



## Game Manual

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## 1. Introduction

The many realms of Sovereignty call for a leader guide their way to greatness! In Sovereignty, you will choose a realm and then build its economy, solidify its position on the diplomatic stage, take command in times of war, and much, much more.

Sovereignty offers 34 realms to choose from. Which one will you choose?

### 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
OpenGL:	3

#### Recommended System Requirements

OS:	Windows 7 or 8
Processor:	3.2 GHz Dual Core
RAM:	4 GB
Graphics:	Nvidia GeForce 500 series or equivalent
OpenGL:	3

### 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)





- **Race:** Tells you what predominant race a realm has. There are several to choose from including Humans, Dwarves, Elves, Orcs—even Giants and Undead.
- **Alignment:** This is a basic gauge of a realm's ethics and morality. Good realms tend to promote basic virtues that allow civilizations to flourish. Evil realms are more interested in destruction and domination. Neutral realms may bridge the divide between the two with a code of moral relativism.
- **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 available to a realm. Agents can undertake clandestine or diplomatic missions, and can establish trade. The more agents you have, the more you may be able to influence the world around you non-militarily. A barbarian tribe might only have 1 Agent, whereas subtle Crivia starts the game with a 6.
- **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. Heroes are important. When a Hero is attached to an army,

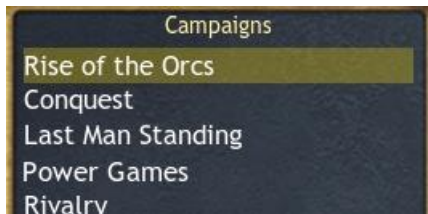


you may enter tactical battle and take personal command of each unit. Moreover, each Hero has special abilities it may activate inside a tactical battle, and they may level up.



If you click this button, you can read even more information about your chosen realm—it's history and play-style. These include what modifiers apply to that realm, and if it follows the Code of War.

***Note: The Code of War is a special rule that applies to all 'Civilised' Realms (mostly 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.

- The first campaign on the list represents a storyline campaign unique to that realm. In the image above, "Rise of the Orcs" chronicles the Iron Barony's quest to link with its orcish kin in Khazoth and the ultimate destruction of imperial rule.
- Other campaigns, such as Conquest and Last Man Standing represent freestyle games that may be played by any realm. The full details for each campaign are provided on the far right panel.

Each realm also lists between 1 and 5 stars. This provides a gauge of the relative strength of each realm.



One-star (Precarious) and Two-star (Uncertain) realms start in very difficult positions, usually with little wealth or military power. All too often they are bordered by powerful, hostile neighbours. If you choose to play one of these, it will be wise to enlist the help of an ally (preferably a very powerful one). Proving yourself victorious as one of these realms, is a tale worthy to be told!



Three-star (Stable) factions are capable of holding their own against most threats and are inclined 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 capable ruler.



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.

We suggest that beginning players try a 4 or 5 Star realm that isn't too large. Hadrigel, Dragonhold, Myrмонт and Averine are all solid choices to get you on a firm footing early. Once you've gotten a feel for the game, try some of the other realms. You'll find that each realm's play-style is remarkably different!

Finally, you will notice at the bottom of the panel a button labelled 'Ironman mode'. By selecting this, 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 who are willing to marshal on through their mistakes.

## 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 on 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 what battles you wish to observe.

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

**Quit:** Quit to your Desktop.

**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 lord 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 your only choice in battle is autobattle, where the fates will decide how your army fares.

#### 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.



At 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 1000 Gold handy at all times. (You never know when an elite hero may turn up.)



Below this panel is a message panel for ticker messages, which scroll by and inform you of important events happening around the world. The arrow next to the message will allow you to read previous messages. (You may forget some messages if many appear in rapid succession).

Taking up most of the screen a view of the campaign map. Map navigation:

- To move around the map, simply move the cursor to the screen's edge.
- Alternatively, you may use the arrow keys to move the map in their respective direction.
- Finally you can also grab and move the map by clicking on the map, holding down the left mouse button and dragging.
- To zoom your view in and out, move the mouse wheel.

