



Shadows Behind the Throne

User Manual



Controls

Pan Map/Pan Society view:

- Arrow Keys
- WASD
- Mouse Edge Scroll (optional)

Zoom Map/Zoom Society view:

- Mouse Wheel
- Z and X

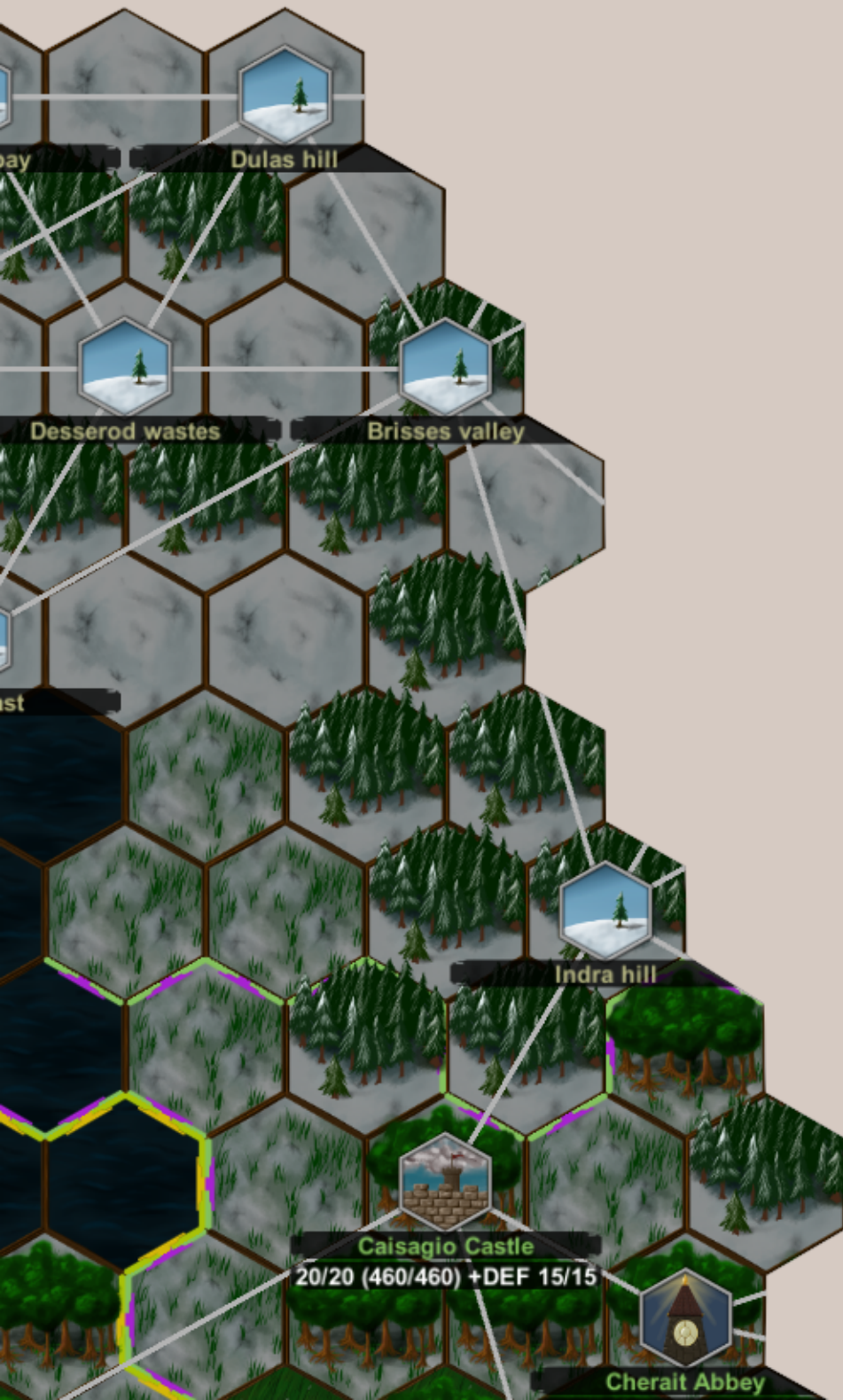
Agent/Unit movement:

- Left click to cycle through units/properties in a location
 - CTRL+Left click to select location directly
 - With unit selected, right click on adjacent location to move
- (Note only enthralled agents can be moved. You cannot directly control your generic military units)

Map Views:

Number keys 1 through 9

Repeat keypress or number 'o' to dismiss



Overview

Merchant Priagnol Marairin



Merchants are travelling traders, which collect cargo from their home nation and sell it in foreign lands.

Relations

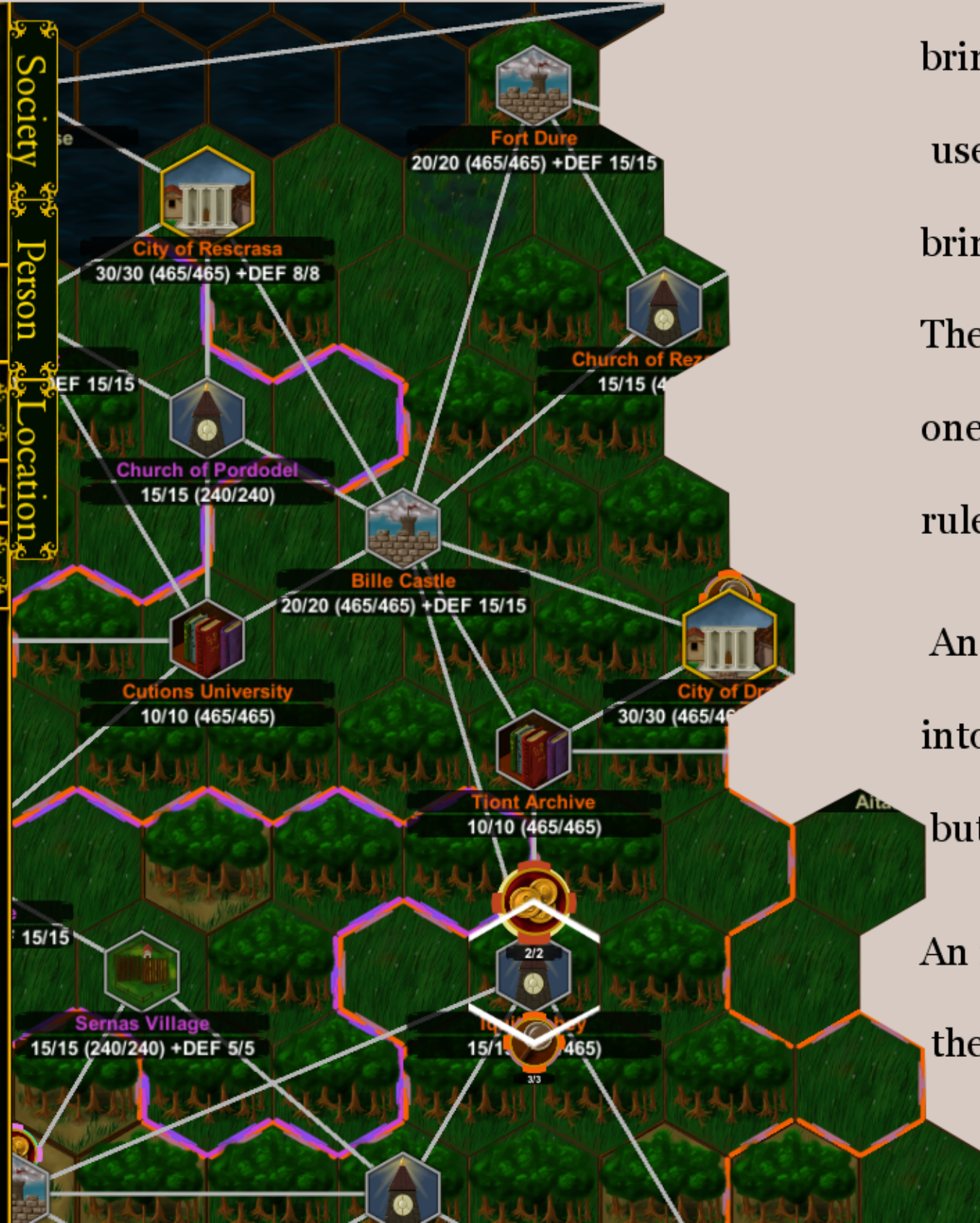


Duchy of Erientas
From Erientas Hamlet (10,25)

Travelling to City of Derouit
(27,13)

Not an Enthralled Agent

Wealth: 0%
Cargo: 100%



Shadows is a game of deceit, politics and misdirection. Your goal is to bring about the fall of humanity, but that is not to say the humans are useless to you. With good planning, they can be quite helpful in bringing about their own ends. A direct attack is rarely the best option. The nobles who populate the nations are often politically opposed to one another, and they can be deceived or convinced to turn on their rulers with your prompting.

An empire will fall if its powerful nobles hate one another, descending into civil wars. At that point, your forces will not be facing a unified enemy but eating away at fractured, weakened warring factions.

An investigator may detect your agent, but if your second agent is accusing the investigator, the nobles can be fooled into having them exiled before they can warn anyone.

The World Map

The primary screen by which Shadows is played is the world map screen. From this screen, nearly all information can be gained, and all actions taken.

Various views exist, accessible via the number keys [1 to 9, 0 to dismiss]. For example: Seen below on the left is the normal view, giving terrain and unit information. In the middle is the liking view, selecting a noble or unit in this view and hovering over another will give information relating to their relationships. This allows rapid assessment of how nobles across the world regard one another.

The view on the right is the nation view, useful at the start for getting an idea of the nations at play, as well as keeping track of territory changes throughout play.



Agents

Investigator Betsy Sseasura



Investigators are agents who wander near their home location searching for evidence of dark powers. They can analyse evidence and recognise both enthralled agents and enthralled nobles.

