

Age of Wonders II: The Wizard's Throne Quick Start Guide

Thank you very much for purchasing this Age of Wonders game. This quick starting guide helps you get acquainted with all the basic controls of Age of Wonders II: The Wizard's Throne.

Getting Started

This quick start guide lists the basics of the game. We recommend you play the tutorial to learn all the basic mechanics of the game.

When launching the game, you will arrive at the Age of Wonders title screen. From this page you can access the different Age of Wonders game modes.

Campaign

The Campaign features the single player story game. It starts with the tutorial for gamers who are unfamiliar to Age of Wonders II: The Wizard's Throne.

Tutorial

Play the tutorial to learn and understand the basic interface and controls used in Age of Wonders. We recommend you play the tutorial even if you have played Age of Wonders years ago.

Scenario

A scenario is played on one map and stands alone; you develop no continuous plot or faction between scenarios, however scenarios offer customization and support a choice of starting races. All multiplayer games are scenarios.

The Tutorial

The tutorial will get you acquainted with the Age of Wonders II interface. The tutorial is a simple scenario, and instruction boxes will appear to help you play the game.

To start the tutorial, select the campaign's first scenario of Age of Wonders II: The Wizard's Throne. Follow the onscreen messages to learn the game.

Left Interface

The left interface displays all the events that happen in the game within your visible area. It also displays gold income, mana income and casting points.

Click on Events in the list to center your view on them or open up messages events

Center Interface

The center interface spellbook button displays your Wizard's portrait, and spells currently being cast (if any) and researched. Press on the center button to quickly go to your Wizard on the map.

Research spells to add these to your Spell book, allowing your Wizard and Heroes to use it. Press Spells to cast global spells or unit enchantments.

When you select an object on the map simply press right button to go back to your Wizard interface when you are done.

The Selection button (this button is below the spellbook button) displays the options of the selected map object. If you select an object or army on the map you will go to this center interface tab immediately.

The crown button displays all of your empire's information: your treasure, cities, heroes and active quests.

The horn button displays diplomatic options and information. Here you can trade, declare war, offer peace, etc!

The last button displays Game options like game play, video, sound settings. Here you can also find the objective of the game you are currently playing.

Right Interface

Displays the mini map of surface world, underground and shadow world (Age of Wonders: Shadow Magic only).

Below left is the "Select next Active Party" button. Next to it the Unread Event button; when it flashes you have new unread events. And last the End Turn button.

Party on the map

In the Center interface you can left-click on the small movement icon below the unit's picture to deselect a unit from a party.

You can select a single unit out of a party to move by holding a left-click on the movement icon and then right-clicking.

Movement Points

Age of Wonders is a turn-based game. Each Unit has a certain amount of movement points, based on their speed.

One turn also represents one day of researching, building and unit moving.

When a party is out of movement points it cannot move further for the remainder of the turn.

Cities

Cities are the most important resource in Age of Wonders II as most of your units and money will be generated from outposts, towns and cities. The main function of cities is producing units for your army and protecting your wizard.

To ensure victory it is vital to protect your cities from attacks and expand them to become the pillars of your realm.

When a city is founded it's a small outpost. Over time, it will grow from a village to a town, into a big city.

In the left city interface you select which units or structures you can produce. There is also city tab where you produce housing (increases townsfolk) or merchandise (increases your gold income). Here you can also raze or loot the city.

Wizard Tower

You can also build a wizard tower in cities. In Age of Wonders II the Wizard Tower is a key strategic element of the game; it expands the magical domain of your wizard with a 15 hex radius if your wizard is present in the city. The wizard tower can also be upgraded.

Mines

Like cities mines can provide income, although mines are not as valuable as cities.

These sites require no upkeep, so try to claim as many of them as possible. There are other sites on the map which also provide income, like Mills.

Combat

You can choose between Automatic Combat and Tactical Combat.

Automatic combat is usually chosen if you want to let the computer handle combat.

Caves

Caves connect the surface and underground world. When your army is located on the cave, press enter to travel to the underground.

Power Nodes, Fire Nodes, Air Nodes, etc

Nodes generate mana which can be used to either generate mana for spell casting, or spell research.

Tactical Combat

Units which have a striking ability can fight in melee combat. They can be ordered to attack by assigning them a target.

The red circle represents the maximum range of your attack. Any unit on the edge or inside the red circle can be targeted.

Experiment with cover, it can play a vital role winning or losing a battle!

Teleporters

Teleporters offer quick movement across the map. Use them for sneak attacks, or be prepared the enemy might use them against you

The Final Battle

When possible take out the enemy Wizard in a battle first. The death of an enemy Wizard dispels all enemy enchantments in combat and your enemy cannot cast spells anymore.

