

# AMERICAN CONQUEST FIGHT BACK

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# AMERICAN CONQUEST FIGHT BACK

## 11. Internet Game Modes and Possibilities

### 11.1. In general



*American Conquest - Fight Back* provides you with a wide range of Internet game modes. The game offers the following Internet game possibilities, provided by GSC Game Net server: Deathmatch, Battles, Internet Rating System, as well as Automated Championship System and VIZOR game viewer.

### 11.2. First steps to playing American Conquest - Fight Back on the Internet

Make sure your computer is connected to the Internet. In order to enjoy *American Conquest - Fight Back* Internet gaming possibilities in full, you must possess an authentic IP address. If you

share an IP address or your machine is behind a firewall, you may experience problems creating games. Please contact your Internet service provider with IP address related problems.

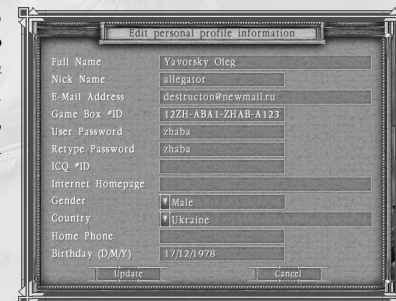
To start playing on the Internet, click on Multiplayer in the Main Menu, then click on **INTERNET GAME** to get transported to the *American Conquest - Fight Back* Internet Shell. Click here to play rated or nonrated Deathmatch games, the new battlefield mode, participate in Automated Championships, or view games online via GSC Game server. When connecting to the *American Conquest - Fight Back* Internet Shell, your personal profile screen pops up. When you play the game for the first time on the Internet, you'll need to fill in the fields on the personal profile questionnaire to be able to proceed:

One of the fields requests your Game Box #ID. **FIND IT ON THE JEWEL CASE THAT CAME WITH YOUR GAME AND TYPE IT IN.** That Game Box #ID is necessary to identify you among other *American Conquest - Fight Back* Internet players. Having filled all the fields requested, click on the **LOGIN** button to proceed (see Internet Mode Selection below).

**Note:** Before each Internet game, you need to login at the server, and a special login confirmation window will appear on the screen:



There is a special **EDIT PROFILE** button on this login confirmation page, which allows updating of personal information before you login to play. If you click on the **EDIT PROFILE** button, you will see the screen as follows:



Here you can change your information, such as your **NAME, NICKNAME, E-MAIL ADDRESS, PASSWORD**, etc., by left

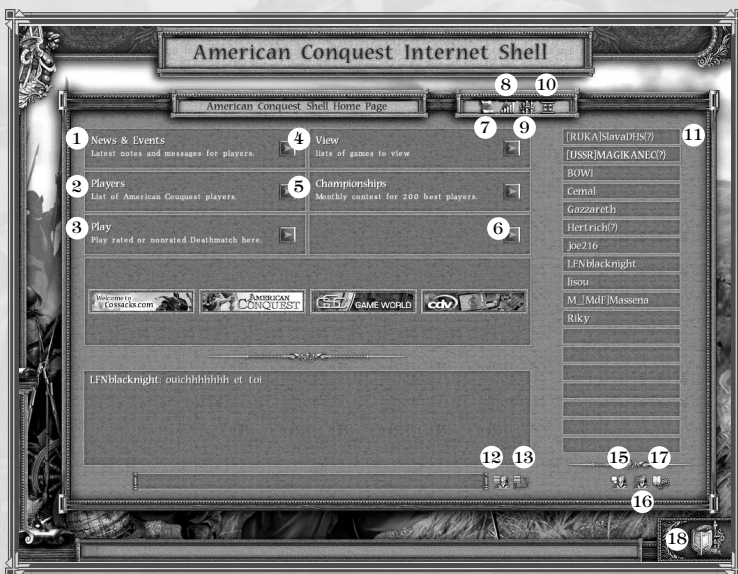
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clicking in the appropriate field and typing in the necessary data. When the editing is complete, click on the **UPDATE** button to save your edited profile and return to the login confirmation screen. Then click on the **LOGIN** button to proceed.

## 11.3. American Conquest - Fight Back Internet - lobby

When you click the **LOGIN** button, it will take several seconds to get you connected into the game server and

see the *American Conquest - Fight Back* Shell Homepage menu:



This is the menu where you can select an Internet game mode of *American Conquest - Fight Back*, create or join Internet games, view information on other players and games, and much more.

