Medieval Warriors

Merit Software

MEDIEVAL WARRIORS

Computer Battle Game

Concept, Design, Computer
Graphics, Programming, & Manual

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Amiga Version by
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GENERAL OPERATION

Copying the Game Disk

Medieval Warriors is not disk copy protected. It may be copied using any of the regular disk copy routines appropriate for your computer. If you are unfamiliar with these procedures, please read your computer manual for the particulars of disk copying.

Before using Medieval Warriors for the first time, we recommend that you make a working copy of the disk. Be sure that the name of the copy matches that of the master program disk.

Loading   (Amiga)

Just follow the regular power up sequence for your Amiga. When your Amiga requests the Workbench disk when booted, please insert the Medieval Warriors working copy in the internal disk drive. Medieval Warriors will then boot.

Note: Medieval Warriors requires at least 1 megabyte of RAM in your Amiga to operate.

If you copy Medieval Warriors to your hard drive, copy both the Med_War and Md_War_Files directories to your Hard drive. The two following assigns must be placed in your startup-sequence so the game files may be located in the *Med_war* and *Md_War_Files* directories.

           assign MW: <hd>:Med_War
           assign MDWARFILES: <hd>:Md_War_Files

If you prefer, an hard drive installation program has been included on the disk, which will automatically copy the correct directories to your hard drive and add the assigns to your startup-sequence.

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Loading   (Macintosh)

Medieval Warriors is not shipped with System software. The latest System software should be used.   If there are problems with the game loading, any memory intensive utilities that are running (i.e. Ram cache, print spoolers, etc.) should be turned off.

To launch Medieval Warriors, double click on the Game Icon after the disk is inserted in the computer.

Loading (IBM)

Please place the Medieval Warriors working copy program disk into drive A: and type

WARRIORS *<RETURN>*

When The Program Begins

When the game loads into the computer, the Credits/Copyright picture displays on your monitor.   To play Medieval Warriors, click the mouse button or press *RETURN*.   A requester will appear and ask you for a manual validation character.

You will be requested to type in the first letter of a random word from the Medieval Warriors manual. For example, the requester may ask for the first letter from

Page 12   Line 14   Word 5

After you find and type in the correct letter, the *Kings Bridge* Battlefield map will load. Medieval Warriors is now ready to begin.

Mouse and Keyboard Control

All Medieval Warriors actions are controlled via the mouse.

IBM computers without a mouse should consult the appended instruction sheet for IBM play instructions.

On Amiga computers the left mouse button initiates actions, while the right mouse button displays menus.

The keyboard is used to input specific *Modem and Opponent Parameters*, filenames, and messages when playing between two computers.

Messages between players may be typed at any time during game play, using the *SEND* and *RECV* lines at the bottom of the display.

Verification Requester/Dialog

A verification requester/dialog will appear on your screen whenever you request an action that might drastically effect the current game configuration. The requester/dialog will request an action from the player, and the game will not proceed until a valid response is made.

These requesters/dialogs are designed to protect you from accidentally initiating an action that may irreversibly change some aspect of game play, or inadvertently break the teleconnection. Please read them carefully before responding, otherwise you may initiate an action that you actually do not want to occur.

Medieval Warriors

Overview

Medieval Warriors lets you pit your military skills against those of the computer in a graphically animated, computer battle game. It also allows you to play against another human player, either on a single computer, or over the telephone with two computers (Amiga, Macintosh or IBM) equipped with modems.

Medieval Warriors provides 4 perspectively viewed, Battlefield Terrain maps upon which the game may be played, Each offers different military problems in a medieval setting to be solved by the strategy, tactics and intelligence of the player or players. These Battlefield Terrain maps include *King's Bridge*, *Frontier Outpost*, *Village Wall*, and *Castle Keep*.

Both sides in Medieval Warriors have twelve animated, individual warriors, each with different names and abilities, which move and fight on command with bow, knife, axe and sword.

