Storm Master
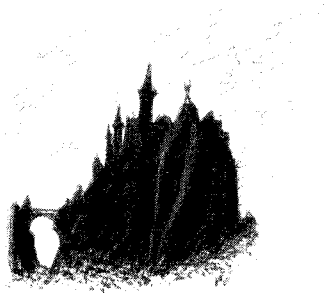
Instructions for AMIGA, ATARI ST
and IBM PC

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Anweisingen für AMIGA,
ATARI ST und IBM PC

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TECHNICAL DATA

STARTING THE GAME :

  - ATARI, AMIGA: Insert the game disk in the drive and turn
on your computer.

  - PC: At the MS-DOS prompt, insert disk A in drive A and type
STORM.

PC USERS :

  - HARD DISK INSTALLATION :
Create a sub-directory and copy all the files from the game disk(s) inside this sub-directory.
When starting the game from your hard disk, leave disk A in drive A. The program must
check the protection on your original disk.

  - SPECIFIC PC TROUBLESHOOTING :
  * The program stops while loading: Your MS-DOS installs some memory resident
  utilities. These TSR programs may take too much memory space.
  * The program stops while playing digitized PCM sounds: Type STORM S
   instead of STORM to start the game. This cancels the PCM sounds
   playback.
  * Joystick problems : Type STORM J instead of STORM to start the game.
  * Mouse problems : Type STORM M instead of STORM to start the game.

IF YOUR ATARI HAS A SINGLE-SIDED DRIVE :
Please send the double-sided disk by mail, we will return two single-sided disks.

TO QUIT THE GAME : Press Control X.

TO PAUSE THE GAME : Press ESC.

COMMANDS :
You control the game with the mouse. Usually, the left button is used to select and confirm
an option. The right button has two functions: it is used to cancel a selected option or to
read informations about a place (point selected on the map).

If you use the KEYBOARD, you move with the numeric pad (numbers 1 to 9).
To move by blocks, press Control + (number). The RETURN and SHIFT keys replaces the
left mouse button (select and confirm) and the SPACE BAR acts like the right button
(Cancel or Infos).

If you use the JOYSTICK, move naturally in the eight possible directions. Select and
confirm options with the fire button. To get Infos or Cancel an option, press the Space bar.

INTRODUCTION

Eoliä and Sharkaania are twin islands, located on Urgaa, a strange planet where the winds are the masters of natural harmony.
Dynasties from both islands have been fighting merciless since the mists of times. The reason of this neverending battle has been forgotten long ago...
Once again, the Grand Magister of Eoliä has been murdered by Sharkaanians mercenaries.
You have been appointed by the Council of Seven, formed by the seven main governors of the country, to carry on his task. The destiny and the treasure of a wasted kingdom lies in the palm of your hands...YOUR GOAL is to loot and destroy the seven enemy cities, causing the fall of Sharkaania. Beware, they are trying to destroy you too!!

GENERAL NOTIONS

Eoliä and Sharkaania are about 5000 km2 in size, and each island is the home of 50.000 citizens. Both islands are crossed by windy currents, and their strength depends on the current season. They are always different for each new game you play.
You start the game with a limited amount of money, expressed in Kaa (the local currency). Use your treasure wisely.
Time is essential through the game: each confirmed action lasts a certain amount of time, while your opponent has the same time to progress. You will have to be faster than him to win the game and destroy him.
Spend your treasure carefully. You can loose cities with local anarchies, and your men can die from starvation.
Crossing the channel between both islands would be easy, but is impossible. It is the home of Goorza, a starving and dangerous sea monster.

STARTING SCREEN

This screen is displayed right after the game presentation. From this screen you can :
- Choose a scenario.
- Start a new game and choose the difficulty level.
- Load a saved game. A message will appear when you shoul insert your saved game disk in the drive.
- Disable the 3D combat action option. The results of the battles will then be processed by the computer.

