

# PEGASUS PRODUCTIONS

PRESENTS:

# ALAMAZE



You are the awesome Sorcerer-King. You have steadily increased your arcane might through decades of research and discovery. Now your mastery of magic and other esoteric matters is indisputable. During this time you have also accumulated wealth, political power, and an army of followers. Within your realm, you are unchallenged. Now is the time of great, decisive conflict: the struggle for dominion over all of **ALAMAZE**. You are interlocked in a swelling struggle for ultimate victory with fourteen powerful kings, each unique in personality and in the powers under their command.

Your ingenious deception has fragmented the diplomatic overtures which would have resulted in a dangerous alliance between Braddock, the Paladin King, and your arch-rival, the Warlock Casnor. Strategic economic dealings with the clever Darkelves and the elusive Swampmen have provided your armies with more than adequate supplies with which to carry out the military assault. The plan you have masterminded involves much more, however. In order to undo the seemingly entrenched Elven King, you and a secret ally will launch devastating strikes on military, political, economic, and covert levels simultaneously. Even the Elven king's greatest hero, Kel-Kalon, Wielder of the Northern Flame, cannot hope to prevent your triumph.

Now, from this green hilltop you survey your assembled legions, ready to do battle with the outnumbered but well led Elven force. As you prepare to give your generals the command to begin the assault your mind replays everything that has brought you to this moment - the brink of victory. All is accounted for - except knowing what the Dragons will do. Your aide approaches. What's this? An anonymous message indicating your secret ally is concocting a double cross??

## INTRODUCTION

The fantastic world of Alamaze allows a player to choose from four different computer moderated correspondence games, each involving fifteen players. Within both our First and Second Cycle scenarios the player may choose either an individual or team game and the Second Cycle team game provides for an additional epic victory condition. Each player assumes the role of king of a unique people. Each king enjoys certain advantages and must cope with relative weaknesses in his quest to lead his/her people to dominance over his/her rival kings. Players must focus attention on a broad range of strategic and tactical considerations. Military might, political power, magic, diplomacy, economic guile, and espionage are among the tools of the successful monarch.

The game is played in bi-weekly turns, wherein each player has the opportunity to issue a number of commands which may effect any resources under his/her control. Each player relates his/her commands to Pegasus Productions by completing the turn input sheet. The computer

processes these commands for all players following the sequence of events listed elsewhere in the Rules of Play. The results of his/her actions are related to the player via the Status Update which also informs the player of the status of all resources under his/her control and other relevant information concerning the campaign situation. The game continues as each player, one team, or an epic side strives for victory.

**ALAMAZE** portrays a detailed, absorbing heroic fantasy situation which presents players with dozens of varied situations, calling for many varieties of skillful play. The more tools available and the more elaborate the setting, the better the opportunity for ingenious, challenging play. Such an approach calls for many rules, in order to treat all the interesting relevant factors which would concern a ruler in the world of **ALAMAZE**. We think you will agree the time spent learning is well rewarded and provides the participant a unique and enjoyable gaming experience.

## ***WHAT MAKES A GREAT GAME?***

*IN A TYPICAL ALAMAZE TURN, YOU CAN DO ALL OF THE FOLLOWING:*

Conduct battles against your enemies's armies in the field and storm the walls of their cities;

Explore a mysterious cavern complex or extradimensional portal with your heroes and wizards, in hopes of uncovering unique artifacts of great power;

Watch with pride as your Prince usurps control of a major city which heretofore had remained neutral in this great conflict;

Follow the ordeal of the promising young adept who seeks to gain the full powers of a wizard in your service by the undertaking the dangerous Rite of the Magi;

Trade vital resources with another kingdom;

Appear before the High Council to receive their commendation of your righteous policies;

Order a Baron to incite rebellion in an enemy-controlled town;

Order the construction of higher walls and additional catapults for the defense of your capital;

Ransom back (for a kingly sum) the foreign Duke you have captured and held hostage in your dungeons;

Witness the High Priestess of your temple divine: the location of the relic vital to your kingdom which has been lost for centuries, a variety of information concerning population centers, the regional reaction levels of a particular kingdom, details on military groups, or other choices;

