



You are about to journey to the wild, alien lands of Sacramentum. You are royalty of the mighty Empire of Haven, and Sacramentum is your lost colony. Your mother, the Queen, is sending you to reclaim it. What will you choose to do?

Queen's Wish is designed to be easy for a new player to learn. There is a comprehensive tutorial and ample in-game help. However, like most fantasy role-playing games, it has a lot of detail. Fortunately, if you get stuck, these instructions are here to help you out.

### **Note About Computers and Tablets**

This is the documentation for both the computer (PC/Mac/Linux) and tablet (iPad) versions. Some details are different for computers and tablets. For example, keyboard shortcuts only apply to the computer version. Parts of the interface with bigger differences will be noted. On computers, to see tips for a button, status icon, etc., move the cursor over it. On tablets, rest your finger on it.



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## **Chapter 1: System Requirements and Troubleshooting**

Queen's Wish: The Conqueror has the following system requirements:

1. PC Running Windows XP or later or Macintosh running System 10.7 or later.
2. Minimum 800 MHz processor. 1.6 GHz processor recommended.
3. Video card or processor with OpenGL support and 32 MB video RAM (64 MB recommended).
4. 512 MB RAM.
5. 300 MB hard disk space.
6. 1024x600 screen resolution with 32 bit color.

Should you have any problems running Queen's Wish: The Conqueror, consult the frequently asked questions below. Should you not find help below, go to the Queen's Wish support page at

<http://www.spiderwebsoftware.com/queenswish/support.html>.

### **The Game Is Playing Slowly. How Can I Speed It Up?**

Queen's Wish's graphics needs are modest, but they might put some strain on older machines. Fortunately, Queen's Wish has been tested and shown to run properly on even relatively old machines. However, some steps might be necessary to help it to run better on older hardware.

To see how quickly Queen's Wish is running, load a saved game, press Shift-D, enter "fps", and press return. The FPS (frames of animation drawn per second) will appear in the upper left hand corner. That number should be at least in the teens to give a good playing experience.

If Queen's Wish is running slowly, try these steps:

1. Run as few other programs as possible in the background. Quit web browsers and other unneeded applications. This frees up memory and computing power.
2. If you are using Windows, download and install the newest version of your video card drivers. Even if you are running the newest version of your drivers, the files may have become corrupted.
3. An excellent way to make Queen's Wish faster is to reduce the size of the play area. On the Video Mode window that comes up when you launch the game, choose to play in a window and then select a small size for the window. Alternately, run the game, select Settings on the title screen, and set Game Area Size to Small.
4. You can turn down the graphics detail, which can result in dramatic speed increases. Run the game, select Settings on the title screen, and set Graphics to Draw Partial or Minimal detail

**I Have a Big Monitor, and Queen's Wish Doesn't Fill All Of It. How Can I Change**

## **This?**

If you want Queen's Wish to always take up your full monitor, run the game, select Settings on the title screen, and set Game Area Size to Whole Window.

## **The Game Is Crashing (or Otherwise Malfunctioning). What Should I Do?**

Should you experience trouble with Queen's Wish crashing or with odd behavior such as static in sounds or graphics, there are several ways you might be able to make the problem go away.

1. First, restart your computer and try again. Often, problems only happen once.
2. Sometimes files can become corrupted. If you have a lot of recurring troubles and crashes, uninstall Queen's Wish (or, if using a Macintosh, throw away the Queen's Wish application). Don't skip this step! Then redownload and reinstall a fresh copy of the game. This fixes a surprising number of problems.
3. If you are using Windows, download and install the newest version of your video card drivers. These files can easily become corrupted or out of date. This step is especially important if you are running Windows 7 or later. You can often find these by going to the web site of your computer or video card manufacturer.
4. Try playing Queen's Wish with no other programs running. You can also try restarting your machine right before running the game.
5. If any common problems appear, we will tell you how to correct them on our web site. Set your web browser to

<http://www.spiderwebsoftware.com/queenswish/support.html>.

