CASTLES CAMPAIGN DISK NO. 1
THE NORTHERN CAMPAIGNS
REFERENCE CARD
for the Amiga

LOADING INSTRUCTIONS

Castles: The Northern Campaign REQUIRES that you own Castles for the Amiga. Castles: The Northern Campaign requires 1 megabyte of chip RAM.

Hard Drive Installation

1. Make sure that Castles is already installed to your hard drive.
2. Insert the Startup disk.
3. If you are in Workbench double click on its icon. If you are in CLI change to DF0: and type **SETUP**.
4. The install will request the directory to where you wish to have Castles: The Northern Campaign installed. This should be the directory where the original Castles resides.
   Note: Amiga 3000 users – Enter the shell and type **ADDBUFFERS DH0: 30** and hit **Return**.
5. Go to your Castles directory/drawer and type *Castles* and hit **Return** or click on the icon and Castles: The Northern Campaign will start.

Floppy Installation

NOTE: To install to floppies you will need four (4) formatted floppies. They should be named the following on their volume labels: Castles1a, CastlesOldData, CastlesNewData, and CastleSave. To make the Castles1a disk self booting you will need to boot your computer with the Workbench/CLI disk. Enter the Shell and type *"install?"*. It will request *"Drive/A,Noteboot/s,Check/s:"*. Insert the Castles 1a disk in DF0: and type *"df0:"*. It will then proceed to make the disk a bootable one. The Startup Disk is selfbooting.

1. Insert the Startup Disk and switch your Amiga on.
2. Select the install option for floppies.
3. The program will prompt you for which disks it will need from the original Castles and Castles 1a to build the game.

STARTING THE GAME

Choose the desired Options when the Option menu appears. Use the right mouse button to trigger the menu. Go into the Labour sub-directory and press the Hire button until it no longer increases the number of workers. This will give you enough labour to start. Go to the design menu and plot your castle pieces.

COMMANDS

A Messenger Reply
B Messenger Reply
C Messenger Reply
F Flip view of castle (Front/Back)
M Toggle Music Off/On
Q Quit
R Repeat Message (messenger screen only)
T Show Treasury and Infantry (messenger screen only)
[Slow Message
] Speed Message
ESC Pauses game

NEW FEATURES

In addition to the new story lines of Castles Campaign Disk No.1, we've added a number of new features. They include:

1. **Goods menu.** In addition to Grain, the player can now buy and sell Wool, Wine, and Land; the player can also loan and borrow money.
2. **Troop Training.** you can now raise the efficiency of your forces in combat.
3. **New combat options**. Cauldrons now can be placed on diagonal walls, troops may be recalled and placed in other positions in combat. The enemy now has archers and will attack in waves. It is now easier to direct your troops.
4. **Portrait**. People who are playing the Queen of Albion will be relieved that their character no longer has a beard.

Goods

There are four "commodities" of the medieval economy in Castles Campaign Disk No. 1: Grain, Wool, Wine, and Land; Castles allows you to buy and sell these as well as lend and borrow money. The ability to purchase and sell these items is controlled by the Goods sub-menu.

Click on the Goods sub-menu, then on the desired Good: You will receive the following information (with the exception of Land, see below):

Amount of the Goods in storage.

Production (*Poor*, *Average*, or *Good*). Poor production means higher prices, for both buying and selling.

Buy this month (arrows to adjust).

Box (click on box to purchase goods at the end of the month).

Buying Price

Sell this month (arrows to adjust).

Box (click on box to sell goods at the end of the month).

Selling price.

Amount in Treasury.

The medieval economy is NOT a modern economy. There is no mass production. If you want to buy large amounts of goods, you can expect prices to go up, not down, to reflect decreased availability. Likewise, you are less likely to find a market large enough to purchase large quantities of goods at high prices. You can make a consistent profit if you buy goods at a low price in low quantities from someone, and then sell the same goods at a higher price somewhere else in the kingdom; just don't expect to make big profits.

Grain is foodstuffs. It replaces "Food" from Castles; a supply of grain is needed to feed workers in winter and must be kept in reserve in winter to avoid sieges. Grain supply depends on its seasonal availability, and the quality of the harvest (in early Autumn).

Wool is a by-product of sheep, it allows for fine clothes to be manufactured, and is Albion's chief export. Having wool on hand for clothing can be attractive to workers.

Wine is Albion's chief import, and has a much less stable supply than either grain or wool. Wine prices fluctuate every month. Having wine in stock can make you popular.

