

1.0 Historical Background

The third war of the Great Jewels is over, having ended with the intervention of the Powers-That-Be, but not before most of Zorplia was laid waste and the greater part of its inhabitants destroyed. The P-T-B have sealed the Great Jewels (talismans of immense power) and many of the lesser talismans in the Forbidden Cities, and set enchanted armies to guard them. Only scattered remnants of the four peoples remain. Can you marshal your forces and come forth to be the sole ruler of Zorplia?

2.0 Introduction

Quest of the Great Jewels is a multi-player, computer moderated, play-by-email fantasy wargame. These rules are rather lengthy, so we suggest reading them through a couple of times and consulting them regularly during play.

You are one of 12 players competing for control of the land of Zorplia and the magical talismans hidden therein. You can choose to be one of four different character types:

- Azoni – builders of great citadels.
- Quntag – emperors of vast provinces.
- Rilris – hoarders of the treasures and talismans.
- Slenth – destroyers and ravagers of the land.

The object of the game is to accumulate the most victory points or to acquire all three of the Great Jewels in a limited number of rounds of play. Each type of player is awarded victory points for achieving different objectives.

At the beginning of the game we will send you a map of the land of Zorplia (consisting of 253 provinces laid out on a hexagonal grid). Also, and on each subsequent turn, you will be sent a printout of the forces and provinces you control and have visited or spied upon. You start the game controlling only one province. Turns are run at fixed intervals (usually one turn a week). You must send in your orders for the forces you control by the due date for that turn. Every other player will be doing the same thing. If you miss a turn, generally your forces will do nothing. All players' orders are processed at once and a new set of printouts sent to the players. This continues until one player is declared the winner.

The winner is determined one of two ways:

- The game ends immediately if one player gains control of all 3 Great Jewels (and that player becomes the winner).

- On turn one, all players pick an ending turn number between 20 and 30 (inclusive). These numbers are averaged and the game will end on that turn, with the player having the highest score declared the winner (note that this ending turn is not revealed to the players).

We sometimes run game variants, such as team games, beat-the-designer games, or other games where the victory conditions may vary from the above.

3.0 Game Components

The land of Zorplia is divided into provinces (represented by hexagons on your map). Each province has a letter+number combination for purposes of identification and movement. A province is one of four terrain types – clear, mountain, forest, or impassable. Many provinces are empty and can be captured simply by sending an army there. Others are guarded by neutral forces (hostile to all players), which must be destroyed before the province can be captured. The Forbidden Cities are special provinces that require certain talismans to enter, and where all the really good stuff is hidden. The land area is completely surrounded by ocean, and players can build navies to sail up and down the coast.

Each player controls a number of leaders, which are used to move their armies around the map. Players get new leaders at random in the provinces they control.

Talismans are magical items found in various guarded provinces. Talismans give the owner special powers that enable them to break or bend the rules.

Zorans are the unit of wealth and are used to purchase or build items (or to score points for Rilris).

4.0 The Character Types

At the beginning of the game, you get to choose which of four types of beings you want to play. You can't change your mind after the first turn. The four types are:

Azoni – Strongest in combat, but slowest to increase, of noble mien but often bald and flat-footed, your desire is to build great citadels as havens of their strength and to recapture the glory of the old days. You get points for controlling citadels in each province you own: 1 point per turn for each citadel strength point (CSP) in the 1-5 range, 2 per turn for CSPs in the 6-10 range, etc. For instance, a strength 13 citadel in a province will get you 39 points a turn, and control of 2 strength 10 citadels would be worth 40 points a turn. As an added advantage, you can build up to 6 CSPs per turn in a province you control (other players can build only 4 per turn).

Quntag – After centuries of coming off second best to the Azoni and losing your shirt to the Rilris in all-night poker games, you are out to conquer as much territory as you can. For every province you control, you score points for the tax and levy rates of that province in much the same manner as the Azoni do for citadels.

Rilris – Your object is to accumulate the most wealth (zorans). You get 1 point per Zoran for every province with 25 or more zorans, 2 points for every Zoran between 251 and 100, and 3 points for every Zoran over 1000. You also get points for the possession of certain of the magical talismans.

Slenth – You are the bad guys. You get your kicks abacinating evangelists and defenestrating orphans. You get points for killing other players' troops (6 points per troop for Azoni or Rilris, 4 for Quntag, 3 for all others). You also get points for killing their leaders (60 for Azoni or Rilris + 6 times the leader's bonus. 40 for Quntag + 4 times the bonus, 30 + 3 times the bonus for all others). You get 5 points for each CSP destroyed, You can also ravage provinces you capture, in which case you will get 8 x (levy+tax) points. Once a province is ravaged, it's tax and levy rates are cut in half (dropping any fractions). Any other character type that ravages a province **loses** that number of points. Finally, you get points for leader bonuses on your own leader, scored in a similar manner as Azoni CSPs (but only up to a maximum of 50 bonus).

5.0 The Provinces

A province can only be owned by one player at a time. It remains in control of that player until another player meets the capture requirements. A province will go neutral if all of its garrison is destroyed and there are more than one player's leaders there not at peace.

Each province has:

- A levy rate, indicating the number of troops that will be produced there each turn.
- A tax rate, indicating the number of zorans that will be produced there each turn.
- A leadership potential, indicating the probability the province will produce a new leader each turn (this number is not revealed).
- A turns owned (T/O) number, which starts at 1 and goes up by 1 each turn. When it reaches 5, the next turn it resets to 1 and the tax and levy rates of the province goes up by 1.

A province may also have any of the following:

- Garrison – leaderless troops defending a province. They reside in the citadel if there is one.
- Citadel – fortifications that give the defending garrison an advantage in battle. The strength of a citadel is given in CSPs.
- Wealth – there is no limit to the number of zorans that can be stored in a province.
- Talismans – there is no limit to the number of talismans in a province.
- Armies – troops under the control of a leader.
- Roads – May be built to speed movement between provinces.
- Navies – May be used to move armies along the coast.
- Tunnels – May be used to move to provinces that are not adjacent.

Each player type has a most and least favorable terrain type. This can affect movement and also the tax and levy rates of the province. The following chart shows the most/least favorable terrain types for each character.

Player Type	Most Favorable	Least Favorable
AZONI	Clear	Forest
QUNTAG	Clear	Mountain
RILRIS	Mountain	Forest
SLENTH	Forest	Clear

Here is an example of a province printout:

B3[GRABIT] (C,LV=10,TX=5,T/O=3, ,G=15C=8,N=3,Z=22,RD,TGT=L101,-R)

This says that province B3 is owned by a player named GRABIT, is clear terrain, has a levy rate of 10 troops per turn, a tax rate of 5, has been owned 3 turns, has 15 garrison troops, has a strength 8 citadel, has 3 navies, 22 zorans, and is a road hex. The garrison fired at Leader 101.

The **-R** flag at the end indicates that the province has been raided (probed) by someone from a surrounding province. Other possible flags that may appear are:

- -A garrison will automatically build CSPs this turn
- -B garrison was betrayed last turn
- -C garrison conditionally attacked
- -K garrison assaulted
- -N the garrison had automatic waylay turned off
- -R province was raided (probed)
- -S province is besieged
- -V province has been ravaged
- -W garrison waylaid someone
- -X province was just captured

6.0 Leaders

Leaders are used to move your troops from province to province (the other way is through raids, but raids can only be used to adjacent provinces). Any number of troops can be transferred to a leader to create an army. Leaders can move regardless of whether they have troops with them. Armies are used to attack other player's (and neutral) armies and garrisons. A leader without troops may not attack, but can capture undefended provinces. In the following discussions, "army" means a leader with one or

more troops, and “garrison” means those troops in a province not on any army. A leader without troops can carry only talismans; an army can in addition carry zorans, siege towers, and rams.

You start the game with 6 leaders and can gain more as you control more territory. Every province you control has a leadership potential, which is the probability it will produce a new leader on any given turn. The leadership potential varies depending on your character type and the terrain of the province, with leaders more likely in your favorite terrain. You should average 1 new leader per turn for every 8-10 provinces you control.

As the game progresses, leaders gain experience. This is reflected in their leader bonus. The larger a leader’s bonus, the more effective his army will be in combat. Normally, a leader’s bonus has a 50% chance of increasing by one each turn. If the leader engages in combat (either by attacking, or being attacked and not retreating), the bonus will go up by one (in addition to the 50% chance of increase). If the target of the attack is destroyed (all the garrison troops killed, or the attacked leader killed), then it will go up by two. **In no case will this cause a leader’s bonus go higher than the number of troops in its army.** A leader’s bonus will never decrease because of some action (other than the effect of certain talismans). It will not decrease if you transfer troops from the leader leaving it with fewer troops than its bonus.

