

# Sorcerer King

Basic Walkthrough

By

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## Choosing your sovereign



For Beta 1 you have to choose the Wizard. But in the final, you will have up to 6 sovereigns to choose from.

Which sovereign you choose determines what skill tree you will have access to as well as what special units you get.

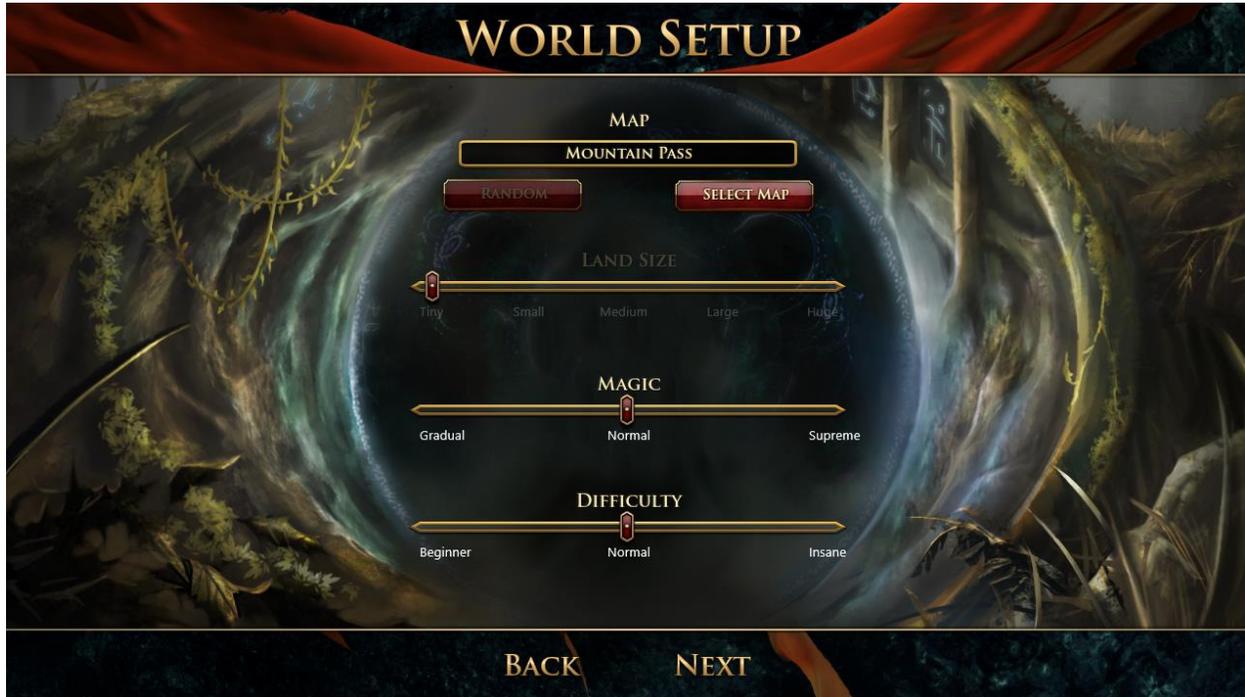
You will be able to customize your sovereign to choose a special ability and what spell books you have.

The spell books include:

- Wrath (damage related spells)
- Enchantment (buff/debuff spells)
- Summoning (summoning monsters)
- Chaos (weird magical spells)

The more you pick in a given category, the more likely your library will contain Epic and Legendary Spells.

## World Setup



For the first beta, we're hard coding what maps you have so that we can nail down what is and isn't enjoyable.

The Magic level really focuses on how fast the doomsday counter goes up and how fast overall progression

Difficulty matters, even in the beta. Normal is probably too hard right now.

## Starting up



On turn 1 you don't have very much.

- 0 crystal
- 0 metal
- 0 mounts
- 40 mana
- 4 logistics

### Let's talk logistics:

Anything that requires maintenance uses logistics. That pretty crystal next to your city will provide you with magic but will consume 1 of your precious logistics. Every unit consumes logistics. Every outpost consumes logistics. Every mine consumes logistics.

One of the reasons the minor factions will matter so much is that their units won't use up your logistics.

## Your starting army and combat rating:



Your units have 3 basic stats:

- Combat Rating (how good in combat they are)
- Moves
- Hitpoints

Combat rating is not linear. For example, Tандis has a combat rating of 14. Kael has a combat rating of 8 and Bailey 7. But your army's combat rating is only 18.

