

# PRAETORIANS



TYTO

eidos

## EPILEPSY WARNING

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain monitor images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms relating to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

### Precautions To Take During Use

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of cable allows.
- Avoid playing if you are tired or have not had much sleep.
- Make sure the room you are in is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

## 1. CONTENTS

### 2. INSTALLATION AND SYSTEM REQUIREMENTS

Page 4

### 3. THE GAME

Page 5

#### 3.1 User Profiles

Page 5

#### 3.2 Main Menu

Page 5

#### 3.3 Single Player

Page 5

#### 3.4 Multiplayer

Page 6

#### 3.5 Options

Page 8

### 4. LET US FIGHT!

Page 11

#### 4.1 The Interface

Page 11

#### 4.2 The Battlefield

Page 15

#### 4.3 Troop Overview

Page 18

#### 4.4 Grouping your Troops

Page 21

#### 4.5 Moving your Troops

Page 23

#### 4.6 Engaging in Combat

Page 25

#### 4.7 Special Units

Page 27

#### 4.8 Buildings

Page 30

#### 4.9 Villages and

#### Troop Recruitment

Page 32

#### 4.10 Siege War

Page 33

#### 4.11 Game Menu

Page 34

#### 4.12 End of Game

Page 35

### 5. CREDITS

Page 36



## 2. INSTALLATION AND SYSTEM REQUIREMENTS

To install **Praetorians**, insert the game CD into your CD-ROM drive. Setup should automatically begin, you'll only need to follow the instructions.

If setup does not begin automatically upon inserting the **Praetorians** CD in your unit, please proceed as follows:

- 1 On your Startup menu, click **Run...**
- 2 Type **D:\Setup.now.exe** (where D is the default letter for your CD-ROM drive, please change it if necessary).
- 3 Click **Accept**.

Follow the onscreen instructions to install the game and play **Praetorians**.

During the installation process, you'll be asked if you wish to install **GameSpy (for multiplayer games through the Internet)**. Answer **YES** to install **GameSpy** on your computer and follow the onscreen instructions.

Please be aware that when uninstalling **Praetorians** your saved games and user profiles will not be deleted. You will need to delete these manually, the files can be found in the **C:\My Documents** folder.

### 3. THE GAME

This section will show you how to best setup **Praetorians** for your system as well as to start playing the campaign missions and join multiplayer games via the **Internet** or a **local area network (LAN)**.

#### 3.1 USER PROFILES

The **USER PROFILE** screen will be displayed when running the game for the first time. The User Profile is the name under which the player's information will be stored: the configured options, the outcome and status of the **campaign**, etc.

To create a new profile, type your desired name in the **NEW PROFILE** field and click the **CREATE** button or press **Enter**. You may also activate any other profile from this screen, selecting it from the list and clicking **USE**, or erase it by clicking **ERASE**.

Later on you'll be able to access this screen by selecting **PROFILES** from the **OPTIONS** screen. (Section 3.5).

#### 3.2 MAIN MENU

From the **MAIN MENU** screen you'll be able to access the following options:

- a) **SINGLE PLAYER** games (section 3.3)
- b) **MULTIPLAYER** games (section 3.4)
- c) **OPTIONS** (section 3.5)
- d) **CREDITS**: After selecting this option you'll be introduced to the team responsible for **Praetorians**.
- e) **QUIT**: After selecting this option you will be asked to confirm whether you wish to quit the game and return to your operating system.

#### 3.3 SINGLE PLAYER

From the **SINGLE PLAYER** screen you can access the most common choices to play **Praetorians**: The game **CAMPAIGN**, **LOAD GAME** to continue where you last left it off, **LOAD SEQUENCE** (only used in multiplayer and skirmish modes) of a previous battle, or play a **SKIRMISH** against the computer.

##### 3.3.1 Campaign

The **Praetorians Campaign** consists of 24 consecutive missions, in which you'll follow closely the great **Julius Caesar's** military achievements (100 b.c.-44 b.c.), from the Gaul War up to the Civil War that put him against the Roman senate and **Pompey The Great** (106 b.c - 48 b.c).

To play a **campaign mission**, select it from the **CHOOSE MISSION** list. On the left side of the screen you'll be able to see a description of the selected mission.. You may also choose the level of difficulty from the **DIFFICULTY** list. When ready, press **ACCEPT** to start the mission.

### 3.3.2 Loading a Game

You'll be able to load any saved game you've got, be it from **campaign** or from a **skirmish**. Select it from the list and click **LOAD**. You may erase your unwanted games by clicking **ERASE**. Be careful not to erase those games you wish to keep, as they'll be gone for good!

### 3.3.3 Load Sequence

A sequence is the replay of an already completed battle. You may record sequences at the end of **skirmish** or **multiplayer** games. Aside from this, this screen works pretty much the same way as the **LOAD GAME** screen.

### 3.3.4 Skirmish

A **skirmish** is a battle against the computer without having to complete objectives as those in the **campaign** missions and without having to find human opponents (and allies!) to play with you online.

The **SKIRMISH** screen works pretty much the same way as the **GAME CONFIGURATION** screen for **multiplayer** (section 3.4.4 and section 3.4.5). Refer to these sections for more details on how to add, ally and configure opponents controlled by the **AI** (**Artificial Intelligence**).

## 3.4 MULTIPLAYER

An important aspect of the **Praetorians** experience is the possibility of playing against human opponents; either over the **Internet** or, if you are lucky enough to have one, a **local area network (LAN)**. This section will teach you how to choose a connection and to create, join and configure a **multiplayer game**.

To play multiplayer games through **Gamespy**, exit the game and use the Gamespy icon located in the **Start** menu. Once you've created a game or joined one created by another player in **Gamespy**, the game will start automatically with the **GAME CONFIGURATION** screen (section 3.4.4).

### 3.4.1 Choosing your Connection

This window will display the available options to connect to other players, the most common being **TCP/IP**. If you have several network cards installed, it's recommended to choose the **TCP/IP** connection through the card that connects you to the **local area network (LAN)**. Once the connection has been chosen, click **CONTINUE**.

If you wish to play on the **Internet**, you'll have to choose the **TCP/IP** connection available in the options list. If you want to be the host for the game, click **CONTINUE**. If you are to join a game created by another player, write the host's **IP address** in the text box located below the connections list and click **CONTINUE**.

