

Hinterland



hinterland

game MANUAL

v2.0

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Overview And Quick Start

The king has charged you with taming a wild territory of his realm, by building a prosperous town and conquering all enemy sites in the region.

Starting A game

After choosing a character background, portrait and name, you can further customize your play experience with the various options shown (game length, difficulty, raiders, etc.).

visitors and followers

Visitors periodically arrive and offer to become your followers, for a fee. Each has a profession, which provides a set of tasks he can do.

food

Every day you and each of your followers must eat one food.

Adventuring

Followers can be taken from their homes to join your party for adventuring outside the town. There you'll encounter enemy occupied sites, as well as roaming bands of enemies. When defeated by you and your party they yield fame and loot.

fame

Fame is the measure of your success as a leader. It is earned by defeating enemies, and lost when you yourself fall in combat. Fame is also gained from fulfilling the king's requests, and lost by failing to do so in time.

pausing the game

To pause the game hit the space bar or P key

winning And Losing

To win you must conquer all enemy sites in the region. When the Region Map is displayed, you are also shown the total number of enemy sites, as well as how many you have defeated so far.

If your fame gets too low, or you run out of food, you may be fired or starve and lose..

saving your progress

Your progress is automatically saved periodically. Click the Resume button on the Main Menu to continue your last game, or select an existing character from the Characters Screen to continue his / her game.

Starting A game

creating A character

In Hinterland you can play as any one of several types of characters, each with a different background and associated capabilities. After choosing a character background, pick a portrait and enter a name.

Each time you start a new game of Hinterland, a new region is generated for you.

During play your progress is automatically saved periodically.

continuing A saved game

Click the Resume button on the Main Menu to pick up where you left off. The name of your most recent character is shown above this button.

Click the Characters button on the Main Menu to continue the game of any other previously saved character.

difficulty

The difficulty setting affects enemy combat strength as well as their placement and general intelligence. It also affects the rate at which you and your followers improve and the amount of loot found. Hardcore difficulty is identical to 'Hard', except that in Hardcore, if you yourself are killed, you lose immediately.

game length

Game length sets how many enemy sites you'll have to defeat to win.

Don't confuse game length with difficulty – in some cases a long game may be easier than a short game, because you will have access to more potential loot and experience for yourself and your followers.

raiders

With this option turned off, your town will never be attacked by enemy raiders. However, this also means the overall amount of loot available in the region will be less than in the standard game.

requests

With this option turned off, the king will not make periodic requests of you. This means you will never suffer the associated fame penalties of failing to fulfill a request in time, but conversely you will not have access to the opportunity for fame rewards offered by the king's requests.

Movement And Interaction

Click and hold the left mouse button (boots cursor) to move to the indicated location. After walking uninterrupted for a certain period of time your character will automatically begin to run. Getting hit by an enemy will force you to slow down briefly if you are running.

You can also move using the arrow keys, number pad or WASD keys.

Followers in your adventuring party automatically follow your character.

talking to characters

Click on a character or his home to talk to him.

Attacking enemies

Click on an enemy to attack him.

Looting and other interactions

Click on other objects to interact with them.

mini map

The small circular map in the lower left corner of the screen shows

enemies in your immediate vicinity.

When you're out of town, the small cottage indicator on the mini map shows you the way back to town.

region map

Click the Region button for a view of your entire territory, including the locations of enemy sites.

town view

Use the Town View to see your entire town and all your followers.

visitors and followers

When you start a new game you won't have any followers yet, but visitors wishing to become your followers will periodically come to the town.

visitors

Click on a visitor or his card on the left of the screen to talk to him and see his profession, associated capabilities, and what it will cost to add him to the town. Visitors come and go periodically, but you can also tell a visitor to leave town, by talking to him in the same way. This frees up a slot for a new visitor to fill, so if you're pretty sure you're uninterested in a given visitor, you should consider ejecting him from town.

homes

Adding a visitor to the town causes a home to be built for him in a predetermined location. The home of a dismissed follower can be reoccupied by new follower of the same profession.

visitor requirements

Some visitors require a certain amount of fame, town quality, access to a resource or other extra, or the presence of particular item or building in the town before they will join you. If an item is required, it is consumed when the visitor joins the town, but is also returned if he or she is ever lost or ejected from town.

advertising

Advertising costs gold, but allows you to call for a fresh batch of visitors. The cost to advertise is dependent on the number of visitors your town can host.

losing followers

Followers can be dismissed from town whenever you like - but dismissing a follower who has been incapacitated fighting in your service negatively impacts your fame. Following dismissal, you have the option of also removing his home, or saving it to be later occupied by a replacement follower of the same profession.

