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 I. Revisions/Updates
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Please send emails if you have corrections or want to add additional information!!! ***

 Version 2.0 (06/05/05)

- Fixed formatting and content errors

 Version 1.0 (08/15/03)

- Created the Characters and Weapons sections
- Reedited the Monsters Section
- Added a FAQ section
- Updated the Area/Terrain section

 Version 0.9 (05/25/03)

- Created a Tutorial and Guide
- Created the Area/Terrain section
- Created a Monsters (The Horde!) section

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 II. Tutorial and Guide
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 Storyline
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Chauncey, an orphaned boy, spends his days serving food and drink to nobility in the castle, who more often than not, don't even recognize his existence... unless they need more food or drink.

During one of the many festivals that take place in the castle, King

The total amount of time you allowed to work on your village can vary between 2 and 4 minutes. If you use the Zoom map control exclusively, you are only allowed 2 minutes, if you only use the Eagle Eye View map control you are allowed 4 minutes. Of course, if you switch between these two different modes, the total time will fall between two and four minutes. The hourglass in the lower right corner of the screen will give you a rough estimate of how much time you have remaining.

Before you even begin to work on your village, familiarize yourself with the village map screen. Above the hourglass is the season marker, which tells you the current season. (Spring, Summer, Fall, Winter) To the right of the hourglass is the Toolbox, which displays the different building options you have available. In the top right corner of this box, there is another number, which represents the cost to place one of these items on the village map. Above the Toolbox is a small box that displays the current amount of gold you've accumulated.

To place an item on the screen, "set your Toolbox" and press the A Button. If the Toolbox is set, you should be able to see the outline of the item you want to place. Every time an item is placed on the screen, the cost of the item will be deducted from your current amount of Crowns. If you pick that item up, by clicking on it again with that same item or another item, the item clicked on will be removed and it's cost will be added back into your current Crowns. However, there is one item that can't be picked up, the Pit Trap. To remove a Pit Trap you must use the shovel to dig it out. Also, when using the shovel to remove pit traps or to add/remove water, the cost of the item or action can never be added back to your current Crowns. If you are unable to afford an item, the picture in the Toolbox will be grayed out and you will be unable to set that item on the screen.

While you are working on your village, you should have a few basic goals in mind. Here is a list of the basic goals or objectives you should try to accomplish when improving your village.

1. Promote the growth of your village
2. Enhance the defense around your village
3. Promote income-producing ventures

1) To promote the growth of your village, you may want to remove any possible obstructions (trees, walls, streams, Kudzu Fungus or mountains). Although not necessary, the added room for village roads and houses will help to increase the rate of immigration and crop growth. However, in some regions a natural obstruction may actually be helpful, such as streams in the desert or trees in the swamps.

*** Kudzu Fungus should ALWAYS be removed since it spreads rapidly and destroys crops. The shovel/dig command must be used to remove Kudzu fungus, but Kudzu weeds can be destroyed by placing any item over the weed or by having Chauncey walk over the weed during the Battle Phase.

2) Along with promoting the growth of your village, enhancing its defense is also extremely important. The best way to accomplish this is by building fences of wood or walls of stone around the edge of your village. As you can expect, stonewalls are much better at protecting your village than wooden fences, especially when dealing with weaker Hordlings. Another option is to create a 'wall of water' or stream along the edge of your village, which increases the chance of killing lesser Hordlings. Yet another option is to build pit traps, which will kill most Hordlings when they are activated. Other methods are to employ Archers or Knights, each of which has special attacks that will

kill Hordlings. (For further information on Knights and Archers, please refer to section V, Items and Weapons) An improvement in your village's defense is useful in eliminating Hordlings and giving you extra time to build your village, each of which will let you earn more money.

3) Lastly, increasing your flow of Crowns is also very important. Different ways for you to do this include; purchasing cows, raising crops, chopping trees, or finding Crowns. Cows cost 100 Crowns each, but you will earn 25 Crowns per cow at the end of season (if they are grazing) A cow is grazing if you can see its tail swinging, which is what you should see. However, a cow does not make any money if it is unable to graze because it is standing on mountainous terrain. Unfortunately, cows will sometimes convert the terrain they are standing on into mountainous terrain, especially if they are close to other cows. Crops will earn 4 Crowns each if they have not been destroyed at the end of the season. Another way to earn money is to plant saplings and then chop them down when they become trees. For each tree chopped down you will earn 5 Crowns. The least well-known way to earn money is to find gold pieces, which you can do in the Battle Phase or (in the Village Building Phase when you are in the Fetid Swamps of Buuzal) When Chauncey kills a Hordling with his sword, it will occasionally leave behind one or more gold pieces. Each gold piece will earn Chauncey 25 Crowns if it is picked up (stepped on). In the Fetid Swamps of Buuzal, if you "dig" at the spot where a frog jumps into the water, you will also earn 25 Crowns for each gold piece that was found.

Battling the Horde (Combat Phase)
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Once your time has run out or you have activated the Horde Symbol in your Toolbox, you will enter in the Combat Phase of the game. During this time, you will have to destroy all the Hordlings that are trying to attack your village. This is the only way to successfully advance to the next season.