To use an analogy, a bunny might have a combat rating of 1 and a dragon might have a combat rating of 100. But 101 bunnies won't kill a dragon. Instead, 100 bunnies might have a combat rating of 3.

## Choosing your first spell



Magic is split between LORE, MANA, SKILL. Lore is what is used to learn new spells. The more lore you have, the faster you can learn new spells.



Your Channeler's Orb allows you to focus your magic. You can see how long it will take to get your next skill (5) and your next spell (28). You can click on the orb to modify how your magic is split.

### Your Cities



Cities have 3 main resources they deal with:

1. Food = how fast your population grows
2. Production = how fast things get built/trained
3. Essence = how many more spells can be cast on the city

Before anyone complains, we DO NOT QUEUE production. We took this out on purpose. As you play the game, we hope it becomes self-evident why we put in the work to take out production queues.

## The Land



You can only found cities where there is food. Food is available only on fertile tiles (lush dark green tiles). There are usually monsters squatting on this land that will have to be removed before you can settle there.

## Quests



On the map are quest locations. These quests allow you to gain valuable resources and set conditions that will come up later in the game.



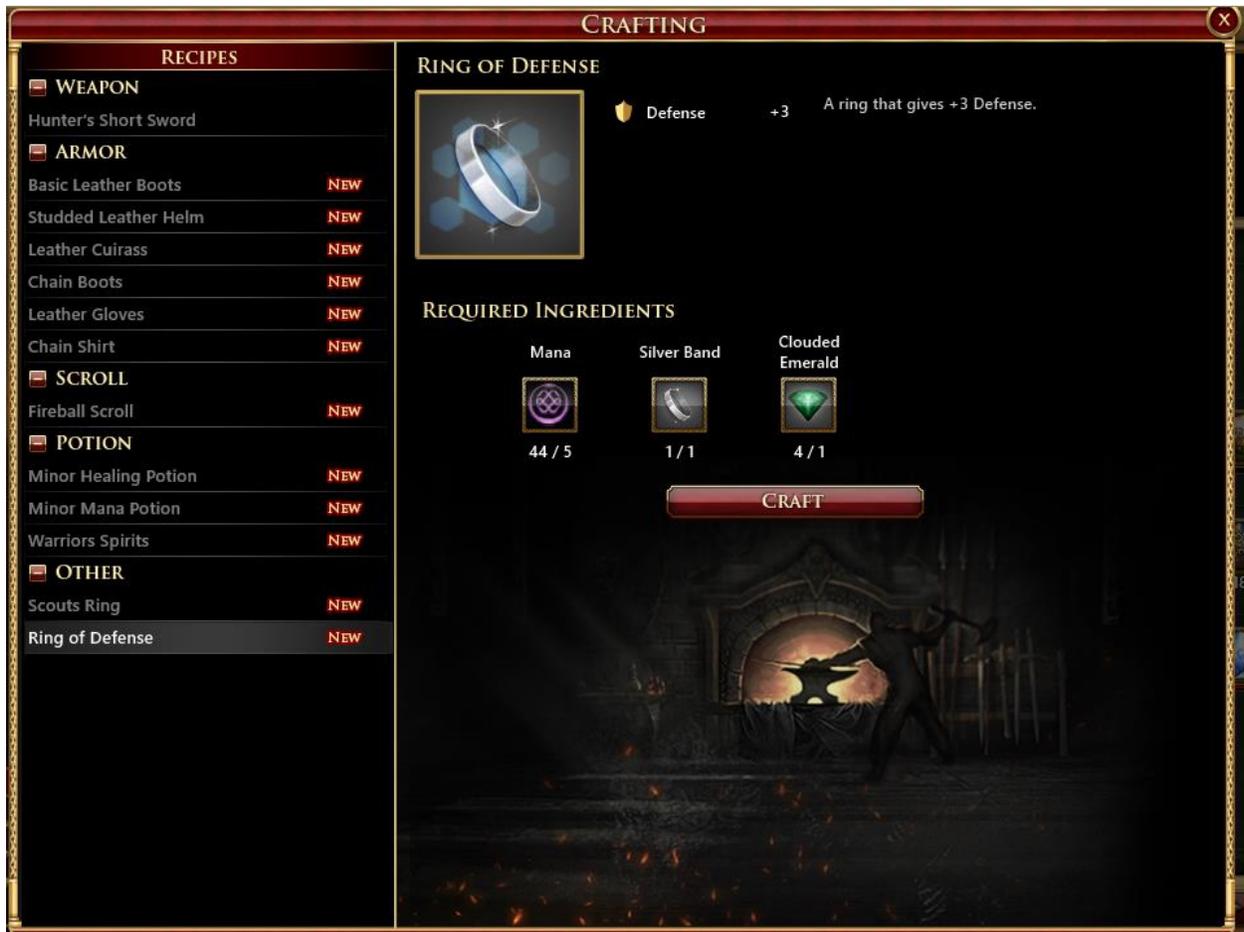
Every choice has both immediate and long-term consequences (both good and bad). Choices provide information to the in-game "Dungeon Master" who will be stirring things up later in the game.