Relations

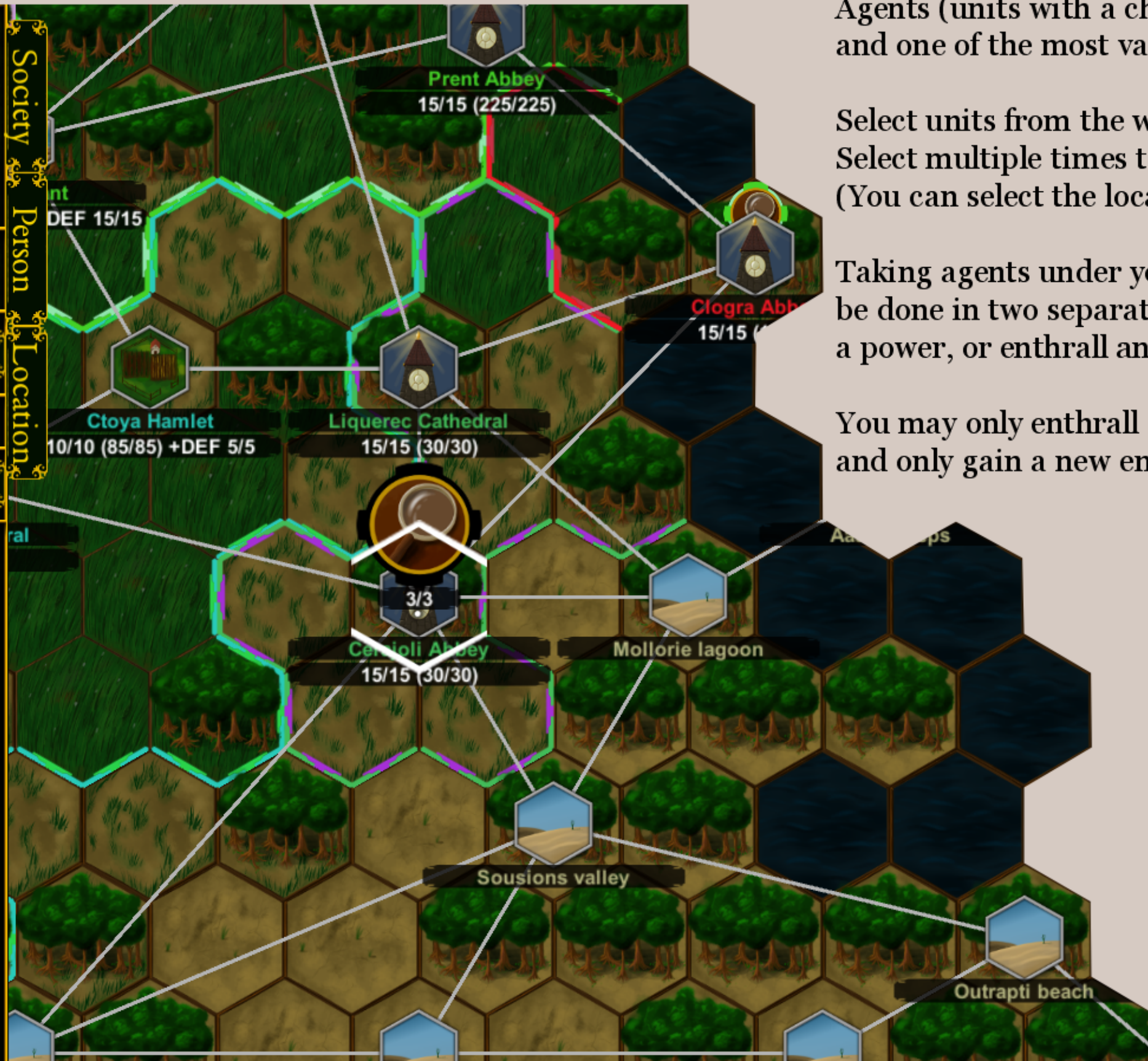


Grand Duchy of Sationne
From Parbour Castle (5,25)

No current task

Has Taken Turn

No False Accusation Target



Agents (units with a character) are the first tool at your disposal, and one of the most varied.

Select units from the world map by left clicking on their location. Select multiple times to go through the various units and properties (You can select the location directly by ctrl-left-clicking.)

Taking agents under your control (termed enthraling them) can be done in two separate ways. Either create a new one using a power, or enthrall an existing one.

You may only enthrall a set number of agents and nobles at once, and only gain a new enthrallment use every few turns.

Agents seek to avoid suspicion, but leave evidence. Investigators (the human's main agent), can investigate this evidence to gain suspicion of your enthralled agents. Suspicion can be passed to nobles which can lead to exile. Delay investigators as long as possible, or deal with them in other ways.

Tactical Hint:

Enthraling an investigator can be a useful tool. Let them investigate to remove the evidence, then take control of them, so they can't tell anyone.

Agents: Evidence

Investigator Naye Cubier



Investigators are agents who wander near their home location searching for evidence of dark powers. They can analyse evidence and recognise both enthralled agents and enthralled nobles.

Relations

Duchy of Liquerec
From Liquerec Cathedral (14,22)

Investigating Evidence 0/3

Not an Enthralled Agent

No False Accusation Target



Agents as a general rule only have a limited time to act before they are shut down.

As they act, they create evidence, shown by question marks on locations. Human investigators will find this evidence (As Investigator Naye Cubier) here has, and will perform investigations to determine the identity of the guilty party.

Once an investigator knows of your agent's guilt, they will try to stop them. A core way in which they can is by warning enough nobles. If they do, the nobles can vote to exile your agent, at which point they will take damage from being inside the borders, and can be attacked by investigators and armies.

