ANCIENT WARS
SPARTA

WORLD FORGE

eidos

PLAYLOGIC®

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult a physician before resuming play.

PRECAUTIONS TO TAKE DURING USE

• This game disc is intended for use exclusively on Windows®-based systems with the minimum configurations specified on the system requirements of the game purchased.
• Do not sit too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
• Avoid playing if you are tired or have not had much sleep.
• Make sure that the room in which you are playing is well lit.
• Rest for at least 10 to 15 minutes per hour while playing a video game.

HANDLING YOUR GAME DISC

• Avoid bending the disc. Do not touch, smudge or scratch its surface.
• Do not leave the disc in direct sunlight or near a radiator or other source of heat.
• Take occasional rest breaks during extended play.
• Always store the disc in its protective case.

ESRB RATING

This product has been rated *E for Everyone* by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.

CONTENTS

INSTALLING THE GAME

Insert the *Ancient Wars: Sparta* DVD into your DVD-ROM drive.

If Autoplay is switched on, the game will start loading automatically. Just follow the on-screen instructions to install *Ancient Wars: Sparta*.

If Autoplay is switched off, open the DVD-ROM folder manually by selecting My Computer in the *Start* menu and then double click on the DVD-ROM icon to open the game folder.

Install the game by double-clicking on "setup.exe" and follow the on-screen instructions.

You can uninstall the game from your computer at any time. To do so, click on the *Start* menu button, select *Programs* from the pop-up menu and click on "Playlogic\Ancient Wars – Sparta" from the list.

NB: This game is protected by copy protection. The *Ancient Wars: Sparta* DVD must be inserted into the DVD-ROM drive to play the game.

After installing your game, you can launch it either by double clicking on the *Ancient Wars: Sparta* icon on your *Desktop* or by using the icon in the *Start* menu.

The history of ancient Greece is full of great battles, mythical heroism and devastating defeats, for example the battle of Troy, the Trojan war or Spartan king Leonidas's war against the Persian army at Thermopylae. The heroic resistance mounted by Leonidas and his guards is the stuff of history. Even though Leonidas was ultimately defeated following a bitter resistance battle, the reputation of the Spartans as the greatest warriors of their age was nonetheless confirmed at Thermopylae, when a small force took on the army of the Persian king Xerxes's. Leonidas and his force of 300 guards and several thousands of support troops found themselves facing overwhelming superiority: the might of the experienced Persian army.

The greatest force the world had ever seen threatened Hellenic power in 480 B.C. According to the Greek historian Herodotus, a two million-strong army was to capture the Greek Empire under Xerxes's command. Thanks to his huge army, Xerxes achieved one success after another until Athens fell into the hands of the Persian conquerors. The Greek troops were driven back to the Isthmus of Corinth.

The Spartans, brought up to fight from birth, were considered to be the best warriors of their age. In battle, they came together in individual unit or Phalanx formations that closed ranks and marched on the enemy.

Armed with a traditional, heavy round shield (aspis), a short sword for close combat, a cuirass and an extended spear (doru), the Spartan hoplite represented a serious threat for every opponent.

Now you have the opportunity to experience the glory of great heroes and commanders for yourself. Ancient Wars: Sparta is a real-time strategy game in which you control the might of Spartan warriors, the Persian army or Egyptian Pharaohs.

Once you have started the game, you will see the main menu. You have several options to choose from:

Profile

Create an individual player profile here. If several players want to play *Ancient Wars: Sparta* on your PC, each player can create his or her own profile. Progress in the game is recorded here.

Single player

The single player options are displayed here. You can start a complete campaign or prepare for a single battle. If you select a campaign at the start of the game, you can only play the Spartan campaign.

Multiplayer

Various options are available if you want to compete against other players via LAN or the Internet. Selecting the LAN option will display another on-screen menu, where you can decide whether to create (host) a game that other players can join or join a game that another player has initiated.

If you decide to launch your own game, choose an appropriate map for the combat to take place. There are 9 maps for a LAN game according to the number of players. You can also protect the game with a password, so only those players who have the the password beforehand can join the fight.

Once all these settings have been selected, click on the "*Start*" button to start the game. On the next menu screen, decide whether other players are able to take up positions. You can choose to cancel this (no other players), substitute real players with the computer (AI), or leave positions open for other players (open). If you allow AI to take up free player positions, you will not only compete against human opponents but also against an opponent controlled by the computer.

Another available setting determines which of the three civilizations you and your opponents want to play or whether this is chosen at random by the computer. In addition, you can determine whether to have teams or not (i.e. players govern their own civilizations but play together.) You can also decide the color of each player's troops.

If you are playing via the Internet, there will be a log in screen for Gamespy™. To be able to compete against players around the world via the Internet, you have to register for a Gamespy™ account before you can log in here with your name and password. If you do not have a Gamespy™ account, you can set one up here.

Loading a game

To load the progress of games you have previously saved, determine whether the saved game is a a Campaign or a custom game. Select the type of the game you want to load and then the saved game.

Options

Select the technical settings for your game (e.g. selecting the resolution in which the game should run in and different graphic options to match the game to your PC's specifications.) You should note however that the graphic settings that best suit your PC are determined and adjusted automatically. Changing these settings can harm the performance and quality of a running game.

The *Audio Options* allow you to alter the volume of speech, music and ambient sound or turn them off completely.

