ALAMAZE
Beginners Handbook

Greetings Warrior! You have found a unique treat in the game called Alamaze and this guide will help you get started **quick**.

The **Forum** is where you will find all our players and a myriad of information on the game but read this handbook through first as it will guide your efforts.

Pro Tip: Where it asks for your **Persona**, use the same name as you used to create your **Forum Persona.** While not 100% necessary, it will keep people from asking... "Who are you?"

Go here https://alamaze.net/forum/ and follow these steps:
- **Step #1 in red at the top of the page** create a **Forum Persona, these is the name people will see on the forums.** . Click (**https://alamaze.net/forum/member.php?action=register**). and enter some basic information and submit your registration.
- Step #2 Create a new player account (http://fallofromegame.com/alamazeorders/createplayeracct.html) Please use the same Forum name as your account name in step #1
- Step #3 Sign into your new player account, this is the account where you, sign up for new games, join games and enter orders. (http://fallofromegame.com/alamazeorders/)

You are now ready to PLAY... here's how!

PART ONE:
1. The Board:
Alamaze is essentially a board game played on a square 26x26 map with rows and columns labeled "A" through "Z". Any playing square can therefore be identified by two letters... AA in the upper left, ZZ in the lower right. Some Alamaze games are played on different maps, but this is the most used.

1.a Terrain.
Each of the 676 squares is designated with a terrain feature: Forest, Mountains, Water, Plains, Desert and Marsh. Terrain is important for movement, combat, and a couple of other features of the game.

1.b Regions.

The map is divided into 13 areas of political designation referred to as Regions. Regions are of all different shapes and sizes, and all confer different starting bonuses to your chosen kingdom. Each region has a political reaction (**Regional Reaction**) to each kingdom: **Hostile**, **Suspicious**, **Tolerant**, **Friendly** and **Loyal**. Regional reaction effects political actions carried out within that region.

1.c Population Centers.

Population Centers (PC) are the meat and potatoes of Alamaze. PCs have two conditions: **Controlled** or **Neutral**. Your goal in the game is to bring them under your control. PCs also come in a few sizes: City, Town and Village. Control of a PC gives you the fuel for all your moves in Alamaze: **Gold** and **Food**. They also have a **Defense** rating and a **Census**. **Cities** have the highest defense, gold production and census, but generally are at a food deficit. **Towns** have the next highest defense, census, and gold production, and produce some food. **Villages** have the lowest defense, census, and gold production, but produce the most food.

Having control of 60% of the total census of a region will give you **Control** of the region, resulting in several benefits. Each region contains a single city, from three to five towns and from four to seven villages apart from the central region, Stormgate, which contains only a single city and a single village, no towns.

At the start of the game, most PCs are undiscovered, locating them is a top priority.

1.d Unusual Encounters.

Unusual encounters are a one-time use quest location also undiscovered on the map. Once located, these areas can be explored. Unusual encounters generally will provide an artifact, some gold, or in some cases new assets like wizards, political emissaries, or military leaders which join your kingdom.

2. Your Kingdom (Figures):

Your kingdom contains the pieces that you will use to play the game and in many cases special rules that only apply to you, all outlined on your **Kingdom Set-up** (link to set-ups). **Figures** are individual entities always located inside a PC.

2.a The King/Queen.

The **King** is a singular figure that may issue a single order each turn that only a King may issue. Your kingdom must always have a King (or Regent) and if you ever lose yours, another emissary will be elevated to **Regent** to take his place. If you have no other emissaries and you lose your King or Regent, you are removed from the game.

The King has an **Influence** level which determines two important aspects of your

kingdom: one is how many **Orders** (your moves in the game) you may issue each turn, and two is as an important factor in the effectiveness of your other Political **Emissaries**. Influence starts between 10 and 14 and may range from 8 to 25. Influence is of great importance for effective strategies.

Whichever PC your King is in is your **Capitol**.

2.b Political Emissaries.

Figures whose purpose is to gain or maintain control of PCs for your kingdom. They include ranks from strongest to weakest: Prince, Duke, Count, Baron, Governor, Ambassador. Emissaries may be issued a single order each turn to relocate to a new PC (up to seven squares), receive a promotion (if at the capitol), or effect the PC in which they reside. Effects include causing a controlled PC to **Rebel** and become neutral or **Usurp Control** of a PC from either condition to your control. Emissaries may also maintain the **Status Quo**, making it harder for someone else to change the condition of the PC, or **Stir Unrest**, making it easier.

A controlled PC is twice as hard to Usurp as a neutral one, but a controlled PC may still be Usurped in a single step if your emissary has enough power.

