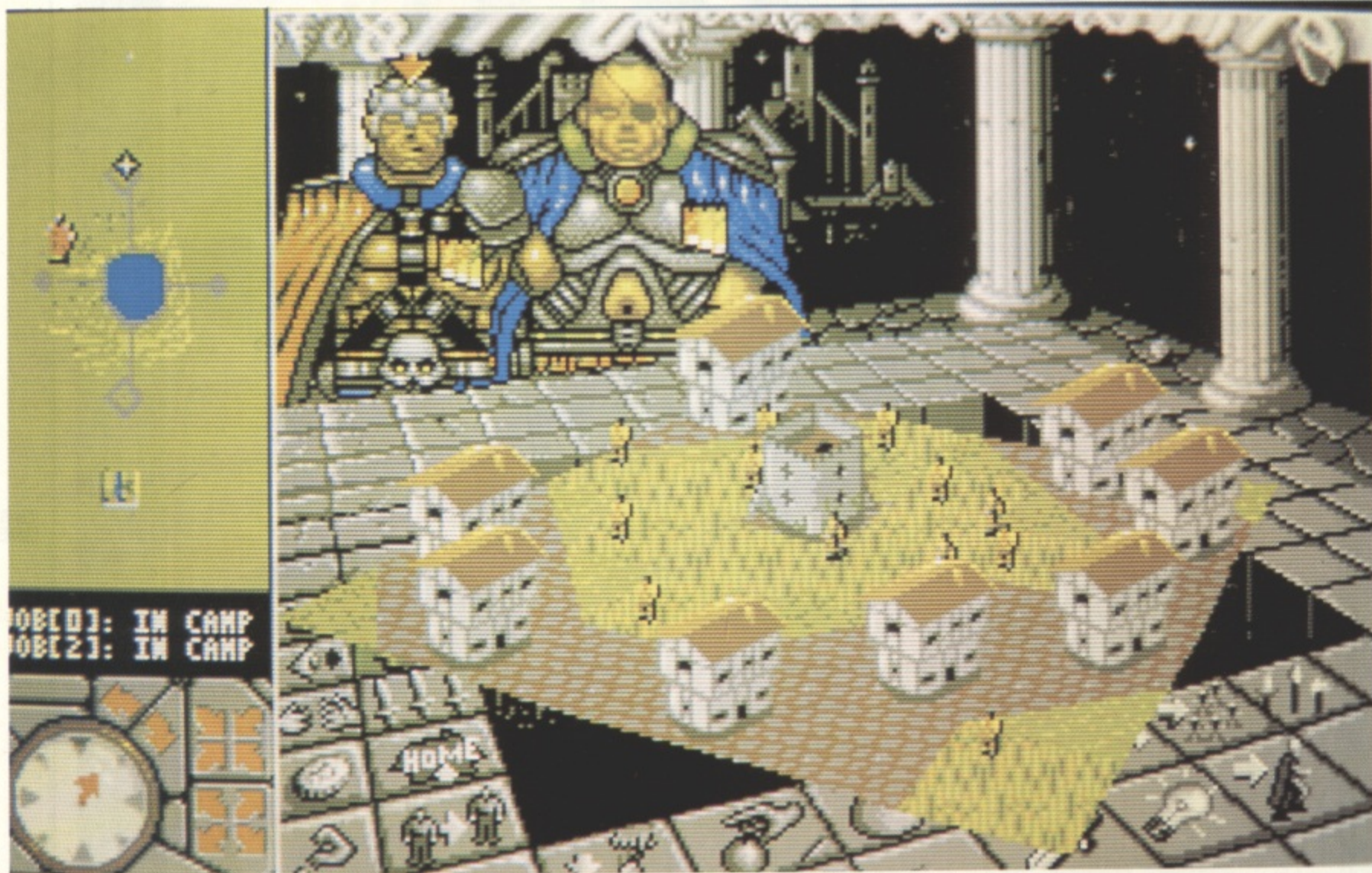


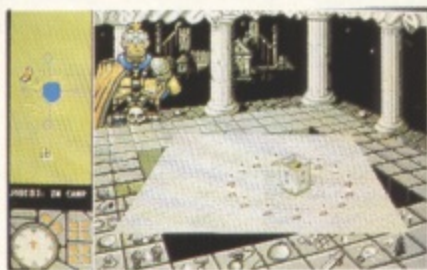


Could you handle having the world at your feet? In a far-off mythological universe, Gary Whitta finds out.