SAVING A GAME

To save a game in progress from the Main Screen, click on the Scribe (see illustration next page). The program will ask you to insert a blank formatted disk. You can save as many games as you want. Saving a game costs some money.

THE MAIN MENU

This screen shows the Council of Seven. You can go through every step of the game by clicking on the appropriate character.
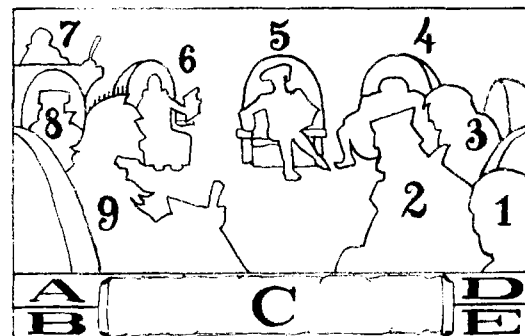
1) The Adviser
2) The Ecclesiast
3) The Master Miller
4) The High Constable
5) The Joker
6) The Léonaardo
7) The Scribe
8) The Inquisitor
9) The Commander

A : Current Month. Click on this icon to advance to the next month.
Game datas, including your opponent's evolution, will be processed by the computer.
B: Current Year. Each year lasts six months : Duun, Yool, Hiig, Kaax, Noor and Taaz. The power of the winds is different for each month.
C : The messages are displayed on the scroll during the game.
D : Your Treasure, expressed in Kaa.
E : EXIT BOX. Click on this icon from the Main Screen to quit the game, or to go to the previous menu from the other screens.

ANIMATIONS

Enemy aggressions are indicated by animations displayed on the Main Screen. There are four kinds of animations:
- The murder of one of your ministers. He becomes unavailable for a certain period of time.
- The summoning of a deadly tornado.
- The bombing of one or more of your strategic sites. Most of the time, the opponent will attack the strategic sites located on your coasts.
- The looting of a city.

THE ADVISOR
(General Statement)

For a small fee, the Councelor will give you all the informations you need about your kingdom.

THE MASTER MILLER
(Production Control)

This screen displays the kingdom map and the management icons.

USING THE MAP (top left icons)
You can scroll the map up or down by pressing the arrow keys. The two rectangles display the top or the bottom part of the map. The winds discovered by the Ecclesiast are displayed in the circle next to the arrows (see next page). To get informations about a place, click anywhere on the map with the right mouse button.

MANAGEMENT ICONS (from left to right)
Each icon represents a certain type of production. Click anywhere on the map (right button to cancel) to start this production. The cost is displayed at the bottom of each icon.

ICON 1: Wheat Culture.
This type of culture requires a very fertile land, screened from winds. Wheat grows better in plains.

WARNING : As time goes by, the cultivated land gets poorer, and your yield gets down to almost nothing. You have to move to another area, or ask the Ecclesiast to magically refertilize the land (see next page). You will need more food as your population grows. Be very careful! A famine can lead you to your fall.

ICON 2 : Broomf's Breeding.
These creatures like the sharp mountain landscapes and the high altitudes. Their wool is used to weave sails, but their best part is the meat giving strength and vitality to workers, while increasing their productivity.

ICON 3 : Sqiiz Breeding.These giants bees create a special honey, raising the intelligence level of the population. Your men will design more performing products. The Sqiiz makes honey from very fragile flowers. You should avoid windy zones.

ICON 4 : The Mills. Mills are activated by the winds. They produce all the elements used to design new flying ships. The type of production depends on the local environment:
- Forest: The wood is used to build the vessel structures.
- Mountains: The iron mines produce propellers, shields and engines.
- Plains: Sails and balloons are designed in factories.
These products have different values. The intelligence level of the workers affects the range of production.

ICON 5 : Budget. You can allocate any amount of money to any production site to improve its productivity. Beyond a certain amount of money, this option is not very useful.