Each season Chauncey will be awarded a certain number of hit points, which means that his total life will go up as the seasons and years pass. This number can be found in the narrow rectangular box in the lower right hand corner of the game screen. Every time Chauncey is hit by a Hordling or suffers damage from other weapons, he will lose a portion of his heart points. Below Chauncey's heart points is a small map that shows the any approaching Hordlings, and in the upper left corner of this box, how many Hordlings are remaining. The small map also functions as the Weapons box, where you are able to toggle between your different weapons. The different weapons and their uses can be found in section V, Items and Weapons. When you want to use a weapon, your ATM card (Automated Transfer of Mana), will convert your Crowns into the power necessary to use the item or weapon you have selected. Another important screen to become familiar with is the Eagle's Eye View, which shows the world map, along with all the attacking Hordlings.

Just before the invasion, you will be told the total amount of Hordlings that you will have to face. Once this message has disappeared, the battle will begin. Each Hordling has weak points, so it may be beneficial for you to read about the different Hordlings in section IV, which discusses their weaknesses. Hordlings have a strong tendency to head directly to where the food is, so use this to your advantage by setting up an ambush spot.

There are two important points that you should almost always try to follow during the Combat Phase. First, kill any Hordlings before they damage your crops, cows, and/or houses. Secondly, don't swing your sword too many times in a row or you will get dizzy, thereby losing precious time. These rules will not always apply in every circumstance, but work most of the time. (An example where it doesn't apply is if you are battling the last Hordling on the screen, (a Juggernaut Hordling that only needs three blows of the Grimthwacker to be destroyed) it doesn't really matter if you get dizzy since it will not be able to attack you)

Remember, the easiest way to learn how to fight is to play the game. Different strategies and techniques will become apparent as you play the game, and you will soon be able to find your own unique method for battling the Horde.

End of the Season / Year
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Once you have defeated all of the Hordlings you will receive a seasonal report. This report displays the total number of cows, crops, villagers, and trees that you control. It also displays the total money earned from crops and the profit from the cows that you own. The screen also displays if you have lost any cows, crops, villagers, or trees. Any fees that you owe the Knights or Archers will appear in the bottom right corner of this report along with any of their number have been killed. A tax reminder will also be present in the seasonal report, which signifies the amount you owe to the crown at the end of winter. At the end of fall, FNN networks may broad important messages, so always remember to pay special attention when this happens. It is also important to remember that winter season may also signify the end of your stay in a region, which depends upon the year you just finished. Therefore, before the combat phase of your last winter season, you should pick up anything not nailed to the floor, cows, stone walls, fences, chop down trees, etc. If you don't, these items will be lost forever. In the walkthrough section I have listed how many years you will stay in each season, so don't worry about trying to figure it out on your own.

At the end of winter in any year, you will have to pay a certain amount of taxes, depending on the year and region you are controlling. If you do not have enough money to pay your taxes, you will be thrown into Debtor's Dungeon and the game will end.

However, the end of winter also signifies a visit to Shoppe, where you can buy powerful weapons and items. Each region you play will have it's own new and exciting equipment. But remember, it is sometimes better to save your money to buy more cows and enhance your defenses than to purchase items that have no immediate use or value.

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III. Characters
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Sir Chauncey

Once a serving boy, Chauncey is eager at the chance to prove his worth.

Piranha Hordlings are the fast members of the Horde. Driven by a fierce hunger, they scramble through town looking to devour as much crops, people, and cows as they can find. (These Hordlings usually prefer to eat crops and destroy houses rather than eating people)

Strategy: Just like Adolescent Hordlings, these enemies are very easy to kill; with one strike of the Grimthwacker being enough to defeat them.

Name: Forest Hordlings

Location: 2

Forest Hordlings are one of the more sneaky members of the Horde. Their primary ability is to hide behind trees, thereby preventing you from destroying them with Grimthwacker. They can also shoot plungers at your character, which causes minor damage.

Strategy: These enemies can be defeated with one strike of the Grimthwacker. You can also sometimes lure them from the trees by dropping a Haunch Secret Recipe (Meat). If you are right next to the tree they are hiding behind, try facing away from the tree, walking a couple of steps, and then swinging Grimthwacker. This will often trick them into coming out from behind the tree so that they can be killed.

Name: Ice Hordlings

Location: 5

Ice Hordlings are by far the toughest members of the Horde that you will encounter in the game. They move fast, can roll huge snowballs, and take many hits to kill. The snowballs they throw can also create snow terrain, which makes them even more of a pain in the butt. The only good thing about Ice Hordlings is that the huge snowballs they roll can sometimes kill the weaker Hordlings that accompany them.

Strategy: Immune to the Super Scorcher 2000, Roscoe, and Bombs, these Hordlings are vulnerable to the Morningstar, Grimthwacker and Knights. I prefer to use the Mystic Morningstar since it also makes you invulnerable from their attacks. Ice Hordlings take 5 hits if you are using the Grimthwacker or Morningstar to be defeated.

Name: Shaman Hordlings

Location: 2,3,4,5

Shaman Hordlings are the most intelligent members of the Horde. They have the ability to teleport anywhere on the screen, including into cow pens. They can also shoot fireballs at your character and resurrect dead Hordlings.

Strategy: Watch their movements on the Eagle's Eye view map and attack them as soon as appear close to your character. I prefer to use Grimthwacker since Shaman Hordlings will be most likely be eating cows or in the town. Shaman Hordlings can be defeated with three strikes of Grimthwacker.

