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Unofficial Manual for Pocket Heroes – v 1.0

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Foreword

[Add any opening statements from the developers]

Overview

Pocket Heroes (PH) is a turn-based strategy game; it is set in medieval times and features creatures and abilities similar to most conventional role-playing games. Though the game is inspired from the New World Computing/3DO series Heroes of Might and Magic, the game is not a port, nor does it borrow any code, sounds, or any other intellectual property from the Heroes of Might and Magic titles.

Objective

The objective is very simple: defeat your enemies and be the last Hero standing. As of this version, there is no continuing story or plot to the game. Each map plays independently of any others, though authors may attempt to preserve and/or advance a central theme.

Depending on the size and complexity of the map, there will be one to five enemy Heroes present. By managing resources, combat troops, and skills, you can become the most powerful Hero and conquer the lands. But be careful, as you build castles, recruit troops, and explore the map, the enemy Heroes are doing the same!

Maps

PH comprises two parts: the game engine and the map. Thus, the game itself is unlimited in terms of variety of terrain to conquer. As of this version, there are no public domain map-making tools; a set of unreleased developer tools is required to generate or edit maps. Maps may be downloaded from the main site: www.pocketheroes.net

Heroes

A Hero is the object of your decisions and movements in the game. Visually, the Hero is depicted as a person riding a horse and carrying a flag, the color of which represents your kingdom. Functionally, the Hero commands your troops, casts any spells you might know, and exercises any skills or special abilities. You must have at least one Hero in order to move and explore the territory.

Heroes can be hired within Castles at the Tavern. Each kingdom can have a maximum of four Heroes at any one time. When a Hero's troops are killed in battle, the Hero is *not* killed. Rather (s)he resigns from the kingdom and returns to a castle. That same Hero can be hired at a later time and preserves any skills and abilities (s)he may have learned.

Definition of Terms

PH is designed to operate on Pocket PC and similar devices, which use a combination of touch-screen and hard keys to navigate various programs. Figure 1 below shows a typical Pocket PC displaying PH in a horizontal layout.

Whereas in most computer operating environments, "click" refers to a physical depression of a button on mouse device, for PH it means to tap on the Pocket PC screen with a stylus. "Double clicking" simply means tapping the screen twice.



“Right click” refers to pressing the enter button and simultaneously tapping the Pocket PC screen with a stylus.

Game maps are created in grid pattern containing “tiles.” Tiles can be occupied or unoccupied. Some are blocked, while others are open for passage. In the main map, tiles are square, whereas in combat they are hexagonal (hexes). In all contexts, however, tile refers to the number of spaces on the board.

Starting the Game

Selecting a Map

Maps are effectively the game board upon which PH is played.

From the main screen, select “Start new game.” This will bring up a menu of different maps from which to choose. Each map is listed as S, M, L, or XL to indicate the relative map size as small, medium, large, or extra-large, respectively. The size refers to the tile dimensions of the map and is an indication of how long it will take to complete or win the map.

There is a numerical code given as X/Y for each map. Y represents the number of Heroes in the game and X is the number of Heroes you can choose to play. For various reasons, map creators may wish to limit the number of Heroes that are playable, reserving certain Heroes as playable only by the computer. As you highlight maps, there may be a brief description of the map shown below.



The Map & Game Play

At the beginning of each map, only the areas of the land within view of your castles and heroes are revealed; the rest of the map is hidden or shrouded. As your heroes move across the land, the map is revealed along their paths of travel. Exploring the map will reveal gold, powerful artifacts, enemy and friendly creatures, resources, and a wide variety of permanent structures.

Among the structures your Hero will encounter are mines, which can provide you with various resources; locations that offer skills and abilities to visiting Heroes; and creature dwellings where you may recruit troops for your Heroes' armies. You will also encounter Heroes and castles belonging to opponents - either human or computer. Combat between your Heroes and other Heroes, wandering monsters, and castles takes place on the Combat Screen. When you conquer enemy castles and structures, they become part of your kingdom.

On each day, Heroes move and manage their territories in turns. Once all Heroes have had their turn, the current day ends and a new day begins. At the beginning of each day, mines and castles you control add to your resources. Similarly, any creature-producing structures do so on the first day of each week.

Selecting a Hero

After you select a map to play, you will be given the option of selecting which Hero class you will play. Not all Hero classes are available in all maps. Similarly, not all Heroes in a given map are playable by the user; unplayable Heroes will be shown in muted or greyed out font. The Hero you select will be shown with an icon of a human face and the remaining Heroes will be shown with a Pocket PC icon. More than one Hero can be selected as PH supports multi-player gameplay.

The difficulty of the map is shown as a chess game-piece and effects your Hero's starting attributes, troops, and resources. The pawn piece represents the easiest level and the king piece represents the most difficult level.



Movement

Navigating your Hero is as simple as double clicking a spot on the map and watching your Hero gallop to that spot. You have only a limited number of movement points per turn. The computer will automatically indicate the range of your Hero as you highlight your intended path. The space your Hero can cover in the present turn will be shown in green and the remaining distance requiring additional turns is shown in light orange. There will be two numbers shown as: X (Y), where X is the number of movement points needed to traverse the intended path and Y is the number of movement points your Hero has per turn.



Using the Icons

There are a number of icons in the main gameplay screen shown above. The following is a more detailed description of these icons:

1. Overview Bar. This bar gives an overview of either your resources, your armies, or the game date and battery power. PH defaults to an overview of your Kingdom's resources: Gold, Ore, Wood, Mercury, Gems, Crystals, and Sulfur.

By clicking on the Overview Bar, you can cycle through the other overviews. The first click brings up the Army Overview, which shows the specific Hero's troops:



The next click brings up the overview which shows the game date and your Pocket PC's battery life:



2. Menu. The menu icon brings up the option of four submenus:



- a. Kingdom Overview. This brings up a menu that summarizes the resources you earn each day.



