Table of Contents.

Trial of Towers

During a time long past, a traveler settled among the people of Shrikar. The traveler's knowledge, skills and power led them to believe that he was the chosen Emissary of the god Ceth. As time passed, the traveler taught the people of Shrikar how to Weave, or shape the natural energy flows of their planet. The Emissary also taught the basic skills of architecture and of controlling creatures of the land, improving the way life for the people of Shrikar. An age of prosperity and enlightenment began and the people lived better than ever before.

As the people of Shrikar continued to advance in their skill and knowledge of Weaving, the Emissary left to continue his journey once more. To honor him and his teachings, the people created the Arcomage Guild; a school dedicated to the knowledge that the Emissary brought to Shrikar. Graduation from this Guild bestowed the title of Arcomage upon the worthy student, one who understood and excelled in the ways of Weaving, of Control and of Building. The Golden Age of Shrikar had reached its pinnacle.

One hundred years after the departure of the Emissary, the first Arcomage War struck the people of Shrikar. The Arcomage Crowhain assaulted the citadel of the Arcomage Ralbeard. The surrounding countryside was laid to waste. Years after the war started, Ralbeard completely destroyed the citadel of his enemy. The scars upon the world of Shrikar were slow to heal. Over the next five hundred years the people of Shrikar would experience the wars of Arcomages hundreds of times, as mages strove to increase their power and reputations.
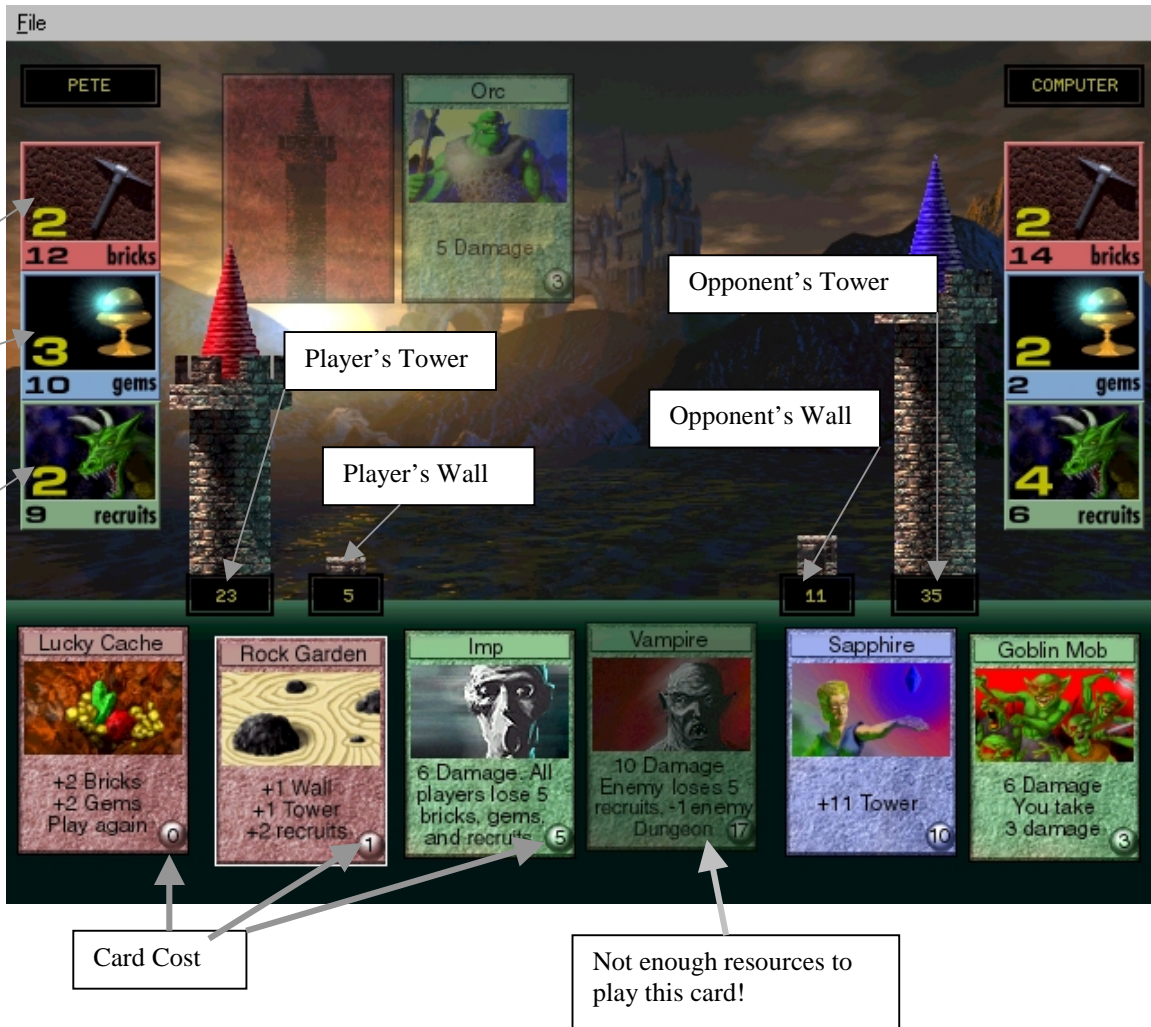
You have been challenged, Arcomage! The enemy is at the gates and it is now time to put your skills and tactics to the test. Gather your resources, summon your armies and join the battle!