A leader will appear on your printout under the province it occupies. For example:

L146[MEANIE]=36+4,R=12,S=7,Z=25,tgt=G,-K

This says that leader 146 belongs to a player named MEANIE, has 36 troops, a leader bonus of 4, is carrying 12 battering rams, 7 siege towers and 25 zorans. The leader attacked the garrison this turn in assault mode. Leaders can never change ownership. If a leader is preceded by two dashes on your printout, that means it was killed that turn. Below is the list of possible leader flags.

- -B Leader was betrayed
- -C Leader conditionally attacked
- -F Leader force marched
- -H Leader is hostile
- -K Leader assaulted
- -M Leader moved
- -N Leader had automatic waylay turned off
- -P Leader is at peace
- -S Leader sailed
- -W Leader waylaid someone
- -Y Leader bought mercenaries
- -* Leader was just created

7.0 Movement

A leader or army not carrying siege towers gets 4 movement points (MP) per turn. These do not accumulate if unused. Each type of terrain costs a different number of MP to enter. The basic rule is that it costs 1 MP per hex to enter clear or your most favorable terrain, otherwise it costs 2 MP per hex. Leaders carrying siege towers get only 2 MP per turn (rams do not affect the number of MP). You calculate the cost from the terrain type of the hex you are moving into, not the hex you are leaving. You cannot move into or through impassable terrain (but you can move out).

A leader or army not carrying any siege equipment (rams or towers) may elect to force march, in which case it gets 6 MP. Any troops in excess of twice the leader's bonus will die during the march. No leader may force march two turns in succession.

8.0 Roads

Players may build roads in provinces they control. Once a road is built in a province, any player can use it. If you don't want other players to be able to take advantage of your roads, you can destroy them. The cost to build a road is 15 zorans in clear terrain, and 25 zorans in forest or mountain, unless that is your most favorable terrain (in which case it is only 15 zorans). Roads cannot be used until the turn after they are built. There may be some roads already in existence when the game starts. If you try to build a road and the province is captured from you that turn, the build fails.

Road movement costs only $\frac{1}{2}$ MP per hex, regardless of terrain, but only if the army enters the road hex from another road hex. You can combine road and non-road movement in a single turn and fractions will be remembered between segments. For instance, assume that provinces C1, C2, C4, C6, C7 and C8 are all road hexes (and clear terrain). A leader starting at C1 could move to C2, C3, C4 and C5 using 3- $\frac{1}{2}$ MP. Note that you don't get the road bonus for C4, as you didn't enter from a road hex, nor can you get to C6, even though it is a road hex, because C5 is not (the leader could have force marched all the way to C8, though).

9.0 Oceans and Navies

The map is assumed to be surrounded by a contiguous ocean. You can build navies in coastal provinces to move your leaders or armies to another coastal province. Navies are always stored in the province and belong to the owner of the province (this is significant, because if you sail to a province occupied by another player or neutral, the navies now become the property of that player). It costs 25 zorans to build a navy in mountain or clear terrain, but only 15 in forest hexes. One navy can transport one leader (plus all the baggage that the army could normally carry). Navies can move up to 12 hexes along the coast. Count each water hex and the destination hex as one. There is a possibility that storms will come up and blow the navy off course, and/or kill some or all of the troops, and possibly the leader also. This probability increases the farther you travel.

When a navy reaches its destination, the leader and his army are immediately disembarked. If it is an unguarded province, they will capture it. If it is one of your provinces, then it is just the same as if you had moved there normally. If the province belongs to another player who has not declared you an ally, then any forces he has there will initiate a waylay attack against your army (unless they are busy fighting someone else). Navies cannot remain at sea, they must land on the turn they are launched. There is no provision for naval combat in the game.

10.0 Levies

Every province has a levy rate, which varies according to the terrain and the owner of the province. The owner of the province gets that many new troops in his garrison each turn. Every 5 consecutive turns you own a province, the levy rate goes up by one, but if the province is captured by someone else, this number resets to what is appropriate for that player type and terrain. Troops can be transferred to leaders in order to move them to other provinces, or they can be raided to an adjacent province (more details under Garrisons). Besieged provinces get no levies.

11.0 Taxes

Every province has a tax rate, which varies according to the terrain and owner of the province. The owner of the province gets that many new zorans each turn. The tax rate goes up by one every 5 turns just like the levy rate. Zorans can be transferred to armies and moved to other provinces, or can be used to build things in the province. Besieged provinces get no taxes.

12.0 Garrisons

Garrisons are troops in a province not attached to any leader, and belong to the owner of the province. Only the owner of a province can have troops in his garrison. If there is a citadel in the province, the garrison troops are considered to be inside the citadel for combat purposes. **If you raid or move all your garrison troops out of a province, it is open to capture by anyone else who shows up there.** Garrison troops can raid adjoining provinces – if those provinces are owned by you, they will be added to its garrison **unless there are enemy leaders at the raiding or raided province** (in which case the troops will all die but at least you will get a probe of the province). There is also an order to muster troops from all surrounding provinces into one province – this is just an easier way of writing multiple raid orders.

A province is besieged if the total number of non-allied troops on armies there is 3 times (or more) the total number of **garrison** troops. No transfers or raids of any kind are permitted to or from besieged provinces (except for certain talismans). Besieged provinces will not waylay enemy armies passing through and will not produce new levies or taxes, nor can they build anything. A province that starts out

the turn besieged remains so throughout the turn, but if you can reduce the number of besieging troops to below 3 times the garrison, the province will become unbesieged the next turn.

13.0 Citadels

A citadel is a fortification inside a province. There can only be one citadel in a province. Its size and strength is measured in Citadel Strength Points (CSPs). It costs 5 zorans to build 1 CSP in a province. All players except Azoni can build no more than 4 CSPs per turn per province (Azoni can build up to 6 per turn). The CSPs will not get built if the province is captured from you that turn. You do not need to destroy the citadel in order to capture a province, only to kill all the garrison troops. The citadel exists to give a defensive bonus to garrison troops (and to score points for Azoni). Citadels can be destroyed by armies carrying battering rams, or voluntarily by the owner of the province.

14.0 Raids and Musters

Any number of troops from a garrison that is not besieged, or from an army before it moves, can raid troops to an adjacent province. A province or army can raid to any number of adjacent provinces. If the province is neutral and unprotected, and no other player raids it or sends an army there this turn, each troop raided will have a 25% chance of capturing the province. Note that this 25% chance is calculated independently for each raiding troop, which means, in effect, that raiding 4 troops to an adjacent province will only have about a 68% chance of capturing it. If you capture the province, all raided troops will be added to the garrison (in addition to any new levies that are produced there). If you do not capture the province, all you will get is a printout of what is there.

A province can issue an order to muster from adjacent provinces owned by the same player. The same conditions regarding enemy armies apply. This can provide a means of collecting troops at central locations. Troops raided to provinces owned by mutual allies and **of the same character type** are treated just as if they were your own provinces, except of course, the player owning the raided province will control the incoming troops.

15.0 Siege Equipment

Siege equipment consists of battering rams (used to destroy CSPs) and siege towers (used to neutralize the effects of CSPs in combat). Armies carrying siege towers get only 2 MP per turn and must have 3 troops for every tower carried. Armies carrying only rams do not have any normal movement penalty, but must have 1 troop for every ram carried. An army with 6 troops could carry 2 siege towers **and** 6 rams. Armies carrying siege equipment cannot force march.

Only garrisons can build siege equipment onto armies, and at a cost of 2 zorans per item (towers or rams). Armies that want to move faster can abandon (destroy) siege equipment or transfer it to another

army before moving. In order to transfer or build siege equipment onto another player's army, he has to give an order accepting it.

Each siege tower in an attack on a garrison reduces the effectiveness of 1 CSP. Each ram used in an attack on a garrison will destroy 1 CSP at the end of the battle. The troops associated with the rams do not get to participate in the killing of the defending garrison. If one army attacks another army, all siege equipment is ignored. Some of the siege equipment that is involved in an attack on a garrison will probably be destroyed.

16.0 Building and Destroying

Your provinces can build siege equipment, navies, CSPs, and roads, provided you have the zorans available in the province. Navies can be built only in coastal provinces. CSPs and roads do not get built if the province is captured from you or goes neutral that turn (siege equipment and navies **do** get built). All the above may be destroyed at will by the owner of the province (or of the army carrying the siege equipment). You can destroy a maximum of 8 CSPs per turn. You cannot destroy zorans or talismans. Siege equipment cannot be stored in a province.

17.0 Transfers

You can freely transfer troops between your armies in the same province, or to/from the garrison if you own it (or it is a mutual ally **of the same character type**) and it is not besieged. You can also transfer zorans, talismans and siege equipment between armies of any player (but the player must give an order accepting siege equipment). Transfers occur before movement, combat and building. At the end of the transfer phase, the computer checks that all armies with zorans have at least one troop and that armies with siege equipment have the required troops to man them. If these conditions are not met, the zorans go to the owner of the province and the excess siege equipment is destroyed.