Numbers on the picture indicate:

1. **NEWS & EVENTS** - Section containing the latest notes and messages for players. Note: News & Events also informs about changes of all rules and modes.

2. **PLAYERS** - Section where you can find the list of all the *American Conquest - Fight Back* Internet players.

3. **PLAY** - Click here to play rated or nonrated Deathmatch games.

4. **VIEW** - Find the list of games available for viewing here.

5. **CHAMPIONSHIPS** - Click here to play Championship games (only for top 200 Internet players).

6. **"ARROW-POINTER" BUTTON** - Click here to get transported to the corresponding game section.

7. Click here to return to the *American Conquest - Fight Back* Shell Homepage.

8. Click here to bring up a table listing the top Internet 200 players.

9. Click on this icon to view a list of Internet games currently being created or played.

10. Click on this icon to toggle the chat window size (wrapped/extended).

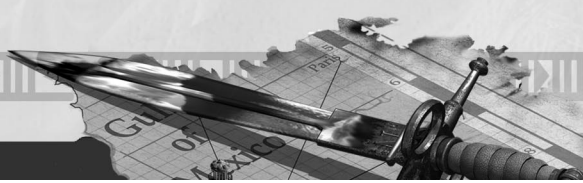
11. This is a column showing all the **AMERICAN CONQUEST - FIGHT BACK PLAYERS** currently ONLINE. The window shows names of players and logos of clans they belong to. You can get information on players, send them text messages, etc.

12. Clicking on this icon will toggle between general chat and the personal messages received.

13. This button will allow switching between players having exactly your version of the game and those having all the possible versions.

14. Click here to see a player's **PERSONAL INFORMATION**. Note that a player must be selected in the list of players.

15. This button will allow you to send a personal message to the player selected. The other players will not see this message. To send a message, click on the player's name, type the text, and press **ENTER** to send the message.



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16. Clicking on this button allows you to Mute the selected players. Click first on a name on the list and then on this icon. The selected player's name is now crossed out in red. To receive further messages from a player you have muted, select him/her in the list and click on the same icon again. This will cancel the Mute option and the player's message will be visible again.



17. Click on this button to **JOIN A GAME** containing the player selected.

18. Click on this button to **QUIT** the *American Conquest - Fight Back* Internet Shell.



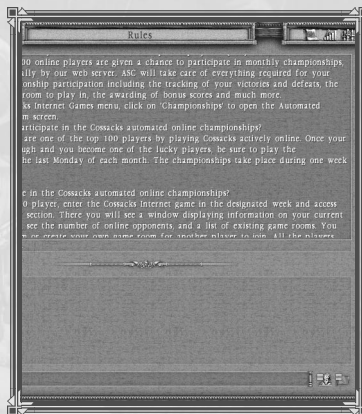
## 11.4. Internet mode selection

### 11.4.1. In general

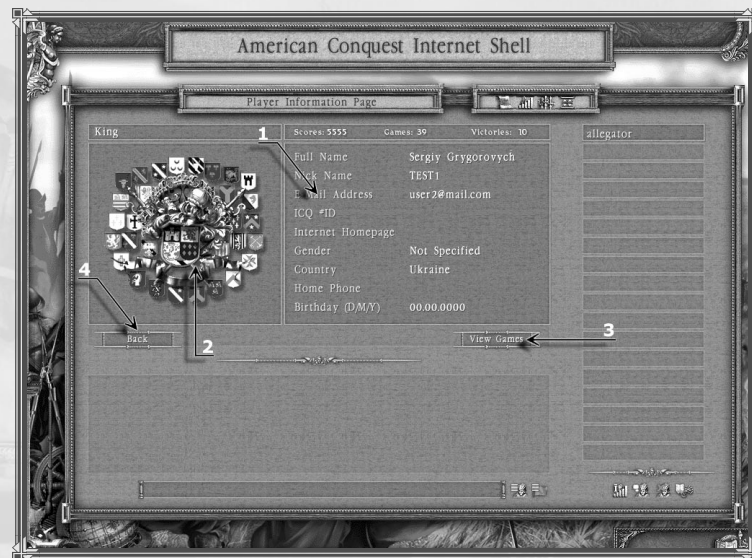
The *American Conquest - Fight Back* Shell Homepage screen offers you five sections to select from: News & Events, Players, Play and View Championships. Left click on the section you wish to view. The sections are described as follows:

### 11.4.2. News & events

This is chiefly an information window containing messages and news for *American Conquest - Fight Back* Internet players. Here, for example, you can find the date of the upcoming Championship for 200 best Internet players of the game:



### 11.4.3. Players



This section contains statistics and information on all the *American Conquest - Fight Back* Internet players, including games they played, points they earned, their game rank and so on. To get information on a player, select him out of the list and double click on his name to retrieve the data:

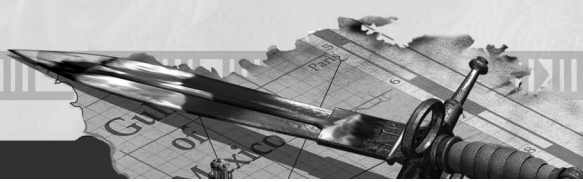
Figures on the screen shot indicate:

**1. PLAYER PERSONAL INFORMATION WINDOW.** Here you will find the personal data on the selected player, including his or her full name, e-mail, gender, country of residence and so on.

**2. PLAYER COAT OF ARMS SCREEN.** Here you can see how rich the player's heraldry is.

**3. VIEW GAMES BUTTON.** You can watch the games this gamer has played previously by clicking on this button and selecting a game in the list of archived games available.

**4. BACK.** Hit this button to return to the previous menu.



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## 11.4.4. Play

This is a section where you can play rated and nonrated Deathmatch games against other players online. You can create game rooms and create various settings for them or join games created by other players.

### 11.4.4.1. Creating a game

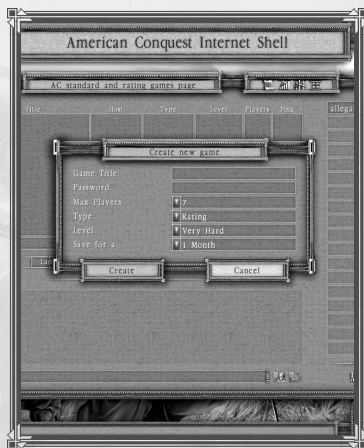
To create a game room, where other players can join in to play with you, click on the Create Game button. When creating a game room you need to configure some settings for it:

**GAME TITLE** - Define a name for your game room; players will identify your game room among other existing ones by its name.

**PASSWORD** - Set a password, if you want restricted access to your game. When joining your game, other players will be asked to enter the password.

**MAX. PLAYERS** - Indicate the maximum number of players you expect to participate in your game. For example, if you set 3, no more than 3 players will be able to connect to your game room and play.

**TYPE** - Select between rated and non-rated game. If you choose rated, the results of your game (scores) will be recorded to the server database and will affect your rating in relation to other *American Conquest - Fight Back* online players.



Should you opt for a nonrated game, its results will not affect your standing in the player rating. Note: You cannot play a rated game with computer opponents.

**LEVEL** - Set the level of players you expect to compete with: rookies, advanced, or experts.

**SAVE FOR VIZOR** - Indicate how long would you like your game to be stored on the server. If a recorded game is stored on server, other players can view it.

When settings are to your liking, click on the **CREATE** button to create a game room.

As the host of a game, you need to configure the settings for your game before it starts: select the type of landscape, amount of initial resources, volume of natural deposits, starting options, etc. You can decide on the settings mutually with other players by discussing various options with them in the chat window.

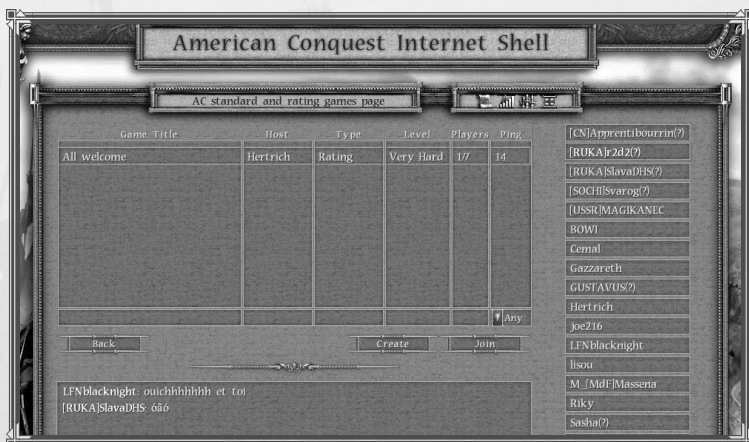
When all the settings are selected and all the players are ready to play (indicated by clicking on the Start button), left click on the Start button to begin playing.