In *Game Options*, determine *Mouse Scroll Rate*, *Mouse Sensitivity* and *Keyboard Scroll Rate* when pressing the direction (arrow) keys.

Under "*Network*" select your network hardware. You can use this option, for example if you have more than one network card. You can also choose which port you wish to use.

Quit

Leave the *Ancient Wars: Sparta* game and return to Windows™.

The Main Screen

Regardless of whether you have chosen a campaign, a multi-player game or a custom game, the game's main screen is always the same. All the key information is clearly laid out and easily accessible.

Overview

1 The wind indicator is shown here. Wind direction is important when moving ships and also when a building is burning. If another building is located near the burning construction and the wind direction is advantageous (or disadvantageous if the buildings are your own) and the wind blows in the direction the building is located, the second building will also catch fire.

2 Click on this button to bring up the menu. Here you can load, save or end the game. You can also restart the current game or bring up the settings and parameters (e.g. for graphics.)

3 This is the *Mission Objectives* button. Click here to see the current goals of the Mission. If the objectives change, this button flashes yellow.

4 Allies - Make alliances and transfer money.

5 Sending messages. You can open the menu window here. When playing with other players via LAN or the Internet, messages can be viewed here.

6 The *Game Map*. Command your troops, build settlements and lead your warriors into a battle. Zoom in on the game events by pressing the proper (see key table page 24) button on the keyboard or using the mouse. Alternatively you can zoom out for a clearer overview. You can also rotate the Game Map by pressing the appropriate keys. An accurate description of activities taking place within the Game Map later on in this user manual.

7 Here you can find information about your raw material stores and the numbers of units. There are three kinds of rescources in *Ancient Wars: Sparta*: gold, wood and food. Gold and wood are needed to construct buildings and equip warriors with weapons. You need food to sustain your army. If warriors and workers are starving, the number of health points of your units sinks down to 10 % of its original amount. You obtain gold by exploiting goldmines, wood by clearing forests and food by constructing production building such as farms or a sheepfolds.

HELP AND TIPS

When you select a building you wish to construct, you are given a lot of additional information which appears next to a description of the building.

8 e.g. the "cost" of the building and which resources are required for the construction of the building. If there are any particular requirements for constructing the building, you will also find this information here. If you already have the required buildings, the names of these buildings will be marked in green. The names of missing buildings are marked in red.

9 Graphic User Interface: The information displayed here varies. If you select a worker, the various construction options will be displayed here. If you select a warrior or another unit, you will see different combat orders, when you select a building, the upgrades or production orders, are displayed.

10 If you have selected different units at the same time (e.g. a big army), you will see small icons with corresponding units here. There is also information about the current health status of the units(e.g. a green bar under the unit icon) and weapons of the army. If you select a building, the number of health points of the building are shown. Anything being produced or researched/trained and whether or not there are workers in the building is also displayed.

11 Additional settings can be selected here.
a. Turn off the rotation of the mini-map here.
b. Fixes the angle and the position of the camera.
c. Hides the interface and shows more of the Game Map.
d. Send a message
e. Changes army color mode
f. Hides and displays the landscape on the mini-map.
g. Send a signal to allies

12 The mini map. This is an overview of the complete Game Map. Unexplored areas are black while all investigated regions are transparent, but grey. All areas within your sight range can be seen on the mini map. Friendly and enemy units and buildings are displayed by using colored markers on the mini map. Mission Objectives are indicated by a yellow marker. Key events are shown with a flashing green circle, e.g. when research has been completed. If you are attacked, you will be notified by a red dot. Green and red markers disappear after while.

13 Heroes. Here you can see which Heroes are available to you. If you click on the corresponding icon, you will reach the Hero directly, regardless of his location on the Game Map.

14 While you are in the selection window, either building information or your army can be seen on the right. In the portrait window, a detailed view of an individually selected character is displayed.

15 Idle workers can be seen here. If workers have completed their current duties, they are displayed here reuse them again to build, procure resources or collect weapons.

16 News about current events is displayed here. If your camp or troops are being attacked, if you complete or have completed research, or if a new unit is created, the information pops up in this area. By clicking on the corresponding message, you are taken to the place where the event is taking place.

● When merging units into a group, the number or grouped units will be displayed here.

Units

1. Unit control

There are different options when selecting and moving troops. Left-click on an individual unit or on the unit icon (in the window (9)) to select it. A right-click on a place on the Game Map to make the selected unit move in the indicated direction.

TIP

To select more units, left-click on the Game Map and hold down the LMB. If you drag the mouse cursor over the Game Map, you will see a frame. Drag this frame over the units then release the LMB. All units within the frame will be selected. If you now select a destination point by right-clicking on it, all selected units will move there.

TIP

To assign a hot key to a group, select the group and press Ctrl+1…9. To select this group in the future, you will only need to press the corresponding digit button, or click on the army tab which now appears at the upper edge of the screen.

TIP

To select units of the same type only, double click on the desired unit. For example: If you just want to select archers double click on a separate archer and all other archers will be automatically selected.

2. Battles

When attacking the enemy, you have different options to choose from. Select one or several of your units. Moving the mouse cursor over an enemy unit, the cursor will turn red. When you right-click on the enemy troops or buildings, selected units start to attack them.

If opposing troops come into the sight range of your units, then your units start reacting according to the stance which has been previously set for them in the *Orders* menu in the *Graphic User Interface* (8). There are four different stances for your warriors, ships or for a stationary weapon.

