King Primus, demanding Holy War. Any Holy War. Even just a Holy Skirmish. Anything to get the gods off their backs. The King—wisely—refused. So the High Priests set up camp in his throne room.

After months of shouting, foot-stomping, weeping and cajoling (it seemed that the primary requirement for a High Priest was not an abundance of piety, but rather, the type of shrill voice that cuts through your spine like a knife!), King Primus created the Conclave of Priests as a means of shutting them up. He built them a special building just beyond shouting distance from the Palace and let them plead, wrestle and argue until their throats were hoarse. And it worked. The gods had a new form of entertainment, the High Priests had an edifice worthy of their loud, shrill voices and the King had his throne room back.

Subsequent kings and queens began to see the value of this newly created Conclave. Religious matters could be shuttled off to the Conclave for resolution, who grew wise with the importance of their task. The gods seemed satisfied with the amount of bloodshed the Conclave provided and an era of religious tolerance and compassion was ushered in for Ardania.

## *Chapter 19: The Uprising of Lunord*

*“And Lunord said unto his followers, ‘Let no light shine through the darkness that is my domain and we shall bring the deep to the heavens and earth!’ And so began the Treachery of Lunord.”*

— Brother Bersold Weis, *Chronicles of the Uprising of Lunord*, Volume III

History is—as they say—written by the victors. My esteemed colleague Bersold Weis—a general in the fight against Lunord’s followers—would have you believe this Uprising of Lunord (as it came to be known) was the spontaneous act



of a vengeful and wicked god. With hundreds of years of hindsight, we can now see that it was certainly much more complex than that.

Years of peace, enlightenment and prosperity had seen the cult of Lunord—The God of the Moon, the Night and the Wind—dwindle. The superstitions of the past that had made Lunord so potent in the eyes of mortals, had given way to rationalism and technology. City lights blotted out the night sky and chased shadows from all but the deepest corners. His followers grew ever unpopular and desperate for whatever tithes they could leech from an apathetic citizenry. As Lunord's fortunes waned, those of his wife, Helia, Goddess of the Sun ascended.

In the 241st year of our Common Era, Lunord struck. In a jealous pique, he cast the Curse of the Eclipse upon the Solarii—followers of his wife Helia—driving them to madness and violence. A single Ranger named Apoll Fastbow, visiting his beloved—one of the cursed Solarii—survived the initial onslaught. In revenge, he drove his brothers-in-arms across Ardania, hunting Lunord's Adepts. Dauros and Krohm marshaled a defense and eventually brought Lunord's rebellion to an end. He was placed in chains and buried alive beneath an ancient volcano.

For his service to her cause, Helia granted Apoll Fastbow and his brothers her blessing. Her temples were rebuilt under the Rangers' stewardship, and the Solarii passed into history.

After the Uprising, the worship of Lunord was banned, his temples razed and his disciples cast from the Conclave of Priests. We would be foolish to believe that the crisis is over. Belief cannot be wiped clean from the memories of the faithful; Lunord's madness has not been cured, merely beaten back.



## Chapter 24: Holy Grounds

A hundred years ago the face of Ardania's myriad faiths was changed forever. Without warning, the power of the gods suddenly dwindled. Spells that harnessed the divine love of Agrela withered; the skeletal familiars of the Priestesses of Krypta crumbled; and the followers of Krolm found—well, they were pretty much the same. Concerned that the world as they knew it was at an end, the Conclave of Priests sent out emissaries to the four corners of Ardania seeking clues as to the mysterious disappearance of the gods. What they found surprised even the most jaded amongst them.

Following tales of rogue miracles, the Conclave of Priests found certain lands where the potency of the gods not only had not waned but was bursting forth like a waterfall. Prayers cast by the most skeptical of atheists were rewarded instantly; wounds were healed; plants bloomed and water was turned to wine. (And wine was turned to scotch.) When temples were built upon these Holy Grounds, they channeled divine powers never before seen in Ardania's long history! The world wasn't ending, it was just becoming weirder.

All of the major faiths—and half a dozen new ones (mostly tax shelters for the wealthy)—petitioned the Conclave for access to these Holy Grounds. The Conclave ruled that preference should go to the religions with the greatest number of followers, a ruling that drastically reshaped religion in Ardania.

