

I. Select Your Nation

Before the game starts you must select the nation you wish to play. (Note that in the Trial version you are automatically chosen as Spain.) You tap and hold on the scroll located in the middle column to drop down an options list. From the options list you can select the country you wish to play by selecting *Human*. You can also set the difficulty level of the AI for each opposing nation. (See Figure 1)



Figure 1

II. Screen Basics

The main game screen consists of a top panel of buttons, the game map, and a bottom informational panel. (See Figure 2)



Figure 2

Top Panel

The top panel consists of three buttons – (*Hire*, *Skip*, *Menu*) which will be discussed later. The top panel also displays the active game's year. (See Figure 3)



Figure 3

Game Map

The Game Map displays the New World and is divided into 31 territories. Each territory contains a flag icon (See Figure 4). Tap on the flag icon to display information about the territory in the bottom information panel and to display territory commands (See *Turn Options*). The territory commands scroll will pop up once you tap on the flag.



Figure 4

Bottom Panel

The bottom panel displays information about your money, territories, and sea zones. (See Figure 5)



Figure 5

The left panel shows how much money you currently have along with the name and flag of the current player. Money is shown on two lines differentiating treasury and personal funds/purse. The top amount is your treasury which increases with tax, production, and trade income. The treasury is taxable. The bottom amount is your personal funds/purse which increases with coercing, raids, expeditions, and your annual salary. Personal funds/purse are not taxable.

The center panel shows the territory name, name/number of  natives, number of  colonists, and number of  soldiers.

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The center panel also shows information about sea zones. Tapping on a sea zone will show you the number of  merchant ships,  warships, and  pirates.

The right panel shows territory attributes which include  infrastructure,  gold, and  spices.

Top Panel Buttons

The **Hire** button is used to hire  colonists,  soldiers,  slaves,  merchant ships,  warships, and  pirates.

The **Skip** button is used to skip your turn without taking any actions.

The **Menu** button allows you to select specific game options such as saving or quitting.

III. Playing the Game

AOD is a turn-based game. Conducting a task or action causes your turn to end. Once your turn ends, the AI then goes through their respective turns. **Hire** is the only action which does not cause your turn to end.

Turn Options

There are several actions you can do during a turn. You can hire, explore a new territory, raid another country's colony, develop your colony, coerce natives, and garrison your colony.

Hire

Use plus to hire men & ships and use minus to undo the hiring of men & ships. Once you have the amount you would like, click done. Figure 6 shows the hiring panel.



Figure 6

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Explore

To explore a territory, tap an unexplored territory flag  and a scroll will pop up with the option to explore. (See Figure 7)



Figure 7

Select explore by tapping and an explore panel will open up. From this panel you may select which explorer to send and how many soldiers will accompany the explorer. Sending more soldiers will increase your chance of success. The Roman numeral trailing each explorer's name relates his skill level as a leader. (See Figure 8)

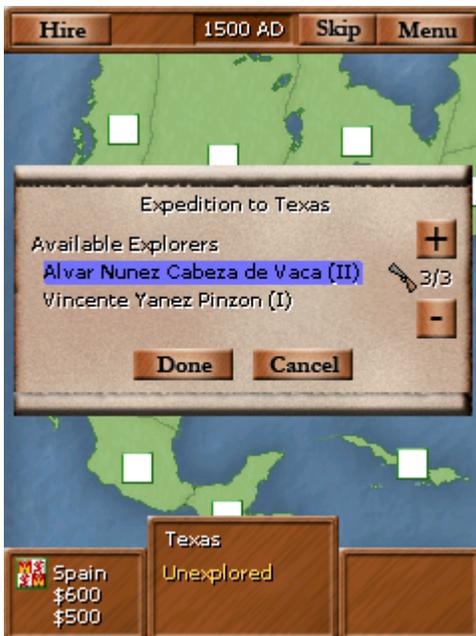


Figure 8

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Colonize

Only explored territories can be colonized. To colonize, tap an unclaimed explored territory  and a scroll will pop up with the option to colonize. (See Figure 9)



Figure 9

Select colonize by tapping and a colonization panel will open up. From this menu you select how many colonists you want to send to colonize the territory. Sending more colonists will increase your chance of success but only one colonist will remain to settle the land. (See Figure 10)



Figure 10

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Raid

Only colonized enemy territories can be raided. To raid, tap an opponent colony and a scroll will pop up with the option to raid. (See Figure 11)



Figure 11

Select raid by tapping and a raid panel will open up. From this panel you may select the explorer and number of soldiers you wish to send. Sending more soldiers will increase your chance of success. A raid which wipes out all of the colony's men will claim that territory for you, with 1 colonist, and retaining the developed infrastructure. (See Figure 12)



Figure 12

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Colony Commands

You can perform several tasks for your colony. These tasks include develop, coerce, gift, and garrison.

Develop

Developing your colony builds up the  infrastructure to prevent plagues and improve the income generated from taxation of colonists and coercion of natives/slaves. An infrastructure of 3 or higher allows the cultivation of  spices. Like gold, spices are a finite source of income generated every turn. Income from spices is usually much lower than gold, but can be cultivated for much longer. Increasing infrastructure will increase the income generated from spices.

Coerce

Coercing forces the  natives and  slaves to forced labor and gives you money. Coercing angers the natives and eventually can lead to native revolting. How hostile the natives are towards you is signified by one or more asterisks (*) trailing the tribe's name. Slaves have a lesser chance to revolt than natives, cost money to hire, and cannot be placed until all of the natives have been wiped out.

Gift

You can appease angry natives  or  slaves by giving them a monetary gift. Giving a gift to the natives lowers their hostility towards your colony.

Garrison

Garrisoning fortifies your colony with  colonists,  soldiers, and/or  slaves. It is important to keep the proper amount of colonists and soldiers so that your colony will not be wiped out by a plague, native revolt, or an enemy raid.

Sea Zones

There are four slots for ships to occupy in each sea zone. You can send out any combination of ships to perform specific tasks. Unlike land territories, more than one nation may occupy a sea zone without interference.

 Merchant ships bring in trade income for every available port that is coastal to that sea zone. An available port is one that is explored but unclaimed OR explored and claimed by you. Merchant ships cannot trade with enemy colonies -- only natives and your own people.

 Warships are used to engage enemy fleets (warships and merchant ships), in an attempt to sink them. You cannot engage pirates as they use unorthodox tactics which make them too elusive for traditional nautical warfare.

 Pirates are used to capture enemy merchant ships as your own. However, they must board these ships in order to claim them and during that time and only at that time they are vulnerable to enemy warship fire and can be sunk.

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Icon Legend



Colonists



Soldiers



Slaves



Natives



Infrastructure



Gold



Spices



Merchant Ships



Warships



Pirate Ships



Unexplored Territory



Un-colonized Explored Territory



England



Portugal



Spain



France