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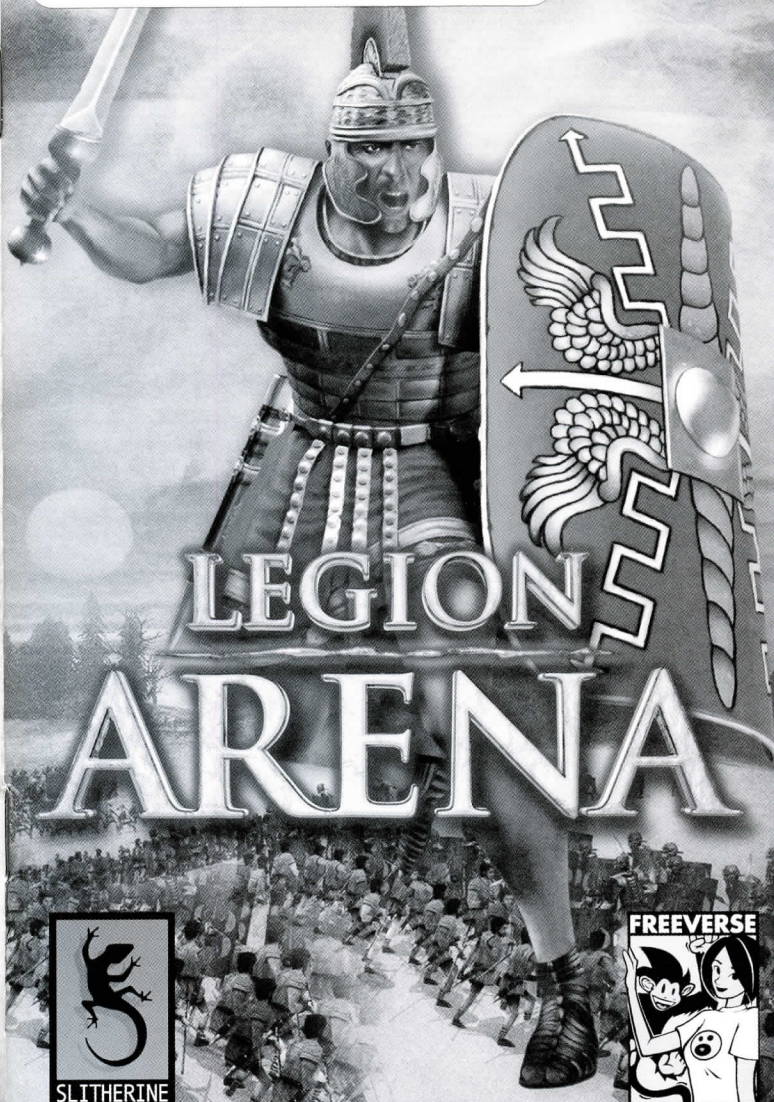
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# LEGION ARENA

SLITHERINE

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# Legion Arena QuickStart Manual

## System Requirements

OS X 10.3.9
G4/G5G4/G5/Intel Mac
1 GB HD Space
256 MB RAM
32 MB VRAM (Rage 128 Not Supported)
CD ROM Drive (for initial install only)
Internet Connection for Net Play

## Installation

Insert the Legion Arena CD into your CD Drive. Open the CD and double click the Installer.

Once the installer has finished, you may eject the CD.

Legion Arena has been installed in your Applications Folder. Double Click Legion Arena to begin.

## Registration

The first time you run Legion Arena it will ask you to enter your Registration Code. You can find this registration code printed on the cover of this manual. If you downloaded the electronic version, your registration code is in your email. You can also request a new code any time day or night from our support page:

https://store.freeverse.com/code

## Getting Started

Legion Arena is a complex strategy game that puts you in control of the most powerful army in the world.

This quick start only covers the basics of Legion Arena. For a more in-depth look into the game, consult the electronic manual on the CD ROM.

The first time you play Legion Arena you will be presented with a tutorial. This tutorial will cover everything you need to understand to play the game. It is highly suggested you play through the tutorial to familiarize yourself with the controls.

Along the top of the window are several options.

Start Campaign - Clicking this button will start a new campaign.
Exit - Click here and a warning appears asking if you really want to quit.

Options - From here you can adjust the music and sound effects volume by dragging the slider bar to your required level. Adjustments can also be made to the level of detail of various in game features. By lowering these or turning them off your machine will run faster, but will be less visually appealing.

Army Camp - The army camp is where you can review your army and manage it by recruiting troops, replacing losses, equipping your men and allocating skills.

## Options

**Difficulty Level** - The difficulty level slider allows you to adjust the challenge presented by the enemy in a scenario. This can be adjusted at any time, even after a game has started. On higher difficulty levels you will win fame for completing a scenario.

**SFX Volume** - This button adjusts the volume of sound effects in game.

**Music Volume** - Lets you adjust the volume of the music.

**Shadows** - The detail level of the shadows affects performance. No Shadows is fastest and Best Shadows are slowest. Its up to you to decide whether performance is more important than aesthetics.

**Min LOD** - This is the Level Of Detail (LOD) to use for the units that are furthest from the camera. The default is very low detail, and as they are far away it's not very noticeable. If you have a fast Mac you might want to raise this, but if you find the game runs too slowly, set it back down.

**Max LOD** - This is the LOD to use for the units closest to the camera. The default is to use the highest detail, but if your Mac is too slow, you may find it necessary to reduce the max LOD.

**Show Grass** - Long grass is scattered all over the maps, and makes them look more realistic. Some Macs may have performance or technical issues with the grass and if you are experiencing problems, you can just turn them off.

**Show Damage** - As your units take damage, numbers are shown above them to indicate how much. Some players may find this spoils the look of the game so we have added an option to turn them off.

**Arcade Mode** - Arcade mode allows players who want more fun& less historical restrictions to turn off the order point system. This allows players to issue as many commands as they like in battle without fear of running out.

**New Campaign** - Takes you to the campaign selection screen.

**Multiplayer** - Takes you to the multiplayer set up screens.

There are 2 ways to play Multiplayer--over a LAN or over the Internet.

Internet games are played on the GameSmith™ network. GameSmith™ accounts are free, but you will need to create one before you can connect.

## Army Camp

The army camp is one of the most important parts of Legion Arena. In the camp you can set up your army, upgrade their weapons and train your troops. An entire game can be won or lost in this screen.

You can save army configurations, so you don't have to set up your army every time you play a game.

## Deployment Screen

The deployment screen is your pre-battle placement. You can set up your formations and choose options such as hold or charge. You can also place way points for your troops to follow. You can use these to surround your enemy.

## The Battle

This is where the battle plays out in real time. You can order your troops to attack the different squads. Much like a real battle, there is confusion and chaos. It also takes time for your soldiers to receive orders and act on them.

Your soldiers will retreat when they have taken heavy casualties and have lost the will to fight. While they have left the battle, they will live to fight another day for the Empire.

## Credits

Slitherine Software

Programming
Philip VealeArt
Alex ScarrowDesign
Iain McNeil

Music
Michael Rubino

Research Assistance
Nik Fincher
Paul Robinson
Nik Gaukroger

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Map Design
Pyross
Master of Darkness
Stalins Organ
Ispanico