These steps will solve most problems you encounter. If none of these things help, please let us know! If there are any bugs left, we want to squish them! Typo reports are welcome too! Write us at [support@spiderwebsoftware.com](mailto:support@spiderwebsoftware.com).

## **Where can I securely order online?**

You can learn how to order Queen's Wish online in a secure, hacker-proof way at:

<http://www.spiderwebsoftware.com/queenswish>

## **I Want To Back Up Or Transfer My Saved Games. How?**

If you are using Windows, go to your My Documents folder. Look in the folder Spiderweb Software\Queen's Wish Saved Games. You will see folders titled 'Save0', 'Save1', etc. All of your saved games are in there. You can then back them up or copy them into the "Spiderweb Software\Queen's Wish Saved Games" folder in a different machine.

If you are using the Macintosh, it is slightly more complicated.

Go to your [User]/Library/Application Support folder (Macintosh). Look in the folder Spiderweb Software/ Queen's Wish. You will see folders titled 'Save0', 'Save1', etc. All of your saved games are in there.

If you are using the Macintosh OS Lion or later, your Library folder defaults to being hidden. To open it, go to the Finder, press Command+Shift+G to go to a folder, and enter "~/Library".

## **Chapter 2: The World of Queen's Wish**

Haven is one of the greatest powers in the Known Lands. It is an Empire and not shy about admitting it. Its conquests are not gained by war (usually), but by diplomacy, cunning, and clever use of its small but highly disciplined military and powerful wizards.

In its early days, Haven was one of many small, wild, violent city-states. More disciplined, more cautious, but still one of many.

The true founders of Haven created the pattern of their domination: Look for lands full of small, warring powers. Ally with the most powerful one and give it the magic and weaponry needed to defeat its enemies. In return, once their chosen faction takes power, demand trade and partial control of that nation, making it a vassal state.

If the nation ever tries to back out of the deal, ally with one of its rivals and help Haven's new friend destroy the disobedient former vassal state. Then demand loyalty from the shattered nation that remains.

Haven has its own warriors and wizards. They fight, and very well. However, there are not enough of them to conquer the world by force of arms. Is it by alliances that Haven grows. That is why Haven's symbol is the scroll. Haven makes deals, and it lives by them. Haven buys the independence of smaller powers, and it is brutal when they try to regain it.

### **The Rulers of Haven**

Haven's ruler is Queen Sharyn III. She has ruled for thirty years, bringing rewards to allies and punishment to foes with equal confidence. However, she is beginning to age, and more attention has been paid to her three children.

Her oldest child is Sutter, first in line for the throne. Happily, he seems well-suited to be king. Cheerful, well-liked, bright, and energetic, he is fully ready to ascend to the throne and expand Haven's power and influence.

His younger sister is Princess Delia. She has been raised since birth to be a scholar and advisor. Few know more than her of the history of Haven, its triumphs and mistakes. She is a kind woman and a true patriot, eager to aid Haven and all of its allies.

Queen Sharyn's youngest child is you. From an early age, you resented your role: Too young to have true power and influence, yet never freed for a moment from the expectations and limits placed on you. Nobody ever knew what your role would be, and your irreverence, mischief, and general laziness didn't help. Fortunately, Queen Sharyn, in her wisdom, has found a purpose for her errant child.

### **Sacramentum**

It is the year 530 of the Empire. A hundred years earlier, the ships of Haven discovered the continent of Sacramentum. It was a small land, occupied by three squabbling nations. It was simple for Haven to play them against each other, drawing tribute from each of its three new vassal states in return for protection against the others.

Sacramentum was one of Haven's smaller possessions, but valued nonetheless for its unique crafts. Queen Sharyn even visited it in her youth, in Year 491, almost forty years earlier.

Then, twenty years ago, early in Sharyn's reign, Haven's colony in Sacramentum failed. Haven's crops died. Its livestock sickened. As one, the three nations of Sacramentum closed their gates to Haven's soldiers and refused to provide trade and tribute. The walls of Haven's forts began to crumble. It was as if the soil itself turned against your empire.