WARNING : Your kingdom is not very large, with a few windy zones and a lot of various landscapes. Carefully dispatch your industrial production sites on the map.
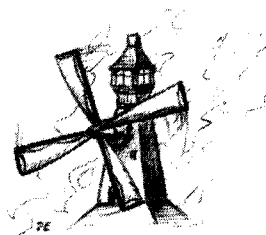
THE ECCLESIAST
(Religion)

This screen is similar to the Master Miller screen and displays the map of Eoliä. The Ecclesiast is also displayed as a small character. You can give him orders with the icons at the bottom of the map.
ECCLESIAST ICONS (from left to right):
ICON 1 : Temple Construction. This action costs a lot of money. Temples are used for religious ceremonies.
ICON 2 : Movement. To move the Ecclesiast, click on this icon, then on the destination point.
ICON 3 : Wind Prediction. The Ecclesiast has the power to predict the winds. If there is a wind around him, it turns into a tornado.
ICON 4 : Refertilization. To refertilize land, you must first move the Ecclesiast to the selected area.
ICON 5 : Mass & Winds Menu
WIND MENU :
The winds are obtained after a religious ceremony. To use a wind, click on one icon, then on the map to point on the area where you want the wind to operate. Its power depends on the selected icon.
Wind Icons (from left to right):
ICON 1 : Very light local wind.
ICON 2 : Medium wind. Spreads over a quite large area.
ICON 3 : Heavy winds through the whole country.
ICON 4 : Very powerful tornado.
ICON 5 : Deadly raging cyclone. To be sent on the opponent. Once you have scrolled the map, you must reselect the icon then click on the target to destroy. Click on Exit or on the right mouse button to cancel.
THE RELIGIOUS CEREMONY:
To perform a religious ceremony, the Ecclesiast must be next to a temple. Click on the drawing on the right of the buttons.
This is an incantation devoted to the god Eolü. Depending on the spirituality level reached at the end of the ceremony, you will gain a wind you can use as described previously. This value is graphically measured by a will-o-the-wisp coming out of a well, and moving up or down.
At the center of the screen, you can see the Baarma, the Sacred Book of Eoliä. The Baarma indicates in which part of the ceremony you currently are. Depending on each specific part of the ceremony, you must click on certain characters on the screen to confirm or cancel a specific action.
Several actions can be performed simultaneously.
THE BAARMA CHAPTERS: THE CEREMONY
I. Overture (OTOO) : The ceremony may only begin with the sound of thunder, causing the will-o-the-wisp to appear.
II. The Adoration (SAAVI) : The Ecclesiast speaks, the faithful grovel before him.
III. The Call (EHOOL) : The various communities sing prayers, imploring Eolü's coming.
IV. The Reading (BLAAB) : The reader declaims litanies in memory of all the deceased Ecclesiasts.
V. The Dance (TOOSE) : Symbol of the cyclone, the Dance is performed by a turning dervish while the bells are ringing.
VI. The Harmony (KWAAX) : All the different musics melt into a single mystic harmony.
VII. The Sacrifice (GOORZ) : A young male Broomf is offered up as sacrifice to the sound of rolling drums.
VIII.The Blessing (NIIBA) : At the Ecclesiast's order, the crowd, the Baarma Keeper and the Balance-Monk execute cabalistic passes.
IX. The WindSong (FUUL) : The Chosen Ones (male and female) sing the mysterious ancestral song.
X. The Acclamation (OROO) : All the members of the ceremony greet Eolü for his endless mercy.

THE HIGH CONSTABLE
(Trading)

This screen allows you to use three different options:

STOCK EXCHANGE :
Click on the auction sale scene on the screen. You can then buy and sell any type of product. Select the product on the table. The current prices will be displayed on the scroll. To sell products, click on the characters to the left. To buy products, click on the characters to the right. You must then confirm by clicking on the auctioneer (the character holding a hammer). Look at the bottom of the scroll to know if you are buying or selling products. If the price includes a decimal point, the value is always rounded to your disadvantage.

