

## 1. Introduction

The many realms of Sovereignty call for a leader to take them on the path of greatness! You will choose a realm and then guide it through wars, help it learn magical skills, solidify its position on the diplomatic stage and much, much more.

Sovereignty offers 34 realms to choose from. Which one will you control, making it rise above all others?

### 1.1. System Requirements

#### Minimum System Requirements

OS:	Windows Vista or later
Processor:	2.8 GHz Dual Core
RAM:	2 GB
Graphics:	Nvidia GeForce 200 series or equivalent
Hard Drive:	500 MB
DirectX Version:	9.0c

#### Recommended System Requirements

OS:	Windows 7 or 8
Processor:	3.2 GHz Dual Core
RAM:	4 GB
Graphics:	Nvidia GeForce 500 series or equivalent
DirectX Version:	11

### 1.2. Installation

Please ensure your system meets the minimum requirements listed above. To install the game, either double click on the installation file you downloaded or insert the Sovereignty: Crown of Kings (TM) CD into your CD-ROM drive. If you have disabled the autorun function on your CD-ROM, or if you are installing from a digital download, double-click on the installation archive file. Then double click on the file shown inside the archive. Follow all on-screen prompts to complete installation.

### **1.3. Uninstalling the game**

Please use the Add/Remove Programs option from the Windows Control Panel or the Uninstall shortcut in the games Windows START menu folder to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

### **1.4. Game forums**

Our forums are one of the best things about Matrix Games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there. Go to <http://www.matrixgames.com> and click on the Forums hyperlink.

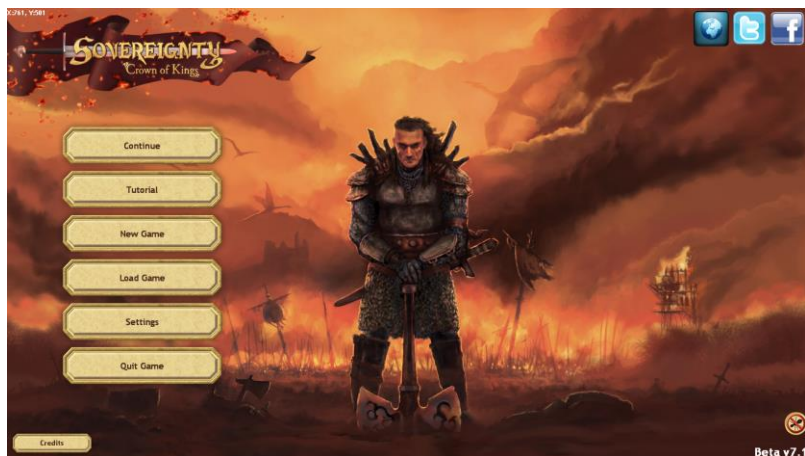
### **1.5. Need help?**

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has a FAQs section as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to <http://www.matrixgames.com/helpdesk>

Direct e-mail support: [support@slitherine.co.uk](mailto:support@slitherine.co.uk)

## 2. Getting Started

### 2.1. Starting a Game



Welcome to Sovereignty! To begin, press the 'New Game' button on the main menu.



This will open up a map of the continent, and all the realms present on it. To select a realm to play as, click on its position on the map. A panel will open explaining the culture and features of your chosen realm. These will include:



- **Race:** Tells you what race the population of the realm are. There are several to choose from such as Humans, Dwarves and Orcs.
- **Alignment:** How nice a realm is to be around, and how friendly it is likely to be. Good realms favour diplomacy, while evil realms are more interested in destroying everything.
- **Style:** How you can expect the realm to play. For instance, the barbarian groups of the northern lands are going to play aggressively, whereas Ariselle will be more inclined to conduct diplomacy.
- **Agents:** The number of Agents are available to a realm. Agents can undertake clandestine or diplomatic missions. For example the pirates in the Azure Isles have 5 Agents, while less subtle realms may have only 1 or 2.
- **Heroes:** The maximum number of heroes that the realm is permitted to have at any one time. Heroes arrive randomly and can be recruited for a small cost (though your first is always free). Each hero is then attached to your army and will lead it in battle.

Underneath this information, you will find couple of pictures and a button with an 'i' on it. If you click this then you will be presented with even more information about your chosen realm. These include what modifiers apply to that realm, especially if it follows the Code of War or not.