18.0 Combat

Combat can occur only between forces in the same province. Leaders without troops may not attack, but certainly may be attacked. There are two forms of combat: army vs. army, and army vs. garrison. There are also two modes of combat available to the participants: attacking and assaulting. Attacking is the normal mode; assaulting will increase both your and the enemy's losses. Combat is complicated by many factors, so let's consider the simplest cases first. Each attacking troop, whether on an army or in a garrison, is worth a certain number of attack factors, depending on the character types of the attackers and defenders. The following chart illustrates this.

Attack factors chart

Attacker Type	Defender type			
	AZONI	QUNTAG	RILRIS	SLENTH
AZONI	3	3	4	4
QUNTAG	3	3	3	3
RILRIS	2	3	3	4
SLENTH	2	3	2	3

Add one to the above numbers if you are assaulting. Each defending troop is normally with 4 defense factors, unless the defenders are assaulting, in which case they get only 3 DF per troop. If an army that is attacked attempts to leave the province, then it gets 6 DF per troop. The leader bonus serves to double the number of attack or defense factors of up to that many troops (the effective bonus cannot exceed the number of troops). The following matrix shows the possibilities of a hypothetical combat between two armies in a province: Leader 37 (a Slenth) has 17 troops and a leader bonus of 3. Leader 24 (an Azoni) has 12 troops and a leader bonus of 4.

L37[SLENTH]=17+3 Choices below	Attack		Assault		Defend		Leave		Attack Factors Defense factor per troop Losses
	L24	L37	L24	L37	L24	L37	L24	L37	
	L24		L37		L24		L37		
Attack	64	40	80	40	21	40	12	40	Attack Factors
	4	4	3	4	4	4	6	4	Defense factor per troop
	6	13	9	17	6	2	3	1	Losses
Assault	64	60	80	60	21	60	12	60	Attack Factors
	4	3	3	3	4	3	6	3	Defense factor per troop
	11	17x	12x	17x	11	4	6	2	Losses
Defend	64	13	80	13					Attack Factors
	4	4	3	4					Defense factor per troop
	1	13	2	17					Losses
Leave	64	8	80	8					Attack Factors
	4	6	3	6					Defense factor per troop
	1	7	1	10					Losses
	L24	L37	L24	L37	L24	L37	L24	L37	

Here is how the numbers in the chart were derived. First the attack factors: Azoni against Slenth get 4 AF per troop (5 if assaulting), and Slenth against Azoni get 2 AF per troop (3 if assaulting). Since both leaders have a bonus that is less than or equal to the number of troops, the bonus effectively gives each leader that many more troops. The defense factors per troop are 4 for both leaders, but only 3 if that leader was assaulting. Note that leaders that are leaving get 6 DF per troop.

Now, it looks like leaders are getting attack factors even when they are not attacking or assaulting. This is called defensive fire and is included because when you attack another army, even if it does nothing or tries to leave, your troops will still suffer some losses. Losses from defensive fire are calculated as if the defender had attacked you with $1/N$ times the AF of a normal attack. N is $2 +$ the number of leaders attacking the defender if the defender does nothing (the "Defend" row and column in the above table), but $N = 4 +$ the number of attackers if the defender is trying to leave the province, or is attacking some other target. Note that you do not get defensive fire against leaders or garrisons you are directly attacking – that would be double counting. Leaders and garrisons could be destroyed by defensive fire.

Troop losses are calculated by dividing the total attack factors by the defense factors per troop. However, the leader bonus plays a part in defense also, effectively doubling the number of DF per troops covered by the bonus (if the bonus is larger than the number of troops, it is treated as if it were the same size). If an army is attacked by excessive AF (more than enough to kill all the troops), **and** if the excess is larger than the defending leader's bonus, the leader is also killed. This is represented by an "x" following the troop losses in the chart. So in this case, if both leaders assault each other, both will be killed along with all their troops.

Think that's too complicated? Sorry, but there are more complications. First, if you attack someone who has declared you an ally (i.e. betray him), the number of DF per troop of his armies is reduced by 2. This applies only to the specific leaders or garrisons attacked by the betrayer, but if those targets are also attacked by a third player, that player also gets to take advantage of the reduced DF. You may be wondering at this point why you would ever declare someone else to be an ally. One reason for doing so is what's called the multi-army combat bonus, which works like this: if two or more armies attack the same target, and those players are **mutual allies**, the total number of AF is increased by 10% for each additional attacking army. The MACB also applies to your own armies, that is, if you have 3 of your armies attacking the same target, the MACB will increase the total AF by 20%. The MACB can never exceed 100% (which would require 11 armies all attacking one target). In this discussion, target refers to a particular leader or garrison, not to a player.

Everything discussed above applies to garrisons, except they have no leader bonus and can't leave the province (if they raided out they would just be destroyed). However, if there is a citadel in the province, each CSP acts to triple the number of DF of one troop (so 10 CSPs will triple the DF of up to 10 defending troops). But if the attacking army has siege towers, that number of CSPs will be rendered ineffective. Battering rams will destroy CSPs but that doesn't take place until after all combat is resolved. Remember that it takes one troop to operate each battering ram, and those troops do not get to participate in the regular combat. Garrisons do not count in computing the MACB, but may take advantage of it if they are involved with other leaders in attacking a target.

As an example of attacks on a garrison, assume L22[YECCH]=23,S=2,R=2 and L23[BLECCH]=12,S=3,R=2 are attacking the garrison in province M4, which has 10 troops and 10 CSPs. Only 31 troops will be actually attacking the garrison, but the effective CSPs will be reduced to 5 and after combat, 4 of those CSPs will be destroyed (this happens even if all the troops on L22 and L23 are killed).

Finally, as a last complication, any attack may be made conditional. A conditional attack becomes real only if the owner of the target you are conditionally attacking also attacks you **in that same province** (it need not be an attack against the conditionally attacking army). Two armies conditionally attacking each other do nothing but make a lot of noise. You cannot conditionally assault someone. One final note – you cannot attack yourself (for instance to increase a leader's bonus).

If all the troops of a leader's army is destroyed, any zorans it was carrying are divvied up amongst its attackers, in proportion to the strength of the attacking forces (after combat). If the leader is also killed, then any talismans it was carrying are also divvied up in a similar manner. If all the attackers are also destroyed, then all their property will revert to the garrison or province. Divvying up occurs after all combat is resolved, so if Leader A kills Leader B and Leader B kills Leader C, Leader A does not get any of Leader C's goodies (they would go to the province instead).

19.0 Waylaying

Armies or garrisons that do not move or attack (conditionally or otherwise) will waylay non-allied armies that try to pass through the province they are in. They do this automatically unless you give an order for them not to do so. Waylaying armies and garrisons get to attack all non-allied armies passing through (not stopping in) a province. This attack occurs during the movement phase. Each waylaid army gets 6 DF per troop unless it was betrayed (in which case it is 4 DF). Each waylaying army attacks in normal mode, unless it is in its most favorable terrain, in which case it attacks in assault mode. The armies being waylaid do not get to fight back, and do not get any defensive fire. More than one army can waylay other armies in a province, but no multi-army combat bonus applies.

An army could be waylaid in each province it passes through. Neutral garrisons (except mercenaries) will also waylay troops that attempt to pass through them. Troops that were raided into or out of a garrison do not get to participate in waylay attacks. A leader's bonus will not increase due to combat from waylaying (or being waylaid). If an army is destroyed or a leader killed in a waylay, then its possessions are divided up amongst the waylayers in the province where death took place. Note that incoming sailors will be waylaid if landing in enemy provinces.

20.0 Capture of Provinces

In order to capture a province you must meet several requirements:

- There must be no garrison troops in the province

- There must be no leaders of other players not at peace in the province
- You must have a leader there not at peace

Note, though, the section on raids describes another method of capturing undefended provinces. A province remains in possession of its original owner until the capture requirements are met, with one exception – if all the owner’s leaders and garrisons in the province are destroyed, and at least 2 other player’s armies are there not at peace, then the province becomes neutral until someone can satisfy the capture requirements above.

When a province is captured or becomes neutral, any CSPs or roads ordered to build there will not get built. Most of the provinces in the game are neutral and undefended at the start.

21.0 At Peace and Hostile

Any army (but not a garrison) can declare itself at peace. This just means that it doesn’t want to capture anything (including the spoils of battle). It does not prevent an army from attacking or automatically waylaying (if you don’t want your armies to waylay, there is a different order to turn it off). Armies put at peace remain so until you give an order changing their status. Armies at peace do not count towards determining if a province is besieged. An army at peace will not kill troops raided into or out of the province.

A leader can be declared hostile. This is in effect for one turn only unless renewed. Having a leader hostile allows it to capture a province from an ally (as long as that ally cooperates and leaves all his leaders there at peace and raids or transfers out the entire garrison). This provides a somewhat cumbersome way to give a province to an ally while having him remain your ally.