### 3.4.2 Creating a Game

Once you choose a connection, you'll access the **GAME SELECTION** screen. The next step will be joining a **multiplayer** game, or creating one yourself.

**Praetorians** will assign a default **GAME NAME** derived from your player profile. If you wish to call your game something else, just click in the name box and type in your preferred name. Press the **Enter** key or click **CREATE GAME** to confirm.

### 3.4.3 Joining a game

To join an already existing game, select it from the **GAMES** list and click **JOIN**. A game with a '\*' beside its name has already begun or may be full, and therefore you'll not be able to join.

### 3.4.4 Setting up your game

Once you've created or joined a **multiplayer** game, you'll access the **GAME CONFIGURATION** screen. You can set the following options here:



- a) **Name:** You can click on your player's name to change it. The default is taken from your Profile Name.
- b) **Colour:** The colour the player's **civilization** will show on its banners and units. **Left** or **right-click** to scroll through the different available colours.
- c) **Team:** By default each player is given a different symbol to denote his or her allegiance. If players wish to become allied with each other, they should select the same symbol by **left** or **right - clicking** in the box. The number of  icons shown indicate how many players are allied together. To clarify who is allied with who, click the **SORT** button to rearrange the list of players so that any who are allied will be shown consecutively
- d) **Civilization:** Each player can choose which civilization they wish to control. There are three different types: **Romans**, **Barbarians** and **Egyptians**. The player can select **Random**, in which case the computer will make the choice.

A **text area** is located on the lower part of the screen to allow players to send messages to each other if they wish to. Simply type in the desired text using your pc keyboard and press **Enter** to send the message.

Once you are happy with your choices, click on the **START** button. A thumbs up sign will be displayed to the left of your player in the list of players that have joined the game.



### 3.4.5 Host Options

If you created the game, and therefore are the host, there are several things that can only be configured by you:

- a) **Battlefield:** To choose the battlefield, select it from the **BATTLEFIELD** list. There are maps for two, four, six, and eight players. Any number of players from 2 up to the maximum for the battlefield will be sufficient to start a game.
- b) **Add computer opponents:** Click **CPU** to add opponents that'll be controlled by the **AI (Artificial Intelligence)**. Like any other player, you may choose name, colour, team, and type of **civilization** of the computer opponents. You may also change their skill level with the **difficulty** field located in the lower right hand corner of the players list
- c) **Remove player:** You can remove a computer or human opponent (whether they like it or not) by clicking on the skull icon to the right of that player  on the players list.

Once every player has clicked on the **START** button, countdown to battle will begin shortly. During the countdown, the **START** button will turn into a **STOP** button. Clicking on it stops the countdown allowing you to change your game configuration.

## 3.5 OPTIONS

You'll be able to set your **VIDEO OPTIONS** and **SOUND OPTIONS** from the **OPTIONS** screen, as well as some of your **GAME OPTIONS**. You may also access the **USER PROFILES** screen (section 3.1) here by clicking **PROFILES**.

Keep in mind that the selected options are stored in the active user's profile. If you are to create a new profile, you'll have to reconfigure the program to your liking (or leave it as it is, if you use the default options).

### 3.5.1 Video Options.

Video options are a determining factor in the performance of **Praetorians** in your computer. Try them out to find a balance between speed and video quality. The different options are:

- a) **Resolution:** Modifies the screen resolution in which the game will run. The available resolutions are 640x480, 800x600 and 1024x768.
- b) **High Detail Units:** Increases the level of detail of the game units.
- c) **High Detail Water:** Allows for more realistic water effects.
- d) **High Detail Terrain:** Increases the level of detail on the battlefield terrain.
- e) **Animation Smoothing:** Smoothes out transitions between animations.
- f) **Full Alpha Blending:** Allows for more levels of transparency. Smoothes out the edges of elements such as vegetation and other environment objects.

- g) **Weather effects:** Toggles weather effects (rain, sandstorms, snow, etc.) during the game. These weather effects don't affect gameplay.
- h) **Cloud Shadows:** Toggles the shadows of the clouds over the terrain.
- i) **32-bit colour:** Increases the quality of colour representation in the game.

You may also access **ADVANCED** video options from here. Keep in mind that not all graphic cards support the same options. Advanced options are:

- a) **Hardware Cursor:** Indicates if the mouse cursor is drawn by the card hardware itself or if the program draws it. Hardware cursor is more accurate, but not all cards will be able to handle it.
- b) **Colour Cursor:** In cards that only support monochrome hardware cursors, you'll have to turn off this option so the cursor may be properly shown.
- c) **High Quality Textures:** This option indicates if high or low quality textures are in use. It affects performance.
- d) **Flip Fullscreen:** The method the card applies to draw on the screen. Some cards require that this option be deactivated to draw the hardware cursor.

### 3.5.2 Sound Options

Everything related to music and sound effects is controlled here. The options available are the following:

- a) **Sound Card:** Allows you to choose between the different sound systems in your computer (if it has more than one).
- b) **Master Volume:** The general volume of sound.
- c) **Music Volume:** The volume at which music is played.
- d) **Effects Volume:** The volume of sound effects, such as fight sounds, steps, etc.
- e) **Ambient Volume:** The sound volume of environmental effects, animals, water, etc.
- f) **Voice Volume:** Volume of speech in the game
- g) **Interface Volume:** The volume of the interface feedback sounds.
- h) **Switch Stereo:** Inverts the stereo channels right to left and vice versa.
- i) **Unit Acknowledgements:** Toggles the acknowledgement messages of your units when you interact with them.
- j) **Mute:** Mutes all game sounds when activated.
- k) **High Quality:** Toggles between low and high quality sounds.

### 3.5.3 Game Options

Here you can configure general aspects of game control and interface. The different options are:

- a) **Scroll Speed:** Controls the speed of camera movement across the terrain. (Section 4.2.1)
- b) **Continuous Mouse Scroll:** Toggles between the different camera movement modes using the mouse wheel button. (Section 4.2.1) Try them out and use whichever one fits you best.
- c) **Show Selection Panel:** Toggles the default appearance of the **SELECTION GROUPS** panel during the game (section 4.1.4). During the battle you may turn it on or off using the 'F6' key.
- d) **Disable Special Keys:** Keeps special keys associated to your operating system from functioning in the game.
- e) **Disable Tooltips:** Turns off tooltips that appear as you move the mouse cursor over the troops during the game.
- f) **Show Civilization Colours:** Toggles between the two possible types of colour displayed in the **MINIMAP** (section 4.1.2). Use the 'F5' key to turn this option on or off during the battle.
- g) **Show Battle Status Panel:** Toggles the default appearance of the **BATTLE STATUS** panel (section 4.1.5) during the game. During the battle you may turn it on or off using the 'F7' key.
- h) **Camera Distance:** Zooms the camera's point of view of the action in or out (section 4.2.1).
- i) **Troops in Multiple Groups:** Allows or prevents a troop to belong to more than one selection group simultaneously (Section 4.4.1).