Alternatively, you can send troops into battle by clicking the "*Attack*" icon in the Orders menu in the *Graphic User Interface* (8). Select the units and then left-click on the icon. The mouse cursor then turns into a red crossbar. Left-click on the enemy warrior or building you want to attack.

Aggressive. *Your warriors attack the enemy and as soon as the opponent comes within their sight range, and pursue fleeing enemy troops with no regard for their own losses.*

Defensive. *As soon as the enemy comes into their sight range, your troops attack. However, fleeing enemy warriors are only pursued within a defined radius and the chase is abandoned when the opponent is too far away. Your troops then return to their original formation.*
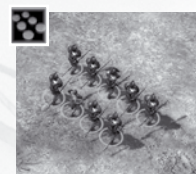
Hold the ground. *The units Defend their position and do not pursue the enemy.*

Passive: *The units do not attack the enemy unless they are attacked first.*
**N.B.** *The units have a Defensive stance by default.*

3. Formations

Your troops have three different formations: line, column and free formation.

4. Unit producing

A feature of *Ancient Wars: Sparta* is that you have to equip your units individually. Before you can train warriors in the Arena or in a War School (depending on the civilization), you have to kit them out individually.
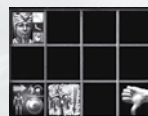
To do this, click on the following icon to switch to the unit designer.

Here you will find different types of available units each one starting off with the basic soldier. Development and expansion will make other units available. Select a warrior. Next to the 3D image of the selected unit you will see three vacant slots where you can put primary and secondary weapons for the warrior and a shield. Watch out for the costs. The more weapons you equip, the more expensive the unit becomes.

There are several special functions here. Collecting weapons from units vanquished on the battlefield, you will enable to equip your units with these collected weapons in the Unit Designer. Weapons are marked in green. The quantity of collected weapons is limited and indicated by the number.

Collected weapons have an advantage: they are better weapons which you cannot be researched and the price for a unit equipped with these weapons decreases.

The disadvantage is obvious. If there are no more collected weapons left, this type of warrior can no longer be kitted out with the equipment he needs and the weapon indicator turns red. This happens unless

you have already researched appropriate weapons yourself. If you have, then your own weapons will replace missing collected weapons you need and you will be able to produce the warriors. However, the price for a warrior increases.
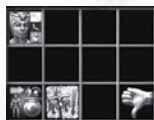
Units can be kitted out with their own weapons later to leave them less dependent on collected weapons and armor. However, the weapons must be researched beforehand. Each race has two buildings for this purpose. Weapon upgrades are researched in one building and the weapons themselves in the other. Some weapons can only be researched after you have carried out certain research into a weapon technology in the Forge.


TIP

5. Heroes

In each Mission you have special characters, like Leonidas and Xerxes. These units, recognizable by their golden glow, are called Heroes. They are not only better equipped, they also have clearly more hit points than normal warriors. Take good care of these Heros because in certain scenarios it is important that these units stay alive to complete the objective successfully.

When playing a Mission in which the Heroes do not have to stay alive and they fall in battle, you can "revive" them in the main building – for a fee of course.

Selecting this unit, in the window (9) you will see: short description of the Hero, information about the current health points and his current level of experience. Along with other troops, heroes receive a battle bonus, when they level up. In addition to this, an upward-pointing arrow appears in the Orders menu in the *Graphic User Interface* (8). Left click on this arrow to give the Hero special skills. There is a choice of three special skills for each new level the Hero reaches. Special skills remain active once you have chosen them. For example: One of Leonidas's special skills gives regular troops a 10% damage bonus in melee combat.
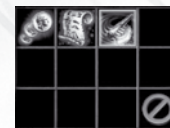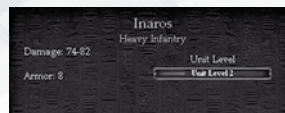
6. Siege weapons / War animals / Stationary weapons

In addition to warriors, you can produce different siege weapons and vehicles depending on the race (like Battering Rams, Catapults, Siege Towers, Stationary Shields and Bows, Ballistae and war animals, like camels and horses). The production of these weapons and animals requires appropriate buildings. Once the weapons and animals are produced, you will need units to use them. A Catapult will not work on its own!

For example, choose a catapult, select two workers and right-click on the catapult. Selected workers are now allocated to the catapult. Left-click on the catapult and you will see an image of the catapult and the number of operators in the window (9) will be displayed. A certain number of units must be allocated to a weapon to operate it. When the weapon has a full operating crew, you can order it to move and attack.

For example, if your warriors kill the operators of an enemy Catapult, you can take control of the enemy Catapult and use it with your own units in the same way you use any other weapon or vehicle. The opponent can also take over and use your weapons and vehicles, so keep an eye on them!

The principle of taking over and using enemy weapons is also applied to War Animals. Horses or camels cannot be used on their own, but if you order individual warriors to mount them, then you will create a powerful cavalry which consists of mounted archers or melee warriors. You can seize idle enemy animals but the enemies can take yours too!

7. Ships

Ships play a great role in *Ancient Wars: Sparta*. In some scenarios you have to cross rivers or deal with enemy Heroes who are on board a ship. As a rule, you must fulfill different requirements in order to build a ship. You need a Dock to build a ship, except for Persians, who build ships directly on the beach without a shipyard. Regardless of the way a ship is built, there are three different types: a light but fast battleship, a spacious barge (which can carry troops and siege weapons), and a heavy battleship (which is equipped with an on-deck catapult).