***Note: The Code of War is a special rule that applies to all 'Civilised' Realms, largely the realms in the south and west. The Code of War requires a realm to Declare War and then wait a turn before invading. In contrast, Rogue realms do not follow the Code of War and may invade at any time. While surprise attacks are a distinct advantage, most realms don't trust Rogue realms. As a result a Rogue will often find itself isolated with many enemies and few friends.***



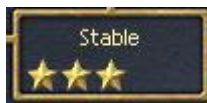
On the right side of the screen you will find a list of different campaigns that you can play – such as Rivalry which requires you to destroy a rival faction. Each realm has 6 to choose from, each with varying levels of difficulty (destroying one realm is far easier than conquering the world!) The full details for each campaign are provided on the far right of the panel.

Each realm also has between 1 and 5 stars – this tells you how strong the realm is in relation to its neighbours (and every other realm on the continent).



One-star (Precarious) and Two-star (Uncertain) realms start in very difficult positions, usually with little wealth or military power. If you choose to play one of these, it will be wise to enlist the help of an ally (preferably a very powerful one) to

ensure that you don't immediately get crushed into dust. Proving yourself victorious as one of these realms, is a tale worthy of being told!



Three-star (Stable) factions are capable of holding their own against most threats and are pretty much free to pick on the weaker realms. Though they cannot initially maintain the same huge empire that stronger realms can, they have enough resources at their disposal to ensure significant growth if they are led by a talented player.



Four and five-star (Strong and Great Power) realms make up the rest of the mix, and begin the game as the true powers in the world. Only a major coalition or another Strong power has the means to dispose of such a mighty realm. However, even the strongest of empires will come tumbling down when led recklessly, so don't rush into a game thinking you are invincible. Strong realms are good choices for a beginner. They are small enough to be manageable, yet strong enough to flex their muscle.

Finally, you will notice at the bottom of the panel a button labelled 'Ironman mode'. By selecting this then you will enable Ironman mode in your soon-to-be-started game. Ironman mode is a feature that disables repeated saving of a game (to prevent players from reloading at an earlier point due to a poor combat result) and limits the number of autosaves to one. Because of this, Ironman mode is recommended only for advanced and skilled players.

## 2.2. Other Main Menu Commands

Aside from starting a new game, the main menu offers a few other options. These include:

**Continue:** Continue your most recent game of Sovereignty. This is determined by the most recently saved game, and includes Autosaves.

Tutorial: Recommended for all players new to Sovereignty, this will start a new game on the easiest settings as Dragonhold. A tutorial guide will teach you the major concepts of the game.

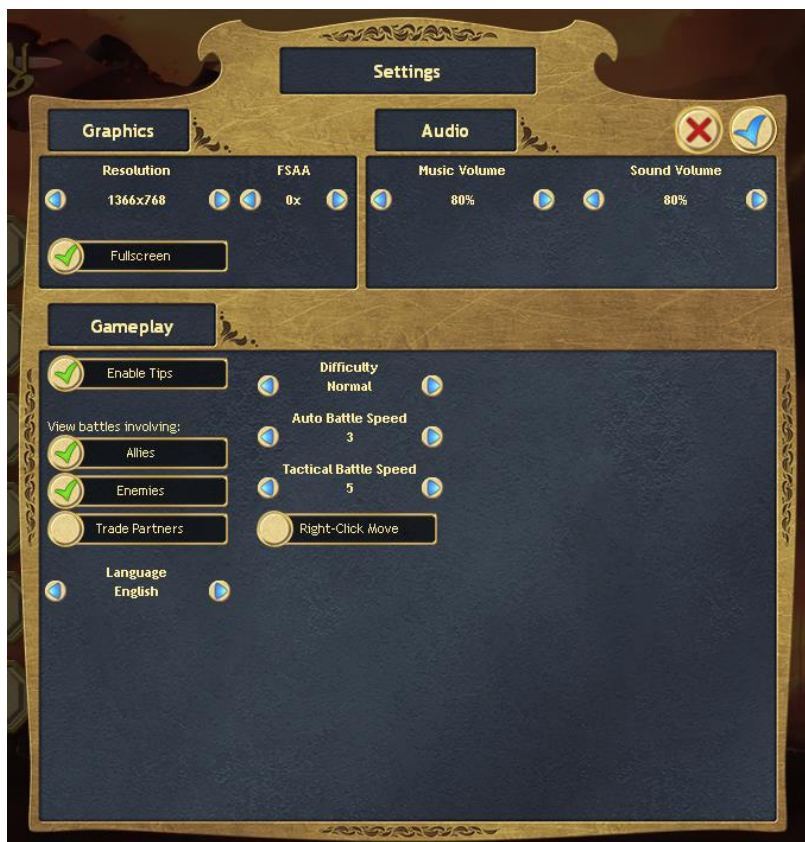


Load: Load one of your saved games. Unless playing Ironman mode, you will have no limits on the number of save games you make. It will also be possible to load one of the autosaves.