To select any warrior, simply point the tip of the mouse pointer to any warrior visible on the Battlefield Map, or to one of the friendly colored positions marked on the Tactical Grid, and press the left mouse button. The chosen warrior will now be marked by a surrounding yellow bracket.

To *MOVE* the warrior, point the mouse pointer at another Battlefield Map location, and press the left mouse button. The warrior will then attempt to walk to the selected destination.

To *ATTACK* with the selected warrior, first choose a weapon from the list and an Attack direction from the Attack Direction Compass. Now select the ATTACK control, and the selected warrior will attack in that direction, striking a blow against an enemy warrior if one is in range.

A player's turn lasts until each Warrior has either moved and attacked, or the *turn TIMER* runs to zero. Play can be passed to the other player at any time by selecting the *PASS* control once the player has made all the moves he wishes for that turn.

Each time a warrior is hit by an attacking warrior, he sustains wounds. If he receives too many wounds, then he is killed. Bodies of fallen warriors are automatically removed from the battlefield after three turns have transpired. Warriors may not move to a space occupied by a dead warrior.

Once an arrow, axe or knife is loosed in an attack, it cannot be recovered. Each warrior does carry a sword, however, which can be used repeatedly as long as the warrior lives.

The goal of Medieval Warriors is to kill all enemy warriors. The tide of battle can quickly swing one way or the other, depending on the strengths and weapons remaining to the survivors.

Display And Control

The Medieval Warriors display is divided into two sections. The upper half display is the *Battlefield Terrain Map*, while the lower half of the display is referred to as the *Control Panel*.

Battlefield Terrain Map

The Battlefield Terrain Map is a close-up perspective view of the current battlefield with both *Blue* and *RED* (Mac: *Black* and *White*) warriors in position. At any given time about one-fifth of the Battlefield Map is displayed.

Movement and attacks by all warriors are graphically animated on this Battlefield Terrain Map. Only those areas of the map containing a player's warrior may be viewed by that player during his turn.

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Control Panel

The lower half of the Medieval Warriors display is the Control Panel. The Control Panel is comprised of six distinct areas which provide information, game controls, and a user-to-user interface. These sections are as follows.

- «» Weapon Selection Control
- «» Warrior Profile
- «» Game Turn Timer
- «» Connect Timer
- «» The Tactical Grid
- «» Warrior Controls
- «» RECV & SEND Message Lines

Weapon Selection Controls

The Weapon for the selected warrior may be selected by clicking on either a BOW, KNIFE, AXE or SWORD.

Warrior Profile

The Warrior Profile lists the COUNT, RANGE and POWER of each weapon for the selected warrior. COUNT indicates the number of that type of weapon remaining. RANGE indicates the effective range of the weapon in cells on the Tactical Grid. POWER indicates the damage done to an enemy with a particular weapon.

STRIDE displays the maximum distance that a warrior may travel, where 1 stride unit will move the warrior 1 horizontal or 1 vertical square on the 22x15 Tactical Grid.

HIT PT. lists the health of a warrior. As a warrior receives wounds, his Hit Points decrease by the Power of the weapon with which he is struck by the enemy. When Hit Pt. drops to zero, then the warrior is dead.

Turn Timer

The Turn Timer displays the time remaining in a given turn. Turn times are set under the Options Menu.

Connect Timer

The Connect Timer indicates the elapsed time since the latest teleconnection with another computer was made. This is useful for reminding players how long they have been on the telephone.

Tactical Grid

The Tactical Grid displays the whole Battlefield Terrain Map under a 22x15 grid overlay upon which prominent Battlefield Map features are displayed.

The Terrain Grid displays positions for each warrior of the army whose turn is current, and the last known positions of previously detected enemy warriors. Enemy positions are updated whenever a player selects a friendly warrior in the vicinity. Enemy position updates occur only when the map area in question is displayed within the upper Battlefield Map display.

