

Lordlings of Yore

THE GAME OF KNIGHTS, KNAVES AND NECROMANCERS



ORIGINAL EDITION

Jon F. Baxley → Design

Trey C. Johnson → Original Program

Pat Boyette → Cover Art

Mike Neely → Illustrations

ENHANCED EDITION

Brian Wiser → Design, Layout, Editing

Bill Martens → Program Updates

Jon F. Baxley → Preface, Digital Assets



Apple PugetSound Program Library Exchange

Lordlings of Yore

Copyright © 2018 by Apple Pugetsound Program Library Exchange (A.P.P.L.E.)
All Rights Reserved.

www.callapple.org

Paperback ISBN: 978-0-359-18785-0

Hardback ISBN: 978-0-359-18802-4

ACKNOWLEDGEMENTS

Lordlings of Yore was originally designed by Jon F. Baxley, programmed for the Apple II by Trey C. Johnson, and published by Softlore Corporation in 1983. The *Lordlings of Yore* original game and documentation published in 1983 are Copyright © 1983 Jon F. Baxley. All rights reserved.

We would like to thank Jon F. Baxley for his support, dedication, and contributions. This new manual and a limited edition box, produced in coordination with Jon F. Baxley and released with his permission, are copyright by A.P.P.L.E.. No claim to copyright over *Lordlings of Yore* is created outside of those portions created by A.P.P.L.E..

The modified cover art was originally created by Pat Boyette.

The interior illustrations were created by Mike Neely.

The new cover and manual were designed by Brian Wiser.

PRODUCTION

Brian Wiser → Art Remastering, Design, Layout, Editing

Bill Martens → Software Updates, Production

Jon F. Baxley → Scanning, Digital Conversion of Manual

DISCLAIMER

No part of this book may be reproduced, distributed or transmitted in any form or by any means, including photocopying, scanning, or other electronic or mechanical methods, without prior written permission of the publisher, except in the case of brief quotations contained in articles and reviews.

A *Lordlings of Yore* disk image is available from the publisher's site: www.callapple.org. No warranty of disk images is made or implied and should be used at your own risk.

Lordlings of Yore is an independent publication and has not been authorized, sponsored, or otherwise approved by any institution, public or private. All images are under copyright and the property of Apple Pugetsound Program Library Exchange, Jon F. Baxley, or as otherwise indicated. Use is prohibited without prior permission.

Apple and all Apple hardware and software brand names are trademarks of Apple Inc., registered in the United States and other countries. All other brand names and trademarks are the property of their respective owners.

While all possible steps have been taken to ensure that the information included within is accurate, the publisher, producers, and authors shall have no liability or responsibility for any errors or omissions, or for loss or damages resulting from the use of the information and programs contained herein.

About Jon F. Baxley

Jon F. Baxley is an author, freelance writer, game designer and medieval historian from San Antonio, Texas. His latest major work is a three book fantasy series entitled *The Scythian Stone Saga* set in Scotland in the late 900s. The series is available in print and eBook formats from Amazon and other fine retailers.

A 1969 University of Texas at Arlington graduate, Jon served with the U.S. Army, worked as a golf professional, and consulted for the United States Information Agency in the former Soviet Union. Having been a full-time writer and author for many years, Jon eventually turned his attention to fiction writing and has never looked back.

When someone asks about his writing experiences, Jon answers with, "Ask not what a publisher can do for you. Ask what you can do for your publisher." The author's email address is: FiveStarAuthor@aol.com.



Lordlings
of Gore

Contents

Preface: by <i>Jon F. Baxley</i>	xi
The Evolution of “Lordlings of Yore” and Why That Might Matter to You: by <i>Jon F. Baxley</i>	xiii

GETTING STARTED

Equipment Required.....	1
General Description	1
A Brief History of the Period	2
Beginning Play	4
Strategy	6
Peasants	7

GAME PHASES

Overview.....	9
[N]ecromancer Phase.....	15
The Spells.....	16
[T]reasury Phase.....	18
Treasury Items	19
[D]eployment Phase	20
[M]ovement Phase.....	21
Limited Intelligence	22
Terrain Effects.....	24

Combat Phase	25
Movement After Combat	26
Bribery	27
Appeasement	27
Options Phase	28

HINTS OF PLAY

How to Win	31
Computer Opponents	33
Strategy	34
Tournament Play	34
Wizardly Hints	35
Conclusion	37

NOTES FOR PROGRAMMING WIZARDS

Overview: by <i>Trey C. Johnson</i>	39
The Program Files	40