- b. Puzzle Map. This shows the current status of the puzzle map, which shows the location of the Ultimate Artifact. You can open more pieces on the map by visiting Obelisks. See § ??.



- c. Game Settings. This allows you to set and modify certain gameplay settings, such as sound. See § ??.



- d. System Menu. This allows you to save games, load games, and exit PH.



3. Hero icon. This shows the face of the currently active Hero. By clicking on this icon, you will see a brief overview of your current Heros



In addition to the Heroes in your kingdom, brief overviews of their basic stats are shown. Clicking on any of the listed Heroes will switch control to that Hero.

4. Hero Details. This icon brings up the details of your Hero – skills, stats, armies, artifacts, etc. Each will be discussed in detail later.
5. Hero Centering. This icon re-centers the map around your current Hero.
6. Hero Selecting. This icon scrolls through your Heroes, centering the map around each one as you cycle. After consuming all of your current Hero's movement points, you need to press this icon to move to your next Hero so that you can command it to do your bidding.
7. Move. After you have indicated the path of your Hero, you can either double click your destination point or press this icon to make your Hero move. This icon is handy for long journeys, as you don't need to continually enter your path and double click. You can simply press the Move icon to keep your Hero progressing on his journey from turn to turn.
8. Non-Combat Spells. This allows you to cast certain non-combat spells that aid your Hero in navigating the terrain or discovering potential threats.
9. Shovel. This icon allows your icon to dig for treasure. Digging takes a full day, so your hero must have 100% of his movement points in order to dig.
10. Castle Icon. This icon is analogous to the Hero Icon (3), but with respect to Castles in your kingdom. When clicked, this icon expands to show all castles controlled by your Heroes and the amount of resources generated per day. Clicking on any of the Castle Icons centers the map around that Castle.
11. Castle Entrance. This enters the currently displayed castle so that you can build structures, trade resource, etc. Note that you can perform these functions without having a Hero present at the respective Castle.
12. Castle Centering. This centers the map around your current castle.
13. Castle Selecting. This cycles through your currently controlled castles, centering the map around each one as you cycle.
14. World Map. This brings up the world map. Areas that you have not explored are shown as black. Structures that you control are filled in with your flag color. Structures that are controlled by other Heroes are filled with their respective flag colors. Structures that are not controlled by any Hero are filled with grey. Note that as you move away from uncontrolled structures, the map fails to recognize them any longer – you cannot know that which you cannot see! There are zoom

icons (+ and -) to expand the view. There is also a white outline box. You can drag this over any area of the map and this will become your screen view when you exit the map.



15. End Turn. When you have finished moving your Heroes and performing any other functions, press this icon to end your turn. When you do so, the computer-controlled Heroes will each complete their turns ... which may include invading your structures or attacking your Heroes.

Scrolling

The map is outlined in an area that allows for scrolling. You can scroll in any direction by clicking on the corresponding area of the screen: to scroll left, click on the left-most portion of the screen; to scroll diagonally up and right, click on the upper right-hand corner of the screen; and so on.



Hero Classes

There are six classes of Heroes, depending on the type of Town. A given class starts with different skills and is predisposed to learn skills that are more related to its class (e.g., combat skills for Barbarians and magic skills for Warlocks):

| CLASS | | TOWN TYPE | | STARTING SKILLS |
|-------------|--|------------|---|---|
| Knight |  | Castle |  | Offense, Armorer, Archery, Ballistics |
| Barbarian |  | Stronghold |  | Offense, Armorer, Pathfinding, Scouting |
| Sorceress |  | Fortress |  | Magic, Wisdom, Diplomacy |
| Wizard |  | Tower |  | Wisdom, Magic |
| Warlock |  | Dungeon |  | Wisdom, Magic, Socery |
| Necromancer |  | Necropolis |  | Necromancy, Magic |

There are only four Heroes of each class available. For example, if you control a Barbarian Castle and have two heroes and your enemy also controls a Barbarian castle with two heroes, neither will be able to hire any heroes, as all four Barbarians are already in play.

Your Hero

If you click on the Hero Details icon, you will see a general overview of the current Hero.



Main Attributes

The Main Attributes screen shows your Hero's class, name, and level. There is a picture of your Hero above a column of the four primary statistics:

- Attack (Crossed Swords) – modifies the damage your armies do in combat
- Defense (Shield) – modifies the damage inflicted by enemies in combat
- Spell Power (Lightning Bolt) – modifies the strength (damage done, damage absorbed, duration of effect, etc.) of cast spells
- Knowledge (Spell Book) – the number of spell points a Hero has

To the right of the Hero's picture are five icons.

- The first shows the amount of experience the Hero has accumulated. When clicked, this icon will display the amount of experience needed to advance to the next level.
- The open book shows the amount of spell points the Hero currently has against the maximum number of spell points the Hero has when fully rested.
- The next icon shows the number of movement points the Hero has against the maximum movement points the Hero has at the beginning of each turn.
- The next icon shows an image of an eagle to represent the Morale of the Hero and the Hero's troops. As morale increases, the number of eagles increase.
- The final icon shows the balance of the Hero's Luck. As luck increases, the balance goes away in favor of rainbow icons.

In the middle, there are eight wide rectangular spaces that show the skills the Hero has learned and at what level (s)he has learned them. A Hero can not learn more than eight skills. If you click on a skill, the description of that skill is given.

Near the bottom, there are seven tall rectangles which contain the Hero's troops that compose his army. Troops are collections of one or more creatures of the same kind. Heroes must have at least one troop and no more than seven. Double clicking on the troop shows the attributes of the creature type.

At the bottom of the screen there are another series of icons, beginning with a partial picture of the Hero and ending with a red "X."