When a player no longer has any units in a given vicinity, it is not possible to view that area.

The selected warrior indicates its Tactical Grid position by blinking on and off. Another friendly warrior may be chosen for action by clicking one of the friendly colored squares on the Tactical Grid map with the mouse.

Red squares indicate *Red* army warriors, while Blue squares indicate *Blue* army warriors.

(Macintosh: Hollow Squares indicate *White* army warriors, while Square Dots indicate *Black* army warriors).

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Warrior Controls

The Warrior Command Controls which are used to initiate actions, are separated into two distinct clusters, the *Attack Direction Compass*, and the *Warrior Activity Controls*.

Attack Direction Compass

The *Attack Direction Compass* highlights the current attack angle for a selected warrior. Eight different attack angles are available, one for each of the eight major compass points. Warriors may only attack along these eight trajectories.

Take care when determining diagonal attack trajectories. Counting the cells marked on the Tactical Grid, will provide accurate plots of enemy warriors that can be hit on the diagonals.

Warrior Activity Controls

The *ATTACK* control is chosen to make the selected warrior attack. The warrior's current attack direction is always indicated on the Attack Direction Compass. A warrior may attack but once a turn, unless in *Double Attack* mode, in which case each warrior may attack, move, then attack again.

The « and » controls allow the player to page through the entire warrior list for each warrior remaining in the game that is being played. It offers a quick method of determining if all warriors were considered for action.

The *MOVE* control only indicates whether the selected warrior has moved this turn. All actual warrior movement is always commanded in the Battlefield Map display.

The *PASS Turn* control is chosen whenever a player has finished warrior activity and wishes to *Pass* the turn to his opponent before the *Turn Length Timer* is zero.

Otherwise the turn automatically will *Pass* when the *Turn Length Timer* reaches zero.

RECV and SEND Message Lines

The *RECV* and *SEND* message lines, which are displayed across the bottom part of the Control Panel, are only activated after a teleconnection has been established with another computer. All alphanumeric keys typed on the keyboard will be displayed on the *SEND* line.

Message Text will be transmitted to the teleconnected computer either when the *RETURN* key is pressed, or when the end of the *SEND* line (72 characters) is reached.

The *RECV* message line displays incoming text messages from your teleconnected opponent. A chime sounds when an incoming message is received to alert the player to read the message. With some modems the *RECV* line will echo your *SEND* message should the teleconnection be broken. On *Disconnect* the *SEND* and *RECV* lines are disabled.

Warriors

Both armies are comprised of twelve warriors, which are positioned on the Battlefield Map at the start of each game. Four Battlefield Maps offer four game piece scenarios with various warrior placements in each.

Each warrior is individual -- that is, he differs in Name, Stride, Hit Points, and ability to use each weapon. It is important for players to use the warriors effectively, together and alone, to maximize the effectiveness of each.

Every warrior in one army has a counterpart in the other army, who possesses the same warrior abilities, so both sides in the conflict are equal at the start of a game. Some warriors are

light of foot, and move swiftly from place to place, while others are heavy and slow. Some are excellent swordsman, while others excel with a bow or an axe. Some have the constitution and stamina to withstand many blows, while others die quickly.

A brief description of each Red warrior and his Blue counterpart follows.

Lord Justin & Prince Aragorn
are the aristocratic leaders of the two armies. Trained in the art of war from an early age, they are deadly with all weapons, swift of foot, and possess average stamina. As the finest swordsman in the realm they are valuable at the end of a game, when projectile weapons are scarce and swords are all that remain.

Martin Trueflight & Fletch Arrowquiver
are forest hunters. The bow and arrow is their weapon, though they are also good swordsman. Their Stride and Hit Points are average to low. They are useful most when used for long range Bow attacks.