## Unit customization and crafting

In Legendary Heroes, players designed their units before they were built. In Sorcerer King, players customize their units after they are trained through crafting.



If there is a “!” by the crafting button it means there are new items available for crafting.



This screen is still a work in progress but here you can see a ring of defense is available for crafting.



Every unit, even wolves, can have items added to them (we are still debating whether we are going to allow wolves or spiders to have armor but on the other hand, it is more fun to allow creatures to be customized, you let us know AFTER you've played).

### Combat: BETA vs. Final



In the Beta, tactical combat focuses primarily on killing the enemy through your special abilities and careful use of magic.

In the final game, the tactical map will include the Sorcerer King trying to mess with you and the battle map itself will include special items that either side can run and grab (if they think it'll give them an advantage) to use on the enemy or to help themselves.

Whenever one of your units moves, they can call X times for you (the sovereign) to cast a spell. The number of times you can intervene is based on your level of clairvoyance which is displayed at the top of the screen.



At the start, you won't have many spells available (though Hypnotism is your super ability and very powerful).

Every unit has various abilities that you should be aware of. You can find these out by double clicking on the unit:



Also, every unit has a “zone of control” which we currently don’t visually display (because we suck). This is an area where other units can’t get around that unit. You can use this to block other units from getting around them.



When you win, you will receive loot. Probably a lot of loot.



When a hero levels up, it gains new special abilities.



Your sovereign also levels up based on the skills gained from magic. For the beta, we have kept this tree pretty blank so that our Early Access supporters have an opportunity to lobby for cool stuff they'd like to see. So in essence, this has been reserved for you.

TANDIS THE WARRIOR'S ARMY VS BANDIT LONER'S ARMY

SOVEREIGN SPELLS (2)

By choosing Clairvoyance your units can now call to you twice.

By having Tandis choose Protect, he gained a new ability.

Urxen are weak but do extra damage to champions. Be careful.

TANDIS THE WARRIOR

23  
4  
22/22

OUTGOING ATTACK

|            |     |
|------------|-----|
| Hit Chance | 84% |
| Damage     | 4-8 |

