ALEXANDER
THE GREATEST LEGEND OF ALL WAS REAL

MANUAL

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INSTALLING THE GAME

SYSTEM REQUIREMENTS

SUPPORTED OS: Windows® 98/2000/ME/NT/XP (XP recommended)

PROCESSOR: AMD Athlon™, Pentium® 1.5 GHz (2 GHz recommended)

RAM: 512 MB

VIDEO CARD: 64 MB DirectX® 8.1-compliant video card (128 MB recommended) (see supported list*)

SOUND CARD: DirectX 8.1-compliant sound card

DIRECTX VERSION: DirectX 8.1 or higher

CD-ROM: 12x CD-ROM

HARD DRIVE SPACE: 2 GB free

PERIPHERALS SUPPORTED: Windows-compatible mouse and keyboard

MULTIPLAYER: Internet connection

*SUPPORTED VIDEO CARDS AT TIME OF RELEASE
NVIDIA® GeForce™ 3/4/FX/6 families (excluding Ge-Force 4 MX)

ATI® Radeon™ 8500/9000/X families

Matrox Parhelia™

Laptop versions of these cards not fully supported. For an up-to-date list of supported chipsets, please visit the FAQ for this game on our support website at: http://support.ubi.com, or consult the readme file on the game disc.

NOTICE: This game contains technology intended to prevent copying that may conflict with some disc and virtual drives.

INSTALLATION

INSTALLING ALEXANDER

Insert the game disc into your CD drive. If you have enabled the Autorun option, the game installation will start automatically.
Otherwise, double-click on the CD-ROM icon in the My Computer menu. Find setup.exe in the list of files and folders and double-click on it to start the installation process. Follow the installation wizard guide to successfully install the game on your computer.

UNINSTALLING ALEXANDER

To uninstall the game, click on the Game Uninstall icon in the Start menu. Follow the uninstallation wizard guide to successfully uninstall the game from your computer.

GAME SETUP

Double-click on the desktop icon or click once on the icon in the Start menu to launch the game. The intro will take you to the Main Menu, where you can access single-player or multiplayer games, play via the Internet, access bonus content change your options, or exit the program.
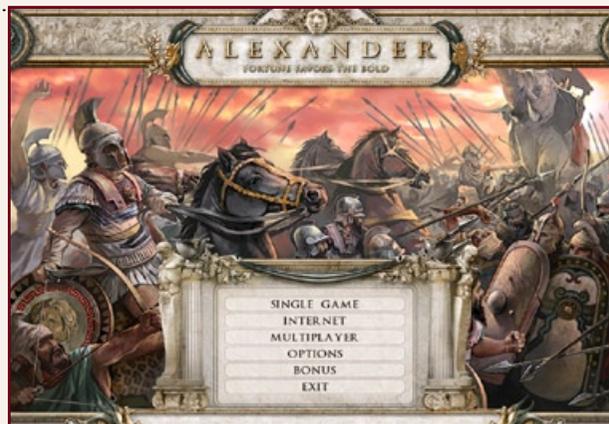
SINGLE-PLAYER

In the Main Menu, click on Single-Player to get to the Single-Player menu. There you can access the Campaign, Individual Missions, and Skirmish game modes, change your profile, or return to the main menu.
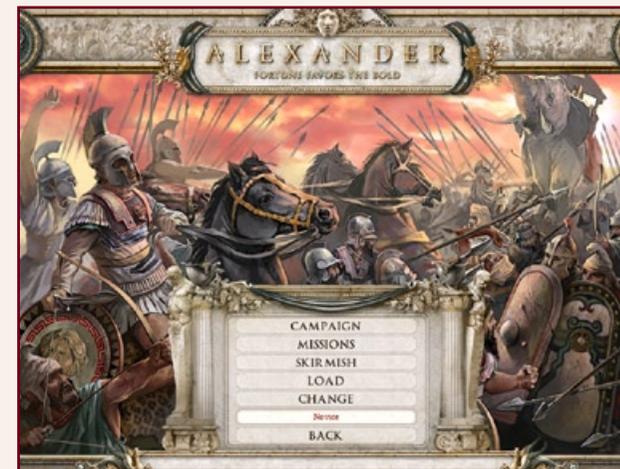
PROFILE

Click on the Change button in the Single-Player menu to create your own profile and start a new campaign.