TAXES :
Click on the character sitting at the table, in the right bottom part of the screen. A special abacus, the Cranool, is displayed on the screen.
Taxes are determined with this precious tool. Small icons allow you to confirm or cancel taxes for each city. The income is displayed simultaneously. The tax income depends on the comfort level of the city.
To cancel or confirm, use the two bottom buttons. Your tax income will be automatically added to your current treasure.
WARNING :
Do not misuse taxes. Some cities, especially those with a low comfort level, may rise against you if taxes are too high.

COMMERCIAL CONTRACTS :
When you click on the two center characters which are shaking hands, a treaty proposal is displayed on the screen. There are many various treaties. They change often. If you agree with the proposal, click on
OK, or cancel with NO.

THE JOKER
(Leisure & Entertainment)

Leisure and entertainment are important to the game. Entertaining your population is a decisive factor. After all, like us, they want to have fun and forget all their problems. You can allocate money to each kind of entertainment by clicking on PLUS, MINUS, and OK.

THE INQUISITOR
(Secret Police)

This screen allows you to choose between four options:
THE EAGLE (Left): The eagle is used to deliver political and military contracts over long distances.
THE DOVECOT (Background center): For a cheap price, they will give you various informations. The two first cages are related to Sharkaania while the six other ones correspond to different parts of your kingdom. The coats of arms will give you information about the current situation in your cities. To EXIT, click on the Exit cage.
THE MAP OF THE WORLD (Center, on the ground): You can view your opponent's map, including all his buildings and type of cultures. It is very useful to prepare military operations.
THE EXECUTIONER (Character on the right side of the screen): He will murder one or more enemy ministers. His rates are fairly high, but for a long period of time you will be insured that no attack can be performed by the ministers he murdered.
WARNING: Prices are always higher after each murder. The Executioners are homeless, and not always reliable.

THE LEONAARDO
(Sciences)

You can choose from five options in this screen.

THE SCIENTIFIC ACADEMIES (Treasure, bottom left) : You can allocate money to the different academies in your cities by clicking on the PLUS and MINUS buttons. You will raise the comfort level of the cities when you allocate money to its academy.
FLYING SHIPS DESIGN (Drawing-board on the left): To select the type of ship you want to design, clicking on one of the four ship drawings.
The design process is achieved in three steps :

PHASE 1 : SHIP'S EQUIPMENT
Choose the components you want with the icons, then place them on the plan using the small crosses on the screen. You can move and delete elements, or add several ones of the same type. The numbers displayed on the icons indicates the current available component stock. If one element is not available (like the ship structure), you cannot build a flying ship.
IMPORTANT NOTICE :
- Propellers and engines are heavy, but the ship's speed is increased.
- Sails and balloons lighten the ships, but they reduce speed.
- Shields offer a good protection during battles.
PHASE 2 : CREW ASSIGNMENT
Click on the selected character. You can then add soldiers with the left mouse button, and remove them with the right mouse button.
IMPORTANT NOTICE :
- Your flying ship will not operate correctly without a pilot.
- Captains and cooks are important, since they affect the crew's morale and behaviour and the overall ship performance (speed and combat effectiveness).
- Riflemen and catapult gunners are assigned to the different weapons on board of the flying ship.
- Infantry is exclusively used for looting your opponent's cities.
- Large crews cost a lot of money during campaigns, and increase the weight of the ship.