## 4. LET US FIGHT!

This section will teach you to fight, which is basically what you'll primarily be doing once you start playing **Praetorians**. You'll learn everything you need to know about what's happening in the battlefield regardless of it being a **campaign** mission, a **skirmish** against **AI**, or when you play online with a group of friends.

### 4.1 THE INTERFACE

This section will teach you how to utilise the user interface in **Praetorians**, this is where you will control the battlefield. The interface contains:

- a) **Information Area**
- b) **Minimap**
- c) **Orders Area**
- d) **Selection Groups**
- e) **Battle Status**
- f) **Hero Icons**



#### 4.1.1 Information Area

The **INFORMATION AREA** shows all the information regarding the currently selected elements in the game.

##### **Troops:**

If you select a troop, here you'll be able to see the **type** of troop, the **number of units** it has, the **maximum** number allowed for this kind of troop, the average **stamina** and **health** of the units of the troop, the **casualties** inflicted upon the enemy, and the icons corresponding to **abilities** and **special formations** the troop has.



### Groups of Troops:

If you choose multiple troops at a time, they'll be grouped here by type. All the icons regarding **special formations** and **abilities** are shown here as well.



### Villages and Barracks:

If you choose a **village** or a **barracks**, you'll see here: the name of the village, the amount of **health** points it has, and the amount of **population** available to recruit new units. If the **village** or **barracks** are under your control, the word controlled will appear in the lower part of the screen.



### Structures:

The structures are the **defence towers**, the **bridges**, **garrisons** and any other item you may select that is not a troop or special unit. The available info is: the name of the structure, remaining **health** points and, just under its icon, the side it belongs to (if any).



### 4.1.2 Minimap

The **MINIMAP** is a reduced map of the battlefield. Use the 'F8' key to toggle between the two basic representations.

All troops, villages and bridges are shown in the **MINIMAP** as little dots or icons (in the case of villages and bridges) of different colours. If show **civilization colours** (section 3.5.3) is on, the colour of the dot will match the colour of its civilization. If it is off the four colours used are: **yellow** for your troops, **green** for allied troops, **white** for neutral troops, and **red** for enemy troops.



The **MINIMAP** also sends and receives **signals**. A signal is a position marked in the **MINIMAP** through an animated crosshair. There are three types of signals.

**End of Task:** each time you finish building a structure or siege engine, or recruiting new troops, a yellow signal will appear.



**Combat:** a **red signal** shows the spot in which combat is taking place (be it your troops or your allies’).



If a hero unit (**section 4.1.7**) is fighting, the **signal** will be different and will remain onscreen for a longer time.



**Warnings:** are a way to coordinate the fight in **skirmish** or **multiplayer** games. To send out a warning, hold the ‘**Alt**’ key down and click on the place you wish to point out. You may also use the shortcut ‘**w**’ key.



**Warning** colours are the same as the side that issues them. If you are playing with allied civilizations controlled by the computer, they will also try to answer your **warnings** and assist you.

You may also access four very useful orders from the **MINIMAP**:

**Go to Warning**

**Icon:**



**Shortcut Key: ‘F1’**

If **signals** have appeared on the **MINIMAP**, this button will allow you to centre the camera on the last **signal**. If you click it repeatedly you’ll cycle through the most recent **signals**.

**Go to Scout**

**Icon:**



**Shortcut Key: ‘F2’**

Clicking this button repeatedly allows you to cycle through your **scouts** to select them. If a **scout** has sent out his **animal**, this will also be selected (**section 4.7.3**).

**Go to Special**

**Icon:**



**Shortcut Key: ‘F3’**

This button allows you to check the position of your **special units** that are not **scouts**, i.e. **generals** and **healers** (**sections 4.7.1** and **4.7.2**)

**Go to Village**

**Icon:**



**Shortcut Key: ‘F4’**

With this button you can cycle through all **villages** and **barracks** that are currently under your control.

### 4.1.3 ORDERS AREA

The **ORDERS AREA** has three tabs:

-  COMBAT AND MOVEMENT ORDERS
-  SPECIAL FORMATIONS AND ORDERS
-  CONSTRUCTION ORDERS



If you select a **general** (section 4.7.1), a **village** or a **barracks** (section 4.9.1), the **CONSTRUCTION ORDERS** icon will be replaced by:

-  RECRUITMENT ORDERS

### 4.1.4 Selection Groups

The **SELECTION GROUPS** panel has nine slots, each one displaying the contents of one of the **nine selection groups** available (section 4.4.1). If you click on a slot of a selection group that's in use, you'll select the respective group.



### 4.4.1.5 Battle Status

This panel will show you important information concerning the development of the battle. If the **Show Battle Status Panel** option is not on (section 3.5.3), you can make it appear holding the 'Shift' key down.



The different fields in the panel are:

**Unit Control Points:** the current number of **unit control points (U.C.P)** used and the total maximum number. 

**Troop Control Points:** the current number of **troop control points (T.C.P)** used and the total maximum number. 

**Casualties:** The number of casualties sustained by your side. 

**Dead Enemies:** The amount of enemies you've killed.



**Honour Points:** the number of **Honour Point (H.P.)** you have.



**Honour Points Progress Bar:** this bar will fill as you kill enemies and gain experience. When the bar is completely filled, you will receive an **Honour Point**.



For more information about the meaning of these numbers, refer to **Villages and Troop Recruitment (section 4.9)**.

#### 4.1.6 Hero Icons

In many campaign missions you'll control one or more **hero units**. Heroes are **special units (section 4.7)** that have their **own name** and **improved characteristics**. You will usually have to keep your hero alive in order to complete your mission (**section 4.12.1**).