Be aware that changing the profile name will erase any progress in the campaign you are currently playing.

CAMPAIGN

Click on Campaign in the Single-Player menu to enter the Campaign menu, where you can select one of four campaigns: Alexander the Great, Persia, India, and Egypt. The last three campaigns are available only after you complete the Alexander campaign. When you select a campaign, you will either start with the first mission if it is the first time you've played, or be taken to the mission where you left off. New missions become available only as you complete the preceding ones. At the start of each mission, you can select a difficulty level. This allows you to flexibly adjust the difficulty level for missions within the same campaign. You can also replay missions you have already completed. In this case your experience and skills will be returned to the level that you had when you started that mission.

MISSIONS

Click on Missions in the Single-Player menu to play single missions that are not related to one of the campaigns.

SKIRMISH

Click on Skirmish in the Single-Player menu to enter the Skirmish menu, where you can set your own options for a randomly generated map or play from a pre-designed map list. Every game is played on a new map that is randomly generated from a virtually unlimited set.

MULTIPLAYER

Click on Multiplayer in the Main Menu to enter the Multiplayer menu, where you can create or join a multiplayer

game played on the local network. Select a game from the list, then click Join to join it; or click Generate to create a new game. Click on Back to return to the Main Menu

INTERNET

Click on Internet in the Main Menu to enter the Internet menu, where you can join a multiplayer game through the Internet. Click on Cancel to return to the Main Menu.

OPTIONS

You can access game options by clicking Options in the Main Menu or by hitting F12 and selecting Options when in the game.

This allows you to set the resolution, animation quality, shadow quality, scrolling speed, music, and sound volume. You can also enable or disable friendly fire (shooting units can harm their friends if they get in the way).

INTRODUCTION

The game brings you into the ancient era of Alexander the Great, when powerful heroes decided the fate of whole nations. This was the world of epic campaigns and ambitious leaders, endless triumphs and terrifying defeats.

PLAYING THE GAME

COMMAND REFERENCE

USEFUL HOTKEYS

Here is a selection of the most useful hotkeys. A full list of hotkeys immediately follows.
• I KEY: Displays information on the selected unit, including its battle capabilities, ways it can be upgraded, and other data that will help you more effectively coordinate the unit's actions. Press the I key again to hide the information window.
• M KEY: Switches among mini-map modes (hidden/standard/ reduced). By pressing this key once, you make the mini-map four times smaller, which lets you see a bigger part of the screen. Press the M key again to hide the mini-map, and then again to return the mini-map to its normal mode.
• F5 KEY: Displays impassable areas. By pressing this key, you display the red zones on the map, which are impassable. These may be buildings, high mountains, narrow passages on the land, etc. Awareness of impassable areas is very helpful when, for example, you want to set up proper lines of defense. Press the Q key again to hide the impassable areas.

• F6: Transparency of the buildings on or off.
• F7: Change commander view.

HOTKEYS

UNIT SELECTION:
• Z: Select all units of one type on the screen.
• Ctrl+Z: Select all units of one type on the map.
• Ctrl+A: Select all your units.
• Ctrl+B: Select all your buildings.
• Ctrl+S: Select all your ships.
• Page Up/Page Down: Zoom.
UNIT COMMANDS:
• A: Attack/aggressive mode.
• S: Movement mode.
• D: Defense mode.
UNIT INFORMATION:
• Alt: Display hit-points bars for all units.
• Ctrl+Shift: Display formation standards.
• / key: Toggles floating damage values on/off
  Quick access to units:
• Ctrl+1…0: Assign a unit/group of units a number
  for quicker access.
• 1…0: Instantly select previously assigned units.
MARKETPLACE:
• Shift + Resource Amount button (100, 1,000, 10,000,
  or 100,000): Multiply amount by 100.
SCREENSHOT:
• F11: Take a screenshot.
GAME USE:
• F8: Open the Help window.
• Pause Key: Pause the game.
• Spacebar: Go to event.
• Home Key: Moves camera to default position
• Esc: Skip any video or cut-scene.