Such an insult must never be borne by Haven, but other matters forced Sharyn to delay her response. At last, she is ready to reclaim her fallen colony. This loss happened under her watch, and she is eager to reverse it. Her agent? You.

You, her youngest child, bearing all her authority and wrapped in powerful protective magic, are being sent to Sacramentum. Your assignment: Reclaim your lands. Take control of Haven's battalions and force the three nations of Sacramentum to pay Haven what it is owed.

Those are the Queen's orders, but you don't have to obey them. You are her child, after all, and royalty. If you don't want to fulfill your mission, you have but to return home. Alas, there is a problem. The magical portal that can return you to your Queen has been disabled. You will need to gather resources to reactivate it. This is going to take some effort. How you gain them is up to you.

The three nations of Sacramentum are still small, squabbling powers, lost in their own petty concerns. You controlled them once. You can do it again. If you choose.

## Chapter 3: Getting Started



When you launch Queen's Wish, you can select from these options:

**Start New Game** - Start a new game. You can set the appearance of your character and choose the game difficulty. After you edit them, you will enter the world of Queen's Wish.

**Load Game** - Displays a window where you can select and load a saved game.

**Instructions** - See these instructions.

**Settings** - Brings up a window where you can tinker with the game's difficulty and other settings. You can also change most of the keyboard shortcuts.

**Medals** - See the medals you have earned while playing Queen's Wish.

### **Creating Your Characters**

After selecting Start New Game on the title screen, you will be able to name and change the appearance of your main character. When you are ready, press the OK button.

### **Choosing the Game Difficulty**

When you have created your party, you can choose how difficult you would like the game to be. If you prefer a relaxing experience, feel free to choose Casual. If you like a real gaming challenge, select Torment. If you want the default, relaxing, not-too-tough Queen's Wish experience, choose Normal.

If you want more of a tough, old-school gaming experience, try starting out on Veteran.

## **Chapter 4: Skills and Training**

When you play Queen's Wish, you can maintain a roster of eight characters. One of them is your main character. The other seven can be recruited, trained, and dismissed while in your forts.

### **The Edit Party Screen**



To change your roster, while in one of your Haven forts, press the Edit Party button.

To change the order of your party, press the arrow buttons to the left.

Use the Create Character and Delete Character buttons to make new characters. As you expand into different countries, you will be able to recruit characters with different sets of abilities.

You can have up to four characters when you leave your fort. Press the Add To Party/Remove From Party buttons to the right to change your party makeup.

Press the Edit Character button to change your character's name and appearance.

### **Skills and Levels**

Your characters have a level, which is a number that starts at one. As your level goes up, your characters will gain health and magical energy. You will also get Skill Points, which can buy and improve your abilities.

When you complete a quest or achieve a few other special goals, you will earn experience points. When you gain enough experience, you will gain a level.

To see a character's skills, press the '?' button by his or her portrait. When a character has unspent skill points and you are in one of Haven's forts, this button turns to a '+'. Press this button to train the character.

When you gain a level, you gain another skill point. In Haven's forts, press the '+' button by a character to spend that skill point.

