

SAGA



BEGINNER'S GUIDE

-Beginner's Guide-

This guide will serve to introduce you to the basics of SAGA. The goal in SAGA is simple; conquer your enemies and build an empire. To start, you will found a nation and start building it up. You will then undertake quests to gain experience, resources and items. Finally, when you are ready, you will engage other players in combat.

REGISTRATION

In order to play SAGA you must first create an account. An account can be created by visiting www.playsaga.com and clicking the 'Join Now' link found in the right-hand column of the home page of the community site. Once initial creation is finished, you will receive the option of buying the full version, playing the free version, or entering a previously purchased serial number.



The free version has a lot of SAGA's features already. You can purchase boosters, quest, gain new territories and more. The full, registered account offers players access to trading in the market, PvP combat, guilds, wilderness territories, mana shards, enchanting your items, raids against your enemies' territories and other exciting features of SAGA. If you choose the free client, you can always upgrade to a full account later.



You will also need to download the client. Multiple client download locations are given immediately after selecting a full/free account during the account creation process. Alternatively, there is a link on the main SAGA Home page that says 'Download Client'. After downloading the client and installing it, it will patch itself to the latest version of SAGA. Once it is finished patching, you will be able to launch the game.

LOGIN SCREEN

Once your account has been created and you have installed SAGA, launch the client – you will now be able to log in by entering the account name and password that you used during account registration. From this screen you will also be able to change game settings such as Video and Audio settings, as well as controls and hotkeys.



MAIN MENU



From the Main Menu you can access your account's nations, troops, and spells. Note that your nations all share the cards that are on your account, so if a card is in use in one nation, it won't be available to the other unless you free the card up. When you first start playing SAGA, your screen will be blank, like the one presented here. Once you have created a nation, it will appear in the column on the left. Each account may have up to 5 nations at a time.

CREATING A NATION

To create your nation, select the **CREATE NEW NATION** button from the menu. Once you have done this you will be prompted to choose several of the key characteristics of your fledgling nation.

You need to create a new nation before you can play. Your nation is your "character" in SAGA. As your nation grows, so will your power and influence in the world of Gaia. You may have up to 5 nations on your account, though only one may be active at any time. This 'active' nation will continue to produce resources, even for several days after you log out.



CHOOSING YOUR FACTION

This is the most important choice you will make for your new nation. There are 6 different factions to choose from, each belonging to one of two great alliances that compete for domination – The Brotherhood (War and Magic factions) made up of Orcs, Dark Elves, and the Undead, while The Order (Light, Nature, and Machines factions) consist of Giants, Elves, Dwarves, and others. Every faction has its strengths and weaknesses, and every faction has exclusive troops and spells that can not be used by any of the other factions. All factions also have access to 'neutral' troops and spells, consisting mostly of human warriors and siege weapons.



Light Machines Nature Magic Undead War

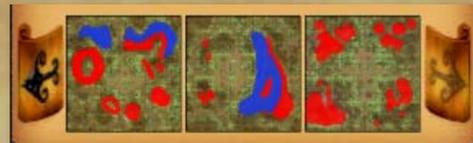
CREATING A BANNER



When creating a nation, you are required to design your own flag, which will serve as your banner to identify your armies and buildings when you are in combat. Because you will want to be able to distinguish your banner from those of other players, you may want to make your banner visually distinct. Once created, you will not be able to change your banner, so choose carefully.

CHOOSING A CITY LAYOUT

The city layout determines the terrain in which you will build your nation's capital city.



All city layout icons show you what areas will be buildable.

Red areas are too steep to build in, while blue areas are covered in water. All territories have the same potential for construction, though certain landscapes will aid your defenses with natural features such as mountains and bodies of water. With the exception of resource buildings (which must be placed in specific locations), buildings may be built wherever the player pleases, with a few exceptions:

Buildings can not be surrounded on all four sides.