# Powermonger



A CAMPAIGN begins with a small army of 20 loyal soldiers who, come what may, will always fight to the death in your name. This score of crack troops will never desert you, but there's not enough of them to make an impact on the land and have its inhabitants quaking in their boots — not yet, anyway. Go forth and multiply!



THE EASIEST way to expand the number of people you can command is to attack villages and 'recruit' their inhabitants into your ranks. When it comes to blows, both forces hammer away at each other until either the village surrenders or you decide to retreat (sometimes the only logical option if your side is getting a pasting at the hands of a larger or better-equipped force). Any survivors then join your ranks and the village is yours to command.

THE KINGDOM of Miremer was once a great place, and you were once its great leader. But fate saw fit to intervene and a terrible earthquake reduced the kingdom to rubble, abruptly ending your reign. Only you and a handful of subjects escaped.

Eventually you found a new world, and a new kingdom grew. And yet, in this huge, hitherto undiscovered land, there is no decisive government. Many towns and villages are self-sufficient and have their own internal hierarchy. With no overall leader, this world is ripe and ready to be conquered.

But by whom? You aren't the only new face around here. There are others seeking to lay claim to these lands. If you are to become king once more, you



must not only achieve control over the existing population, but also put paid to the other pretenders to the crown.

The fictional land you are set to conquer is so large that attempting to tackle it in one go would be impossible. So it's been broken down into 200 bite-size chunks, each one an individual landscape. When one has been conquered, it's onto the next until the entire world is under your command.

In addition to this central 'Conquest' game, **Powermonger** is also capable of generating an impressive  $4 \times 10^{57}$  (four followed by 57 zeros) original landscapes! Enough to keep even the most die-hard megalomaniacs happy.