### Training a Character



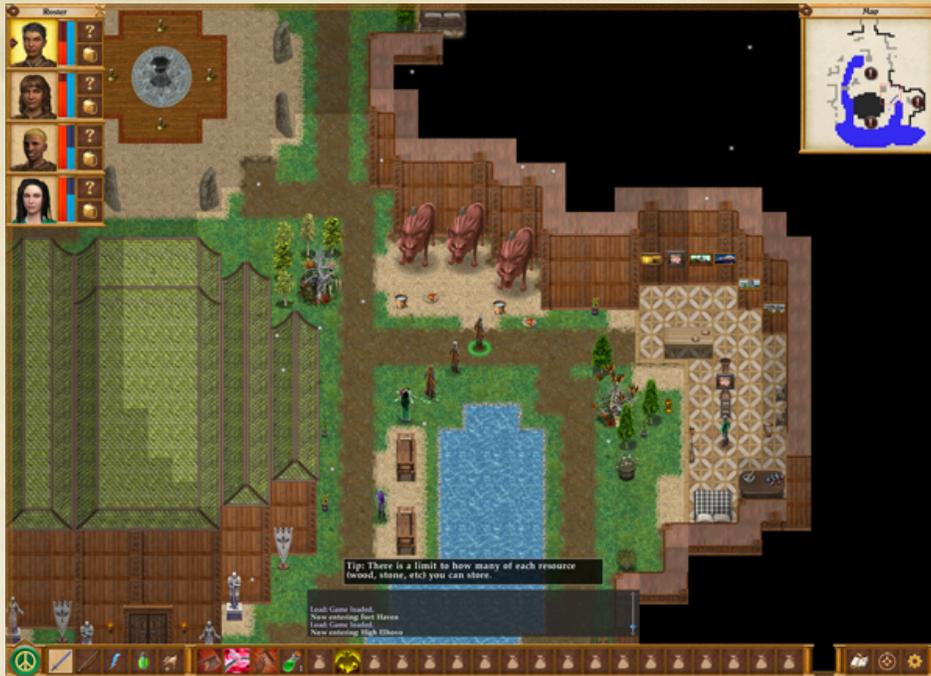
When a character gains a level and you are in one of Haven's forts, a '+' button will appear by its portrait. Press this button to train your character.

You can spend that skill point in the panel to the right to add or improve an ability. Use the tabs at the top to switch between the four sorts of abilities.

When you are in one of Haven's forts, you can shift your skill points around if you want to change how your character is trained. Select a skill you have bought to unlearn it and get the skill points back.

Your skills are on four different tiers. To buy skills on a tier, you must spend at least two skill points on the tier below it. When you buy your first skill on a tier, you get a bonus. This is given to the right.

## **Chapter 5: The Queen's Wish Screen**



When you've started a new game or loaded an old saved game, you will see the Queen's Wish screen. It is divided into four areas:

### **The Terrain Area**

Where your adventures happen. To move your group, select the spot you want them to move to. You can also use the keypad or arrow keys to move. In the terrain area, north is up and east is right.

To shift the terrain view, move your cursor to the edge of the screen or use the cursor to drag the screen. To shift the view to a character, select its portrait in the roster.

To talk to a character, search a box or other container, open a door, or use an object (like controls), select it.

### **The Character Roster**

This is to the upper left and displays the portraits of the members of your group as well as status information about each character.";

**The Portrait** - Select a character's portrait to make it active (you can also do this by typing '1'-'4'). That character's Quick Use buttons will become visible on the bottom of the screen.

When you want one of your characters to cast a spell, buy something, or use an item, select that character

When you're casting a spell on one of your characters, select the portrait to pick the target.

**The Info/Train Button** - Press the button with a '?' to bring up the Statistics screen. When you gain a level and are in one of Haven's forts, this button turns into a '+'. Press the '+' to train your character.

**Health and Spell Energy Bar** - The two bars to the right of a portrait show your current health and spell energy. The longer the bar is, the more of your points remain.

**Inventory** - Select the bag to see a character's inventory.

### **The Map**

Displays a rough map of the area around you. Select a point on the automap to shift the terrain view to a different area. When you move your cursor over the map, empty areas you have mapped will be drawn in light gray, clearly indicating where you have not yet explored.

When you find interesting locations, they will automatically be marked by a '!' marker on the automap. Hover your cursor over the marker to see what is there and (when outdoors) what quests you might have there.

### **Game Buttons**

There are buttons at the bottom of the screen that let you do things. You can find out what a button does by moving the cursor over it. You can also find the keyboard shortcut for each button by mousing over it.