**Note: Sovereignty makes a new autosave at the end of every turn. Once you have 10 autosaves, the game will start deleting the oldest autosaves.**

Ironman games are saved in a different place. To access them, press the 'Ironman Saves' tab on the load game panel.





Settings: This will open up a panel that allows you to modify the settings that your game uses, including Screen Resolution, Sound Volume and How many tips you wish to have displayed.

***Note: The Difficulty Level is also found in the Settings Panel. The default is Normal. Harder difficulty levels give the AI realms bonuses to unit strength and production.***

Quit: Quit the game. Would you really want to do this though?

Credits: Bring up the list of people who worked on Sovereignty. This list can also be found at the back of this manual.

### 3. Campaign



Sovereignty is divided into two different views where you will play the game, the campaign map and the battle map. In the campaign map, you take the role of a king and manage an entire realm, dealing with its foreign affairs, construction works and many other issues. You will spend most of your time here, particularly if you are playing a more peaceful game. The other mode is the battle map, where you now take on the role of general. This will only occur if you have a hero attached to your armies, and will allow you to take personal command of the battle. Without a hero the only choice is autobattle.

#### 3.1. The Interface

The campaign map has a lot of information on it, and knowing where everything is will be very important if you are to rise above every other realm on the continent.



On the top of your screen will be a small panel telling you what day it is (turns are two weeks each) and how much gold you currently possess. Gold is necessary for a lot of things, particularly trade and construction, and so it is recommended that you have at least a thousand Gold handy at all times. (You never know when an elite hero may turn up.)



Below this panel will be a message panel, telling you of important events such as forming alliances. The arrow next to the message will allow you to read previous messages (you may forget some messages if many appear at the same time).

Taking up most of the screen a view of the campaign map. To move around the map, move the cursor to the screen's edge, or use the arrow keys to move in their respective direction. You can move the mouse wheel to zoom in or out on the region you currently are focussing on.



On the right hand side of the screen, you will find a sidebar. This is where most of the buttons and information are kept:



At the top of this bar is a button that looks like a coloured wheel. This will open up the Magic Sidebar, allowing you to invest in spells. This will be discussed in a later section of the manual.

Below the magic bar will be a panel where information about the currently selected province is found. There will also be three icons in this panel, each with a number next to it.



- Fort Level: Represented by a castle symbol, fort level tells you how strong the defenses here are.
- Gold: Represented by a coin. This is how much gold the province contributes to your treasury each turn. This amount can be increased by upgrading the economy of the province.
- Economy Level: Shown as a house. This represents the development of the economics of the province, including its banking institutions and markets, on a scale from 0 to 10.



***Note: Economy Levels can be upgraded via the button with two chevrons at the bottom of the UI sidebar. It will cost 4500 gold to upgrade the Economy of a province by one, if your culture has an affinity for the terrain in that province. For example, Elves have an affinity for forests, but don't have an affinity for mountains. If your culture does not have an affinity for a given terrain type, upgrading that province's Economy will cost substantially more.***

Below the info panel will be a minimap of the continent. Initially it is set to display the terrain, but this can be changed by clicking on one of the buttons next to it:



- Terrain Map mode (Arrows): Shows the terrain. Initial map mode
- Political Map mode (Flag): Displays the boundaries of each realm by their flag's color.
- Diplomatic Map mode (Scroll): Displays each realm by its relations to your realm. Green factions are pleased or content with your realm's existence, Yellow ones are suspicious or wary of your realm and Orange or Red realms want to see you ground into dust! Your own empire is shown in the terrain map as grey.

- Geopolitical Map mode (Coins): The same as the diplomatic map mode, but showing the opinions of other realms toward each other. You can change who this displays by mousing over their territory on the minimap.

If you have an army selected, the area designated for the minimap will instead display that army's units.

Finally, at the sides of the minimap are a series of buttons, each of which will be discussed later in this chapter.

### 3.2. Provinces

The map is divided into approximately 270 provinces. Each realm is comprised of a number of provinces. Manage your provinces well.



Each province has a major terrain type such as Plain, Mountain, Swamp or Forest. In battle mode, these will take up most of the province's space, and on the campaign map they determine how quickly each unit can move through them.

On the campaign map, there will also be a few icons to describe what is found at the province. These include:





- A fortress, increasing the defensive power of the region.



- A resource, such as Wine, Alchemy or Timber. These can be traded and are required for the production of certain units.



- An army composed of units.

***Note: The larger an army's icon, the more units are in it.***



- A landmark, such as the Northern Totems or the Ruins of the Dwarf Lords. Provinces with landmarks always have a special feature attached to them, such as a free promotion to friendly units that walk through it.



- A capitol. If a realm loses its capitol, it will be destroyed. Any unoccupied provinces will then revert to neutral Rebels. A destroyed capitol province will lose its status as a capitol.