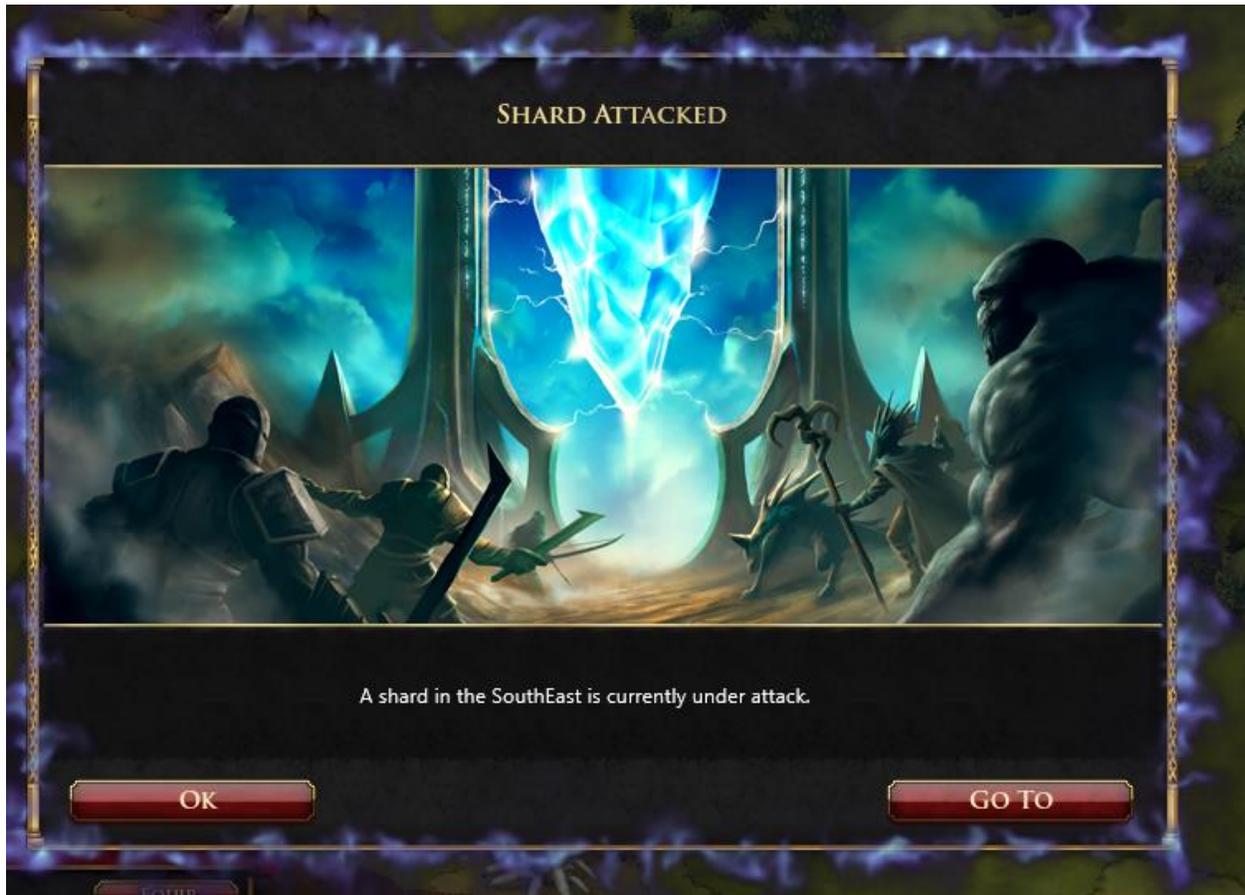
RETALIATION

|            |     |
|------------|-----|
| Hit Chance | 75% |
| Damage     | 0-1 |