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## Wrenloft





Revolt Chance: 0.00%  
 Terrain: Mountain  
 Income: 600 Current / 600 Base

**THE HIGHWATCH**  
 RP 9

This mighty watchtower scouts 2 provinces in all directions. Does not











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 opens the Magic Sidebar, allowing you to invest in spells. The open button slots above will also fill with magical spells as you learn them. All this is discussed in greater detail in the Magic section of the manual.

Below the magic bar is the “card” area of the interface. Depending whether you have selected a unit or province, its card will appear here.



- **Economy Level:** The circled number in the upper left corner of the province card represents its Economy Level. Capital and Harbor province economies may range from 1-10. Other provinces range between 0-5. The Economy level and is a basic gauge of a province's economic output.
- **Revolt Chance:** Below the province's landscape portrait is a listing of its Revolt Chance. This is the chance each turn of a rebellion erupting in this province. In general, revolts will occur in newly acquired provinces that don't have a sufficient number of troops to maintain order. Buildings can affect revolt

chance, as can certain spells and covert actions, so be cautious when vacating provinces of troops.

- **Terrain:** This is the basic terrain type found in this province.
- **Income:** Current income is the actual amount of gold that is brought to your treasury.
  - Base income represents this province's base Gold production. Each point of Economy generates 150 base income.
  - Current income represents the actual amount of Gold that reaches your Treasury (and can be used by you). Provinces distant from your capital contribute less gold to your treasury due to the distances involved in transportation. In contrast, provinces that are near your capital contribute more (or all) of their Gold to your cause. Consider this carefully as you expand.
- **Province Text Area:** Provinces may have further descriptions. Some of these describe a history of the province. If the selected province has a Landmark, that province has a special ability described here. Landmarks also provide Research Points (RP), which contribute each turn to your magical research.



***Note: You may upgrade Buildings within a province via the button located at the bottom of the UI sidebar.***

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



- **Default Map** (Arrows): This mode displays the original terrain map.
- **Political Map** (Flag): This view displays the boundaries of each realm by their flag's colour.
- **Relations Map** (scroll): This view displays how each realm feels about you. 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 in the original default view.

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

### 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 terrain determines 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, Fish or Lumber. 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 unique feature attached to them.



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



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 capital. 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.***

If a region is occupied by a hostile army, its economy level marker will display in red. This new value is called Resistance and represents the turns remaining before the province is annexed by the invader.

### 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:



- **Army Training Queue** – This button activates a pull-out panel that displays all units currently in your training queue, and all units that are ready for deployment. When a unit is “Ready,” you may click on it and then click on a province you own to deploy it.

*Tip: If you want to deploy several units in a single province, click and highlight all the units that you want to deploy, and then click on a single province to deploy them all there.*

- **Province/Army List** – This panel displays all of your armies and the provinces they are deployed in.

*Tip: Click on a province in this panel to zoom directly to that province on the map.*

- **Resources** – The resources you currently own.



*Tip: Click this button at the bottom of the Resource Panel to go directly to the Marketplace. From there, you can buy or sell Resources directly for Gold.*

- **Rankings** – This button 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. Realms are ranked according to: World Power (your combined strength in all spheres), Geographic Power (the provinces you hold), Land Power (your armies on land), Sea Power (your naval strength), Economic Power (the combined economies and buildings you own), Magic Power and Diplomatic Power (your diplomatic status and friendships). You can scroll through them using the arrow buttons at the top of the panel.
- **Prisoners** – If you hold any prisoners, they are listed here. Depending on the type of realm you have chosen, you can determine the fate of your prisoners. Some actions are more reprehensible than others...
- **Active Spells:** – All spells in effect in your realm. By clicking on one you can dispel it, removing its effects.
- **Objectives** – A list of your current campaign objectives to win the game. You will need to fulfill all objectives to win. As well, in the special storyline campaigns, the first objectives you complete may trigger a moment of decision, resulting in new objectives to meet.



