ALAMAZE

3ʀᴅ Cycle: The Choosing

GENERAL RULES of PLAY

ALAMAZE is the strategic fantasy war game that won **Game of the Year** at both Origins and Gen-Con. With the advent of 3rd Cycle: The Choosing in 2016, featuring a host of game play features not found elsewhere including its ground breaking political model, surpassing magical system with more than 100 commands, 100 spells, 80 unique artifacts and plenty of intrigue, we come to a pinnacle of the Alamaze legacy.   It's a multiplayer (normally 12 players per game), turn-based strategy game where players have several days to plan their commands in the PBEM tradition.   Reflexes mean nothing: Alamaze is a thinking man's text-based strategy game for discriminating fantasy gaming purists.   We hope you will enjoy it for many years to come.   Good hunting!

Resurgent in 2013, we have made dozens of enhancements on all fronts: game rules, website, forum, support methods, order checking utilities, new map, at least eight game types, and many others to continually improve and keep fresh the total Alamaze game experience.   Now we have the ultimate Alamaze experience: **3ʳᵈ Cycle: The Choosing!**

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Dedicated to: My Brother, Phil McDowell

Dawn of the 3rd Cycle of Alamaze

Ultimately, the Second Cycle was so hotly contested that not only did one kingdom not prevail, but all were somewhat weakened.   The Stone Giants, Trolls, and Witchlord have passed on either to diminished roles as Companions and not kingdoms, or have completely vanished.

The splintering of power was the signal that a new era was upon Alamaze: The Dawn of the 3rd Cycle, which has come to be known as The Choosing.

During a century of respite, many new kingdoms, and many previous fiefdoms have come into relative prominence.   There are now recognized 24 full kingdoms who may vie for power, and we estimate 22 additional Companion races than can field brigades that may serve several potential masters.   In any reality that may unfold, there are likely 12 sovereign kingdoms actively pursuing an agenda.   Humans have increased their control of territory, now thought to control not only the cities, but likely a town and village in each region in the vacuum created by the chaos of the 2nd Cycle.   Some PC's never recovered from the destruction in 2nd Cycle, so overall population is reduced as well as Humans having more control.

Meanwhile magic capacity has increased.   There seem to be many more spells and incantations rediscovered than were known in 2nd Cycle. Kingdoms have focused on their strengths and have become renowned through what is known as Traits that interpret these characteristics.

But military science has increased at pace.   There are many more tactical doctrines available, and some few kingdoms have advanced military traits such as Military Tradition, Stalwart, or perhaps even Heroism.   Dwarven Lords have begun fabricating War Machines, changing the nature of siege warfare.

Diplomats too have honed their skills, with Charisma being exploited by some, and the craft of deception and influence expressed through the ability called Stir Unrest.

The old tradition of generations of High Priestess emerging has been complicated.   Now it is difficult to identify a potential High Priestess, more preparation is necessary in passing what is called The Test to become a High Priestess, yet they have learned additional abilities.

Find your path, choose your way, execute your strategy my Liege.   Alamaze 3rd Cycle awaits!

GENERAL RULES OF PLAY

1. INTRODUCTION

ALAMAZE is a strategic heroic fantasy adventure game, set in the fantastic world of Alamaze. Each player assumes the role of guiding spirit (not an in-game character) of a unique people. Each king enjoys certain advantages and must cope with relative weaknesses in his quest to lead his people to dominance over his rival kings. Players must focus attention on a broad range of strategic and tactical considerations. Military might, political power, magic, diplomacy, economic guile and espionage are among the tools of the successful monarch. 3rd Cycle games are generally 12 kingdom games.

Each player has the opportunity to issue a number of commands each turn, generally from 13 to 25, which may affect any resources under his control. Each player relates his commands to ENLIGHTENED AGE by entering them into the Web Order Entry site at (http://fallofromegame.com/alamazeorders/login.php) The results of his actions are related to the player via the Status Update, an emailed HTML file usually of about 15+ pages in length. The Status Update also informs the player of the state of all resources under his control as well as battle results, espionage results, spell lists, intelligence gathered and other relevant information concerning the current campaign situation. The game continues until one player (or Alliance in an Alliance game) achieves victory.

ALAMAZE portrays a detailed, absorbing heroic fantasy situation which presents players with dozens of varied situations, calling for many varieties of skillful play. The more tools available and the more elaborate the setting, the better the opportunity for ingenious, challenging play. Such an approach calls for many rules, in order to treat all the interesting, relevant factors which would concern a ruler in the world of Alamaze. We think you will agree the time spent learning is well rewarded.

The rules are divided into several sections. These General Rules of Play explains the major elements of play and the rules which relate to them, and provides keys to the interrelationships of these elements. The Commands explains each order in explicit detail. The Player Aids provide quick reference materials and calculators for various orders that involve many variables.

2. THE KINGDOMS

Each of the up to twelve players in **Alamaze: The Choosing** is the guiding spirit of a kingdom.

Each kingdom is unique. Cultural, military and magical traits; revenue and agricultural bases; troop numbers and quality of troops as well as potential Companion warrior races; leaders; magical potential and spell lists; political strength; movement capabilities; sea power; capabilities in various terrains; costs of maintaining an army; extent of an intelligence/espionage network and many other factors vary from kingdom to kingdom. In addition, each kingdom has special rules

or considerations which apply to it. Players will develop strategies which are very different based upon which kingdom he is controlling in a particular game. Players will constantly adjust their strategy based on what is happening in the world, as well as their own results.

In The Choosing, each of the 12 positions in a game may be one of two different kingdoms, each selected by the players in that game. The 24 potential kingdoms with 12 in play in any one game means there are over 1000 different possible combinations. When a game is created players will know which 12 kingdoms are active in the game. This, too, will influence the player's strategy, likely immediately with his decisions regarding the Kingdom Customization Options and selecting Early Strategic Objectives (both explained later).

Kingdoms of The Choosing

Primary Region: Potential Kingdoms:

Oakendell   High Elves or Druid
Northern Mists   Cimmerians or Necromancer
Talking Mountains   Dwarves or Warlock
Torvale   Sorcerer or Amazon
Amberland   Black Dragon or Sacred Order
Eastern Steppes   Demon Princes or Atlantians
Runnimede   Gnomes or Halflings
Arcania   Ranger or Illusionist
Synisvania   Lizard Kingdom or Dark Elves
Southern Sands   Nomads or Ancient Ones
Dispersed #11   Underworld or Pirates
Dispersed #12   Red Dragon or Tyrant

3. THE MAP OF ALAMAZE

There are two maps active for current Alamaze games, used for different game formats. The Resurgent map is used for all game formats of 4 to 12 players, and has 10 regions and 676 areas and is described below. The Centauria map is for the Tutorial (single player) and Duel (two player) games. It is a much smaller map with 2 regions, but the description below applies as well, other than the map size. It is also available

The map portrays the "active" regions of Alamaze, wherein all game actions take place. The map is divided into 26 rows and columns labeled "A" - "Z", for a total of 676 squares called "Areas". (Each square is an area.) An area is identified by cross-indexing the label from each axis, placing the vertical axis label first. Thus, "AA" identifies the upper left most area - the northwest corner. Similarly, "AZ" is the northeastern most area and "ZA" is the southwestern most area.

The map (and all the Rules and player aids) can be viewed and downloaded on the Online Order Entry website at: http://fallofromegame.com/alamazeorders/login.php and click on "Help Guides", then on "Resurgent Map with Borders". For Centauria, click on the Centauria link.

Each area is dominated by one of six terrain types: plains, forest, mountain, marsh, desert, or sea. Terrain affects both movement and combat, but does so according to the kingdom in question. Each area of the map is considered to be comprised of only the dominant terrain type for purposes of both movement and combat. In the case of Order #140 (Reconnaissance in Force of Unusual Sighting) it is entirely possible that the patrol will find itself in a secondary terrain type for purposes of the encounter.

The map displays the twelve major cities of Alamaze. Cities are the primary source of both civilian population and revenue for a kingdom. Several important elements do <u>not</u> appear on the map, and are left for the player to discover. These include:
- The boundaries of the ten regions into which Alamaze is divided. Control of these regions is normally critical to victory.
- Scores of towns and villages peppered throughout Alamaze.
- Locations of various "unusual sightings" which in some way vary from the more normal surroundings. Forces coming into contact with these unusual elements will be advised in the <u>Status Update</u> under the heading "Encounters with Unusual Things".
- Players have developed various ways to update their maps, some of these have been posted on the Web Order Entry site and on the forum.
- The most typical approach is to use the PowerPoint map with Icon symbols on the left of the map. This is the version described above for the Resurgent Map. Just drag the symbols for a given kingdom's village (circle), town (square), groups (arcs), unusual sightings (ruins, cavern and prismatic waterfall), or emissaries (squares) onto the appropriate area on the map using the color designated for the kingdom. Then copy, paste and drag to mark more findings of the same type. Save the marked up map in your Alamaze folder with the game number and kingdom as the file name, and update it with the symbols to track known PC's

4. POPULATION CENTERS

The term "population center" (PC) refers collectively to cities, towns and villages. These account for virtually all the revenue and food production in Alamaze. Each has a certain civilian population, capacity for defense, and level of food and gold production. Also, each bears its own name. In addition, population centers serve as the base of operations for political emissaries, agents, fanatics and the High Priestess. A kingdom without any PC's is eliminated unless it has established a Sanctuary (explained in The Commands).