Land is a special case. The Land sub-menu offers the following information:

Amount of Excess Land owned by the crown.

Demand for Land (*Poor*, *Average*, or *Good*). Good demand means higher prices, for both buying and selling.

Buy this month (arrows to adjust).

Box (click on box to sell goods at the end of the month).

Buying Price

Sell this month (arrows to adjust).

Box (click on box to sell goods at the end of the month).
Selling price.
Confiscate Land (arrows to adjust).
Award Land (arrows to adjust).
Amount in Treasury.

A king (or queen) can confiscate land at any time; their popularity will go down for this action. Likewise, a king or queen can acquire their available land, this raises their popularity. Simply adjust the arrow to confiscate or award, and this will be automatically taken care of the the end of the month.

The other function of the Goods menu is to borrow and lend money. Borrowing money will add cash to the treasury (which must be repaid, with interest, at the start of the next year). Lending money (at interest) will allow the monarch to increase his treasury (at the start of the next year), but it cuts down on available cash at hand, and sometimes people default on their loans.

One caveat about borrowing: the more the monarch borrows, the higher the guarantees (ie interest) that will be demanded by the money lender.

Troop Training

The second major change in Castles is troop training. You can now spend money to train your troops and try to turn them into Elite soldiers. There are five ratings in Castles Campaign Disk No. 1 for troops; **Poor**, **Mediocre**, **Good**, **Excellent** and **Elite**. Soldiers in "Castles" were Good; **Poor** soldiers are about half as effective as regular (Good) troops, while **Elite** soldiers are 50% more effective.

To train your troops, go to the military menu. You will find the following information listed:
Military
Archers Effectiveness Rating
Arrows to adjust current Strength/Desired Strength
Train (click on box to train)
Cost of Training
Infantry Effectiveness Rating
Arrows to adjust current Strength/Desired Strength
Train (click on box to train)
Cost of Training
Wages (of military)

It takes three consecutive months of training to raise the effectiveness of your troops. If troops do not receive training once every two months, their effectiveness will be reduced. Elite troops must be trained every month to retain their Elite status.

One warning: If the popularity of the ruler of Albion is low, then the morale of the troops will suffer, quickly degenerating to Poor. You must improve your popularity with the common people to have any chance of improving your troops.

Combat Control

When you click on one of your troops in combat, a gold box now appears around him. If you click on a place on the map where you wish him to go, the gold box vanishes. If you click on an enemy target, a red box appears around them for a few seconds, then vanishes. The area of sensitivity for selecting your troops is larger in Castles Campaign Disk than it was in Castles.

CREDITS

Executive Producer: Brian Fargo
Amiga Conversion by: Silicon and Synapse
Programmer: James Amhalt
Producer: Troy Worrell
Design: Scott Bennie, Jacob Buchert III, Vince DeNardo, Brian Fargo, Bill Fisher, and Byon Garabrant.
New Art: Mary McMenamin, Dave Nelson
Art Supervision: Todd Camasta
Quality Assurance: Eric Demilt and Ashley Richardson
Director of Quality Assurance: Jacob R Buchert III

STORYLINE AUTHORS

The Faeries in Distress: Scott Bennie
The Trouble with Troubadours: Mike Breault
Problems with the Picts: Mike Breault
Return of the Vikings: Graeme Davis
Random Problems and Curses: Graeme Davis
Ghosts: Bill Fisher
Sir William – A Dark and Stormy Knight: Katie Fisher
Lovers from Feuding Families: Byon Garrabant and Michael Griffith
Rowena Ashley Strikers Back: Steve Perrin

Bandits in the Midlands: Steve Perrin
Kill the Merchants: John Terra
Poor People Have Problems Too: John Terra
Saints' Bones for Sale: Allen Varney
Special thanks to those who provided useful feedback on
 Castles on the on-line forums.

TECHNICAL SUPPORT

If you have any queries about this product, Electronic Arts' Customer
Service Department can help. If your question isn't urgent, please write
to us at:

Electronic Arts Customer Service,
P.O. Box 835,
Slough,
Berkshire,
England SL3 8XU

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- Any addition system information (e.g. make and model of printer,
  hard disk, video card/display etc)
- Type of operating system or DOS version number
- Full description of the problem

If you wish to talk to someone immediately, call us on (0753) 546465
Monday to Friday during normal business hours. Please have the above
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question promptly.

ELECTRONIC ARTS®
90, Heron Drive, Langley
Berks SL3 8XP
England

Tel: (0753) 549442

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