Baron von Krieg & Balthizar Ali
are each foreign mercenaries who fight for gold rather than glory. Their average to low weapon ability and Stride is offset by battle experience that reflects in rather high Hit Points for each. They are useful to lead an attack, to soak up blows that would kill lesser warriors.

Monsieur Epee' & Don Agil Espada
are young foreign noblemen sent by their titled families to learn the art of war. Their youth gives them a rapid stride, and their training makes them better than average with all weapons. Their lack of experience reflects itself in average to low Hit Points. They will account for themselves well in battle, though they may not live long.

Elric Quickstroke & Rapier Thrust
are both accomplished men-at-arms. They are excellent with all

weapons, especially swords, are quick of foot, and of average Hit
Points.   Both are efficient fighters and will get the job done.
Their passage will be marked with the bodies of fallen enemy.

Grey Ferret & Dirk Poniard
are thieves by trade, forced to join the war to escape   the
gallows.   The knife is their weapon of choice.   Each is fast and
silent of foot, though low in Hit Points.   Placed in the front
lines, they will quickly die.   But if they are kept in the shadows
at the edge of a fray, their knives will take their toll.

Eric Stoutheart & Balantine Brusk
are sturdy serfs who took service in the army of their liege lords
to escape working in the fields.   They are average with most
weapons, as well as average in stride.   Hit Points are average
low.   It is unfortunate, but true, that success in battle is often
built on such warriors, who die that others may conquer.

Braddock Dala & Duke Celibrian
are noblemen fighting for fame, love, and glory.   They are well
trained and experienced in all weapons, especially the sword,
have better than average stride, and average Hit Points.   Their
expertise is invaluable in any fight, but more so at the end of a
game when projectile weapons run short.

Goldie Chimera & Scarlet Sage
are dandies who are distant relations of important people (nobody
can remember whom).   They have higher opinions of themselves
than justified by their abilities, which are average at best.   In
their favor, is an uncanny luck, which is reflected in very high
Hit Points.   No one complains when these two are placed in the
front lines of a battle. They are survivors.

Robin Locksley & Warden Forester
are two forest hunters who excel with a bow and arrows as well
as a sword.   They are very fleet of foot, but low in Hit Points.
Use their long bows from a distance. If they empty their quivers
before being killed, then it is unlikely that many enemy survive.

Giantkiller & Theron Axewielder
are exiled mountain dwarfs of ancient feuding families. They each have strength that is unequalled by normal men, who flee the power of their axes. The might of their Hit Points is renown. They ignore wounds that kill others. However, each is slow of stride and a very poor swordsman. It is important that every axe they carry takes a toll on the enemy. Use them to turn the tide of battle.

Bangor Hatchett & Halbard Berserker
are barbarians giants of warring tribes from the eastern steppes. They know how to fight with any weapon. But it is with the axe that they cut a swath through their foes, like a scythe through wheat in a field. They may be slow of foot, but have Hit Point so very high that they are difficult to bring down. Like the dwarfs they can be used to break the lines of the enemy. If every axe has found its mark, then at the very least, the enemy will hold no advantage.

Starting Medieval Warriors

Medieval Warriors will begin when you select *New Game* under the *Play* menu. Two small data files load from disk and the game begins.

Note: When playing against another computer both computers must be set to the same Battlefield Map before New Game is selected.

The side (Red or Blue) that is currently chosen on the play menu always begins a game. Once a game has begun, the positions of all friendly warriors are displayed on the Tactical Grid.

The current warrior will always be marked with a surrounding bracket on the Battlefield Map display. And its location will blink on the Tactical Grid. In order to select a different warrior as the current one, point the mouse pointer at another warrior in the Battlefield Map display and click the mouse button.

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The Battlefield Map display then realigns itself to the new piece, centering it in the display when possible.

The Warrior Profile now displays the ability of that warrior, and all the Command Controls reflect the options remaining to him.

Another warrior, in particular those not in view in the Battlefield Map display, can be chosen by clicking the mouse pointer on a friendly warrior that is marked on the Tactical Grid.