<u>Production</u>. The quantity of food and gold production indicated for each population center reflects the net amount available to the controlling power after the needs of the populace are taken into account. Production levels and defensive capacity may be raised by the controlling king by issuing the appropriate order to do so (and paying the applicable resource cost). A king's military must be fed and paid each month (game turn) in order to preserve their capacity for combat. Most political and covert commands require gold. Magical research is expensive. From these available resources a king can feed and outfit his groups as well as pay for all expenses and investments in his kingdom. Remaining balances in the treasury carry over to the following turn.

<u>Cities</u> are the primary source of revenue for a kingdom. Revenue (gold) produced in a city is normally about three times greater than that produced in a town. Likewise for its census and

defensive capabilities. However, cities are normally net consumers of food rather than producers. A king needs towns and villages to produce adequate food for his military in particular.

Towns are the next best source of revenue, and also produce food which is available to the controlling king. They share with villages the advantage of being inconspicuous, i.e., they are not shown on the map and must be discovered. There are over 60 towns scattered throughout Alamaze.

Villages are the smallest population centers but are the breadbaskets of Alamaze, accounting for about 75% of the total food production. There are over 70 villages hidden on the map.

Control. Population centers are either controlled or neutral. As the campaign begins, over half of all population centers are uncontrolled. Players may gain or lose control of population centers by either military or political means (described later).

Capital. Each kingdom maintains one population center as its capital. The Ruler is always located at the capital. The capital is where reinforcements will arrive and where prisoners taken by your kingdom are held. A capital cannot be usurped (Order# 330), rebelled (Order# 320), or taken control of by means other than military attack. You must have a group (can be an inactive group) at the capital at the beginning of reinforcement turns (5, 10, etc) in order to receive reinforcements. Kingdoms with the trait of Secrecy begin with a hidden capital that is difficult to uncover. A capital is unable to be relocated if it is under siege.

Defense. Population centers have two defensive values, representing their strength in the event of attack or siege. The base defense is how the PC defends regardless of which kingdom controls it. The effective defense modifies the base defense based on the traits of a kingdom controlling it, adds to the defense if its controller controls the region, and increases defense significantly if the PC is a capital. There is also a random factor of up to plus or minus 15% based on events of the day of battle: how prepared it is for the attack. A group attacking a population center generally should have an attack value verses population centers that is at least twice the defense of the PC. This is in part due to the high missile values (the first combat phases) used for a PC and the fact that PC's do not retreat.

Population centers may have their values increased by the commands issued by a player. When a PC obtains a sufficiently high gold production word of this will reach to all the other kingdoms.

5. REGIONS

Alamaze is divided into ten regions. In The Choosing, regional boundaries are shown in light gray on the map. The civilians of any population center within a region view each particular kingdom in the same light as all other population centers in that region. This characteristic is called the Regional Reaction and is critical to political measures attempted by a king and his noble court. Each region's reaction level to a particular kingdom is independent of the reaction level of other regions to that kingdom.

There are four levels of regional reaction:
- Friendly. The populace of this region is receptive to most fair proposals from the kingdom.

Kingdom groups in this region gain a slight morale edge.   A kingdom which is the enemy of the kingdom controlling the region cannot become Friendly while the enemy controls the region.

- Tolerant.   The citizens here regard the kingdom with an open mind, if not an outstretched hand.
- Suspicious. Some act or acts in the past have damaged the goodwill of the people of this region to the kingdom. A kingdom that controls a region cannot be worse than Suspicious in that region.
- Hostile.   Numerous significant clashes in ideology and practice have severed the relations of this region to the kingdom.   Actions by the kingdom in the region will meet serious resistance.   Groups in a hostile region will lose a few points of morale.

Each region has a name and a number. Region 1 is in the Northwestern section of the map and Region 10 in the southeastern.   These correspond to Zones in The Choosing.   Most commands will reference the region name.

Control of regions is normally critical to victory. In order to control a region a kingdom must control over 50% of the civilian population in that region. When a kingdom first gains control of the region several significant benefits accrue:

- Any population centers which are neutral at the time control of the region is established will, before that month (turn) end, raise the banner of the conquering kingdom, thereby adding their resources to those available to that monarch (and terminating their neutrality).
- The regional reaction level of the region to the controlling king is improved by one level, but cannot be better than Friendly. This means the king's emissaries will find their missions in that region easier to accomplish; should the region subsequently be lost the regional reaction will likewise be reduced one level (e.g., Friendly changes to Tolerant if the region is lost).
- The region controlled counts toward the victory requirements while it remains controlled.
- If the player has a Provincial Governor stationed somewhere in the region when control is assumed, the Governor will increase his rank to Baron. (one Governor only.)   If there is no Provincial Governor but there is an Ambassador, the Ambassador will advance to the rank of Provincial Governor. (Either advancement is at no cost to the controlling king.)
- Regional Support.   All Pc's in a region controlled by the regional controller have 10% added to their defense due to logistical support within the region as well as rural militia joining the defense.

6. GROUPS

Groups represent the military might of the kingdom.   All combat will involve at least one group.   The default is four groups available but certain kingdoms, including the dispersed kingdoms may have five or six.   Each group has its own name and Group ID #.   The groups' names are derived by the consecutive numbering of the groups. For example, the Dwarven groups are called the "1st Dwarven", the "2nd Dwarven", etc.

The Group ID # is derived by taking the group number and the first two letters of the kingdom name.   Thus, the Group ID # for those same Dwarven groups would be "1DW", "2DW",

"3DW" and "4DW".   Group ID #'s are important for completing many of the orders that do not ask for the group name.

Groups are <u>never</u> considered to be <u>in</u> a population center.   Population centers have their own garrison and defensive capacity, but a group may be positioned in the same area as the population center, but outside the population center either defensively in order to attempt to force an attacker to engage the group <u>before</u> attacking the population center's defenses, or groups must be in the same area as a PC in order to attack a foreign PC.

Players are allowed much flexibility in orders to move, combine and split their groups according to certain criteria (see the detailed orders). However, groups of different kingdoms (even allies) may never combine.   Players will likely wish to make transfers between groups and from PC to group every turn.

Alamaze has about 60 different brigade types.   Each has a defensive value, and values in each attacking phase, including storming a population center.   The composition of a brigade among missile troops (or abilities in missile phases), cavalry and other warriors capable of charging, and the shock troops that engage in melee of a group, impacts battle outcomes significantly.

There is a separate section later in these General Rules on **Combat**.   A group's combat effectiveness is dependent on dozens of variables. These include, but are not limited to:

<u>Group Size</u>.   Typically, when one of your groups encounters another group the exact number of brigades comprising the foreign group will not be revealed.   This represents the fog of war and takes into consideration any commander's desire not to reveal his hand to a potential enemy. Instead a group's scouts will normally report a group to be one of the following sizes:

- Patrol.   This is a scout party, almost always on fast horses, consisting of at least one leader or wizard and perhaps a dozen warriors.   Patrols cannot attack or be attacked by other groups.   However, it is a patrol which will be dispatched automatically by the program when a player orders one of his groups to investigate an "Unusual Encounter" occurrence (ie- it is a group's leaders and wizards which are vital to the success of these encounters).   In this case, the program also has the patrol rejoin the main group once the investigation of the unusual sighting is complete.   Except for the inability to engage in combat and block the movement of non-allied emissaries, patrols which the player dispatches act as do other groups, that is they may move, combine with other groups, recruit troops, perform reconnaissance, etc.

- Brigade.   A group reported as brigade size may actually contain one or two brigades of troops.   Brigades are of all sorts of compositions and numbers.   A Red Dragon brigade might be 5 red dragons, whereas a Goblin brigade might be 3000 goblins. Players will see the value of each brigade type by phase on their status update.

- Division.   A division sized group will consist of three to five brigades.

- Army.   An army consists of two divisions, so may be comprised of from six to ten brigades.

- **Army Group.** An army group is any force greater than ten brigades.

- **Masked.** A group encountered may be employing magic or some other means to disguise its true size. In this case accurate scouting reports are not always possible and the size will be reported as "Masked" - ie - it could be of any size. Masked groups will be pierced (true size learned) by a level 4 or higher agent on recon and possibly by a kingdom trait. Masked groups do not show up on Regional Intelligence.

- **Invisible.** Groups encountered may be invisible – not detected other than by a level 10 or higher agent. Warlords and Power 5 wizards will detect a shimmering if an invisible group is in their area, but will not be able to identify the specific group.

- **Inactive.** An inactive group has no troops, leaders, or wizards. Inactive groups are activated in the area of an active group of the kingdom or at a PC controlled by the kingdom by transferring characters and/or brigades into them. Groups become inactive when all assets they possess are transferred out or the group is completely destroyed in combat. Inactive groups are considered to be at the capital, and may be the recipient of reinforcements, so would then be active and can move in that turn.

Troop Composition. The brigade is the standard military unit in ALAMAZE. However, the number, quality and type of troops comprising a brigade will vary significantly from kingdom to kingdom. A full strength brigade from a strong military kingdom in its ideal terrain may be a match for three brigades of a weak military in poor terrain.

Kingdom Traits. In addition to great differences in troop composition, each kingdom has certain traits which affect the performance of their troops. These include physical size, level of organization and training, relative skill in various terrains, etc. These traits are reflected via a percentage adjustment (positive or negative) to the combat value of brigades of the kingdom in each terrain. The specifics of these adjustments, along with all other detail concerning troop composition, etc. are provided to the player in his initial setup information under the Group Dossier section.