- The Hero select icon acts as described above and allows you to change between Heroes
- The Crossed Swords icon takes you back to the Main Attributes screen
- The Treasure and Sword icon takes you to the Artifacts screen
- The Open Book icon takes you to the Spellbook screen
- The Coif with Red Hash icon dismisses the Hero from your Kingdom
- The Red X icon exits back to the main gameplay screen

Artifacts



Artifacts are items that increase your Hero's skills and/or attributes. As you acquire artifacts, they are automatically equipped by your Hero. However, you will occasionally find an Artifact that is not compatible with your Hero – for instance a Vampire's Cowl found by a Hero that does not know Necromancy – or for which no open slot is available – for instance, if the Hero above found the shield, he would have no open hand with which to carry it. In those cases, the Artifact is placed into the inventory column to the left of the Hero silhouette.

The Artifacts screen allows you to manage your artifacts, should you eventually gain skills or simply wish to change the artifacts equipped by your Hero.

Spellbook



The spellbook shows the spells that have been learned by your Hero. They are arranged into five categories, symbolized by the five diamond icons near the bottom:

- Cascaded Diamonds: All spells
- Light Blue Diamond: Air Magic spells
- Green Diamond: Earth Magic spells
- Red Diamond: Fire Magic spells
- Blue Diamond: Water Magic spells

Often, your Hero will have learned spells that (s)he cannot yet cast. These spells will show up in your spellbook, but will be seen in muted text.

Highlighted spells are shown in the right-most column with title, icon, level (number of diamonds), and the number of spell points required for casting. Details of the spell can be seen by clicking on the spell icon.

Your Hero's Army

Your Hero's army comprises one to seven troops, as shown above. Any number of creatures may be available for hire at a town or wish to join you in your quest. Creatures range from common Swordsmen to mythical Dragons and Unicorns. Troops are collections of creatures of like kind and your Hero can command up to seven troops.

When you double click on one of your Hero's troops, the creature statistics are shown:




Note that your Hero's troops are affected by your Hero's statistics. In this example, the basic Archer has an attack skill of 5, but Christian the Knight has an attack skill of 2; thus, the Archers in Christian's army have an attack skill of 7. Troops are affected similarly by your Hero's other skill and attribute modifiers.

Arranging Your Troops

When you enter combat, PH automatically spaces out your troops based on the order in which they are arranged in your Hero's army: troops in the left-most spot will be placed at the top of the combat map. Based on personal preference and strategy, you may wish to arrange your troops in different configurations. This may be done by simply dragging the troop from one army location to another. If you drag a troop onto another troop, the troops will switch places.

Combining and Dividing Troops

When a troop is selected, you can click on the  icon to split your troops. After clicking on the double arrow icon, when you drag your troops to an empty spot (in your army, another Hero's army, or a town garrison) you will shown a slider-bar to dictate how you split the troop.

Dragging a troop onto a troop of like kind will automatically combine the troops.



Hero Trading

Heroes can trade troops and artifacts by “visiting” one another. To visit a Hero, simply move to that Hero the same way that you would move your Hero to a town or a mine. When you visit a Hero, only those artifacts that are not equipped will be available for trading.



Skills

All heroes attain ability in the four primary skills—Attack, Defense, Power, and Knowledge. Martialy oriented heroes, like Knights and Rangers, will have their Attack and Defense skills advance more rapidly. Heroes studying magic, like Wizards and Necromancers, will more often gain Power and Knowledge. The Primary Skill Advancement by Class table displays the chance a particular primary skill will advance when a hero reaches a new level. After a hero reaches level 9, their advancement generally becomes more balanced.

| Skill | Effect | Basic | Advanced | Expert |
|---|-----------------------------------|-------|----------|--------|
|  Archery | Increased Ranged Damage by: | 10% | 25% | 50% |
|  Armorer | Reduces All Damage by Enemies by: | 5% | 10% | 15% |

| | | | | | |
|---|-------------|--|-----|-----|--------------------|
|  | Offense | Increases Hand-to-Hand Damage by: | 10% | 20% | 30% |
|  | Diplomacy | Allows Negotiating with Weaker Monsters & Reduces Cost of Surrendering | 20% | 40% | 60% |
|  | Logistics | Increases Movement Points by: | 10% | 20% | 30% |
|  | Pathfinding | Reduces the Movement Penalty through Rough Terrain by: | 25% | 50% | 75% |
|  | Scouting | Allows Hero to See Further by (Squares): | 2 | 4 | 6 |
|  | Ballistics | Allows Aimed Shots At Castle Walls | 1 | 2 | 2 + Maximum Damage |
|  | Luck | Increases Luck by: | 1 | 2 | 3 |
|  | Estates | Increases Daily Gold Generation by: | 250 | 500 | 1000 |
|  | Leadership | Increases Morale by: | 1 | 2 | 3 |
|  | Wisdom | Allows Heroes to Learn Higher Level Spells | 3 | 4 | 5 |

| | | | | | |
|---|--------------|---|--------------|---------------------------|-------------------------|
|  | Air Magic | Increases Effectiveness & Efficiency | Reduced Cost | + Increased Effectiveness | + Maximum Effectiveness |
|  | Earth Magic | Allows Heroes to Cast Higher Level Earth Magic Spells | Reduced Cost | + Increased Effectiveness | + Maximum Effectiveness |
|  | Fire Magic | Allows Heroes to Cast Higher Level Fire Magic Spells | Reduced Cost | + Increased Effectiveness | + Maximum Effectiveness |
|  | Water Magic | Allows Heroes to Cast Higher Level Water Magic Spells | Reduced Cost | + Increased Effectiveness | + Maximum Effectiveness |
|  | Sorcery | Causes Combat Spells to Inflict Extra Damage | 5% | 10% | 15% |
|  | Mysticism | Regenerate Extra Spell Points Daily | 2 | 4 | 6 |
|  | Intelligence | Increases Maximum Amount of Spell Points by ... | 25% | 50% | 100% |
|  | Necromancy | % of Enemies Killed Return as Skeletons | 10% | 20% | 30% |
|  | Learning | Increase Hero's Earned Experience by: | 5% | 10% | 15% |
|  | Resistance | Increase Magic Resistance by: | 5% | 10% | 20% |

Combat

When your Hero comes into contact with an enemy hero, wandering creature, enemy town, or creatures guarding a structure on the Adventure Map, the ensuing battle takes place on the Combat Screen, which is simply a detailed map of the battlefield. Combat in PH is turn-based and conducted on a special map consisting of hexagonal spaces.