Behold wizards cause earthquakes, animate skeletons, teleport armies, or perhaps summon a demon when choosing their incantations from comprehensive spell tomes;

Plan with your most trusted ally a detailed strategy for the downfall of a mutual enemy, incorporating military, political, economic, magical, and covert actions;

Blackmail a vulnerable king with the juicy information your best agent team uncovered last month concerning the unpleasant fact that his/her royal self is a werewolf;

Order your fanatics/agents to sabotage the navy of those raiding barbarians to the north, steal gold from an enemy's city, pilfer an important artifact, assassinate a military leader, emissary, wizard, or even a non-allied king, or perhaps guard against these missions happening to you;

Dazzle the neighboring region's citizens with your King's oratory, winning their hearts and minds for your empire!

***IT HAPPENS EVERYDAY: BUT ONLY IN THE UNCOMPROMISING WORLD OF ALAMAZE!***

## ***THE SECOND CYCLE OF ALAMAZE***

Time has moved the world of **ALAMAZE** into a new Age known as "The New Order of Man". For five hundred years the races of Man have ruled Alamaze through ideologically distinct kingdoms and the new experimental "Republics". All other races were purged from the major cities, and their heirs forced to relinquish their kingdoms in the treaty ending the bloody, destructive Wars of Human Sovereignty. Even the old leading kingdoms of Men, such as the Paladins and the Rangers, were subject to this treatment. For the governors of the New Order of Man ruled that the blood of such people was not as that of the new races of men, and that their warrior history was a danger to the continued peace of the Age.

The Age has been largely peaceful, with but few revolts and skirmishes initiated by the older races. Men centralized their governments in the cities. Most agricultural output had been concentrated in a few regions, fostering high levels of inter-regional trade dependency. Magic was outlawed in all "civilized" areas, and much knowledge of the arcane slipped from the minds of men over the passing centuries. Still, the elder races of Alamaze did not forget such ways. They continued to practice, teach and learn the ways of magic and mysticism.

As years passed, evil and decadent men emerged to find their way to power in the empire. Recently, much of the few remaining lands of the old races were stolen or spoiled by the incursions of the new human lords in their greed for more gold and slaves.

The breaking point in the tolerance of the old races has been reached. A new awakening of spirit is dawning upon the proud peoples who have, until now, passed quietly through this human imposed sufferance. New heroes and orators have risen to shake the feelings of their people. A concentration on the arcane has intensified. The time has come to challenge for the rebirth of the old noble kingdoms, and then to expand beyond to create a new age, a new world of untold glory and fortune. The **SECOND CYCLE OF MAGIC AND STEEL** is now upon us!

## ***WHAT MAKES A GREAT GAME BETTER?***

Exciting new kingdoms unknown in First Cycle.

A variety of changes to those kingdoms that have prevailed into the Second Cycle.

New kingdom specific abilities and orders.

Distinct and diverse new general orders impacting on various aspects of game play.

Early Strategic Objectives for the fifteen kingdoms with the nature of the objective, as well as the benefits which accrue being different for each kingdom.

Natural Enemies: All kingdoms, save one, begin the campaign with one natural enemy and this status is unalterable during the course of the game. The success of this natural enemy impacts directly upon your kingdom.

New Epic Victory Conditions: Is it possible for members of "The Realms of Light" or "The Sinister League" to work together toward ultimate victory? What impact will the "Secret Society" have on these plans and what is their agenda?

The continuation of excellent play balance that allows for kingdom, team, or epic victory potential and that offers players a historical proven opportunity to achieve victory.

New Trade criteria: New trade and gifting regulations to reflect conditions within the "New Order".

Military Changes: Changes to events effecting movement and the controlling of the sea lanes; the ability to pursue and intercept opposing groups, and modifications to recruiting and training of troops are among the alterations.

Innovative and additional Artifacts that impact on a variety of game play aspects.

Fire of the Void: A volcano centrally located and known to all kingdoms where it is possible to destroy artifacts, suggesting some very interesting possibilities.

Appeal To The Gods: If events have gone badly for your team will the gods favor you with honoring your appeal for assistance?