Effect of Terrain on Combined Arms. In addition to adjustments made to troop strength due to kingdom specific qualities, terrain effects cavalry and missile (hereafter called "archers" in the generic) troops. When groups attack population centers the surrounding terrain is ignored. Instead the various military arms attack with the percent effectiveness shown on the "Population" row of the table below. The table shows the percentage of full effectiveness of the three arms types in each terrain:

TERRAIN	INFANTRY	CAVALRY	ARCHERS
Plains	100	100	100
Forest	100	50	50
Mountain	100	25	50
Desert	100	100	100
Marsh	100	50	100
Population	100	50	100
Sea	* Dependent on Sea Power, Not Troops		

Leaders. All armies of times classic and fantastic have their celebrated heroes. Such are the group leaders in ALAMAZE. Their presence along the battle lines strengthens the mettle of the troops and extracts more from them than they would otherwise deliver. A group may have a maximum of three leaders. There are four classes of leadership in the game, representing successively greater levels of heroism.   These are:

CAPTAIN	Adds 5% to the group combat values
GENERAL	Adds 10% to the group combat values
MARSHAL	Adds 15% to the group combat values
WARLORD	Adds 25% to the group combat values

Warlords are rare in Alamaze. Warlords have special abilities that activate in certain circumstances. Warlords may detect the presence of an invisible or ambushing group, although the invisible group may not be identified specifically. Warlords cancel the effects of certain spells such as Chaos. Chaos can normally cause a group to sustain extreme casualties before finally retreating, but a group with a Warlord makes Chaos ineffective (and less effective with a Marshal, where the group will take higher casualties before retreating, but will manage to order the retreat.)   These heroes are similar in heroic stature to an Alexander or an Achilles.

As leaders survive battles and gain experience they frequently (not always) progress in these classes. Partial progression to the next class is represented by other titles.   For example, a Captain who earns a promotion would become a Captain Major, and if promoted again, becomes a General. Each group may have up to three leaders, and their combat bonuses are cumulative. Of course, heroes (leaders) are not immortal (Exception: Nazgul leaders).   Leaders will perish if a group is destroyed.   Captain class leaders generally (before traits are considered) have the same chance of being slain in combat as the group sustains casualties. So if a group sustained 25% losses, a Captain class leader would also have a 25% chance of death.   On the other hand, new heroes may (not always) emerge during the course of a battle, if the group has fewer than three leaders. Leaders can not only aid their groups in inflicting damage but help reduce losses.

Leaders are also required to enable enlisting Companion brigade types. The more powerful Companions usually require a higher level leader to be enticed to join a group.

Morale. Each group has a morale level. Morale reflects the spirit of the men, which is affected by their experiences and the quality of their provisions (a group that is not fed will suffer a 10% loss of morale and a group that is not paid will suffer a 6% loss of morale).   Morale is expressed as a percentage modifier to the total combat value of the group.   A group ending it's turn in a Hostile region will suffer a 3% morale loss and gain 2% in a Friendly region (with a limit to the maximum gain by this means).

Attrition.   As previously stated, the brigade is the standard unit of military organization. When losses are suffered which are not sufficient to completely eliminate a brigade, the attrition factor is changed to reflect these casualties.   Certain troop types may suffer attrition when not fed, see your setup material.   Like morale, attrition is a modifier to the group's overall combat capabilities.

Wizards.   If a king has any wizards at his disposal they will be included with his groups. Wizards often can have a significant or decisive impact on the course of a battle by exercising their arcane

powers. The nature of these powers will be made known to those kings with wizards of the power levels able to utilize them. Through magical research a wizard may increase his level of power and accrue additional spells. Like leaders, wizards run the risk of being killed during the course of battle or at the hands of an assassin. There can be no more than three wizards in one group.

Artifacts. Hidden throughout Alamaze are a number of remarkable items which are of a powerful nature. Some of these items may aid the combat values of the group which possesses them. Others may be more appropriately deployed elsewhere. Any knowledge beyond that the players must discover through the campaign itself. Artifacts will not always have descriptors printed in the battle reports. The various effects of these artifacts do impact on the results. Artifacts frequently have a special order number that must be used. Near the end of the turn report will be a listing of owned artifacts, explaining their effects.

More on the Military:

- Groups can hold up to 10 brigade types.
- Brigades can be of four experience levels: Green, Regular, Veteran, and Elite. Elven Elite and Elven Veteran are two of the ten allowable brigade types, for example.
- Green units fight at 75% of the value (attack and defense) of Regular units, Veteran fight at 125% of Regular, and Elite at 175% of Regular.
- Kingdoms will have a variable number of groups available, from 4 to 6. Generally, the default is 4 groups, dispersed kingdoms will have 5 groups available, The Tyrant has 6 groups available.
- There are four brigade types that may be recruited at towns and cities where the census is at least 13,000 that vary by region: Northmen, Huns, Zamorans, and Westmen. They each have different qualities and special abilities.
- There are 22 Companion brigade types. These brigades have terrain, leadership, and existing brigade requirements (prior to retaining the Companions) in order to retain their services. Companions cannot be retained until turn 4, each type is available to only select kingdoms, but all kingdoms have at least two Companion types they can recruit. Companions can only be recruited in "the wild", ie, not in an area with a PC. The available Companion types to a kingdom and the retaining requirements are shown on the Kingdom Dossier.
- There are various brigades that can be summoned by spellcasters. They have conditions such as a terrain type and the required wizard power, shown on the spell lists. The summoned brigades are mainly various types of undead units.
- Some kingdoms have special tactics available and advantages in the summer or winter. Tactics include Flanking, Barrage, Winter Attack, Summer Attack, Night Attack, and Fight to the Last. Each of these is generally limited to just a few kingdoms, generally of a military nature.
- The default range to use the Intercept Group order is 3 and becomes 4 with the Rider trait or 5 with the Flight trait.
- Evasion is an ability to avoid combat for kingdoms that have Supremacy as their terrain adeptness in a given terrain, limited to groups below army sized (so up to 5 brigades). For example, the Dwarves can evade in the mountains and the Elves in the forest.

7. SEA POWER

Each king has a separate sea power rating for its navy in each of the four seas. This sea power rating represents its combat ability in sea battles. It ranges from a low of 8, to a high of 16. There also is a current number of fleets in each sea. This represents the maximum number of brigades in a single group a player may transport over any area of that sea, or move by leaving an area at sea even if the first area moved to is a land area. Thus, if a king has two fleets in the Sea of Foreboding and none in the Sea of Terror, he may transport at one time up to two brigades over a sea area in the Sea of Foreboding, but is not capable of movement of a group with one or more brigades over the Sea of Terror until sea power there is developed.

In addition to the number of fleets for transport purposes, each kingdom has a Navy Quality rating. This quality rating is crucial for group to group battles at sea, for in sea battles only the quantity of sea power, naval quality rating and leaders effect combat: troop strength is irrelevant at sea.

Sea power in a given sea may be used for <u>one</u> of the following purposes in a single turn:

<u>Group Transport</u>. Moving a group from a sea area or to a sea area requires a sea movement order by executed. A navy in a sea can move any number of kingdom groups over that sea, but none can have more brigades than the number of fleets in that sea. So a kingdom with 3 fleets in a given sea might move a number of groups over that sea, or from that sea, but none of the groups can have more than 3 brigades (the number of fleets in the sea). Since this is not so intuitive, saying again, the navy can be used multiple times to transport groups over that sea in a given turn, but none with more brigades than fleets in that sea. Each instance of using the navy to transport, it is subject to the risk on interdiction by a foreign navy on Sea Patrol.

<u>Trade Mission</u>. Fleets can be sent on a Trade Mission to trade local luxuries and bring in 1500 gold per fleet for the mission, per turn used – new order number #711. The Trade Mission must begin with a controlled coastal or sea area PC, and name 5 contiguous (and unique) sea areas. It can be interdicted by a Sea Patrol in those areas. If interdicted, and loses the sea battle it does not complete its trade mission. However, if it is the victor in the sea battle it completes the Trade Mission with its remaining fleets (and receives the gold).

<u>Sea Patrol</u> has a finite range within the sea. The default is 8 contiguous areas (seas average about 27 areas), however a kingdom with the Sea Faring trait covers the entire sea when on patrol. A Sea Patrol would have a 60% chance to interdict any group that has sea movement through any of those areas patrolled by a non-Sea Faring kingdom. If the patrol has Sea Faring, it becomes 80%. Two kingdoms both on sea patrol involving any same area have a 90% chance of engaging in a sea battle. If two kingdoms, both with Sea Faring patrol, they will engage 100% of the time.

<u>Elite Ship</u>. A kingdom may construct one elite, custom cutter (ship) to transport its patrols in that sea. The ship is of advanced technology and so, expensive. Such equipped patrols will not be interdicted by sea patrol. They evade combat if their turn is ended in the same area as an attacking navy. The elite ship can be sabotaged, however, in which case its protections cease (and it is destroyed) until a replacement elite ship in that sea is built. Costs 6k, one active Elite Ship per sea max per kingdom. Players are asked to name their elite ship when constructing it. The Elite Ship may transport multiple patrols in the same turn.

8. POLITICAL EMISSARIES

Political emissaries are powerful nobles of your kingdom who actively pursue your political objectives. They can only be located in population centers, never in the "wild". They perform missions in the population center in which they are based, at the king's order. They can relocate to another population center within their relocation range, the default of which is 8, increased by traits such as Riders (9) and Flight (10).

Political emissaries are sometimes capable of gaining control of population centers through their political power. They are also useful in inciting rebellion in population centers controlled by an adversary, or in making sure a friendly population center remains so. The capabilities of these powerful characters are often essential to success.