URXEN

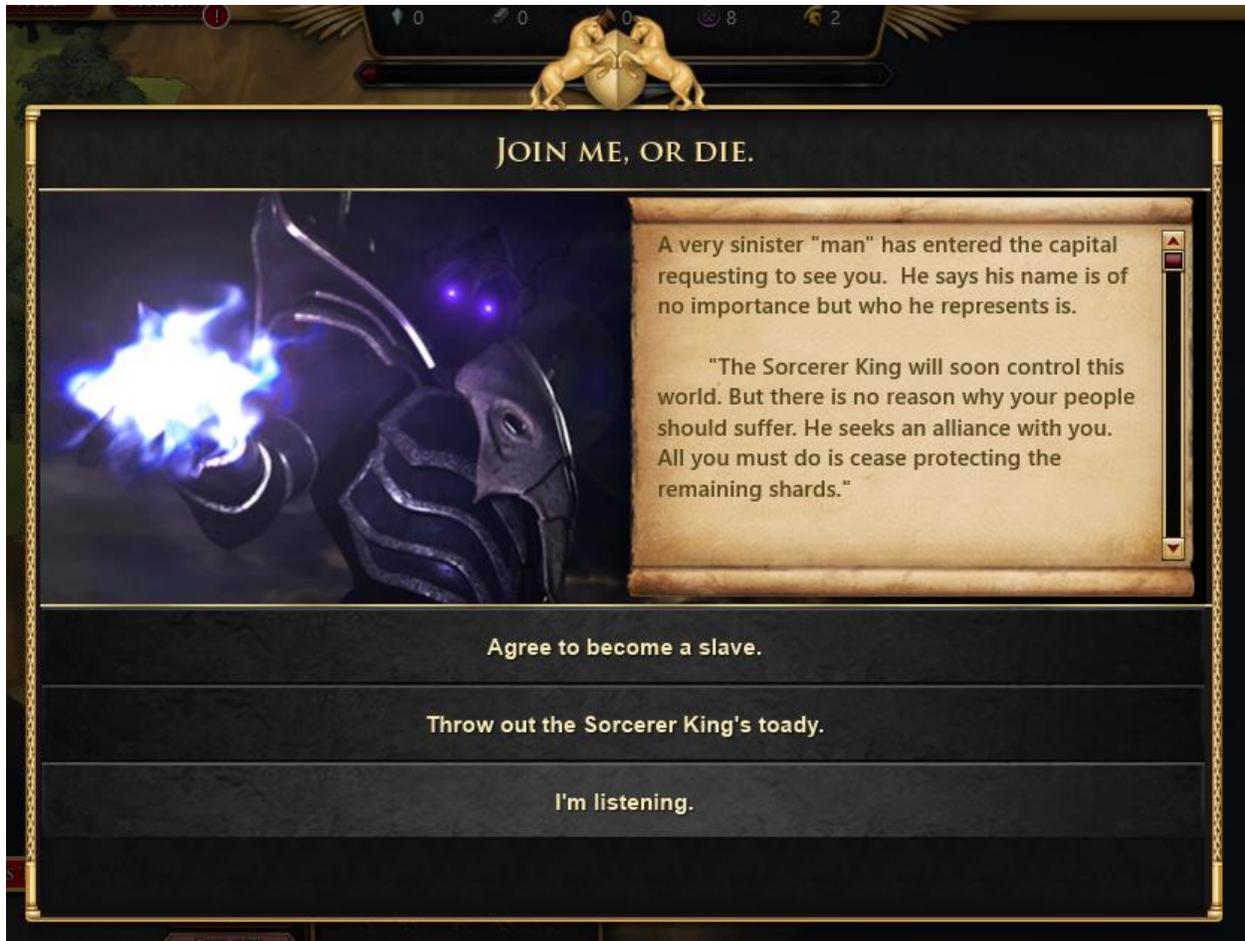
5  
4  
5/5

## The Sorcerer King



The Sorcerer King is trying to become a god. He is casting the spell of making and you can see his progress through the doomsday counter.

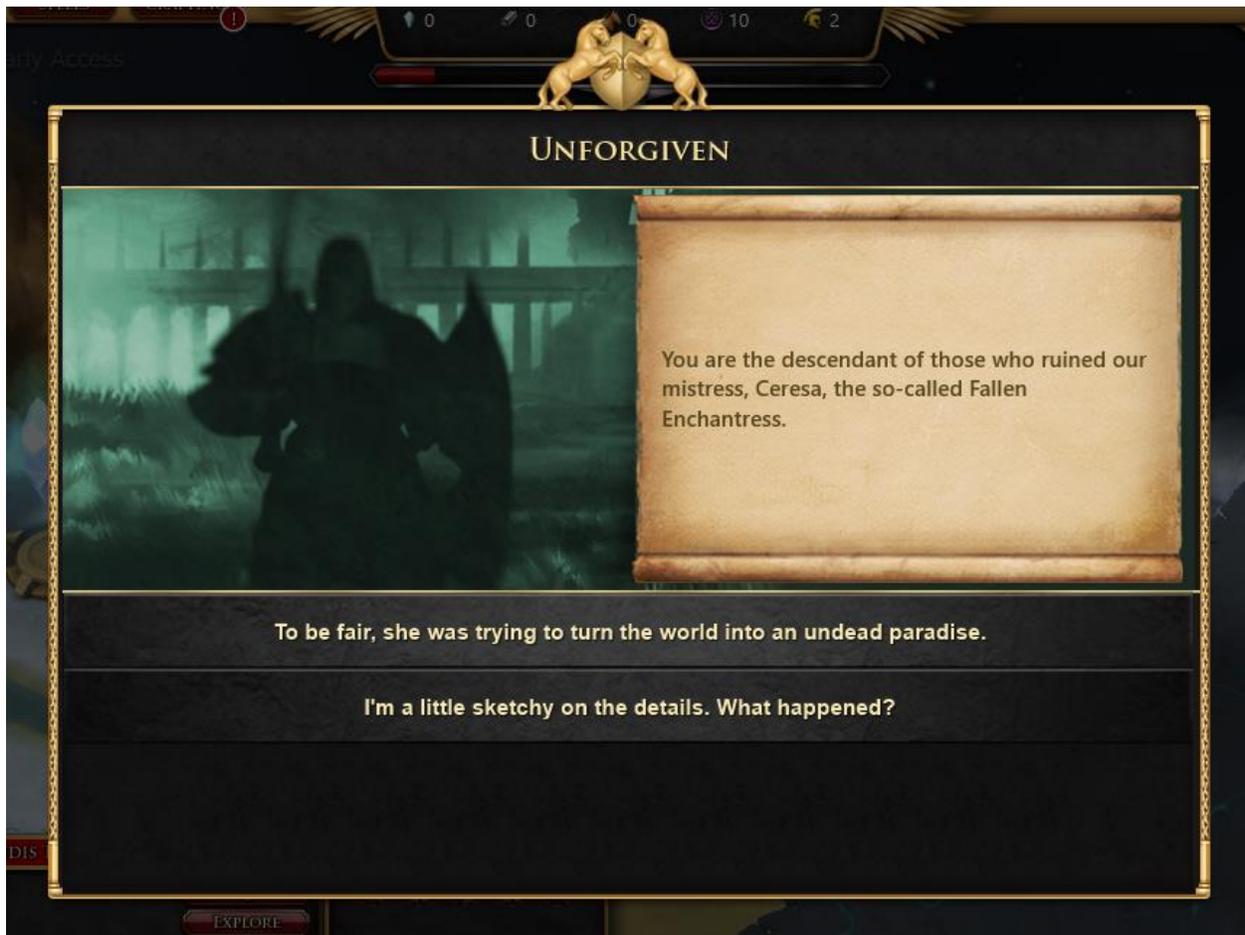
If he becomes a god, everyone else dies. He gains energy through a variety of means but primarily through destroying shards. When a shard is attacked, it is revealed to you. Find those shards and protect them as soon as you can.