Each emissary's power will be calculated by two factors: his own rank and his king's influence. His success chance for any action will be affected by: the type of PC, the regional reaction, and the efforts of enemy emissaries. Cities are the most resistant to change, villages the least.

Emissaries (Governors and Ambassadors) may be hired and promoted at the cost of gold and some of the Kings Influence. Emissaries have no effect on any players **Capitol** and will be incarcerated should they attempt to usurp a Capitol, ending up in the players dungeon.

2.c Agents/Fanatics

Agents of your kingdom provide a variety of services with a percent success chance based on their level, which also determines their capture chance should they fail. An Agents maximum level depends on your kingdom and ranges from about 15 to about 24. Agents are very versatile figures that may be issued a single order each turn to relocate, reconnaissance, theft, kidnap, assassination, sabotage or may be used to counter the efforts of enemy Agents. An Agents range of relocation and for most actions is seven squares. A Fanatic is simply a converted Agent. For the same level as an Agent, Fanatics are more effective at accomplishing their goals, but also have a higher chance of being caught and killed (10% in each case). Each level gained increases Agent effectiveness by 5%. Agents may gain levels by being ordered to train (always safe and

successful) or through a successful mission, other than reconnaissance.

2.d High Priestess/Noble Maiden.

A Noble Maiden may be hired at one of your PCs (that contains a temple). The Noble Maiden has no ability except to undergo the ritual to become a High Priestess. The High Priestess is generally a fact-finding figure, who may divine information related to the locations of PCs, groups, and artifacts. They may also bless figures to prevent them from being affected by spells, cause Agents to become Fanatics, or heal groups to reduce attrition.

Kingdoms with the "Devout" trait will find their High Priestesses have more options.

2.e The Fool

The Fools only use is to entertain the court, possibly resulting in a small increase of the Kings influence.

3. Your Kingdom (Groups):

Groups contain the military pieces of your kingdom and may be located on any square of the map. While they may occupy the same square as a PC, they are not considered to be inside the PC, as figures are required to be. On any turn a group may: conquer a PC through combat, interact with an unusual encounter and/or combat any number of enemy groups in the same square. If starting the turn at a Town or City that you control, they may recruit standard brigades, if starting in the wild (no PC), they may recruit companion brigades (starting on turn 4). They may also relocate after performing any of these actions. At no cost in orders, groups may transfer their pieces (as well as any artifacts found) between other groups any number of times, they must be in the same square (except in the case of an inactive group).

Groups may contain zero, one, two or all three different pieces: **Leaders** (up to three), **Wizards** (up to three) and up to 10 different types of **Brigades** of troops (any number of individual brigades). Groups may also contain **Artifacts** they have found or have had transferred to them. Groups are affected by two modifiers: **Moral** and **Attrition**. Your turn results also list several numbers which give an indication of the group's total strength, the most important of which are **Value vs PC** and **Value in Current Terrain**. A group with no pieces is **Inactive**, a group with leaders or wizards but no brigades is referred to as a **Patrol,** one or two brigades a **Brigade,** 3 to 5 brigades a **Division,** 6 to 10 brigades an **Army** and 11 or more brigades an **Army Group.**

Leaders are abstract pieces that give a percent increase to the strength of your group versus PCs, other groups, and unusual encounters.

Wizards are extremely versatile pieces that may issue a single order (spell) each turn. While they reside in groups, wizards **Spells** can affect every aspect of the game. Wizard development is often key to success in Alamaze. Generally, wizards may cast spells regardless of where their group is located, though some spells require specific locations. Your turn result will tell you every spell, with complete description, that your wizards currently have available to them. Your kingdom set-up will give you all the names of the spells your wizards will have access to as they go up in level.

Brigades are the fighting troops of your kingdom. Not used in unusual encounters but only in combat with PCs and other Players groups which contain brigades (Patrols do not fight but may cast Spells at each other). Each type of brigade has its own unique effectiveness and must be maintained each turn with an expenditure of food and gold. Your kingdom set-up gives the effectiveness of each type of brigade in the game. Each Kingdom has is own unique **Kingdom Brigades** which are replenished every fifth turn of the game based on your kingdoms **Reinforcement Schedule.** All other brigades must be recruited from PCs (standard) or the wild (companion) or summoned with spells (summoned).

Groups relocate through movement and start with 20 movement points. Each terrain type requires an amount of movement points specific to your kingdom. It takes more time to move through the mountains than the plains, for example. Some kingdoms move more easily (and fight better) through some terrain than others. A group with 20 movement points that must expend four points to move through the plains, may move through five plains squares. Movement points may be increased from 20 to 25 points at the expense of some **Moral** (called forced march). Groups with brigades may not move into a water square without Sea Power unless the entire group has **flying**.