In addition, all provinces have an economy level between 0 and 10. Each economy level provides a base 150 gold per turn for the realm.

***Note: Distant provinces contribute less gold to your treasury than provinces close to your capitol. This is the age of horse and wagon. Brigands, corrupt officials and the costs of transporting gold over long distances contributes to a general decline of efficiency in large far-flung empires.***

Economy level also determines how long the province can hold out while under siege (while a province is being occupied, it loses 1 economy level each turn until Economy reaches 0. When this occurs, the province will be annexed.)

***Note: It is recommended that every province in your realm has an Economy Level of at least 2 to ensure a strong financial base for your empire and also to prevent them from surrendering to an enemy in a single turn.***

If a region is damaged, its economy level marker will display in red. Damaged provinces also have red economy icons.

### **3.3. Panels and Screens**

On the left side of the minimap are a series of buttons. Each of these will open a panel that describes some important parts of your realm and how it is running. From top to bottom, these are:



- Armies (Hotkey 2) – The size and location of each of your armies.
- Provinces (Hotkey 3) – Your provinces, their economy levels and any resources they may produce.
- Resources (Hotkey 5) – The resources you currently own.
- Active Spells (Hotkey 4) – All spells in effect in your realm. By clicking on one you can dispel it, removing its effects.
- Diplomacy (Hotkey 6) – A list of your relations with every other realm. By clicking on a realm you can enter diplomacy with it.

***Note: If your relation is 30 then it is considered friendly, -30 is considered hateful.***

- Rankings (Hotkey 7) – Opens up a list of faction rankings in various categories. The top 5 realms in a particular area are considered Great Powers and the bottom 5 realms are considered Minor Powers. The categories are World Power, Geographic Power, Land (Army) Power, Sea (Naval) Power, Economic Power and Magic Power. You can scroll through them using the arrow buttons at the top of the panel. It is advised that you are within the top ten in at least three categories in order to remain a strong faction.

### 3.4. Armies

In Sovereignty, Armies are made up of stacks of units that can be moved around the campaign map to take or secure provinces.

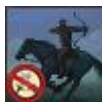


On the campaign map armies are represented as round counters, each designated by a realm's flag. Any counter with wings on it also has a hero attached to it. Each army can contain up to 20 units (not including a hero), and you can only have one army in a given province.



**Note:** On occasion, Heroes arrive in your court to offer their services. You will get a message when one appears. Your first hero is free, so

***he is usually worth hiring. Later heroes will cost some gold, so be sure to keep your treasury full!***



To move an army to another province, click on it and then click on the province you wish to move it to. On the sidebar, you may notice some red symbols next to some of your units if you try to move them to another province, particularly a mountainous or swamp-covered region. These units will be left behind if their army is ordered into the region that they cannot access.

If you wish to leave some units behind (and split them into a new army), click on their icon so that it is greyed out before moving the army into the new base.

Some enemy counters may appear “ghosted.” – these armies have not yet been scouted, and so the only information you have about them is their approximate size (which is displayed by the size of the counter). Having a unit with the Scout ability in a neighbouring province will reveal the actual units in the army, and if you have an Agent secretly spying on that realm, then the army may also be revealed.

If you wish to attack an enemy province, move your army into it. If an enemy army is present, they will contest your incursion. If your army has a hero, you may select Tactical battle to gain full command of your army. Otherwise, battles are quickly resolved through Autobattle. If you are victorious, your army will begin occupying the province, reducing its economy by 1 level every turn. Once it reaches 0 economy, it will be annexed to your realm.

***Note: Upgrading a damaged Economy level costs half as much as it would to build an Economy beyond its natural level.***

### **3.5. Unit Classes**

In Sovereignty there are 5 classes of units, each with their own advantages and penalties.



**Infantry:** Infantry are an important unit in any army. They are most useful when you wish to hold a position on the map, as they commonly have many defensive bonuses that other units do not have. They should also be used to engage the enemy so that he is weakened, allowing your cavalry to swarm in and finish the job. Infantry units also have a unique bonus called Shield Wall that gives them a defensive bonus if they are positioned next to another infantry unit on the battle map. This bonus will negate a cavalry charge and increases as more Infantry are added to the wall.



**Archers:** Archers have the advantage of range and mobility. That said, they are quite weak in melee combat compared to infantry, and will be destroyed quickly if left out in the open. Archers have the unique abilities of Counter Fire and Support Fire. Counter Fire allows them to return fire against any ranged attacks by an enemy unit in their range. Support fire allows them to fire on an enemy that is attacking a friendly unit next to the archer. Each turn, an archer is able to do either one counter fire or support fire action. It is always best to position your Archers behind tougher units.