**HERO ICONS** allow you to keep track of these units. Each one represents a **hero unit** under your control. You may select them by **right-clicking** on their icon. The icon will blink while they are under attack to alert you.

## 4.2 THE BATTLEFIELD

Battles in **Praetorians** are held in 3D scenarios. You'll always be able to see a part of that scenario on your screen, and a full representation of it in the **MINIMAP (section 4.1.2)**

### 4.2.1 Movement and Cameras

You have two ways to change your point of view:

#### Changing the Camera

- You can change the **height** from which you see the action with the **camera height** option in **GAME OPTIONS (section 3.5.3)**.
- You can also change the camera angle using the **mouse wheel** or the 'PgUp' and 'PgDn' keys.

#### Moving the Camera

- The easiest way to move the camera is by moving the **mouse pointer to the edges of the screen**.
- Another way is using the **cursor keys**.
- If you have a **middle mouse button**, you can hold it down and move the mouse around the map. There are two types of movement that can be selected from **GAME OPTIONS (section 3.5.3)**
- Finally, the fastest way to go to a given point in the map is by **left-clicking** on the **MINIMAP**.

If you have selected a troop, you can centre the camera on it pressing the 'space bar'. If you've selected a group of troops, pressing the 'space bar' repeatedly will centre the camera on each one of them.

#### 4.2.2 Visibility and Terrain Types

In **Praetorians**, terrain is not just the landscape where the action takes place. It is also decisive in defining where and how you can move your troops, and the way you can attack and defend yourself. Certain troops can't move around certain types of terrain. Moreover, the terrain is important when deciding the visibility between your troops and the enemy.

##### Flat Terrain

It's the most common terrain and the one that gives least problems when moving your troops around. Any troop can move through flat terrain.

If you move the mouse pointer over the flat terrain you'll see a normal cursor such as this one:



##### Grasslands

Grasslands are flat extensions with crops cereals or high grass that are an ideal hiding place for infantry units. If an infantry troop stops in a patch of grasslands, it will hide automatically. Nevertheless, grasslands may be **set on fire** by archers and other units capable of setting structures on fire, causing great damage to anyone passing through or standing in them. So be very careful!



When you move the mouse cursor over grassland, it will change to indicate this.



##### Forests

Forests are dense masses of trees where some types of troops can't enter (**siege engines**, **spearman**, and almost any kind of **cavalry**, for example). Forests block visibility between interior and exterior units, and from one side of the forest to the other. To find out what's inside or on the other side of a forest, you'll have to go into it. The **wolf scout (section 4.7.3)** is a particularly useful unit to get some visibility inside of dense forests.





When you move the mouse cursor over a dense forest, it will turn into a pointer with some vegetation.

### Shallow Water

Although rivers may only be crossed by a bridge, there are numerous swamps and flooded fields that may be crossed. Nevertheless, **heavy infantry** units and **siege engines** can't cross them.



When you move the mouse pointer over shallow water you'll see a waterdrop appear over it.



### Slopes and Elevations

High ground is obviously an obstacle for visibility. Troops located at the foot of a hill won't be able to see those at the top, who in turn, do get to see those below them. **Hawk scouts** are specially useful for higher ground reconnaissance from above (**section 4.7.3**). High ground also provides a better visual range, which in turn means an improved range attack for range troops.



If the currently selected troops can't go through the terrain under your mouse pointer, the cursor will change to a '**prohibited**' sign.

## 4.3 TROOP OVERVIEW

In this section you'll find an overview of the troops under your command: the different types, their basic characteristics, their special formations and abilities, and how to order them around.

**Praetorians** has three different civilizations and every one of them has their own set of units. The **civilizations** are **Romans**, **Barbarians** and **Egyptians**. The general types of troops at your disposal are:

### Basic Troops

**Basic troops** are similar between the different **civilizations** regarding their use. They are: **light infantry**, **heavy infantry**, **archers**, **spearmen**, **cavalry** and **cavalry archers**.



### Special Troops

**Special troops** are more powerful and difficult to obtain than basic troops, and each civilisation has three different ones.

### Special Units

As opposed to the majority of troops, **special units** are always individual. The types of special units are **generals**, **healers** and **scouts** (section 4.7).



### Siege Engines

Siege engines are controlled just as you would any other troop, however obtaining them is a different process. The available siege engines are: **Catapults**, **Ballistas**, **Assault Ladders**, **Battering Rams** and **Assault Towers** (section 4.8).

### 4.3.1 Basic Characteristics

**Troops** are **groups of units** that are controlled as one. All units within a troop are always of the same type, but as they suffer casualties in combat, the troop will reduce in numbers. The player can control the amount of units in his troops (section 4.4.2).

**Special units** are individual units, though they are controlled as you would with any troop. Several light infantry units, whose number can't be changed, operate the siege engines. But they are also controlled just like any other troop.

Every type of unit has two basic characteristics:

## HEALTH



Every unit in the game has a **maximum amount of health**. In the case of troops, the number of health points shown in the interface is the health point **average** of all the units in that troop.

If you want to know the health the units in a troop have left, look at the **STATUS BAR** located next to the troop Icon. The **colour** at the top of the bar indicates the health level of the troop: **green** means that the troop is almost intact, as it turns to **red**, the troop gets closer to being destroyed. The height of this part of the status bar indicates how close the troop is to getting its maximum number of units. In the same way, it'll decrease as your units die (this is the reason why you can see the troop gets seemingly better as it loses units: the **average** health of the units in the troop **increase** as the most damaged units get killed).



The only way to get your units back to full health is to use a healer (**section 4.7.2**).

## STAMINA

Stamina represents the energy reserves of the troops. Various factors may make a unit tired: The most usual is **running**, but the use of **special abilities** spends a lot of that energy as well. You can check the stamina of a unit or troop on the **STATUS BAR**. The **blue** bar will decrease as the unit spends its stamina.



Once a unit gets tired you'll have to let it rest. Some special abilities allow stamina to be recovered in other ways.

### 4.3.2 Special Formations and Abilities

Some troops have, beside their normal attack and defence, certain **special formations and abilities**.

#### Special Abilities:

Lots of units have unusual attacks and defences. The **Legionaries**, for example, can throw a barrage of javelins (pila) at the enemy. Special abilities generally use much of the unit stamina. These abilities can be managed automatically (**section 4.6.3**).