Followers may also be killed.

hostel inn and tavern

These buildings each increase the number of visitors your town can host at any given time.

unique followers

Many follower professions are unique, meaning there can be only one instance of a follower of that type residing in the town at any given time.

food

You and all your followers must eat regularly, therefore you must produce food in order to sustain your town.

Whether adventuring or working in the town, every day you and all your followers each require one food to eat.

Food can be produced by farmers, herders, woodsmen and hunters - and their level of production can be greatly enhanced by equipping them with various items you'll find in the world, as loot.

Sometimes the king will ask that you send him a specific amount of food within a certain time.

gold

Gold is acquired from looting, and can be produced by certain buildings and followers in town.

Gold is mainly used for acquiring followers and upgrading buildings.

Gold is not carried in inventories - when you loot an object or a defeated enemy, the gold you procure is automatically added to your treasury.

Sometimes the king will ask that you send him a specific amount of gold within a certain time.

fame

Fame is the measure of your success and prowess as a leader, and is symbolized by a crown. Your current fame is shown at the top of the screen.

Acquiring fame

You earn fame through your exploits - essentially by defeating enemies, and especially by conquering enemy sites in the region. You also acquire fame by fulfilling periodic requests from the king.

high fame

As you acquire more fame you'll be able to employ better followers - many visitors to the town will not agree to follow you until you've achieved a certain minimum amount of fame.

Losing fame

You lose fame when you are defeated in combat, or fail to fulfill a request from the king.

Ejecting an incapacitated follower from town also results in loss of fame.

Low fame

If your fame gets really low you could be fired by the king, and thus lose the game.

Looting

You can loot the bodies of slain enemies by clicking on them.

The presence of loot is indicated by the sparkling effect above the body.

Other items such as chests also contain loot.

When you loot an object a small inventory panel showing its contents is displayed.

Click on each item to add them to the party's inventory.

Gold and food are automatically transferred to your global stores when clicked on.

Leveling

You and each of your followers improves combat abilities (attack, defense, health) through fighting. This level of progress is shown as a white fill bar on the character's card, behind the given stat.

Each time a stat is increased, maximum health is also increased.

When a character achieves a significant amount of improvement he gains a new level. A character's (or enemy's) level therefore indicates his relative overall combat strength.

When your character gains a level a small button is displayed on his info card, allowing you to choose which main ability to improve even further, when you are ready to do so. At this time you also get to choose a special ability to acquire.

Building

Most of the buildings in your town are homes, including your own.

When you add a new follower to the town you must then indicate where his home is to be located. Optionally, you can double click on the build home button and the building will automatically be placed, in a predetermined location. You also have the option to move the new follower into an existing home of a former follower of the same profession, if one exists in the town.

Many follower professions are unique, meaning there can be only one instance of that type of follower living in the town at a time.

upgrading buildings

Most buildings, including your home (which begins as a mere Outpost) can be upgraded from their initial starting level. Click on the building or its resident to order the upgrade. The level of **your** home caps the maximum level of other buildings in the town.

Upgrading a building can result in more powerful item production or increased rate of production for the follower living there, can provide other benefits such as Healthcare or Music, which increase town quality.

An upgrade can require the same types of things new followers may depend on, such as gold, items, access, or even the presence of another specific building in the town.

Professions And Tasks

Each follower has a profession, and an associated set of tasks he can do when in town.

In some cases only one instance of a given profession is allowed in the town.

TASKS

Click on a follower or his home to assign a task. This can be done from

the Town View or the normal view.

Followers stop working in town when part of your adventuring party.

Some buildings provide benefits to the town even when the follower is not working there.

When a follower is dismissed from the adventuring party he resumes his previous task in town.

If a follower has been killed or ejected from the town, his associated building is non-functional.

item production

Many followers can produce different items, such as weapons and potions, for you to employ. If your town has a Market, you can instruct these followers to sell their goods, rather than turn them over to the town's inventory upon completion, which generates gold for you.

research

Many followers can conduct research to improve their production capabilities. While researching, a follower will do nothing else. You will get a message when a follower completes research. If a follower can research multiple things they will continue researching until they are out of things to research unless you tell them to switch to a different task.

defending the town

Most followers except Guards and Archers will not defend the town by default, but rather will try to avoid any monsters who attack them. You can set a follower to attack or avoid enemies when talking to him. The follower will always tell you what they are currently doing.