IN-GAME INTERFACE

You start the game with a group of peasants (1). Select the peasants by pressing the left mouse button and encircling the group with the mouse. When the peasants are selected, unit information and action icons (5) will show up in the lower left part of the screen. The same principle is applied to the rest of the game units.
In-game messages, such as accomplishment of construction, performed upgrades, etc., will pop up above the unit interface (5).
Building construction is the primary action of the peasants. After you select the peasants, click the Town Center icon (first from the left) to bring about a blinking outline of the town center. Find an appropriate location and left-click on it for the peasants to start construction there. The town center has the necessary lodging capacity for your population. However, until you finish constructing the town center (or any other building providing lodging) or the population number reaches the lodging capacity, the population number will blink red in the upper right part of the screen (2).
You will need resources to develop your economy and army (to construct buildings, produce units, make upgrades, etc.). The peasants are the major labor pool – they gather the har-

vest, chop the wood, and mine the minerals. There are five resources in the game: wood, food, stone, gold, and iron. The resource bar is placed in the upper part of the screen (2).

You will always see the most important game statistics. The game time, names of the players, and their current scores are displayed in the lower right corner of the screen (3).

The mini-map in the lower right corner (4) will help you effectively control your territory, coordinate the actions of your units, and quickly switch to various parts of the game map. To switch to a different place, find it on the mini-map and left-click on it. Initially the mini-map is covered with a fog of war. However, you can gradually reveal the map by sending units to hidden areas.
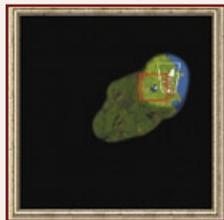
Mini-map functions are very useful. For example, they allow you to conduct military operations on the enemy's territory and simultaneously develop your economy and prepare reinforcements. Selected units/buildings are highlighted in yellow on the mini-map. Should your troops get attacked in any part of the map, the mini-map will indicate the alarm area with a dilating red square.

In addition, an alarm will sound to alert you to the situation. For your convenience, the mini-map works in both standard and reduced modes. To switch between the modes, press the M key on your keyboard.

By pressing the M key, you can also disable the mini-map.

Another helpful button, located in the upper part of the screen, takes you to the in-game menu, where you can restart, save, load saved games, adjust your settings, or exit to the Main Menu. You can also access this menu by pressing F12 on your keyboard.
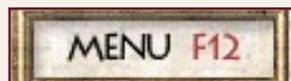
UNITS INUNITS INTERFACE

When you select a unit, you will see its information in the lower left part of the screen:
1. Type of unit.
2. Number of selected units.
3. Unit hit points (or group average hitpoints).
4. Unit's attack power.
5. Unit's defense from slashing weapons (such as swords).
6. Unit's defense from piercing weapons (such as arrows).
7. Unit's defense from bludgeoning weapons (such as clubs).
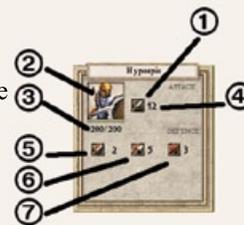
INFORMATION ON UNITS

Press the I key to view information on the selected unit.

In the appeared window you can find brief description of the unit, its type, appearance.

In the second section of this window, you can see more detailed information including possible updates, bonuses and recruitment cost for one unit.

HEROES INTERFACE

When you select a hero, special icons are displayed.

The first icon represents the hero's global power. This power affects the whole map, as long as the hero is alive.

The second icon represents the hero's local power, which only affects the hero's current location. Place the mouse over this icon to see the limits of the hero's local power.

The third icon represents activated power. Click on the icon to start this power, which only remains in effect for a limited time. This power can only be used when the icon is not grayed out. When the icon is grayed out, a progress bar shows the time needed for the power to be ready again.

BUILDINGS INTERFACE

Buildings in the game have a similar interface. Let's take the Academy as an example. Once you select it, you'll see this picture in the lower left corner of the screen.

To carry out an upgrade or recruit units, left-click on the corresponding building icon.

The upgrade will take some time to complete. When you press the Upgrade button, you will see a green progress bar to the right of the icon. When the bar reaches the top, the upgrade is over. While the upgrade is in progress, you still can cancel it and get back the resources spent on it. To cancel an upgrade, right-click the building icon.