### Special Formations:

Special formations are how the units in certain troops may be distributed. **Legionaries**, for example, can align in turtle shape to protect themselves from enemy missiles. Special formations modify defence, attack and mobility of the troops that use them. Formations do not require stamina (section 4.5.3).



### 4.3.3 Issuing Orders to your Troops

To give orders to your troops, you must first select them. To select an individual troop, **left-click** on it. To select a group of troops refer to **Grouping your Troops** (section 4.4). Once you've selected your troops, there are three basic ways of issuing orders:

#### Orders Area

Select an order from one of the three tabs in the **ORDERS AREA** (section 4.1.3) and **left-click** on it. If a target is necessary, you must then **left-click** on the target.

#### Information Area

In the interface's **INFORMATION AREA** (section 4.1.1), you can see the icons that correspond to the special formations and abilities of the selected troops.

#### Default Action

When a troop or group of troops is selected, you may issue the **default** order by **right-clicking** on the **target**. To help you know what the default order for a given target is, the mouse pointer will change to the order cursor when you move it over it. For example, over an enemy troop, the default order is to attack.

You can usually give a troop another order to carry out after the first one. This is called queuing orders. To **queue orders**, hold '**Shift**' down while you give the orders.

## 4.4 GROUPING YOUR TROOPS

This section will tell you of the available tools for grouping your troops and changing the number of units in them.

### 4.4.1 Groups

The easiest way to select a group is to use a **selection box**. To do this, hold the **left mouse button** down and drag the mouse pointer until all the troops you want to select are inside the box. The fastest way to get rid of the current selection is making a new, **empty, selection box**.

Once you've selected a group of **troops**, you may store it by holding down 'Ctrl' and pressing a number key from '1' to '9'. From that moment on, that number will be associated to the group. If the **GROUP SELECTION** panel (section 4.1.4) is visible, you'll notice that the corresponding slot is in use. **Left-clicking** over it or pressing the corresponding number key, will select the group. If you **double click**, the camera will centre on the selection.

You can use the option Troops in Multiple Groups (Section 3.5.3) to control the way troops that already were in a selection group behave when being assigned to a new group. If the option is checked, a troop can be assigned to as many groups as you like. Otherwise, if you assign a troop already assigned to a selection group to a new selection group, the troop will be removed from the former group and be reassigned to the new group.

### 4.4.2 Splitting, Joining and Balancing Troops

As they suffer casualties, troops will reduce their number of units. To control the distribution of units within your troops you have three special orders, whose icons are located in the **ORDERS AREA** in the **ORDERS AND MOVEMENT** tab.

#### Split Troop

Icon:



Shortcut Key: 'S'

Each selected troop that can be split in two will do so. Each troop has a **minimum number of units** below which it can't be divided. This order does not need a target: it's carried out immediately.

#### Balance Troops

Icon:



Shortcut Key: 'B'

If you have an individual troop selected, when you click on the order the mouse cursor will change to indicate that you must choose a target. Click on a troop of the same type, and both troops will try to balance their units. If you've already selected a group of troops, the order will be carried out immediately.

## Join Troops

Icon:



Shortcut Key: 'J'

As with the previous order, this one works differently for an individual troop and a group of troops. Upon joining together, the units will try to make as many **complete troops** as they can.

### 4.4.3 Advanced Orders

To make creating, managing and memorizing groups easier, the following advanced commands are at your disposal:

#### Select by Type

**Double left-clicking**, or clicking on the troop while holding the 'Ctrl' key will select the troops of this type currently on screen.

#### Add and Remove Troops to a Selection

To **add or remove** a troop to a selection, just hold the 'Shift' key down and select that troop in the normal way. If the troops were already selected, they will be removed from the selection, and vice versa.

You can combine this with 'Ctrl' or **double click**, so that 'Ctrl'+ 'Shift' adds or removes all the troops of the same type from the current selection.

The stored **selection groups** can be used as any other selection mechanism to add and remove selections, using its corresponding number. For example, holding 'Shift' and the number '1' keys adds the current contents of the first selection group to the group currently selected.

#### Using the Information Area

The troop icons displayed in the **information area** of the interface can be used to modify selections and can be used in combination with the 'Ctrl' and 'Shift' keys.

#### Previous Selection

The '**backspace**' key can be very useful when selecting troops. If you press it, you'll select the **previous selection** as the **current one**.

You can also select all the troops on screen using the shortcut key 'Z' and the shortcut key 'X' which will select all your troops anywhere on the map.

## 4.5 MOVING YOUR TROOPS

To change the formation type of the selected troop left-click the formation button in the **Information Area** or alternatively press the shortcut key 'N' which will also allow you to cycle through the different formation types.

### 4.5.1 Basic Orders

There are two basic ways of moving, and the icons corresponding to each one of them are in the **ORDERS AREA**, in the **MOVEMENT AND COMBAT ORDERS** tab (section 4.1.3)

<b>Move</b>	<b>Icon:</b>		<b>Shortcut Key: 'M'</b>
-------------	--------------	---	--------------------------

With one or more troops selected, **right-click** on a location to which they can go; your troops will then move.

<b>Move/Attack</b>	<b>Icon:</b>		<b>Shortcut Key: 'A'</b>
--------------------	--------------	---	--------------------------

If you want your troops to move but respond to enemy attacks, or if you want them to attack a specific area instead of the enemy, use this order.

Other orders related to movement are:

<b>Run</b>	<b>Icon: no icon</b>	<b>Shortcut Key: 'Ctrl' + destination</b>
------------	----------------------	---

Almost all types of units can either **walk** or **run**. Running uses **stamina**. To **run**, hold the 'Ctrl' key when you give a movement order, or **double click** on the destination.

<b>Face</b>	<b>Icon:</b>		<b>Shortcut Key: 'F'</b>
-------------	--------------	---	--------------------------

All troops and game units are always looking in one direction. To change that direction, use this order from **MOVEMENT AND COMBAT ORDERS**.

### 4.5.2 Special Formations

Some types of troops may assume **special battle formations**. To assume a new formation, the troop must not be **engaged in melee combat**, and in some cases, you'll need a minimum number of units in the troops

The effects of special formations include changes in **defence, attack and mobility**. Refer to the description of the types of units to learn about their possible formations.