**POWERMONGER**

Bullfrog And Electronic Arts

**AMIGA**

PRICE	£29.99
OUT	October
GRAPHICS	93%
SOUND	91%
PLAYABILITY	96%
VALUE	88%

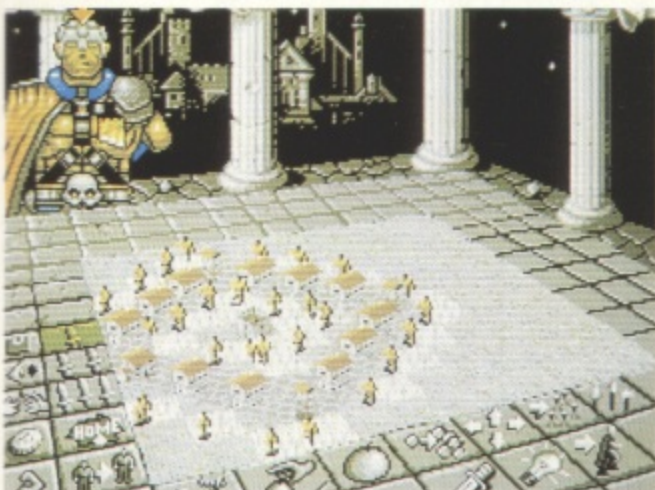
**OVERALL**  
**95%**

**ATARI ST**

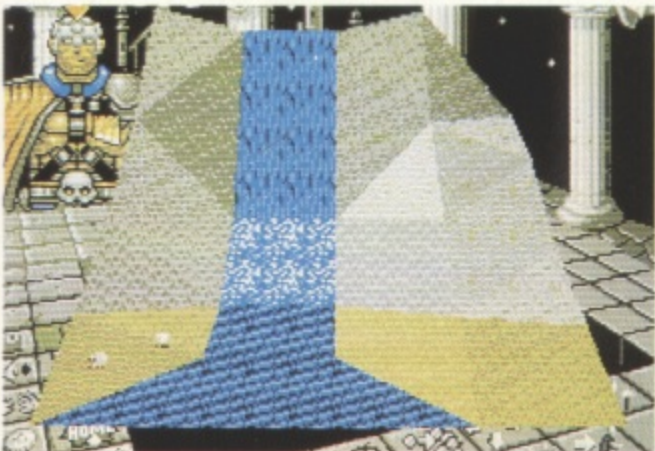
PRICE	£29.99
OUT	October

**IBM PC AND COMPATIBLES**

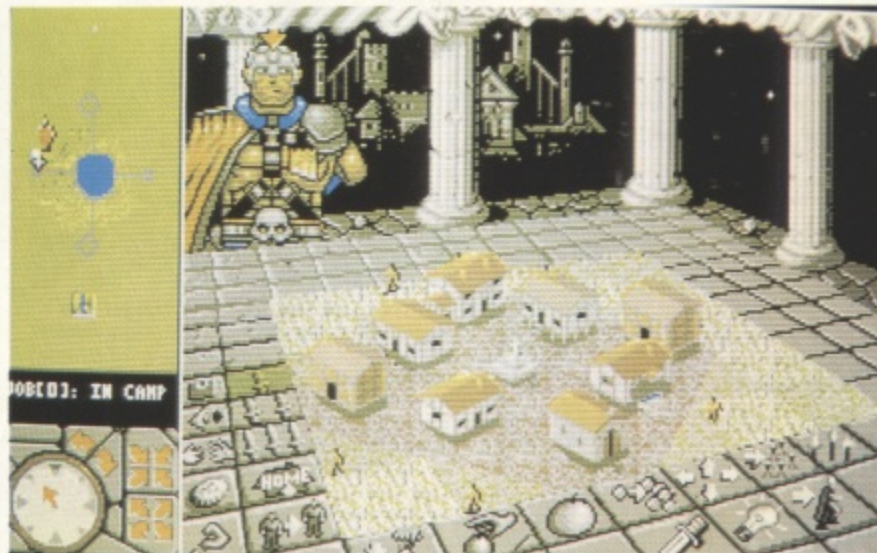
PRICE	£29.99
OUT	December



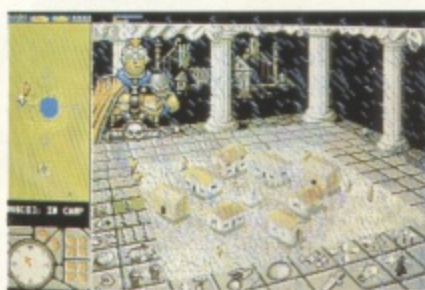
WHILE the main display provides all the detailed information on any part of the landscape, it's the tactical map that is best used for an overall picture of what's happening. Four types of display allow you to view the landscape in any context. A simple light map gives the most basic of views, while the contour map shows the lie of the land – useful to know when making long journeys with your army, or when planning a surprise attack. A strategic map shows the positions of towns, villages and workshops and so on, while the economic map comes in handy when trading with other villages by showing where the best-supplied settlements are.



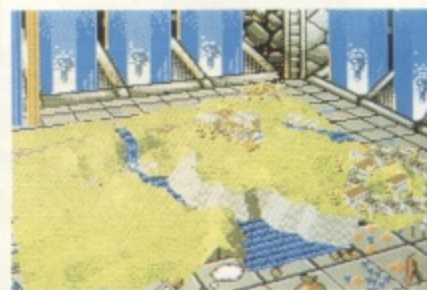
POWERMONGER'S vector-based system of displaying landscapes is flexible enough to allow you to view the action from absolutely any angle. You can tilt and rotate the 3D view, and zoom in and out to see anything from whole fields and valleys to individual people. It's a useful facility to use when planning an attack as an effective angle of attack can catch an enemy by surprise and subsequently unprepared.



FORCE isn't always necessary to get 'neutral' villages on your side, which is good news as some villages are so well defended that you haven't got a hope in hell of defeating them in battle. You can form an alliance simply by offering some of the supplies in your possession to the village, but the chance of acceptance depends on their opinion of you. Trading (swapping items in your possession for stock that the village has produced) can also be used to make a neutral force friendly, and you may even get a couple of good deals into the bargain. If all else fails, violence may be your only option.



VILLAGES produce more than just food, they also invent! Provided a village has a workshop, a Captain can get his men to make something useful. What your people eventually come up with depends on the village's location. For example, a village near a forest is likely to come up with something made of wood. Objects such as pots and ploughs are handy for farming and storing food, but it's the weapons – namely pikes, swords, bows, cannons and catapults – that are most useful, turning even the smallest of armies into a formidable fighting force.