22.0 Allies

You can declare any player you have met to be an ally. This means you will not automatically waylay his armies, or capture his undefended provinces if you show up there. It also allows you to take advantage of the multi-army combat bonus if he has also declared you to be an ally. A player remains your ally until you give an order changing that status. You are not told which players have declared you ally. You start out the game with no allies.

23.0 Neutrals

A province not owned by any player will either be undefended (and empty), or belong to one of the non-playing characters. If it is not a Forbidden City, Mercenary, or dragon province, its owner will appear on your printout as [-----] followed by any defending garrison and/or treasure of zorans or talismans. An empty province can be captured either by one player’s leader(s) showing up there, or by raids from an

adjacent province. A neutral province with a garrison must be cleared of defending troops before it can be captured. Neutral provinces will not attack you unless you attack them, but **will** waylay armies that attempt to pass through them. They will not waylay incoming sailors, though.

All non-playing character troops attack all other character types with 3 AF per troop, and defend with 4 DF (except mercenaries). Non-playing leaders (found only in Forbidden Cities) will never move out of the province they start in. If there is more than one target for them to attack, they will tend to attack the largest army first (and occasionally in assault mode). Neutral garrisons (except mercenaries) do not get additional levies. Neutral garrisons never become besieged.

24.0 The Forbidden Cities

There are exactly 10 FCs in every game. They are named as follows: Gold, Silver, Diamond, Ruby, Emerald, Sword, Shield, Chalice, Coronet, Staff. You cannot enter them without specific talismans (keys) relating to their name. If you try to move to one without the appropriate key(s), it will appear on your printout like this:

M7[SILVER]

The name corresponds to the keys required to enter it. You cannot see what is in them unless you have the keys to unlock and send in a leader. You are not told where the FCs are located; you will just have to discover them. If you do gain access, you will find they are very strongly guarded, but also hold large treasures of talismans and zorans. Three of the FCs will each hold one of the Great Jewels (which will be even more strongly guarded). Guardians of the FCs will automatically attack all intruders (even on the turn they enter the province). Their forces are of a generic type that gets 3 AF per troop. Once all the guardians are slain, the province behaves just like any other province.

The only way to enter an FC is to have a leader with the appropriate key(s) next to the province issue an unlocking order. The order may be one that lets in only your armies, or you can decide to also let in other player's armies. The leader doing the unlocking may do anything else a normal leader can do, including entering the unlocked FC. But you cannot unlock an FC from within, so be careful with your keys. Keys do not work on the turn they are transferred. The order to unlock lasts only for one turn and must be repeated, subject to the same conditions, to send in additional armies on subsequent turns. Once the defending forces are destroyed, you no longer need a key to enter the province.

25.0 Dragons

Some of the provinces are guarded by dragons, shown on your printout as [-DRAGON-]. A raid will reveal the presence of a dragon. If a leader enters a province with a dragon, all his troops are immediately killed. Dragons never move from the province they reside in and always guard large treasures. The only way to kill a dragon and capture the province is to send in one or more leaders (preferably without

troops) to engage in single combat. Combat occurs **automatically** between the dragon and any leaders that stay in the province on a turn (it doesn't happen on the turn you move in, so you can decline combat by moving the leader out next turn). The greater a leader's bonus, the more likely he will successfully kill the dragon (a leader with no bonus will never succeed). Two leaders with a +4 bonus each are more effective than one leader with a +8 bonus. Depending on the leaders' bonuses, it may take more than one turn to kill the dragon, but if the dragon is not killed, then any surviving leaders will get 1 added to their bonus. Occasionally both the dragon and the leader(s) will be killed. After the dragon is slain, the province behaves just like any other province, except the dragon has laid waste to the land and it will produce very little in levies and taxes. Leaders who kill a dragon will get their bonus increased (+5 for the first leader numerically, +4 for the next, etc.) You cannot move through a province with a dragon.

26.0 Mercenaries

A few of the provinces are mercenary strongholds. They appear on your printout as [MERC]. You cannot move through a mercenary province. All mercenary provinces are connected to each other via tunnels, so you can, albeit slowly, use them to move long distances across the map. Mercenaries will sell you troops for your armies. The going rate is 3 zorans per troop. When you give a leader an order to buy mercenaries, it automatically uses as many of the zorans the leader is carrying. No leader can buy more than 25 troops in one turn, and no army can buy mercenaries two turns in a row. Any type of player may buy mercenaries – it is assumed that the appropriate type is always available.

The mercenaries do not allow ANY combat in their province. Any player engaging in combat there, whether against the mercenary or another player, will be banned from buying mercenaries for the rest of the game. Mercenary garrisons are unusually strong; they get 8 DF per troop. Mercenaries get 3 troops per turn for their own defense starting after they are discovered, and will use any zorans available to build CSPs (up to 4 per turn, but not exceeding the number of defenders there).

27.0 The Drevonyx

The Drevonyx is an ancient terror released by the Evil Ones before they were driven from Zorplia back into their playpens. It is an unkillable, unstoppable (except by certain talismans) monster that eats anything in its province. Fortunately, there is (at first) only one of them. It is sleeping in a random province and doesn't wake up until some fool blunders in (raids will reveal it without awakening it). It will appear on your printout as "**DREVONYX=ss**" where ss is its size. It will eat ss troops each turn from any armies or garrison in the province, and will grow in size by 1/3 the number of troops eaten, beginning with the turn **after** it awakens. If it can't satisfy its appetite from what is in the province, it will move to some random adjacent province and chow down there. It will only move once per turn. After it reaches a certain size, it will divide in two (one large, one small) and each will go their separate ways. The province it is currently occupying will get no levies while it is there.

28.0 Talismans

A talisman is a magical item that allows you to do something unusual or break or bend the rules in some way. A talisman can be either on a leader or in a garrison of a province. In order to capture a talisman, if it is in the garrison, you must satisfy the capture requirements for that province; if it is on a leader, you must kill the leader (not just his troops). Note that if more than one leader participates in an attack that kills another leader, the talismans are divided up amongst the surviving attackers randomly in proportion to the strength of the survivors (bigger armies will get more of them or be more likely to get them). Some of the talismans require a special order to use them. This is noted in the section below.

A leader can carry any number of talismans. A talisman can be transferred to any other leader in the same province, or to the garrison if not besieged (but see exceptions below). A player cannot refuse the transfer of a talisman. Most talismans cannot use their power on the turn of transfer (again, see exceptions below). What happens when two seemingly opposite talismans are used together is left to the (admittedly demented) imagination of the game designer.

The talismans are numbered and appear on your printout following the owner (leader or garrison) as Tnnn="NAME", where nnn is the talisman number and NAME is the name of the talisman. Some of the talismans have additional effects not described in the following section. Just be on your guard against strange happenings. These additional effects are often nasty tricks that the talisman plays on its owner and occur at random (and infrequent) times. The degree of "nastiness" is related to the advantage the talisman gives its owner (however, the Great Jewels have no hidden nasty effects). If the talisman name is followed by "-T" then it was transferred that turn; if it is followed by "-!" then it did something unusual (undocumented). In the list below, superscripts following the talisman numbers refer to footnotes (at the end of the list) that apply to that talisman.

28.1 Talisman List

T1 – T3^{1,3,4,5}: The Great Jewels are covered in a separate section.

T4 – T28¹: There are 25 keys, each with a two word name. The first word is one of the following: Gold, Silver, Diamond, Emerald or Ruby. The second word is one of the following: Sword, Shield, Chalice, Coronet, or Staff). Thus there is the Silver Shield, the Diamond Staff, etc. All players get 10 points per turn for owning each of these (Rilris get 15). If a Rilris has all five keys of one set (for instance all Gold keys or all Shield Keys) he gets a 1000 point bonus for each set owned, as long as he retains ownership of the set. The keys are the only means of entering the Forbidden Cities. A leader must be carrying one or more of the keys with the same name as the FC he is trying to unlock, and be adjacent to that FC. If the leader has only one of the required keys, he has only a 50% chance of unlocking the FC; if he has 2 or more, then it is 100%.

T29 – T44: The Rings of Power – there are 3 Azoni Rings, 4 each for Quntag and Rilris, and 5 for Slenth. The owner of one of his type of ring gets 25 points per turn for each one owned. Rings are worthless (and powerless) for other character types. Their powers apply only to the appropriate owner, and having more than one does not increase their power.