Walls may not be built directly next to any building

Nothing can be built directly next to resource buildings (Gold Mines, Lumber Mills and Stone Quarries)

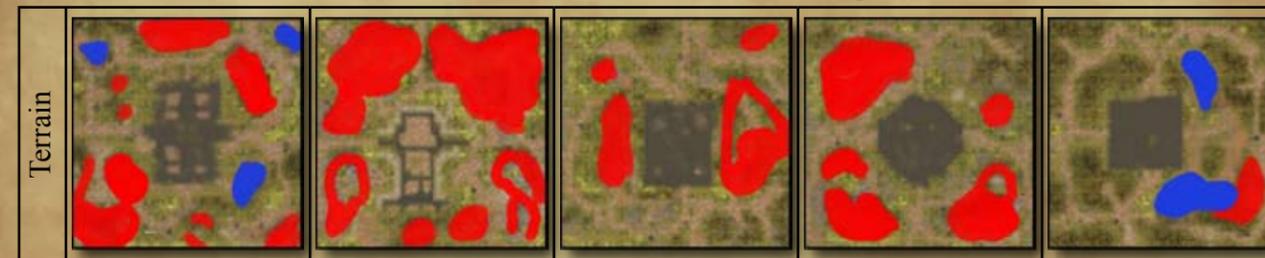
Buildings can only be built on pathable terrain (ie - where a unit could walk)

Once your nation has been created you cannot change your choice of terrain without creating an entirely new nation, so choose your terrain carefully!

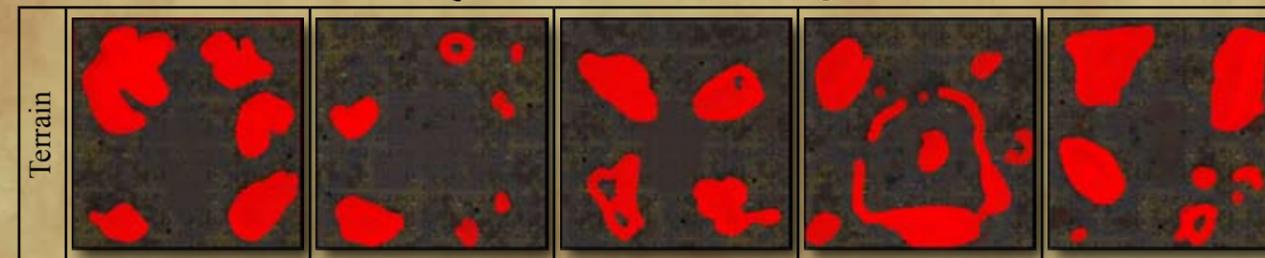
Light Nation Layouts



Machine Nation Layouts



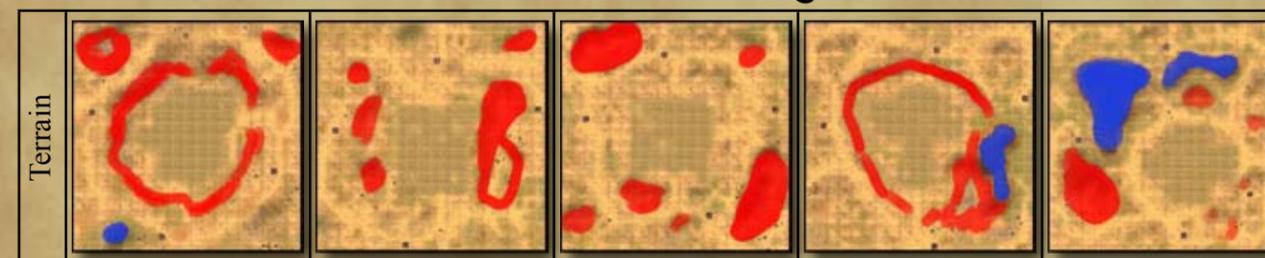
Magic Nation Layouts



Nature Nation Layouts



War Nation Layouts



Undead Nation Layouts



CHOOSING A NATION NAME



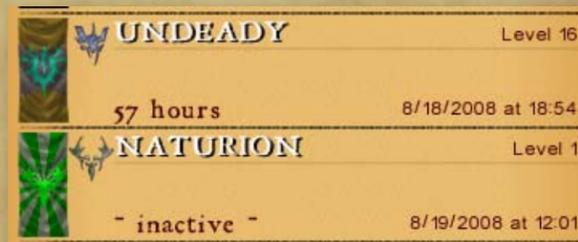
Because your nation is your “character” in SAGA, you’ll want to choose a name that you’re comfortable with. This is also the name that will be used to represent you in the chat channels. Please avoid naming your nation anything that could potentially offend other players. As with everything else on this screen, you will not be able to change it later, so choose it carefully!

