

ROME™

— TOTAL WAR —

ALEXANDER



INSTRUCTIONS

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WELCOME TO ROME: TOTAL WAR™ ALEXANDER

Rome: Total War Alexander is a game of epic real-time warfare and empire building, covering the period from 336 BC to 323 BC and the short but prodigious career of Alexander the Great of Macedon - arguably the greatest military leader in the history of mankind!

The tale is one of danger, courage, judgement and inspiration as you steer the tiny kingdom of Macedon to mastery of the warlike tribes on its borders and the unification of the squabbling Greek city-states, before turning your thoughts across the narrow waters of the Hellespont to Macedon's historical enemy - the mighty Persian Empire, seemingly impregnable under the rulership of King Darius!

Since Alexander conquered Persia and even fought his way down into India before his premature death at the age of 33, you will also be racing against the sands of time to achieve your goals before those sands run out!



INSTALLATION

Your original installation of **Rome: Total War** will not be affected by installing **Rome: Total War Alexander**. All existing savegames will still work.

Please make sure your computer system uses Windows 98SE or a later Windows operating system. **Rome: Total War Alexander** is not compatible with Windows 95 or earlier, or non-Windows operating systems. **Rome: Total War Alexander** also requires the latest DirectX 9 compatible drivers for your CD-ROM drive, sound card and video card to operate at its best. If you have any problems running the program, older sound or video drivers are the most likely cause.

Please also ensure that you have the latest **Rome: Total War** patch (patch 1.5/1.6) installed.

How to Install Rome: Total War Alexander

- 1 Before installing, close all other applications.
- 2 Insert **Rome: Total War Alexander** CD into your CD-ROM drive. If you have Autoplay enabled, the title screen will display shortly after inserting the CD into your drive. If Autoplay is not enabled, simply double click on My Computer and then double click on your CD-ROM Drive to launch the game installer. On the title screen click the Install button to begin the installation process and then follow the on-screen instructions.
- 3 After **Rome: Total War Alexander** is installed your computer will install Microsoft DirectX 9 drivers (if you do not already have them). When DirectX installation is complete, you may need to restart your computer for the new drivers to take effect. For more information on DirectX 9, see the relevant Help file.
- 4 Now you can run **Rome: Total War Alexander** from the Start menu or by clicking Play on the CD title screen.

WHAT'S NEW?

If you've played Rome: Total War, there are a few small but significant changes in R:TW Alexander which you should be aware of:

- There are four new factions: Macedon, Persia, India and the Barbarians. Take a look at the Factions section to get an idea of their strengths and weaknesses.



- For the Alexander Campaign, your objective is simple: hold 30 provinces including Pella, Halicarnassus, Issus, Tyre, Rhacotis, Memphis, Babylon, Ecbatana, Nisa and Bactria, before the 100 turns are up. There is just the small matter of treacherous barbarians, financial pressures, mutinous citizens and countless thousands of doughty Persian warriors bent on your destruction to overcome!
- The campaign now revolves around turns, rather than the years of Rome: Total War. You have a hundred turns to fulfil the campaign objectives. Pah, easy! Sounds like a breeze? Think again! On the hardest difficulty settings, you'll find R:TW Alexander to be significantly more challenging than you may have come to expect.
- This is the age of heroic warfare where generals and kings meet face-to-face in the heart of the battle to decide their own destinies. Alexander commands a powerful heavy cavalry unit and is a charismatic commander who leads from the front, but the flipside of this is that should he fall in battle, it is quite literally game over! You will have to use him wisely in battle to prevent such a calamity.



- You no longer have access to Diplomat units. There is more than a century of bad blood between Macedon and Persia, and the time for talk is over. Your goal is to conquer and assimilate the Persians, not to sign flowery treaties with them which they'd only break as and when it suited them, if you hadn't already! This peace will be won on the pointy end of a Xyston lance!
- There are six new **Historical battles** available for both single and multiplayer play. In single player these unlock sequentially so you'll need to conquer each one in turn to unlock the next.
- The historical battles are also playable in the new **Tournament mode**. This mode links a set of battles in a best of 5 or 3 map match against a human opponent in multiplayer, or an AI opponent in single player. In multiplayer you have access to all the tournaments and maps from the start. To get the option to play a single player tournament, you first need win and therefore unlock, a suitable number of historical battles.

FACTIONS

- **The Macedonians:** a tiny kingdom surrounded by warlike tribes, her treasury in crisis and menaced by the mighty kingdom of Persia. Her armies combine heavy phalanx infantry with devastating heavy cavalry, though they lack missile troops in any significant quantities. Amongst their best troops are the Phalangist heavy infantry and the famous Companion cavalry.



- **The Persians:** the superpower of the ancient world, Persia is a vast kingdom able to bring swarms of troops to any battlefield. She has coveted the Greek territories for centuries. Persian armies boast some excellent cavalry and plentiful bowmen and skirmishers, though they are reliant on mercenaries to provide a core of heavy infantry. Amongst their best units are the elite Immortal infantrymen and heavy cavalry from Bactria.



- **The Indians:** not a coherent state as yet, but her warlike kingdoms represent a formidable challenge to any invaders. Her armies traditionally comprise numerous strong bowmen, terrifying war elephants and charioteers, though they are severely limited in reliable infantry.



- **The Barbarians:** awarded the title 'barbarian' simply for not being Greek or Persian, these tribal peoples will react aggressively to anyone foolish enough to attack them. Their armies include courageous warriors with a wealth of skirmishers and some damaging infantry, though they are a little light on horsemen. The sicklemen are their most dangerous unit, ideally suited for cutting into enemy formations.



A HELPING HAND

At the start of your reign, you will find that the pressures of raising an army have left your treasury in a perilous state. Conquest and booty should furnish the required funds! Massacring rebellious townsfolk in any settlements you capture serves the dual purpose of quelling the dissenting voices and providing increased loot to keep the wolves from the door.



Alexander practiced an aggressive style of warfare - he was not a man for sheltering behind an infantry line and wearing the enemy down with missiles - and you will find it an effective tactic to emulate the great man's go-forward mentality on the battlefield. Developing an eye for a decisive opening will also serve you well.

Time is as much your enemy as any Persian horde and needs to be taken into account in every decision you make. Sitting in a fortified city beating back waves of Persian counter-attackers is a good way to keep your armies relatively intact, but will also probably mean that you end up running out of time eventually.

You must push on relentlessly, trusting in the courage of your men and your own skill to keep your enemies on the backfoot and prevent them from mustering a coordinated defense. To achieve this, you will often have to take calculated risks in the disposition of your forces, pushing on with small armies and leaving skeleton garrisons in your wake. If it's any consolation, Alexander did this for real - at Gaugamela his 'small' army of around 45,000 men defeated a Persian force estimated to be anything up to 1,000,000 men strong!

Try to scout out the road ahead and form an estimate of whereabouts you will need to be in ten turns time in order to stay on target to achieve your objective.

To reflect Alexander's difficulty in receiving reinforcements from home, you'll find yourself more reliant than previously on the services of mercenary troops. Don't be reluctant to make use of these soldiers of fortune as they will allow you to maintain the impetus of your conquest.

Good luck, and remember Alexander's words: "There is nothing impossible to him who will try."

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