*While it is suggested that you gain experience in the First Cycle of **ALAMAZE** before venturing into this New Age perhaps you feel ready to meet the challenge of the Second Cycle of **ALAMAZE**?*

**In addition to nonstop action, ALAMAZE has many characteristics which gives it the status of a great game, such as:**

**CHALLENGING:** There are a myriad of choices each player must make every turn, and he/she will be choosing from a list of 11 categories of orders (providing hundreds of varied choices), not including spell options or kingdom specific orders. Good players will probably make use of almost every one of these at some point during the campaign. Since each player has his/her own secret goals it's even harder to know what course of action your rivals will take. Your strategy must address not only the deployment of your armies, but economic, political, magical, and covert matters as well. The ability to participate as an individual and thus negotiating any or no alliances or joining with friends to form a team or even an epic side (Second Cycle) and work toward a common victory.

**ENTERTAINING:** Nobles, heroes, wizards, fanatics, agents, cities, towns, villages, seas, and

artifacts are each individually named, and you'll encounter hundreds of them during the course of a campaign. The Map of **ALAMAZE** is in five colors. Turn results are in complete and varied sentences which are logically placed within the Status Update. The unknowns of magic and artifacts, and the ever thickening web of political intrigue keep even the most shrewd players off balance. While the player may enjoy many hours of planning his next turn's strategy with the alternatives available, the completion of his turn sheet will be accomplished easily with the carefully designed order number system and Sequence of Events.

**FAIR:** **ALAMAZE** is completely computer moderated. All players get one turn every two weeks. There are no hidden charges for additional actions or a larger turn sheet. Each position is unique yet balanced to the others over fourteen criteria, such as military might, magical talent, economic muscle, diplomatic skill, and others. Players know up front their kingdom's relative strengths and weaknesses, and a little about each possible rival. Excellent play balance, within the eighteen kingdoms that constitute our First Cycle games every kingdom has won and placed second or third multiple times and our newer Second Cycle games are reflecting this same play balance; you control the destiny of your kingdom and are never placed with an unwinnable position. Important components of the game, such as towns, villages, and artifacts, are randomly located in each new game to maintain freshness and anticipation as well as to be equitable for the new player.

**GREAT VALUE:** With our special introductory offer of \$15.00 for a complete First Cycle setup including two free turns for the first time player (\$7.00 per turn thereafter) you will experience the multiple award winning **ALAMAZE** for yourself.

## ***WHAT DO THE CRITICS SAY?***

A few comments on **ALAMAZE** from some of the reviewers whose articles have appeared in many Play-By-Mail and fantasy magazines:

(Note: **ALAMAZE** was the winner of the 1988 Origins award for best Play By Mail game.)

From **DRAGON MAGAZINE**, Issue #131

"**ALAMAZE** is a computer moderated, fantasy play-by-mail game from Pegasus Productions-and it is a treat. It is full of monsters and wizards, spies and spells, warlords and diplomats. As a game designer myself, I'd have to say its one of the finest designs I've seen. I like this game and recommend it to experienced gamers. Novices can do quite well if they ally with and learn from veteran players. If this sounds like the game for you, good luck! I'll be waiting for you in **ALAMAZE!**"

From **PAPER MAYHEM MAGAZINE**

Issue #19-"...Does it seem like there is a lot going on in this **ALAMAZE** turn? Does there appear to be intrigue, fear, paranoia, and all the things that make for a great game? Yes, yes, yes, and yes. am I getting my money's worth with **ALAMAZE**? You betcha! It's a great value. I recommend you give **ALAMAZE** a try."

Issue #28-"Among the many innovations in **ALAMAZE** is the truly fantastic magic system, unequalled anywhere in Play-By-Mail. Not only does the magic system fit in with the entire game system hand-in-hand-, it also shows the depth and massive amounts of designing and programming time spent lavishly in this game."

Issue #51-"It is possible that every kingdom can be involved in combat and no two sets of descriptions can be the same."

"I have never spoken to a PBM player who thought that the award winning **ALAMAZE** was anything less than a spectacular game."

(Note: **ALAMAZE** was voted **PLAY-BY-MAIL GAME OF THE YEAR** by the readers of Paper Mayhem Magazine.)