Name: Juggernaut Hordlings

Location: 1,2,3,4,5

Juggernaut Hordlings are the toughest members of the Horde physically. Besides being massive and strong, they possess low intelligence, which

Description: A mighty dragon that will incinerate almost any Hordling near Chauncey for about 20 seconds. However, this dragon also has a tendency to burn up any cow, house, people, trees, etc. that are close to the Hordlings.

FLUTE OF SCHMEGU

Location: 3(Found), 4

Skill Purchase Price: 500 Crowns

Cost To Use: 30 Crowns

Description: Attracts all Hordlings to Chauncey for 30 seconds.

HAUNCH SECRET RECIPE

Location: 1

Skill Purchase Price: 50 Crowns

Cost To Use: 5 Crowns

Description: Serves as bait to attract near by Hordlings, and when eaten, will temporarily delay them from further mischief.

LE BOMBE

Location: 1

Skill Purchase Price: 250 Crowns

Cost To Use: 20 Crowns

Description: This bomb will blow up any weaker Hordling when activated, and when aimed properly, can be kicked at an enemy with devastating effect.

MYSTIC MORNINGSTAR

Location: 4

Skill Purchase Price: 2000 Crowns

Cost To Use: 100 Crowns

Description: Lasting for 10 seconds, this item deals damage similar to that of Grimthwacker, but makes you invulnerable for as long as this item is used. However, when you're done using this weapon, you will be put into a dizzy spin.

RING OF TELEPORTATION

Location: 1

Skill Purchase Price: 300 Crowns

Cost To Use: 50 Crowns

Description: Use to instantly teleport to any location on the screen.

ROCK OF HEALING

Location: 2

Skill Purchase Price: 1000 Crowns

Cost To Use: 50 Crowns

Description: Recovers 25 Heart Points per use.

SUPER SCORCHER 2000

Location: 2

Skill Purchase Price: 500 Crowns

Cost To Use: 20 Crowns

Description: A flamethrower that can fry any creature, except for Ice Hordlings, killing them instantly and lasting for 30 seconds.

TRIDENT OF WIMBLI

Location: 4(Found), 5

Skill Purchase Price: 4000 Crowns

Cost To Use: 50 Crowns

Description: Summons a meteor down from space striking the target you select, killing any Hordlings in the immediate area and creating around a 5 by 5 square of mountainous terrain.

Items

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Items can only be used when building a village unless specified. This is a list of the possibly options you have when building a village. The only option not listed is the "Horde" symbol, which is used to call the Horde when you are done with this phase.

Note #1: Le Bombe is the only item that you can also use in the combat phase.

Note #2: Although Archer's and Knight's can only be placed in the building phase; they may also be considered weapons since that is their primary use.

Note #3: If there is no "location" listed, this means that you automatically come with this option and do not have to purchase it. If there is a "location" listed, this means that the first time you can purchase this option is in that specific terrain.

1 = Shimto Plains

4 = Kar-Nyar Desert

2 = Tree Realms of Alburga

5 = Frozen Wastes of Vesh

3 = Fetid Swamps of Buuzal

ARCHER CONTRACT

Location: 2

Skill Purchase Price: 750 Crowns

Cost To Use: 60 Crowns

Seasonal Upkeep: 60 Crowns

Description: Archers can shoot arrows at enemies from a distance and are capable of destroying weaker Hordlings. Archers can only be placed in the village during your "village building phase."

KNIGHT CONTRACT

Location: 1

Skill Purchase Price: 250 Crowns

Cost To Use: 30 Crowns

Seasonal Upkeep: 30 Crowns

Description: Knights have a very limited range of attack, but are able to destroy any Hordling that comes within range. Knights can only be placed in the village during your "village building phase."

MASONIC SECRETS

Location: 1

Skill Purchase Price: 150 Crowns

Cost To Use: 20 Crowns

Description: Allows you to build stonewalls capable of permanently keeping lesser Hordlings out of your village/cow pen.

SHOVEL

Cost To Use: 10 Crowns

Description: When used on an adjacent land terrain square next to water, this will transform land terrain into water terrain. When used on an adjacent water terrain square next to land terrain, this will transform the water terrain into land terrain. The shovel can also be used to convert mountain terrain into grass terrain, but may require an average of 4 uses per square.

PIT TRAP

Cost To Use: 10 Crowns

Description: A pit trap can be placed on any land terrain, but once placed, can only be removed by the shovel or by having been activated. These traps are not effective against extremely strong monsters such as Juggernaut Hordlings.

COW

Cost To Use: 100 Crowns

Description: Cows are used to increase your total money. Each season a cow will earn 25 Crowns; making cows the biggest money earners in the game.

SAPLING

Cost To Use: 1 Crown

Description: Saplings can be planted for numerous reasons.

- 1) Saplings will grow into trees, which can then be cut down for money.
- 2) Saplings can be used to reduce swamp terrain.
- 3) Saplings/Trees will attract more villagers

LE BOMBE

Location: 1

Skill Purchase Price: 250 Crowns

Cost To Use: 20 Crowns

Description: This bomb can also be used to blow up snow terrain, thereby creating grass terrain.