You can embark warriors on ships. The number of passengers depends on the type of ship. To embark units, select required troops and right-click on the ship.

You can disembark troops by clicking on the *Unload/Unload All* icon in the orders menu of the vessel. Click on the icon then left-click on the place where the units will be disembarked. Please note that warriors can only be unloaded on flat beaches.

Another way to take out the ships is to deploy long-range weapons. Catapults or Ballistae: these weapons cause damage to the enemy ships at sea. If you have no interest in conquering a ship, ram it and sink it.

Beware! If you ram an enemy ship, your ship receives damage too!

8. Workers

Workers are the heart and backbone of the game. There are no buildings, no resources and no game itself without workers. Workers can only be produced in the main building of the respective race [i.e. in the Tachara (Persians), in the Pharaoh House (Egyptians) or in the Acropolis (Spartans)].
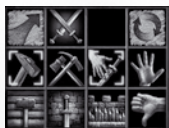
Selecting a worker yields, you have a few new options in the *Orders* menu: construction of economic buildings, war buildings and special buildings, like walls or traps.

Depending on which option you select, there is a choice of different types of buildings available for you to construct. Not all buildings are available straight away. Some buildings demand certain requirements before they can be constructed.

In addition, workers offer other different functions. If you select a worker and right-click on a forest, this worker will start chopping down trees and replenish your supply. This also applies for goldmining. Select a worker and right-click on the Gold Deposit in order to mine gold. The worker will go there and start mining gold.

Once a worker has been assigned to a particular task, he stays there until you give him other orders or until the enemy takes him out.

You can send any number of workers to chop down wood, but the quantity of workers that can mine gold is limited. Each building constructed on the Gold Deposit has a limited number of workers that can work there. If you send too many workers, those that exceed the limit will be standing idle in front of the building.

Workers are also required to ensure the functionality of certain buildings. For example, a Sheepfold needs two workers to procure food from the sheep. An Egyptian Oasis contains up to four workers, and a Spartan Farm has three. The worker who constructs the building is automatically allocated to it and starts working there.

If you employ more than one worker to construct a building, it will be built more quickly.

Workers have two special functions: repairs and collection of weapons. Left-click on the *Repair* icon in the *Orders* menu for the worker. Move the mouse cursor over a damaged building or vehicle and click on it. The worker will repair the indicated building or vehicle. The same principle is applied to the collection of weapons.

Click on the *Collect Weapons* icon and then click on one of the weapons left by units vanquished in battle. The worker will pick up the weapons and bring them to the main building.

TIP

Instead of laboriously carrying out the actions, you can also order the workers to act automatically. To do this, right-click on the appropriate symbol and the symbol's outline flashes. If a worker is within reach of a damaged building or a battlefield, he will automatically go there to carry out repairs or collect weapons.

TIP

You can rotate a building with the mouse wheel before you construct it. This means, that you can place the building where you want and find a space for it even in narrow places. If you cannot construct a building on a particular place, the building is colored red and you will have to find a "vacant" space for it. Rotation of the building has a certain advantage: for example, you can set Stone traps or place the Ballista in the most advantageous direction.

TIP

To see the status of your units and buildings, press the ALT button. The Health bars of all buildings and units will become visible. If it is green, everything is fine. When the number of Health points falls down to zero, the unit or building is destroyed.

Controls

Controlling the Camera

Press and hold the middle mouse button (MMB) and move the camera in the corresponding direction.	The Camera moves over the Screen
Press one of the arrow keys on the keyboard.	Camera moves in the direction of the respective arrow key
Ins, Page Up	Rotates the camera
Home, End	Zoom in/ zoom out
Mouse wheel	Zoom in/ zoom out
Press the 'Ctrl' button + the middle mouse button and move the mouse to the right or left.	Rotates the camera

Selecting Units

Left-click (click with the left mouse button – LMB) on a unit	Selects a unit
Double-click on the required unit with the left mouse button or left click on it while pressing the 'Ctrl' button on the keyboard.	Selects units of the same type
Hold LMB and move the mouse	Selects several units
hold down the 'Shift' button on the keyboard and left-click on the required unit.	Adds a unit to already selected units
hold down the 'Shift' button on the keyboard and left-click on the required unit.	Removes a unit from already selected units
CTRL + Shift + click with LMB on a unit	Adds units of the same type to already selected units
CTRL + 1…9	Unite selected units in troops and assign hot keys to them.
1…9	Selects a group of units assigned to this number.

Giving orders to selected units

Rightclick on a place on the map RMB (Right Mouse Button).	Unit moves to this point
Right-click (RMB) on the enemy	Unit attacks the selected ememy units
Right-click on an empty vehicle or ship or an idle animal	A unit will occupy the vehicle/ship or mount the animal.
Shift + right-click on different points on the screen	Set route markers

Giving orders to selected workers

Right-click on trees	Workers collect wood
Right-click on The buildings constructed on the Gold Deposits.	Workers extract gold
Right-click on animals	Workers go hunting for supplies and food
Right-click on abandoned weapons	Worker collects abandoned weapons and brings them to the main building. Then the weapons can be used for the equipment of warriors.
Right-click on buildings	Worker works in this building. Not all buildings need a worke.

