THE HORDE PC-CD MANUAL ADDENDUM

SYSTEM REQUIREMENTS

The game can run with less than the 524K of conventional memory suggested in the manual. On the other hand, 3 megabytes of XMS memory is required instead of the 2 megabytes stated in the manual.

SYSTEM RECOMMENDATIONS

Only the sound cards listed on the bottom of The Horde game package are supported (v1.1 now supports Media Vision's Pro AudioSpectrum series of sound cards). Sound Blaster compatible cards are not guaranteed to be supported.

GETTING STARTED

Step 4 should read: Type INSTALL and the drive letter for your hard drive and press ENTER (e.g. INSTALL C <ENTER>). Step 5 should read: Type HORDE and press ENTER to run the game. Note: The Horde disc must remain in your CD-ROM drive when running the game.

GENERAL CONTROLS

The ESC key does not quit the game; instead, press the F3 key for the OPTIONS tool box and cycle through the choices until the END GAME option is displayed and press ENTER or click on the left mouse button. You'll return to the NEW GAME/LOAD GAME/QUIT screen; select QUIT to return to the DOS prompt.

SEASONAL REPORTS

Like the farmer's wagon, the seasons start their roll. And like the farmer's almanac, the seasonal reports tell you what's up, including:

- your tax bite in Crowns
- how many hirelings (knights and archers) you've employed
- the fees that your hirelings will charge the next season

DIG

The Dig tool is not directly used to cultivate the land in order for crops to grow as the manual implies; instead its uses are to: extend water across grass; conversely, replace water with grass; remove rubble (10% chance of removal per use); remove pits; pick up objects such as cows, fences, archers, trees, etc. and to remove the Kudzu fungus (see below for more details).

OPTIONS

In addition to turning sound on/off, there are also options for turning music on/off, ending the game, exploding or expanding the size of the full motion video sequences, turning detail on/off and returning to the game.

WEAPONS

BOMB:

Walk to the bomb to kick it at a hordling.

MYSTIC MORNINGSTAR:

Spin around, destroying hordlings in its path.

ROSCOE:

When called, this magical beast torches all hordlings around Chauncey.

Caution: He's dumb enough to torch everything, including huts, villagers, and cows.

SAVING & LOADING GAMES

You do not name your saves as the manual states; instead, the game will name the save automatically for you based on the territory, year and number of crowns you have at the time.

MEMORY

This game requires at least 3 megabytes of XMS memory, not 2 megabytes as the manual states. Moreover, do not use MemMaker to load RAM resident programs high. If you wish, use only HIMEM.SYS to load DOS high; we do not recommend using any other memory manager since the game already utilizes Rational's DOS4GW DOS Protected Mode memory manager and may conflict with EMM386.MAX or third-party memory managers such as QEMM and 386MAX.

Note: The Kudzu is a red fungus which can invade your land and destroy your crops. In Battle Mode, Chauncey can walk over dangling Kudzu weeds to destroy them. In Building Mode, he can pick any item from the Inventory and cover the weed to destroy it. Chauncey must use the dig icon to remove the fungus from the ground.