Emissaries have titles which indicate their respective power and cost to the king of utilizing them. The costs are not for payment of the emissary alone, but for maintenance of his staff, bodyguards, cost of circulating propaganda etc. The cost is incurred whenever the emissary is ordered by the king, but not when the emissary is idle. The power of a king's emissaries is dependent on the king's influence (described later) and their rank. This power is expressed as a percentage of the king's influence. The ranks, percentage of power and revenue cost for using emissaries follow:

The power of the emissary is of great importance in determining his opportunity for success in the more difficult political missions. Some missions are always successful to the extent of the emissary's power, however (such as maintaining the status quo).

Other major factors in determining the success or failure of a political emissary include the regional reaction, the size of the target population center, and the population center's political status (controlled, neutral, etc.). There is a player aid which helps players determine the chances of success in a mission to Incite Rebellion or Usurp Control that considers all the variables known to the player.

RANK	KING'S POWER	GOLD COST
Ambassador	20%	1,000
Provincial Governor	30%	2,000
Baron	50%	3,000
Count	60%	4,000
Duke	70%	5,000
Prince	80%	6,000

Political emissaries that fail badly in an attempt to gain control of, or cause rebellion in, a population center may be incarcerated by guards of the population center (even in neutral population centers). For example, should a Provincial Governor attempt to gain control of even a neutral city in a hostile region, he would likely be incarcerated. If the population center was instead a town, he may not be arrested, but would in all likelihood fail in his efforts. On the other hand, if the Regional Reaction was friendly, or if the emissary was higher ranking, he might be successful. Political emissaries which

are incarcerated are termed prisoners, and are unavailable to receive further orders until they are rescued or ransomed back.

Political emissaries are also susceptible to capture when a non-allied kingdom group takes control of the population center in which the emissary is located. There is normally a 50% chance of capture in an attacked population center and a 50% chance of capture in a completed siege population center for each emissary, unless the sieging kingdom has Siege Engineering (see Order #190 in The Commands document for specifics). There are many exceptions, in particular a Ruler generally has only a 25% chance of capture, having previously worked out escape routes and having loyal body guards. Various traits and kingdom special abilities may also reduce the chance of capture. For example, all characters of the Underworld have only a 20% chance of being captured when a PC falls. Any High Priestess or Fool who is captured will change alliance to the capturing king.

Any emissary may undertake only one mission (order) per turn.

The Ruler is a very special type of emissary. Although he may not himself undertake the missions of political emissaries, there are a whole range of orders only the king may give. Some of these (such as declaring enemies or allies) do not count as the sole activity allowed for the king, thus the king may be able to carry out more than one activity per turn. A king cannot be bribed.

Royal Succession. In the unfortunate event of the demise or capture of a ruler, a royal successor will be named after political missions have been completed that turn. The highest ranking political emissary will be named "Regent", will relocate to the capital and will act in all matters as the king formally did. The "Regent" will assume the percentage of the king's influence appropriate to his former station. A kingdom with a Prince or Princess that becomes Regent suffers only a single point of influence loss, but without one, the loss is generally at least 3 points. The resulting influence level will, however, in no case be less than eight. In the event a regent was named due to the capture of a king, and the king is subsequently returned, the regent will resume his formere rank, and the king regains much, but not all, of his former influence.

The Fool. The Fool is a limited kind of political emissary: he must always be located at the capital (cannot relocate) and may only issue one order – to Entertain the Court. If successful, the Fool will raise Influence by from 0.1 to 0.3. If the Fool (or High Priestess) is captured, his allegiance changes to the capturing kingdom (he is not a prisoner). A Fool can only be hired if a kingdom has no existing Fool at the capital, but with captures, a kingdom may have more than one. A Fool may not become a Regent.

9. THE KING'S INFLUENCE

Each king carries a certain level of influence, relative to the other active kings. This influence level will rise and fall during the course of the campaign, due to an assortment of factors. The king's influence ranges from a minimum of eight to a maximum of twenty-five.

The Ruler's influence level determines the maximum number of commands the player is able to issue per turn which is the Influence (rounded down) +2. For example, if a ruler's influence is at 15 at the end of a turn, the controlling player may issue up to 17 new orders on his next turn.

The ruler may undertake certain activities which will increase (or lower) their influence, and some campaign results will also affect the influence level.   For example, when a king gains control of a region, or assumes a position in the High Council his influence increases by one level.   Likewise, if he loses a region or his position on the High Council his influence decreases by one. If a kingdom's capital is lost, the king will suffer a loss of one level of influence.

The influence level is also of major significance in determining the success of a king's political emissary missions because the emissary's power, and so his chance of success, is based on his king's influence.

The Ruler's influence will never be less than eight. There are certain activities, like selling influence and bestowing title, that will not be allowed if that action would result in lowering a King's influence below eight.   However, a Ruler with minimum influence may hire new emissaries without further reducing his Influence.

10 SKELETONS IN THE CLOSET

Most rulers throughout history have suffered the consequences of some dark secret being discovered and exposed to the public. The results of this exposure has varued in degree from passing embarrassment to decapitation.   This element of rulership is presented in ALAMAZE through the Skeletons in the Closet considerations.   Most player-kings must live with three assigned "skeletons", but kingdoms with the Devout trait have only two, and a few kingdoms such as the Ancient Ones and Demon Princes have a special ability where they have none.

Each skeleton represents some act or behavior which if made known to the public at large would result in a decline of the monarch's influence (-2 for a major, -1 for a minor skeleton).   These skeletons are most commonly discovered by bribing political emissaries of the target king.   There is a percentage chance of any political emissary knowing of a skeleton (this chance being equivalent to his power, or his % of the king's influence). The cost of these bribes and means for carrying them out are described elsewhere.

Each type of skeleton has a code number assigned to it. If a rival player can discover which skeleton (and code #) apply to a particular king, he may either expose it to the public, triggering the resulting decline in the king's influence, blackmail the discovered offending king, or do nothing at the moment. If a king who is on the High Council has a skeleton revealed, he has no choice but to relinquish his position on the High Council.   (The program does this for him automatically.)   The chair becomes immediately available to the highest bidder on the following turn.

11. THE HIGH COUNCIL

Alamaze has seen much political upheaval and imbalance. Long ago, the world citizens of Alamaze accepted the authority of a High Council whose decree supersedes the commands of any one king. The council was established wherein five reigning monarchs would determine world-wide policy. The members of the council frequently change, but the authority of the institution does not. The decree of this body is followed without question, although there are limits to matters under their authority. There is typically much jealousy among kings to become a

member of the council and thus have a direct voice in the decisions of the council.   Also, there exists much lobbying for the vote of council members on certain issues. Indeed it has at times seemed that the strings of certain council members were being pulled from afar.

The following represent the scope of issues the members of the high council may address during the course of the campaign:

- Commend or condemn a named king for his actions at large.   This has the effect of raising or lowering the named king's influence level by one.
- Endorse or degrade a particular king's actions in a particular region. This has the effect of raising or lowering the king's regional reaction by one.
- Elect to increase food production by 1000 units and lower gold production by 1000 units for all villages, towns or cities throughout Alamaze.
- Elect to increase gold production by 1000 and decrease food production by 1000 for all villages, towns or cities throughout Alamaze.
- Vote to expel a member of the High Council for acts contrary to the civil intent of the High Council

Each turn, members of the High Council bid to bring an issue before the Council. The minimum bid is 500 gold. The high bidder pays for the right to name the issue from those available (note there are hundreds of possibilities from the five categories above).   The lower bidders do not pay. The cost to the high bidder is deducted from his available resources.

Each bidder, in addition to selecting the specifics of his choice, also elects whether to call for a secret or open ballot. If there is an open ballot, all kings will be made aware via the Status Update how each High Council member voted (or which abstained).   If the choice is for secret ballot, only the result will be disclosed. In either case, all kings will be appraised of what issue is being decided each turn.

When a chair on the High Council is vacant, all kings will be made aware of the vacancy. This would occur if either the High Council removes one of its own, or if a Skeleton is revealed concerning one of the council members. In such case, all kings (except for the departing council member) may on the following turn bid gold to assume a High Council chair.   High bidder wins. A king who has been previously deposed from the High Council may later resume a position thereby winning such a bid, however he may not bid in the turn immediately following a   vote of the High Council which passed calling for his removal, a skeleton being released that caused his removal, or a magical occurrence that caused his removal.

A High Councilmember may sell his chair on the Council to an interested king. This action is officially known as "Nominating to the High Council", but all kings accept it for what it is, realizing that the actual "nomination" is a mere formality.

At no time may a king hold two positions on the High Council.

A king, upon admission to the High Council, will experience an increase of one level to his influence. If he is removed, his influence decreases by one level.

A simple majority of yea over nay votes wins any particular issue's vote.

12. AGENTS AND FANATICS

Agents and fanatics share the same range of missions. Fanatics are agents who by their strong commitment to the causes of their king are more determined to carry out their orders, even at great risk to their personal well-being. In game terms this means that a fanatic of the same level of an agent will have a 10% greater chance of successfully carrying out a mission, but also a 10% greater chance of being caught. In addition, fanatics never reveal which king they work for if caught (Agents do 50% of the time).   Unlike other emissaries, Agents and Fanatics that are not captured will escape "underground" and remain in their base instead of relocating to the capital.

Although each agent bears a name, it should be assumed that each agent name actually represents a team of individuals working together under one code name.   Agent teams above level 6 will not be eliminated when captured on many missions.   Instead, the loss of key members of the team mean the Agent team is reduced by 6 levels instead of eliminated.   However, the most dangerous missions, such as assassinating or kidnapping a Prince or Ruler will result in the team being lost if the team is captured.

Agents (and Fanatics) undertake the "dirty work" for a kingdom, including such missions as reconnaissance, sabotage, protection, assassination, bribing political emissaries, rescue work, etc.. Each time an agent is successful in some activity other than reconnaissance and trail where he is at risk, he will advance one level of experience (only) until he reaches his maximum level. Each level of experience (expressed as a number next to the title on the Emissary portion of the Status Update) implies a 5% better opportunity for success, in addition to greater expense for sending this agent team on a mission.