FENCE

Cost To Use: 5 Crowns

Description: Fences can be used to temporarily keep enemies out of the village or cow pens. Any Hordling has the capability to break through this wooden fence.

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VI. Area/Terrain Guide
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The following section will guide you through each of the regions that you are awarded. The two headings immediately below the region title describe the total length of your stay and if there are any hidden items in that region. Following this, there will be a general guide on what you should be doing for each of the years you are in the region, along with other important information. After that, there are subsections dealing with the Hordling Attack Schedule, Tax Schedule, Shoppe, and FMV sequences. The Hordling Attack Schedule describes the number and type of Hordlings you will face each season. The Tax Schedule deals with how much Crowns you will owe at the end of each year. The Shoppe subsection describes what new items are available for purchase in each new region. The last subsection discusses what effects the FMV sequences will have on the gameplay. Although I did not include a complete script of the FMV sequences in this guide, I have included a general outline of the scene, along with its consequence.

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Shimto Plains
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Length: 3 Years
Hidden Items: None

Begin the first year by chopping down full-grown trees for 5 Crowns each, and then planting as many saplings as you can purchase. Once you have enough money, about 100 Crowns, buy a cow and place it in the southern end of the village. The cows you place here should be safe since the Hordlings will only come from the northern part of the map during the first and second years. (During the last two seasons of the third year, there is a possibility that a couple Hordlings may come from the south)

At the end of the second year, I recommend buying the Haunch Secret Recipe at the Shoppe. Other than that, I don't suggest buying anything else at the Shoppe until the end of your third year. The money you save from only buying one weapon/item can be used more efficiently by purchasing cows, which will then in turn make you more money. The Haunch of Meat will be helpful in battling the Juggernaut Hordlings. (For further information on strategies to defeat Juggernaut Hordlings, refer to section IV, the Enemies Section)

Keep on planting saplings, chopping trees, and buying cows, until the winter of the third year. By now, if you have been following the strategy that I outlined above, you should have about 10-20 cows. Since the winter of the third year is your last season here, you should pick up all Cows, Walls, and anything else you have placed on the field. If you don't, anything you leave on the map will be lost forever.

Hordling Attack Schedule
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Year	Season	Attackers
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Year 1 Spring 5 Adolescent Hordlings
 Summer 6 Adolescent Hordlings
 Fall 7 Adolescent Hordlings
 Winter 8 Adolescent Hordlings

Year 2 Spring 6 Adolescent Hordlings
 Summer 8 Adolescent Hordlings
 Fall 6 Adolescent, 2 Piranha Hordlings
 Winter 4 Adolescent, 4 Piranha Hordlings

Year 3 Spring 7 Adolescent Hordlings
 Summer 3 Adolescent, 1 Juggernaut Hordlings
 Fall 4 Adolescent, 1 Piranha, 2 Juggernaut Hordlings
 Winter 5 Adolescent, 2 Piranha, 2 Juggernaut Hordlings

Tax Schedule
=====

Year 1: 20 Crowns
Year 2: 70 Crowns
Year 3: 120 Crowns

Shoppe
=====

New Items

Haunch Secret Recipe (50C), Ring of Teleportation (300C),
Le Bombe (250C), Knight Contract (250C), Masonic Secrets (150C)

Possible FMV sequences
=====

- 1) Public Service Announcement (No affect)
- 2) Lots of cow manure, good crop (Increases amount of crops cultivated)
- 3) Missing Tax Collectors (No taxes for that year)
- 4) Immigration at an all time high (Increase in population)
- 5) King touring the kingdom leads to the High Chancellor banning transportation (Decreases immigration to your village)
- 6) Hordlings are an Endangered Species (Extra Hordlings for 1 season)
- 7) Flood Watch due to overuse of the Rain Spell (Increases the amount of dry land converted into swamp and increases the chance of Kudzu fungus)

*** Unless otherwise noted, the effects of FMV sequences last one year.
Also, the FMV sequences listed above are the ones that are most likely to occur. (I have not included the less common FMV sequences)

Tree Realms of Alburga
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Length: 4 Years
Hidden Items: Boots of Boogie

Before you begin this area, I recommend buying Masonic Secrets and

Knight Contract. Once you have saved your game, exit the Shoppe.

During your first season here, chop down all of the trees surrounding your village. Once the season ends, Jaia, the Queen of all Tree Spirits, will warn you not to chop down any more trees. If you continue to chop down more trees, you will lose 1 Heart Point for about every two trees you chop down. Also, if you do end up chopping down a lot of trees, the number of Forest Hordlings that attack each season will significantly increase. On the flip side, if you plant lots of saplings and don't chop down too many trees, Jaia will eventually give you the Boots of Boogie, which double your running speed when used. This item is usually given at the end of your last year in this area, although it may be possible to get it at an earlier date.

NOTE: When you plant saplings, move them as far away from you village as possible, since Forest Hordlings are able to hide behind trees)

Towards the end of your first year, begin to build a stonewall cow pen north of your village. If you still have lots of money left over, you may want to consider building stonewalls along the southern boundary of town. Continue to make yourself rich by purchasing cows and placing them in these protected areas. However, be aware that Juggernaut Hordlings will occasionally break through stonewalls if they smell food, and Shaman Hordlings may even teleport into your cow pens! The first two years that you are here, the Hordlings will attack from the southern end of the region.