Each upgrade requires a certain stock of resources. If you lack some resources, a message detailing which ones you are missing will be displayed.

Unit recruitment repeats automatically. The recruitment progress bar is similar to the upgrade progress bar. When the bar reaches the top, the unit is produced and exits the building. Another unit is ordered. You can cancel the process at any time by right-clicking on the unit icon.

Recruiting also requires resources. If you lack resources for a unit, recruitment is stopped. The recruitment also stops if you don't have enough lodging capacity for the new unit. In this case, the population number will flash in the top bar.

You can also recruit multiple units in the same building. Simply press the unit icons that appear one by one when you select the building.

When a unit is produced, the next type will be ordered, until all possible types have been produced. Then the process starts again with the first unit type. Hold the Ctrl key to order only one unit of the appropriate type.

COMMANDER VIEW

To get a larger view of the battlefield, press the F7 key. Apart from enjoying the scenery, you can also select units, control them, upgrade buildings, and more. In other words, you simply play as if you were using the standard view.

The larger view will prove extremely helpful when, for example, your base is under attack and it is very important to control all sectors. This view will also help you to outmaneuver and outflank the enemy.

Press the F7 key again to switch to the standard view.

MISSION OBJECTIVES

Each campaign mission has several objectives. These are displayed in the upper left section of the screen. Click on any objective to receive more information about it. When an objective is completed, it will be grayed out.
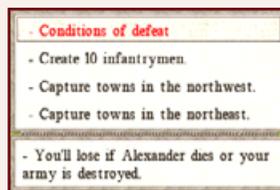
HELP

You can press F8 at any time during a campaign mission to receive help. The Help window is split into three sections.

The first section lists all current objectives (fulfilled or not). The second lists all past dialogues, where you can find out more details about the situation.

The third section gives you some hints about how to accomplish your objectives and win more easily.

EXPERIENCE RECEIVING SYSTEM

UNIT EXPERIENCE RECEIVING

In all the game mods every unit receives experience for killing enemies. This raises unit's level and gives some bonuses to the unit's skills.

KILLS	LEVEL	ATTACK BONUS	DEFENCE BONUS
Less than 4	«Novice»	Default	Default
4 to 9	«Veteran»	+2	+2
10 and more	«Elite»	+5	+5

Unit's level changes happen automatically.

Note
Bonuses are working only if the unit is inside some formation.

FORMATION LEVEL CALCULATION SYSTEM

When you gather units of different levels in one formation, the level of formation will be averaged. For example, if you have 100 units in the formation and the total kills of these units are 400, all the units will get "veteran" level. If the formation was disbanded, every unit preserves its level.

You can see the level of formation pressing Ctrl+Shift.

HEROES EXPERIENCE RECEIVING

IN CAMPAIGNS

According to your way of playing you receive different amount of experience. You can use received experience upgrading your heroes.
The amount of received experience depends on:
- Time to play the mission
- Number of tasks and their complexity
- Number and type of killed units and friendly losses

By the end of the mission you will be shown the experience receiving box:

At the beginning of the next mission you will get into the box of hero upgrade:
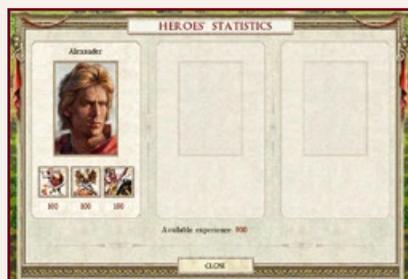
SKIRMISH, SINGLE MISSION AND MULTIPLAYER

In Skirmish, Single Mission and Multiplayer game mods heroes receive experience only for the killing of enemy units. The amount of experience depends on units' type.

Heroes upgrade takes place in the game interface. After you've got enough amount of experience you can choose the skill that you want to update in this window:

PAUSE MODE

You can pause the game at any time by pressing the spacebar. You can issue commands to your units in a single-player game while the game is paused. These orders will be carried out when you continue the game by pressing the spacebar again.

SINGLE-PLAYER
CAMPAIGN

There are four campaigns in the game, each consisting of several missions that follow a storyline. You must successfully accomplish a mission to move along to the next one. The campaign difficulty level increases from mission to mission. From the Campaign screen you can move on to the next mission by moving Alexander (or the king of the nation you are

playing) to the next region. You can also set the next mission's difficulty level, start the next mission, or go back to the Single-Player menu.

