

ROME™

— TOTAL WAR —

ALEXANDER



INSTRUCTIONS

TABLE OF CONTENTS

Welcome to R:TW Alexander	1
Installation	2
Requirements	2
How to Install R:TW Alexander	2
What's New?	3
Factions	5
A Helping Hand	6
Credits	8
Licence to use the game software	9
Warranty	11
Customer Support	11

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 townfolk 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."

CREDITS

THE CREATIVE ASSEMBLY

Project Lead Ian Roxburgh

The Team Melvyn Quek
James "Witless" Whitston
"Mega" Jeff Woods
Stephen "Protected" Virgo
Alan Blair

Programming Scott Pitkethly
Charlie Dell
Lee Cowen
J. Guy Davidson
Tom Miles

Art Chris Waller
Peter "Danger is my middle name" Brophy

PR & Marketing Mark "T-45" Sutherns
Richie "Web Dad" Skinner

Testing Graham "Duke" Axford
James "Azimoth" Buckle
Gian "Filthy" Piras

IT Support Gareth "BOFH" Hailes
Simon "Swan Dive" Allan

Additional Support Luci Black
Joss Adley
Ross Manton
Dion Lay

Voice Production and Editing
Philip Morris at AllintheGame Ltd.

Voice Actor Brian Blessed

Special thanks to Kevin McDowell
Phil Morris
The Total War team
Sega of America
Sega Europe Limited

A big thanks to all the moderators on the official forums, and all the fans that have helped make the online community as great as it is! And a huge thanks to our families and friends for their understanding and support.

SEGA EUROPE LIMITED

CEO of SEGA Europe / SEGA America
Naoya Tsurumi

President/COO of SEGA Europe Mike Hayes

Development Director Gary Dunn

Head of Development – Europe Brandon Smith

Producers Darius Sadeghian
Simon Mathews
James Brown

Creative Director Matthew Woodley

Director of European Marketing Gary Knight

Head of Brand Marketing Helen Nicholas

European PR Lynn Daniel
Kerry Martyn

Brand Manager Darren Williams

International Brand Manager Ben Stevens

Creative Services Tom Bingle
Keith Hodgetts
Akane Hiraoka
Arnoud Tempelaere
Alison Warfield

Online Marketing Manager Morgan Evans

Web Editor Romily Broad

Senior Web Designer Bennie Booysen

Head of Development Services Mark Le Breton

QA Supervisor Marlon Grant
Stuart Arrowsmith

Master Tech. John Hegarty

Lead Testers Denver Cockell
Rickard Kallden
Phongtep Boonpeng
Trevor Barnes

Testers Andrzej Lubas
Dominic Taggart
Hercules Bekker
Hany Gohary
David George
Paul Rogers
Richard Williams
Benny Mallow
Brom Sulaiman
Marlon Andall
Jide Alabi
Titus Samkubam
Tony Langan

LICENCE TO USE THE GAME SOFTWARE

NOTICE TO USER: PLEASE READ THIS LICENCE AGREEMENT CAREFULLY

PLEASE READ the following information carefully as it sets out the terms upon which you are allowed by Sega Corporation of 1-2-12, Haneda, Ohta-ku, Tokyo, 144-8531 Japan and its associated companies ("Sega") to use the Game Software incorporated in the game.

IF YOU DO NOT AGREE DO THESE TERMS your use of the Game Software will not be granted. Sega requests that you contact one of the customer service centers advertised in the information accompanying the Game Software. Please note that there may be a charge for the telephone call to the customer service centre.

1. Licence to use the Software

The term "Game Software" includes the software included in this game, the associated media, any software associated with the online mode of the game, any printed materials, and any online or electronic documentation, and any and all copies and derivative works of such software and materials.

Sega grants to you the non-exclusive, non-transferable, limited right and licence to install and use one copy of the Game Software solely for your personal and non-commercial use. All rights not specifically transferred by this Licence remain with Sega. The Game Software is licensed to you and not sold.

This Licence does not give you any title or ownership in the Game Software and should not be construed as a sale or transfer of any intellectual property rights to the Game Software.

2. Ownership of the Game Software

You agree and acknowledge that all right, title, interest and ownership rights in any and all copyright, design right, database right, patents and any rights to inventions, know-how, trade and business names, trade secrets and trade marks (whether registered or unregistered) and any applications therefor and other intellectual property rights ("Intellectual Property Rights"), in or connected with the Game Software and any and all copies thereof (including in particular but not limited to any data, database, designs, titles, computer code, themes, objects, characters, character names, stories, dialogues, catch phrases, places, concepts, artwork, animation, sounds, music, audio-visual effects, text, methods of operation, moral rights and any related documentation) are owned by Sega or its licensors. The Game Software contains certain licensed materials and Sega or its licensors may protect their rights in the event of any violation of this Agreement.