In this case, the evidence was created when we enthralled our agent, and the enemy investigator has arrived after a few turns to investigate. We can delay them using the "disrupt" power, we could enthrall them too, or we could attempt to get them exiled before they exile us. Or we could rush to accomplish useful goals before we are revealed. If need be, exposed agents can be lost and new ones recruited. They are expendable and replaceable.

Use map views to discover how nobles feel about your agents.

Agents: Infiltration

Infiltration is one of the major works of your agents. While you can win the game without it, it enables a wide range of options, and one agent can make the lives of many others far easier.

Your agents can infiltrate a location, using an ability. They must remain working for a few turns, after which they will report their success.

This success depends on the security level of the location, and how much the noble likes/dislikes them. If the noble is distrusting or if they have high security, the infiltration will only advance a few percent. If they are infiltrating a soft, unsuspecting, target they can get a lot done very fast.

Here we see the infiltration map view, displaying an infiltrated location and one in progress.

Infiltrated locations remain so until the noble moves, so is a good investment, as it survives the exile or death of the agent. It lets you build up secret ways into a society in preparation for larger works.

Infiltration: 30%

Security Level: 6

Prestige: 10

Base Prestige: 10

Military Cap Add: 15

Military Regen: 7

Temperature: 39%

Habitability: 69%

Location



Metropole of Habrutab

5 40/40 (285/285) +DEF 10/10



1/3



2/2



2/2



1/3



1/3

Mask: Infiltration

Mask expense

Voting

Use Power (2)

Use Ability (0)

End Turn

All Agents Busy

Enthralled: 1/3

Enthrallments Available: 1

Agents and Units: UI Details



A variety of useful pieces of information are available directly on the world screen with regards to agents and other units.

An agent or unit's military strength is shown as bar beneath them, displaying hitpoints and maximum hitpoints.

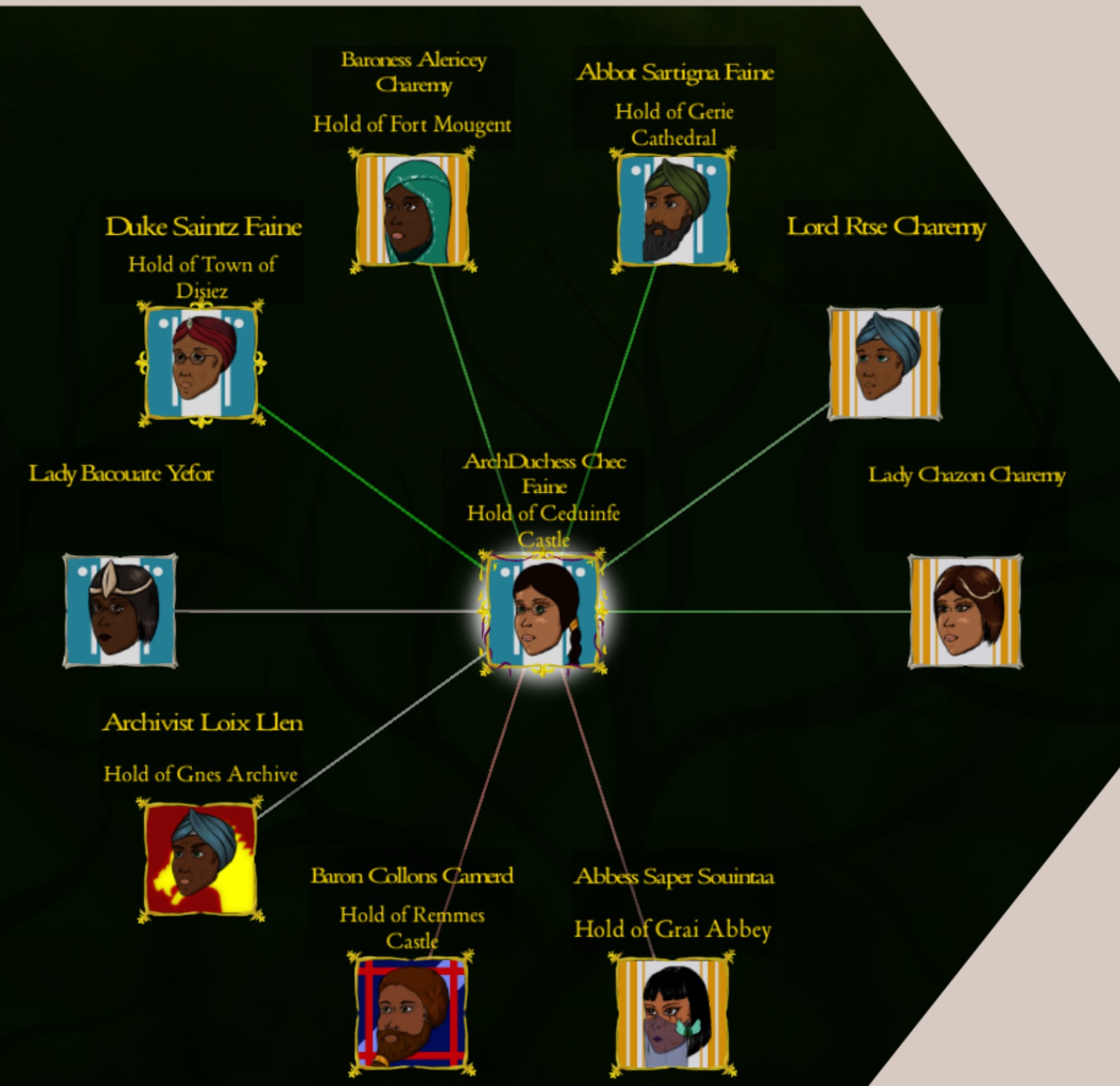
A nation's total strength is depicted beneath its locations. The first set of numbers shown is for the local army (hidden until war is declared). The second set is the sum total of their entire military force (all armies combined).