(And created a whole new industry: that of public relations.) Overnight, the once calm sea of religious tolerance turned into a storm chopped landscape of back-biting, power plays and two-faced promises. Until the Elementals came.

Sixty years ago, Elementals—beings of pure energy from a high plane of existence—started appearing on the Holy Grounds. Guided by some unknown mandate, they slaughtered those who would build there. Many great heroes were lost, buildings destroyed and feelings hurt.





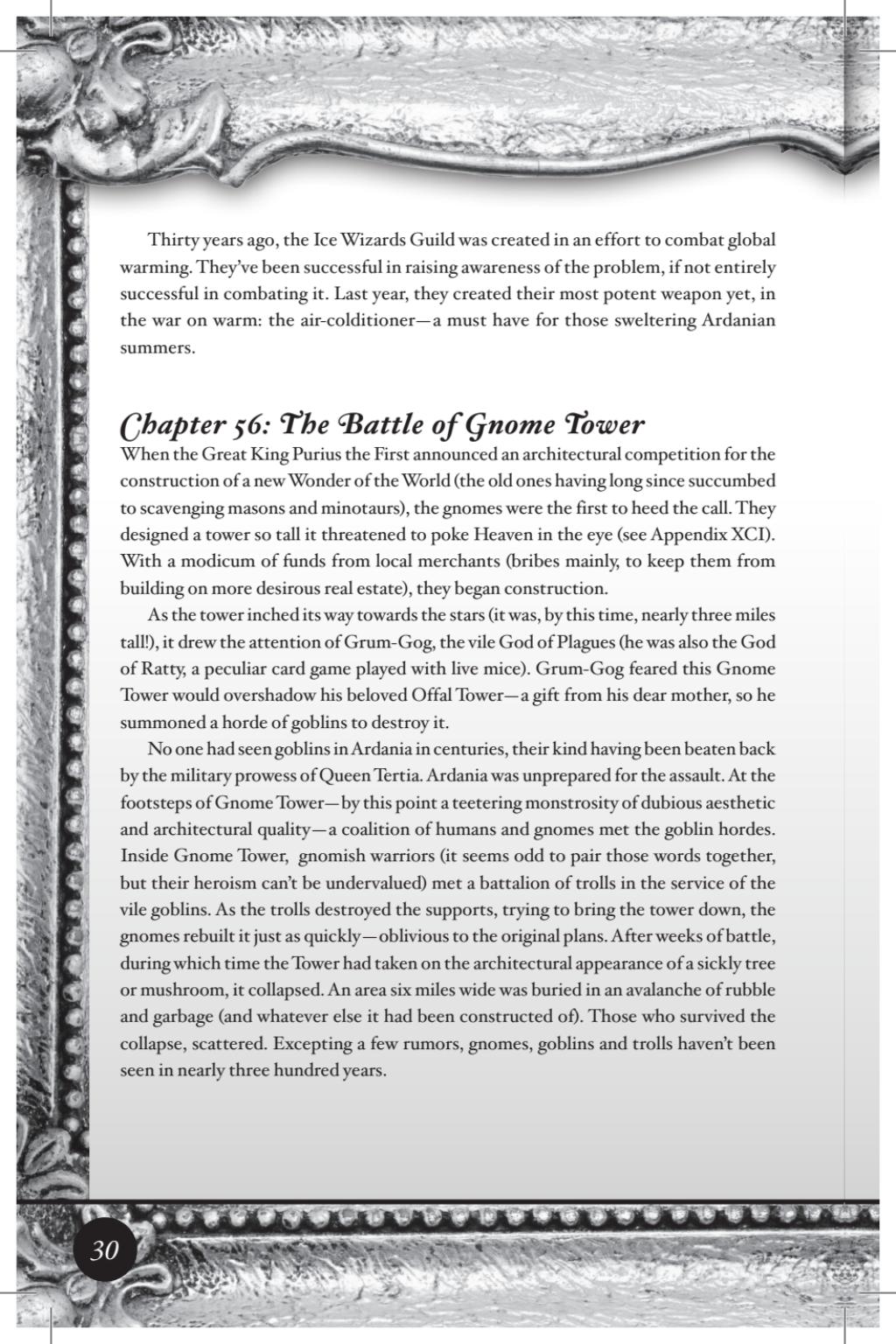
## *Appendix XCII: Heaven and Hell*

Theologians have long debated the existence of Heaven and Hell: the paradise promised by a lifetime of good and the eternal punishment for those deemed wicked. Etern Brothevus, the theologian turned politician most famously postulated the existence of such in his work "About Heavenly Pleasures and the Torments of Hell." It was a best seller for forty weeks running, and was made into a series of traveling theatrical performances (winners of nineteen awards for the performing arts). After an exhibition in which Mages paraded fettered Demonic and Angelic figures for the audience's pleasure, there remained little doubt as to the veracity of Brothevus' hypothesis. Still no definitive word on what it takes to get into Heaven. Or Hell.

## *Chapter 43: Global Warming*

From the time of the Great Dynasty, Ardanian's temperatures have been steadily climbing. Lands once rich in forests have turned to deserts, while coastal cities were swallowed whole by rising seas from the melting polar ice.

Nay-sayers in power blamed it on natural—and unstoppable—cycles of climate change, but most credible scholars blamed it—rightfully—upon Mages. Years of experimentation with fire-based sorcery and the increasing numbers of summoned demons and imps were almost certainly the culprit. Kings and Queens tried to reign in their activities through legislature (a fancy term for armed soldiers appearing upon one's doorstep), but the Wizards Guild represented such a strong political constituency, that those efforts resoundingly failed.



Thirty years ago, the Ice Wizards Guild was created in an effort to combat global warming. They've been successful in raising awareness of the problem, if not entirely successful in combating it. Last year, they created their most potent weapon yet, in the war on warm: the air-conditioner—a must have for those sweltering Ardanian summers.