A	Attack			
B	Construct war buildings			
B	Grapple	K	Destroy a unit
C	Collect weapons	M	Move
C	Unit Designer	N	Construct special buildings
E	Assembly/disassamble a Stationary Bows	P	Patrol
E	Assembly/disassemble a Stationary Shield	R	Repair
E	Unload	S	Stop
E	Raise and lower a drawbridge	T	Set stance
E	Attach and detach a Siege Ladders	U	Unload all
Esc	Cancel	V	Construct economic building
F	Change formation	A	Acropolis
G	Open and close the gates	A	Palace
G	Attack/shoot at a indicated place or unit		

Specific orders for Spartans

A	Arena	N	Stone Trap
B	Barracks	P	Barge
C	Machine Shop	R	Workshop
D	Dock	S	Storehouse
E	Forge	S	Stone Wall
E	Oracle	T	Training Camp
F	Farm	V	Triera
G	Goldmine	W	Wood Wall
G	Gymnasium	Z	Stake Trap
G	Bireme	A	Assault Camp
L	Stables	A	Pharaoh House
N	Granary		

Specific commands for Egyptians

A	Pharaoh Palace	S	Oasis
B	Barracks	S	Shooting Range
D	Food Storage	S	Stone Wall
D	Shipyard	T	Temple
E	House of Knowledge	V	Heavy Battleship
E	Horse Shed	W	Siege Workshop
F	Wood Storage	W	Weapon House
G	Gold Sifter	W	Wood Wall
G	Light Battleship	Z	Stake Trap
N	Stone Trap		
O	Obelisk		
P	Barge		

A	Tachara		R	Sanctuary
B	Ballista		R	Ritual Hall
D	Drafting Room		S	Sheepfold
D	Stud		S	Shooting Range
F	Camel Pinfold		S	Stone Wall
F	Smelting Furnaces		T	Warfare House
G	Gold Refinery		V	Battleship
G	Light Battleship		W	War School
H	Healer's Hut		W	Wood Wall
N	Stone Trap		Z	Stake Trap
P	Barge			
R	Armoury			
R	Fire Altar			

SPARTA

The Spartans are fierce Warriors. Perfectly trained and well equipped they are worthy opponent. The most feared unit of the Spartans is the Hoplite – heavy Infantry. A small group of heavily armed and well equipped Hoplites can wreck havoc to enemy armies, even in small numbers. However, research and developing Hoplites is not an easy task. To bring down fortifications, the Spartans can build huge catapults.

The Spartans can also construct store houses where workers can store gold and wood, even if far away from the Acropolis.

Buildings

ACROPOLIS

The Acropolis is a key Spartan building. No other building can be constructed without it. In the Acropolis, you can train Helots for work. Helots can bring gold, wood, food and collected weapons to Acropolis.

ARENA

The Arena is meant for training warriors equipped with combat outfits – Siege Ladders, Stationary Shields and Stationary Bows.

BARRACKS

In Barracks, warriors specialized in melee weapons are trained. Here you can select and equip any available type of warrior with weapons previously researched in the Workshop.

DOCKS

Docks are used for building ships. Here you can build Biremes, Trieras and Barges. Research important for the fleet 'Shipbuilding' and 'Sailing' is also carried out in Docks. Docks can only be constructed near water.

FARM

Farms supply your army with food. Without food, troops start starving and this reduces their health. To produce food at a Farm, send Helots there. No more than 3 Helots can work at a Farm.

FORGE

A Forge is needed for researching new weapon technologies and upgrading existing weapon types. To start researching, send a Helot to the Forge.

GOLDMINE

A Goldmine is required to extract gold from Gold Deposits. Once a Goldmine is constructed next to a gold deposit, send Helots there to start mining gold.

GRANARY

A Granary is used for storing food. The more Granaries Spartans have, the more food they will store.

MACHINE SHOP

A Machine Shop is required to produce vehicles and siege weapons.

PALACE

A Palace is an upgraded Acropolis. The Palace allows you to construct new buildings, produce new units and carry out new research.

STOREHOUSE

Helots can bring Gold and Wood to a Storehouse.

TRAINING CAMP

Warriors specialized in ranged weapons are trained in a Training Camp. Here you can select and equip any available type of warrior with weapons previously researched in a Workshop.

WORKSHOP

In a Workshop you can research Spartan weapons. One Helot is needed to carry out research in the Workshop. However two Helots speed up the research process.

WOOD WALL

A Wood Wall is used to protect the camp from the enemy. Wood Walls are weak against fire and siege weapons.

STONE WALL

Stone Walls give good protection against both enemy torches and siege weapons.

ORACLE

In the Oracle, you can train Mysteries – priestesses of Greek gods. Here you can carry out research giving Mysteries additional abilities.

STABLES

Stables produce Horses needed by mounted warriors.

GYMNASIUM

Gymnasium trains Flautists or support units. Here you can upgrade Flautists' abilities and carry out research into 'Spartiate Mobilization' and 'Hoplite Training'.

Units and Ships

HELOTS

A Helot is a Spartan worker used for the construction of all buildings and for the collection of food, wood and gold. Helots can collect weapons and repair buildings, vessels and siege weapons. In addition, you can use Helots to move siege vehicles. Helots are not good for battle.