At the end of the second year, I recommend buying the Super Scorcher 2000, which will help you to fry those Juggernaut Hordlings, and the Ring of Teleportation so you can teleport to trouble spots during an attack. Going into the last two years, continue to build cow pens north of your village and plant saplings as far from your village as possible. During the last two seasons of the third year and last three seasons of the fourth year, the Hordlings may attack your village from directions other than the south. The winter of your fourth year is your last season here, so remember to remove all cows, walls, etc.

Hordling Attack Schedule
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Year	Season	Attackers

Year 1	Spring	6 Adolescent Hordlings
	Summer	6 Adolescent Hordlings
	Fall	6 Adolescent, 1 Forest Hordlings
	Winter	10 Adolescent, 2 Forest Hordlings

Year 2	Spring	7 Adolescent Hordlings
	Summer	10 Adolescent, 3 Forest Hordlings
	Fall	4 Piranha, 5 Forest Hordlings
	Winter	8 Adolescent, 4 Forest, 1 Shaman Hordlings

Year 3	Spring	8 Adolescent Hordlings
	Summer	3 Juggernaut Hordlings
	Fall	10 Forest Hordlings
	Winter	8 Piranha, 1 Juggernaut Hordlings

Year 4	Spring	10 Adolescent Hordlings
	Summer	10 Adolescent, 3 Forest Hordlings

Fall 3 Piranha, 3 Forest, 1 Shaman Hordlings
Winter 6 Piranha, 5 Forest, 6 Juggernaut Hordlings

Tax Schedule
=====

Year 1: 100 Crowns
Year 2: 150 Crowns
Year 3: 200 Crowns
Year 4: 250 Crowns

Shoppe
=====

New Items

Rock of Healing (1000C), Archer Contract (750C), Super Scorcher 2000 (500C)

Possible FMV sequences
=====

- 1) Lots of cow manure, good crop (Increases amount of crops cultivated)
- 2) Flood Watch due to overuse of the Rain Spell (Increases the amount of dry land converted into swamp and increases the chance of Kudzu fungus)
- 3) Special Human Report (No effect)
- 4) Public Service Announcement (No effect)
- 5) Missing Tax Collectors (No taxes for that year)
- 6) Hordlings are an Endangered Species (Extra Hordlings for 1 season)
- 7) Ring of Teleportation Missing (Lose the ability to use the Ring of Teleportation for 1 season)

*** Unless otherwise noted, the effects of FMV sequences last one year. Also, the FMV sequences listed above are the ones that are most likely to occur. (I have not included the less common FMV sequences)

Fetid Swamps of Buuzal
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Length: 5 Years
Hidden Items: Flute of Schmegu

Before beginning your first year, I recommend buying Le Bombe and Archer Contract. Once you've saved your game, you can exit the Shoppe and begin draining the swamps!

To get rid of swampland, you need to plant saplings, which will help to change the swampland into nice farm/pasture land. Plant the saplings along the border of dry land and swampland. (Planting trees in the middle of dry land will NOT convert swampland that is too far away) As the saplings grow, they will change into either two different types of trees. The first type of tree is the one have seen in the previous two regions. The second type has long hanging branches and absorbs lots of water, thereby preventing the swampland from returning. This means that if you chop down the second type of tree, areas of land will be

converted back into swampland. However, this also means that you can cut down the first type of tree without any negative affects.

This region, just like the previous one, has a hidden item. This special item is the Flute of Schmegu, which when used, will draw all of the Hordlings to your character. This item can be found by "digging" at a certain location (The intersection of where the two stone arrows are pointing) These stone arrows can usually be seen around the end of the second year when using the eagle's eye view.

During the first and second years, plant saplings in the swamps and along the outer borders of the dry land. This will help convert the swamplands into nice dry green land for your villagers, crops, and cows! Remember, the more swampland that is converted, the less mobile the Crocodile Hordlings will become. By the end of your second year at the Fetid Swamps of Buuzal, you should have the maximum number of cows allowed to maximize your profit. At the end of the first year, I would purchase the Boots of Boogie, if you haven't already received them from Jaia in the Tree Realms of Alburga. During the first and second years, the Hordlings will only come from the eastern side of this region.

For the third year, continue to plant saplings so that you can push the swampland back as far as possible. If you haven't already done so, you may want to consider building a long stonewall along the east side of your village so that you can block or direct some of the Hordlings to a different location. During the last two seasons of the third year, you can expect to find a couple Hordlings attacking from somewhere other than the eastern side of this area. At the end of the third year, you should purchase the remaining items in the Shoppe, the Rock of Healing (1000C) and Deal with Roscoe (500C).

The fourth and fifth years are when you should really concentrate on increasing your money since you should have all of your defenses in place by now. All that's left for you to do is to maintain what you've already built and defeat the Hordlings. The first season of the last two years here are the only times you should expect the Hordlings to only come from the east. The rest of the time you should expect the Hordlings to come from all different directions, especially during the last two seasons of the last year.