- Azoni Ring – if it is in an Azoni garrison it doubles the number of effective CSPs there for the purpose of combat (not scoring). If on an Azoni leader, it doubles his leader bonus, but only for the purpose of computing defense factors.
- Quntag Ring – If in a Quntag garrison, causes the T/O (turns owned) number to go up by 4 each turn instead of 1. If on a Quntag army, that army will capture an unguarded province (one with no garrison troops) provided that army outnumbers in troop count (not counting leader bonuses) all other armies of other players not at peace there.
- Rilris Ring – If in a Rilris garrison, it triples the tax rate. If on a Rilris army, that army will capture all zorans of armies that were destroyed in that province by the player owning the ring. Also, if that Rilris army attacks and destroys the garrison troops, the leader captures all the zorans in the garrison
- Slenth Ring – if in a Slenth garrison, it prevents it from becoming besieged, and in addition, normal attacks by the garrison troops are conducted as if in assault mode, but without the corresponding reduction in defense factors. If it is on a Slenth army, it doubles the leader's bonus for the purpose of computing attack factors.

T45 – T47^{1,8}: The Palantiri. There are 3 of these in the game. They allow you to spy on any province on the map, one province per turn for each one you control. They will not spy inside the Forbidden Cities. The order to use one is Tnn=pr, where pr is the province you want to see.

T48^{5,6}: Cloak of Darkness. The army carrying this cannot be seen by other players until it attacks or waylays someone. The army carrying this will not be waylaid. This goes into effect the turn it is transferred to a leader but there is a time limit to the length of the invisibility. Initially, a counter is set to 200 when it is transferred. Each turn it remains on that leader, the counter is decremented by the number of troops in that army at the end of the turn. If that number reaches or goes below zero, the army becomes visible to others. Your printout will tell you the number at the beginning of the turn. The counter resets if the talisman is transferred. It has no effect in a garrison.

T49^{1,3}: Sword of Doom. The army carrying this will, 75% of the time, kill all the troops of whatever it attacks (including the leader), but 25% of the time it will turn on its owner and kill all his troops (and the leader). Since it does not work on the turn of transfer, you can keep it inactive by juggling it between leaders.

T50¹: Grond. This is an enchanted battering ram that will destroy the larger of 5 or $\frac{1}{2}$ the CSPs in a garrison you are attacking. It does not require any additional troops to man it.

T51^{2,3,7}: Shadow of Fear. The leader it is transferred to loses all his leader bonus immediately. If it is transferred to garrison, it will not produce any taxes or levies as long as it remains there, nor will the T/O number increase.

T52¹: Seven League Boots. The leader carrying this gets 7 MP per turn (regardless of whether or not it is carrying siege towers). You can't get additional MP by force marching with this.

T53: King's Levy. Temporarily doubles the tax rate of the garrison it is in, but that garrison produces no levies.

T54: Philosopher's Stone. Temporarily doubles the levy rate of the garrison it in, but that garrison produces no taxes.

T55^{1,5}: Double Whammy. The army carrying this may make two attacks each turn, or may attack and then move, or attack and waylay. The attacks cannot be conditional. Slenth do not get points for the 2nd attack.

T56^{2,7}: Healing Hand. Transferring this to a garrison immediately heals it from the effects of ravaging, but the garrison cannot be ravaged while this is there.

T57: Oracle. The owner will be told the correct score of everyone in the game.

T58^{1,3}: Evil Eye. When the army or garrison with this attacks, the target behaves as if it had been betrayed that turn. No additional benefits if it really is betrayed as well.

T59^{2,3,7}: Chain Gang. When this is transferred to a garrison, that province becomes a road hex. There is no cost to build the road, but the tax rate is reduced to one. It will not work in provinces where the tax rate is one or less.

T60: Slave Driver. The garrison this is in may build up to 10 CSPs per turn at the low, low rate of only 2 zorans each. However, it reduces the levy rate by one each turn it is there. It stops working when the levy rate reaches zero. Removing it does not reset the levy rate.

T61^{1,5}: Enchanted Rearguard. The army carrying this will suffer no losses from attacks or waylays as long as it is moving and not attacking.

T62: Dragon Helm – The leader carrying this cannot be slain by a dragon, and it will also protect any troops he is carrying from being eaten by the dragon. It will also protect from the ravages of the Drevonyx in that province.

T63⁶: Doppelganger. This talisman creates an illusion so that other players perceive the army or garrison possessing this as having twice as many troops as it actually has.

T64: X the Unknown. This talisman has undefined properties that vary from game to game. It will appear on your printout with a name that may give a hint as to what it does. You'll just have to experiment with it to determine its function (which may be good or bad).

T65^{1,7}: The Buck Stops Here. If in a garrison, it prevents all movement through that province.

T66^{2,3,7}: Jeweled Poker Chip. On the turn it is transferred to a leader or garrison, it will either double (25% of the time), or reduce to zero (25% of the time) the number of zorans there. The rest of the time nothing happens.

T67: Johnny Appleseed. When transferred to a province, changes the terrain to forest.

T68: Paul Bunyan's Axe. When transferred to a forest province, changes it to clear terrain.

T69: Aloha, Mauna Loa: When transferred to a province, changes the terrain to mountain.

T70: Flatland. When transferred to a mountain hex, changes the terrain to clear.

(The above 4 talismans also change the tax and levy rates of the provinces affected, depending on the character type of the owner of the garrison).

T71¹: Golden Astrolabe. The leader sailing with this will never drift off course. Upon landing, the leader will not be subject to a waylay attack.

T72¹: Fair Breezes. The leader sailing with this will never suffer storm losses. Upon landing, the leader will not be subject to a waylay attack.

T73¹: Shore Batteries. If in a coastal province, that and the two adjacent coastal provinces will waylay incoming navies with triple the normal attack.

T74^{3,5}: Flying Dutchman. When transferred to a leader, that leader is immediately transported to some random province on the map (but never into an FC), and may not move or attack that turn. Each turn a leader has it, it will either double (2/3 chance) or halve (1/3 chance) the number of troops in the army.

T75: The View From the Top. The leader carrying this will get a probe of all the surrounding provinces where he ends the turn. Does not work in the garrison.

T76^{2,7}: Moho. Creates a tunnel to the province on the opposite side of the map (for instance, N13 would connect to F7, and K18 to I2). The tunnel persists even after this talisman is removed. Does not work in mercenary provinces.

T77^{2,7}: Cave-In. When transferred to a garrison, it destroys any tunnels there (both sides). Does not work in a mercenary province.

T78⁵: Magic Carpet. This is similar to the Flying Dutchman, but you can control it. The leader carrying this may move to any province on the map (except FCs or impassable terrain). The army can carry any number of zorans or talismans (but not siege equipment), but the number of troops cannot exceed 3 times the leader's bonus (excess troops just die along the way). Some of the troops may fall off during the ride (up to 25%). This counts as a regular move for that leader,

so it can't also attack or move farther. The order to use it is T78=pr to move to a particular province.

T79^{2,3,7}: Screaming Meemies. Causes all the troops on the army or garrison to which it is transferred to raid out to some random adjacent province (but never through a tunnel).

T80^{3,6,7}: Hot Potato. When this is first captured, a counter starts counting down from a random number between 3 and 10 inclusive (you will not be told this number). When the counter reaches zero, all troops and leaders in the province where this is located are destroyed and the garrison becomes neutral. When someone else captures that province, the counter is reset to a new value and the countdown begins again. The counter is decremented at the end of each turn.

T81^{1,3}: Master Thief. The army carrying this will steal 25-50% of the zorans from every garrison it passes through (including your own). However if waylaid, it defends with 2 DF per troop less than it would normally. It will not steal from non-player owned garrisons.

T82^{1,5,6}: Fog of War. When on an army, other players can see only the leader number and owner of **any** of that player's armies in the same province. If in a garrison, other players can see only the owner and terrain type of the province. In neither case will you see what talismans are there.

T83⁵: Imperial Navies. Allows one leader, with any number of troops, including siege equipment, to sail to any coastal province on the map. The leader will not sail off course, suffer storm damage, or be waylaid on arrival. You still can't sail to FCs or impassable hexes. To use it just write a normal sail order for that leader. You must sail **from** a coastal province.

T84¹: Skeleton Key. By itself, this talisman will open any FC 25% of the time. In conjunction with another key of the appropriate name, it will open that FC 100% of the time.

T85¹: Zombie Master. 25-50% of the troops killed in combat by the leader carrying this will be added to that leader's army (regardless of character type). The leader must survive combat.

T86: Leaping Leprechaun. This talisman randomly adds either 5-15 CSPs, 50-100 zorans, or 25-50 troops to the garrison it is in (if owned by a player). Then it leaps to some other random province on the map. It stops if it lands in a neutral province. You cannot capture the leprechaun.

T87^{2,3,7}: Cease Fire. When transferred to a garrison, it prevents all combat in that province for one turn.

T88¹: Shield Wall. Doubles the number of defense factors for an army in combat, but that army will have only ½ the normal attack factors.

T89¹: Berserker's Rage. Doubles the number of attack factors for an army in combat, but that army will have only ½ the normal defense factors.

T90: Birthstone. The garrison this is in will produce one new leader every turn (only player provinces).