Moral is a percent modifier of group strength effected each turn by several factors such as: success or failure in combat, force marching, regional reaction or withholding food or gold. You may also issue orders to rest the group or give extra food or gold, both of which increase Moral.

Attrition is a percent modifier representing lost troops in combat ranging from zero (full health) to over 50 (half strength). Attrition may be reduced through a number of means, including Wizard or High Priestess spells or regenerated with the Heal Kingdom trait. Brigades may be **Reorganized,** deleting a single brigade with each order and reducing the attrition in the remaining brigades of the same type. Reorganizing a group makes it more cost-effective to maintain.

4. Your Kingdom (Sea Power)
Sea power is represented by three factors: location (one of the five seas), number of

ships (1 to 12), average quality of ships (6 to 16). Sea Power has two uses: to transport groups that contain brigades across water squares, and to perform merchant operations, an abstract order that generates gold for your kingdom.

Your kingdoms Sea Power may transport a group with as many brigades as it has ships across the sea in which it is located, and it may do this any number of times. So, if you had 12 ships and five groups each with 12 brigades of troops, your sea power could move all five groups across the sea. However, you could not move a single group that had 13 brigades, so plan accordingly.

Sea Power quality is not a factor in transport capability or merchant operations. It comes into play when two players Sea Powers engage in combat because of a **Sea Patrol**. To prevent another player from moving across a particular Sea, a player would issue the Sea Patrol order. Depending on several variables, a Sea Patrol might come into contact with a merchant operation or a transport operation (or even another Sea Patrol) on the same sea and a battle would ensue.

Battle results are determined from Sea Power Number and Quality, with some positive modification for any Leaders or Wizards present. As a result of combat, each group may lose a number of ships and/or ship quality, and any transport or merchant operation that lost its battle would fail its mission. Groups being transported may also lose a number of pieces (leaders, wizards or brigades) as a result of the battle. Sea Power not issued any order is considered to be at port, and is in no danger of a sea battle.

The Sea Power in each sea may also be equipped with additions that improve its combat capacity. An **Elite Ship** will provide a patrol passage across the sea completely immune to sea patrols.

5. Your Kingdom (Special Orders)
There are 32 different kingdoms in Alamaze and each one has unique pieces and orders. It is very important to read your kingdom set-up very carefully. For your first game, it is recommended to choose a kingdom with as few special orders and pieces as possible because effective use of that kingdom may very well be dependent upon understanding the impact of all their special capabilities on the game at large. Kingdoms with five stars in military are generally a good bet, since it is obvious what aspect of the game you should focus on. Five stars in magic is also a good bet for the same reason but be advised your power will not be realized until much later in the game, as wizards take more time to develop. Surviving to that point in the game might be challenging.

Agents and Political power are more challenging to be effective with, because of the power groups have. Any figures caught inside a PC that your enemy captures through

combat are at risk of being captured themselves. Losing your Capitol to a group in combat can be devastating, especially early in the game.

PART TWO:
1. Getting into a game:
Your first game should be the tutorial. You will play the Elves against the Dwarves on a special small map with only two regions, the game is limited to 13 turns. Go here to log in (link fallofromegame/alamaze orders) you will be taken to the **Alamaze Game Queue**, look on the left side of the web page and scroll down until you see the **Start Tutorial** button and you are off to the races! (But continue reading this handbook first to learn how to enter orders!!)

After you play through the tutorial as many times as you feel is necessary (its free) to grasp the basics, you should go to the forum and ask someone to play a duel with you (still currently free). A duel is played with one other player on the same map as the tutorial. If you can find a veteran willing to talk with you during the game, they should answer any questions you have and offer tips for good play.

Alternatively, you can go directly to the Alamaze game queue and create your own duel game and see if anyone takes up the challenge. To create your own duel, scroll down a bit farther than the tutorial button and select the following dots: A time interval of your choice, 3rd cycle, duel, two players, Centuria map, fixed city placement, conqueror, full diplomacy, and explorer. Going to the forum and making your challenge there will still make things move along more quickly. If you have problems getting a game prepared, go the forum route.

After a challenger joins the game, it will be created automatically, and you will receive an email just like in the tutorial. Enjoy!

Once you are in a game that has been created, logging into the game will no longer take you to the Alamaze game queue but will take you right to the **Alamaze Online Order System**, where you enter your orders. However, there is a link to the Game Queue at the upper left in case you wish to play in more than one game at a time.