## Formations

Icon: various

Shortcut Key: 'N'

To change the formation type of the selected troop left-click the formation button in the **Information Area** or alternatively press the shortcut key 'N' which will also allow you to cycle through the different formation types.

### 4.5.3 Advanced Orders

You can also use the following advanced movement orders:

#### Queuing movement orders

As almost every other order, you can **queue up movement orders**. The most common use is to give the troops **the waypoints** you want them to follow to reach their destination. You may also queue, for example, a change of formation so the troop may assume one of their special formations once they reach their destination. To queue an order, you must hold the **'Shift'** key down while issuing the order.



#### Waypoints

Another consequence of holding **'Shift'** down is that all the waypoints for the troop under your command will be visible on screen. This way you can see the **exact place towards which the troop is headed** and you may **place other troops respectively**.

#### Move-Face

You may combine a **movement** order with a change in the direction your troops are **facing**, if you use the mouse to give that order. **Holding the right mouse button, move the mouse from left to right** to determine the direction the troops will face once they reach their destination.



#### Troop Formation Width

This order is very useful when your troops are assuming a formation in a given location. Issue a **move/face** order but **keep holding the right mouse button down**. Now, **moving the mouse wheel up and down** or using the **'PgUp'** and **'PgDn'** keys, you'll modify the **width** of the formation.

## 4.6 ENGAGING IN COMBAT

There are three main types of combat in **PRAETORIANS**:

### Melee

Every time two or more enemy troops get in physical contact, a **hand-to-hand** combat erupts. When in melee, troops won't take orders and the combat will go on till one of the sides is eliminated.

### Range Attacks

The archer units, and some other units with **range attacks**, can attack the enemy without having to engage in melee. You can improve the field of vision of range troops by using other units in cooperation. For instance, the Hawk Scout.

### Siege Engines

Missile attacks from **Catapults and Ballistas** can be avoided, and a moving troop can dodge them (unlike normal range attacks)

### 4.6.1 Basic Combat Orders

To order an attack on a troop, you may use the order **attack** in the **ORDERS AREA** (section 4.1.3). If instead of selecting an objective, you select a point in the scenario, your troops will attack that area (section 4.5.1). The default order on an enemy unit, right-clicking on it, is to attack.

There are two related orders, called **attitudes**, which are located in the **MOVEMENT AND COMBAT ORDERS** area. The unit will be in one of the two existing attitudes at every moment, and you may toggle between them clicking their icons or through the keyboard. The currently selected attitude will be highlighted.

**Aggressive attitude**

**Icon:**



**Shortcut Key: 'G'**

A melee troop with an aggressive attitude will charge against any enemy troop it sees nearby. Troops with range attacks, or siege engines, will attack any enemy troop that gets within range of their weapons.

**Defensive attitude**

**Icon:**



**Shortcut Key: 'D'**

A troop in defensive attitude will only attack if attacked first, and will ignore the enemy until it gets really close.

## 4.6.2 Behaviour

Aside from the basic movement and attack orders, there are three troop **behaviours** available in the **MOVEMENT AND COMBAT ORDERS** panel. When a behaviour is active, the corresponding icon will be highlighted. When you issue another order the behaviour will reset.

### Hold Position

Icon:



Shortcut Key: 'H'

This behaviour affects the different units in different ways:

**Melee** units will hold position if set to a **Defensive** attitude but if set to an Aggressive attitude, they will move to engage an enemy and return to their position after the enemy has moved away or been defeated.

You can tell which units are **holding their position** by the golden aura surrounding their banner.

You can make a troop assume hold position every time it comes to a halt by activating automanage for hold position. To do so, **right-click** on the hold position icon. To deactivate automatic behaviour, **right-click** again on the icon.

### Patrol

Icon:



Shortcut Key: 'L'

To order a troop or group of troops to patrol between two positions, click on this order and then click on the destination point. Remember that the troops attitude will determine their reaction if they establish visual contact with the enemy.

### Protect/Follow

Icon:



Shortcut Key: 'P'

A troop that protects another one will automatically attack any enemy that threatens the troop under its protection. It will also follow this protected troop as it moves. If a special unit or troop does not have combat capabilities, the order will mean to follow and watch over its target.

### 4.6.3 Use of Special Abilities

Many types of troops in the game have one or more special abilities that they can use in a battle. The special abilities icons will appear in the **ORDERS AND FORMATIONS panel** and on the **INFORMATION AREA** as well. To use a special ability, click on the icon and, if necessary, the objective.



Special abilities use the troops stamina. If the unit does not have enough stamina to use its special ability, its icon will be shaded.



Most special abilities can be automanaged, so the troops will use them every chance they get. To toggle between manual and automanage, **right-click** on the icon.



## 4.7 SPECIAL UNITS

Special units are **Generals, Healers, and Scouts**. You can only have a limited number of each of these types of special units: **5 Generals, 2 Healers and 5 Scouts**, regardless of the **unit control points and the troop control points** (section 4.9).



### 4.7.1 Generals

The **Generals** are **Roman Centurions, Barbarian Chieftains, and Egyptian Officers**. **Generals** serve a double purpose: they improve the combat abilities of nearby troops and are in charge of training new troops inside villages.

You may have a general for every **100 UCP (Unit Control Points)** that you're using, though you may always have at least one, whether you get to use **100 UCP** or not.

**Promote**

**Icon:**



To get a new general, choose any troop and click on the promote icon in the **MOVEMENT AND COMBAT ORDERS** panel. If you can't promote more generals, the icon will be shaded.

All generals have a special ability, the **command aura**. This ability is always on and does not need stamina to function.

## COMMAND AURA

**RANGE:** Long

**EFFECTS:** The troops within the command aura of the general improve their combat ability.



There is a **blue** circle around every general that indicates the area of effect of the command aura. The troops within the command aura get bonuses to their attack and defense, which depend on the experience level of the general. If a troop or unit is under the influence of a command aura, you'll see an eagle on his banner.

Besides this aura, generals have other special abilities that change from one civilization to another.

### Experience

A very important factor to keep in mind is that generals can improve their abilities through experience. The **experience** is gained when troops fight under the influence of a general. Although they get more experience when they cause enemy casualties, they will also get experience from their own casualties.

When a general gains enough experience, his level will increase and his **health, stamina levels** and **combat bonuses** improve.