The buttons are, from left to right:

**Start/End Combat** - You can press this button in group mode (when it looks like a peace symbol) to enter combat mode. Later, you can press this button during combat (when it looks like crossed swords) to end combat. If no foes are visible, combat will end.

**Buy Shops and Furniture (Haven fort only)** - Spend your resources and gold to buy shops and furniture for your forts. For more information on that, read the section on Resources.

**Place Shops and Furniture (Haven fort only)** - Place the shops and furniture you have bought.

**Edit Party (Haven fort only)** - Edit your roster of characters. For more information, read the section on the Editing Party Screen.

**Use Melee/Missile Attacks (When not in Haven fort)** - The first two buttons set whether this character attacks with a melee or missile weapon. The weapons you have equipped will be visible on the buttons. Press the left button to have the character attack with a melee weapon. Press the right button to have the character attack with a missile.

**Use Ability (When not in Haven fort)** - Choose an ability for your active character to use. Each ability costs energy.

**Use Item** - Use one of the items in your pack, like a potion or a scroll. Using a scroll consumes it. Other items can only be used once, but resting in an inn or returning to a Haven fort will recharge them.

**Get Items** - Opens your active character's pack and shows your inventory. You can equip and unequip items or give items to other characters.

**Quick Use Button** - The buttons in the middle can be programmed to activate commonly used abilities or items. Press a button to assign an ability or item to it. To clear a Quick Use Button, right-click it. (Command-click it on Macintosh.)

**Journal** - See text you have recorded, quests that are active, and a list of your special items (like keys).

**World Map** - See Sacramentum and all of the locations you have discovered. Mouse over a location to see any quests active in it. When you are outdoors, you can select a discovered location to fast travel to it.

**File Menu** - Opens the File menu. Save the game, load a different saved game, change settings, or quit.

### **The Text Console**

If you want to see a text console showing detailed information about what is happening, type 'c'. Type it again to dispel the console.

## **Chapter 6: Queen's Wish Settings**

You can edit the game settings from the title screen. In the game, you can also change them from the Game Menu. Of particular importance are:

**Difficulty: Casual/Normal/Veteran/Torment** - Determines how powerful your foes are. You can only change this after you have loaded a saved game.

**Walk Animation: Animated/Snap Movement** - Whether the movement of your character is animated. When set to Snap Movement, your characters will move more quickly.

**Scrolling Speed: Normal/Fast/Slow** - Sets how quickly the terrain view scrolls when you move your mouse to the edge of the screen.

**Warning Before Pause In Combat: On/Off** - Turns on/off a warning when selecting on a character to end his or her turn in combat.

**Arrow Keys: Move Party/Scroll Terrain View** - Sets whether the arrow keys are used to move the party or to scroll the terrain view.

**Auto Scroll Terrain View While Walk: On/Off** - If you turn this feature on, the terrain view will automatically jump to follow your characters as they move.

**Resolution and Window Size** - Choose whether you will be given the chance to set window size at start up or not.

**Graphics Extra Details** - Turn on and off extra graphical effects.

**Game Area Size: Normal/Small/Whole Window** - By default, to improve performance, Queen's Wish will only use up to a certain amount of a large monitor. Change this setting to alter the maximum amount of screen space the game will use.

**Sound Volume** - How loud the game's sounds are.

**Background Sounds** - You can toggle these on/off.

**Set Keyboard Shortcuts** - You can change the keyboard shortcuts for most common actions.

## Chapter 7: Items and Inventory



Press the bag button by a character's portrait in the character roster, press the getting button at the bottom of the screen, or type 'g', and you will see the Inventory window.

You will also see the inventory window when you select a chest or other container.

To move an item, select it and then select where you want it to go. To equip an item, select it and then select your character's paper doll.

To put an item in a container, open the container. Then select the item, then select the container area to the right.

To give an item to another character, select it and then select the portrait of the other character.

### **Theft**

Sometimes, an item in a container will be marked with 'Not Yours'. You can't steal it if a friendly townspeople can see you.

