



MSX

ARQOON

ENGLISH
USER'S MANUAL

64K ROM

MSX



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VISION

MSX

ARCOMAGE



Welcome to the world of MSX Arcomage!

This is a collectible role play card game which is an adaptation for first generation MSX and compatible computers from the minigame Arcomage by 3DO, included into the fantasy Might & Magic RPG saga. If you quickly want to understand the basic rules and play straight away, go to the page 3 of this manual.

History

A long time ago, 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 the creatures of the land, improving the way of 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, Control and 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 his enemy's citadel. 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 wizards strove to increase their power and reputation. Ten evil, dark wizards became the rulers of your homeland....The people cannot fight them anymore, so you were chosen to destroy them and bring peace back to your land.

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!

How to play?

Main menu options

Quest

The main objective of the game is to defeat the 10 evil, dark wizards which rule your homeland. With this option you may engage them in single combat by following an order of difficulty.

Defeating any of those evil arcomage wizards provides you with a large amount of coins, which you may use later on at the arcomage shop in order to get better and more powerful cards (spells) for later combats.

If defeated by any of those evil arcomages, you'll be punished by having a card stolen from your deck. If you have just 30 cards, no more can be stolen, the game will be over and the dark arcomages will rule the land forever.

You'll successfully finish the game if you are able to beat the last arcomage (Stage 10).

Shop

Here you may spend your coins in order to buy new cards (spells) and/or just set up your battle deck for the next combat. Including all your cards into your battle deck is not necessary as long as you always have at least 30.

There are 102 cards available for different prices, but our Arcomage begins his quest with 80 coins and 30 cards in his battle deck.

Training

This option is to engage in battle against opponents with different random levels purely for training purposes. Being defeated doesn't involve any kind of punishment but winning will provide you with a few extra coins.

Save

You may save your progress on tape or the built-in SRAM on FMPAC-PAC compatible systems. Warning! You can save only one game on the SRAM memory and previous game data will be overwritten!

Load

You may load previous games saved on tape or FMPAC/PAC compatible SRAM recovering your saved deck, coins and defeated enemies.



Battle gameplay

Battle is a turn based game always between two wizards, a player and an enemy wizard. Enemies may be training wizards or any of the 10 evil arcomage wizards. Each one, the player and enemy, has a tower and defensive wall with a certain height.

Battle is won if the opponent's tower height is 0 or the wizard's own tower and wall height are both 99.

Each wizard (both player and enemy) has a collectible cards deck. 6 cards are randomly chosen and assigned to his hand in the beginning of the battle. Every turn each wizard always has 6 cards available in his hand and, if any of those are played, it will be randomly substituted by a new card.

Each deck card is unique and it will be randomly drawn by the wizard's hand infinite times throughout the game.

Every wizard's turn will be finished by playing or dropping cards and will be followed by the other wizard's turn. For every turn you may:



PLAY - A wizard must select one from his six cards in hand to apply its effects as long as he has enough resources to play such card.



DROP - A wizard can get rid of any of his six cards in hand and he doesn't need to spend any resources (coins).

Each turn generally ends when any of those actions above are selected but some cards allow continued play within the same turn, allowing wizards to select any of those actions again. Used cards will be randomly substituted in the wizard's hand by new cards (from your battle deck).

There are 3 types of resources and 3 resource generators:

Resource	Generator	Icon
Bricks (0-99) (red)	Quarry (1-9)	
Gems (0-99) (blue)	Magic (1-9)	
Army (0-99) (green)	Dungeon (1-9)	

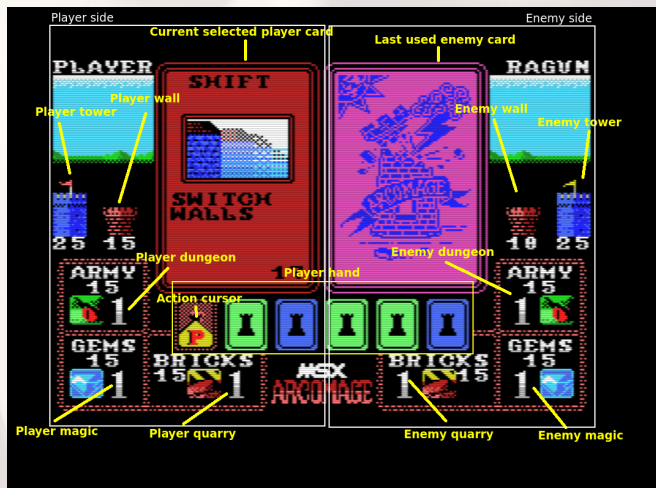
At the start of every turn the wizard's resources will be increased as many times as its generator value.

Every single card (spell) has a resource cost depending of its colour (red, blue, green), and if it's fulfilled that cost will be subtracted from the wizard's resources.