**Cavalry:** Cavalry are your fastest units, and thus they are very powerful when attacking. They cost quite a bit more than Infantry and will fall victim to counter-attack if left out in the open for too long, so they are best for finishing off weak enemies. They have the special Charge ability, which grants them +1 Attack for every hex they cover prior to attacking an enemy unit (up to a maximum bonus of +4). You can set up the charge by clicking on the Charge icon over an enemy. The bonus that Charge provides is countered by Pike units and Shield Walls.



**Naval:** Naval units are unique in that they are the only units that can independently move across sea zones. In addition, they are able to transport ground units across the seas, making amphibious invasions possible. Usually, ships will fight other ships, but some naval units have Ranged Attacks that allow them to fire at ground units on coastal regions.



**Siege:** Siege units are slow and can either move or attack in a given turn, but they gain colossal bonuses against forts, making them the only units able to defeat a fort directly. If a unit is attacked by a siege unit then it will be shattered, imposing a -1 Defense penalty on it for the remainder of the battle. Shatter also ignores the bonuses of Shield Wall, Counter Fire and Support Fire. Crucially, Siege units shatter enemy Shield Walls and Counter Fire abilities, effectively breaking up enemy formations and allowing your other units to isolate the enemy and destroy him.

### **3.6. Purchasing Armies**



By pressing the Sword icon under the minimap, you will be taken to the purchase screen, where you can purchase more units for your mighty armies.



On the left hand side of your screen is a series of buttons, allowing you to choose what class of unit you will purchase. In the middle of the screen you will find all of the different types of units of that class. By clicking on a unit you will be able to see its various stats, such as how many moves it has on the battlefield and how much range it has. By mousing over the various icons you will find out what each represents. Every unit also has four icons on its image, each denoting a various traits of the unit:





- What type of unit is it? Infantry, Archer, Cavalry etc.
- What race is it? Usually this will be the same as the race of your realm – examples are Orc, Human, Elf, Monster.
- Is it standard, elite, mercenary or unique? You are allowed a maximum of 4 elite units and 1 unique unit of each type with these stats. Note this maximum applies to your entire realm, not each individual army. There is no limit to how many standard or mercenary units you can recruit at one time.
- Is the unit representative of a single creature or a group? Single creatures deal the same amount of damage no matter how damaged they are, but suffer more from ranged attacks. Groups do less damage when damaged themselves, but also suffer less from ranged attacks as they are themselves damaged.

Underneath the unit's stats will be a list of abilities such as Forester or Deathslayer. By mousing over an ability's name, you will find some information about how the ability works.

Should you click on a unit (in preparation to buying it) a new button will appear near the unit's stats. This will open the marketplace screen, which allows you to buy any missing resources you require for gold.



Finally, the bottom of the screen lists how much gold you currently have, as well as a coin symbol (to purchase the unit currently selected) and an X (to close the purchase screen).

### 3.7. Magic

Properly applied, magic is a powerful tool. To learn new spells, you must advance in Magic Level. To advance in Magic Level, you must gain Experience Points (XP). There are two ways to do this:

- Own Landmarks: For every Landmark you own, you will gain some XP every turn.

- Gold investment: You can also increase your XP by investing more Gold into magical research. Do this by tipping the scales on your Magic Panel.

***Note: It is advised that you devote at least 10% of your budget to magic to stop other realms from getting an advantage over you.***

Gradual investment in magic will give you Spell Points, which can then be spent on increasing your magic level or learning spells. The first spell point (which some realms start with) costs 750 XP, following ones cost an additional 250 per point (for example, your fourth one costs 1500 XP).



Once you have gained a spell point, you can spend it to increase your magic level by 1 (to a maximum of 5). This is done by pressing the + button on the Magic Panel (opened with the coloured wheel at the top of the sidebar or by pressing '1'). You can also use magic points to learn spells, which can then be cast on provinces, armies or entire realms. To learn a spell, you need at least one Spell point, the necessary magic level and all prerequisite spells. Then click on its icon on the spell

tree. On the sidebar a description of the spell will appear, as well as a Learn button. Clicking this learn button will allow you to learn the spell and be able to use it for the rest of the game.

Once you have learnt a spell you can cast it freely by clicking on its icon on the sidebar and then on a valid target. This will not cost any Spell Points, but will mean that you cannot cast it again for a few turns (each spell has a recharge time depending on spell level and the season of the year). Nature spells recharge more quickly during Spring. Illusion spells recharge more quickly during Summer. War spells recharge more quickly during Autumn, and Death spells recharge more quickly during Winter.