T91: Shipyards. If this is in a coastal province, it will produce one navy each turn at no cost to the owner. Production occurs at the end of the turn, so the navy cannot be used until the next turn.

T92^{1,3,4,8}: Banish Leader. The owner of this talisman can order any leader in the same province to be banished to some random province on the map (you can't specify the province). The talisman will be transferred automatically to that leader. The leader will not end up in an FC or impassable terrain. The order to use it is T92=ldr specifying the leader number.

T93⁷: Recruiting Bonus. At the beginning of the turn, it adds 20% to the troops of the garrison it is in. Two zorans are deducted, and must be present in the garrison, for every troop added.

T94^{1,3,8}: Warlord's Curse. Allows you to ravage a province you do not own merely by having this talisman on a leader in that province. Points are won or lost as described in the scoring section. Does not work in provinces still recovering from previous ravages. This is a mutually exclusive action, so the leader carrying it cannot also move or attack. The order to use it is T94=R to ravage the province where this talisman is located.

The next 4 talismans, known collectively as the Wands, allow your race to take on some of the powers and advantages of other races (mostly for scoring purposes). They do not work for the race of the same name. A player possessing all 4 wands will have something special happen (note that special does not necessarily mean good).

T95²: Azoni Wand. On the turn you transfer this to one of your garrisons, you score points for the CSPs there as if you were an Azoni. When it is removed from the garrison, it destroys all the CSPs there.

T96^{2,3,7}: Quntag Wand. On the turn you transfer this to **another player's** garrison, you will automatically capture it from him. You will score points for that province as if you were a Quntag, but only for one turn. When it is removed from a garrison, that province becomes ravaged (with no gain or loss of points).

T97: Rilris Wand. On the turn you transfer this to one of your garrisons, you score points for the zorans there as if you were a Rilris. The zorans are immediately destroyed. Additionally, a leader or army carrying this can move through mountain terrain as if it were clear.

T98¹: Slenth Wand. The army or garrison with this scores points for combat just as a Slenth would. If on a leader, that leader's bonus will score points for the owner as a Slenth would. The army or leader carrying this can move through forest terrain as if it were clear.

T99^{1,4,8}: The One Ring. The owner of this talisman can give a geas order (see Great Jewel spells) to any leader carrying one of the Rings of Power (but that leader has to be visible to you). The order is subject to the same restrictions as a Great Jewel geas order, but may be used two or more turns in succession. You **can** use it on a leader carrying a Great Jewel (if he has a Ring of Power also). The recipient of the geas order gets a probe of where this talisman begins the turn. You cannot use it on one of your own leaders.

T100¹: Longbows of Crecy. Triples the defensive fire of the leader or garrison that has this.

T101^{1,5,6}: Ninja Hood. Allows a leader to enter impassable terrain, or to enter or leave sealed provinces.

T102: Medal of Honor. Triples the leader bonus increase that a leader wins in battle, ignoring the limitation of the number of troops it has.

T103: Sleeping Potion. If the Drevonyx moves into a province containing this talisman, it falls asleep and becomes deactivated. The garrison becomes neutral and the Drevonyx remains asleep until someone captures the province. Tread quietly!

T104^{1,7}: Hometown Hero. When in a garrison that is attacking, the attack is treated as if the garrison had a leader bonus equal to the number of CSPs there.

T105^{2,7}: Head'em Off at the Pass. The garrison or leader with this will waylay as if it had 3 times as many troops as it actually has. It will be visible to anyone so waylaid.

T106^{2,7}: Relief Forces. When transferred to a garrison, it immediately becomes unbesieged. The garrison with this can never be besieged.

T107^{2,3,7}: Liquidated Assets. When transferred to a garrison, all CSPs, navies and roads are destroyed and converted back into their zoran equivalents. If transferred to an army, all siege equipment it is carrying is converted back to zorans.

T108: Caesar's Census. This talisman will show you the summary lines at the end of a specified player's printout (see the section at the end with a sample printout). It is then transferred to that player's home province (or to another province he owns if he has lost his home). The order to use it is T108=pppppp where pppppp is the player name you want to spy on. You will not see what talismans he controls, however.

T109^{2,7}: Swap Meet. When transferred to another leader or garrison that also has one or more talismans, you will get one of those talismans in exchange (randomly chosen).

T110: Fleet Enema. Any navy attempting to land in a coastal garrison that contains this will be sent back to its point of origin.

T111: Bigfoot. If this talisman and the Drevonyx end the turn in the same province, Bigfoot stomps the Drevonyx, which usually kills it. However, there is a small chance that instead it will

break up the Drevonyx into several smaller ones that will be scattered to the surrounding provinces.

T112¹: Maze of Thorns. Prevents enemies from using the multi-army combat bonus against the army or garrison that has this.

T113⁵: Drill Sergeant. Allows a leader to force march any number of troops (but still only once every other turn). However, a number of troops equal to the leader's bonus will die along the way.

T114^{1,8}: Electronic Funds Transfer. Allows you to transfer zorans from any garrison you control to the garrison containing this. There is a 10% fee for the transaction (and a small chance that larger amounts will be extorted.). The order to use it is T114=pr to transfer zorans from the garrison in province pr.

T115^{1,3}: Siren Song. When a leader carrying this moves to another player's province, a number of troops equal to his bonus is transferred from the garrison to the leader (regardless of character type).

T116^{6,8}: Chameleon. This talisman can be made to appear like another talisman to other players. The order to change its appearance is T116=nnn, where nnn is the talisman number you want it to look like. This effect slowly wears off from turn to turn – there is a 50% chance of it still working on the second turn, and 25% on the 3rd, 12-1/2 % on the 4th, etc. You can give it a change order on every turn, but you can't make it look like the same talisman 2 turns in a row.

T117^{3,7}: Dragon's Egg. When this is transferred to a garrison, it has a 50% chance of converting it to a dragon province. If that happens, all garrison troops are destroyed. Every turn it is left in a garrison there is a 50% chance of this occurring. The dragon comes with his own hoard of gold.

T118³: Gold Rush. When this is transferred to a garrison, the troops there go looking for gold. They may not attack or be raided out or transferred to leaders, and if any enemy armies enter the province, it becomes immediately besieged. Each turn this talisman is in the garrison, there is a 20% chance of striking gold. If that happens, 150-200 zorans will appear in the garrison and the troops will return to normal. Things will also return to normal if you transfer the talisman to a leader.

T119: Security Blanket. When in a garrison, it prevents anyone from spying on that province by raid or talisman.

T120⁸: Double Agent. This can be used to determine whom another player has declared an ally. The order to use it is T120=pppppp to see who player pppppp's allies are. Upon use, it is immediately transferred to the home province of the person you spied on.

T121^{1,3}: The Floating Tower. Neutralizes the defensive effects of all the CSPs in the garrison that the leader carrying this is attacking.

T122²: Mind Leech. You can transfer this to any other player's leader (doesn't have to be in the same province). You will then see whatever that leader sees that turn (only). Of course, now **he** has it and can use it on you if he wants.

T123^{2,3,7}: The Forbidden Architect. When transferred to a garrison, it has a chance, proportional to the number of CSPs there, of turning that province into a Forbidden City. This can happen only when one or more of the Forbidden Cities has already been captured. When a province becomes an FC, all leaders in it become owned by LotU, and players will need the usual key(s) to enter it. If it works, it will be **only** on the turn of transfer, so there is no danger in leaving it in the garrison if it fails.

T124^{1,3,8}: Field Artillery. The army carrying this may attack a target in an adjacent player-controlled province. Only 1/3 of the total attack factors will be used and there is no defensive fire. Siege equipment will not be used in the attack. The order to use it is T124=nnn to attack leader nnn, or T124=Gppp to attack the garrison in adjacent province ppp. The leader using this cannot otherwise move or attack that turn.

T125: The Charisma Effect. A leader carrying this in a MERC province will automatically get for free a number of troops equal to his leader bonus. However, if another leader with a higher bonus shows up there, the talisman will be transferred to that leader.

T126: Resurrection. If the leader carrying this is killed, he reappears alive back in the owner's home province. Any troops, zorans, siege equipment and talismans are lost, but the leader will retain his bonus.

T127^{1,8}: Penny Slaver. If this is in one of your garrisons, you may sell any or all of your garrison troops into slavery. You will get 3 zorans for each troop sold, but there is a probability ($N/500$ where N is the number of troops sold) that the province will rebel and go neutral on you. If that happens, all the troops will become part of the neutral garrison. The order to use it is T127=nnn to sell nnn troops. The troops sold disappear.

T128^{2,7} Summit Conference. When this talisman is transferred to a leader or garrison of another player, his alliance status with you is changed to the opposite of what it was before the transfer. Note that since declaring and undeclaring allies occurs before transfers, this makes it somewhat of a guess. Use it in conjunction with T48 if you want to be really sneaky.

T129²: Underground Railroad. Allows you to raid troops from the garrison containing this to any province on the map. You may also raid out of a besieged garrison.