*Fulfilling objectives marked by an army icon like this will unlock special new units for you to purchase!*

### 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.

**A Hero Rallies To Our Banner**

A Hero wishes to join us for 0 Gold:

Taskmaster

All Units you control have a -1 Morale for the remainder of this battle. Your opponent skips his next turn.

Hire      Ignore

***Note: On occasion, Heroes arrive in your court to offer their services. Your first hero is free, so he is definitely worth hiring. Later heroes will cost some around 1000 Gold, so be sure to maintain a reserve in your treasury!***



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. These units are 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 conveyed by the size of the counter).

*Tip: To gain information about the actual units in an enemy army, position a unit with the Scout ability in a neighbouring province.*

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. In this case, have a look at the red numeral that has replaced this province’s Economy value. This is the Resistance value. Each turn, Resistance gets reduced by 1. Once Resistance reaches 0, it will be annexed to your realm.

### 3.5. Unit Classes

In Sovereignty there are 6 classes of units, each with their own advantages and penalties.



**Infantry:** Infantry are core to any army. They can hold the line and protect your more fragile and expensive units. They may take and hold ground effectively. When

positioned next to other infantry units, they gain a unique bonus called Shield Wall. This bonus will negate a cavalry charge and grants a +2 Defense.



**Irregulars:** Irregulars often comprise loosely organized and independently functioning units. They use unconventional hit-and-run tactics to harrass and wear down enemy units while themselves attempting to stay out of harm's way. Irregulars employ a special hit-and-run tactic; when it is their turn, they may attack an enemy and immediately retreat. If they do so, they take only 10% damage.



**Archers:** Archers enjoy the advantage of range and mobility. That said, they tend to be vulnerable in melee 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 attacking unit in their range. Counter fire is applied before the incoming attack is resolved, allowing Archers to blunt an assault before it reaches them. Support fire allows Archers to fire on an enemy that is attacking a friendly unit next to the archer. Each turn, an archer is able to complete 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 tend to cost more than Infantry and are vulnerable to counter-attack if left out in the open for too long. Thus, they are best employed to finish off

weakened enemies who are themselves out in the open. 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 negated 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 escort 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. Despite this, they gain colossal bonuses against forts, making them the only units able to defeat a fort directly. In addition, 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.

Click on a unit to view its combat stats and special abilities. Mouse over other units to compare their stats against your selected unit.



When you're ready to make a purchase, click on the Purchase button. Keep in mind that some units require additional Resources such as Lumber or Wool. Your realm may already produce some of the required Resources. You may also acquire more Resources through trade or the Marketplace.



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 may 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:



- **Class:** Infantry, Archer, Cavalry etc.
- **Race:** Orc, Human, Elf, Monster, etc.
- **Type:** Standard, Elite, Mercenary or Unique. Elite and Unique units should be considered core to your army and are typically your most powerful or versatile units. You are allowed a maximum of 4 Elite units and 1 Unique unit of a given type. Note this maximum applies to your entire realm, not each individual army. You may hire as many Standard and Mercenary units as you can afford. Standard units are the backbone of your army. Their cost and upkeep are moderate and time to train tend to be moderate. In contrast, Mercenary units tend to be quick and cheap to raise, but more expensive to maintain. Hire them to rapidly plug holes in your defences or to quickly support an impressive invasion force. Disband those you don't need once your objective is accomplished.
- **Size:** Is the unit 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 are a list of abilities such as Forester or Deathslayer. Mouse over the ability to learn more 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. Constructing Buildings

Each Realm begins the game with a basic economy. That economy generates Gold based on the Economy values of each province, and it may produce certain Resources indigenously.

You can also expand the production of each province by constructing important buildings. You can build Farms, Ley Lines, Arenas and more. Each building will provide specific bonuses to your realm. How you choose to build up your provinces is up to you.

To start, try pressing the Upgrade button.



When you do, you'll find that all provinces but the ones you own darken. Try mousing over one of your own provinces. Card information will change to your available building upgrades.

Much like units, Buildings cost Gold and Resources to build. If you have the available funds, a building will appear as available. If you do not, the Building will appear darkened.