It costs the ordering player 500 gold per level of the agent team, per mission.   Each agent team can undertake only one mission per turn (as is true with political emissaries).

When on a normal Reconnaissance mission (#970), an agent of a certain level has advantages:

- An agent/fanatic of level 4 or higher will see through a masked group to reveal its true size when reconning the group.
- An agent/fanatic of level 7 or higher will discover a group whose status is ambush.
- An L10 or higher agent/fanatic will detect the presence of an invisible group, and will identify the group specifically.

While it is possible that an Agent/Fanatic who has been given orders-920 (Counter-Espionage) or 925 (Guard) to be "at risk" more than once, this Agent/Fanatic can only achieve a maximum of a single increase in level in any given month (turn).

13. THE HIGH PRIESTESS

The High Priestess (HP) is a special type of emissary. She represents the ruler's fragile contact with his conception of the powers from beyond.   Through utilization of the High Priestess a king may learn many things which might remain shrouded in mystery without her help.   These things include the location of certain types of population centers or certain types of groups within regions, individual victory conditions, artifact locations and other interesting data detailed in the orders

section of the rules.   She can Heal attrition from groups and has other abilities, some of which are only available to kingdoms with the Devout trait.

The nature of the High Priestess' power requires a substantial investment in the materials necessary for the priestess to divine information.   In addition, the energy absorbed in the effort to collect information in this manner sometimes takes as its price the health of the High Priestess. She becomes weary after a divination.

No kingdom begins a campaign with a High Priestess.   In order to retain a High Priestess, the following must be accomplished, in sequence, one accomplishment per turn:

- First turn in sequence; Build a temple at a kingdom-controlled city or town;
- Second (or later) turn in sequence; Hire a Noble Maiden;
- Third act in sequence; Test for the Gift command.

There is a significant chance the Noble Maiden may fail the Test for the Gift.   She may attempt again in a future turn.   Once successful, the Noble Maiden is transformed into a High Priestess.

The High Priestess has the unique health statuses of Good, Weary and Exhausted:
- Good: may perform any action (becomes Weary as a result of any action, including moving to a pc)
- Weary: if no action taken then becomes Good the following turn, if she undertook an action then there is a 50% chance of becoming Exhausted.
- Exhausted: no action may be performed, health becomes Weary the end of the following turn.

Captured HP's (and Fools) become active emissaries of the capturing kingdom.   There can be no High Priestess divinations until turn 4 at the earliest, even for a Devout kingdom that begins with a temple in place.

14. PRODUCTION AND RESOURCES

Food and gold are the resources of concern in ALAMAZE. Gold is required for most orders, Food (which is food and supplies apart from Gold) for some, in particular for maintaining the brigades of the kingdom. Production accrues chiefly from population centers. Some kingdoms have special abilities that allow them to construct one special location that provides additional resources.   For example, the Pirates can construct a Pirates' Cove, the dragons a Dragons' Lair. This information is shown on a kingdom's dossier if applicable.

Basic production of the two main commodities falls within a range for each type of population center. Levels of each type vary by region as well as other factors, and may be modified by the controlling king or even by the High Council.

Seasons.   Production of population centers varies in particular seasons of the year.   Specifically, production can vary from full production levels in the Winter or Summer months according to the climate of the region as follows:

REGIONS 1-6			REGIONS 7-10	
SEASON	FOOD	GOLD	FOOD	GOLD
SPRING	100%	100%	100%	100%
SUMMER	100%	100%	25%	50%
AUTUMN	100%	100%	100%	100%
WINTER	25%	50%	100%	100%

Food spoilage is 20% of remaining food on hand, each month.

A few kingdoms have special abilities that reduce the impact of either Summer or Winter production.

15. THE SEQUENCE OF EVENTS

Commands are executed according to the Sequence of Events schedule.   For example, battles always occur before movement, etc.   When a player enters his commands on the Web Order Entry site, and clicks to Verify orders (can be done after each order entered, if desired), the Messages section will display in the order that the issued orders will be executed.   Below is the general sequence, although there are exceptions, for example a few Agent missions are earlier in the sequence.

<u>The Sequence of Events is</u>:

1   Add /drop Standing Orders
2   Group to group encounters
3   Group to population center actions
4   Production
5   Trading
6   Receive scheduled reinforcements
7   Group consumption
8   Political emissary activities
9   The King's actions
10   High Council actions
11   Improve population center capabilities
12   Split/move/combine groups & Naval Actions
13   High Priestess activities
14   Determine regional control
15   Perform magical research
16   Agent and fanatic activities
17   Victory Checks

One notable result of the Sequence of Events is that PC's gained through battle provide that kingdom production in the same turn, whereas those gained through Political means will provide their production beginning on the following turn.

16. Reinforcements

Included on each kingdom's setup information sheets is a reinforcement schedule. Reinforcements are brigades bearing the kingdom name.   For example, the Dwarven reinforcements are brigades of Regular experience Dwarves. Reinforcements arrive in five turn intervals, beginning on turn 5, for all kingdoms.   Reinforcements require food and gold on the turns they arrive.   However, a group (or inactive group) must be at your capital at the beginning of a Reinforcement turn (turns #5, 10, 15, 20, 25, 30) in order to receive those scheduled reinforcements. They will join the lowest numbered group.   If no group is in the kingdom's capital on the turn reinforcements are scheduled to arrive, the reinforcements are lost.   An inactive group <u>is</u> capable of receiving the reinforcements, and will if it is the lowest number.   The reinforcements can move with their group on the turn they arrive.

17. Recruiting

A kingdom is capable of recruiting troops from population centers under his control with at least 13,000 census in order to strengthen his military.   Those recruited troops available vary by region.   There are four types, each with their own characteristics and a special ability. Northmen are predictably found in northern regions, Huns in the east, Zamorans in the south, and Westmen in western regions.

A command to recruit does so one brigade at a time.   Recruited brigades may be obtained only by a group located in the same area as a controlled town or city (not village).   Recruited brigades begin with Green experience.   They may subsequently be trained in the area of a kingdom controlled PC to Regular experience.

The act of recruiting, in addition to the resource cost described in The Commands document has the further effect of lowering the population of the town or city by 3000.

Population centers are resistant to major recruiting efforts. Two brigades are the most which may be recruited from any one population center in a turn without causing a population center to rebel, declaring their neutrality.

You may recruit into an inactive group (always at your capital); if the census allows.

Companion Brigades.   There are also over 20 Companion brigade types overall, some of which can be retained by all kingdoms.   These vary from Centaurs to War Machines.   All kingdoms can recruit at least two varieties of Companions.   Unlike recruits like Westmen, Companions are recruited in "the wild": only in areas that <u>do not</u> contain a population center.

Retaining Companions normally have three requirements of the group that vary by the Companion type.   The criteria is usually a defined level of leadership, brigades in the group, and terrain type.   There is also a limit for how many brigades of any one type can be in a group, and no more than three Companion brigades can be recruited by a group in any one turn. The requirements and abilities for each Companion type are shown in a separate document.

Each player receives a chart with his kingdom dossier regarding his troop's movement capabilities through the various terrain types.

Each group has a standard capability to move up to 20 movement points per turn. Patrols (groups with no brigades but at least one character) may move 25. Movement points are consumed each time an area is entered, in amounts dependent on terrain as described on the movement capabilities setup chart.

A group need not move. Movement points cannot be "saved" nor transferred to another group. Each group may receive only one movement order per turn.

Movement must be from an area to an adjacent area. Groups may move from area to adjacent area until their movement allowance is exhausted. Groups can move vertically, horizontally, or diagonally.

Players should realize that although groups may end their movement in the same area as a population center (and they need to do so in order to attack it, recruit from it and some perform other functions) they never end their turn inside the population center itself.

A group with morale of at least 100 may be ordered to force-march. By force marching a group may expend up to 25 movement points, rather than the normal limitation of 20. Force marching will lower the group's morale by 7 points. Any time the group is ordered to move through areas which would cause it to exceed its 20 point standard capability they will attempt to force march to their ordered destination. Groups with morale below 100 may not force march.

On the Status Update a group will report any population centers it passed during movement. Players have the option of selecting a movement order which orders the group to stop movement upon arrival in an area with a population center.

In order to execute a move over a sea area, the king must utilize a different order #, that being the one for sea movement. Using the sea movement order alerts the king's navy to transport the group over the sea areas. The player must have sufficient seapower in the sea to be crossed to facilitate the transport (see the SEAPOWER section of the rules).

The exception to the above is for groups with flight (Red Dragons, Black Dragons, and others). Groups with flight may travel over sea areas and should use normal land movement orders – not sea movement orders. They do not require ships and cannot be interdicted. However, they may not end their movement in a sea area.

If the sea movement order is not used the group will end its movement in the last area entered before a sea area is encountered.

If insufficient seapower is available to transport the group, the sea movement will not be executed.

It is possible an ordered sea movement will be interdicted by an unfriendly navy on sea patrol. In this case a naval battle is fought and losses may result. Surviving forces will continue their movement. (See the SEA PATROL section of the rules.)

Sea power may be utilized to transport two or more groups in the same game turn, as long as no one group is larger than the seapower transport capacity. However, a king may <u>not</u> order the seapower in any one sea to go on sea patrol <u>and</u> to transport brigades.

When a group has <u>completed</u> its movement, it may encounter another group, a population center, or something more unusual. These encounters will be reported to the player on the Status Update in the Encounters section.