STARTING A CAMPAIGN

Click on Single-Player in the Main Menu. In the next menu, click on Campaign to see the list of campaigns. Only the Alexander campaign is available to start; after you complete that one, you can choose to play against Alexander as Persia, India, or Egypt.

MISSIONS

In Mission mode you can play single missions that are not related to any of the campaigns.

STARTING A MISSION

When you start a campaign mission, you will be given some background on the history of that moment. This could prove useful to successfully completing the mission!

SKIRMISH

In this mode you can play against a computer opponent(s) on a random or pre-designed map. Random maps are generated randomly; they are always different. Unlike missions and campaigns, there is no storyline in this mode. You must simply defeat all opponents. Before the game you may set various options, such as the nation you will play, the number of opponents, difficulty levels, initial resources, etc. See below for detailed information on the random map options.

BEGINNING A RANDOM MAP GAME

Click on Single-Player in the Main Menu. In the next menu, click on Skirmish to adjust the game options. Hold the cursor over an option to receive help with it. After you finish setting your options, click on Start to begin the game.

SELECTING THE NATION

In Skirmish mode, you can choose to play for one of four game nations. Each nation possesses unique economic features, units, and upgrades – and thus, a number of unique advantages and drawbacks.
This gives you a virtually unlimited number of strategies and tactics to overcome your enemy on land and at sea.
You can also select the nation your computer opponent will play. Or, you can choose to set the computer-controlled nation to random.

SELECTING THE MAP

In Skirmish mode, you may play on a random map or on a designed map.
Random maps never repeat, giving you a virtually unlimited number of maps for this mode. The options you can set are: troops, ground type, initial resources, victory conditions, time limit, map size, and fog of war.

START OPTIONS

This option allows you to set the starting conditions of the game. Selecting the right options can give you an effective army right from the beginning. The following options are available:
• TROOPS: Changes the troops you have at your disposal when starting the game.
– Casual Play: Start with a group of peasants and no army.
– Many Peasants: Start with many peasants.
• GROUND TYPE: Determines the ratio of land and water typi-

cal for the real landscape. It also affects the location of future battles. You may select from the following options:
– Land: Map is mainly land, with some water pools.
– Islands: Isolated islands are located in the sea.
• INITIAL RESOURCES: Sets the initial resources for you and your opponents.
The number of initial resources directly affects the speed of your game development. The fewer initial resources you have, the longer it will take you to develop your nation. The following settings are available:
– Village: Minimum resources necessary for development.
– City: Increased resources for faster development.
– Empire: Enough resources for very fast development.
• VICTORY CONDITIONS: You may set the following victory conditions:
– Town center: A team loses if its town centers are destroyed.
– Score: The player with the higher score within a certain time period wins.

SCORE GAME

Playing the score game, the points are distributed among the players by the following scheme:
Building a new unit, the player receives points equal to unit value.
Killing an enemy unit, the player receives points equal to unit value multiplied by 3.
Losing a unit, the player loses points equal to unit value multiplied by 2.
– MINES: Capture the most territory within a set time-frame. The territoryyou control is defined by the number of mines you possess.
– HEROES: Win by killing enemy heroes.
• TIME LIMIT: You can choose from four options:
– Unlimited.
– 30 Min.
– 45 Min.
– 60 Min.

• MAP SIZE: Choose whether to play on a normal map or a small one, for a quicker game.
• FOG OF WAR: Turn the fog of war on or off. When it's off, you can see the entire map.

UNITS

Every nation in the game has its own unique set of units. Eac;h unit possesses its own parameters of attack, defense, weapons, and actions.
Awareness of the abilities and correct application of the units will allow you to win battles without heavy losses and increase the morale and experience of your troops.
Note: Information on how many resources are required to maintain a specific unit can be obtained during the game by selecting the unit and pressing the I key.