PSILOI

Psiloi are light warriors that have no armor. Although Psiloi are not good at melee combat, they specialize in ranged weapons and support the main army.

SPARTIATE

A Spartiate is a warrior with a medium strength armor who is skilled with both melee and ranged weapons.

HOPLITE

Hoplites are equipped with heavy armour and good at melee combat. Hoplites are the main striking force of the Spartan army.

MYSTERIES

A Mystery is a powerful support unit. Thanks to her knowledge received from ancient Gods, the Mystery can heal injured warriors and see unexplored places at a distance.

FLAUTISTS

A Flautist raises the morale of Spartans and increases the consistency of their actions, thus making friendly units less vulnerable.

HORSE

Horses can not be used as a separate unit but in conjunction with Spartan warriors (Psiloi, Spartiates and Hoplites),they become a powerful weapon. To set a warrior on horseback, select the warrior and right-click on a horse. Note that not all weapons can be used on horses.

CHARIOT

A Chariot is a fast vehicle that can carry one warrior and one charioteer. The warrior in the Chariot is equipped with a ranged weapon, he can use it. The Chariot can ram enemies, butChariots and their passengers are also slightly damaged after ramming.

BATTLE CHARIOT

A Battle Chariot is a modified Chariot equipped with blades and shields for battle. When the Battle Chariot rams enemies, it not only knocks down enemy units on its way but also cuts down enemy warriors that happen to be near blades that are mounted on the wheels and sides of the Battle Chariot. Note that Chariots and their passengers are also slightly damaged after ramming.

SIEGE TOWER

A Siege Tower is good for attacking enemy fortifications. It can lower a drawbridge onto the wall so foot warriors can get on it. The Siege Tower is moved by two warriors and four warriors can be put inside to attack.

CATAPULT

A Catapult is one of the most effective Spartan siege weapons. The Catapult throws stones and breaks buildings and fortifications. A Catapult cannot be used on its own. You need a warrior to operate it and another one to move it.

BARGE

A Barge is a slow transport vessel of low maneuverability that has no weapons. On the other hand, the Barge has a spacious deck on which you can put many different units, including animals and siege vehicles. The Barge can be upgraded with Shipbuilding research.

BIREME

A Bireme is a light battleship that has a small crew (five warriors). The Bireme is the fastest Spartan vessel but has no weapons on board. The Bireme can be upgraded with Shipbuilding and Sailing research.

TRIERE

A Triere is a heavy battleship. There are powerful catapults mounted on Triere's deck and ten warriors can be loaded on board. Trieres are perfect for sea battles. The Triere can be upgraded with research into 'Shipbuilding' and 'Sailing'.
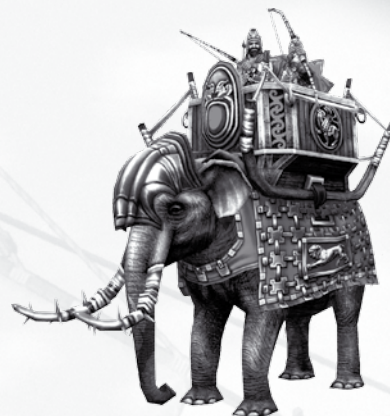
PERSIANS

The Persians are gifted Ship-builders. They are the only ones who can construct a ship right at the shore, without the aid of a Dock or a harbor. The Persians can build huge stationary Ballistas to fortify their positions and can develop Battle-elephants that basically crush the enemy.

Instead of Catapults, the Persians use battering Rams to destroy walls, buildings and fortifications.

The most fearsome warriors are the Immortals. They are even a match for the Spartan Hoplites – but equally expensive to develop.

Buildings

TACHARA

A Tachara is the main Persian building. No other building is available for construction without a Tachara. Slaves can be bought here. Slaves can bring gold, wood, food and collected weapons to a Tachara.

STUD

A Stud supplies Persian troops with Racers that can be mounted by warriors. Here you can carry out research that improves the battle skills of Persian Racers.

CAMEL PINFOLD

A Camel Pinfold produces Camels. It can also be upgraded to a War Animal Farm.

WAR ANIMAL FARM

A War Animal Farm produces Camels, Elephants and War Elephants.

FIRE ALTAR

A Fire Altar has an aura around itself that increases the battle skills of friendly warriors. The Fire Altar can be upgraded to a Sanctuary.

SANCTUARY

A Sanctuary is a place of concentration for Persian gods. An aura around the Sanctuary is stronger than the aura around the Fire Altar.

ARMORY

In the Armory, Persian Slaves can research new weapons. A Slave must be sent to the Armory to carry out the research.

DRAFTING ROOM

In a Drafting Room you can carry out research, which allows Slaves to build ships and Battering Rams. Send a Slave to the Drafting Room to carry out research.

SHOOTING RANGE

Warriors specialized in ranged weapons are trained in a Shooting Range. Here you can select and train any available type of warrior and equip him with weapons previously researched in the Armoy.

SHEEP FOLD

A Sheepfold supplies a Persian army with food. Without food, troops starve and their health reduced. No more than two Slaves can work at the Sheepfold.

WAR SCHOOL

Warriors specialized in melee weapons are trained in a War School. Here you can select and train any type of warrior available and equip him with weapons previously researched in the Armoury.

HEALERS HUT

A Healer's Hut trains support units – Healers. Here you carry out research that gives Healers new skills.