In Age of Wonders II you need to conquer all enemy's Wizard Towers in order to defeat your enemy permanently. Wizards re-spawn the next turn when defeated when his or her Wizard Tower wasn't conquered!

Scenario Screen Information

Single Computer

Games played on a single computer allow for either one player versus a maximum of eleven computer players, or Hot-Seat play between human players. When you play a Hot Seat game, you must use the 'Classic' Turns style.

Internet

Used to play a mix of human and computer controlled opponents in Internet scenarios.

LAN

Used to play a mix of human and computer controlled opponents over a LAN.

Play by E-mail

In an E-mail game, after each turn the human player sends the scenario's saved game file to the next human player in an E-mail attachment. The Simultaneous Turns style, as well as tactical combat, is not available in Play by E-mail games.

Online Multiplayer and Community

To find Age of Wonders players online you can use the Steam Community, Gamespy Arcade or you can start by visiting the Age of Wonders Heaven forums.

Setting up Scenarios

Selecting a Map

First you choose the map you want to play on. Scroll in the “Select a Map” to select a map you would like to play.

At the bottom of the window three icons are displayed. The letter next to the globe icon indicates the size of the selected map:

- XL is an extra large map
- L is a large map
- M is a medium map
- S is a small map

In Age of Wonders Shadow Magic, the recommended numbers of players based on the size of the map are:

Small:	2-4 players
Medium:	2-5 players
Large:	2-8 players
Extra Large:	2-8 players

The small town icon displays the total number of cities on a map. The human head icon represents the total number of races on the map.

Click the “Select” button to navigate to the main scenario screen. All playable races will be highlighted, and underneath its name you can see one or two fields.

When playing a single computer scenario, turn on Classic Turn Style if you want to play with more than one human player.

Player Settings – Top Field

This field allows you to customize the owner of a faction.

Human – A human player.

CPU Squire – The easiest AI setting.

CPU Knight – The easy difficulty setting.

CPU Lord – The medium difficulty setting.

CPU King – The hard difficulty setting.

CPU Emperor – The hardest difficulty setting.

Game Play settings

Turns

- **Classic**
The widely used turn-based model: Players move their units and perform other actions while the other players have to wait for the player to end his turn. This mode is used to play Hot Seat games (multiplayer) on one PC. Please note, larger scenarios can take a long time to complete.
- **Simultaneous**
Using this mode players can take turns at the same time. When all players have clicked “end turn”, the turns is ended. Games played with this setting go a lot faster.

Combat

As with most things, brute force might be the only solution.

In Age of Wonders battles can occur almost anywhere on the map. Whenever your units encounter enemy units a battle will occur.

Success in battle relies on your knowledge of different types of battle situations. Study various forms of tactics, what works well for a battle in the open, is not the best strategy for besieging a city.

The Adjacent Hex Rule

Age of Wonders allows you to split your armies in multiple groups to attack your enemy from different sides during a battle. This can be done up to six groups on the Global Map.

Surround a group of enemies and attack them with your group. Each of your groups in the adjacent Hex will join the attack.

Battle Modes

Battles can be fought either in automatic or tactical mode

- **Automatic Mode**
A pop up screen will begin to play out the battle if you chose to fight the battle automatically. The computer controls both sides.
- **Tactical Mode**
Fighting a battle in Tactical mode brings up a special Battle Map. This map reflects the terrain of the global map where the fight began. Tactical battles are turn-based.

Your units will appear with small red bars (health) and spheres (movement or action) above them.

Your units can perform various actions, most of them fall under three categories:

Movement - moving over the battlefield to gain the best position.
Melee actions - defensive and offensive capabilities such as attacking, healing, etc
Ranged actions - attacking over a distance by using ranged weapons or spells.
Special Actions - like strangle, web, phase or any other unique combat power

Your battles will take place in various environments like towns, forests, grasslands, etc. Each environment requires its own tactical approach.

Diplomacy

Before resolving a conflict by brute force, you have the option to use the arcane art of diplomacy. Diplomatic options are accessed through the center interface menu.

Select your action in the Diplomatic actions list, but realize the consequences of your decision carefully.

Units

There are lots of units in Age of Wonders II and even more in Age of Wonders: Shadow Magic. Here you find a short description of the six core abilities.

Attack	- This is the chance that a unit's attack will damage an enemy unit.
Damage	- Determines how much damage a unit will deal to an enemy when attacking
Defense	- Determines how much damage is received when attacked.
Resistance	- Determines how well a unit is resistance against poison, magic, fire attacks.
Health	- The amount of damage a unit can sustain before it dies
Movement	- Affects how far it can move on both the Global Map and the Combat map

Above the sex core abilities you can find:

Race & Class	- The race and class of your hero
Experience	- The experience of your hero, Experience determines the level of the hero
Morale	- The morale of your hero

Unit gain experience in combat, when they have enough experience they receive medals which improve core abilities and sometimes give them new unique powers.