### **Equipping Items**

To have a character equip an item (like a sword), select it and then select the paper doll in the center of the inventory window. To remove the item, select the item and then select a free spot in your pack or in a box.

Some items are marked as Tier 1, 2, or 3. They can't be equipped unless your skills are high enough. Arcane gear can't be equipped until you train in the magic tab. Other armor or weapons require you to train in the battle tab.

### **Potions and Using Items**

To use an item, press the Use Item button on the main screen and then choose the item to use.

Potions and some artifacts can only be used once on each adventure. To recharge them, rest in an inn or return to a Haven fort.

You can change the sort of potion in a potion bottle. To do this, build an Alchemist in one of your forts and talk to it.

### **Shopping and Selling**

When you talk to a shopkeeper, you can choose to buy items. Items for sale will appear to the right. Select one to buy it.

### **Giving Items**

To give an item to another character, select an item and then select that character's portrait to the upper left.

### **Augments and Runes**

These are gems you can install in a weapon or piece of armor to improve it. Armor can contain augments. Weapons can contain runes. Helmets can contain both.

To install these, talk to a blacksmith in one of your forts and choose to place augments. (You will have to build a Smithy to get one.) Select an item and then select the rune or augment to try to install.

You can remove runes and augments later. Talk to the smith, select the item that contains the rune/augment, and then choose the one to remove. It does cost some gold.

## **Chapter 8: Town and Outdoors**

You will spend most of your time in Queen's Wish wandering in towns (settlements of friendly people who sell you stuff and give you quests), the outdoors (huge, unsettled areas between the towns), or dungeons (dark, dangerous places full of unfriendly monsters). Sacramentum is an enormous place, with dozens of towns, settlements, castles, towers, dungeons, and so on.

### **Not Getting Lost**

If you are having trouble finding your way outdoors, press the World Map button (to the bottom right) to see a map. Your approximate position is marked by the glowing weapons. You can also select a discovered location to fast travel to it.

### **Dialogue**

To talk to a character in town, select it. You will then learn what it has to say and ask questions in return. Be careful. Characters will pay close attention to what you say.

Some characters give quests. You can review your quests by pressing the Journal button. This can help you find dungeons to clear out. Beating dungeons gives you experience, though you don't usually need to get a quest to beat a dungeon and get the reward.

You can also buy and sell items by talking to the right people.

There are two buttons at the bottom of the talking area. The OK button, when available, ends the conversation immediately. The Record button saves what this person just told you in your journal. You can review this dialogue by pressing the Journal button.

### **Movement, Leaving Town**

To move around, select the space you want to move to or use the keypad or arrow keys.

If you want to move a long way, select a space on the automap to shift the view. Then select a spot on the terrain to walk to. If you didn't pick a spot too far away, your party will find its way there.

### **The Great Outdoors**

When you are indoors, the edges of towns will be tinted. Walk on the tinted area to leave town and enter the outdoors. You will see smaller versions of your adventurers standing in a little clump.

Moving outdoors works the same as walking around indoors. When you find a town or dungeon entrance, walk up to it to enter.

You will sometimes encounter groups of characters outside. Some are hostile and some are friendly.

### **Using Objects, Doors**

To search inside a dresser, desk, barrel, etc., select it. This will bring up the Inventory Window. You can leave excess items in the box.

Sometimes, you will find machinery and controls that can only be used when you select them (like the wheels that open gates).

### **Doors and Stairways**

You will often find stairways, ladders, doors, and other ways to change your location. Select them to move through.

### **Dungeons, Respawning**

When you defeat the boss of a dungeon, it is cleared out. Monsters there will be gone when you return. If any monsters are unbeaten and their treasure unclaimed, they may be gone when you return.

If you leave a dungeon without completing it, most of the enemies will have reappeared when you return. To progress, you will need to complete dungeons in a single run.

When you defeat a hostile location, you can get more than just experience. Some locations are full of magical items. Others, when defeated, send resources to your forts.