Combat sequence is broken into rounds during which each troop can perform one action. All combat units take turns completing their actions. The order of play is determined by troop speed. For example, Phoenix are the fastest creature type and always go first. A selected army type can either move (click on the hexagon to which you wish to move), attack (sword or arrow icon), defend (shield icon), or pause (hourglass icon). Movement distance is determined also by speed and a troop's range is indicated by darker shaded hexagons.

If an army has the ability for a ranged attack, simply click on the enemy army you wish to shoot at and your army will attack.

If you are close enough to an enemy to engage in hand-to-hand combat (the enemy is within the movement range of your army), then click on the enemy to initiate a sword icon and drag the icon to the adjacent hexagon from which you wish to attack. Though there are no advantages from attacking from behind, you may wish to do so with faster armies to allow shorter paths for your slower armies so that they, too, might engage the enemy.

Pausing can be a very valuable combat tactic. There is no sense in running out to the middle of the battlefield only to have the enemy subsequently bombard you with his troops. If a troop pauses, its order of play is reversed, with the fastest troops playing last.

The order of play is shown at the top of the screen; troop icons are shown in the order in which they will move.

Whenever one of your troops is active, in addition to controlling the army, you may retreat from the battlefield (click on your Hero icon) and/or cast a spell (open book icon).

Combat proceeds until the troops and armies of one combatant are completely destroyed or until one of the combatants retreats from battle.

If all of a Hero's troops are destroyed, that Hero quits the cause of its Kingdom, forfeits any artifacts it may have accumulated, and returns to a castle of like class for future hiring by another kingdom. Because hiring Heroes can be expensive and losing Artifacts to your enemies can be devastating, retreating is usually preferred to total defeat.

Though retreating is 100% successful (your enemy cannot prevent you from escape), you can only do so on your turn and you do so at the expense of your troops and armies. That is, don't wait too long to retreat, or you may never get a chance, should your opponent have several fast, powerful armies. Also, when you retreat, you forfeit your entire cache of troops, and return to your castle with a single troop of your Hero class' lowest troop (e.g., Peasant).

Attacking Towns

When you attack an enemy town, you will see a wall around the enemy troops. There may also be a moat and up to three turrets. At the beginning of each round, turrets fire, doing 50 points of damage to what the computer deems as the most threatening target. Then the attacking unit fires a catapult shot at the town wall – the aim and degree of damage done is determined by the Hero's skills. When all sections of the wall are destroyed, the attacking catapult targets the castle turrets, if any.

Normal troops, such as Cavaliers, cannot penetrate or go over walls and must wait for either the walls to be breached or an enemy troop to come out through the gate. Other troops may fly or teleport beyond the town walls.

Once a section of wall has been completely destroyed, any units may enter the castle through that section. Moats can be traversed, but force any army to immediately stop at the moat, incur 50 points of damage, and then are free to proceed only on the next round of combat.

Heroes cannot retreat from a town; they must stay and defend the town.

Combat Strategy & Ranged Attacks

Your troops are automatically placed on the combat map in the order in which they appear in your Hero's inventory of troops: the leftmost troop is placed at the top of the board and the right-most troop is placed at the bottom. You should take care to arrange your troops so that they are placed onto the combat map in the order in which you prefer.

Ranged troops can be extremely valuable in killing off enemy troops before they reach your front lines. However, your enemy knows this and will target them first. In addition to depleting your ranged troops, when an enemy is directly adjacent to a ranged troop, that troop cannot engage in a missile attack. As such, it is often a good idea to surround your ranged troops with your melee troops.

Ranged troops' damage increases as the enemy nears. For long-range attacks, you will see a broken arrow icon when clicking on the enemy of choice. As the enemy nears and gets within optimal range of your troops, the icon will change to a solid arrow.

Towns

Towns are the source of power and place of refuge for your hero. Within towns lie many different structures that you can build to aid you on your quest: mage guilds, mines, mills, magic producing nodes, moats, turrets, city halls, and, perhaps most importantly, troop-generating buildings.

Towns must be won in battle from one of your rival Heroes or from a state of self-rule. Once you have conquered a town, you can begin upgrading the various buildings and recruiting additional Heroes from its tavern, provided you don't already have four Heroes serving your kingdom.

There are three sizes of towns, depending on the ability to build revenue-generating structures. Large towns have the ability to build a City Hall, which increases revenue from the base of 500 to 2,000. Medium towns have the ability to build a Town hall, which increase revenues from 500 to 1,000. Small towns only generate 500 and have no option of upgrading.

Though all towns have Mage Guilds up to level 3, Large towns often (though not always) contain level 5 guilds. Similarly, though all towns have some sort of resource mine, the type and number of these mines dependent on town class.

Structures that generate creatures are specific to the class of towns and comprise six levels of increasingly powerful creatures. Typically only Large towns (and occasionally Medium) contain the highest level of creature.

Inside the Town

When you enter any town, you will see a standard screen that includes the town's name and menu of structures that you can build within your town: creature generating buildings, resource generating buildings, mage guilds, and castle protection structures.



The icons on the bottom of the screen, in order, are as follows:

1. Town selector to switch to other controlled towns
2. Main screen to build new structures
3. Creature recruiting and management screen. This allows you to purchase creatures and to transfer them to and from any Hero that is presently at the town.
4. Mage guild review – allows you to see the various spells available for your Heroes to learn.
5. Marketplace to trade resources.
6. Tavern to recruit new Heroes.
7. Exit the town

Building and Upgrading Structures

All structures require at least a fixed amount of gold to build or upgrade; most require additional resources, such as ore and wood, to build. Thus, it is incumbent on the player to carefully manage resources so that he can build the proper structures to ensure success for his Heroes.