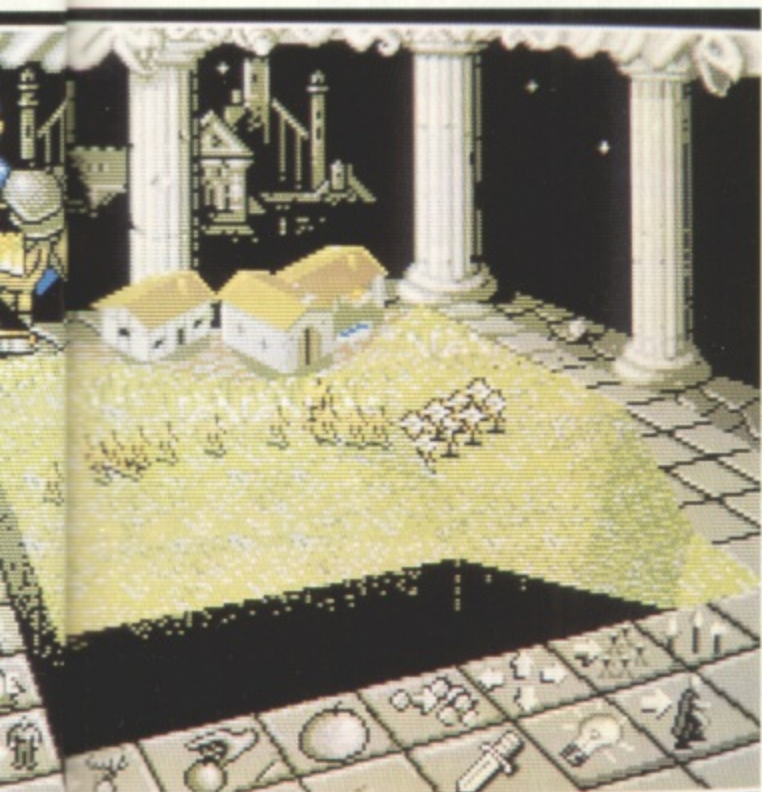


WITH as many as three computer or human-controlled opponents all after control of the landscape, things can get pretty hairy. There are plenty of Captains out there for the taking, but not all of them are worth recruiting. This means that much of the early play is spent 'racing' to see who can enlist the best officers. There's plenty of back-stabbing to be done too. Captains can be bribed to leave one side and join another, and enemy workshops can be destroyed to stop them from inventing weapons. You can even send in undercover agents to spy on the enemy's activities!

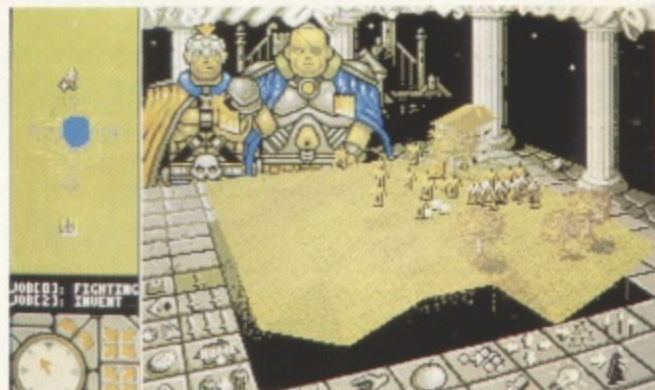
"Power is the ultimate aphrodisiac."  
Henry Kissinger

"Guns will make us powerful. Butter will only make us fat."  
Herman Goering

"If absolute power corrupts absolutely, where does that leave God?"  
George Daacon



FOOD is the single most important aspect in Powermonger. Hungry soldiers aren't so effective in battle, and worse still, they may decide to desert your army and join an opponent's side. It's the job of a village's farmers, shepherds, cattle ranchers and fishermen to provide the food – which is why it's important to keep a suitable balance between military and farming population. Should you press-gang entire populations into your army, the deserted villages left behind stop producing food.



EQUIPPING your army with weapons might make them more dangerous, but it does have a disadvantage – it weighs your men down. The hand-held pikes, bows and swords aren't too troublesome, but the giant cannons and catapults (which cause all the real damage) slow you down considerably.

SEASONS change as time passes, the weather conditions directly affecting play. Winter is the worst season for almost everyone. Snow falls and covers the ground, making farming difficult and subsequently cutting down food production. Fortunately the fishermen living in coastal villages produce food all year round, so your supply never stops completely – you just have to be more frugal.







NO MATTER how much power you wield, you can't oversee it all on your own. This is where Captains come in. Captains are intermediaries between you and your troops. You give a Captain an order, and he sees that the men under his command carry it out. Because you can have up to six Captains under your command, you can split your followers up into units and deploy them all over the land, each with a different task to achieve. Obtaining a Captain is a simple enough task - take a village that has a mayor (normally only the larger settlements) and he becomes a Captain. Since all of Powermonger's inhabitants have their own personalities, aggression levels vary greatly from person to person and so some Captains are better suited to some tasks than others. A highly aggressive Captain might be an inspired leader in battle, but not so hot when it comes to forming alliances or trading with other villages.

A WEALTH of options allow you to do almost anything with food. You can collect it simply by sending a Captain into a village, or swap food from one unit to another. You can even order a Captain to supply food to another on a regular basis - useful in a siege situation where your men may be engaged in battle for a long period.



EVERY inhabitant in Powermonger has a home, a job and, in many cases, a family. A universal query function is your primary intelligence source, providing information on everything from towns and villages to individual people. With this you can more accurately gauge the strength and composition of a village, or judge the personality of a prospective Captain and so make more informed tactical decisions.