19. EMISSARY MOVEMENT

This section details the movement of agents, fanatics, political emissaries and the High Priestess. The High Priestess is treated as a political emissary for purposes of movement.

<u>Political emissaries</u> in any given turn may <u>either</u> move (relocate their base of operations) or perform a mission in the population center they are presently based. They may not do both.

Political emissaries may relocate their base to another population center up to eight areas from their present base. The range may be changed by kingdom trait such as Riders or Flight, by artifact, or by spell. Their base must always be a population center. The population center may be friendly, neutral or controlled by another kingdom. This population center must be within range of the emissary's current base.

The presence of a non-allied group (except patrols, ambushing, or invisible groups) in the destination area blocks the relocation effort of the emissary. The emissary in that case will return to his existing base of operations. The resource cost for using that emissary is still deducted from the king's resources. Emissaries will not be blocked by an ambushing or invisible group.

An emissary attempting to relocate whose present base is under siege assumes a 30% risk of being captured by soldiers of the sieging group. The risk is 50% if the siege is by a kingdom with Siege Engineering.

<u>Agents and fanatics</u> may normally undertake missions in areas up to eight areas away from their base of operations (exceptions are noted in the orders section of the rules). They may undertake missions in areas without population centers. Like political emissaries however, their <u>base</u> is always a population center. In the same turn they are ordered to undertake a mission, they will return to their base of operations, if all goes well. Agents and fanatics may relocate their base in the same fashion as political emissaries. This relocation counts as their mission for the turn.

Any population center taken through an attack will have all non-allied political,(except agents/ fanatics), either relocated or captured. Agents/ fanatics are either captured, relocate, or stay at the same population center (having gone "underground").

Upon the completion of a successful siege all non-allied emissaries located within the sieged population center will undergo a 50% chance of capture, 70% if the sieging kingdom has the Siege Warfare trait. If not captured all political emissaries will relocate back to their capital and agents/fanatics will remain.

20. ENCOUNTERS AND INTELLIGENCE

The Status Update will inform players of many kinds of encounters; it is of course possible that special circumstances such as ambushing or invisibility will reduce and/or eliminate this information:

Groups will report the location and type of population centers they passed during movement. In their destination area, groups will report the presence of a population center, groups, and any unusual sightings.

Population Centers will report the presence of groups in their area.

Agents on reconnaissance provide the most detailed information on group, population center, or unusual sightings. In addition, they will report the presence of emissaries (if any) in population centers.

Regional Intelligence is a means whereby a king learns through peasants in his lands of the passing of military groups. Players in control of a region will learn of the presence of all groups in the region of division size or larger. Players with substantial influence in a region will learn of army size or greater groups in that region. In regions where a player has established significant influence he will learn only if there is a force of army group size present.

21. COMBAT

Combat is initiated by groups, or by a sea patrol order. Sea patrol will not be addressed in this section of the rules, which will deal only with group related combat. Combat can be either group vs. group or group vs. population center.

The factors affecting a group in combat are listed in the Groups section of the rules.

Population centers never attack -they may only defend against attack. Each population center has a defensive value associated with it. This defensive value represents a combination of walls and other fortifications and the defending garrison. In group terms, a population center's defensive value should be treated as the equivalent of as many veteran troops of medium infantry. In other words, with no other modifiers in effect, a group consisting of a value of 2000 would retreat (or be destroyed) before they were able to overtake a population center with a 2000 defensive value. However, not all population centers with equal defensive values are the same. A population center's entire defensive value must be overcome they do not retreat. This is an important distinction to keep in mind and why a general rule of thumb is a group should

have at least double its combat value vs. pc over the PC's value. In general, population centers located in mountains, forest or islands (sea) are somewhat more difficult to overcome than are those in other terrain types. Attacks on population centers typically cause permanent damage to its defensive value, production, and population.

Groups may not use the "Defend" order and attack a population center in the same turn: a group which has chosen to defend a position is not in position to attack a population center. Thus a group which intends to attack a population center must either attack or ignore (thereby risking being surprised by an attack launched by the ignored group) any groups which may be seeking to defend the population center (by engaging its would-be attackers).

Groups which have retreated from group combat are not able to engage in population center activities or to investigate unusual sightings. It is assumed that in the act of retreating, the group was forced to give up its position needed to engage in these activities.

Groups that are attacking a population center which has a larger than patrol size group(s) of the same kingdom that controls the PC must "drive off", i.e., force to retreat, those groups or the attack on the PC will not be executed. This is true for an attempt to parley, threaten, use diplomacy or siege the PC as well.

Groups may attack a population center outright, in order to directly overcome its defenses, or it may attempt to lay <u>siege</u> to the population center. In order to win a population center through siege, the same group must successfully execute the siege order each of three consecutive months.

In order to successfully execute a siege a group must possess a "Combat value vs. Population Centers" rating on its Status Update greater than the defensive value of the population center. If in any month of the siege this rating falls below the defensive value, the siege is broken.

Only one group from any kingdom may assume a "siege position": only one group may lay siege to a population center.

If the population center under siege is controlled, the controlling king may order the defensive capability of the center to be increased (if resources allow) in an effort to break the siege.

If a sieging group is attacked by a relieving force and retreats from group to group combat or moves, the siege is broken.

A population center under siege will produce only 50% of its normal monthly production for that season when under the first month of siege. In the second month under siege, no production for that center will accrue to the king. In the third month, if the siege effort is successful, the production will go to the new controlling kingdom.

A player ordering an attack may specify the severity of the attack, and the extent to which the leaders will accept casualties before ordering a retreat. Casualties will exceed the percentage indicated, because additional casualties will be taken in the phase that triggers the retreat, and then there are losses in retreat.

These are the potential attacking options:

(1) Probing Attack.   Initiate combat, retreat if significant resistance is encountered.   The default retreat is sounded after 15% casualties are sustained.

(2) Standard Battle Plan.   The group will make a good effort to defeat its enemy, retreating only if casualties become high, around 35%.

(3) Determined Attack.   The group will use all available means to win the battle, retreating only when losses become excessive, at 55%.

(4)   Night attack is available to a few kingdoms, but only if the opponent does not himself issue an attack order with Tactic 2 or higher.

(5)   Barrage attack is available to kingdoms with the Siege Engineering trait and at least one Veteran War Machine brigade.

(6)   Flanking tactic is available to kingdoms with the Riders or Flight trait and to some kingdoms with special brigade types, such as Huns as the majority brigade type.   Leadership and terrain restrictions apply.

A few kingdoms have a special advantage in Winter (Cimmerians) or Summer (Nomads).

Likewise, a player defending against a possible attack has options in his defensive plan:

(1) Organized Withdrawal.   The group will begin to retreat shortly after battle is initiated. Hold position only if it appears the attacker is about to break off.

(2) Stand and Defend.   The group will assume a good defensive posture and attempt to hold its ground.   Only if casualties run high will a retreat be ordered.

(3) Hold at All Costs.   Retreat only if it appears the group is about to be routed.

(4)   Fight to the Last.   This is only available to a few kingdoms, generally those with both the Stalwart trait and veteran brigades.   The grim determination also increases the defense of the group by about 15%.   Retreat will not occur until 90% of casualties are sustained.

(4) Some kingdoms have additional options such as Evasion, where their group in their superiority terrain is avoided.

It is quite possible that a group may receive many more casualties than planned via the tactical selection.   This is especially likely to happen when a group faces a much superior foe. In such cases a group may be completely destroyed before being able to successfully withdraw.

Retreat is a difficult maneuver. Those kingdoms with more rigorous training, superior leader, (or fast horses) are more adept at retreating without sustaining many further casualties.   In any case, a retreating force can always expect to obtain some additional casualties in order to retreat without routing (being effectively destroyed).

Each combat a group engages in lowers its ability to meet its next opponent due to organizational losses and positional changes. In game terms, each previous combat lowers the final combat ability of the group by 15%.

Each group which attacks does so independently of all other groups which may be involved in the fray. The program will, in the case of the presence of many groups in the same area all ordering attacks, randomly select the first two combating groups. Their attack will be resolved and all resulting changes reflected in each group before the next battle shall begin.

The Commands document affords players the opportunity to select a Delayed Attack, in order to allow better planning as to the execution of a coordinated attack by two groups of the same kingdom or allied kingdoms against a single opposing group. This option also facilitates the military "feint" maneuver, and allows a player with two groups in the area to operate a rear guard action, by having one group attack and the second retreat using the "Organized Withdrawal" tactical selection. A group which uses the withdrawal tactical selection may retreat before combat is initiated if its would-be attacker has already been engaged in combat once before during that turn. These options greatly expand the player's tactical considerations when ordering attacks and organizing groups. Remember however that each attack is independent of the others: it is very possible a single attack by one large group would succeed where two attacks by smaller groups would each fail!

A group may attack or be attacked more than once per turn. However, it may launch only one attack against any one target per turn. For example, if the 1st Ranger is in the same area as the 2nd Red Dragon and the 3rd Red Dragon, it may attack one, both, or neither. It may not attack the same group twice. Each time after the first a group attacks or is attacked it is at a 15% (cumulative) disadvantage in meeting the next opponent, due to its having positioned itself to meet the previous foe.

Certain kingdoms have a special ability, usually in a single terrain, called Evasion, which allows them to avoid combat. The Elves in the forest and the Dwarves in the mountains are two examples.

Each attack (or prepared defense) requires a separate order on the Turn Input Sheet.

A group which is attacked and has itself not ordered an attack or defense against the attacking group is considered to be <u>surprised</u>, and fights at a 20% penalty to its "normal" value. Normally a king is informed of all encounters on the Status Update, so surprise would only occur as a result of oversight, magic, or perhaps betrayal. It is possible that a king will <u>not</u> be appraised of an ensuing encounter, however, such as through the provisions of ambush (see the detailed orders section of the rules).