GOLD REFINERY

A Gold Refinery is required to extract gold from Gold Deposits. Once a Gold Refinery has been constructed next to a Gold Deposit, send slaves to start mining gold. No more than three slaves can work at the Gold Refinery at the same time.

SMELTING FURNACES

In Smelting Furnaces Slaves carry out research that improves weapons and shields in addition to research into new weapons. There must be a Slave in Smelting Furnaces to carry out research.

RITUAL HALL

A Ritual Hall is the place where Persians perform special ceremonies that increase battle abilities of warriors. In the Ritual Hall you can also train Persian priests - Fire Acolytes.

WARFARE HOUSE

In a Warfare House, Kara Warriors, Nobles and Immortals learn to handle combat outfits– Siege Ladders, Stationary Shields and Stationary Bows.

BALLISTA

A Ballista is a powerful siege building that plays a significant role during the assault on the enemy strongholds. Each shot from the Ballista takes wood so Slaves can bring wood right at the Ballista.

Units and Ships

SLAVE

A Slave is the unit used for all kinds of work. Slaves can extract gold at Gold-Refineries, get food from the Sheepfold, cut down trees, repair and construct buildings, collect weapons, build ships and construct Battering Rams.

KARA WARRIOR

Kara Warriors are cheap and light in armor. Kara Warriors can be upgraded with research into 'Sharpshooting'.

NOBLES

Nobles have medium strength armor who are skilled with both ranged and melee weapons. Nobles can be upgraded with 'Dual-sword Combat' research.

IMMORTALS

Immortals are elite guards of the king. They have heavy armor and are not very fast. Immortals can be upgraded with research into 'Aishma'.

FIRE ACOLYTE

A Fire Acolyte is an experienced mystic that has a deep sacred knowledge. A Fire Acolyte can throw a fire orb that strikes enemy warriors with flame.

HEALER

A Healer can cure friendly units by setting a Healing Tent. Following corresponding research, the Healer can cure animals and explore areas concealed by the fog of war with the help of his tame Falcon.

RACER

Persian Racers are fast and strong animals that greatly increase the maneuverability of infantry. The Racer can be upgraded to an Armored Racer.

ARMORED RACER

An Armored Racer is a specially trained war animal. The Armored Racer is equipped with a horsecloth that increases its armor.

CAMEL

Thanks to their strength and stamina, Camels are able to carry two warriors: one is a driver and the other warrior can use a ranged weapon. Camels can also ram enemies. Note that Camels are also slightly damaged after ramming.

ELEPHANT

An Elephant is the symbol of the Persian army. This powerful war animal can carry two warriors in the cabin on its back. Both passengers can attack enemies with ranged weapons. Thanks to their huge size Elephants can also ram and squash enemies. Note that Elephants are also slightly damaged after ramming. When an Elephant dies, it falls into mortal agony and destroys everyone close by. Elephants can be upgraded to War Elephants.

WAR ELEPHANT

A War Elephant is more powerful and tougher than the usual Elephant. That is why it can carry four warriors in its cabin. The War Elephant is also equipped with heavy armor, which makes him less vulnerable. War Elephants can ram and squash enemies. Note that War Elephants are also slightly damaged after ramming. When a War Elephant dies, it falls into mortal agony and destroys everyone close by.

BATTERING RAM

A Battering Ram is a powerful siege vehicle used by Persians to besiege cities. No wall can withstand damage caused by the Battering Ram. There are shields mounted on the Battering Ram that protect warriors who move the vehicle from ranged attacks.

BARGE

A Barge is a slow but very spacious vessel. The Barge can transport not only warriors, but also animals and seige vehicles.

LIGHT BATTLESHIP

A Light Battleship has a five-warrior crew and no weapons mounted on board. However, thanks to its high speed and manoeuvrability the Light Battleship is perfect for reconnaissance. The Light Battleship can also effectively ram enemy vessels.

HEAVY BATTLESHIPS

Persian Heavy Battleships are good for sea battles. The Heavy Battleship has low speed and manoeuvrability but on the other hand the ship has a 10-warrior crew and weapons mounted on board.

Egyptians

The Egyptians are true believers in their gods: They can build mystical Obelisks that can slow down enemy troops, making them an easy target for Egyptian Warriors. The Egyptian Horus Priest blind enemies or burn them with holy fire.

Egyptians are very good in creating war machines. Throwing machines shoot multiple arrows at enemies and cover a lot of ground, making them the perfect weapons against larger groups of enemy foot soldiers.

The warriors of the Pharaohs Guard are the finest warriors of Egypt . They are alone the only force that stands a chance against the dreaded immortals.

Buildings

PHARAOH HOUSE

A Pharaoh House is the main Egyptian building. No other building can be constructed without one. Saves can be bought here. They can bring gold, wood, food and collected weapons to a Pharaoh House. You can also upgrade the Pharaoh House to a Pharaoh Palace .

UPGRADE: PHARAOH PALACE

A Pharaoh Palace allows training new warriors and carrying out new economic research.

GOLD SIFTER

A Gold Sifter must be constructed next to the Gold Deposit so that Slaves can mine gold there. No more than four Slaves can work at the Gold Sifter at the same time.

OASIS

An Egyptian Oasis has fertile soil where Egyptians grow wheat. Without food, troops starve and their health is reduced. No more than four Slaves can work at the Oasis.