3. Use of the Game Software

You agree only to use the Game Software or any part of it in a manner which is consistent with this Licence and you SHALL NOT:

- (a) without the permission of Sega use the Game Software or any part of it for commercial use, for example use at a Internet cafe, computer gaming center or any other location-based site;
- (b) without a further licence, use the Game Software, or permit the use of the Game Software, on more than one computer, game console, handheld device or PDA at the same time;
- (c) make copies of the Game Software or any part thereof;
- (d) use the Game Software, or permit use of the Game Software, in a network, multi-user arrangement or remote access arrangement, including any online use, except as otherwise explicitly provided by Sega and subject to acceptance of the terms and conditions of use;
- (e) sell, rent, lease, license, distribute or otherwise transfer this Game Software or any copies without the express prior written consent of Sega;
- (f) reverse engineer, derive source code, modify, adapt, translate, decompile, disassemble, or create derivative works of the Game Software or any part of it (save as the applicable law expressly permits whereupon all and any modification, adaptations, improvements etc shall belong to, vest in and be the exclusive property of Sega on creation in any event);
- (g) remove, disable or circumvent any proprietary notices or labels contained on or within the Game Software;
- (h) export or re-export the Game Software or any copy or adaptation in violation of any applicable laws or regulations;
- (i) create data or executable programs which mimic data or functionality in the Game Software; and
- (j) otherwise use, copy, transfer or distribute the Game Software or part of it except as expressly permitted by this Licence.

You agree to read and abide by the Game Disc Precautions and Maintenance Instructions and the Safety Information which is set out in the documentation accompanying the Game Software.

4. Warranty

The Game Software is provided without any warranties or guaranties save as specifically provided in these conditions and to the extent permitted by the applicable law. This Licence does not affect your statutory rights as a consumer.

5. Liability

Sega and its licensors will not be held responsible for the risks connected with lost profit, damage to property, lost data, loss of goodwill; console, computer or handheld device failure, errors or loss business or other information as a result of possession, use or malfunction of the Game Software, even if it has been advised of the possibility of such loss.

Sega and its licensors will not be held liable for any damage, injury or loss if caused as a result of your negligence, accident or misuse, or if the Game Software has been modified in any manner (not by Sega) after it has been bought.

The liability of Sega and its licensors shall not exceed the actual price paid for the Game Software.

Sega and its licensors do not seek to exclude or limit their liability for any death or personal injury arising from their negligence

If any of the conditions in this Licence are held to be invalid or void under any applicable law, the other provisions of these conditions will be unaffected and remain in full force and effect.

6. Termination

In addition to other rights of Sega and its Licensors that may be available to them, this Licence will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Game Software and all of its component parts.

7. Injunction

Because Sega and its licensors could be irreparably damaged if the terms of this Licence were not adhered to, you acknowledge that they, together or alone, may take such action as may be deemed to be required, including seeking an injunction and other equitable remedies, in addition to any other remedies available under the applicable law.

8. Indemnity

You agree to indemnify, defend and hold Sega, its licensors, its partners, affiliates, contractors, officers, directors, employees and agents harmless from any claims, costs and expenses (including legal expenses) arising directly or indirectly from your acts and omissions to act in using the Game Software otherwise than in accordance with the terms of this Agreement

9. Miscellaneous

This Licence [together with the Subscriber Agreement that you will enter into if you wish to play the Game Software online] represents the complete agreement between Sega and yourself in relation to the use of the Game Software and supersedes all prior agreements and representations, warranties or understandings (whether negligently or innocently made but excluding those made fraudulently).

If any provision of this Licence is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Licence shall not be affected.

Nothing in this Licence gives or claims to give to any third party any benefit or right to enforce any term of this Licence, and the provisions of the Contracts (Rights of Third Parties) Act 1999 (as amended or modified from time to time) are expressly excluded.

This Licence is governed by the laws of England and is subject to the exclusive jurisdiction of the English Courts.

WARRANTY

WARRANTY: SEGA Europe Limited warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90 day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication. This limited warranty gives you specific rights, and you may also have statutory or other rights under your local jurisdiction.

RETURNS WITHIN A 90 DAY PERIOD: Warranty claims should be made to your retailer from where you bought the Game. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 90 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

LIMITATIONS: TO THE FULL EXTENT ALLOWED BY LAW, NEITHER SEGA EUROPE LIMITED, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME

Information in this document, including URL and other Internet Web site references, is subject to change without notice. Unless otherwise noted, the example companies, organizations, products, people and events depicted herein are fictitious and no association with any real company, organization, product, person or event is intended or should be inferred. Complying with all applicable copyright laws is the responsibility of the user. Without limiting the rights under copyright, no part of this document may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of SEGA Europe Limited.

PRODUCT SUPPORT

Please check **www.sega.co.uk** for details of product support in your region.

Register online at **www.sega.co.uk** for exclusive news, competitions, email updates and more.

Visit SEGA CITY today!

Be the Best.
Hints, Tips and Strategy
for the latest SEGA games.

09065 558877

£1 per minute at all times, please ensure that you have the bill payers permission before dialling. Over 16s only. UK only.
Prices subject to change without notice.