When a unit is selected, as seen on the left, hostile nations are highlighted in red automatically. If your agent ends its turn in a hostile nation it takes damage.

Hostile units are displayed by the spiked red border (as seen on the unit on the centre left). Hostile units will inflict damage on your agents if they attack them.

Yellow spiked borders represent suspicion of your selected agent. Investigators with suspicion will warn nobles.

Societies and Politics: Overview



Human Societies are ruled by nobles. As a rule, each location a nation holds will have a noble assigned, holding its 'landed title'.

Societies make decisions by voting, which occurs periodically or in response to outside crises. All decisions are made this way, from elections to determine the next monarch, to decisions as to whether to go to war, to criminal justice.

Each noble's opinion of each other within the society depends heavily on how they vote. If a noble agrees with another's voting record, they will grow to like them.

Societies past a certain size have natural alliances, built around the economics of the nation. Each province has an industry, and the society will constantly be rebalancing its economy to benefit one group and harm another.

Voting is determined by the noble's prestige. The more prestige a noble has, the more power their vote has. As such, nobles are constantly trying to gain prestige, primarily through the aforementioned economic system.

Societies and Politics: Enthralled Noble

If you are playing the non-streamlined start, you may enthrall a member of a society. They will then become your primary political operative within the nation.

You can gain a number of advantages from this. The most basic is to allow you to vote. Since nations depend entirely on the voting system to make decisions, this gives you power over a nation.

The classic start allows you to use your Dark Heiropphant to enthrall a noble once you have infiltrated them sufficiently. The higher the noble, the higher the security, so you must choose an easy but low-level noble, or invest more time in order to take control of a highly placed target.

In the 'Political Start' mode, you can enthrall directly a low level noble from the world map screen, using a power.

Note your enthralled noble's name change, gaining the prefix "Dark", for ease of recognition, and change in appearance.

Despite these, the other nobles will be unaware of you, as long as you do not gain evidence. As long as you only vote, you can remain hidden and somewhat influence decisions within a society in perfect safety. One use of this might be to swing votes against your agents, preventing them from being found guilty and thus exiled, at least until a greater majority of the nobles are warned.