When highlighted, each structure gives a brief description and the benefit it may provide for the Heroes and troops. There is another note for any requirements (e.g., you must build Mage guild 1 before you build Mage guild 2) that must be completed. Finally, there are the required resources necessary for building.

Each of these specific buildings will either be written in yellow font followed by a check mark (you have already built the structure), green font (you can build the structure right now), orange font (all the pre-requisites have been met, but you lack the resources to build the structure), or red font (you have not met the prerequisites to build the structure).

When you are ready to build a structure, simply click the “Build” button. Note that you can only build one structure per castle per turn. If you choose to build a troop-generating structure, those troops will be available for hire immediately – you need not wait until the next turn.

Troop Recruiting and Management

The Troop Recruiting and Management screen shows troops available for hire and, if present, your Hero's current inventory of troops.



Towns will only display those troops whose creature-generating structures have been built. For each creature type, you will see the number available for hire, the growth rate (how many are spawned each week), and the resource cost for each creature. If you wish to hire any troops, simply click on the creature type and select the number you wish to hire. Those creatures will be placed in the squares adjacent to the town icon. If you wish to add the troops to your Hero's inventory, you must drag the troops into a square adjacent to the Hero icon. Any troops that are hired but not transferred to a Hero's inventory will stay and defend the town against invasion.

Mage Guild Review

As you upgrade your Mage Guild, new spells become available for your Heroes to learn. With each level, a decreasing number of spells become available, as shown in the Mage Guild Review screen.



Level 1 contains five random spells when built, Level 2 contains four, and so on. Though there are five levels of mage guilds, not all castles will have all levels available for

building. Clicking on any of the spell icons will give a brief description of that spell's properties and effects.

Marketplace

This is simply a place that allows you to trade one type of resource for another. When you select one of your Kingdom Resources, the exchange rate for "Available for Trade" resources is shown, as well as a slider-bar to initiate the trade. As you build more Marketplaces, your Kingdom-wide exchange rates increase.









Tavern

In each Castle there is a Tavern that contains Heroes available for hire. If all four Heroes of a Castle's class are already employed, that Castle will not have any Heroes for hire. Similarly, if a Hero has already been recruited from a Castle in a given week, no other Heroes will be available for hire from that Castle until the following week.

Citadels



Citadels feature buildings made from grey stone blocks, illuminated with blue light, and have orange/red roofs. The towns are surrounded by bulwarks made from the same grey stone blocks with frequent parapets along the wall.

| Troops | | Attack | Defense | Shots | Damage | Health | Speed | Other |
|-----------|---|--------|---------|-------|---------|--------|-------|----------------------|
| Peasants |  | 1 | 1 | - | 1 – 1 | 1 | 2 | |
| Archers |  | 5 | 3 | 24 | 2 – 3 | 10 | 5 | Two shots per turn |
| Pikemen |  | 5 | 9 | - | 3 – 4 | 25 | 5 | |
| Swordsmen |  | 7 | 9 | - | 4 – 6 | 30 | 7 | |
| Calvaries |  | 10 | 9 | - | 5 – 10 | 40 | 11 | |
| Paladins |  | 11 | 12 | - | 10 – 20 | 65 | 10 | Two attacks per turn |

Special Structures

Shooting Range – Increases Archer production by 10 for a total of 20 per week







Lookout Tower – Increases visibility around the town and grants +5 travel points to all Heroes

Fortifications – Improve the durability of the town walls during an attack

Strongholds



Stongholds feature light tan telescoping buildings with black windows and light blue pyramid roofs. The towns are surrounded by a simple wall made from light tan stone; Tan stone towers with light blue roofs mark the corners of the outer wall.

| Troops | | Attack | Defense | Shots | Damage | Health | Speed | Other |
|----------|---|--------|---------|-------|---------|--------|-------|---------------------------|
| Goblins |  | 4 | 1 | - | 1 – 2 | 3 | 5 | |
| Orcs |  | 3 | 4 | 5 | 3 – 4 | 15 | 3 | |
| Wolves |  | 6 | 2 | - | 3 – 5 | 20 | 9 | Two attacks per turn |
| Ogres |  | 9 | 5 | - | 5 – 7 | 60 | 5 | |
| Trolls |  | 10 | 5 | 15 | 7 – 12 | 40 | 8 | |
| Cyclopes |  | 12 | 9 | - | 12 – 24 | 100 | 8 | Attacks across two spaces |

Special Structures

Mess Hall – Increases Orc production by 10 for a total of 20 per week







Hall of Valhalla – Increases the Attack Skill of any visiting Hero by +1

Adobe – Increases Ogre production by 6 for a total of 12 per week

Fortresses



Fortresses feature rectangular buildings made from light tan stone blocks with yellow windows and green pyramid roofs. The towns are surrounded by a wall from the same light tan stone blocks with cylindrical structures intermittently. Some of the cylindrical structures contain bastions with green conical roofs.

| Troops | | Attack | Defense | Shots | Damage | Health | Speed | Other |
|----------|---|--------|---------|-------|---------|--------|-------|---------------------------|
| Sprites |  | 5 | 2 | - | 1 – 2 | 2 | 6 | No Counterstrike against |
| Dwarves |  | 6 | 6 | - | 2 – 4 | 20 | 4 | Magic resistance |
| Elves |  | 5 | 5 | 20 | 2 – 3 | 15 | 7 | Two shots per turn |
| Druids |  | 7 | 7 | 15 | 5 – 8 | 25 | 8 | |
| Unicorns |  | 10 | 9 | - | 7 – 14 | 60 | 9 | |
| Phoenix |  | 12 | 10 | - | 20 – 40 | 100 | 18 | Attacks across two spaces |