SELECTING AND MOVING UNITS

Unit control is carried out in two steps: selecting the unit and giving an order.
To select a unit, left-click on it with your mouse. The selected unit will now be marked with a yellow frame. In the lower left corner of the screen, you will see the unit interface.
To select a group of units, hold the left mouse button and draw a rectangle around the group of units. All selected units will be marked, confirming the selection.
You can also double-click on any unit to select all the units of the same type within the screen view. Select a unit and press Ctrl+Z to select all units of the same type on the whole map. Pressing Ctrl+A will select all your units. Ctrl+B will select all the buildings. Ctrl+S will select all the ships.
When you select multiple types of units or multiple formations, you will see one icon for each type and each formation. You can issue a fighting order to all the selected units at once.

You can also select one of the units by clicking on its icon. When one or more heroes are at battle, an icon for each of them will appear on the left part of the screen.

Select a hero by clicking on his icon. Double-click the icon to be transported to the hero's location. If a hero is attacked, his icon will flash red.

To move a unit (or units), select the correct icon, and then
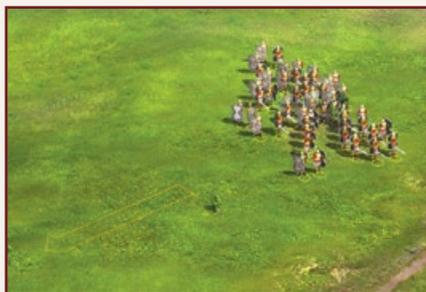
right-click the destination you want on the map.

If you want to control the direction of view of your unit after the move, rightclick on the map with your mouse, hold the mouse button down, and draw a line in the desired direction.

Having done this, you will see a yellow arrow from the destination to your unit. The units will move to the point where the arrow begins and face the direction of the arrow.

Release the right mouse button for the units to start moving.

PEASANTS

The primary job of peasants is to develop your economy. Their tasks are:

• BUILDING CONSTRUCTION: Click on the building icon, select a location, and click on the location to start construction.
• BUILDING REPAIR: Peasants may repair all damaged buildings.

Select one or several peasants, place the cursor over the damaged building and right-click on it to start repairing.

When you place the cursor over the damaged building, the cursor changes to the repair indicator.

• RESOURCE GATHERING: Every peasant may gather any of the five resources in the game. Peasants need certain tools in order to gather the most resources. For example, a mill is required to harvest food, and mines are required to extract gold and iron. There are also various upgrades that make harvesting or mining more effective.

Remember to carry out these upgrades (they require a certain number of resources, though).

Special cursors are required to make resource gathering more effective. For wood and stone gathering, it is recommended that you place a storehouse close to the resource spot. This will speed up the peasants' work. Right-click when you see the cursor linked to the resource you want gathered.

This cursor indicates that the selected peasants will chop wood.

This cursor indicates that the selected peasants will cut stone.

This cursor indicates that the selected peasants will harvest food.

This cursor indicates that the selected peasants will go inside a mine. When constructing the mine, peasants will automatically go inside and start extracting resources. If the number of builders is less than the mine capacity (five initially), this cursor will allow you to send more peasants inside, up to the maximum capacity. You can upgrade the mines (this requires a certain number of resources) to increase the maximum capacity.

MILITARY UNITS

Military units defend your base, fight your opponents, and are the key to victory. Every nation possesses its own unique set of military units, which differ in their parameters and functions There is a certain set of orders for every unit. In the game these orders are given with the help of the icons in the lower left of the screen. Let's take a look at the orders that you may issue, using the example of the Hypospis:

1. AGGRESSIVE: The unit will attack and pursue any enemy in sight, whatever the situation.
2. NORMAL: The unit will attack and pursue any enemy in sight, but only if the unit is not moving. When issued a move order, the unit will go to its destination without attacking any enemy.
3. DEFENSIVE: The unit will not pursue enemies and will only fight back when attacked.
4. CREATE A FORMATION: This allows you to create a formation out of a group of soldiers (see below).

COMBAT FORMATIONS

Military units in the game can be used individually or aligned into combat formations.

To create a combat formation, you need a sufficient number of warriors.

For example, an infantry squad requires a minimum of 36 soldiers, and a cavalry squad requires a minimum of 20 soldiers.

CREATING A FORMATION

To create a formation, select the units and click on the icon with the appropriate number of units in the formation you want to create.