Mouse over each of the buildings in the Building card. Consider the costs and benefits of each building. You may build a total number of buildings in a given province equal to that province's Economy level. Thus, if your province has an Economy 7, you may build up to 7 buildings in that province.

#### 3.7.1. Building Tiers

Of special note are building Tiers, which equate roughly to complexity or technical level of a given building. In order to build a Tier 2 building, you must already have a Tier 1 building present in that province. In order to build a Tier 3 building, you must already have a Tier 2 building.

There are 4 Tiers in all.

Note that provinces with Economies less than 4 may only construct building Tier levels up to their Economy level.





### 3.8. Magic

Properly applied, magic can be a powerful tool. To learn new spells, you must advance in Magic Level. To advance in Magic Level, you must gain Research Points (RP). There are a few ways to do this:

- **Landmarks:** For every Landmark you own, you will gain some RP every turn. Each Landmark grants a different RP value, so have a look around the map to see what Landmarks are of value to you.
- **Magical Buildings:** Certain buildings, such as Shrines and Ley Lines contribute RP to your total.
- **Gold investment:** You can also increase your RP by investing more Gold into magical research. Do this by tipping the scales on your Magic Panel.

Gradual investment in magic will allow you to level up in magic and grant you Spell Points, which can then be spent on increasing your magic level or learning spells.

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). 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 then you may 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 quick way to fight battles, and can be useful if you have a decisive advantage over your opponent's army and don't want to individually command your units.

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

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

**Assault:** 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.

**Grande Melee:** The final phase is Grande Melee. This round is by far the most brutal compared to the other two rounds, and it is also the most decisive. Grande 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 high.

In order to defeat the defender in Autobattle, 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. Tactical Battles

If you have a hero in the province where a battle is about to take place, you may choose to take personal command of your forces and fight on a tactical battle map. Before tactical battle begins, you'll have an opportunity to deploy your troops.



At the bottom of your screen is a box displaying all of your units that have entered the battle. To the right 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 must 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.



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 are 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 is the relations panel. This will tell you what every realm thinks of the realm you have selected (which defaults to your realm). To select a realm, click its name on the relations panel. This will allow you to begin trading with (or spying on) that realm.

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

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 may 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 you must plan ahead to ensure you can always make deals with other realms.

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 or buildings requiring Resource in question.
- **Province.** Give another party a part of your empire. This will be valued highly and is unlikely to be traded in a normal deal.
- **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, whereas 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:** As time passes, the seasons change. Each School of magic is associated with a different Season: Nature to Spring, Illusion to Summer, War to Autumn and Death to Winter. During these times, spells of a given School recharge the fastest.
- **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'. The Code acknowledges that war is honourable, and that honourable declarations of war must be observed. This means that a realm that ascribes to the Code of War must Declare War and then wait a turn before invading an adversary. (Rogue realms may invade at any time without warning.) While this may be a tactical handicap, signatories to the Code of War enjoy stronger diplomatic relations and are better able to practice a conservation of enemies. 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). At the start of the game, some realms are land-locked and cannot purchase naval units. Some races also have no naval units to purchase, but may instead simply move their units into a Sea Zone to create a naval vessel. For example, elven units may move directly into the sea to convert their units into Swan Ships.
- **Auxiliaries:** If you have an alliance with another faction, you can purchase some of their units as auxiliaries. You can have a maximum of 4 auxiliaries from another realm at one time. If you later decide to fight your former ally, those auxiliaries 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:** Deploy Scouts at your borders to view the individual units in neighbouring provinces. Note that units with Stealth will not be detected by Scout.
- **Gentleman's Agreement:** The Azure Isles and Ariselle have made an agreement that quietly maintains a "hands off" policy between the two realms. Ariselle is happy to close her eyes to the Azure Isles' piracy, so long as the Azure Isles does not molest Ariselle's ships. The two realms will not ally, but they are careful not to anger the other.
- **Wondrous Waterworks:** The engineers of Evengaad work wonders with water. Any province that Evengaad owns that borders water will produce bonus 150 Gold.
- **Non-Aggression Pacts:** If a non-aggression pact is cancelled, both sides must wait at least five turns before commencing hostilities.