## Chapter 9: Resources and Buildings

Your forts and conquered dungeons generate resources: wood, stone, iron, quicksilver, and gold.

You can use these to buy shops to install in your forts. This will be one of your main ways to gain power.

Iron primarily comes from the Ukat. Stone comes from The Vol. Quicksilver comes from the Ahriel Woods. You can find wood everywhere.



### **Buying Buildings**

When in a Haven fort, press the Buy Buildings button. You can spend your resources to buy shops and decorative furniture. Mouse over a building to see the bonuses it gives you.



## Placing Shops

When in a Haven fort, you need to rebuild buildings to place shops in them. Select the stone markers to rebuild structures.

Press the Place Shops button to put a shop. You can put shops on wooden floors. When you place one, the shopkeeper will appear. Be sure to talk to all of your shopkeepers to learn what they can do.

You can only put one of each sort of shop in each fort.

## Upkeep

Each shop costs resources for upkeep. Mouse over the shop type in the Buy Shops window to see how much.

You will earn resources from all your forts and mines every two days. When you earn resources, you will pay upkeep. If you don't have enough of a resource, you will lose gold.

## Theft

Sometimes, when you are gathering resources (every two days), your resources will be stolen. Each country (Haven, The Vol, etc) has a security level that determines the chance of theft.

Building Barracks and Guard Towers in your forts reduces the theft chance. Building the second fort in a country increases the theft chance.

Some quests and activities can affect the chance of theft. For example, wiping out a nest of bandits might reduce the theft chance.

## **Chapter 10: Combat**



When something attacks you, you enter combat mode automatically. You can also enter combat by pressing the Start Combat button (or the 'f' key).

You spend most of the game wandering around in group mode. In this mode, one character moves and the rest of the party follows behind. In combat mode, each character moves separately, one at a time.

### **Taking Turns**

Every character has a speed. Heavy armor reduces it. Haste effects and items increases it. The faster you are, the more often you will act in combat.

### **Action Points**

Each turn, a character starts with a base of 5 action points. If you have any action points, you can do any action. When you use up more action points than you have, your turn ends.

Moving 1 space costs 1 action point. Attacking consumes 8 action points. Abilities use 4-6 action points, depending on the ability. Using an item (like a potion) uses 4 action points. Changing an item you have equipped costs 6.

To end a character's turn early, select the space it is standing in (or press the space bar).

### **Abilities and Movement**

When you use an ability or item, your character can't move any more that turn.

When you move out of a space next to a creature, you lose 4 action points.

### **Resting**

Using abilities costs energy. Your maximum energy goes up when you gain levels. Every few foes you kill during an adventure, you will regain one energy.

To get all of your energy back (and recharge your items), rest in an inn or return to a Haven fort.

### **Critical Hits**

Every attack has a base 5% chance of being a critical hit. These attacks do an extra 50% damage. Some items can increase the chance of your getting critical hits.

### **Default Attacks**

The two buttons at the bottom of the screen to the far left determine your default attack. If you press the button on the left, every time you attack, you will use your equipped melee weapon (sword or pole weapon). If you push the button on the right, whenever you attack, you will use your missile weapon (like bows).

### **Moving in Combat**

To move a character in combat, select the space to move to. When you choose to attack a foe, select the space it is standing in. Your character, if using a hand-to-hand weapon, will move there and attack.

Sometimes, however, that route may take your character well out of the way. This is especially likely to happen in a crowded passage, where the only clear route to the target is along a roundabout route.

To have a character move directly to the battle, you may have to make him or her switch places with another of your characters. To have the active character switch places with another, select the space that character is standing on.

### **Damage**

When foes hit you, you will take damage. You can restore your health by drinking healing potions or casting healing spells. As you cast spells, your energy will drain away.

If your character takes a blow which knocks him or her below 0 health, that character will fall unconscious.

To restore all of your health and energy, stay in an inn or enter a Havenite fort.

If all of your characters fall unconscious, dramatic things will happen.