When you are ready to jump into a full game of 12 players, go to the Alamaze game queue and join any game you feel like (payment options pending, but currently still free). The forum is a great place for advice and for learning what kind of games are available and looking for players. Not all games that have been conceived are yet on the Alamaze game queue, people may just be talking about them to see if there is any interest.

2. Issuing Orders:

Once you are in a game that has been created, logging into the game will take you to the Alamaze Online Order Entry System. On the **Home** tab, if you are in multiple games, make sure to use the drop-down menu and choose the correct game for which you wish to enter orders.

The tabs **Political**, **Covert**, **Divine** and **Magic** contain all the Pieces of your Kingdom and all the possible orders that they may issue on drop-down menus. The tabs labeled **Kingdom** and **Other** contain orders that don't require a game piece to issue, or perhaps require the proper **Artifact**.

After entering any number of orders, pressing the **Verify Orders** button will active the order checker and make sure the orders you have entered are all legal, and will list any mistakes. Make sure to correct them because it is possible to submit orders with mistakes, they will all fail. The checker automatically keeps track of your food and gold expenditure, as well as how many orders you are permitted to issue. The Verify button may be used at any time, any number of times.

At any time, you may save your progress and leave the page by hitting the **Save Orders** button. Just remember to hit **Load Orders** from the **Home** tab (while the correct game is selected) when you come back to finish. When you are satisfied with your orders, hit the **Save Orders** button.

The game will run automatically when either all players have hit the **Ready** button, located at the bottom on the **Ready Tab**, or will run automatically when time runs out regardless of whether everyone hits **Ready**. If the turn runs early (everyone hits ready before time runs out), the next turn will be due at the game interval from the time the turn ran, NOT when it was supposed to run. So, if you don't want to hit **Ready** you don't have to. Each turn will then run only after the entire turn interval (24, 48 or 72 hours) has passed. But players might look at you sideways if you never hit **Ready**. I know I will be staring at the computer seething, wondering what you could possibly be doing that is more important than hitting the **Ready** button.

3. Playing the Game (Basics):

Read your kingdom set-up very carefully, it will give you a good idea of your kingdom's strengths and weaknesses. You will start the game with your Capitol town and one village in your chosen region, and a town and a village in neighboring regions. As a new player your starting strategy should be very simple, gain control of the region you picked to start the game.

3.a Locating PCs

If you start the game in a region with a major city, it will be visible on the map. Going for this city right away is a good plan, but you will need to find the rest of the PCs as well. There are several ways: Groups reveal PCs in squares that they traverse. A level four agent may reveal PCs in any of four consecutive squares with the order **Search for Popcenters**. A level one Agent doing reconnaissance, or a Wizard casting **Raven Familiar** will reveal all objects (PC, unusual encounter, or group) in a single square. The wizard spell **Eagle Familiar** will reveal all objects in four consecutive squares.

A high priestess can divine the locations of PCs, but cannot be used early in the game, so you do not want to wait for that option for your starting region. You will use the high priestess to divine PC locations in other regions later in the game.

For most kingdoms, many PCs in your starting region will be located by using groups and level 4 agents.

3.b Capturing PCs

When you find a PC, it will be in one of three states: Neutral, controlled by a neighbor (Player), or controlled by the Humans, an abstract controller with no actions in the game. When you find the PCs that belong to Players, you may want to talk to them in the forums before grabbing those, or maybe not... depending on your play style. There are two ways to capture a PC: use an emissary to usurp control or use a group to attack the PC.

The PC **Defense** determines the difficulty of capturing it with a group, regardless of its condition. However, attacking a PC in the first few turns of the game is hard, the **Value vs PC** of your group should be three times higher than the PCs **Defense** to be able to capture it without taking heavy losses (use this generally until you read the main rulebook). For especially tough troops with good defense (Dragons, Giants) or powerful magic spells (shield, fear, valor, or combat magic) two times can possibly be good enough. The reason is that your group will retreat from combat when it has taken about 50% losses, and PCs do not retreat. For instance, if your Value vs PC is 10000 and the PC defense is 5000 (50% of your value), you might still retreat before you overcome the defense because all the PCs damage to your group occurs early in combat.

To gain control of a PC with an Emissaries, first you must relocate them to that PC, within seven squares. If the PC is neutral, you may issue the order to **Usurp** control. You may also use a second Emissary to **Stir Unrest** if you feel it necessary. Stir unrest makes the PC more pliable to all further political orders that turn. If the PC is controlled, you may do any combination of three things each requiring a separate emissary: **stir unrest, rebel, usurp control**. If successful, rebelling a PC will make it neutral while usurping it will bring it under your control. There is a chart in the main rule book that gives you the tools to calculate your political power. Since your regional

reaction starts off **Tolerant** in your starting region, a turn 1 **Enamor Region** (king order) in order to raise it to **Friendly** makes a huge difference.