From **FLAGSHIP MAGAZINE**

Issue #16-"It is my opinion that **ALAMAZE** is probably one of the finest PBM games on the market today. It is fast paced and very exciting. The rules allow players to expand and role-play their kingdoms if they so desire, a rare commodity. It is full of all the action, intrigue, and double-dealing that any player could ask for"

"Combat is one of the many areas in which **ALAMAZE** really excels."

Issue #38-"The incredible number of possible interactions and orders means that there is no single perfect strategy in **ALAMAZE** - there's always more than one way to win, and there is no 'ultimate weapon'. This prevents **ALAMAZE** from growing stale, and allows enjoyable participation in repeated games."

"I also find that the people who play **ALAMAZE** are, by and large, both friendly and courteous, traits shared by the current gamemasters, who are also helpful and fair. In over 10 years of PBM play, I can honestly state that **ALAMAZE** is the most enjoyable game that I have played, and give it my highest recommendation."

Issue #43-"...with **ALAMAZE**, virtually every line of information is significant. Valuable information can be gleaned from small descriptor phrases in a battle report, or in a status report from an inactive emissary."

"Fantasy wargame with varied position types, noted for rich, lengthy reports."

"It is here that the game truly excels - the myriad of possible strategies and tactics, combined with the anticipation of receiving your next turn, to find out if your plans have worked."

(Note: **ALAMAZE** has received the Flagship Reader's Poll highest rating for Anticipation in fantasy wargames.)

From **WHITE WOLF MAGAZINE**, Issue #21

"**ALAMAZE** is the best fantasy PBM I have ever played." --Stewart Wieck, Editor of WW

*Escape compromise - Discover **ALAMAZE!***



Thank you for your interest in the multiple award winning fantasy adventure, **ALAMAZE**. The enclosed material will provide you some insights into the game, the kingdoms, the play-balance, and other aspects of the ever changing and constantly evolving contests of skill that have been a favorite of PBM players since 1984. We look forward to the opportunity of meeting your gaming requirements in the near future.



The following are thumbnail sketches of the eighteen kingdoms known by all First Cycle players. Many additional details are provided on the kingdom setup material. Please refer to the sign-up sheet for the scenario where a particular kingdom may be involved.

**Barbarian:** These ferocious fighters are comprised predominantly of infantry brigades that disdain retreating and usually hold wizards in low regard. The use of political emissaries is a relatively new approach by these northern raiders who control the sea lanes in the Sea of Terror that offers additional protection to their holding in the interior of the Northern Mists.

**Darkelves:** They are known to be a well-balanced kingdom capable of directing their emphases in any direction their king chooses. The initial starting possession of this kingdom offers both a beginning challenge and good expansion capabilities. Has very good magic potential and talent.

**Dragon:** They possess the greatest mobility and are the single most feared military force. While not normally known to have powerful wizards they are not affected by certain spells.

**Dwarven:** Have good influence, accomplished emissaries, and a military that while limited in mobility is extremely difficult to defeat in their preferred native gold-rich Northwestern mountains. Known to hold magic in low regard, while this restricts their own magical development, it makes them resistant to some of its effects.

**Elven:** Have dominion over the Northwestern forest area, good overall balance, and while their initial military is not great in number's their heroes and experienced bowmen are well respected. Better than average magic potential and well protected starting borders.

**Giant:** Usually begin toward the center of Alamaze, their mobility and central position provide many choices as to where they choose to go. Few kingdoms would desire to confront Giant brigades without superior numbers. Has lower than average magic potential.

**Gnome:** Usually populate the well protected Southwestern mountains, known to have good gold production and while not viewed as a stronger military has the ability to support their desires with emissaries and wizards. Frequently known to develop very good agents.

**Halfling:** Known for their ability as traders in the marketplace and are well respected for their political emissaries. Frequently able to utilize his contact with other kings to formulate good alliances. Often viewed as the most diplomatic kingdom; both in dealing with other kingdoms and in utilizing hordes of politicals.