T130^{2,3,4}: Highway Bribery. When this talisman is transferred to an army along with a large enough bribe in zorans (at least 3 times the troop strength of the leader), that leader will switch allegiance and become one of your leaders (regardless of character type). Note that troop transfers take place before talisman transfers, so be sure to take that into account. The zorans

disappear after the switch, unless you didn't transfer enough zorans, In which case the receiving leader gets to keep both the talisman and the zorans.

T131⁸: Crystal Ball. Allows you to locate another talisman of your choice (except the Great Jewels, or talismans inside Forbidden Cities). The order to use it is T131=nnn to spy on talisman nnn. You will see where the talisman ended the turn. You cannot use it to locate the same talisman two turns in a row (note that it **will** work to find T48).

T132^{1,3,8}: Catapults. This is similar to the Field Artillery, except it allows an attack on a garrison in an adjacent province using any battering rams the army carrying this has. A number of CSPs equal to 1/3 of the rams will be destroyed (along with all the rams). The order to use it is T132=ppp to attack the garrison in province ppp. The leader doing so cannot move or otherwise attack that turn.

T133-T141^{1,3,4,8}: The Lesser Stones. These are cheap imitations of the Great Jewels, often found in Cracker-Jack boxes. Each one has a different spell that has only a 40% chance of working. Thus there are the Lesser Stone of Geasing, Transporting, Protection, Spying, Sealing, Blasting, Changing, Summoning, or Doubling, corresponding to the Great Jewel spell of the same name. The order to use it is the same as for the Great Jewel spells, and they **can** be attempted two turns in succession. Anyone who has possession of all 9 Lesser Stones is considered to have a 4th Great Jewel and will win the game if he also has 2 real Jewels.

T142⁸: The Fat Lady Sings. This can only be used **once per game**. It can be used only after turn 20 in the game. Its purpose is to try to extend or shorten the game by one turn. The order to use it is T142=X where X is either "+" (to extend the game) or "-" (to shorten it). The probability of it working is (Current Turn – 20) x 10%, so on turn 24, for instance, it has a 40% chance of working. If it results in the ending turn being less than or equal to the current turn, the game ends immediately (of course this won't happen if you are trying to extend the game).

T143^{2,7}: Profit Sharing. When this is transferred to the leader or garrison of another player, 75% of the time you will score the points that that leader or garrison would have scored for the owner (and he won't score those points), and 25% of the time he will score double the points he would have otherwise. The points scored do not include points for ownership of talismans. It doesn't work if you transfer it to one of your own leaders or garrisons.

T144^{1,5,6}: Portable Palisade. Any troops attacking the leader or garrison with this attack with one less AF per troop than they would normally. It becomes visible to other players only when they attack you.

T145: Dragon Lance. If the leader carrying this engages a dragon in combat, 2/3 of the time the dragon will be killed, but 1/3 of the time, the dragon will kill the leader and capture the talisman. A dragon that captures it will become stronger than before.

T146^{1,8}: Head Hunter. If this is in a player owned garrison, it may attempt to buy a new leader. The probability of success depends on the number of zorans you spend (10z will give a 10% chance, 100z will assure success). You can only buy one leader per turn with this. The order to use it is T146=zzz to spend zzz zorans. The zorans disappear even if not successful.

T147²: Sticky Wicket. The leader this is transferred to may not move this turn.

T148^{2,3} Wizard's Tower. When this is transferred to a garrison, it will either double or halve the number of CSPs there. The probability is inversely dependent on the number of CSPs already there. For example, if there are 20 CSPs, there will be an 80% chance of doubling, if there were 60 CSPs, there would be a 40% chance of doubling and a 60% chance of halving.

T149^{1,6} Anti-Siege Engine. When another player attacks the garrison with this, any battering rams in the attacking armies get converted into CSPs instead, at the rate of 2 rams per CSP.

T150^{3,5}: The Kraken. When the leader carrying this sails to a hostile province, his army has a chance of summoning the Kraken upon landing. The probability is $N/500$ where N is the number of troops in his army. If successful, the Kraken attacks and destroys any garrison troops and then disappears back into the sea.

T151^{1,6}: Hound of the Baskervilles. This talisman, when in a garrison, will on its own initiate a waylay attack against any enemy leaders that attempt to move through that province. Initially it attacks as if it had 20 troops, but its strength increases by one for every troop it kills (this strength is revealed to the owner). It reverts back to strength 20 if it is transferred out of the garrison.

T152^{1,5}: The Trap. The leader or garrison holding this will waylay any non-allied leaders that **end** their turn in the same province. The waylaying leader or garrison may not make any other attacks or moves that turn. It will not waylay armies that are passing **through** the province.

Notes for talismans:

- 1. Cannot be used on turn of transfer.**
- 2. Will work ONLY on turn of transfer.**
- 3. Will not work against non-player forces.**
- 4. Will not work against leader or garrison that has a Great Jewel.**
- 5. Will not work if on a leader or garrison that has a Great Jewel.**
- 6. Is usually invisible to all but its owner.**
- 7. May be transferred to a besieged garrison.**
- 8. Talisman requires a special order to be used.**

28.2 The Great Jewels

The Great Jewels are talismans of immense power. Each is hidden in a separate one of the 10 Forbidden Cities on the map. Owning one of the scores you 200 points per turn; owning two scores 500 points per turn, and owning all three gives you a 1000 point bonus and ends the game immediately with you the winner, as it is assumed you now have enough power to become Lord of Zorplia. Possession of one or more of the Great Jewels allows you to cast spells with them – one spell per jewel per turn. The Jewel need not be in the same province where the spell is to work, unless noted below. The order for a spell is always in the form of Tn=Order, where n is the Great Jewel number. Spells do **not** work on leaders or garrisons that contain a Great Jewel. A Great Jewel may not issue the same spell two turns in a row.

- Transport Leader. Tn=TLmmmpr – transport leader mmm to province pr (not to impassable terrain or into an FC).
- Double Bonus. Tn=BLmmm – doubles the bonus of leader mmm.
- Seal Province. Tn=Spr – prevents all movement into or out of province pr for **one turn**.
- Protect Leader. Tn=PLmmm – Protects leader mmm from all attacks.
- Blast Citadel. Tn=C = Destroys all CSPs in the province (must be same province as Jewel).
- Change Terrain. Tn=XprT – Change terrain of province pr to T (M,F,C, or I). If a province's terrain is changed to impassable, the original owner retains possession, but no one can move anything into the province (leaders and raiders may leave, though). No points are scored for anything in impassable terrain (other than talismans).
- Spy. Tn=Lpr. Will give a probe of province pr and all surrounding provinces.
- Move Drevonyx. Tn=Dpr1pr2 – Will move the drevonyx from province p1 to p2.
- Geas. Tn=Gorder[PLAYER] – Give an order for another player's garrison or leader. It must be a legal order that the receiving player could issue, involving only one leader or garrison.

A great many of these talismans were conceived by the players over the years this game was run. We are always open to new ideas, so if you think of a talisman you would like to see, drop us a note.

29.0 Orders

Orders are the means by which you tell the computer what you want your leaders and garrisons to do each turn. Orders are executed simultaneously for all players according to the sequence of events (see below). Certain orders are mutually exclusive – you can't give more than one mutually exclusive order to a single leader or garrison in any one turn. If you don't see an order in the list below for what you want to do, that means you can't do it. For instance, there is no order to gift a province to another player. Orders should be sent as a text-only email, in all uppercase letters, one order per line, with no spaces in

an order. We will try our best to correct any errors. Any order errors that we can't correct will show up on your printout with an appropriate message.

In the following list, mm and nn are leader numbers, p1, p2, p3, etc are province designations, and qq is a quantity. Orders that are marked with a (*) are mutually exclusive.