Special Structures

Miner's Guild – Increases Dwarves production by 8 for a total of 16 per week







Treasury – Adds 10% interest to any gold you have at the start of each week

Mystic Pond – Adds a small amount of a random resource to your kingdom each week

Towers



Towers feature rectangular buildings made from white stone blocks. The buildings frequently contain ornate open platforms, reminiscent of southwest Asian design. Roofs are blue and white striped and have a sloping pyramid design. Towns are surrounded by a white stone wall with intermittent cylindrical reinforcements. The cylinders are topped by blue and white swirling striped sloping conical roofs.

| Troops | | Attack | Defense | Shots | Damage | Health | Speed | Other |
|-----------|---|--------|---------|-------|---------|--------|-------|------------------|
| Halflings |  | 2 | 1 | 5 | 1 – 3 | 3 | 4 | |
| Boars |  | 5 | 4 | - | 2 – 3 | 15 | 8 | |
| Golems |  | 7 | 10 | - | 4 – 5 | 35 | 4 | Magic resistance |
| Rocs |  | 7 | 7 | - | 5 – 8 | 40 | 11 | |
| Mages |  | 12 | 8 | 15 | 7 – 9 | 35 | 9 | |
| Titans |  | 15 | 15 | 20 | 20 – 30 | 300 | 14 | |

Special Structures

Oak Wood – Increases Boar production by 8 for a total of 16 per week


Wall of Knowledge – Increases the knowledge of any visiting Hero by +1

Library – Randomly changes some of the spells in your Mage Guild at the beginning of each month

Dungeons



Dungeons feature cylindrical buildings made from charcoal stone blocks with crenellations atop most buildings.

| Troops | | Attack | Defense | Shots | Damage | Health | Speed | Other |
|---------------|---|--------|---------|-------|---------|--------|-------|---|
| Centaur |  | 3 | 1 | 5 | 1 – 2 | 5 | 5 | |
| Gargoyles |  | 4 | 7 | - | 2 – 3 | 15 | 11 | |
| Griffins |  | 6 | 6 | - | 3 – 5 | 25 | 9 | Unlimited Counterstrikes |
| Minotaurs |  | 9 | 8 | - | 5 – 10 | 45 | 8 | |
| Hydras |  | 8 | 9 | - | 6 – 12 | 75 | 3 | Attacks all adjacent spaces; No Counterstrike against |
| Black Dragons |  | 14 | 14 | - | 25 – 50 | 300 | 15 | Attacks across two spaces |

Special Structures

Waterfall – Increases Archer production by 18 for a total of 36 per week

Altar – Earns your kingdom and extra 1,000 gold per week

Mana Vortex – Temporarily increases visiting Heroes' spell points to double their normal maximum amount.

Necropolis



Necropolises feature rectangular buildings made from slate blue stone blocks with black windows and purple pyramid roofs. The buildings are often adorned with skulls carved out of stone. The towns feature a matching slate blue bulwark, complete with crenellations adorned with both small and elaborately large skull carvings.

| Troops | | Attack | Defense | Shots | Damage | Health | Speed | Other |
|--------------|---|--------|---------|-------|---------|--------|-------|------------------------------|
| Skeletons |  | 4 | 3 | - | 2 – 3 | 4 | 5 | |
| Zombies |  | 5 | 2 | - | 2 – 3 | 20 | 5 | |
| Mummies |  | 6 | 6 | - | 3 – 4 | 30 | 7 | |
| Vampires |  | 8 | 6 | - | 5 – 7 | 40 | 11 | No Counterstrike against |
| Lich |  | 7 | 13 | 15 | 8 – 10 | 35 | 8 | Attacks target adjacent unit |
| Bone Dragons |  | 11 | 9 | - | 25 – 45 | 150 | 13 | |

Special Structures

Unearthed Graves – Increases Skeleton production by 18 for a total of 36 per week














Necromancy Amplifier – Increases all Heroes' Necromancy skill by 10%

Cover of Darkness – Covers the town with a permanent shroud to all opponents








Other Structures

There are a number of other buildings and structures that show up in some maps. The following is a list of the structures.







Creature Structures



| | | | | | |
|---|-----------------|---|---|------------------|---|
|  | Archer's Tower | Generates +10 Archers per Week |  | Hafpling's Hut | Generates +18 Halflings per Week |
|  | Centaur's Cave | Generates +18 Centaurs per Week |  | Haunted House | Generates +5 Vampires per Week |
|  | Desert Tent | Generates +6 Nomads per Week |  | Peasant's Hut | Generates +18 Peasants per Week |
|  | Dwarf Cottage | Generates 8 Dwarves per Week |  | Treehouse | Generates + 16 Sprites per Week |
|  | Goblin Barracks | Generates +20 Goblins per Week |  | Watch Tower | Generates +8 Orcs per Week |
|  | Pyramid | Random Treasure for Defeating the Inhabitants |  | Druids' Treasury | Random Treasure for Defeating the Inhabitants |
|  | Mages' Treasury | Random Treasure for Defeating the Inhabitants | | | |

Mines & Mills

| | | | | | |
|--|-----------------|--------------------|--|-------------|-------------------|
|  | Alchemist's Lab | +1 Mercury per Day |  | Ore Mine | +2 Ore per Day |
|  | Crystal Mine | +1 Crystal per Day |  | Sawmill | +2 Wood per Day |
|  | Gems Mine | +1 Gem per Day |  | Sulfur Mine | +1 Sulfur per Day |
|  | Gold Mine | +1000 Gold per Day | | | |