Each kingdom has different bonuses to political power but in general, in a friendly region with 12+ influence, a governor may usurp a neutral village, a Baron may usurp a neutral town, and a Prince may usurp a neutral city. All cities, however, start off controlled. Because few kingdoms start with a Prince, more than one emissary is generally needed to affect a city in the first few turns of the game. Often, to capture the city right away, players will send a Duke (usurp), a Count (rebel) and a Governor (stir unrest) to usurp the city in one turn. In a friendly region with 12+ influence, your odds are good if no one messes with you (by maintaining the status quo, or casting Sleep on one or more of your emissaries).

If an emissary fails badly at a usurp attempt, he may be incarcerated by the PC. If controlled by a player, your emissary will land in that players dungeon.

3.c Control of your starting region

Control of the Region is determined by the amount of census you have in PCs you control. When your controlled PCs combined census amounts to 60% of the total census of the region, you will gain control. Read through the forums or ask a vet how many PCs are in your starting region, so you know how many you need for control. A city has about twice the population of a town, which has about twice the population of a village, so that makes the calculation a bit easier. Take Region 1, The Crown Islands, for example: It has five villages (one unit each), three towns (two units each) and a city (four units) for a total of 15 units of population. You need 60% or about 9 units, 10 to make sure. So, for example, if you control the city, two towns and two villages, you should control the region.

If there are any neutral PCs left when you gain control of the region, they will automatically flip to your control, so keep that in mind when deciding which PCs to grab first.

Most players gain control of their starting region by turn five, some by turn four and a few by turn 3 depending on the kingdom's capacity for exploration and the size of the region. If you hit one of these marks, you are on par!

3.d After Control

Military kingdoms will often choose to encroach on their neighbors territory right away after securing their own region, while non-military kingdoms may choose other means to increase gold and food production (wizard spells, special orders). A kingdom may choose to forego a military altogether saving food and gold to develop their other assets,

albeit leaving them somewhat vulnerable. Of course, everything depends on the individual kingdom and the player's style.

Either way you chose to go after gaining control, the next goal you should keep in mind is your **ESO, Early Strategic Objective**. You can ignore this, but the rewards are quite nice. You choose your ESO on or before turn 3, based on your kingdom, region, play style, and possibly aggressive neighbors. You must accomplish your ESO between turns 10 and 15, at which point you get to choose from some very nice rewards including gold, kingdom brigades, wizards, leaders, figures and some others.

Another good game goal after control can be to search for and interact with all the unusual encounters in your region, and perhaps even neighboring regions, though this may cause problems with that player. Encounters provide gold, leader promotions and useful artifacts. Encounters are located most commonly with agents, wizards and High Priestesses, as groups only reveal them if they stop movement directly on them.

Your groups leaders and wizards largely determine success and an encounter. Each Kingdom has different bonuses for unusual encounters, but generally speaking, two Generals and a Level 2 Wizard casting guarded attack may take **Fine** and **Excellent** encounters, assuming they can get to them. The spell **Light of the evening star** is required to access Excellent encounters while the spell **Bridge of mist** is required to get to **Superior** and **Quest** level encounters. You want to be sure that at least one of your wizards casts these spells intrinsically (automatically) because the spells **Guarded Attack** and **Mirror Image** add much needed wizard power to the encounter group while protecting the wizards from death. Losing a wizard to an unusual encounter is the worst! **Quest** level encounters also require a **Key**, which is a **Fine** artifact found at an unusual encounter somewhere else. **Engima** level encounters are automatically successful provided you choose the correct tactic (you must guess). Succeed or fail, they are completely safe to leaders and wizards. Any unusual encounter that has been failed will remain on the map until someone succeeds, at which point, it is removed.

4. Winning the game:
How to win depends on the type of game, but for the most common games (Steel) the win condition is control of five regions. You must declare victory with an order, controlling the regions is not enough by itself. The game ends after turn 40, and if no one has declared victory, it goes to the kingdom with the most status points. The list of factors contributing to status is long and can be found in the rule book. Every six turns of the game, a status update is given, along with all the factors that contribute to your status score. Each status update gives only 25% of the full status given at the end of the game... but it adds up. Gaining a lot of status early in the game can contribute greatly to winning but is no guarantee.

This handbook is the bare minimum of knowledge to be able to play through a game of Alamaze, but success in the game is highly dependent on knowing all the rules and how to use all the orders, of which there are over 150, and over 120 wizard spells.

Good luck and see you on the battlefield!
The Senior Tactician