Resources And Extras

Certain sites in the region provide access to valuable resources, such as Iron, Wild Game Herbs and Fresh Water, once you claim them by defeating the enemies located there.

You can also obtain access to certain resources directly in the town, by undertaking certain activities on the Character Information Panel, such as importing Iron, or digging a well for Fresh Water.

EXTRAS

Some town buildings also provide access to various extras, such as Music, Dining, Healthcare, Ale or Meat.

Everything the town currently has access to is shown in the upper right corner of the screen.

Many buildings, followers and their professions depend on access to these resources and services. If needed access is lost, associated production ceases.

Some of these extras also contribute to town quality, shown by one or more stars on the access indicator.

Sometimes the king will ask that you secure access to a specific resource within a certain amount of time.

Town Quality

Town quality is the measure of how good life in your town is. It is signified by a star.

Some followers will not join your or remain part of your town unless a minimum level of quality is achieved.

Items And Equipment

Items such as clothing, weapons, potions, artifacts and miscellaneous equipment may be carried and employed by your character and your followers. Items such as this may be looted from slain enemies, treasure chests, or other objects, or produced by your followers working in town. Rare items may show up only once, or even not at all in a given game, while other items, such as swords, are more ubiquitous.

inventories

Each character has his own inventory with containers for a weapon, armor or clothing, an off hand item such as a shield, and a miscellaneous item. Treasure chests, slain enemies and other objects have their own inventories for you to peruse, when you loot them.

There are also large inventories for the town (shown in the lower left of the screen) and the party (shown in the lower right). The town inventory is not accessible when you are outside the town on an adventure.

Items can be moved from one inventory container to another by clicking and dragging, though with character inventories only the appropriate type of items may go in a given slot. Items of the same type may be stacked in the town and party inventories.

removing items

You may remove unwanted items by dragging them from an inventory on to the main screen. You may also shift-click to remove them without confirmation.

If the town has a Merchant, removing items will generate a small amount of gold, from the Merchant's sale of the item(s).

civilian items

Some items may be used by followers working in town. These items have various effects such as increasing food production or speeding research when they are equipped in the follower's miscellaneous inventory slot. Most civilian items can only be used for a certain amount of time before they wear out or break. Some followers may gain similar effect by equipping certain weapons, for example smiths will produce items faster if they are equipped with a hammer.

sorting

Clicking on the sort button between the Town and Party Inventories rearranges all items in the Party Inventory, and the Town Inventory if it is visible. Usable items such as potions are sorted to the right side of the Party Inventory. All other items are sorted by type (civilian, armor,

weapon, etc.) from the left of the Town Inventory (if it is visible) and from the left side of the party inventory if it is not.

enemies

The Hinterland is a dangerous place. Enemies roam the world freely in bands, while others occupy and defend important sites in the region.

enemy sites

Enemy sites further from the town are generally more dangerous and difficult to conquer.

When you have entered an enemy site its name, approximate level of danger, as well as the total number of defenders remaining is displayed at the bottom of the screen. To conquer an enemy occupied site you must vanquish all its defenders.

If the site provides access to a resource such as Herbs or Iron, you must conquer the site in order to gain access for the town. When you've secured an enemy site, a small crown is shown above it on the Region Map.

attacks on the town

Enemies can and will attack your town. These raiders are generated from bases which are shown as fortresses on the Region Map. Defeating a raider base quickly enough will give you respite from raiders for a time, but beware, raider bases are usually quite dangerous.

Most followers working in the town try to avoid raiders. If you want a towns person to instead actively fight raiders, you can order him to do so by talking to him.

portals

As you explore the world you may find portals that can be used to instantly teleport you and your party back to town. When you've cleared a portal encounter it will become available to use (by clicking

on it) and a portal stone will be placed near your town to allow you to travel back to the original portal's location. You may teleport as much as you wish.

COMBAT

Click on an enemy to attack him. Right-clicking and shift-left clicking will cause your character to attack without allowing him to move, should you mis-click.

When you tell your character to attack he will automatically approach the enemy if he needs to in order to attack. Once you've starting attacking an enemy you will continue to do so until one of you is dead or you change actions.

An enemy's level indicates his overall combat strength.

Your followers choose enemies to attack automatically. Usually they attack the same foe as you.

health and healing

Wounded followers and your character heal naturally when in town, over time.

Healing can be accelerated by access to certain buildings and characters, potions, and other magical means.

critical injury

When a character is critically injured by an enemy combatant he may retreat to the town to recover.

If you are injured severely in combat you will be rendered unconscious and will lose a **lot** of fame. The amount of fame you lose is based on your level. On Hardcore difficulty, falling in combat like this will cause you to lose the game.