WITH your Captains and their respective followers spread throughout the land, the only way you can get orders and messages to them quickly is via carrier pigeon. Having selected a Captain and given him an order, a bird carrying the message is immediately dispatched and your orders are executed within moments of the decision being made. Your supply of pigeons is limited, and enemy bowmen tend to use them for target practice, so use them sparingly.

**A** In its quest to create not just a game, but a living, breathing world (or at least a world that seems to live and breathe) inside a computer, Bullfrog has done a commendable job. Rather than create a straightforward strategy game, the team has concentrated on simulating a fictional world as realistically as possible, letting the gameplay grow from the real-world 'seeds'. And it works. The level of detail is astonishing. Families and communities work and depend on one another, and location and terrain determine people's behaviour. Even individual people's personalities can change the whole course of events! Powermonger tests your tactical abilities to the full as, unlike *Populous*, it's not all raping and pillaging. Keeping your army alive and faithful to you is a difficult enough task, and expanding your empire requires a carefully-prepared strategy. You need to be a diplomat, or at least very crafty to succeed, as your actions alter the way people perceive you. If you go around wiping out villages and towns, don't expect anyone to be helpful if you want to trade or form an alliance later. The Captains add a new strategic dimension by allowing you to devise elaborate campaigns, but their involvement also means that you have to think some. The most impressive aspect of Powermonger though, is the simplicity of the execution - a rudimentary bank of icons are all you need to carry out the most complex of campaigns. It's easy to get into, a joy to learn, and well nigh impossible to leave alone. Get the power!

**ST** Atari Powermonger promises to be identical to the Amiga version in all departments, with some ever-so-slight discrepancies in the sound department.

**PC** As was the case with *Populous*, almost every graphic and sound card is supported. The gameplay will remain exactly the same.



## WIN! A BATTLE!

Courtesy Of Electronic Arts



THERE'S plenty of killing to be found in Powermonger. With four opposing megalomaniacs vying for control of the world, the body count can get rather distressing at times. Even so, it's only really little sprites that are getting the chop. Now, thanks to Electronic Arts, here's your chance to get involved in some REAL carnage!

The first prize is a day out for two at a Battle Re-enactment put on by the Dark Ages Society. What basically happens is a couple of hundred people dressed and armed with period military costume and weapons meet in a field and recreate a great battle from history by beating the hell out of each other. Nobody actually gets killed though, as the weapons used are perfectly safe. The emphasis is on historical accuracy, with the costumes, weaponry and battle tactics all authentically reproduced. And of course it's lots of fun, too.

The day out promises to be exhausting if nothing else. After an all-expenses paid trip to wherever the slaughter takes place (these Societies move about a lot), both you and a friend will be given full lessons in the history of the battle and battle re-enactment techniques. With the preliminaries out of the way you will be kitted out in full battle dress, complete with weaponry, and taken onto the battlefield to fight against a full-size army. After the war, it's onto an authentic medieval banquet complete with costume and genuine 'olde-worlde' delicacies before another free ride back home.

As an added bonus, the lucky winner will also take home a TRAC 20 Complete Fitness Machine so you can build up a powerful body in the comfort of your own home! No more bullies kicking sand in your face. After a few months on this mechanical marvel you will be kicking bullies' faces into the sand!

Plus, 10 runners-up will each receive their choice of any three

Electronic Arts games (excluding Powermonger) for their machine.

For a chance to do some serious slaughtering, all you have to do is answer the following questions and send them to us at POWERMONGER, The One, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The first completely correct entry drawn out of the hat after the 28th October 1990 wins the prize, and the following 10 drawn each get their choice of games.

### THE QUESTIONS

- 1) What was Bullfrog's previous 'God Game' called?
  - A) The Bible
  - B) Populous
  - C) Good Versus Evil
- 2) In which year did the Battle Of Hastings take place?
  - A) 1066
  - B) 1109
  - C) 1966
- 3) How many different landscapes is Powermonger capable of generating?
  - A)  $4 \times 10^6$
  - B)  $4 \times 10^{28}$
  - C)  $4 \times 10^{57}$

All entrants must be aged 16 or over. The editor's decision is final and no correspondence will be entered into. Employees of EMAP, Electronic Arts or Bullfrog are not allowed to enter.

### PLEASE NOTE!

UNFORTUNATELY, due to the rather violent nature of the first prize, all competition entrants must be aged 16 or over. Sorry about that, but if you were any smaller you'd probably get trodden on.