Societies and Politics: Voting

Voting occurs through the voting screen (Accessed by the bottom left 'Voting button' available above the 'Powers' button if a society is selected which is currently voting).

Here you may change the vote of your enthralled noble, and may also change the vote of ANY member of ANY society, at a cost. You may either change their vote by expending power (you can go negative, after which you cannot use powers until you return to a positive power value), or by trading political favour in the form of liking.

Liking towards an enthralled noble is gained mostly by voting in ways which the other noble approves of. As such, any vote is an opportunity to gain liking from at least one other noble, to be spent later. When you need support in key votes (if the vote is close enough to influence), you can go through the list of nobles, checking to see how much liking any one would cost, to find useful allies to exploit.

Note the prestige values. Since prestige determines how valuable their vote is, power should be spent only on the higher prestige nobles, where it will be more effective.

Of course, not all votes can be influenced. Sometimes, the nobles are too united, and you will not be able to win them over. Patience is key in the political arena. Pick your battles and strike when the opportunity is there.

Tip: There is a map view to see how your currently chosen voting option will affect other noble's likings. Use it to determine how to vote in order to best gain favour with the majority.

Grand Duchey of Disiez

is voting on

Rebalance Economy (Iron/Wine)

Vote to rebalance the economy. This process will increase the prestige of particular industries (Each province has an industry) at the cost of another. Voting for an option will anger nobles who are harmed by the economic changes, while somewhat pleasing those who benefit. This creates divisions in societies as provinces compete for economic gain.

Interacting with:

Dark Abbot Sartigna



You may use the voter's liking for Dark Abbot Sartigna to sway their votes one way or another, spending this liking as political capital.