Other Structures

| | | | | | |
|---|------------------|--|--|----------------------------|---|
|  | Fountain | +1 to Luck for the next battle |  | Garden of Revelation | +1 Knowledge |
|  | Gazebo | +1000 Experience |  | Stonehenge | +1 Spell Power |
|  | Keymaster's Tent | Allows passage past the corresponding color's checkpoint |  | Shrine of the First Circle | Teaches the Hero a Random Level 1 Spell |

| | |
|--|--|
|  <p>Magic Spring</p> <p>Restores spell points to twice the Hero's maximum</p> |  <p>Shrine of the Second Circle</p> <p>Teaches the Hero a Random Level 2 Spell</p> |
|  <p>Stables</p> <p>Increases movement points until day 1 of the next week</p> |  <p>Shrine of the Third Circle</p> <p>Teaches the Hero a Random Level 3 Spell</p> |
|  <p>Stone Well</p> <p>Refills Hero's spell points to maximum level</p> |  <p>One Way Teleporter</p> |
|  <p>Temple</p> <p>+1 to Morale for the next battle</p> |  <p>Two Way Teleporter</p> |
|  <p>Witch's Hut</p> <p>Learn a random skill</p> |  <p>Obelisk</p> <p>Reveals a portion of the puzzle map</p> |
|  <p>Observation Tower</p> <p>Increases visibility and adds +5 movement points to all Heroes</p> |  <p>Arena</p> <p>+2 to Attack and Defense Skill</p> |
|  <p>Wooden Sign</p> <p>Contains information</p> | |

























Monsters





























During your adventures you will find it necessary to do battle with a wide range of monsters and troops. In addition to the troops listed above, you may encounter one or more of the following.




















| Troops | | Attack | Defense | Damage | Health | Speed | Other |
|------------------|---|--------|---------|---------|--------|-------|-----------------------------------|
| Air Elementals |  | 7 | 7 | 2 – 8 | 35 | 9 | |
| Water Elementals |  | 6 | 8 | 3 – 7 | 45 | 5 | |
| Earth Elementals |  | 8 | 8 | 4 – 5 | 50 | 3 | |
| Fire Elementals |  | 8 | 6 | 4 – 5 | 40 | 7 | |
| Genies |  | 10 | 9 | 20 – 30 | 50 | 11 | Chance to halve attacked troop |
| Ghosts |  | 8 | 6 | 4 – 6 | 20 | 9 | All killed units return as Ghosts |
| Medusas |  | 8 | 9 | 6 – 10 | 35 | 5 | |
| Nomads |  | 7 | 5 | 2 – 5 | 20 | 9 | |
| Rogues |  | 6 | 1 | 1 – 2 | 4 | 6 | |

Artifacts

During your adventures you may either stumble upon or win in battle any number of special weapons, armors, and other enhancements. These items are commonly referred to as Artifacts and can greatly improve your Heroes' abilities. When you obtain an Artifact, your Hero automatically equips the item unless no suitable location exists, at which point the Artifact is placed into inventory.

| Artifact | Description | Where Worn | Artifact | Description | Where Worn |
|---|--------------|------------|--|---------------------|------------|
|  Silver Sword | Attack +1 | Hands |  Traveler's Boots | Movement points +20 | Feet |
|  Peasant's Sickle | Attack +1 | Hands |  Diplomat's Quill | Diplomacy +20% | Misc |
|  Knight's Breastplate | Defense +1 | Torso |  Cloak of Resistance | Resistance +10% | Shoulders |
|  Dragon Shield | Defense +1 | Hands |  Enchanted Sword | Attack +3 | Hands |
|  Monks Ring | Power +1 | Fingers |  Armor of Might | Defense +3 | Torso |
|  Witch's Brooch | Power +1 | Misc |  Ring Of Power | Power +3 | Fingers |
|  Minor Scroll of Knowledge | Knowledge +1 | Misc |  Tome of Knowledge | Knowledge +3 | Misc |
|  Parchment Scroll | Knowledge +1 | Misc |  Ancient Broadsword | Attack +4 | Hands |
|  Pendant Of Wisdom | Knowledge +1 | Misc |  Dwarf's Shield | Defense +4 | Hands |
|  Medal Of Honor | Morale +1 | Misc |  Paladin's Shield | Defense +4 | Hands |
|  Medal Of Distinction | Morale +1 | Misc |  Staff of Wizardy | Power +4 | Hands |
|  Lucky Dice | Luck +1 | Misc |  Book Of Wisdom | Knowledge +4 | Misc |

| Artifact | Description | Where Worn | Artifact | Description | Where Worn |
|---|-------------------------------|------------|---|--|------------|
|  Clover of Luck | Luck +1 | Misc |  Eclipse | Attack and Defense +2 | Hands |
|  Silver Bird Of Luck | Luck +1 | Misc |  Snake Bracelet | Power and Knowledge +2 | Fingers |
|  Long Bow | Archery +5% | Misc |  Black Pearl Necklace | Power and Knowledge +2 | Neck |
|  Necromancer's Ring | Necromancy +5% | Fingers |  Pendant of Omniscience | Attack, Defense, Power, and Knowledge +1 | Neck |
|  Telescope | Scouting +1 | Misc |  Ring Of Perpetuity | Health +3 | Fingers |
|  Protective Cloak of Air | Protection from Air +30% | Shoulders |  Crossbow | Archery +15% | Misc |
|  Protective Cloak of Earth | Protection from Earth +30% | Shoulders |  Endless Purse of Gold | Gold +500 | Misc |
|  Protective Cloak of Fire | Protection from Fire +30% | Shoulders |  Endless Bag of Gold | Gold +750 | Misc |
|  Protective Cloak of Water | Protection from Water +30% | Shoulders |  Amulet of Wealth | Gold +1000 | Neck |
|  Jar of Mana | +2 extra spell points per day | Shoulders |  Endless Vial of Mercury | Mercury +1 | Misc |
|  Power Axe | Attack +2 | Hands |  Endless Pouch of Gems | Gems +1 | Misc |
|  Warrior's Helmet | Defense +2 | Head |  Sulfur Ring | Sulfur +1 | Fingers |
|  Caster's Bracelet | Power +2 | Fingers |  Crystal Rose | Crystal +1 | Misc |
|  Scroll of Enlightenment | Knowledge +2 | Misc |  Nomad Boots | Movement points +30 | Feet |