Introduction

The Arcomage game is a single or two player card game in which the players try to build their tower to a certain size, build up all of their resources to a certain quantity or destroy their opponents tower before their opponent can achieve any of these conditions. The Arcomage game can be played by one player versus a computer opponent, by two players over a network or by two players over the Internet using either TCP/IP.

Play

Players take turns playing cards. At the start of each turn the player's generators produce a quantity of each resource equal to the strength of the generator. The player can then play or discard a card. Cards cost resources to play. Red cards use Bricks produced by Quarries, blue cards use Gems produced by Magic, and green cards use Recruits produced by Dungeons. Each card will have the cost of the needed resource printed on the bottom right corner of the card. If a card is grayed out it cannot be played, as the player does not have the needed amount of the resource for the card. Some cards allow you to play them and then play again. Once a player has played a card, another card is immediately drawn from the deck into the player's hand.

Quarries

Magic

Dungeons

Player's Tower

Player's Wall

Opponent's Tower

Opponent's Wall

Card Cost

Not enough resources to play this card!

Glossary

Quarries – Produce Bricks needed to play red cards.
Magic – Produces Gems needed to play blue cards.
Dungeons – Produce Recruits needed to play green cards.
Player's Tower – Needs to be built to achieve a tower victory, only damaged by cards that state tower damage or if the Player's Wall is at 0.
Player's Wall – Protects the Player's Tower from normal damage.
Opponents Tower – Damaged by cards that state tower damage or damage cards if Opponent's Wall is 0.
Opponent's Wall – Protects the Opponent's Tower from normal damage.
Card Cost – Number of resources needed to play the card. If card is grayed out the player does not have a sufficient number of the required resource to play the card.

Options
The Options Menu contains all of the settings necessary for both the single player and multi-player versions of the Arcomage game. You can either select Options under the File menu at the top of the screen or press **"F1"** on your keyboard to bring up the options dialogue box.

Starting Conditions
From the Starting Conditions tab, you can set all of the parameters for the game you are about to play. Choose either Single Player or Networked game. The remaining options are for determining the starting

conditions with in the game itself. Determine the starting Tower and Wall levels; Quarry, Magic and Dungeon strengths; and Brick, Gem and Recruit quantities.

Play Conditions
From the Play Conditions tab, you can set all of the parameters that affect play in the game once the game has started. Determine the number of Bricks, Gems and Recruits that the resource generators produce each turn, the number of Cards in each player's hand and the level of computer AI to play against in a single player game (ATTACK, DEFENSE or RANDOM).

Victory Conditions
From the Victory Conditions tab, you set the parameters that need to be met to win the game. Determine the winning Tower level and the resource total that needs to be met in all three of the resource categories.