### 4.7.2 Healers

**Roman Physicians, Barbarian Druids** and **Egyptian Priests** are the **Healers** for each of their civilisations. A healer's main task is to restore the health of troops that have been wounded in combat. To do so, healers have two special abilities: The **healing aura**, that does not use stamina and is always active, and the **healing ability**, which is a normal special ability. Healers are recruited in **villages** and **barracks** under your control (**section 4.9**).



## HEALING AURA

**RANGE:** Medium

**EFFECTS:** Troops within the healing aura of the healer will slowly recover from their battle wounds.

Troops located near a healer (the area indicated by the **green** circle), will slowly recover their health, even during combat. A troop affected by the aura will have a **red cross** on his banner.



## HEAL

**EFFECTS:** The medic quickly heals those troops that are not in combat. After combat, the healer can quickly restore the troops health. In doing so, he will expend his stamina and, once depleted, he'll have to rest before he can keep on assisting the wounded.

### 4.7.3 Scouts

Each civilisation has its own Generals and Healers. Scouts however are the same in every civilization. Their main characteristics are: a better **range of view**, a **familiar** or **pet** that allows them to **explore** new areas without having to go to them, and the special ability explore. They are recruited in **villages** and **barracks** (section 4.9).



## SEND (WOLF)      Shortcut Key: 'O'

**EFFECTS:** The scout sends out his pet to explore an area in the map. The wolf can see inside the forest.

The **Wolf Scout** can send his animal to explore any area in the map that can be accessed on foot (as long as his stamina allows him to do so). The enemy cannot attack the wolf, but it can be scared away. Its main characteristic is that it can smell enemies -visible or not- inside forests and grasslands. When a wolf smells an enemy, it stops on the spot.



## SEND (HAWK)      Shortcut Key: 'K'

**EFFECTS:** The scout sends his hawk out to explore an area in the map from the air.

This **Scout** can use his hawk to explore any area of the map (as long as his stamina allows him to do so) since, being airborne, it has no obstacles. Fire from range units can only scare him and make him return to its owner. The hawk is a very useful unit because it allows you to explore high ground outside your field of vision.



## EXPLORE

**EFFECTS:** The scout explores those parts of the map that are not currently visible.

The scout will do everything he can to stay alive, but he will actively try to locate the enemy, so he will take some risks. Furthermore, he won't automatically use his animal.

## 4.8 BUILDING

Besides units and troops, **Praetorians** allows you to build **siege engines** and **structures**. The light infantry is the unit in charge of all building tasks: **Auxiliary Infantry** for the **Romans**, **Infantrymen** for the **Barbarians** and **Slaves** for the **Egyptians**. If you don't have any **light infantry** units, you can get one from any other troop.

**Demote**

**Icon:**



Upon demoting a troop, you'll get a **light infantry** troop of the same civilization as the original troop. If you've made a mistake, you can cancel the order while it's being carried out.

### 4.8.1 Building Siege Engines

You can build the following siege engines: **Catapults**, **Ballistas**, **Battering Rams**, **Ladders** and **Assault Towers**. To build a siege engine, select a **light infantry** unit, **left-click** on the icon representing the machine you wish to build on the **CONSTRUCTION ORDERS** panel, and **left-click** on the location where you wish it to be built.



Siege engines need to be manned by a **set number of units** of the **light infantry** that built them. The minimum number required to build one of these engines is equal to number of units necessary to man it.

If you find an engine with no one operating it, you may seize it by selecting a **light infantry** unit and **right-clicking** on it.

### 4.8.2 Building Structures

You can build the following structures: **defence towers**, **bridges** and **garrisons**. Unlike siege engines, they can be unmanned.



#### **Defence Towers**

These towers constitute the first line of defence in **Praetorians**. To build them, select a **light infantry** unit and then **left-click** the defence towers icon in the **BUILDING ORDERS** panel. Now move the mouse pointer to the location you want to build the **defence tower** and **left-click**.



The **defence tower** may house an infantry troop of any type. To enter a **defence tower**, select the troop and then **right-click** on the tower. You'll notice that the mouse cursor changes to the **enter icon** when you move it over a structure that may be occupied.

Troops inside towers are protected from any damage, and will automatically defend themselves by throwing rocks and launching other missiles. Nevertheless, this kind of attack has a short range. If a **range attack** troop is inside a tower, it will fire within its usual range, increased by the height of the tower.

### Bridges

Bridges can only be built in locations indicated by the remains of a previous bridge. To build a bridge, select a **light infantry** troop and **right-click** on the selected location.



### Garrisons

**Garrisons** are structures built next to a **village** to gain control of it. They are the first step in recruiting troops (**section 4.9**).

To build a **garrison**, select a **light infantry** and **right-click** on the target village. You can't build two garrisons on the same village.



## 4.8.3 Attacking Buildings

Any siege engine and structure including villages, barracks and fortress gates, can be attacked and all have a certain amount of health points. There are two basic ways to destroy a structure: **attacking** it or **setting it on fire**.

To **attack** a building, simply order your troops to attack it. Melee units will get next to it and start hitting it. If you have siege engines (**Catapults** or **Ballistas**), their missile attacks can cause great damage. The **Battering Ram** is particularly useful when attacking defence towers and garrisons.

To **set a construction on fire**, you must use one of the types of units capable of doing so: any type of archer except the **Barbarian Hunters**. When given the order to attack a building, they will automatically switch to incendiary missiles. The **Catapult** can also switch from normal rocks to highly effective incendiary missiles.

The **light infantry** is also used to repair and put out fires in a building.

Repair

Icon:



Shortcut Key: 'R'

You can repair any construction that has been damaged or is aflame.

## 4.9 VILLAGES AND TROOP RECRUITMENT

Although you will usually start campaign missions with a certain amount of troops under your command, there will come a time when you'll need reinforcements to carry on with the battle. Nevertheless, there are a maximum number of troops and units that you may control.

**Unit Control Points (UCP):** each unit, whether it's an individual unit or part of a troop, costs a certain amount of UCPs. The maximum amount of UCPs is set for **skirmish** and **multiplayer** games, but can change during the **campaign**.

**Troop Control Points (TCP):** each troop, regardless of its number of units, costs one or more TCPs. The maximum number of TCPs is set for **skirmish** and **multiplayer** games, but can change during the **campaign**.

If you exceed any of these limits, you won't be able to recruit new troops. You may check your UCPs and TCPs on the **BATTLE STATUS** panel (section 4.1.5).