## *Chapter 56: The Battle of Gnome Tower*

When the Great King Purius the First announced an architectural competition for the construction of a new Wonder of the World (the old ones having long since succumbed to scavenging masons and minotaurs), the gnomes were the first to heed the call. They designed a tower so tall it threatened to poke Heaven in the eye (see Appendix XCI). With a modicum of funds from local merchants (bribes mainly, to keep them from building on more desirous real estate), they began construction.

As the tower inched its way towards the stars (it was, by this time, nearly three miles tall!), it drew the attention of Grum-Gog, the vile God of Plagues (he was also the God of Ratty, a peculiar card game played with live mice). Grum-Gog feared this Gnome Tower would overshadow his beloved Offal Tower—a gift from his dear mother, so he summoned a horde of goblins to destroy it.

No one had seen goblins in Ardania in centuries, their kind having been beaten back by the military prowess of Queen Tertia. Ardania was unprepared for the assault. At the footsteps of Gnome Tower—by this point a teetering monstrosity of dubious aesthetic and architectural quality—a coalition of humans and gnomes met the goblin hordes. Inside Gnome Tower, gnomish warriors (it seems odd to pair those words together, but their heroism can't be undervalued) met a battalion of trolls in the service of the vile goblins. As the trolls destroyed the supports, trying to bring the tower down, the gnomes rebuilt it just as quickly—oblivious to the original plans. After weeks of battle, during which time the Tower had taken on the architectural appearance of a sickly tree or mushroom, it collapsed. An area six miles wide was buried in an avalanche of rubble and garbage (and whatever else it had been constructed of). Those who survived the collapse, scattered. Excepting a few rumors, gnomes, goblins and trolls haven't been seen in nearly three hundred years.

# CREDITS

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Since 1999, Paradox Interactive has been a leading developer and publisher of PC-based strategy games. World-renowned for its strategy stable, the company holds a particularly strong presence in the United States and Europe. Its steadily-growing portfolio includes original titles such as the critically acclaimed Europa Universalis and Hearts of Iron franchises, as well as the best published titles like the Penumbra series, Supreme Ruler 2020, Mount & Blade, Elven Legacy and the greatly-anticipated Majesty 2 – The Fantasy Kingdom Sim.

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