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## 11.4.4.2. Joining a game



When in the *American Conquest - Fight Back* Internet Shell Play section, you can join other players to play rated and nonrated Deathmatch games and battles. The menu offers you a variety of indicators to help you make up your mind about who to join and what kind of game you are expected to play:

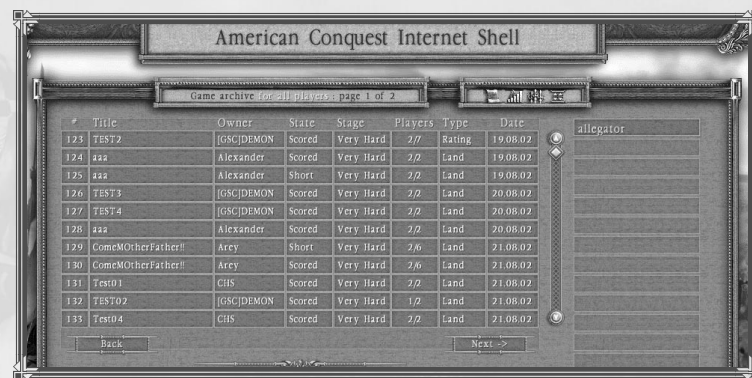
- 1. GAME INFORMATION** - In this line you can check the information on the game created (game title, game type, expected level of play, etc).
- 2. SORTING BY PING** - You can sort games available by the admissible ping you want. Left click on the bookmark to select a ping you find acceptable. The lower your ping, the faster your Internet game should play.
- 3. JOIN** - Select a created game among those available in the list, left click on

it to get it selected and press the Join button to connect to the game room chosen. In the game room, you can discuss future games with other players, set teams, select factions and colors of your nation. When all the settings are selected, press the Start button to get ready for the game. When all the players are ready to play (special ticks indicate readiness), the game host presses the Start button and the game begins.

**4. CREATE** - Clicking this button you can create your own game room if none of the existing ones suit you. See Creating a game above for details.

**5.** Click here to return to the previous menu.

## 11.5. View



With *American Conquest - Fight Back*, we utilize a unique system allowing you to view games online. **VIZOR**, as the system is named, allows you to view a recorded game or one in progress.

When in the *American Conquest - Fight Back* Internet Game Server screen, click on the View section to be transported to the Games Archive of the *American Conquest - Fight Back* Internet Shell:

The Games Archive is the place where you look for *American Conquest - Fight Back* games to watch online. Here you can find the following information on games stored:

**#** - The game number. Each recorded game is assigned its own number.

**TITLE** - Name of the game. Games are stored on server under names assigned

to them by game hosts.

**OWNER** - Name of game host.

**STATE** - Current game status (Playing/Scored). While the games are played, they are recorded, so you can watch them both recorded and in progress.

**LEVEL** - Level of player, indicated by game host during the game creation (rookie, advanced, expert).

**PLAYERS** - Number of participants playing the game.

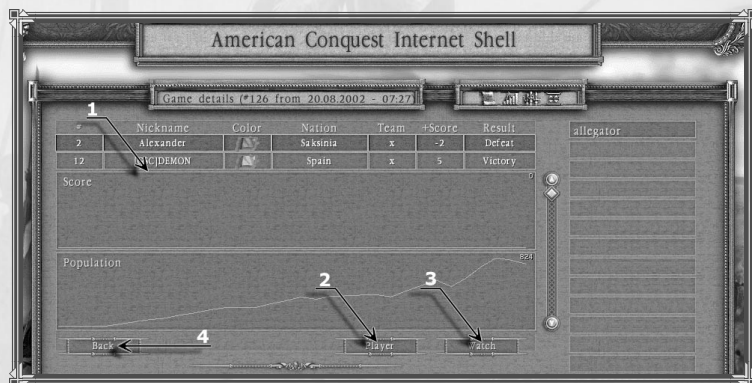
**TYPE** - Type of game (rated/non-rated).

**Date** - Information on when the game recording started.

Games are listed 10 per screen. You can flip through the archive by clicking on the Next/Previous buttons right below each list of 10 files. Click on the Back button to return to previous menu.