Moving Warriors

The selected warrior, that is marked by the yellow bracket on the Battlefield Map, can be ordered to move by simply pointing the mouse pointer to another location in the Battlefield Map display and clicking the mouse button.

If the location isn't impassable (occupied by another warrior, trees, water, stone, etc.), and is within the *Stride* of that warrior, then he will do his best to move to the selected location, avoiding any impassable obstructions.

Medieval Warriors analyzes the move and calculates the best route to reach that destination, taking into consideration the terrain crossed, and the *Stride* of the warrior.

Sometimes the warrior will not reach the destination, however, because a bridge, a hill, stairs, furniture, etc. slow his progress. Sometimes the destination lies just outside the warrior's *STRIDE* range, so he does the best he can with what he has.

Usually, movement orders that are within the *STRIDE* range of the warrior are more likely to be successfully carried out. In any war pushing troops beyond their limits can be counter productive.

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Warrior Attacks

The game default mode allows each warrior to attack once per turn. If the *Double Attack* option is enabled under the Options Menu, then each warrior may *ATTACK, MOVE*, then *ATTACK* again.

Set the attack direction by first selecting a compass angle from the eight controls in the Attack Direction Compass. Then click the *ATTACK* gadget to cause that warrior to attack.

When a warrior has attacked with a projectile weapon (arrow, knife, or axe), the weapon continues in a straight path until either it:

> (1) hits the first enemy warrior reached,
> (2) reaches its effective weapon range,
> (3) hits an impassable object,
> (4) reaches a Battlefield Map boundary.

Keep in mind that with certain warriors, such as the bowman, it is possible to shoot quite a distance off screen. This is especially true to the North and South, where the narrow view of the Battlefield Map display sometimes only shows 3 cell rows to the top or bottom edge of the screen. When you are shooting at a target that is out of view, the Battlefield map will scroll with the weapon along it's trajectory, so you may view the consequences of the attack.

To use a sword successfully in an attack, the warrior must be on a square adjacent to the enemy warrior whom he is attacking.

Warriors cannot attack warriors within their own army. The weapons are assumed to pass harmlessly over their heads.

The victor in Medieval Warriors is he who best uses his warrior strengths. Remember the defensive abilities of each enemy warrior. Do not waste a 12 power axe attack on a warrior who has only 4 Hit Points, but throw a 4 Power knife instead.

Game Options

The Options menu offers game options that can be set before a game is begun and include the following:

- «» Choose a Side
- «» Select a Scenario
- «» Choose an Opponent
- «» Select a Computer Play Level
- «» Select Warrior Attacks
- «» Select Warrior Weapons
- «» Set the Turn Timer Length

Choose a Side

The selected army color starts the game, either *BLUE/Black* or *RED/White*. When playing teleconnected with another computer, the player that starts the game by selecting *NEW GAME* receives the chosen side color.

Select a Scenario

Four game scenarios, wherein the placement of each warrior varies, are provided. When a Scenario is selected the positions of the warriors are displayed on the Options Tactical Grid. Each scenario subtly changes the strategy and tactics used in a game. When teleconnected, the scenario selected on the computer that starts the game will be the scenario that is played.

Choose Opponent

Options include either a *HUMAN* opponent or *COMPUTER* opponent, If the Computer opponent is selected, then a Computer Play Level must also be selected.

Select Computer Play Level

Three computer play levels are provided, *NOVICE*, *EXPERT* and *MASTER*. *Expert* is the game default.

Select Warrior Attacks

This option allows a game to be played in a *SINGLE ATTACK* per Warrior per turn mode (the default), or a *DOUBLE ATTACK* per Warrior per turn mode. In Double Attack mode warriors may *ATTACK*, *MOVE*, then *ATTACK* again. Game play in *DOUBLE ATTACK* mode moves quickly, and also may give a slight edge to the defenders.