### **Outdoor Fights**

Sometimes, when exploring the outdoors, groups of creatures will attack you. When this happens, the battle will take place on a small battlefield. When your foes are dead, press the End Combat button to leave the battlefield and resume your travels.

During most outdoor battles, you can flee your enemies by moving one of your characters onto the tinted area at the far end of the battlefield. If that tinted area is absent, you won't be able to flee.

### **Ending Combat**

When you are through with combat, press the End Combat button or type 'f'. If there are no enemies visible, combat ends immediately. Otherwise, it will cease at the end of the current round. Note, however, that if you still have a foe nearby, combat will immediately begin again.

### **Armor**

Each piece of armor absorbs a percentage of damage you take, and each piece has a maximum amount of physical or magical damage you can absorb.

For example, iron chainmail blocks 60% of damage. It can block up to 9 points of physical damage and 4 points of magical damage. If you take 20 points of physical damage, 60% of that is 12 points, so the armor will block 9 of that, you will take 3 points of damage.

Some armor provides better protection against magical damage and some is better against physical damage. Most weapons do physical damage, but some do magical damage.

## **Chapter 11: Abilities**



When you train your characters, you can spend skill points to buy abilities. For most abilities, you can spend a second skill point to make that ability stronger.

Some abilities heal or protect your characters. Others do damage immediately.

Some Battle abilities improve your next attack by adding stun or other effects. Use the abilities and then attack. Those abilities can also improve missile weapons and wands.

### **Using Abilities and Items**

Press the Use Ability button to select an ability. If it is an attack ability, choosing it will instantly put you into combat mode.

Press the Use Item button to use an item (like a potion or scroll).

### **Targeting, Summoning**

Some spells are cast on a character in your party. To select the target, select the character's portrait (or type '1'-'4' on Mac/Windows).

Some spells are cast on your enemies. When you cast such a spell, you will be asked to indicate a target. Some spells affect a single foe. Other spells affect a circular or cone-shaped area. When you move the cursor, white lines will indicate the targeted area.

### **Summoning Spells**

Some spells summon allies to fight by your side. They will stay around a short time and then disappear. They aren't very bright. If there are no foes nearby, they will just stand around until they disappear.

Summoned creatures are powerful but hard to control. Each character can only have one summoned creature at one time.

### **Statuses**

Your characters can get good statuses (like Bless or Haste) and negative statuses (like Charm and Poison). Each time that character gets a turn in combat, the statuses fade away.

Some statuses, like Poison, stack. If you get poisoned twice, you take twice as much damage.

Some spells, like Cure, can remove negative statuses.

When a character gets a status, an icon will appear to the right of its portrait. Mouse over it to see a description.

### **Cultural Abilities**

When you build your first fort in a different country, you become able to recruit characters from that country. For example, when you make your first fort in the Ahriel Woods, you can use the Edit Party button to recruit Ahriel.

Characters from different countries are able to buy new, special abilities.

In addition, your Prince or Princess is able to learn special Havenite abilities nobody else can get.

## **Chapter 12: Final Notes**

Thank you so much for playing Queen's Wish: The Conqueror. This is hopefully the first game in a trilogy. I am really enjoying writing about this world and characters, and I hope that I can continue with it.

There is a lot I'd like to say about this story and where it came from, but I can't yet, because it would spoil where it is going.

I will say that I've always been a gigantic nerd about history and civics and politics and why governments and why people act the way they do. I've tried to let a lot of that infect this game, and I hope you found something that surprised you or confused you or made you go, "Hmmm. I really don't know what to do here."

I also have a family. Video games are mostly written by young people, and family and parenthood doesn't come up in them a lot. I wanted to write about these things, and Queen's Wish gave me a way to do it. I care about this weird little family of royalty, and I hope you like your time with them.

Anyway, thank you again for your time and attention, which are, after all, the most valuable things you have. I'm honored, and I hope to see you again soon.

- Jeff Vogel  
July, 2019