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After selecting a game to watch, left click on it to get transported to the **GAME DETAILS** screen:



This screen offers information on the game you selected, as well as players who played it:

1. Find information on the selected game here:

# - Personal registration number of the player

**NICKNAME** - Player's nickname.

**COLOR** - Color of the player's faction.

**NATION** - Name of the player's nation.

**TEAM** - Number of the player's team (1-7).

**SCORE** - Points gained or lost by the player in the game (in case the game is still in progress, 0 is indicated).

**RESULT** - Result of game for the indicated player (Victory/Defeat) (Unknown if the game is in progress).

You can also scroll through game statistics and see how it progressed (population, scores charts, etc).

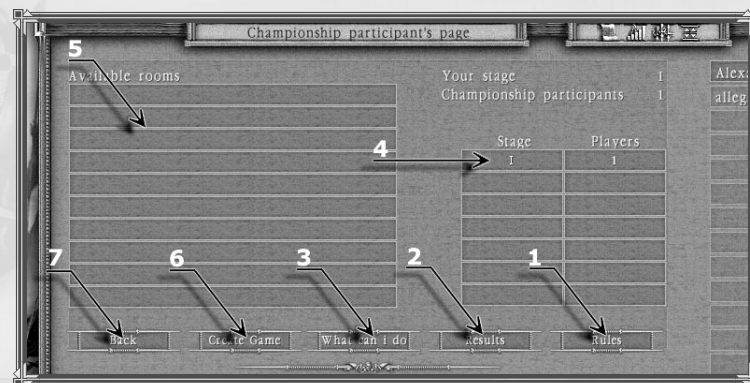
2. **PLAYER** - If you want more information on a particular player, select him in the Game Details screen and left click on the button.

3. **WATCH** - Press the button below the statistics window to download and start watching the game.

4. **BACK** - Clicking on this button will return you to the previous menu.

## 11.6. Championships

### 11.6.1. In general



When in the *American Conquest - Fight Back* Shell Homepage, click on **CHAMPIONSHIPS** to be transported to **AUTOMATIC CHAMPIONSHIP SYSTEM (ACS)** screen:

1. Click on this button to read the rules of **AUTOMATIC AMERICAN CONQUEST - FIGHT BACK - FIGHT BACK CHAMPIONSHIP**.

2. Clicking on this button will bring you the **LATEST CHAMPIONSHIP RESULTS**.

3. This button serves to help you find what options you have for the current Championship.

4. In this column, you can see the current Championship player statistics: how many players are in and what kind of Championship stage they are in.

5. This window displays Championship **ROOMS AVAILABLE**. To join a room, left click on it.

6. You can create your **OWN CHAMPIONSHIP GAME** room by clicking on this button. After the game is created, you can change various settings (initial resources, landscape type, start options, etc) and wait for another player to join and play. All Championship games are played head to head.

7. **BACK** - Go back to the previous menu.

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## 11.6.2. What is the system?

The best 200 online players are given a chance to participate in monthly Championships, arranged automatically by our web server. The ACS will handle all the requirements for seamless participation in the Championship: track your victories and defeats, create a game room to play in, award bonus scores, and so on.

## 11.6.3. What do I need to participate?

Just make sure you are one of the top 200 players by playing *American Conquest - Fight Back* frequently online. Once you've made high enough scores and are one of those lucky players, play the championships on the last Monday of each month. All of the Championship stages run within one week.

## 11.6.4. How do I participate?

If you are a top 200 player, enter the *American Conquest - Fight Back* Internet Shell in the designated week. Go to the Championships section to see the window where you can find information on your current Championship stage. See the number of opponents online, the list of game rooms created, and join one of them to play or create your own game room for another player to join. All the players start participating from the first stage by selecting and challenging one of the opponents on the server. After the game, the defeated player leaves the Championship fight, and the victor proceeds to the next stage. You can only play against players in the same stage as you.

## 11.6.5. Non participants

If you are not a Championship participant (i.e. not a player in the top 200), you can enter the Championships section to see a special window with statistics on the current and previous Championships. The View Games button in this menu will allow you to watch Championship games of a selected player. Select a player and then click on View Games button to be transported to an archive of that player's Championship games. Select a game and click on the Watch button to view it.