There also is an order available to all kingdoms called Entrenchment. This can be useful if the player suspects an ambushing or invisible group that he hasn't identified is in the area of his group.

    a. Any position may issue Entrenchment. Order #121, Column A is Group ID.

    b. Entrenchment is 90% of defense (and no defensive bonus)

    c.   The Entrenchment group does not have to specify an enemy group – entrenchment works against all groups for the turn.

    d.   Retreat is at Tactic 2.

    e.   Group issuing Entrenchment loses 5 points morale.

    f.   A Group issuing Entrench may not attack any group or PC, investigate a sighting or use Parlay, or Diplomacy.

If a group is made "Inactive" by an opposing group then any artifacts that were in the possession of the group that has now become "Inactive" will become the property of the opposing group unless there is an alignment problem.

22. SEA PATROL

A king may order his navy in a given sea to conduct sea patrol operations.   The navy will attempt to locate any other fleets in the sea, and if they are non-allied, engage them in naval combat.

The navy on sea patrol will engage the first non-allied fleet it encounters. After a naval battle, the surviving ships of the fleet on patrol will return to its port which is not physically located on the map.   If the fleet encounters another fleet on sea patrol which it outnumbers in fleets by a 3 to 1 or greater margin, the battle will be fought and the larger fleet will remain on sea patrol, rather than returning to its port.

No specific movement instructions are required for sea patrol.   If a non-allied fleet is also on sea patrol in that sea a battle will result, after which surviving ships of both fleets return to port.   If a non-allied fleet is attempting to transport troops over an area in that sea, there is a 70% chance the patrol will encounter and engage the transporting fleet (otherwise the transport fleet crosses uninterrupted). Troops aboard the transport fleet have no effect on the combat. Only quantity of ships, naval quality, and leaders impact naval engagements.

A fleet transporting troops which sustains losses to its fleet will suffer losses to the troops, and possibly figures, aboard in proportion to those fleet losses (eg- assume a kingdom with 2 ships in a given sea is transporting two brigades. If the fleet suffers losses which reduce its quantity to 1, a brigade of troops are lost as well).

Surviving ships of a transporting fleet will continue their scheduled movement and can be engaged again only one more time by any other sea patrol that month.

Note- Naval engagements caused by sea patrol are conducted immediately, unlike all other types of combat which occur near the beginning of the turn following the encounter. Therefore, no tactical selection is made on the Turn Input Sheet for sea patrol missions.

It is possible that two fleets each transporting troops may end their turns at sea in the same area. In this case the encounter will be reported as usual on the Status Update, and a naval battle may ensue on the following turn in the group to group combat phase of the turn.

23. MAGIC

Alamaze has about 100 spells in total, and about 80 magical artifacts. Every kingdom has the potential to employ magic. There is, however, a great range of degree to which it can be utilized. Certain kingdoms are much more proficient in the arcane arts: having studied the mysterious ways of magic for centuries, than are others, whose experience may be limited to an occasional dabbler in the ways of wizards.

Each player receives with his Kingdom Dossier a section showing the magical prowess and cost of research per level of power. The "potential" indicates the highest power level a wizard of that kingdom may be certain of obtaining. For example if a player's setup information indicates his kingdom has a magical potential of Power Level 2, at a cost of 10,000 per level, the cost to that player of advancing an existing Power-1 Wizard to Power-2 through research would be 20,000 (10,000 * 2).

A player may elect to have a wizard attempt to research a power level which exceeds his stated magic potential limit. This is a risky endeavor wherein the research cost is incurred and the wizard may or may not (50% chance for first level beyond assured, much less thereafter) advance to a level above the kingdom's stated potential.

In addition, there exists certain magical artifacts which improve a wizard's potential, battles, and many aspects of game play. These magical items are desired by all kingdoms.

Each kingdom begins the campaign with at least one Power 1 wizard and one adept. Many begin with higher powered and more numerous wizards. An adept is an individual who demonstrates a certain precocity in matters arcane. At present, his only spell capabilities are to make himself invisible or actively participate in an Unusual Encounter (see the detailed orders section), but can in no way benefit his group in normal battles. However, it is the adept who has the potential of rising to wizard status, and thus unlocking the world of the arcane to his kingdom. If a king has no wizards and no adepts, it may not learn the secrets of magic: therefore, adepts are of much importance to some kings. Adepts may only be recruited after turn 10 for a kingdom with no more than four wizards or adepts, and at great expense.

- Although an adept shows promise of advancing to wizard status, this escalation is not guaranteed. An adept becomes a wizard by completing the "Rite of the Magi", an esoteric experience the success of which is uncertain. The "Rite of the Magi" is one of the orders a player may select from. If the adept is unsuccessful (success rates average 70%) the resource cost is still consumed, and the adept (if he survives the experience) may try again in a future turn.
- If an adept successfully completes the Rite of the Magi (Order-800), he will become a Power-1 wizard, and the player will receive the spell list appropriate for Power-1 wizards of that kingdom. Each time a kingdom has a wizard successfully advance to a new level, the player will receive a new spell list. The Order-799 is used to advance all Wizards of Power-1 or greater. This is included with your Level-1 Spell List.

A wizard may select one spell from his list to cast per turn, up to his power level, as his sole action.

Spell lists are not generic: they vary significantly by kingdom.

Magic may affect virtually any element of play. Many of these effects are not hinted at in the

rules.   If a turn result occurs which seems strange or unexpected, players should ponder whether magic may have played a part.

24. TRADE

Players may trade gold for food, artifacts, or hostages.

The players themselves determine the terms of their trade through prior communications. When they wish to consummate their trade, each must submit the appropriate order on his Turn Input Sheet, indicating the terms.

There are two types of trading: bilateral and unilateral.

A bilateral trade will be successfully completed if:
1. Each kingdom submits the proper trade order,
2. Each indicates terms compatible with the other's trade order,
3. Each has in their position at that moment the quantity of the resource they are offering to trade.

Most kingdoms will find they can benefit significantly by finding a reliable partner in commerce. Trades involving large amounts will be reported on the results of all players.

A unilateral trade requires only that the king who is "gifting" either food and/or gold has the quantity he indicates on hand at the moment trade orders are executed. A gift (unilateral transfer) may only be made to a kingdom that the gifting kingdom has previously declared an ally. The amounts indicated will then automatically accrue to the beneficiary, and be deducted from the ordering king's available quantity. Unilateral trades are frequently made to "repay a favor", to influence High Council members, or as extortion payments to blackmailers.

25. SEASONS

The scenario begins at the Summer Solstice of the Year 1101. The first turn will be Late Summer. This change was made to better balance the seasonal effects which formerly favored the Northern kingdoms. Although the south will be immediately subject to one month of hardship, they will then enjoy nine months of prosperity, while the north will experience difficulty beginning on turn 5.

REGIONS 1-6			REGIONS 7-10	
SEASON	FOOD	GOLD	FOOD	GOLD
SPRING	100%	100%	100%	100%
SUMMER	100%	100%	25%	50%
AUTUMN	100%	100%	100%	100%
WINTER	25%	50%	100%	100%

26. THE EARLY STRATEGIC OBJECTIVE

The Early Strategic Objective (ESO) is a strategic element of Alamaze that requires significant planning to achieve and may only be claimed between turns 10 and 15. Achieving the Early Strategic Objective (ESO) can be an important accomplishment for each kingdom, raising its strategic profile and its chances for ultimate victory.

Players determine whether to pursue the easier to achieve Lesser ESO, or gamble more and go for the Greater ESO. These objectives and the method to enter them and to claim rewards if achieved are shown in detail in The Commands document. Beyond choosing the Objectives, players also later choose their specific Rewards for achieving their ESO.

On Turn 1, 2 or 3 Command Submission: Each player determines the specific Early Objectives for his kingdom to achieve from a fairly comprehensive list of alternatives via Order #991. Several objectives must each be achieved in order to achieve the Early Strategic Objective. The "dispersed kingdoms", currently the Pirates, Underworld, Red Dragons and They Tyrant, receive two "free" points toward their ESO: so a Minor ESO is achieved with 1 point, and a Major ESO with 3 for dispersed kingdoms only.
Players who do not make a submission of their ESO objectives by turn 3 are assigned a default selection as detailed at the end of the Objectives section as shown in Order #991 in The Commands.

The Rewards include potentially adding military might, magical power, an economic boost, increased covert ability and other possibilities. They are claimed on the "Other" section of the web order entry.

27. STANDING ORDERS

Players are able to issue certain orders in such a way that the order will be automatically repeated each turn until canceled by the player. These are referred to as "standing orders". Standing orders do not count against the order limitation imposed by the level of the king's influence.

Each king may issue three standing orders. In addition, a player may issue an additional two (in 2nd Cycle three) standing orders for each region he controls. Thus a player in control of two regions could issue up to seven (ten in 2nd Cycle) standing orders. When regional control is lost, the appropriate number of standing orders will be removed by the program the following turn. Kingdoms with the Forethought trait gain additional standing orders available.

It is important a player remember which standing orders have been given, and that any emissary and resources involved in that order will be occupied by the standing order until it is canceled. The act of canceling a standing order is a separate order from initiating standing orders, so thought should be given as to how standing orders will be issued.

The initiating or terminating of a standing order does count as an order under the king's influence limitation, takes effect immediately, as do all new orders.