## 4. Battles

In Sovereignty there are two ways to fight battles – by auto-resolving and by fighting them on the tactical map. It is only possible to fight on the tactical map if you have a hero attached to your army. Otherwise you must auto-resolve.

### 4.1. Auto Resolving Battles



If you don't have a hero attached to your army or you choose not to fight on the tactical map, you will fight battles by auto-resolving them. This is a relatively quick way to fight battles, and can be useful if you have a decisive advantage over your opponent's army.

Autobattles occur in three distinct phases, and in each phase every eligible unit attacks twice. Before each phase begins you will be given the option to either attack or retreat. However the attacker is forced to slug out the first phase as a bare minimum.

The first phase is the Skirmish phase, where Archers and other ranged units strike at each other from afar. If you have ranged units, this phase can soften the enemy before armies meet.

Phase two is called the Assault and is also the first opportunity that the attacker gets to retreat from combat. In the Assault, the first units engage in melee, while non-engaged ranged units continue to fire at will. Casualties can begin to mount during the Assault phase.

The final phase is Grand Melee. This round is by far the most brutal compared to the other two rounds, and it is also the most decisive. Grand Melee releases remaining cavalry to devastating effect. Weakening front lines tend to break, and rear-line support units can become vulnerable. The death toll can be very high.

In order to defeat the defender, the attacker must either force the defender's retreat or destroy him utterly. If even one defender remains standing by battle's end, the defender is declared victorious, and the attack retreats to his own province.

## **4.2. Deployment Phase**

Should you choose to fight a battle on the tactical map, you will have an opportunity to choose how your units are arranged before commencing battle. In game this occurs during the deployment phase.



At the bottom of your screen is a box displaying all of your units that have entered the battle. To the left of the box are two buttons – End Turn (represented by an axe) and Retreat (represented by a person running away). End Turn will end the deployment phase and begin the battle, while retreat can't be used during the deployment phase.



The game has tried to deploy your units, but you may have other ideas. To deploy your units to better suit your strategy, click and drag a unit to a new hex of your choice. Once you have finished deploying your army, press End Turn to begin the battle.

### 4.3. Fighting

Each battle lasts for 12 Turns, during which you will be required to take all of the objectives marked by your enemy's flag. You can also win the battle by causing your opponent to retreat or by killing all of his units.

Above your panel of units will also be your hero card. You can play the hero card at any time during the battle, unleashing his powers onto the battlefield. There are many different heroes in Sovereignty, each with their own unique abilities. Know when to play your hero's abilities to turn the tide of battle!

To move a unit, click on it and then click on the hex you want it to move to. It is possible to undo your move (if you didn't attack) by clicking the arrow icon that will have just appeared above the End Turn button.



If a unit is able to attack and you have it selected, all of its possible targets will have two crossed swords appear over them. By mousing over them, a prognosis of estimated casualties will appear over the fighting units. While this prognosis is only an estimate, it will give you some idea of how a fight between two units will turn out.

Once you have moved a few units, their states will change to reflect what actions they currently have remaining:

- Units that can still both move and attack are shown in full colour. These units also display “crossed swords” (for attack) and boot (for move) icons.
- Units that have moved only appear half-darkened and will still have a “crossed swords” icon to indicate that the unit can still fight.
- Units that have attacked only also appear half-darkened and will still have a “boot” icon visible to indicate that the unit can still move.
- Units that cannot do anything else this turn are fully darkened.
- Units with a red bar underneath them have taken damage. The length of the bar determines how much health they still have.

- Units with a white bar under then have taken damage to their Morale.

Morale: As each unit takes damage, it also takes some damage to morale. The higher the unit's Discipline, the less damage its morale will take). Morale can be at one of four different levels: Stable, Uncertain, Shaken and Broken, each making it more likely to run when damaged. Morale takes a while out of battle to recover, so sending a Shaken or Broken unit back into the fray will make little impression upon the enemy. Morale is shown as a white bar above a unit's health bar.





## 5. Diplomacy

### 5.1. Diplomacy Screen

All diplomatic (and covert) actions take place in the foreign affairs menu. To access this, click on the first button from the left underneath the minimap.



On the left of the diplomacy screen is a list of all your agents. Agents represent your diplomats and spies, and are required for any diplomatic activity. It is useful to keep at least one agent in reserve (if you have more than one in total) to send him on a mission in a time of crisis.

On the right hand side of the screen is a drop-down menu, which will initially have the name of your realm displayed. This menu tells you who you are trying to trade

with. To select another realm, click the arrow and then select the realm you wish to trade with or deploy a spy in.



Underneath the drop-down menu will be fifteen icons, showing each of the resources in the game. By mousing over one of these icons, you can see who currently has a that resource available for trade. By clicking on a resource's icon you will open up a trade with someone who has that resource (you are given the option of who to trade with). All you will need to do from there is offer something to that realm in exchange and then send the trade offer.