## 11.6.6. What else should I know about the Championships and their rules?

Championship games start on last Monday of the month. The top 200 Internet players participate. Championship games are held for one week based on a play-off system.

## 11.6.7. Scoring system

Defeated players lose points. The number of points a defeated player loses depends on which Championship stage he was at when he lost. The points are calculated according to the following formula: stage\*10. For example, if a player lost a Championship game at the 3rd stage, he will lose  $3*10=30$  points.

Players who have won proceed to the next Championship stage. For each victory, players obtain the following scores: stage\*10. If a player wins a Championship game at the 2nd stage, he will get a bonus of  $2*10=20$  points.

After the Championship finals, the results are drawn up and scores are distributed.

Player(s) who have reached the final Championship stage (6th) preserve their scores.

Undefeated players who stop playing after a Championship stage, or fail to complete their games until the end of a Championship week, will lose points. The points lost are calculated according to the following formula: (max phase-phase)\*50. If a non-defeated player

stops playing after the 2nd stage, while the maximum stage reached during this Championship is the 5th, the player will lose  $(5-2)*50=150$  points. The same formula is applied for top 200 players who fail to participate in the Championship.

The Championship results are recorded into an archive, scores are entered into the rating table, and top 200 places are allocated according to scores gained.

Game information displayed:

When the game was played, with whom he played, the battle outcome and the number of Championship points gained.

## 11.6.8. Connection failure

1. If a game has been interrupted and the difference in players' scores is no greater than 25%, the game is considered invalid and players have to replay the game.

2. If the difference is more than 25%, and the player with the higher score does not cause the interruption, then he is awarded victory. Otherwise, the game is considered invalid.



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## 11.7. Global rating system

### 11.7.1. World rankings



All Internet players of *American Conquest - Fight Back* can compete for the leading positions in the Global Rating System. Your efforts and military successes will be rewarded thanks to a special system of players' rankings. Each player will have his or her own coat of arms that will get more and more ornate as they continue to play the game.

### 11.7.2. Uncompleted games

Please note: If a player quits or is disconnected during an Internet game, an uncompleted game will still be registered among his personal data, unless the game is continued with the same players within a day using a saved game file.

To access information on a player's coat of arms and games played, select a player from the player list and click on

the player's Personal Information icon in the *American Conquest - Fight Back* Internet Shell.

### 11.7.3. Titles

Apart from scores, players will also receive titles for their victories. These and the decorations for coats of arms are bestowed for attaining a certain amount of points. The score system is flexible: if a player of a lower rank defeats one of a higher rank, this will yield a greater number of points than if the opponents are equally matched. This also means that a player of a higher rank will receive fewer points when defeating a player of lower rank.

The higher the title, the greater the amount of points needed to obtain a new decoration for your coat of arms and a new title.

The following titles are available in the game:

1. Esquire
2. Nobleman
3. Knight
4. Baron
5. Viscount
6. Earl
7. Marquis
8. Duke
9. King

### 11.7.4. Scoring

The table below explains how many points are added for victory or taken away for defeat. The player's rank is given in the left-hand column, that of his opponent in the row along the top. The first number refers to the points a player will obtain for victory over a player of the given rank, the second number shows how many points he will lose if defeated.

You will begin your path to fame in the Global Rating System as an Esquire, and you will have to complete many battles to become King.

	1	2	3	4	5	6	7	8	9
1	5/-2	10/-2	20/-2	30/-2	40/-2	50/-2	60/-2	70/-2	80/-2
2	5/-2	5/-2	10/-2	20/-2	30/-2	40/-2	50/-2	60/-2	70/-2
3	5/-10	5/-2	5/-2	10/-2	20/-2	30/-2	40/-2	50/-2	60/-2
4	5/-15	5/-10	5/-2	5/-2	10/-2	20/-2	30/-2	40/-2	50/-2
5	5/-20	5/-15	5/-10	5/-2	5/-2	10/-2	20/-2	30/-2	40/-2
6	5/-25	5/-20	5/-15	5/-10	5/-2	5/-2	10/-2	20/-2	30/-2
7	5/-30	5/-25	5/-20	5/-15	5/-10	5/-2	5/-2	10/-2	20/-2
8	5/-35	5/-30	5/-25	5/-20	5/-15	5/-10	5/-2	5/-2	10/-2
9	5/-40	5/-35	5/-30	5/-25	5/-20	5/-15	5/-10	5/-2	5/-2