

## Strange W4 screenshots

Posted by Vissavald - 31 Jan 2017 14:52

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There are few strange screenshots around the Net, saying they are from Warlords IV demo version.

It seems that initially the isometric tactical battle engine was planned, similar to that of Master of Magic or Age of Wonders.

Is it really so, and if yes , why it had been cancelled/changed?

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## Re: Strange W4 screenshots

Posted by KGB - 31 Jan 2017 17:42

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I've never seen those before. Can you provide a link?

They look more like what I'd expect for Warlords Battlecry 4 (the RTS version of Warlords).

I do know the early development of Warlords 4 was not done by Steve. It was done by SSG (his publisher / collaborator company for the original 3 games). They ended up WAY behind on the project and Steve and company took it over and rushed it to completion before they ran out of budget which is why the game lacked so many features like Fog of War. Maybe SSG planned something radical like that but it seems pretty advanced for pre-2003 era hardware.

KGB

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## Re: Strange W4 screenshots

Posted by Vissavald - 01 Feb 2017 06:01

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Typing in DuckDuckGo 'Warlords IV' or 'Warlords IV demo' and narrowing my search to images only, I get a few links like these:

[megagames.com/demos/warlords-iv-heroes-etheria-demo](http://megagames.com/demos/warlords-iv-heroes-etheria-demo)

[spong.com/game/screens/11027684/Warlords...-of-Etheria-PC/92938](http://spong.com/game/screens/11027684/Warlords...-of-Etheria-PC/92938)

[fogstudios.com/games/warlords-iv-heroes-of-etheria/](http://fogstudios.com/games/warlords-iv-heroes-of-etheria/)

Yes, they are similar to Warlords Battlecry in regard of units sprites or some GUI elements, but at the same time they have some button icons obviously seen in Heroes of Etheria, and terrain tiles look very familiar too! ☺

And layout of unit groups looks rather more similar to tactical battle screen in vein of Master of Magic than of Battlecry melee pell-mell ☺

And it's definitely NOT Battlecry 3 screens nor certainly earlier games' of serie.

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## Re: Strange W4 screenshots

Posted by Vissavald - 23 Feb 2017 13:28

Well, I have found the proves ☺

[web.archive.org/web/20070204153201/http://...es/448/448999p2.html](http://web.archive.org/web/20070204153201/http://...es/448/448999p2.html)

Steve himself said:

*If you look back to the very original design of Warlords IV from four years ago however, I think almost everything changed! **The original design was for something very big and complex, which blended features from Heroes of Might & Magic and Age of Wonders and Warlords into one, and then added some new things** ! I am very glad that we had the freedom to change what was required - for example, **the original tactical combat system had combats taking five to 10 minutes each** . When you note that a typical game of Warlords has hundred of combats, using this system would have been disastrous! The final system we settled on was quick to play and retained the Warlords flavor.*

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## Re: Strange W4 screenshots

Posted by Vissavald - 27 Feb 2017 13:12

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And even more unusual demo screenshots (with townscreens!):

[computergames.ro/imagini/warlords-iv-heroes-of-etheria/](http://computergames.ro/imagini/warlords-iv-heroes-of-etheria/)

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## Re: Strange W4 screenshots

Posted by KGB - 01 Mar 2017 01:02

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No screen shots on this page for me???

[nggallery id=2043]

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This is at the top of the page above the screen shot of the box cover.

Not sure I want to click any links there since it's not in English either.

KGB

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## Re: Strange W4 screenshots

Posted by Vissavald - 01 Mar 2017 06:52

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Oh, seems it doesn't work now for me too... These mysterious Romanian sites 😊

Well, you could look at it in my Warlords-dedicated group in Russian social network VKontakte (kinda Facebook, only much more convenient 😊).

[vk.com/album-140685452\\_241619128](http://vk.com/album-140685452_241619128)

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