## 7. Encounter at Wrenloft

*In an age when the Elder were yet young, there came to our shores the first Men. They were to us a curiosity, at once industrious and petty, energetic but short-lived, their imaginations ever filled with childlike glories. There were so few of them then. We did not know so many would come.*

*--Boruvian Histories, Vol. I*

*Taluel Flaendae, Chronicler of the Elven Court of Sonneneve*

Far to the North at the edge of the known world, the great fortress of Wrenloft rose high and majestic from the jagged peaks of Dragonhold. Here the mountains were snow-capped even in summer. But now, autumnal winds were already picking up, and the first flurries of the season swirled down from a brooding sky.

Grandmarshal Kalinnen stood just under the stone arched roof of a wide and open tower landing. He cut an impressive figure with a broad, grey beard. Hunched for warmth in the cold, Kalinnen flipped up the collar of his white fur cloak and stood against the wind swells.

The Order of the Dragon had planted its flag here on the highest peak of the northernmost reach of the Boruvian Empire. But that was long ago when the Empire was still strong. Little that was civilized lay between Dragonhold and the Empire now. To the south, the Dunnish plains were sparsely inhabited by frontiersmen and outlaws. Those plains stretched to the rough Cragen mining communities, and finally to distant Braverock, where Imperial troops were garrisoned in force.

Dragonhold stood as a bulwark against the Orcs of the East and Barbarians of the North. Both had in the past smashed against Wrenloft's high walls and been thrown down. And while Boruvian civilization enjoyed a soft life far to the south, the citadel of Dragonhold kept the hordes at bay.

On the tower landing, Grandmarshal Kalinnen squinted skyward. Snowflakes dappled his beard. Cloud cover was thick, visibility low. Vapor escaped his every breath. And then he heard it in the distance through the swirling fog and snow, the first call of a Cloud Dragon so distinct to the Grandmarshal, but what might to the unpracticed ear have sounded more like a lion's roar, amplified on the wind and carrying with it an almost lyrical undertone.

Giant horns from the tower landing blasted a two-note signal in return. Ground crews scrambled. The Dragon called through the clouds again. And then did the Grandmarshal see it, emerging from the snowy mists above, swooping downwards toward the tower, a presence of power, a shimmering reptilian shadow.

Kalinnen could see a knight now, riding proudly on its back. A Dragonknight. The knight reined up as they made their final approach. The dragon reared, its wings beating powerfully, landing on its hind legs, and then coming down comfortably to rest on its forelegs.

Striding forward to meet them, the Grandmarshal held his cloak tightly against the wind and grabbed the reins. The dragon nuzzled him in greeting, and Kalinnen smiled fondly, pressing his head against the great beast's.

Dismounting, the Dragonknight removed a small but ornately engraved helm and tinted goggles. Around her deep blue eyes were two pale patches of clean the goggles had left behind, her cheeks now windblown, damp and grimed from the flight. Her hair was black and braided tightly, and she was clad in a warm and well-tailored fur-trimmed suit, with armored boots, elbows and shoulders. Smiling, she unwrapped her scarf and patted the long, powerful neck of her steed with respect and a silent shared bond. Then she turned to salute the Grandmarshal.

Kalinnen returned her salute. "Welcome home, Ridelle."

"Grandmarshal," Ridelle replied, in greeting. Ground crews arrived and led the dragon under a wide tower hanger.

Marshal and Knight walked and talked as they followed the crews inside. As Ridelle removed her gloves, Kalinnen asked, "How was your ride?"

"Cold," But Ridelle spoke without complaint, and there was perhaps, a glimmer of satisfaction in her tone.

Kalinnen grinned at that. "In the North, the tribes of Vessoï are wintering, and in the East, our Orcish neighbors will stick to the southern climes for a while. We shouldn't hear from either til the thaw. The cold suits me."

Ridelle chuckled. "I thought battle suited you?"

"Did I say that?"