### 4.9.1 Villages and Barracks

There are three possible sources for new troops: **villages**, **barracks** and **reinforcements**. Reinforcements will appear from time to time in **CAMPAIGN** missions. They will join your side for different reasons.

#### Villages:

In almost every scenario you can find one or more **villages**. To use a **village**, you must first build a **garrison**. (Section 4.8.2).

To recruit troops in a **village** you must get one of your generals in it. To do so, simply select the general and **right-click** on the village. To get your general out of the village, click the corresponding icon in the **RECRUITMENT ORDERS** panel with the **village** selected.

You may order a general to recruit troops even before entering a **village**. In such case, the general will remember it and begin recruiting as soon as he enters the **village**. If a general is left near a seized and empty **village** for a few seconds, he will enter it automatically.



## Barracks:

**Barracks** are always found inside **fortresses**, and allows the troops under siege to recruit new units for defence. You don't have to build a new **garrison** or get a general inside it to use a **barracks**, you'll only have to control the fortress.



Both **villages** and **barracks** have a set **population**.

Population spent in recruiting new troops will regenerate over time, but there's always a maximum population for each **village** or **barracks**. If they are attacked, they will lose population together with health points.

As long as a village **garrison** stands, the village will be more resistant to attacks. **Neither villages nor barracks can be rebuilt once they've been destroyed.**

## 4.9.2 Recruiting New Troops

Once you control a village or garrison, you may begin to recruit troops. Select and choose the troop you wish to recruit from the **RECRUITMENT ORDERS** panel.

In order to recruit a troop, the **village** or **barracks** must have enough **population** to make one. Furthermore, the **UCPs** and **TCPs** limits may not be exceeded with the new troop, and in the case of **healers** and **scouts**, their own limits (**section 4.7**).

Finally, cavalry troops and special troops cost **Honour Points (HP)**. The **HPs**, like experience for generals, are gained through combat and the available number is shown in the **BATTLE STATUS** panel (**section 4.1.5**).



## 4.10 SIEGE WAR

You'll find several **campaign** missions in which the objective is to **defend** or **attack** a **fortress**. This section will teach you to face and survive that challenge.

### Walls:

Walls are the most obvious defence obstacles. Only **infantry troops** can access them. Since walls are narrow, troops may occasionally have to **split** to climb them. This action is performed automatically.

The height provides the defenders on top of the walls with a greater range of fire and vision. From inside the fortress you can access the walls normally through ladders placed all over the perimeter.



To assault the walls of a fortress you'll need **Ladders** and/or **Assault Towers**. To place a **ladder** or **assault tower** next to a wall, select them and **right-click** on the wall. Once they are placed, you can order your troops to climb over the walls and confront the defenders.

#### **Fortified towers:**

You'll also find large towers in the fortress. You can fit an entire infantry troop inside them, making a great place to house archers or other range attack troops. You may access them from the fortresses courtyard or from the closest walls.

#### **Gates:**

You'll find one or more gates in each fortress. Gates open **automatically** allowing friendly units to enter and exit.

Gates may be attacked and destroyed and **battering rams** are very useful when attempting to do this. Damaged or burning gates may be repaired, but can't be rebuilt once they've been destroyed.



### **4.11 GAME MENU**

You may access the **game menu** at any time by pressing the 'Esc' key. The options are:

**LOAD GAME:** Allows you to load a previously saved game. Works the same way as its corresponding option in the **SINGLE PLAYER** screen.

**SAVE GAME:** Allows you to save the current game. Works similarly to **LOAD GAME**.

**OPTIONS:** Works as it does in the **MAIN MENU**.

**OBJECTIVES:** There are a series of **objectives** to accomplish in each of the **CAMPAIGN** missions. You'll be able to check what they are and if they've been completed from here (**section 4.12.1**). You can also find a list of all the messages sent and received by the player. You can access this option in battle by pressing the 'F9' key.

**TIPS:** Gives you tips on how to play **Praetorians**. Use the 'F11' key to access it during battle.

**MAIN MENU:** Allows you to quit and return to the **MAIN MENU** (**section 3.2**). If you haven't saved, you'll lose your current progress in the game so you will be asked to verify.

**RESTART BATTLE:** Restarts the current mission, you'll be asked to confirm.

**RETURN TO GAME:** Press here to continue the mission. If you press 'Esc' from the **GAME MENU** you'll return to the battle.

## 4.12 END OF GAME

This section will tell you when a battle is finished and how the winner is decided.

### 4.12.1 Ending Campaign Games

Each **campaign** mission has a series of **objectives** that have to be fulfilled to complete the mission successfully. These objectives will be shown to you in the introduction to the mission, but you may remind yourself of them from the **GAME MENU** or by pressing the 'F9' key.

A **white** objective indicates that an objective is pending, a **green** objective indicates that it has been fulfilled. Objectives may be added or removed during a mission (you'll be informed about it through onscreen messages). Once you have fulfilled all your objectives, the mission will finish with victory.

If you fail an objective, the mission will end in defeat. The failed objective will appear **red** in the defeat screen.

### 4.12.2 Skirmish and Multiplayer games.

In **skirmish** and **multiplayer**, teams of allied players win or lose together. The objective is to disable the enemy. It's not necessary to kill all of his troops; you'll just have to reduce his number as so to disable him for combat and recruitment of new troops.

If one of the players abandons the game before finishing it, his troops will be passed on to one of his allies (if any). A useful way to keep track of who's left in the game is the **Player Information** option in the pause menu. This feature allows the players to see who is in the current game, their team colour and symbol.

Bear in mind that generals under your control can **enter and use the garrisons of allied villages**. In this sense, you will (theoretically) be able to recover from any given situation if you have a general at your disposal.

Another important concept related to the end of **Multiplayer** and **Skirmish** games is the **concept of Inferiority**. When one of the teams, made up of any number of players, does not control a village to recruit troops, and the combined forces of the team are inferior to 10% of the combined enemies' forces, **Inferiority** will be enabled. After one minute, the forces of the team under **Inferiority** will be revealed to their enemies.

The objective of the **Inferiority** is to avoid unnecessary drawn out endings for **Multiplayer** and **Skirmish** games. If at any point the conditions for **Inferiority** disappear (for example, by controlling a village and starting to recruit new troops), **Inferiority** and its effects will be disabled.

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