LAST PHASE : TRIAL FLIGHTS.
This step is sometimes painful. A complete check-list is displayed on the screen, including the ship plans, the crew assignment and the value of various performance factors. Speed is essential to the wargame part of Storm Master (managed by the Commander). You can modify plans, crew assignments, or test the ship in flight with the icons on the right of the screen. The trial flights are performed in the plains. To know their results, you will watch the flight on the screen. You cannot use a ship without carrying on a preliminary trial flight. Vessels crashed during one of them are also unavailable. The check-list is displayed once again after the trial flight. To confirm the whole operation, click on OK. The plans are automatically saved, and you can later modify the ship at anytime. You still will have to test any modified ship in flight.
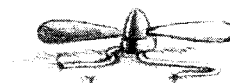
MASS PRODUCTION

Once you designed an operational flying ship, you can order mass production to raise your army. To do this, click on the ship construction scene (top left of the screen), then select the ship.A command sheet with all the informations about the mass production of this type of vessel is displayed on the screen. The number of ships you can build (according to the number of available elements and soldiers) is displayed at the bottom of the scroll. To determine the number of ships you want to order, click on the PLUS and MINUS buttons, and confirm with OK. The flying vessels are immediately available.

SHIP DESTRUCTION

Click on the top right part of the screen to select this option. It is sometimes very useful. For example, if you have raised an army with poor performance (low speed) and you have enough ship components in stock to raise a much faster one, adding the new army to the old one would give an average performing army as a result. It is much more interesting to destroy your old army first, then raise a new one. You will have less ships, but your armada will be much more efficient. Examine carefully your production, your treasure and your strategic targets before proceeding.
To destroy a ship, click on the type of vessel, then on the scroll, and use the PLUS, MINUS or OK buttons.
WARNING: All the ship's components are destroyed too, but their crews are still available.

SHIPS SUMMARY

A summary of the four different ship types is displayed when you click on the board above the character. This option is very useful when you are about to raise an army for your campaign.

IMPORTANT NOTICE :

- IKAAR ships are light and fast. They carry a limited number of men, but are very effective during quick raids.
- SKRUUZ ships are excellent battleships. Like IKAAR ships, they carry a limited number of troops, and are ineffective for looting enemy cities.
- OGLEE ships are equipped with a catapult to protect them from enemy attacks. They can carry a large number of men.
- NOOWE ships are extremely heavy and slow, but you can load a huge army on them.

THE COMMANDER

Military operations are decided on the map. To select the operation you want to perform, click on one of the five icons.

ICON 1 : AIRFIELD CONSTRUCTION. The total cost is displayed under the design. Select the icon and drag the symbol on the map. The airfields are the starting point of your army during the war.
ICON 2 : KOOLPER Construction: Same as airfields. These flak batteries inflict heavy damage to the opponent's ships during attacks.
ICON 3 : ENLISTMENT. There are six classes of soldiers: ship captains, pilots, riflemen, catapult gunners, infantry men and cooks. Click on a class to view the character summary screen. Use the PLUS, MINUS and OK buttons to enlist men. The soldiers enlisted are added to your current troops, and you can assign them to different crews. Click on EXIT on the command panel to leave this menu.

ICON 4 : SHIPS ASSIGNMENT (AIRFIELDS)
Select the type of ship, then drag the symbol to an airfield on the map. Unassigned ships are unavailable for army use.

ICON 5 : CAMPAIGN :
Your goal is to destroy the seven enemy cities. The only way to achieve this is to elaborate military campaigns. A campaign is composed by different operations.
First, you must regroup your armada. Click on the selected airfield on the map. The selected army located on the airfield will be ready to start the campaign.
To determine the type and number of flying ships assigned to the campaign, click on the numbers displayed to the right of the ship names (on the command scroll). The number of men left on the airfield is displayed to the left. You also click on this to determine the number of men. Click on OK to confirm.
The average speed of your armada, the total amount of soldiers, the resistance and the strength of your army are displayed on the screen.
These values are calculated according to the performance factors of each ship, and are essential to the next step of the campaign.
You now have to finance the campaign. Use the two arrows on the scroll. The cost is expressed in travel days, depending on the number of soldiers assigned to the campaign. Click on OK to confirm, NO to cancel.
You will not be able to recover the money spent here. If you still travel after the number of days has expired, your ships will start to wreck.
The control panel of the flagship is displayed at the bottom of the screen. Your ship is displayed on the map.