Critically injured followers are incapacitated for a time before normal

healing can begin.

Incapacitated followers cannot work or adventure.

Ejecting an incapacitated follower from town results in a loss of fame.

Death

If a critically injured follower is unable to flee the enemy (for example, if enemies are themselves in town), the follower may in fact be killed. When a follower dies you will lose some fame.

Follower Roster

Whenever you are in town you may access the Follower Roster via a button above the town inventory. All followers who are in town, and not currently in the adventuring party, are shown in the roster. From there you may manipulate their inventories directly, or click on their portraits to talk to them.

Auto equipping

You can turn auto-equipping on or off from the Follower Roster by using the toggle button.

When auto equipping is turned on, townspeople will periodically try to equip the best items they can from the Town Inventory, swapping out their current equipment if necessary. If you are in town, townspeople will also have access to the party inventory when they choose equipment.

Townspeople prefer to equip items that assist them in their production (like a pitchfork for farmers), and otherwise they will try to equip the best available combat gear.

Followers in the party will never auto-equip and must be equipped manually (or removed from the party so that auto-equip applies to them).

Character Information Panel

The Character Information Panel shows information about your character, such as his or her abilities, profession and equipment, as well as general information about the town, such as food and gold stores, and production.

You can also undertake certain special activities to obtain resources via this panel.

View the panel by clicking on your character's portrait.

Town View

The Town View shows your entire town and all your followers.

Hold the mouse over buildings and figures to see information about them.

You can click on followers and buildings to interact with them just as you do in the normal view.

To return to the normal view, click anywhere in the town, or click the Town button again.

Pressing 'T' also toggles the town view.

Region Map

The Region Map shows your entire territory.

Your current position is marked by a small figure icon on a yellow 'X', which moves across the map as you move throughout the region.

Your town is indicated by a group of cottages.

Unexplored enemy sites appear as translucent terrain features, such as trees or mountains, or specific types of sites such as raider bases. A

site's overall danger level is shown by a bar on the site. A longer and redder bar indicates more danger.

Some enemy sites are also the location of valuable resources.

If you are playing without the region revealed, only the sites near the town will be shown with all their information at the start of the game, while other sites will just show the type of terrain in which they are located.

When you've conquered an enemy site, a small crown appears above it, signifying that you have claimed the site in the name of the king.

A legend for the region map is viewable by clicking on the legend button.

You can also toggle the Region Map using the TAB key

Requests from the King

From time to time the king will ask for food, gold, or an item or decree that you acquire access to a specific resource, within a limited time frame. Fulfill these requests and your fame will grow... fail and your fame may suffer.

The time remaining for you to fulfill an outstanding request is shown at the lower right of the screen, next to the crown button - in green when you have what's needed to fulfill the request.

Click on the crown button to fulfill a request when ready.

You'll only have one outstanding request at a time, but the king's expectations will tend to increase as play progresses. Click on the crown button to fulfill a request when ready.

You'll only have one outstanding request at a time, but the king's expectations will tend to increase as play progresses.

If the king wants you to undertake a quest to retrieve a special item,

the approximate location of the item will be shown on the Region Map.

If you are lucky the king may even grant you additional rewards for fulfilling his requests...

Winning Losing AND Scoring

winning

To win you must secure all enemy occupied sites in the region, by vanquishing their occupants.

You don't need to defeat individual wandering enemies to win. Enemy sites are shown on the Region Map - when conquered they sport a small crown, indicating that you have claimed them for the king. When all sites are thus claimed, you've won. After winning you have a few days to improve your town before the game is finished. Beneath the Region Map is a small text indicator showing how many total enemy sites are contained in the region, and how many you have defeated.

Losing

You lose the game when:

- you run out of food and starve
- your fame is so low that that the king loses faith in you and fires you

When you are out of food or have a negative amount of fame, a message is shown on screen displaying how much time you have to recover before losing the game.

scoring

Whether you win or lose when the game is over you will be given a score. Your fame, your level, your followers, the time you played, and the type of world you played in are just a few of the things that affect your score. You may view previous characters and their scores by clicking on the scores button on the main menu.

KEYBOARD shortcuts

TAB	Region Map toggle
Space Bar or P	Pause Game
ESC	Exit and Save (with confirmation)
W,A,S,D	Move character up, left, down, right
Cntrl-O	Options
T	Town View Toggle
Shift-Click	Destroy Item (without confirmation)
1,2,3,4	Drink healing potion (1 for your character; 2,3,4 for party members)