28. THE TURN CYCLE

ALAMAZE is a turn based multiplayer strategy game in the PBEM tradition, also called episodic strategy gaming. Players individually choose a time at their convenience to play the game by reviewing their turn results (usually several times per turn to ensure their strategy and objectives

are on track) and entering orders for the coming turn.   In <u>ALAMAZE</u>, the turn cycle varies based on the game setup specifics.   In general, players have several days, typically three or four (faster games may have a shorter cycle) to submit ("Save") their commands for the turn after entering them on the Order Input and Verification site. Each turn all players receive a <u>Status Update</u>, presently both by email, but also all turns for all active games of the player are available online by logging into their account and loading them from the Home page, at the bottom right corner – "Kingdom Reports".   Access to all previous turns for the selected game are available.

The Status Update will always specify the time and date due (the date and time by which the player's next commands must have been received by ENLIGHTENED AGE through the Web Order Entry site in order to be processed). Players should always get their Turn Input Sheet submitted well before the deadline, to avoid the risk of missing a turn or potentially involving problems at their end for power, internet connection, emergencies or travel. Players should be aware turns are processed by our secure hosted servers exactly at the time due, which is currently noon, Eastern Time USA. Production will occur and standing orders will be executed even without new orders being received.

29. STATUS POINTS

Status Points represent a bench mark to the player of his successes during various points in the campaign. At the end of every six turns and at the campaign's conclusion, the program will award the appropriate status points to each player based on the existing campaign situation. 25% of the status points earned at a status update are permanent as are 100% of those awarded at the campaign's conclusion.   The accomplishments of each persona, and each kingdom are maintained in Valhalla, which is accessible from the forum. Each year we hold a Championship game, inviting the top scorers from each kingdom to participate.

Category	Objective	Interim	Final
Regional Control	Control	250	1000
	Substantial	100	400
	Significant	50	200
Military	Warlord	100	400
	Marshal	50	200
	Group with > 70k vs. PC	100	400
	Group with > 50k vs. PC	50	200
Magic	P7+ Wizard	100	400
	P5-P6 Wizard	50	200
	Superior Artifact	75	300
	Excellent Artifact	50	200
	Fine Artifact	25	100
Political	Influence 20+	100	400
	Influence 17-19	50	200
	High Council	50	200
	Per active king declaring Enemy	200	400
	Per Ally declared	-100	-400
Covert	L11+ Agent or Fanatic	100	400

	L8-L10 Agent or Fanatic	50	200
	Prisoners	variable	variable
Economic	Gold Production of 150k+	100	400
	Food Production of 100k+	100	400
Citizenship	Active end of T12	200	
	Active end of T18	300	
	Active end of T24	400	
	Active Game End		1000
Victory	Rex Victory	na	5000
	Usurper Victory		3000

30. VICTORY

There are many formats in Alamaze and some restrict the kinds of victories that can be claimed in a given campaign.   The kinds of victory are:

The Rex.   Any player will win the campaign if at the conclusion of any game turn he controls any four regions of Alamaze.   This is referred to as the Rex Victory Condition.   A Victory Check order is required by the player to queue the program to check for victory.

The Usurper.   Any player will win the campaign if at the conclusion of any game turn he controls any three regions of Alamaze and also has substantial influence (or possibly control) in two others.   This is referred to as the Usurper Victory Condition.   A Victory Check order is required by the player to queue the program to check for victory.

Alliance Victory.   In some games of ALAMAZE, there are provisions for alliance victories.   A team consists of two or more kingdoms, matched at the campaign's outset.   An Alliance Victory is accomplished when all active members of the team request an Alliance Victory Check in a turn in which between them the active Kings control six regions of Alamaze.

The Lion's Share.   In any game in which no player, team, or epic side has achieved the victory conditions by the end of turn 40, the campaign's winner will be the player, or epic side with the greatest Status Point accumulation.

Any VICTORY check that is unsuccessful will be announced to all kingdoms within the game. Any kingdom that fails it's Victory check will suffer a .5 reduction in Influence.

31. INTER-PLAYER COMMUNICATION

Players will find success in ALAMAZE depends on many skills, not the least of which is inter-player communication.   It is unlikely a king could prevail without some assistance from others along the way. In addition, most kings will find trade with others vital to maintaining or improving their realm's economic position.

Players communicate with one another chiefly by their private emails, and players commonly exchange email addresses on the forum.   Communication is restricted in various formats.   In

Anonymous and Warlords games, all inter-player communication is prohibited. In Alliance games, communication is allowed only between players in the same Alliance. In Full-On games, all diplomacy is allowed and encouraged and some of it occurs on the forum.

32. THE ORDER ENTRY SITE

Alamaze uses a web-based order input method that has the added utility of an order checker that eliminates most errors players would otherwise make without its checking for syntax and it recognizes the location and names, etc., of the player's assets. Players, once in an active game, submit their orders by accessing the form at http://fallofromegame.com/alamazeorders/.

Game Resources: Importantly, players will find all game resources are accessible and up-to-date on the Order Entry Site, including General Rules, Commands, Maps, Player Aids and other useful resources. These are accessed from the login page and clicking on "Help Guides", or if a registered player and logged in, at the bottom center of the Home page under "3rd Cycle Documents".

The first thing a player should do when ready to enter orders is select their game from the Home page, and then "Load" orders, even if none have been issued to that point.

Orders are processed in the sequence listed in the SEQUENCE OF EVENTS section of these General Rules and by Order # for a few exceptions. A feature of the Order Entry Site is each time a player "Verifies" his orders (and orders can be verified after each order issued, if desired and is recommended), his orders are sorted by the sequence in which they will be executed. An exception is if more than one order of the same type is issued, Usurp Control for example, all orders with the same order # are randomly shuffled.

Players should also be sure to remember to "Save" orders before exiting. As with "Verify", a player may save as many times as desired, and then verify to have all the informative messages reappear.

33. FORUM AND SUPPORT

Players can get support in a variety of ways. Technical questions should be addressed via email to support@alamaze.co. General questions on game play and tactics should be posted on our forum at http://kingdomsofarcania.net/forum/. The player community is friendly, helpful, and active. Additionally, players in a game assist one another directly through email.

Players must register for the forum as that is the only way to reserve a position in a new game. Registering for the forum takes about two minutes. Make your forum handle the same as your in-game persona. Post your request for an unselected kingdom on the thread for the game then forming on the forum in the section "Alamaze New Game Sign-Up!" Besides signing up for a position, the forum has many player resources including these rules and supplemental charts, also available on the Alamaze website at www.alamaze.co (not .com), as well as all kinds of discussion.

34. GAME TYPES

Alamaze offers many game formats with many variants within those formats.

- The Road to Alamaze is our tutorial. It is for new players to introduce them to the basics of Alamaze. Only a fraction of the rules and commands are in play. The object is to get players to understand how to access the resources, how to issue orders, and in the game, to gain control of a single region. It has objectives for each of 8 turns where if achieved, the new player is prepared for other formats.
- Duel is our two player game on the Centauria map. It is a maximum of 18 turns, usually with three turns per week, and is won by a player controlling both regions, and possibly by controlling the most artifacts, otherwise most status points at the end of 18.
- Primeval is a 5 player game with full diplomacy. Sometimes players set up private games in this format. It is on the Resurgent map.
- Full-On is our 12 player game with full diplomacy (no restrictions) between all players. It generally has The Rex (control of 4 of the 12 regions), Usurper and Lion's share victory conditions. This format and all that follow are on the Resurgent map. This format, and those that follow are usually two turns per week.
- Alliance is 12 players, with 4 preset alliances of 3 players each. Victory is by one alliance controlling 6 regions.
- Anonymous is also 12 players, with no diplomacy, and a draft for kingdom conducted secretly so who is playing which position is unknown until the game concludes.
- Silent is like Anonymous in that there is no diplomacy, but the players and their kingdoms are known.
- Warlords is for 4 expert players who each control 3 kingdoms. There is no diplomacy with the other players. Victory is by one player controlling 6 regions.
- Titan is for proven Warlords players in a game where 2 players each control 6 regions.

All games have their own sign-up thread on the forum. Players must post their interest on that thread to be included in the game. This is called the queue and the game begins after the requisite number of players have signed up.

35. ALAMAZE SERVICE LEVELS

Players choose their current level of interest in participating in Alamaze by selecting their service level, as follows (prices subject to change but haven't in three years):

- Scout Level Service allows a player to participate in one game at a time. It is $19.95 a month subscription for 8 or 9 turns a month. It is recommended for new and casual players.
- Warrior Level Service allows a player to be in two games simultaneously. It's $29.95 monthly which provides 16 turns.
- Commander Level Service gets a player into three games at a time, or one Warlords game. It's $39.95 for 24 turns.
- Victor Level Service provides 5 game slots for $49.95, for 40 turns a month.
- Imperator Level Service gives 8 game slots at $59.95 for 64 turns a month.

The Tutorial is free, although a player must register (no credit card required). Duel games are

a flat $11.95 for the game (up to 18 turns) and do not use a game slot.

Players may change their service level at any time.   The service level is a subscription, that renews 30 days after their first game begins.   There is a setup charge for games after the first, generally $15 (except for Duel games which have just the $11.95 fee), but varies by format. Players are invoiced via PayPal, which doesn't require a PayPal account – a player can pay by their debit or credit card, but Enlightened Age does not collect any credit card or bank info.

36. CONCLUSION

The General Rules are comprehensive as is, and so various other reference materials and sources of help are also available beyond this document.   Of course, The Commands are the companion piece to the General Rules.   Beyond that, a great source for help is the Alamaze Forum.   You'll also find most experienced players in game are more than willing to help a newer player understand the game and assist with any difficulties.

Very well, Sire.   Your Kingdom awaits your first commands!