**Nomadic:** Masters of light cavalry and desert military tactics this southern kingdom is held in high regard. Magic potential is average, enjoys a good gold producing and partially protected beginning territory. Often among the first to gain regional control.

**Paladin:** The ultimate cavalry kingdom that few would want to meet in the plains without much greater numbers. A strong political core that in combination with the military allows good flexibility in gaining control of the center of Alamaze. Magic potential is above average.

**Ranger:** While starting with fewer brigades than other kingdoms the fighting ability and leaders of this kingdom are very well respected. With good emissaries and the development of his reliable wizard power will be a force to be reckoned with.

**Sorcerer:** A primary wizard power who with time and the development of his magical abilities should demand the respect and attention of all of Alamaze. It is often viewed as advantageous to develop an early alliance with one or more of his nearest neighbors to overcome early territorial difficulties.

**Swampmen:** While widely scattered is able to utilize his numbers and above average wizards to address several regions at a time of his choosing. As might be expected has military advantages in the swamp.

**Underworld:** Able to utilize his agents to maximum benefit and often takes advantage of good regional reactions for his political core. Considered by many to require a thoughtful and patient king to fully develop the subtleties of this kingdom.

Urik: Normally possessing the greatest number of starting brigades and receiving perhaps the largest number of reinforcements of any kingdom; with the development of his military leaders this king should leave his mark on the eastern lands of Alamaze. Has lower than average magic potential.

Warlock: While viewed as possessing only an adequate military this king frequently is among the first to gain regional control and lavishes his resources in advancing his formidable wizards.

Westmen: Possessing great influence and a solid political core this monarch frequently consolidates his Western holdings and is an early leader in the affairs of Alamaze. Somewhat protected by the Sea of Mystery on the West and the Sea of Foreboding on his Eastern borders he often develops the production to address all aspects of his kingdom's needs.

Witchlord: Sometimes referred to as "The Dark Mage" this king starts with the highest level wizard and the best troops of any wizard kingdom. While viewed with great suspicion by all his neighbors none doubt either his abilities or intentions.

In Second Cycle there are many changes; including not only rule changes (detailed in the General Rules of Play and the Description of Orders books) but various enhancements and starting positions alterations for those kingdoms that are listed above. As in First Cycle, many kingdom specific characteristics are obtained only with the setup material. The following five kingdoms are unique to Second Cycle.

Ancient Ones: While beginning with perhaps the fewest number of brigades this kingdom has excellent troop quality and leadership and more advanced wizards than any other kingdom. Their unusual abilities are able to influence events unlike any single king. Not viewed as overtly as many other kingdoms this king's elusive aptitudes can play a major factor in the outcome of events throughout Alamaze.

Black Dragon: Possessing the greatest range of all the kingdoms the Black's military customarily impacts early on its adversaries and is frequently able to avoid major damage from all but the best prepared opponents. They usually occupy the Southeastern corner of Alamaze and utilize this gold-rich but poor-food area to enhance their political efforts.

Demon Princes: The natural enemy of the Ancient Ones the Princes use fear and intimidation to impose their will. The unusual abilities of this kingdom are perhaps greater than any other. Possibly having more available wizards than any kingdom other than the primary wizard types, if left alone this kingdom will wreck havoc throughout the known world.

Red Dragon: The most powerful military force in Alamaze! Few Armies or Population Centers can withstand his early attacks should he choose to combine his forces. While possessing less magic potential than many other kingdoms, his strength and speed often overcome this limitation. With the revenue generated from his early conquests the Red's politicals can play an increasing role. It is typically a matter of major concern as to where this kingdom chooses to direct his attentions.

Troll: The ultimate kingdom for number of starting brigades and a reinforcement schedule that is the envy of all other kingdoms. If not for their low level of beginning influence, magic, and political capabilities many feel this kingdom would rule Alamaze. Perhaps the most widely dispersed of all the races this king but chooses where he will impose his wishes.

In all four scenarios players receive a "subjective evaluation rating" on their kingdom's traits and characteristics in comparison to other kingdoms. This is a useful guide and provides many insights. Utilizing the unique abilities of his chosen kingdom and his own playing style every king has the opportunity to achieve victory and enjoy the enriching experience of ALAMAZE.