If some of the soldiers in a formation die, the formation

remains intact until fewer than 12 soldiers are left. A battered squad can be reinforced with fresh soldiers by pressing F key or clicking the Plus icon when the squad is selected. The squad also could be disbanded by clicking the appropriate icon.

GIVING ORDERS TO A FORMATION

When you select a formation, the following orders are available:

1.CHANGE THE FORMATION FIGHTING MODE: When you change the fighting mode, the formation shape will change accordingly. See the Military Unit section above for descriptions of each fighting mode.

2.CHANGE THE FORMATION DENSITY: Move the soldiers closer together or farther apart. This can help you concentrate your forces or cover more area. A less dense group is also less vulnerable to fire by siege machines, such as catapults.

3.REINFORCE THE FORMATION: Issue this order when the formation has suffered losses. Any soldier of the same type in the area will join the formation, up to the initial maximum.

4.DISBAND THE FORMATION: You can create another formation using the dismissed soldiers.

5.FORMATION MORALE: This is the current level of morale for the formation.

FORMATION ADVANTAGES

Joining separate units into combat formations gives you a number of advantages:

• STRENGTH IN NUMBERS: Units in formation are stronger than individual units. When in combat formation, units get attack and defense bonuses.

• TACTICAL TRICKS AND POSITIONAL ADVANTAGES: Various formations and their bonuses allow you to most effectively use your warriors in the game.

• EASY CONTROL OF HUGE MASSES OF TROOPS: Once units are joined in a formation, it only takes one mouse-click to select the entire formation.

• HIGH UNIT MORALE: In a formation, units have higher

morale. • Powerful defense: Once it has received the order to stand its ground, a combat formation will quickly gain attack and defense power, allowing it to fight off a large number of enemy forces.

• CREATION OF ARMIES: Formations can be joined into one big army, controlled with a single mouse-click.

EXPERIENCE AND MORALE

Formations gain experience by fighting successful battles, making them more effective in subsequent fights. It is crucial to take care of your most experienced soldiers, as they will become your fighting elite!

Morale also plays a crucial role. Alexander has a complex system of troop morale, which will have a huge impact on the outcome of your battles. The morale of your soldiers constantly changes and is affected by factors such as the presence of a hero, the loss of soldiers, maneuvers, etc.

By pressing Ctrl+Shift, you can see the formation standards, displayed on top of the formation. This gives you the following information:

• Formation losses are represented by how much the standard flask is filled. For instance, in (2) there is a formation that suffered some losses.

- The experience level is indicated by the number of green dots below the flask. In (1) we see a rookie group, in (2) a veteran group, and in (3) an elite group.
- The morale level is shown by the number of blue dots below the flasks. • Any positive or negative effects of the presence of heroes are shown below the standard flask. For instance, in (4), the group has an extremely high morale boost due to the presence of Alexander.

MULTIPLAYER

Up to seven players can join a multiplayer game over a LAN or the Internet. Players can create or join many different types of multiplayer games by changing various options. Player 1 (server) creates a multi-player game, and the rest (clients) join it. The player with the most powerful computer should create the game.

CREATING AND JOINING MULTIPLAYER GAMES

When the game is loaded, click on the Internet in the Main Menu to enter the Internet shell. You will be transferred to the login window. If your account is already selected, click the Login button to enter the shell. If you need to change the account, click on the Change Account to open the account selection window. Select your account and click on the Login button.

You can change your details without creating a new account. To do this, click on the Edit Profile and enter the new details.

If you need to create a new account, click on the Edit Profile button, and choose New Account. Enter your details and press Register. If no accounts were created on your version of Alexander game, then the first time you click the Internet button you will be automatically transferred to the Create New Account window.

You can also upload your profile from the server (if it has been already created). To do this, click on the Change Account button, and then choose Old Profile. Enter your Nickname, your password and your personal GameBox ID# (that could be found on the back cover of the manual). Click Login, and if the information you entered is exact, your profile will be uploaded from the server along with all your scores and details.

WARNING!

Every time you change your details/create a new account you must enter a valid GameBox ID#! This is your personal number, which can be assigned only to one account.

Once you click the Login button, you enter the Internet shell, the Custom Game section.