Taking up most of the screen initially will be the relations panel. This will tell you what every realm thinks of the realm you have selected (which defaults to yourself). To select a realm, click its name on the relations panel. This will allow you to begin trading with (or spying on) that realm.

Above the relations panel are four tabs, each leading to other sections of the foreign affairs screen:



- **Relations:** Opens the relations panel, allowing you to view the opinions of each realm.
- **Current Trade:** Shows all trade you are currently undertaking with the selected realm. Also allows you to cancel said trades.
- **Trade Offer:** Allows you to view a trade offer with another faction.
- **Covert Actions:** Allows you to begin or end a covert action against another power.

## 5.2. Trading

To initiate a trade, press the 'Trade Offer' button in the foreign affairs screen. As long as you have an available agent, you will be able to send a trade offer to anyone you are at peace with, or negotiate a peace deal with anyone you are fighting.

Each agent will take a few turns to travel to the realm you are making an offer to, so it will be necessary to plan ahead to ensure you can always make deals with other realms (keeping one agent in your realm is always a good idea).

The trading panel is made up of an 'Offers' section and a 'Demands' section. Each section has a '+' button next to it, allowing you to add an item to that side of the deal. An offer with only offers is considered a gift, and will quite likely improve that realm's opinion towards you. An offer consisting of only demands is likewise considered an ultimatum that will probably only insult that realm.



There are four different items that can be offered or demanded in a deal:

- **Money.** Gold in either a lump sum (one time payment) or a per turn payment (constant delivery of gold for the duration of the deal).
- **Resources.** A source of Stone, a source of Finance etc. This will allow the receiving party to build any units requiring Stone, Finance or whatever resource you choose. The providing party will no longer be able to use that resource unless they have a second copy of it.
- **Province.** Give another party a part of your empire. This will be valued highly and is unlikely to be traded in a normal deal (though for a threat it will be more useful).
- **Treaty:** Either an offer of an alliance (both realms fight the common enemy in times of war), a mutual defense pact (if one party is attacked, the other is dragged in as well) or a non-aggression pact (a promise to not fight each other).

In order to cancel a trade with another realm, go to the Current Trade panel and then cancel the trade when you have your trading partner selected.

### **5.3. Covert Actions**

Agents may also engage in covert actions—clandestine actions that alter realms' opinions or spy on enemies. These actions can be found by accessing the Covert Actions tab.



There are four covert actions that your agents can undertake:

- Increase opinion of our realm: Tell the other realm of all the good things your realm has done for them. This will improve relations between the two parties.
- Improve realm's relations towards a third party: Spread good words about another third party (possibly your ally). This will increase relations between the two realms.
- Damage realm's opinion towards a third party: Spread rumours about some bad things that a third faction has done. This will damage relations between the two.
- Spy on the enemy's army: Each turn that this is active, you will have a 10% chance to gain the Scout ability on each of their armies each turn.

**Note:** All Current Covert Actions require Agents constantly working in the other realm, Trades require only a one-time trip to that realm.

**Note:** Covert Actions can be cancelled by pressing 'X' next to the Agent that is currently active.

## 6. Special Rules

In Sovereignty there are a few Special Rules that apply under certain conditions. We have placed the more important ones in this section to make it easier to reference them.

- **Month of Peace:** April 1392 (the first 2 turns of the game) is considered a 'Month of Peace'. All realms are unable to attack any other realms until this period is over.
- **Seasonal Changes:** Every three months an event will occur to make certain spells more effective and others less effective. This occurs roughly in line with the times that the Northern Hemisphere observes the different seasons.
- **Barbarian Horde:** In the north of the map there are four totems, each representing a different animal. If Jotland or Vessoï gain control of all four, then they will call the horde, creating a major problem for southern realms. Calling the horde is also a unique victory condition for Vessoï if they choose to play 'The Great Horde'
- **Code of War:** Some realms have signed the 'Code of War'. This provides them with better diplomatic relations compared to ones who haven't, but makes them unable to declare war and attack in the same turn. Nearly all signatories to the code are the civilised realms of the south and west.
- **Naval Purchases:** To purchase Naval units, you are required to own a province with a harbour (denoted by an anchor symbol). Some races have no naval units that can be purchased, particularly the Elven kingdoms.
- **Unit Loans:** If you have an alliance with another faction, you can borrow some of their units. You can have a maximum of 4 units on loan from another realm at one time. If you later decide to fight your former ally, the loaned units will disband.
- **Flying units:** Units with the 'Flier' Trait lose it if their health drops below 40%.
- **Heal Stat:** Any units that have heal stats heal units equal to 10x their heal stat in HP. A unit can have a maximum of 100 HP.
- **Scout Ability:** Stealth units can hide from all units who try to scout them. Always remember that a stack of 2 might secretly be a stack of 7.
- **Gentleman's Agreement:** The Azure Isles and Ariselle have made an agreement that will prevent the Isles from attacking Ariselle's trade, in exchange for peace with Ariselle. If either party breaks their half of the agreement, it is considered void and neither party will be bound by it any more.
- **Non-Aggression Pacts:** If a non-aggression pact is cancelled, both sides must wait at least five turns before commencing hostilities.