Card effects will be combinations of the following :

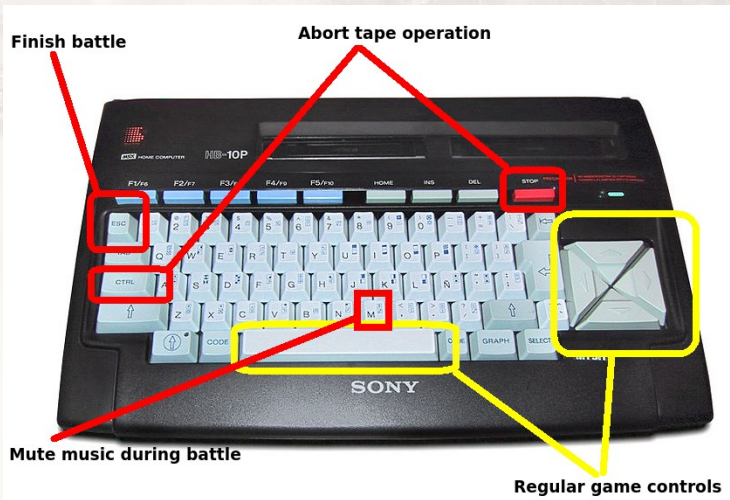
- Alter resources/generators from the player or the wizard.
- Destroy or build wall/tower from the player or the wizard.
- Play again. Allows wizards to execute another drop/play action in the same turn. Be aware that this may chain several cards with this effect to strike powerful attacks!
- Non-discardable card. It's compulsory to play this card, the wizard cannot drop it.
- Discard card and draw another one in the same turn.

When the card indicates damage it will damage the wall first and if the wall becomes 0, or was already 0, the rest of the damage will be applied on the tower. Some cards strike the tower directly, avoiding walls.



Game controls

User your MSX keyboard to lead your arcomage to victory.



Main menu

Cursors up and down to move around the options.

Space to select an option.

Loading option can be stopped using CTRL+STOP on the tape menu.

Battle

Cursors up and down to select Play (P) or Drop (D) options.

Space to apply Play or Drop on the selected card.

Cursors right and left to select any of your hand cards.

Escape (Esc) key will display the 'Quit' menu, allowing the player finish the current battle straight away but losing this battle.

Shop

Cursors up and down to roll and select cards displayed on the left side of the screen. The selected card detail is displayed in the centre of the shop screen.

Cursors left and right allow the player to select any of the available filters in order to see all cards or just red, blue or green cards.

Space will perform the action displayed by the selected card:



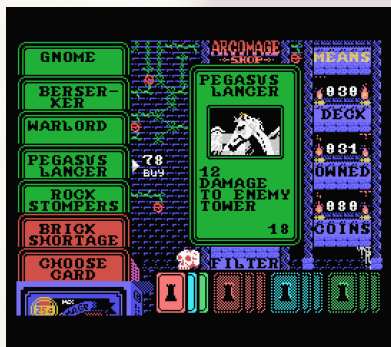
BUY: If the player has enough coins, the selected card will be bought and will belong to the player permanently. It is not, however, assigned by default to the current player's battle deck.



IN: The selected card will be included in the current battle deck (it must already belong to the player).



OUT: The selected card will be excluded from the current battle deck. This action will not be performed if the current battle deck has just 30 cards, because it is not possible to go into battle with less than 30 cards in the player's battle deck.



Game tips and strategy

Every single dark arcomage wizard has a unique deck, so you may study their weakest points and set up your battle card deck accordingly in order to defeat them.

Be careful and wise, spending your coins on useful cards. On the other hand, the more cards you own, the better your coin reward on the training mode. Whilst the training mode will become more profitable the more cards you own, it will also, however, become more difficult.

Save your game before engaging a dark arcomage in battle. Remember, if you lose, he'll steal one of your best cards!

This game is fair, which means the computer never cheats, so don't blame the coder if enemies appear to be lucky and get the best cards :-)

Original game history

Brief history. (Extracted excerpts from wikipedia <http://en.wikipedia.org/wiki/Arcomage>) The original Arcomage is a computerized card game produced by The 3DO Company. It originated as a minigame in Might and Magic VII: For Blood and Honor and Might and Magic VIII: Day of the Destroyer, in which it was used to gamble for in-game money or to complete a quest to win games in every tavern. 3DO later released it as a stand-alone game in 2000. In the stand-alone version a single player can play against a computer opponent or two players can play via a LAN or TCP/IP connection. Arcomage uses the fantasy themes of the game in which it is set. Arcomage was developed by Stickman Games. The game was sold to 3DO.

Credits

This game was developed during 2014 by **Bitvision Software** in the UK and Spain.



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