- ❖ Transfer orders – in any transfer order you can use the symbol # to indicate ALL of whatever is being transferred (for instance to transfer all the zorans to the garrison)
 - LnnTqqTLmm – Leader nn transfers qq troops to leader mm
 - LnnTqqZLmm – Leader nn transfers qq zorans to leader mm
 - LnnTqqRLmm – Leader nn transfers qq rams to leader mm
 - LnnTqqSLmm – Leader nn transfers qq siege towers to leader mm
 - LnnTqqTG – Leader nn transfers qq troops to the garrison
 - LnnTqqZG – Leader nn transfers qq zorans to the garrison
 - Gp1TqqTLmm – Garrison in province p1 transfers qq troops to leader mm
 - Gp1TqqZLmm – Garrison in province p1 transfers qq zorans to leader mm
 - TnnLmm – Transfer talisman nn to leader mm
 - TnnG – Transfer talisman nn to the garrison
- ❖ Move orders – if a leader is making the exact same move as another of that player's leaders, its movement order can be written LnnM* or LnnF*. This order should immediately follow the first movement order.
 - (*)LnnMp1p2... - Leader nn moves to province p1, then p2, etc.
 - (*)LnnFp1p2... - Leader nn force marches to province p1, then p2, etc.
 - (*)LnnSp1 – Leader nn sails to province p1 (requires navy)
- ❖ Raid orders.
 - LnnRqqp1 – Leader nn raids qq troops to province p1
 - Gp1Rqqp2 – Garrison in province p1 raids qq troops to province p2
 - Gp1M – Garrison in province p1 musters (raids in) all available troops from surrounding provinces owned by this player.
 - LnnRqq* - Leader nn raids qq troops to all surrounding provinces (qq to each pr)
 - Gp1Rqq* - Garrison in province p1 raids qq troops to all surrounding provinces (qq to each)
- ❖ Attack orders.
 - (*)LnnALmm – Leader nn attacks leader mm
 - (*)LnnKLmm – Leader nn assaults leader mm
 - (*)LnnCLmm – Leader nn conditionally attacks leader mm
 - (*)LnnAG – Leader nn attacks the garrison
 - (*)LnnKG – Leader nn assaults the garrison
 - (*)LnnCG – Leader nn conditionally attacks the garrison
 - (*)Gp1ALmm – Garrison in province p1 attacks leader mm
 - (*)Gp1KLmm – Garrison in province p1 assaults leader mm
 - (*)Gp1CLmm – Garrison in province p1 conditionally attacks leader mm
- ❖ Build orders.

- Gp1BCqq – Garrison in province p1 builds qq CSPs
- Gp1BC+ - Garrison in province p1 turns on autobuild CSPs (will build as many as possible)
- Gp1BC- - Garrison in province p1 turns off autobuild Csps
- Gp1BNqq – Garrison in province p1 builds qq navies
- Gp1BD – Garrison in province p1 builds a road
- Gp1BRqqLmm – Garrison in province p1 builds qq rams onto leader mm
- Gp1BSqqLmm - Garrison in province p1 builds qq siege towers onto leader mm
- ❖ Status change orders.
 - A=player - declare player to be your ally
 - N=player – declare player to no longer be your ally
 - LnnN – Leader nn will not waylay this turn
 - LnnP – Leader nn becomes at peace
 - LnnQ – Leader nn becomes not at peace
 - LnnH – Leader nn is hostile this turn
 - LnnE – Leader will accept siege equipment from another player this turn
 - ZN – turn off automatic waylay everywhere
 - Z – turn automatic waylay back on
- ❖ Destroy orders. Again you can use the # character to indicate you want to destroy all of an item.
 - LnnXRqq – Leader nn destroys qq rams
 - LnnXSqq – Leader nn destroys qq siege towers
 - Gp1XCqq – Garrison in province p1 destroys qq CSPs
 - Gp1XNqq – Garrison in province p1 destroys qq navies
 - Gp1XD – Garrison in province p1 destroys the road
- ❖ Miscellaneous orders.
 - (*)Rp1 – Ravage province p1
 - LnnY – Leader nn buys mercenaries (with however many zorans it is carrying)
 - LnnUp1 – Leader nn attempts to unlock the FC in province p1
 - LnnUp1=player – Leader nn attempts to unlock the FC in province p1 for a different player
 - Tnn=order – Talisman special orders

30.0 Sequence of Events

Orders are executed according to the following sequence of events. It is important to take this into consideration, as, for instance, since transfers occur before combat, this allows you (and your opponent) to shift your forces around to get the best odds. And since capture comes before building citadels and roads, if you lose control of a province, they will not get built.

1. Status change orders
2. Transfers
3. Building navies and siege equipment
4. Raids part 1 (raiders leave the province)

5. Remove check for moving leaders
6. Combat (including divvying up spoils of war)
7. Movement of combat survivors
8. Ravage provinces
9. Dragon and Drevonyx activities
10. Raids part 2 (raiders enter adjacent provinces)
11. Capture of provinces
12. Build roads and CSPs
13. Get new levies, taxes and leaders
14. Siege determination
15. Produce printouts for next turn

31.0 Sample Printout

Below you will find a portion of a printout from a hypothetical game. It is divided into several sections. At the top are the game, turn and your account number, followed by your player name and your score so far. Following that there is a line that tells whether your automatic waylay is on or off. On the next several lines are your accounting information and the due date for your orders for the next turn.

The next lines show which players you have declared ally, which players you have met, and their scores (you are not told which player has which score). Then follows a number of lines showing what provinces you saw last turn. For example, looking at province E1, you can see it belongs to player LORD, is mountain terrain, has a levy rate of 4, a tax rate of 1, has been owned for 1 turn, has a garrison of 4 troops, a size 73 citadel, 155 zorans in the treasury, is a road hex, attacked Leader 13 last turn and was just captured this turn.

Following that is a list of talismans that are in the garrison (T49 and T55), then a list of leaders that are in the same province. The leader information shows the owner, the number of troops and leader bonus, the number of zorans, rams and siege towers it is carrying, and the target (if any) it fired at last turn. This is followed by any talismans the leader is carrying. Regarding province E1, note that L13[LORD] was killed that turn, and player GREEDY had put all his leaders at peace so LORD could capture the province (no doubt in exchange for some of the goodies therein).

In province B2, probably GREEDY's home province, a new leader (L27) was born, and several leaders have moved in carrying large amounts of zorans. After a list of leaders in the province, the notation "L10->C2, L83->C3" means that Leader #10 moved out of there to province C2 and Leader #83 moved to province C3. You won't know anything about those leaders unless they are yours or you can see where they ended the turn.

Provinces A4 and B4 have just had their garrisons destroyed and have been captured by that Slenth KILLER. Province D5 is a neutral guarded by a garrison and protecting one talisman. Province D6 is the

Diamond Forbidden City. Province E7 is a small neutral that waylaid L44 that was passing through. In province F10, that evil Slenth KILLER has moved in enough forces to besiege the province.

Finally, at the bottom of the printout is a summary of all that player GREEDY possesses. His score may not seem too high, but if he could get all 1007 of those zorans in one garrison, it would get him a whole lot of points each turn.

GAME QJ-111 TURN 10 ACCOUNT 3646

GREEDY = RILRIS YOUR SCORE: 1983

AUTOMATIC WAYLAY IS *on*

DUE DATE FOR THIS TURN IS: AUG-03-2016

STARTING ACCOUNT BALANCE: \$25.00

CHARGE FOR THIS TURN \$????

BALANCE \$????

Players you have declared ally:

[LORD]

Players you have met:

[LORD]=QUNTAG [KILLER]=SLENTH

Their scores (in increasing order):

792 3421

E1[LORD] (M,LV=4, TX=1, T/O=1, G=3, C=73, Z=155, TGT=L13, RD, -X) T49="SWORD OF DOOM"

T55="DOUBLE WHAMMY" -L13[LORD]=0, TGT=G L14[LORD]=47+5, TGT=G

L18[GREEDY]=38+10, TGT=G, -P T16="DIAMOND STAFF" T18="RUBY STAFF"

L35[GREEDY]=73+21, TGT=G, -P

B2[GREEDY] (M,LV=11, TX=11, T/O=5, G=51, C=10, Z=204) L15[GREEDY]=3+2, Z=65, -M

L27[GREEDY]=0, -* L31[GREEDY]=7, Z=50, -M L33[GREEDY]=3+2, Z=101, -M

L10->C2 L83->C3

A4[KILLER] (F,LV=8, TX=6, T/O=1, G=8, Z=26, -X) L113[KILLER]=21+5, Z=6, TGT=G

B4[KILLER] (F,LV=7, TX=7, T/O=1, G=7, Z=25, -X) L158[KILLER]=38+3, TGT=G

D5[-----] (M, G=27, C=7, Z=20, -R) T12="EMERALD SHIELD"

E5[LORD] (C, LV=9, TX=8, T/O=3, G=10, Z=43, RD) L44->D4

D6[DIAMOND]

E6[-----] (C, G=9, C=4, Z=36, -W) L44->E5

F10[GREEDY] (C, LV=5, TX=4, T/O=4, G=15, Z=12, -S) L50[KILLER]=70+4, -M

Total provinces = 23, Levies = 137, Taxes = 155, Garrisons = 599, Csps = 10, Zorans = 1007

Leaders = 19, Troops = 243

Talismans controlled: T16 T18

32.0 Acknowledgements

We would like to take this opportunity to acknowledge the original playtesters, without whose help and suggestions this game would not have been possible. If any of you are still around, please get in touch!

E. Badger, C. Crooks, H. Diehr, M. Drew, B. Duffy, J. Gardner, A. Kingery, W. Kingery, B. MacGregor, M. McLey, S. Moorer, A. Nordendale, L. Pace, D. Perkins, C. Powell, J. Ruhe, G. Sakala, J. Sato, S. Shields, F. Smith, L. Sweet, E. Van Hoy, T. Wilkinson