Select Warrior Weapons

This option sets the number of weapons for each warrior to either 5 or 8 (the default). With *5 Weapons Each* allotted to warriors, the game will usually end with many sword duels.

This provides an interesting variation to *8 Weapons Each* games, wherein the warriors rarely run out of projectile weapons by the end of a game.

Turn Timer Setting

The *Turn Timer* forces the turn to change after a certain number of seconds has elapsed. The timer defaults to 240 seconds.

Anything from 30 seconds to 600 seconds for a *Human* opponent, or 240 seconds to 600 seconds for a *Computer* opponent, may be selected.

The shorter the time allotted, the fewer pieces a player is able to move and attack during the course of a turn.

Battlefield Maps

Any of the four Battlefield maps may be selected from the Options menu.

Each offers a different challenge in terrain types, and requires a different strategy to successfully master.

KING'S BRIDGE presents two territories separated by a stream that can be crossed by a single bridge.

FRONTIER OUTPOST presents two forts separated by forest and a small pond.

VILLAGE WALL offers the challenge of defending or attacking a walled village only entered by main and postern gates.

CASTLE KEEP presents a battle to the death in the maze of stone rooms and passageways.

Playing Medieval Warriors

First select your choice of options from the menus. Then select *NEW GAME* from the Play menu. Medieval Warriors will begin.

Note: When playing against another computer both computers must be set to the same battlefield map before New Game is selected.

At any time during a Human player's turn the game can be stopped by selecting *CEDE/END* from the Play Menu.

A game that was Ended can be continued or Replayed simply be selecting *CONTINUE* or *REPLAY* from the Play Menu.

Any game may be saved, then later loaded and *Continued* or *Replayed*. However, Replay is disabled whenever the game is played between two computers

When the game is teleconnected to another computer, every correct move made on one computer is echoed on the other computer.

The receiving computer, however, does not receive the opponent's Tactical Grid display.

Make a mental note of enemy abilities and remaining weapons on each warrior, and mark the weaker warriors as good targets.

Focus your offensive actions, allowing your warriors to work together towards a common objective. Use map borders to your advantage.

The player who best manages long range diagonal and vertical attacks on enemy warriors off screen will have a definite advantage.

In *Double Fire* Mode even the weaker warriors are powerful. Think wisely before committing to an unprovoked attack.

Saving and Loading Games

Games may be saved, and later loaded and *Continued* or *Replayed* under the Files menu. Enter the filename of the game you wish to save. Select previously saved games from the list, using the mouse.

When playing from floppies it is necessary to save the games to a data disk. A program to automatically create a data disk has been provided, and should be run prior to playing a game.

TELECOMMUNICATIONS

Playing Between Two Computers

The TeleComm menu provides options relating to play between two computers.

There are four possible teleconnection modes into which your computer may be set:

- «» Dial Telephone Number
- «» Answer Telephone
- «» Null Modem Connect
- «» Disconnect

The computer will always be set to one of these four Telecommunication modes. The default is *Disconnect* when the game begins.

In order for a player to initiate a teleconnection with another computer, one of the other items must be selected.

Dial Telephone Number

This menu selection tells your modem to *Dial the Telephone Number* you requested (See Modem and Opponent Parameters).

Answer Telephone

This menu selection designates this computer as the one that waits for and answers the call from the other computer when attempting to establish play between two computers. The computer instructs the modem to answer the telephone the next time it rings.

Null Modem Connect

This menu selection instructs Medieval Warriors to bypass modem communication routines, and directly connect to another computer via a null modem cable between the serial ports of each.

Disconnect

This menu selection breaks the connection between another computer, previously connected by selecting *Dial Telephone #*, *Answer Telephone*, or *Null Modem Connect*.

Both computers must always select *Disconnect* when a session has ended.

Setting Modem and Opponent Parameters

Modem and Opponent Parameters may be set from the menu Opponent Parameters.