They laughed and continued under the hanger, their voices echoing now under the high roof. More dragons were stabled there, attended by ground crews. They were of differing sizes and shapes. There were the proud Cloud Dragons, their hides shimmering in bright hues of blue and white.

There were stabled Wyverns, the lowest and most capricious of the dragonkind, with shriveled wings and a venomous bite.

And then there was one more stable, empty now, but larger than all the rest. Ridelle allowed her gaze to linger respectfully there a moment as they passed that space.

Kalinnen noted it. "Arovaxis will return when we need him. But a Sun Dragon must always remain free."

She nodded quietly, her dark blue eyes searching his. "You still feel the link?"

"I do. He's out there, content."

Ridelle accepted that. The Grandmarshal changed the subject with an assuring grin. "So, my yearly Gazette...what news from Goldenspire?"

His knight, agent and lieutenant replied, "The news everyone's talking about right now is the Victory Day celebration. The usual. Parades and festivities. Hobnobbing dignitaries. But few of the Provincial Governors are attending this year. Many are seeing to the demands of local problems and have elected to show face by sending representatives in their stead. And it so happens, those problems are very real—another uprising in Rasheva, the murders of some rather high-placed merchants along the Azure Route, the Northmen now firmly established in Jotland, raids across Sirucil, pirate activity in the southern seas. But," she added, with a certain weariness, "You'd never know it in the Capital. You know how it is."

Grandmarshal Kalinnen laughed heartily. "Goldenspire's masked balls don't agree with you?"

She exhaled with distaste. Together, they reached the end of the hanger and paused near a narrow stone stair. "I would request a transfer, sir."

The Grandmarshal descended with a slight smile. "I'll consider it."

At the bottom of the stair, they halted before a massive engraved door, its wooden frame edged with symbolic knots to form two dragons facing one another. Kalinnen pulled on the thick bronze handles, and the door opened with a heavy groan.

The two entered a wide tower chamber, brightly lit by great window panes that afforded fantastic views in all directions. To the north, one could see the mountain ranges tumble down to the vast tundra plains of Vessoï. To the east and south, jagged peaks and dark hills marred the horizon. Distant plumes of smoke rose at intervals from the foundries of the Orcish lands. And to the west, the River Isel began from fresh mountain springs here in Wrenloft, descending to the rugged Dunnish grasslands, and then slowing and feeding into the decaying mires of Palemoor.

A great table dominated the center of the chamber, and on it rested an intricately-detailed map of the continent, complete with mountain ranges, forestlands and waterways. Cities, provinces, and fortresses were marked, and known troop deployments were represented by small model soldiers, accurate down to unit type. The table represented the entire Empire, its holdings and the surrounding realms.

Grandmarshal Kalinnen pulled a long cupped stick from a cylindrical holder near the great table and handed it to Ridelle. "So. How our map changed?"

Cupped stick in hand, Ridelle studied the map, using the stick to move a few Boruvian units into Goldenspire. "Two Royal Pike and one Hussar company were recalled to the Capital, who then joined the Imperial Garrison in parade for Victory Day." She added a new Night Elven Raider unit to the small forested Realm at the center of the Empire. "Sirucil harasses our border provinces of late, Roseweth and Devil's Garden in particular. The elves strike without warning, and have long vanished to the safety of their dark wood before Imperial troops can mount a response. The peasants appeal for aid, but many Senators instead use the events for political leverage within Goldenspire. The local garrisons are beleaguered; morale is low."

A slight smile traced the Grandmarshal's lips. "Halas?" he asked, almost with anticipation.

Ridelle nodded. "It is said, the Night Prince is behind the raids."

"Prince Halas," he began with respect. "Now *there* was a fighter. I was proud to face him in battle."

His lieutenant suggested, "It would appear he's still on the loose...raking the borderlands."

"Hmm."

Ridelle continued, "They never mount a full invasion, and care little for plunder. But the killing continues in direct violation with treaties signed by the Elven Nations."



Kalinnen scoffed at that. "Treaties, you will note, that were signed only by the Elves of Aevinwode and Sonneneve. Sirucil was absent that day. They have never recognized defeat or surrender."