CONTROL PANEL
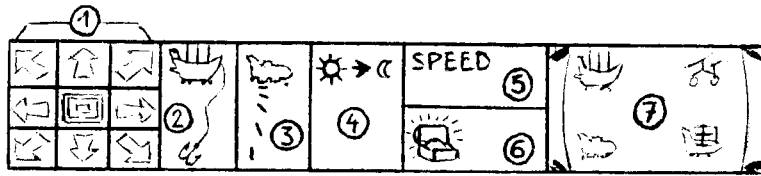
1. Movements in all directions: The ship stands still on the center.
2. Landing or looting: Use this option over an enemy city to loot it, or over an airfield to end the campaign.
3. Bombing: A click on the mouse button drops a bomb from the ship. The number of bombs required to destroy an enemy target depends on the resistance level of your opponent. The Inquisitor holds this kind of informations. Do not waste bombs on cities.
4. Calendar: The length of the travel days depends on the average speed of your armada. When the number of days is expired the ships in your armada will wreck one by one.
5. Speed: The speed of the armada depends on the winds. The display will move according to this factor.
6. Loot. After looting an enemy city, you will be rewarded. The loot depends on the number of men sent to loot the city. To be destructed, a city must be totally looted. You win the game when all the enemy cities have been looted. The Inquisitor can give you informations about the enemy cities. The loot will not be added to your treasure as long as your army has not returned safely home.
7. Condition. The current state of the armada and the different ship types are displayed here.

WARNING :
Your opponent will shoot at you if you fly near his KOOLPERS (flak), and he will send troops to attack your kingdom. If two armadas meet, the 3D action combat part of the game is activated.

3D ACTION COMBAT
The flagship's pilot instruments are displayed in the control panel at the bottom of the screen. No matter what type of ships your armada is made of, you always are equipped with crossbows and a catapult. The strength of the battle depends on the number of men engaged in it, on your own strength and on your resistance level. All these informations are displayed in the check-list of each ship.

CONTROL PANEL :
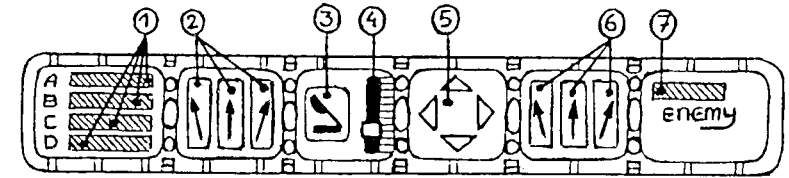
1. Armada current condition.
2. Control and fire (left crossbow).
3. Catapult shoot.
4. Catapult angle control.
5. Movement in 4 directions.
6. Control and fire (right crossbow).
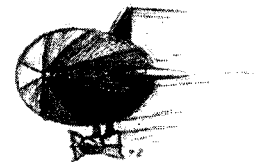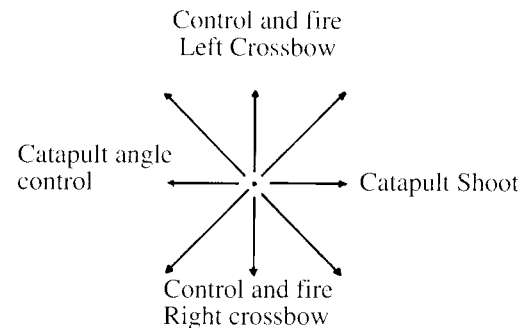7. Number of enemy ships left.

The battle ends when one of the armadas has been totally destroyed.

MOUSE AND JOYSTICK CONTROLS
If you use the keyboard, you can move by using the numeric pad. Each key allows you to move in the same direction. Press Shift to fire weapons.

Normal moves : The ship moves in all directions.

Other controls : Press the Fire Button or the Shift key.

Control and fire
Left Crossbow

Catapult angle control

Catapult Shoot

Control and fire
Right crossbow