## 7. Resource List

This resource list tells you where to find the various resources on the continent. Knowing their locations will allow you to decide who to trade with... or who to destroy!

Resource	Realm (at beginning of game)	Provinces
Fish	Jotland	Norvik, Hennebronn
	Dunmar	Emenshore
	Ariselle	North Head
	Evengaad	Amteln
	Mardoba	Bogarta Break
Beer	Jotland	Hundholm
	Ariselle	Merriwick
	Calland	Mandale, Gull
	Hadrigel	Ehrbruck, Konbronn
Alchemy	Icespire	Snowleaf
	Palemoor	Coldmist, Marrow
	Ravengard	Clovendale
	Evengaad	Wellenkeep
	Maledor	Netherwell
Crafts	Vessoï	Bakslöva
	Dunmar	Corsedse
	Iron Barony	Splitter Pass
	Bereska	Rosehorn
	Mardoba	Tottego
Horses	Ladvia	Rialle
	Vessoï	Istibli
	Calland	Weston



	Hadrigel	Westmark
	Berany	Beran, Lancehead, Steedham
Wool	Vessoï	Ultrav
	Dunmar	Harrowheath
	Odenheim	Helberg, Goatback
	Ravengard	Pinenotch
Gems	Dragonhold	Wrenloft
	Brogen Hur	Rollenpoint
	Cor Vilaad	Whitebrand
	Cragenwaste	Wagonfort, Hollow Hill
Wine	Sonneneve	Levencourt, Siel Valley
	Myrmont	Lillebourg
	Averine	Orlington
	Mardoba	Perona
	Boruvian Empire	Soza
	Aevinwode	Tehomen
Iron	Brogen Hur	Silverton
	Khazoth	Zaruk Hel
	Cor Vilaad	Ferroskar, Mackenforge
	Cragenwaste	Drysledge, Copperdale
	Iron Barony	The Iron City, Redfall
	Ravengard	Soren Keep
	Galenî	Buncero
Stone	Brogen Hur	Tenrock
	Cloudfels	Rumblehalls
	Cragenwaste	Mineyard

	Odenheim	Meckberg
	Boruvian Empire	Braverock
	Galení	Teyana
Lumber	Ariselle	Grey Isle
	Bereska	Frulingen
	Myrmont	Perrindell
	Riesental	Tam's Path, Oakdale, Brumberry, Rockham's Clearing, Millyard
Salt	Ariselle	Braddock
	Calland	Rethe
	Evengaad	Belport
	Boruvian Empire	Lagessa
	Galení	Merish
Art	Mardoba	Cape Cavell
	Boruvian Empire	Chalice, Goldenspire
	Averine	Fahn
	Myrmont	Helana
Finance	Averine	Elo Rance
	Elidon	Freemeet, Beyer Plains, Mayferry
	Mardoba	Casci
Contraband	Azure Isles	Pordigo Bay, Black Cove
	Ladvia	Edanya
	Iron Barony	Grum Pit
	Crivia	Crivia

## 8. Hot Keys

P	Open the purchase screen.
U	Open the province upgrade mode (Upgrades the Economy of the province)
R	Open the foreign relations panel.
D	Open the deployment mode.
O	Open list of current objectives.
C	Centres the camera on your capitol province.
Return/Enter	Close a message box. If a message has a choice, 'Yes' will be chosen.
Escape	Close any panels, message boxes or screens that are open. If a message has a choice, 'No' will be chosen. Also opens the in-game menu allowing you to Save, Load and Exit your game.
Tab	Opens next panel requesting input.
1	Open Magic Panel
2	Open Armies Panel
3	Open Provinces Panel
4	Open the list of Active Spells
5	Open Resources Panel
6	Open Diplomacy Panel
7	Open Faction Rankings Panel
F12	Takes a screenshot of your game. If you are using Steam then they will be saved to Steam, otherwise they will be saved in your 'My Documents' folder.
Arrow Keys	Scrolls the map in the direction of the key.

## 9. Credits

### **Slitherine Software**

#### **Chairman**

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#### **Development Director**

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