Heroes

Heroes can play a vital role in your army. Unlike normal units Heroes gaining experience level-up. With each level-up you select new powers or improve core abilities.

Magic

Magic is a strong force in Age of Wonders. There are seven different types of magic, each with its own characteristics:

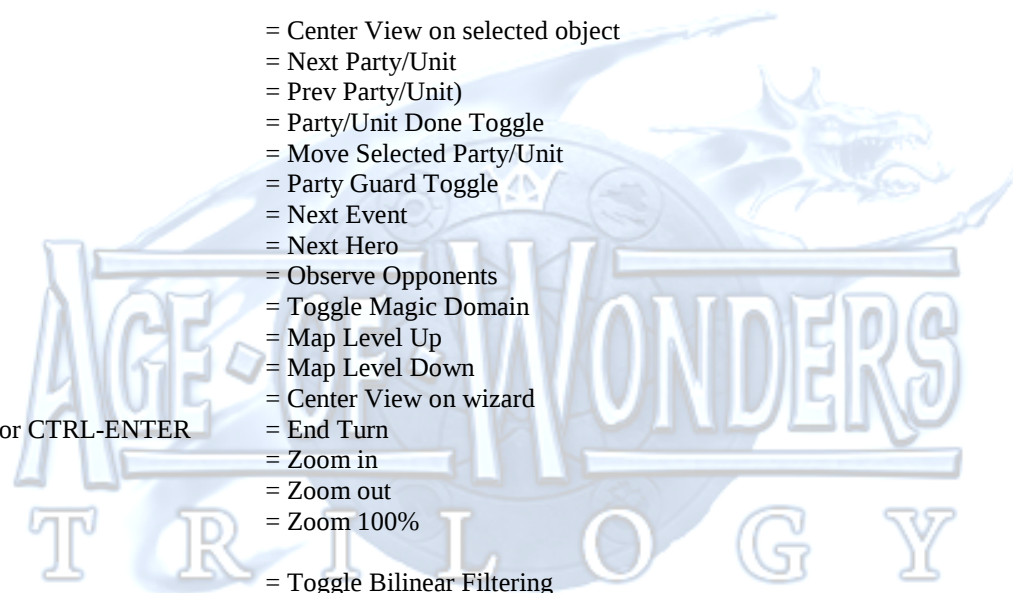
Life	- Magic to protect the living and oppose the forces of evil and death
Death	- Destructive spells dealing with the destruction of live
Earth	- Subtle but powerful, mine or move faster or reshape the ground around you
Air	- Control climate to speed up movement or strike enemies with thunderstorms
Fire	- Magic which represents the chaos of nature.
Water	- Closely tied with Life magic

Leaders can learn two additional types of magic:

Cosmos	- General spell available to users of all types of magic
Special	- Powerful magic, not learned, but discovered exploring the map

Hot Keys

Keyboard Shortcuts



F1	= Help/Tutorial
F2 or CTRL-S	= Save game
F3 or CTRL-L	= Load game
F4	= Toggle Hexagon Grid
F5	= Windowed display
F6	= 800x600 display
F7	= 1024x768 display
F8	= 1280x1024 display
F9	= Toggle Frame rate
'C'	= Center View on selected object
'N' or '.'	= Next Party/Unit
'P' or ','	= Prev Party/Unit)
'D'	= Party/Unit Done Toggle
'M'	= Move Selected Party/Unit
'G'	= Party Guard Toggle
Space	= Next Event
'H'	= Next Hero
'O'	= Observe Opponents
'A'	= Toggle Magic Domain
PgUp	= Map Level Up
PgDn	= Map Level Down
Home	= Center View on wizard
CTRL-E or CTRL-ENTER	= End Turn
'+'	= Zoom in
'-'	= Zoom out
'0'	= Zoom 100%
CTRL-'F'	= Toggle Bilinear Filtering
CTRL-'R'	= Toggle Hardware/Software rendering
Tab	= Chat (Multiplayer only)

Mouse Wheel = Zoom

Mouse Wheel Button = Set Zoom to 100%

Editor only:

F5	= Raise Terrain
F6	= Lower Terrain

Additional information

For Troubleshooting and additional information, please check the Readme.txt file in the digital distribution client.

For Community links, including forums, extensive online game and fan made resources visit the following sites:

Age of wonder official homepage:

Your starting point for the Age of Wonders universe. Here you'll find extensive background information for each of the installments. Be sure to visit this page!

<http://www.ageofwonders.com/>

Age of Wonders Heaven Forums: - Discuss the games and find multiplayer opponents here

<http://aow.heavengames.com/cgi-bin/forums/index.cgi>

Age of Wonders 2 Heaven – the ultimate fan resource for AoW2 with user created content

<http://aow2.heavengames.com/>