Medieval Warriors allows you to save the Modem and Opponent Parameters so they can be recalled instantly when needed.

Modem Parameters

These settings can be edited to conform to your modem and saved to the disk, so that each time Medieval Warriors loads it defaults to the requirements of your personal modem.

- «» Baud Rate
- «» Dial Command Modem Settings
- «» Answer Command Modem Settings

Baud Rate - Modem Parameters

Baud rates of 1200, 2400 and 9600 may be selected.

Both computers must be set to the same baud rate before a connection can be established.

Dial Command - Modem Parameters

Whenever your modem dials a telephone number, it must first send a signal to your modem that a telephone number is about to be sent.

If your particular modem, like most, is *AT* compatible, then either *ATDT* (for tone dialing) or *ATDP* (pulse dialing) should be chosen.

A custom command entry box is provided for any modems with non-standard modem command sets. Note that this entry box may also be used to add *AT* commands to the dial command.

For example, the command *ATX6DT* will tone dial the phone, returning result codes, which Medieval Warriors can use to inform you that the number was busy, whether a human and not a computer answered the phone, or whether no one answered the phone.

If characters are displayed in the custom dial command box, then that is the active dialing command.

Click the box active, then type the command that you require.

Answer Command - Modem Parameters

A modem must be commanded to answer the telephone when it rings.

If the modem has a built in auto answer feature, *ATS0=1* commands it to pick up the phone after it rings once.

Some older modems will answer, but must be told to pick up the telephone after it rings. The *ATA* gadget is used in this case.

If you have selected this answer command, you would not select *Answer Telephone* menu option until after the telephone rings (See Teleconnection Procedures).

A custom command entry box is provided, should your modem answer command differ from those provided. Click/activate the box, then type in the command you require.

Saving and Loading Modem Settings

Modem settings may be saved or re-loaded by clicking on the *Save* or *Load* control, whenever the Opponent field does not contain a user entered name and says *Enter Name*. If an opponent's name is being displayed in the box, then the opponent data file, instead of the modem settings file, is saved or loaded.

If an Opponent name is displayed in the Opponent field, and you wish to save or re-load the modem settings, click on an empty box to clear the Opponent field, then click *Save* or *Load*.

Opponent Parameters

Opponent Parameters can be entered or edited, and saved to disk so they can be recalled as needed.

Previously saved Opponent files are listed and may be recalled by first selecting, then loading them with the mouse.

Each Opponent file contains information specific to establishing a connection with a particular opponent, such as the *opponents name*, *telephone number*, and the *baud rate* that will be used.

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Teleconnection Procedure

Playing Medieval Warriors between two computers over the telephone is very easy. Medieval Warriors does all the work of establishing and maintaining the connection, so that the players can concentrate on playing the game.

Before you establish a teleconnection, both of the players must set the Opponent Parameters, or LOAD a previously saved Opponent Parameters file from the disk.

Voice Contact

It is recommended that telephone voice contact be first established between the Medieval Warriors players to decide who will *Dial the Telephone Number* and who will *Answer the Telephone*.

It is also necessary to agree upon the baud rate that will be used for the connection, which should be the highest common to both the modems that are being used.

After they each hang up the voice call, the player who will answer the call should select *Answer Telephone* from the menu (if $ATS0 = 1$.

The Dialing computer should wait 30 seconds to be sure his opponent is ready, then selects *Dial Telephone Number* from the menu.

If *ATA* is the Answer mode, The player who is dialing should *Dial the Telephone Number* first. The other player then selects *Answer Telephone* from the menu after his phone rings.

Teleconnection Procedure Summary

1. Each computer must load Medieval Warriors.

2. Set Modem Parameters, if not set.

3. Load or set Opponent Parameters.

4. Call your opponent (*voice*) to decide who will call whom when playing Medieval Warriors over the phone.

5. Both computers should be on the same map, and not have a game started.

6. Before hanging up the phone, players agree that a call will be placed in 15 to 30 seconds.

7. If *ATS0 = 1* is the designated answer command, the player who answers the phone selects *Answer Telephone*. Then 15 seconds later the other player selects *Dial Telephone Number*.