Tavern Presets
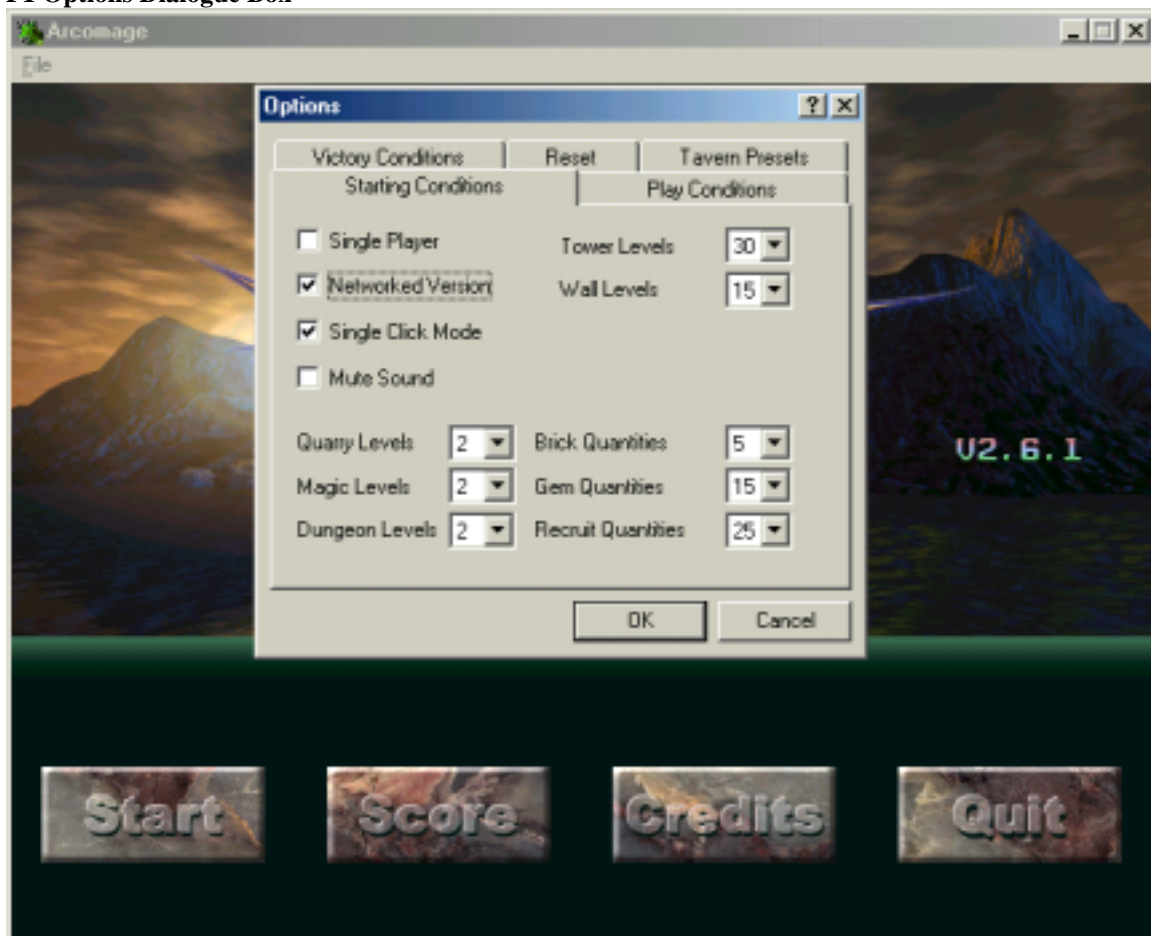The Tavern Presets tab allows you to pick one of the Taverns from the Might and Magic® VII: For Blood and Honor™ game as your opponent. These are the same computer player settings from the Might and Magic VII: For Blood and Honor game.

Reset
From this tab, you can reset all of the game settings back to their defaults by clicking the Reset Values button.

F1 Options Dialogue Box

Playing Multi-player

The multi-player Arcomage game can be played over a LAN (Local Area Network) or via the Internet.

In multi-player, you set up the game just as you would for a single player game except that you must click on the check box for Networked Version on the Starting Conditions Tab in the Options menu (File->Options menu, or 'F1').

Click on the Start button. A dialogue box will pop up asking if you would like to Host or Join.

Do you want to Host or Join?

Join   Host

Joining
The player joining will get another dialogue box after clicking on the join button. Click **Ok** to continue or **Cancel** to abort. Once you continue you will be prompted to type in the Host's IP Address.

To find the host's IP Address, the host needs to click on the "Host" button in the Join/Host dialogue box. The host's IP Address will pop-up in the next dialogue box. The joining party will need to type in the IP Address exactly.

Once the IP Address has been entered click "OK" and wait for the host.

Hosting
The player hosting needs to set up the Options (File->Options menu, or 'F1') before clicking on the start button from the main menu.

Chat

To chat with your opponent, press the "**Enter**" key. A message dialog box will pop up on your screen. Enter your message and click the **Ok** button. Messages from your opponent will similarly pop up on your screen.

Customer Support

Web Site
Visit www.3do.com/support for late-breaking news and information, answers to Frequently Asked Questions (FAQ's), links to hardware manufacturers' web sites, and the latest product updates.