Now that your nation is created, you’ll be taken back out to the Main Menu. From here, you can observe and access your nations.

ACTIVE AND INACTIVE NATIONS

Although you may have up to 5 nations, you should be aware that **only active nations will produce resources.**

When a nation is active, it will produce resources in small increments every **tick**. Ticks happen approximately every 15 minutes. In order to activate a nation, you will have to actively do something with that nation in terms of battling.



- Do a Quest. Successful completion of a quest will give you 12 hours worth of ticks. If you lose a quest, the same equation which determines whether Gods are satisfied in PvP is brought into play. If you legitimately tried and lost, you will get your 12 hours.
- Fight a PvP. If the Gods are Satisfied, you get 12 hours.
- Raid or be raided. You get 12 hours.
- Play a tournament. You get 12 hours per round.

Basically, you get 12 hours of ticks per battling action. You can store up to a total of 7 days worth of ticks at any given time. If you are offline more than 3 days, you only get those 3 days worth of ticks all at once though.

To reiterate, only active nations collect resources and progress in building construction while you are on or offline.

All nations, whether active or inactive, are equally vulnerable to espionage.

Excluding espionage, inactive accounts are completely dormant, and cannot receive benefits from their guild or contribute to any guild trade benefits.

DELETING A NATION

To delete a nation, first select it, then click on the ‘Delete Nation’ button on the left-hand side. When deleting a nation, be aware that all resources, city developments, technology and research upgrades, buildings, unit veterancy, and experience **WILL BE PERMANENTLY DELETED** for that nation. Make sure it is what you really want to do before clicking ‘yes’. You will only be able to delete a nation seven days after it was created.

You will have to wait at least 7 days to delete a newly-created nation.

MANAGE BOOSTER PACKS

MANAGE BOOSTER PACKS In Manage Booster Packs, you are able to browse through all of the troops and spells you have available between your nations, even those that are currently assigned to units (troops are individual soldiers, a group of them is a unit) within a nation.



BOOSTER PACKS AND CARDS

Purchasing booster packs will supplement and increase your army size and quality. All boosters have a random assortment of 10 cards of varying rarity (common, uncommon and rare). There are two kinds of booster packs: those purchased online from the SAGA website, and those purchased in stores.

Boosters purchased online at the SAGA website are always a random assortment of cards across all five factions. To purchase them, visit the SAGA website and click on ‘My Nation’; you will be prompted to login with your username and password. Click on the ‘SAGA Store’ tab. Once purchased, boosters can be redeemed (opened, if you will) from this same page.



With boosters purchased in stores (ask your local hobby/gaming shop if they carry SAGA) there is a good chance that you may receive a ‘special’ booster. Each physical booster contains a code card and a small informational card. The booster can be redeemed on the ‘SAGA Store’ page mentioned above by entering the unique code found on the card. There is no way to determine what kind of booster a physical pack will contain until you have opened it.

The standard booster

Light boosters

Machines boosters

Magic boosters

Nature boosters

War boosters

-10 random cards with 1 rare, same as online boosters

-pack specializing in Light faction troops and spells

-pack specializing in Machines faction troops and spells

-pack specializing in Magic faction troops and spells

-pack specializing in Nature faction troops and spells

-pack specializing in War faction troops and spells

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- Undead boosters** -pack specializing in Undead faction troops and spells
- Dragon boosters** -pack guaranteed to contain a dragon
- Siege boosters** -pack specializing in rare siege machines
- Spells boosters** -pack specializing in spells
- Double Rare boosters** -pack that contain two rare cards instead of one

In all booster packs, each card represents either 1 troop or 1 spell. As you gain more of the same kind of troop, you will be able to combine them into units (except larger troops, like dragons). Additional copies of the same spell can be combined to increase the rank (and potency) of that spell. For more information on the different troops and spells in the game, see the [Cards](#) guide

MANAGING YOUR NATION – THE BASICS

As a quick introduction, here are the basics of the Nation Management (also referred to as the 'Domain') screen. You will find a much more in-depth discussion of these elements in the [Nation Guide](#).

The first screen you'll see once you've logged into your nation will look something like this:



Note that the top of the screen gives a lot of information. At the top is the Status Bar and Banner Menus, at the bottom is the chat interface.