FOOD STORAGE

A Food Storage is used for storing food. The more Food Storages the camp has, the more food Egyptians can stockpile.

WOOD STORAGE

A Wood Storage is used for storing wood.

TEMPLE

In the Temple, acolytes of Egyptian Gods (Horus Priest, Anubis Priest and Bast Priestess)can be trained. Here you can also carry out research that will give them additional skills.

WEAPON HOUSE

In a Weapon House, Egyptians research new weapon and shield types. Send a Slave to the Weapon House in order to carry out research.

HOUSE OF KNOWLEDGE

In a House of Knowledge you can carry out research that increases shield armor and damage caused by weapons. A Slave must be in the House of Knowledge to carry out research. Two Slaves speed up the research process.

HORSE SHED

A Horse Shed produces Horses. It is also required for the production of Chariots.

BARRACKS

Warriors specialized in melee weapons are trained in Barracks. Here you can select and equip any available type of warrior with weapons previously researched in a Weapon House.

SHOOTING RANGE

Warriors specialized in ranged weapons are trained in a Shooting Range. Here you can select and equip any available type of warrior with weapons previously researched in a Weapon House.

ASSAULT CAMP

In the Assault Camp warriors can be equipped with combat gear – Siege Ladders, Stationary Bows and Stationary Shields.

SIEGE WORKSHOP

A Siege Workshop produces Heavy Battle Chariots, Throwing Machines and Battering Rams. Here you can carry out research that increases the efficiency of Battering Rams.

SHIPYARD

Here you can build Light Battleships, Heavy Battleships and Barges. Shipyards can only be constructed near water.

OBELISK

An Obelisk contains the mystical powers of Egyptian Gods that slow down enemies who come close to it.

Units and Ships

SLAVE

Slaves carry out different types of work: cutting down trees, mining gold, cultivating food in the Oasis, constructing buildings and collecting weapons.

NUBIAN MERCENARY

Light armored and quick Nubian Mercenaries are perfect scouts and cover warriors. The Nubian Mercenary can be upgraded with Spirit Shift research.

MIGHTY NADSEZ

A Might Nadsez is an Egyptian noble that was trained to handle weapons from childhood. Thanks to his perfect training and medium armor, the Mighty Nadsez is skillled at both melee and ranged combat.

PHARAOH GUARD

A Pharaoh Guard is an elite warrior and wears heavy armor. The Pharaoh Guard can be upgraded with Strength of Nile research.

HORUS PRIEST

A Horus Priest can blind enemies. If you carry out special research in the Temple, the Horus Priest can burn the enemy with a Fire Breath.

ANUBIS PRIEST

The Anubis Priest is an awesome opponent who not only slays enemies with two reaping hooks, but also reduces their armor by letting out a dreadful scream. If you carry out special research in the Temple, the Anubis Priest can poison the enemy.

BAST PRIESTESS

A Bast Priestess is close to nature and knows how to cure friendly units. If you carry out special research in the Temple, the Bast Priestess can call a Panther to help.

HORSE

Egyptians can mount horses. Horsemen are very mobile and have high combat parameters.

HEAVY BATTLE CHARIOT

A Heavy Battle Chariot is a powerful weapon against enemy infantry. The Heavy Battle Chariot can contain three units – a charioteer and two warriors that can attack enemies with ranged weapons. The Heavy Battle Chariot can also ram enemies by knocking them down and causing great damage. However, the Heavy Battle Chariot and its passengers also receive damage during ram attacks.

BATTERING RAM

A Battering Ram is a powerful siege vehicle used by Egyptians to besiege cities. No wall can withstand damage caused by the Battering Ram. There are shields mounted on the Battering Ram that protect warriors moving the vehicle from ranged attacks. The Battering Ram can be upgraded with Improved Balance research.

THROWING MACHINE

A Throwing Machine is a powerful siege weapon that is effective against enemy infantry. A Throwing Machine lets out a swarm of arrows that covers a wide area and harms everyone within its range of damage.

BARGES

A Barge is a slow but a very spacious vessel. The Barge can transport not only warriors but also animals and siege vehicles.

LIGHT BATTLESHIP

A Light Battleship has a five-warrior crew and no weapons mounted on board. However, thanks to its high speed and maneuverability, the Light Battleship is perfect for reconnaissance. The Light Battleship can also ram enemy vessels effectively.

HEAVY BATTLESHIP

Egyptian Heavy Battleships are good for sea battles. The Heavy Battleship has low speed and maneuverability, but has a 10-warrior crew and weapons mounted on board.

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TECH SUPPORT

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If you have a technical problem with the game, our Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on our web site, please feel free to contact us via email, fax, telephone or letter. (When contacting us via email or fax, please be sure to put the game title in the subject of your message.

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The second fastest way to get an answer to your question is to email us. (You will find our email submission forms at our web site.) We typically respond to email queries within 24-48 hours during the business week. Response times can be considerably longer over the weekend, holidays and immediately after a product release. It all depends on how many people we have working and how much email is coming in at any one time, but we do try really hard to get you the right answer as quickly as possible. Weekdays, excluding holidays, during the hours when the phones are open, we still give email questions our highest priority.

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• What version of Windows® you are using.
• A copy of your DirectX Diagnostics report.
  1. Click Start.
  2. Click Run.
  3. Type dxdiag.
  4. Click OK.
  5. Click the Save Information button and save the file to your computer.
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