Hordling Attack Schedule
=====

Year	Season	Attackers

Year 1	Spring	7 Adolescent Hordlings
	Summer	8 Adolescent Hordlings
	Fall	2 Crocodile Hordlings
	Winter	5 Adolescent, 3 Crocodile Hordlings

Year 2	Spring	8 Adolescent Hordlings
	Summer	5 Adolescent, 3 Crocodile, 1 Shaman Hordlings
	Fall	6 Crocodile, 1 Juggernaut Hordlings
	Winter	8 Crocodile Hordlings

Year 3	Spring	10 Adolescent Hordlings
	Summer	2 Adolescent, 3 Piranha, 5 Crocodile Hordlings
	Fall	2 Adolescent, 7 Crocodile, 1 Juggernaut Hordlings
	Winter	2 Adolescent, 7 Crocodile, 1 Shaman Hordlings

Year 4 Spring 12 Adolescent Hordlings
 Summer 4 Piranha, 8 Crocodile, 1 Shaman Hordlings
 Fall 8 Adolescent, 6 Crocodile, 3 Juggernaut Hordlings
 Winter 8 Crocodile, 4 Juggernaut Hordlings

Year 5 Spring 14 Adolescent Hordlings
 Summer 10 Adolescent, 11 Crocodile, 1 Shaman Hordlings
 Fall 14 Adolescent, 2 Piranha, 8 Crocodile Hordlings
 Winter 8 Piranha, 12 Crocodile, 4 Juggernaut Hordlings

Tax Schedule
=====

Year 1: 100 Crowns
Year 2: 150 Crowns
Year 3: 200 Crowns
Year 4: 250 Crowns
Year 5: 300 Crowns

Shoppe
=====

New Items

Boots of Boogie (300C), Deal with Roscoe (500C)

Possible FMV sequences
=====

- 1) King touring the kingdom leads to the High Chancellor banning transportation (Decreases immigration to your village)
- 2) Flood Watch due to overuse of the Rain Spell (Increases the amount of dry land converted into swamp and increases the chance of Kudzu fungus)
- 3) Special Human Report (No effect)
- 4) Archer and Knights Contract Dispute (50% increase in hiring cost until the beginning of next fall. There is NO increase in upkeep fees)
- 5) Archer Strike (No archers for 1 season)
- 6) Adopt a Hordling (No effect)
- 7) Ring of Teleportation Missing (Lose the ability to use the Ring of Teleportation for 1 season)
- 8) Immigration at all time high (Increases immigration to your village)
- 9) Meteor falling from space (Large area of destruction, (about 9 squares wide, 5 high) transforming the area hit into mountain terrain)

*** Unless otherwise noted, the effects of FMV sequences last one year. Also, the FMV sequences listed above are the ones that are most likely to occur. (I have not included the less common FMV sequences)

Kar-Nyar Desert
=====

Length: 6 Years
Hidden Items: Trident of Wimbli

The special item that's hidden in this area is very hard to find.

First, you will need to bring water, via digging, to the unusual tree in the desert. Once this has been accomplished, the tree will grow and its flowers blossom. Wimbli, the guardian of this tree, will then ask you to be his friend. However, Wimbli says that friends usually give each other presents, and that he is very hungry. Let's hope that we can find some food for our new friend!

Next, you will need to find the three food items that have been scattered across the desert, the blue fruit, purple nuts, and green meat. To pick up these items, select the shovel and dig on the item, which then causes the item to be picked up and placed in your command list. Once you have these items, place them one at a time next to the tree where Wimbli can then eat them. After all three items have been given to Wimbli, he will give you the Trident of Wimbli.

(Note: It is possible that one of the food items may be visible, but inaccessible because it is either at the extreme top or bottom of the screen where your pointer can't reach. This has only happened to me once, and if you don't get the Trident of Wimbli now, you can always purchase it at the end of your first year at the Wastes of Vesh)

Hopefully when you start this region you will have a water source on the north and west side of your village. If not, you may want to consider starting this region over.

For the first year and second years, begin digging so that you have a continuous stream that runs from the southwest, to the northwest, and then to the northeast side of your village. If possible, make the stream so that your entire village has been surrounded. This 'wall of water' will prevent the Desert Hordlings from destroying your village. Once you have done this, begin branching the stream further out into the desert to reduce the amount of sand terrain. Now try expanding the 'wall of water' around the village so that you villagers will have more room to grow crops. If necessary, dig the inner stream out of your village so that more houses can be built and crops grown. Finally, place some stone walls along the outside of the streams, which will then block the weaker Hordlings. (If your stream surrounds a lot of land, try placing the wall on the inside of the stream so that it increases the chance of drowning the weaker Hordlings)

With the stream and stone wall in place, you now have a safe area for you to place your cows, so purchase as many as possible to maximize your profit. Purchase the Mystic Morning Star at the end of the first year, and if you didn't find it earlier in the Fetid Swamps of Buuzal, purchase the Flute of Schmegu. The Hordlings will come from the north and/or west during the entire first year and first season of your second year. During the other seasons of the second year, a few Hordlings may come from the northeast or southwest.

For the rest of your stay here, continue to protect your town and make money. Just like before, your cows are the big money makers, so make sure that you purchase the maximum number allowed. For the third, fourth, and fifth years, the enemies will almost totally come from the north and west. (This includes the northeast, north, northwest, west, and southwest directions) During the sixth year, many of the Hordlings will attack from the east, so prepare accordingly. Remember to remove all of your cows and walls before the winter of your sixth year because this is your last season in this area.