THE STATUS BAR



At the top of your screen, you will see a status bar giving you vital statistics on your nation. At the left is the Experience Bar, which will let you know how much experience you've gained and how many total experience you need to attain the next level.

Next to the Experience Bar, you will be able to see your nation's resources, peasant population and peasant happiness.

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RESOURCES

Resources are what make your nation run. There are six kinds of resources: gold, wood, stone, food, god favor and mana shards. You will see your current supplies listed at the top of the screen. Resources are generated constantly, but only if your peasants are harvesting them. You will need to build appropriate structures to gather resources.

To gather gold, wood, stone and food you'll need gold mines, lumber mills, stone quarries and farms, respectively. God favor is gained through prayer or offerings made at your Temple.

Mana shards can only be harvested in wilderness territories (you'll have to be at least level 6, probably higher before you will be able to gather mana shards).

PEASANTS

You can see how many peasants are in your kingdom at the very top of your screen, as well as their happiness. Happy peasants (75 happiness or above) will do better work and will slowly grow in numbers, increasing the population. Unhappy peasants (below 75 happiness) may leave you, steal resources or even riot, causing damage to your kingdom.

Your peasant population maxes out at 100 for your starting city, and increases by 50 for every additional territory you acquire.

BANNER MENUS



The banner menus at the top of the screen are how you will access many of the SAGA's administrative features.

- Quests - From here you can access the quest map.
- Build - Construct buildings in your city or territory.
- Status - View a status report of your nation's economy.
- Territories - Access any additional territories, once you acquire them.
- War - Start a PvP fight, join a tournament, or join a co-op quest with a friend.
- Chat - Configure Chat options.
- Guild Management - Create a guild or manage options for your guild.
- Buy Booster Packs - Clicking this will take you to the SAGA website.
- Help - Access various guides to SAGA.
- Menu - Configure SAGA's settings.

BUILDINGS

There are several key buildings in your city, and the Stronghold is one of the most important. If you click on your stronghold, a small window will appear in the bottom right corner of the screen, allowing to choose from several options: Peasant Management, Espionage, Army Management and Guild Management.

PEASANT MANAGEMENT

Peasants are assigned various tasks in the Peasant Management screen, accessible from your Stronghold. You can click + or - to increase the number of peasants at work on any given task.

- BUILD & REPAIR** 5/35
- POLICE** 2/35
- FARM FOOD** 13/15
- MINE GOLD** 6/5
- CUT WOOD** 8/10
- QUARRY STONE** 1/0
- WORSHIP** 0/35

Build & Repair - The more peasants here, the faster buildings are constructed. Even with ten peasants set to build things, simple structures may take a few hours. See the [Construction](#) section of the [Nation Guide](#) for more information on build times.

Police - protect your nation against Espionage.

Farm food, mine gold, cut wood and quarry stone - Send peasants to work gathering resources for your kingdom.

Worship - Generates god favor, used to cast spells, resurrect fallen troops and enchant items.

You can allocate more peasants than the listed maximum to any endeavor. A single gold mine provides five places for peasants to work. However, assigning a sixth peasant will start generating what is called an Overstaff Production. The sixth peasant will contribute gold to your nation, but less effectively than the first five peasants.

All resources are produced slowly throughout the day. **One day in SAGA is the same a a day in real life (approximately 24 hours)**. You can get an overview of daily production in the Status screen by clicking the purple banner at the top of your screen (the one with a scroll icon). **Resources are given to you in small amounts approximately every 15 minutes.**

Peasants work harder when they're happy. Playing with the various contributing factors will allow you to maximize your peasants' effectiveness. Having sufficient housing and food will raise your peasant happiness, as will low taxes, success in battle, and successfully defending against espionage attempts.

Taxes

0% 35
1 gold/peasant/day

Peasant Happiness

Base	75
Taxes	0
Housing	-30
Food	+24
Espionage	+10
Combat	+19
Miscellaneous	0
TOTAL	98

Population

Peasants with jobs	35/35
Population Growth	+4.00

ARMY MANAGEMENT

Army Management is used to conscript, equip and train your armies. To access this screen, click the Army Management icon from your Stronghold. Here you will see a list of your current army, each item in the list representing a 'unit'. A unit is comprised of one or more troops, for example, 20 Human Archers.