Unphased, Ridelle replied, "In Senate there's an impression going around, that it is we who are being stabbed in the back, that Sirucil is in violation of Elven Treaty. The Emperor has thus far remained silent. And so the debate is more bickering about which Senator is more patriotic, who voted for border control, who pledged to lower taxes, etcetera, etcetera. It all amounts to a whole lot of nothing being done."

The Grandmarshal shook his head. "Typical." He placed his hands on the table and leaned heavily on it, studying the troop displacements. "If I know Halas, he will use those poor garrisons as target practice. His attack will be swift, but he doesn't have the strength to hold the land."

His lieutenant nodded and motioned toward the Imperial Capital. "In truth, sir, Goldenspire's recent deployments indicate greater importance placed on the holiday parade. For all the Senate's talk of supporting the troops, Roseweth and Devil's Garden are viewed as a buffer zone. And internally, the real concern revolves around discrepancies in regional tax accounts. Provinces are believed to be holding out."

Kalinnen smirked. "Now *there* is one unforgivable sin, but one that thankfully we will leave to the politicians." He paused in thought, scanning the great map table. At length, he said, "Your request for transfer has been granted. You leave in the morning." He took a cupped stick and slid an Agent south from Wrenloft, past the Dunnish plains, past the Cragen mines to rest in Roseweth at the foot of Sirucil's border, where the Night Prince's raids had been heaviest. "Now get some rest. You'll need it."

## 8. 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	Vessoi	Bakslova
	Dunmar	Corsedse
	Iron Barony	Splitter Pass
	Bereska	Rosehorn
	Mardoba	Tottego
	Ladvia	Rialle
Horses	Vessoi	Istibli
	Calland	Weston
	Hadrigel	Westmark
	Berany	Beran, Lancehead, Steedham
Wool	Vessoi	Ulrav
	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	Ferrosicar, Mackenforge
	Cragenwaste	Drysledge, Copperdale
	Iron Barony	The Iron City, Redfall
	Ravengard	Soren Keep
	Galeni	Buncero
Stone	Brogen Hur	Tenrock
	Cloudfels	Rumblehalls
	Cragenwaste	Mineyard
	Odenheim	Meckberg
	Boruvian Empire	Braverock
	Galeni	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
	Galeni	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

## 9. 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 capital 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.

## 10. Credits

### Slitherine Software

**Chairman**

JD McNeil

### **Development Director**

Iain McNeil

**Producer**

Tamas Kiss

Alex Stoikou

**Operations Director**

Erik Rutins

**Technical Director**

Philip Veale

**Marketing Director**

Marco A. Minoli

**Creative Director**

Richard Evans

**Public Relations Manager**

Olivier Georges

**Community Manager**

Bart Schouten

**Assets Management**

Liz Stoltz

**Art Lead**

Claudio Guarnerio

Myriam Bell

**QA & Production Assistants**

Andrew Loveridge

Gerry Edwards

Matthew Davis

**Administration**

Dean Walker

**Customer Support staff**

Paulo Costa

Joseph Miller

**Web Development**

Valery Vidershpan

Andrea Nicola

Fernando Turi

**The Lordz Games Studio**

**CEO and Executive Producer**

R.T. van der Moer

**Art Director**

Christian Walter

**Design Director**

Rob Graat

**Technical Director**

Szymon Gatner

**IT and Web Development**

Tony Burden

**General Manager**

Wim D'Halleweyn

**Administration**

Marc Van Hoek

Laurence Fontaine

Geneviève Dumont

**Legal Department**

Kristof De Vulder

Alexis Fierens

**Gothic Labs**

**Design**

Nikolai Soderstrom

**Programming**

Shane Steward

Fred Fetting



Dan Murphy

Jake Stine

**Art**

Rick Sardinha

Caitlin Worth

**Music**

Markus Holler

**German Translation**

Hannelore Soderstrom

**Illustrious Software**

George Quinn

Ewen Lee

**Manual**

Ryan O'Shea