Currently Leading Option

Move economic priority away from Iron to benefit Wine

Voter: Dark Abbot Sartigna

Change Vote

Cost to switch using power: N/A Current Power: 24

Cost to switch using liking: N/A Current Liking: 100

Opinion of their current option: 3

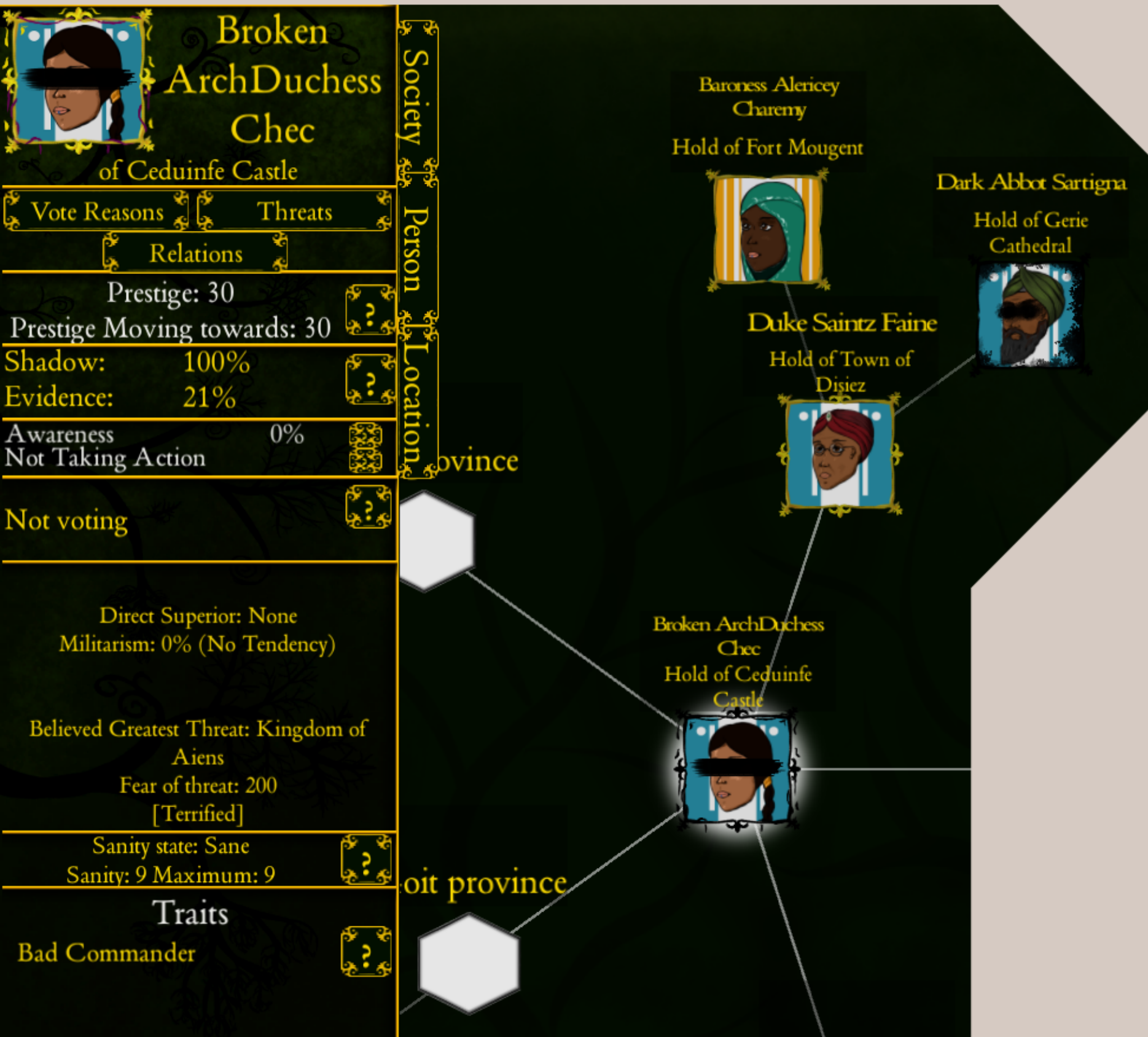
Voting Reasons

Opinion of selected option: 3

 Dark Abbot Sartigna Prestige: 10 Voting: Move economic priority away from Iron to benefit Wine  Baroness Alericey Charemy Prestige: 10 Voting: Move economic priority away from Iron to benefit Wine  Duke Saintz Faine Prestige: 28 Voting: Move economic priority away from Iron to benefit Wine  Lady Bacouate Yefor Prestige: 5 Voting: Move economic priority away from Wine to benefit Iron  Archivist Loix Llen Prestige: 18	Next Prev Next Prev Done	Move economic priority away from Iron to benefit Wine Voters for: 8 Total Prestige: 127 Move economic priority away from Wine to benefit Iron Voters for: 2 Total Prestige: 23
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The Tlaxcalan Senate, 1875, Rodrigo Gutiérrez

Societies and Politics: Shadow and Evidence



One key reason to enthrall a noble is to spread shadow in the society. One path to victory is to spread shadow across a greater majority of the nobles of the entire world.

Shadow spreads from top to bottom of a society, a noble will gain shadow if their superiors have more than they do. As such, enshadowing the sovereign of a society can infect the entire aristocracy.

Your enthralled can be enshadowed at any time, or some agents can do so when your infiltration level is high enough.

The nobles will notice shadow, after a while, and try to save themselves from this infectious threat within their society. Shadow generates 'evidence' on a noble character, building up over time. This evidence can be detected by other nobles, who will become suspicious.

They can try to defend themselves by condemning those they suspect, and shadow is prevented from spreading if they dislike the source. If the situation becomes obvious enough and they gain awareness, they can try to remove some shadow from themselves.

You must manage evidence to keep your enthralled safe. It can be given to other, innocent, nobles in exchange for liking, and some powers can reduce it.

However, once a noble gains shadow they become less of a threat. The more shadow they themselves have, the less they care about evidence. Once they hit 100%, they become broken (as seen in the Archduchess on the left). At this point they no longer care, and will not respond to evidence on other nobles.