- Giant Bowmen** 11 CP
14844/15000 XP
Level 1
3 CP each
Giant Bowmen 2/2
- Gryphon Riders** 11 CP
13276/15000 XP
Level 1
6 CP each
Gryphon Riders 1/1
- Heal (Rank 1)** 10 CP
Each troop in targeted, friendly unit heals 300-400 hit points.
Warmup: 0s, Cooldown: 180s, Cast Cost: 25GF

All troops have a **CP** value, which stands for **Command Points**. As you put together units using the Create Unit button, you will want to pay attention to the CP value of your troops. It costs 5 CP to create a unit, and each unit can have up to 25 CP worth of troops in it (bringing the total to 30 CP, max).

As a level 1 commander, you will be able to have a maximum of 50 CP worth of units in battle at one time. This means that if you have a unit of 20 Human Archers (with a value of 25 CP), and a unit of 20 Human Pikemen (also 25 CP), you will be able to deploy them both into battle at the same time.

Your total fieldable CP limit will increase as your nation gains levels.

Troop Information

Unit Information
Human Pikemen
Level 1 0/15000 XP

Unit Size and Cost
1/19 + 6 CP
18 Remaining 1CP Each

Equipment
Can wield halberds Can equip leather armor
CHANGE CHANGE

Human Pikemen
CP: 1 Dmg: 5.0-17.0 Morale: 60
AR: 18 Range: 2 S/A: 1
DR: 19 Stamina: 0 Att/s: 0.50
HP: 280 Speed: 6
(passive) Pikemen have a +100% AR, +100% damage, and +25% DR against mounted units.

You can click on 'Create Unit' to add new units from the troops available on your account. You can also click on 'Modify' while a unit is selected (or double-click a unit) to modify that unit. From the modify screen you can view the units' full stats, change how many troops are currently in the unit, and equip them with items to raise their power in battle. Also, at the top of the window, you can give them a name if you like.

The Training tab allows you to spend resources to make your units more powerful. Training will deduct a constant number of resources, and the longer the training is active, the stronger your troops will get until they max out at a 5%, 10%, or 15% bonus to their stats. Once you stop paying for training, the effects will slowly decrease until your troops are back to their normal base stats.

THE TEMPLE

The Temple in your city is also of critical importance - from your temple you will be able to resurrect any troops that die in combat.

When defeated in battle, not all troops 'die'. Most are merely injured, and will be ready to go as soon as you start your next battle. Those that die can be resurrected by selecting the Temple on your map, and selecting the 'Graveyard' button. From your graveyard, troops who have died can be resurrected. Every troop has a specific Resurrection cost, in God Favor, which must be paid to resurrect it. If you are low on God Favor, you will not be able to resurrect your troops until you gain more.

Once resurrected, you will need to visit the Army Management page and add them back into units to be able to use them in further battles.

OTHER BUILDINGS



Each city layout has the following limitations on construction:

3 Gold Mines	15 Houses	4 Shrines
3 Lumber Mills	12 Farms	8 Watchtowers
3 Stone Quarries	80 Walls / Wall Towers	6 Gatehouses
4 Storehouses	20 Wall tower upgrades	

Each city always has a Stronghold, a Temple, a Market, a Carrier Pigeon Roost. These buildings must be present for your nation to function properly, but can be moved around your nation at will by selecting the 'Sell Structure' button. To add a building to your city, first select the building banner at the top of the screen. From there you will be presented with the build menu. If an icon appears in color, you have the resources to build it. Next, click on the icon for the building you want to build. Lastly, put your mouse pointer over the location you'd like to place the building and left-click to place it. Gifts are buildings that you can place at no cost.

Resource buildings must be built in color-coded squares:

Gold Mines - yellow Lumber Mills - brown/orange Stone Quarries - gray

You can rotate any placed building by opening the building menu and right-clicking on the building you'd like to rotate. **This is especially important when placing your walls, as rotating them will also change them between straight segments and walls. For full details on buildings, how to use them and what they do, please consult the Nation Guide.**

QUESTS

So you're ready to head out to your first battle? After exploring your nation and the various options that the buildings have, you can begin quests. Quests are tasks that you are given, matching you against an opponent. In each quest, you are given objectives such as destroying enemy units, escorting allies or capturing buildings.