Hordling Attack Schedule

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Year	Season	Attackers
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Year 1	Spring	8 Adolescent Hordlings
	Summer	6 Adolescent, 1 Desert Hordlings
	Fall	4 Adolescent, 5 Desert Hordlings
	Winter	4 Desert, 1 Shaman, 1 Juggernaut Hordlings

Year 2	Spring	10 Adolescent Hordlings
	Summer	6 Adolescent, 3 Desert Hordlings
	Fall	6 Adolescent, 1 Piranha, 5 Desert Hordlings
	Winter	5 Desert, 1 Shaman, 2 Juggernaut Hordlings

Year 3	Spring	12 Adolescent Hordlings
	Summer	4 Adolescent, 2 Piranha, 5 Desert Hordlings
	Fall	3 Piranha, 7 Desert, 2 Juggernaut Hordlings
	Winter	4 Piranha, 7 Desert, 1 Shaman Hordlings

Year 4	Spring	14 Adolescent Hordlings
	Summer	12 Adolescent, 4 Desert Hordlings
	Fall	4 Piranha, 9 Desert, 3 Juggernaut Hordlings
	Winter	6 Piranha, 7 Desert, 1 Shaman Hordlings

Year 5	Spring	16 Adolescent Hordlings
	Summer	3 Piranha, 5 Desert Hordlings
	Fall	8 Adolescent, 4 Piranha, 6 Desert Hordlings
	Winter	4 Piranha, 8 Desert, 1 Shaman Hordlings

Year 6	Spring	18 Adolescent Hordlings
	Summer	8 Adolescent, 4 Piranha, 6 Desert Hordlings
	Fall	5 Piranha, 5 Desert, 4 Juggernaut Hordlings
	Winter	8 Piranha, 5 Desert, 1 Shaman Hordlings

Tax Schedule

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Year 1: 100 Crowns
Year 2: 150 Crowns
Year 3: 200 Crowns
Year 4: 250 Crowns
Year 5: 300 Crowns
Year 6: 350 Crowns

Shoppe

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New Items

Flute of Schmegu (500C), Mystic Morningstar (2000C)

Possible FMV sequences

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- 1) King touring the kingdom leads to the High Chancellor banning transportation (Decreases immigration to your village)
- 2) Extra Horde slayers (Decreased number of Hordlings for 1 season)
- 3) Special Report (No effect)

- 4) Archer and Knights Contract Dispute (50% increase in hiring cost until the beginning of next fall. There is NO increase in upkeep fees)
- 5) Bonus for advisor (Lose about 250-1000 Crowns)
- 6) Meteor falling from space (Large area of destruction, (about 9 squares wide, 5 high) transforming the area hit into mountain terrain)
- 7) Missing Tax Collectors (No taxes for that year)

*** Unless otherwise noted, the effects of FMV sequences last one year. Also, the FMV sequences listed above are the ones that are most likely to occur. (I have not included the less common FMV sequences)

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Frozen Wastes of Vesh
=====

Length: 7 Years
Hidden Items: None

This is the most difficult terrain that you will have to manage in the entire game. There are two strategies available to you at this point. One is to NOT cultivate the land, raise crops, etc., and simply survive on the money you have accumulated throughout the rest of the game. The other, which is more challenging, is to try and make a profit. The information below will be most helpful if you are trying to follow strategy number two.

During the spring and summer of your first year, place about 15 cows around the village. Your goal is to then protect them against the various weak Hordlings that will attack from the north and south during the first two seasons of the first year. At the end of the second season, remove all cows and get ready for a tough battle.

Come fall, you will have to fight Ice Hordlings, which are the hardest Hordlings in the game. They have fire resistant skin, and have the ability to create more snow terrain, which hampers the growth of the village. Just like Juggernaut Hordlings, they also have the ability to break through stone walls. To defeat them, I prefer to use the Mystic Morningstar, since fire-based weapons have no affect on them. However, I do use Roscoe when fighting some of the weaker Hordlings, because the Dragon's fiery breath will sometimes help to remove the snow terrain. For any season where you have to fight Ice Hordlings, don't worry about making money, it's hard enough just defeat them. During the seasons where you don't have to battle Ice Hordlings, you should be making enough money to cover your battle expenses. (Note: The summer season is the only time when the ice on the lakes will actually melt into water. During all other seasons the water will be ice, which makes it easier for the Hordlings to cross. During the third season of the first year the Hordlings will attack from the north and south. For the last season, the Hordlings will all attack from the south.

Follow the same strategy listed above until the third year. By this time, the map should have significantly expanded for you to safely increase your herd of cows. During the village building phase, place bombs on the snow terrain so that they blow up, thereby creating grassland. You can then build a large stone wall pen where you can place the maximum number of cows as allowed. If you are feeling lucky, you can even try to keep the cow pen during the seasons where you will have to fight the Ice Hordlings. For the entire second year and first two seasons of the third year, the Hordlings will come from the north and

south. During the fall season of the third year, the Hordlings will only come from the north, and during the winter season, the Hordlings will come from the south.

For the rest of you stay here, eek out a living as best as you can by following the strategies described above. Listed below are the general attack patterns of the Hordlings for the following years.