8. If *ATA* is the designated answer command, one player selects *Dial the Telephone Number*. Then the other player selects *Answer Telephone* when he hears the telephone ring.

9. Medieval Warriors will establish the connection between the computers.

10. Players may now type messages to each other. When they are ready, they may select *New Game*, or load and *Continue* a saved game that was previously saved.

Teleconnection - Another Method

A few older, non-standard modems do not answer the phone or recognize the *AT* command set, and may not initially seem to work with Medieval Warriors.

You may still be able to play by using the *Null Modem Connect* option. The connect procedure that follows should be used to establish a teleconnection under these circumstances.

The computers must each load and use telecommunication software that works with the respective modems.

The software should be set to the following parameters.

Baud Rate	=	your baud rate
Parity	=	NONE
Data Length	=	8 bits
Stop Bits	=	1 stop bit
Duplex	=	Full Duplex

After making a teleconnection between the two computers, quit the telecommunication programs. The telephone connection should remain open between the two modems.

Load Medieval Warriors on both computers. After it has loaded, the players should select the *Null Modem Connect* menu option.

Wait a sufficient time for both computers to get the game loaded and set, then try typing messages to each other in order to determine if a connection was successfully established.

TROUBLE SHOOTING

The game will not Load

1. Have you sufficient free memory for the game to load?

2. Verify that your working copy of the game disk is not damaged.

The game will not Dial a Telephone

1. Is your modem connected to your computer and powered? Check the connections between computer and modem.

2. Are *Modem and Opponent Parameters* set correctly? If not, set the parameters correctly.

3. Is your modem compatible with the *AT* command set? If not, consult your modem manual for a dial command that might work, and type it into the Dial Command Box.

5. If all else should fail, try the procedure outlined under *TeleConnection - Another Method.*

The game will not Answer the Phone

1. Is your modem connected to your computer and powered? Check the connections between computer and modem.

2. Are your Modem Parameters set correctly? If not, set the parameters correctly.

3. Is your modem compatible with the *AT* command set? If not, consult your modem manual for an answer command that might work, and type it in the Answer Command Box.

4. Try the *ATA* command to force the modems to answer the phone.

5. If all else should fail, try the procedure outlined under *TeleConnection - Another Method*.

TeleConnected, but Game will not Work

1. Is the same baud rate set on both computers?

2. Had a game already been STARTED on one of the computers? Games should not be started when the teleconnection is first established.

3. Are both computers set to the same Map? Both computers should select the same map before starting a game.

4. Do you have *Call Waiting*? Disable *Call Waiting* and try again.

5. Try hanging up and re-establish phone (*voice*) contact to verify all modem settings on each computer. Then try again.

Connected & Playing, then No Response

1. Are you still connected? Check for the Carrier Detect (CD) light on your modem, if it has one.

2. Type in a message. The chime may awaken your sleeping opponent.

3. If the SEND message line echoes back to the RECV message line (with some modems), then you are disconnected.

4. If you have been disconnected, first Save the game. Then repeat the connect procedure to reestablish a connection. Then Load the saved game and select Continue. Game play will be picked up where you left off.

   Note: If the menus are deactivated when the connection is broken you can click on the Message bar with the mouse to reactivate them.

5. If you have Call Waiting, it can cause a disruption of telephone game play.

   Call Waiting should be disabled before attempting to play any game over the telephone.

   If you do not know how to disable Call Waiting, please consult your telephone company.

Moves are not being transmitted correctly

Other unfriendly multi-tasking programs or inits that are running on your computer in the background can interfere with move transmissions when playing through a modem. Please turn off or exit these programs or inits, then try again.