If you click the green banner at the top of the screen, you will be taken to the 'Quests' screen, where there is a map of the known world. As a new player, there will be only one quest available to you, 'Tutorial: The Basics [Level 1]', the first in a series of tutorials to help introduce you to battles. When you click on a quest's icon, it will become highlighted and a description of the quest will be displayed on the left. Click 'Accept' to start.



As you continue to go on quests and gain levels, more quests will appear. Most quests will appear as Bronze quests. These quests are repeatable, and when you beat the quest, it will become a little bit harder, and it will now show as a Silver quest. Beat it again, and it will become a Gold quest. Gold quests may be repeated as many times as you like.

Special one-time-only quests appear Green, while heroic quests (which are harder than normal quests but offer greater rewards), are Blue.

Certain quests have pre-requisites, and won't be available until you have either beaten a previous quest (if they're part of a quest chain), or you achieve some other accomplishment (beating X number of Bronze quests, for example)

Green quests that have your faction's symbol on top of them (like the tutorials) will appear as you continue to gain levels. At level 6, 13, 17 and 20, Territory quests will become available to you. Upon completing a Territory quest, you will gain an additional territory (similar to your city) where you can build houses, walls, and resource buildings. Placing a Keep on a territory will allow you to station units of troops to that territory to defend it. A Keep also allows you to move your territory to the wilderness, which enables Mana Shard production and raiding.

NOTE: Some Territory quests have two parts: a portal quest and a battle.

BATTLE

In battle, you will command units in combat. Each quest will allow you a certain amount of CP (Command Points), so check that amount before going into battle (it will display at the top right corner of the 'War' menu that displays after selecting a quest from the map. You may want to plan the CP of each unit using the Army Management screen.

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The first phase of battle is deploying units. You will have two minutes to add units to the battlefield, arranging them as you like inside of the deployment area (which glows white). To deploy a unit to the battlefield, select its icon from the 'Reserves' tab at the bottom of the interface and then click the Deploy button on the right.

When you're ready, click 'Start', and the quest will begin. You can select your units by left-clicking on either their icon or directly on them. Once they are selected you can right-click on the map to move them to that location.



You'll want to watch your CP (Command Points) during any battle. At the top left corner of the battle screen, you will see three numbers under your Nation's name.

The first number (0 in this screenshot) is Deployed CP. This tells you how many CP worth of units are currently on the battlefield.

The middle number (50 in this screenshot) is Fieldable CP. It tells you how many more CP can be deployed at immediately. (this number decreases as troops are deployed and increases when units leave the battlefield)

The last number (150) is Total Fieldable CP. This tells you how many CP worth of units and spells can be used over the course of the battle. This number will gradually be reduced as you deploy units.

If you run out of Total Fieldable CP, even if you still have units or spells in your 'Reserves', you will not be able to deploy more units to the battle.

As troops engage in combat, strategy will become essential. Each different kind of troop has its own advantages and disadvantages. Take the Human Archer for example:

COMMON

Infantry
Ranged




Bow | Leather

"Human Archers"					
CP	1	DMG	5 - 15	Morale	45
AR	18	Range	65	S/A	1
DR	16	Stamina	75	Att/S	0.5
HP	250	Speed	6	Res	10
"(passive) Human Archers have a +75% AR and +100% damage against flying units."					



Advantages: Bonus against flying units, good range, low CP

Disadvantages: Low HP, low DR, modest speed and stamina

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There are other advantages and disadvantages to the Human Archers, but everything depends on the situation that they are in and the enemy they are fighting.

HOW A BATTLE WORKS (SIMPLIFIED)

When units attack each other, the attacking unit's AR (Attack Rating) value is compared to the defending unit's DR (Defense Rating) value. The comparison also adds a random number to each the values, so a unit with 18 AR fighting a unit with 16 DR won't necessarily always make a successful attack. Likewise, a unit with 35 AR attacking a boss with 80 DR won't always fail to do damage.

Follow the in-game tutorials to learn more about the basics of combat, and once you feel more comfortable, check out the [Battle guide](#) for more specific information on combat.

With the basics down, you're good to go! Have fun, and good luck! If you want more details on any of the game's features, check out the other game guides.

(you can click on these images to open the other guides)