To your right you see the players list menu. At the bottom of the screen you see the chat window and the latest voting menu. In the centre of the screen you can see the list of available games to connect. Under the list of the games you can see Refresh and Create buttons. Refresh gets the latest list of the games from the server (this action is done automatically every 30 seconds). To enter a created game, just click on it. The Internet Shell provides you with four different sections, which give you different information.

NEWS AND EVENTS

Here you can read the latest news on upgrades and events held through the internet. To the left of the news screen you can see the list of available selections in this section. The Punishments selection opens the window with all the list of punished or banned players. The Internet Shell also provides you with a built-in forum, where you can read posts by other players, send your own posts or create new topics.

PLAYERS LIST

Here you can view the list of all the players registered on Alexander game server, their full name, country, score and rank. To view detailed information on a player, just click on his name. In the Players List section you can read you personal mail from other players and you can enter the Clans List. There you can see the list of all Alexander clans, dates of their creation, creators' information, number of members and the total/average score. To view clan's detailed properties, just click on its name.

CUSTOM GAME

Here you see the list of all the created and available games. Just choose the one you like and click on it. You will be automatically transferred to the game room, where you can chat with people, who also entered the selected game. Choose your nation and prepare to fight.

To create a new internet game, press Create button. In the opened window, choose your game name, number of players, type of the game and password (if necessary). You will be transferred to your own game room, where you can change the type of the landscape, number of peasants and resources, conditions of victory, map size, time limit, and turn on\off the fog of war. Now, as all the options are chosen, select your nation and wait for other players to connect your room. Once everything is ready, click the start button and enjoy the fight.

SCORED GAMES

This section shows you the list of latest played games, the competitors and the score each of them earned. The Next button scrolls the pages of the list.

At the bottom-right of Internet Shell you can see seven buttons, which give you more abilities to use the shell.

The first button sends the message you typed in the phrase box (you can also send it with the help of Enter key).

The second button enables/disables Version mode. If this mode is enabled, then you will receive only messages from players that use the same version Alexander game as you do.

The third one turns the Private filter on/off. If the filter is on, you will receive only private messages,

and the common chat will be ignored.

The fourth button shows you information on the selected player, his details, his total score and his rank.

The fifth button connects you directly to the game, created by the selected player (if the player has already started the game room).

The sixth button allows you to ignore messages from the selected user. To do it, select the user in the list and click on the button – you will no longer receive messages from that player.

The seventh button allows you to write private messages to any player in the list. Just select the recipient and click on this button. The message you enter and send will be seen only by the selected user.

CONNECTION STABILITY

Playing a multiplayer game over LAN or the Internet, you may never experience connection stability problems. However, there may be occasions when the connection speed plummets or the connection is interrupted.

Decreased connection speeds may slow the game and connection failure will interrupt the game.

If this happens, you can quit the game and then continue it by loading previously saved file, if this file was created.

To continue an interrupted game:

1.Follow the same steps you used to create or join the game, as described in the Creating and Joining Multiplayer Games section.

2.Have the server player press the Load button, select the save file, and press OK.

The interrupted multiplayer game will then continue.

Note: To restore a multiplayer game, the number of players and their names must match those of the interrupted game.

SAVING AND LOADING MULTIPLAYER GAMES

A multiplayer game can be saved or loaded at any time.

TO SAVE:

1.Press the F12 key during the game.

2.Press the Save Game button.

3.Enter the file name where the current game will be saved.

4.Press Save.

You can also click the Menu button in the top right corner of the screen.

TO LOAD:

1.Follow the steps used to create a multiplayer game.

2.Press the Load button.

3.Select the file you want and press the Load button.

Note: To restore a multiplayer game, the number of players and their names must match those of the saved game.

PLAYING ALEXANDER ON THE INTERNET

Thanks to Alexander's numerous multiplayer game settings, you can play a wide range of game modes over the Internet.

First, make sure your computer is connected to the Internet. In order to take full adavantage of Alexander's online gaming possibilities, you must possess an authentic IP address. If you share an IP address or your machine is behind a firewall, you may experience problems with certain features, such as creating your own Alexander games online. Please contact your Internet provider about any problems with your IP address.

To start playing online, click on Internet in the Main Menu. This will take you to the Alexander Internet Shell, where your personal profile screen will pop up. If this is your first time playing online, you will have to complete a personal profile questionnaire to proceed.

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