It is important to remember that from the Sorcerer King's point of view, you're just a minor faction.

He has already conquered the world. Your city is the last real city in the world. At the start, he doesn't see you as a threat. He will happily give you items in exchange for helping him bring about Doomsday.

## The Minors (Remnants)

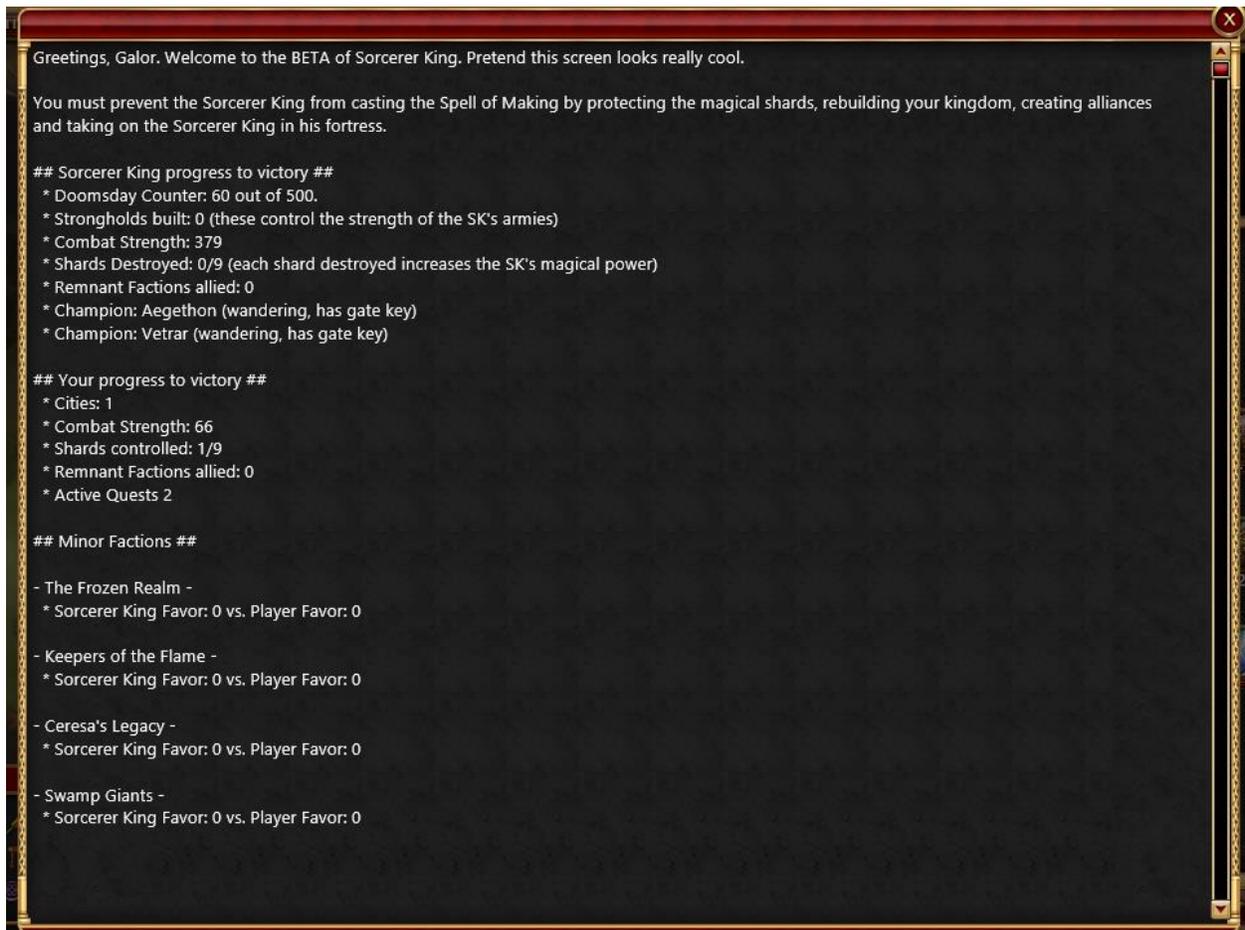


In the BETA, the minor factions are pretty worthless. This makes me sad because they're a very important part of the game.

In essence, you must get these guys to help you before they join up with the Sorcerer King. They are not aware that the Sorcerer King will be exterminating them.

In an upcoming beta, this dialog will change to be more like the Star Control 2 alien dialog. Except with fantasy.

## Quest Screen



The Quest button opens up the Quest screen. Right now, it's really ugly. But gives you a general progress report.

## Cities button



| CITY   | LEVEL | FOOD | MATERIALS | ESSENCE | STRENGTH | PROJECT   |
|--|-------|------|-----------|---------|----------|---|
|  Athica | 2     | 4    | 9         | 1       | 16       | Soldier  |
|  |       |      |           |         |          |   |
|  |       |      |           |         |          |   |
|  |       |      |           |         |          |   |
|  |       |      |           |         |          |   |
|  |       |      |           |         |          |   |
|  |       |      |           |         |          |   |
|  |       |      |           |         |          |   |
|  |       |      |           |         |          |   |

This screen is prettier but is actually remarkably crummy. You can't even double click on a city to go to it, it doesn't indicate what enchantments are on it, etc. We have purposely held off on this so that we can find out how people are playing the game and put in what they want that we may not have thought of. This is why we love Early Access. You guys and us are, effectively teaming up.

## Getting MORE logistics

You can get more logistics by building improvements that trade food for logistics. The downside is that your cities will grow slower.



## Other Champions



My favorite champion is Varda. She is crazy powerful. You gain other champions through quests. We don't know how many champions will make it into the final game. Really depends on how fast our lazy artists [What Brad meant to say is that our amazingly talented artists are hard at work creating new and interesting assets to add to the game and the primary limitation is seeing if the lazy, hack game "designer" can come up with interesting abilities for them].

Anyway...

There are many champions in the world depending on map size. Of course, since the first EA build is gimped to the small maps you probably won't see many but they're all very cool.

Also, Varda can fly. Over mountains. Just FYI.

### Upgrading outposts



Outposts are your best defense for protecting your cities and shards. To upgrade, send a pioneer to them.

BETA TESTERS: After you have played, let us know if you think outposts should also increase production of anything in their zone of control and have upgrades for that.

### Sorcerer King Attacks

The Sorcerer King units get tougher based on three factors, all of which you have some say over:

1. The more fortresses he has, the more units he will have.
2. The more shards he destroys (out of how many total) determines the type of monsters he has.
3. The doomsday counter determines how BIG the armies are.

At first, the Sorcerer King doesn't care about you. You're a bug. But over time, he will realize your threat and begin attacking your cities. His units are significantly tougher than the crud floating around. You won't be able to defeat him with your entry level units.



The Sorcerer King's lieutenants are responsible for enforcing order in the conquered realms. You will see them wander the world killing anything that the Sorcerer King determines might be a threat. Early on, they will leave you alone because you're not perceived as a threat.

You must slay at least one of these behemoths to get the key to the Black Gate in order to attack the Sorcerer King directly.



You need the Shadow key to get into the Sorcerer King's Fortress.

The final battle is non-trivial. Good luck!

### Other notes

- Auto battle AI – Lots of work done to make this good.
- So much more to do!