

Conqueror™

A.D. 1086

Global Keyboard Commands

- Options Screen **ALT + O**
- Overview Screen **ALT + L**
- Exit game
(to Options Screen) **ALT + F4** or **ALT + X**
- Exit game
(through Options Screen) **ESC**
- Help Screen
(available in most screens) **F1**

Jousting

- Lance positioning:
- ↑ higher
 - ← left
 - right
 - ↓ lower

Travel View

- Activate icon **Ⓜ** on icon
- Center on currently active icon **C**
- Center on Armies 1 through 5 **1 - 5**
- Center on player icon **Ⓜ**
- Center on your fief **SPACEBAR**
- Scroll map **↑, ↓, ←, →**
- View map of castles click map or **Ⓜ**
- Home (Fief Management) **H**
- Attack enemy unit or castle **A**
- Enter village **V**
- See orders **O**
- Creates path **P**
- Deletes last path marker set **BACKSPACE**
- Pauses game play **P**
- Time rate faster/slower **F2 / F3**
- Help screen **F1**

Fief Management

- Toggle to full-screen view of land **F**
- Select icon from menu **Ⓜ** from menu
- Place icon on land **Ⓜ** on land
- Deselect icon **Ⓜ** on menu
- Remove icon from land position box, **Ⓜ**
- Save changes **OK**
- Exit without saving **CANCEL**

Field Battle

- Select a man **Ⓜ** on man
- Select all knights **K**
- Select all swordsmen **S**
- Select all halberdiers **H**
- Position selected
men **Ⓜ** on desired location
- Selected men attack
nearest enemy **A**
- All men attack nearest enemy **SHIFT + A**

Skirmish Display

- Display Help Screen **F1**
- Alter size of point-of-view (POV)
window **F8**
- Toggle between smaller
& full POV window **F9**
- Toggle between POV window
& map display **F10**
- Lighten the screen **F11**
- Darken the screen **F12**
- Pause game play **P**
- Exit Skirmish **ESC**

Note: **Ⓜ** = left click mouse
Ⓜ = right click mouse
Ⓜ = cursor

Skirmish Character Control

- Forward **↑** or **Ⓜ**
- Backward **↓** or **Ⓜ**
- Sidestep to the right **ALT + →** or **Ⓜ**
- Sidestep to the left **ALT + ←** or **Ⓜ**
- Diagonal right forward **↑ + →** or **Ⓜ**
- Diagonal left forward **↑ + ←** or **Ⓜ**
- Diagonal right backward **↓ + →**
- Diagonal left backward **↓ + ←**
- Turn right **Ⓜ** or **Ⓜ**
- Turn left **Ⓜ** or **Ⓜ**
- Glance briefly up **PG↑**
- Glance briefly down **PG↓**
- Attack **Ⓜ** or **CTRL + Ⓜ**
- Pick up weapons,
open doors **Ⓜ** or **SPACEBAR**
- Change Weapons **W** or **SHIFT + W**

Skirmish Orders

- Attack **Attack** or **A**
- Defend **Defend** or **D**
- Follow **Follow** or **F**
- Retreat position **Retreat** or **R**
- Select all **S**

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Tactical Map

Left click to enter tactical room.

Left click to enter village.

personal & locational information

Left click to display map, list of orders, and help.

player character

Field Battle

Right click to select destination.

Left click to select unit.

number of your men remaining

winning/losing information display

start/retreat toggle

selected men attack nearest enemy

all men attack nearest enemy

Skirmish

armor strength

player color

player name

point of view window player

info bar

orders

current health

overview map

Left or right click to select weapon.

player wealth

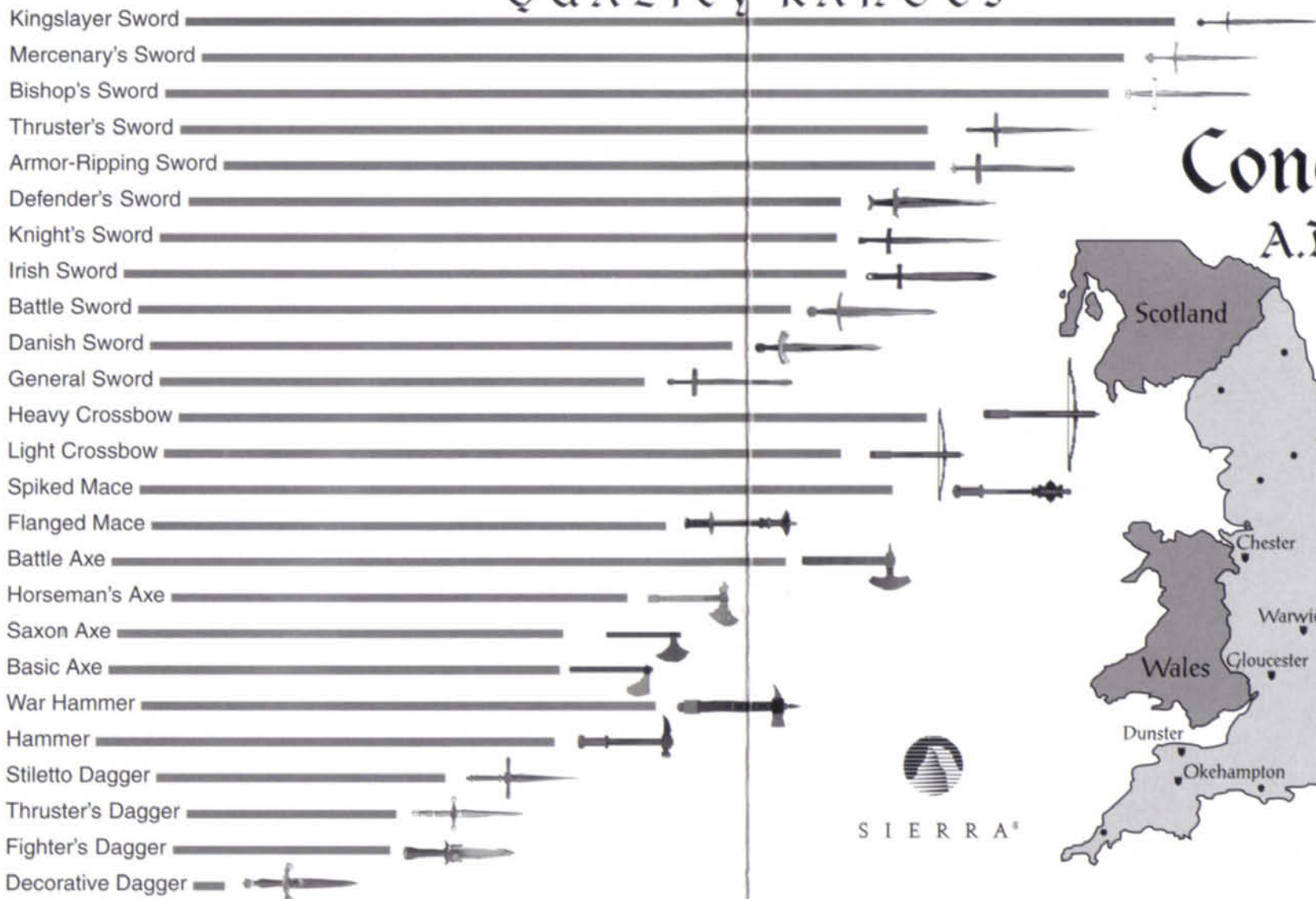


SIERRA®

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QUALITY RANGES

WEAPONS



Conqueror™

A.D. 1086



SIERRA®

ARMOR