4th Year: For the entire year, the Hordlings will come from the north and south.

5th Year: During the first season, the Hordlings will once again come from both the north and south. But during the summer, they will come from the north, south, and east. During the fall, the Hordlings will only come from the north, and during the winter, the south.

6th Year: For the first three seasons, the Hordlings will come from the north and south. But during the last season, they will only come from the south.

7th Year: During the first season, the Hordlings will attack from all four directions, north, east, south, and west. During the summer, they will come from the north, south, and west. For the fall, the Hordlings will only come from the north, and for the winter, both the north and south.

Hordling Attack Schedule
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Year	Season	Attackers

Year 1	Spring	8 Adolescent Hordlings
	Summer	8 Adolescent, 1 Piranha Hordlings
	Fall	6 Adolescent, 2 Ice Hordlings
	Winter	4 Adolescent, 3 Ice Hordlings

Year 2	Spring	10 Adolescent Hordlings
	Summer	3 Piranha, 1 Shaman, 2 Juggernaut Hordlings
	Fall	3 Piranha, 3 Ice Hordlings
	Winter	5 Adolescent, 1 Piranha, 4 Ice Hordlings

Year 3	Spring	12 Adolescent Hordlings
	Summer	8 Adolescent, 7 Piranha, 2 Juggernaut Hordlings
	Fall	4 Piranha, 4 Ice Hordlings
	Winter	4 Adolescent, 2 Piranha, 5 Ice Hordlings

Year 4	Spring	14 Adolescent Hordlings
	Summer	8 Piranha, 1 Shaman, 4 Juggernaut Hordlings
	Fall	4 Piranha, 5 Ice Hordlings
	Winter	2 Adolescent, 3 Piranha, 6 Ice Hordlings

Year 5	Spring	16 Adolescent Hordlings
	Summer	8 Adolescent, 10 Piranha, 5 Juggernaut Hordlings
	Fall	5 Piranha, 5 Ice Hordlings
	Winter	4 Piranha, 1 Juggernaut, 7 Ice Hordlings

Year 6	Spring	18 Adolescent Hordlings
	Summer	16 Piranha, 1 Shaman, 7 Juggernaut Hordlings
	Fall	5 Piranha, 6 Ice Hordlings

Winter 5 Piranha, 2 Juggernaut, 8 Ice Hordlings

Year 7 Spring 20 Adolescent Hordlings
Summer 8 Adolescent, 12 Piranha, 7 Juggernaut Hordlings
Fall 5 Piranha, 2 Juggernaut, 7 Ice Hordlings
Winter 7 Piranha, 3 Juggernaut, 8 Ice Hordlings

Tax Schedule

=====
Year 1: 100 Crowns
Year 2: 150 Crowns
Year 3: 200 Crowns
Year 4: 250 Crowns
Year 5: 300 Crowns
Year 6: 350 Crowns
Year 7: 400 Crowns

Shoppe

=====
New Items

Trident of Wimbli (4000C)

Possible FMV sequences

- =====
1) King touring the kingdom leads to the High Chancellor banning transportation (Decreases immigration to your village)
2) Flood Watch due to overuse of the Rain Spell (Increases the chance of Kudzu fungus)
3) Adopt a Hordling (No effect)
4) Extra Horde slayers (Decreased number of Hordlings for 1 season)
5) Bonus for advisor (Lose about 250-1000 Crowns)
6) Meteor falling from space (Large area of destruction, (about 9 squares wide, 5 high) transforming the area hit into mountain terrain)
7) King decides to give you free use of the Ring of Teleportation (No cost to use the Ring of Teleportation for 1 season)

*** Unless otherwise noted, the effects of FMV sequences last one year. Also, the FMV sequences listed above are the ones that are most likely to occur. (I have not included the less common FMV sequences)

Conclusion
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At the end of your seventh season, you will be requested to return to the castle. Sir Chauncey arrives and tells the King that he has at last vanquished the Horde from the entire kingdom. Hearing this news, the King decides to adopt Chauncey and name him the heir to the throne. The chancellor then begins to rant and rave on how the throne should belong to him, Kronus Maelor, the Horde King! After a dreadful transformation, Chauncey throws Grimthwacker at the Horde King, but misses to the side. He then throws a leg of meat at the Horde King, who then jumps up and swallows the meat whole. Amazingly, this causes the Horde King to swell and explode. After calm returns to the court, the

King warmly congratulates Chauncey, once again expressing his desire to make him heir to the throne!

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VII. Codes
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30,000 Crowns

Pause the game and press: Left, A, A, B, Left, A, Right, Down

All Items

Pause the game and press: B, Right, A, Left, Left, Down, Right, A, A, Left

Double Speed

Pause the game and press: B, Right, A, B

Invincibility

Pause the game and press: B, Up, Right, Down, A, Down, A, Right

Reveal the Map

Pause the game and press: Left, A, Up, Down, B, A, A, B

Continue after village has been destroyed

Pause the game and press: A, Down, Down, Right, A, Down

Skip to the next level

Pause the game and press: Down, A, Left, Left, Down, A, A, Right

View all Video Sequences (FMV)

Pause the game and press: Right, A, Left, Left, A, Up, B

(Note: After the video sequences have finished, the game will restart and you will have to either begin a new game or load a saved game.)