| Artifact | Description | Where Worn | Artifact | Description | Where Worn |
|---|------------------------|------------|--|--|------------|
|  Spiked Helm | Attack and Defense +1 | Head |  Long Sword | Attack +5 | Hands |
|  Sage's Ring | Power and Knowledge +1 | Fingers |  Hero's Shield | Defence +5 | Hands |
|  White Pearl Necklace | Power and Knowledge +1 | Neck |  Precursors Helmet | Power +5 | Head |
|  Golden Bird Of Luck | Luck +2 | Misc |  Wizard's Hat | Knowledge +5 | Head |
|  Cart Of Ore | Ore +1 | Misc |  Sword Breaker | Attack and Defense +3 | Hands |
|  Endless Cord of Wood | Wood +1 | Misc |  Warlock's Necklace | Power and Knowledge +3 | Neck |
|  Ring Of Life | Health +1 | Fingers |  Sorcerer's Wand | Attack, Defense, Power, and Knowledge +2 | Hands |
|  Pendant of Life | Health +2 | Neck |  Shakles of War | Prevents retreat or surrender | Misc |
|  Elf's Longbow | Archery +10% | Misc |  Sphere of Negation | Prevents all spell casting in combat | Misc |
|  Vampires Cowl | Necromancy +10% | Shoulders | | | |

Resources

Gold is the currency in Pocket Heroes and is required to build structures and purchase troops and Heroes. It is the most limited resource and managing Gold is a skill that in which a successful adventurer must become proficient.

Wood is one of the two most basic resources and is used in nearly all structures. All castles contain Saw Mills, which produce one unit of wood per turn. Additionally, nearly

all castles have a dedicated, external Saw Mill located nearby which produces two units of wood per turn.

Ore is the other most basic resource and is similar to wood in that each castle contains an Ore Mine and most castles have a dedicated, external Ore Mine nearby.

Advanced resources include Crystals, Gems, Mercury, and Sulfur. Some structures require several of these resources (e.g., Mage Guild Levels 2 and higher), but typically less than 10 units. Similarly, some Heroes require resources as well as gold to hire. The following is description of each of the advanced resources and instances where quantities of 10 or more are necessary.

Crystals are generated in Crystal Mines found in Knight and Barbarian Castles and as external structures in some maps. Crystals are required to build Cathedrals (20) and Cyclops Caves (20) and an additional crystal is required to recruit each Paladin and Cyclopes from those respective buildings.

Gems are generated in Gems Mines found in Wizard Castles and as external structures in some maps. Gems are required to build Stonehenges (10), Unicorn Glades (10), Labyrinths (10), and Cloud Castles (30). Two additional gems are required to recruit each Titan from Cloud Castles.

Mercury is generated from Alchemist's Labs found in Sorceress and Necromancer Castles and as external structures in some maps. Mercury is required to build Red Towers (20) and Laboratories (20) and an additional bottle of mercury is required to recruit each Phoenix and Bone Dragon from those respective buildings.

Sulfur is generated from Sulfur Mines found in Warlock Castles and as external structures in some maps. Sulfur is required to build Hydra Ponds (10) and Dragon Caves (30). Two additional sulfur units are required to recruit each Black Dragon.

Spells

Heroes learn spells by visiting castles that have Mage Guilds. Level 1 Spells are automatically learned when the Hero visits the castle. In order to learn higher level spells, a Hero must possess the Wisdom skill. All Heroes can cast Level 1 spells of all four categories: Air, Earth, Fire, and Water. However, in order to cast Level 2 – 5 level spells, the Hero must have the appropriate magic skill.

Multiplayer Games

Multiplayer games can be played on a single PocketPC by selecting more than one Hero to be played by a human. When a player has completed all of his actions, clicking the hourglass icon ends his turn and protects the secrecy of his movements by displaying the following screen.



When all of the human players have finished their turns, the computer Heroes complete their turns as in a normal game.

Basic Strategy

Starting Out -- Your First Move

In most maps you start with a castle with a sawmill and ore mine close by. Before you do anything, check to see if they are guarded. You can do this by pushing the enter button on your Pocket PC and pointing at the mill/mine. You can do this on all structures and enemies – it will give a general indication of the number of troops they have.

If they are guarded, then upgrade your town to the next level of troops and buy all the troops that are available. If they aren't guarded, skip this step (don't visit your town at all) and proceed directly to the resource sites to claim them.

Buildings

You need to buy a Mage guild 1, Marketplace, and City Hall. Those are your first priority. Just roam around picking up scattered resources and securing your one or two mills/mines while you build these structures.

You may have to skip a turn or two of building. For instance, you may have completed all the prerequisites for your City Hall, but lack the 5,000 gold to build it. Don't be tempted to build anything else during this time. Just be patient and save up for the City Hall. turrets won't help you anyway.

Managing the Enemy

Save often and play around – you'll have to work on timing a bit. You don't want to leave your town unattended if there's an enemy hero waiting around the corner to steal it from you. You don't want to go charging up to a mine only to find a very powerful enemy hero standing right next to it ... who will kill you on the next turn. It is better to have one really strong hero to withstand attacks from the computer.

Magic

Slow and Haste can be very useful spells. The former allows you to stop fast opponents from rushing your ranged troops; the latter allows you to better rush your opponents' ranged troops. Lightning is one of the strongest offensive spells.

Skills

There a number of skills you can learn, but you can only learn a total of 8. Since your hero will start with 2-3 skills, that means you can only learn 5-6 new ones. Depending on personal preference, you may find certain skills more useful than others.

Saving prior to visiting Witches' Huts can be a wise move, in case the witch teaches your Hero a skill you don't value.