If you want to ask a specific technical question, you can use the online email form available at our web site or send mail directly to the **customer-support@3do.com** address.

Phone
Call (650) 385-3193, Monday through Friday, 9:00am - 12:00 noon and 2:00pm - 5:00pm, Pacific Time.

U.S. Mail
   Customer Support
   The 3DO Company
   100 Cardinal Way
   Redwood City, CA 94063

However you choose to contact us, there are some pieces of information about your computer that we will need in order to help you properly. You can get this information by following these steps: First, right-click on the **My Computer** icon and choose "Properties". On this System Properties screen, you will find the following information that we will need: Computer OS type (Windows version), amount of RAM and CPU type. After you get this information, exit the System Properties screen, then double left-click on the **My Computer** icon. On this screen, right-click on the icon of the hard drive that the game is installed on and choose "Properties". On this screen, you will need to find out the drive's total capacity, and the amount of free space left on the drive.

If you wish to purchase additional copies or other titles from The 3DO Company please call:
3DO Direct Sales -   (800) 336-3506 in the United States
       (650) 385-3187 outside the United States

World Wide Web - http://www.3do.com

THE 3DO COMPANY LIMITED 90-DAY WARRANTY

The 3DO Company ("3DO") warrants to the original consumer purchaser of this 3DO software product that the compact disc on which the underlying computer program is recorded is free from defects in materials and workmanship under normal, recommended use for ninety (90) days from the date of purchase. The 3DO software program recorded on such a medium is sold on an "as is" basis, without any warranty or condition of any kind, and 3DO shall not be liable for any losses or damage of any kind or nature resulting from the use or inability to use such program.

3DO's entire liability and the original consumer purchaser's exclusive remedy for breach of any warranty (express or implied) shall be, at 3DO's option, either: (a) to replace, free of charge, this 3DO software product, or (b) to return to the original consumer purchaser the price paid for this 3DO software product. The preceding warranty shall not be applicable and 3DO shall not be obligated to replace this 3DO software product or to return any such sum to the original consumer unless this 3DO software product is returned within the 90-day warranty period, postage pre-paid with proof of purchase to The 3DO Company, 100 Cardinal Way, Redwood City, CA 94063, Attn.: Customer Support Dept., and the preceding warranty shall be void if any defect in this 3DO software product arises through accident, negligence, use in any application for which this 3DO software product was not designed or intended, modification without the prior consent of 3DO, any cause external to the product (e.g., heat), or by any other cause unrelated to defective materials or workmanship.

EXCEPT FOR THE LIMITED WARRANTY SET FORTH ABOVE, ALL OTHER REPRESENTATIONS, WARRANTIES, CONDITIONS, TERMS AND OBLIGATIONS, WHETHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR ANY PARTICULAR PURPOSE AND/OR NON-INFRINGEMENT REGARDING THIS 3DO SOFTWARE PRODUCT (RELATING TO EITHER THE COMPACT DISC, THE SOFTWARE OR OTHERWISE) ARE EXCLUDED TO THE MAXIMUM EXTENT ALLOWED BY APPLICABLE LAW.

3DO neither assumes nor authorizes any other person or entity to assume for 3DO (or any related or affiliated entity) any other liability in connection with this 3DO software product. IN NO EVENT SHALL 3DO BE LIABLE FOR ANY INCIDENTAL, CONSEQUENTIAL (INCLUDING LOSS OF PROFITS), SPECIAL AND/OR OTHER DAMAGES OF ANY KIND OR NATURE RESULTING FROM THE PURCHASE, POSSESSION, USE, OR INABILITY TO USE THIS 3DO SOFTWARE PRODUCT, EVEN IF 3DO HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR LOSS. IN NO EVENT SHALL 3DO'S LIABILITY TO THE ORIGINAL CONSUMER PURCHASER EXCEED THE AMOUNT ACTUALLY PAID FOR THIS 3DO SOFTWARE PRODUCT. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

3DO has endeavored to ensure that the end user manual and promotional materials regarding this 3DO software product accurately reference the product. However, because of ongoing improvements and updating of 3DO software products, 3DO cannot guarantee the accuracy of printed materials after the date of publication, and 3DO disclaims any loss, liability and/or damages, whether in contract, tort or otherwise, arising out of or resulting from the manual and promotional materials, including, without limitation, any loss or liability resulting from changes, errors or omissions with respect to any of such items.