XIII Century
gold edition

MATURE 17+

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CONTENT RATED BY
ESRB

Table of Contents

XIII Century
gold edition

INTRODUCTION

The year is AD 1226. Having recovered from their wounds after the battle of Lake Peipus, the Teutonic Knights aimed their steel swords at the pearl of Northern Russia – Pskov. The Russians, led by Dovmont of Pskov aim to stop them. Many fearless knights will shed their blood in the coming battles, but whoever will come at us with a sword, will perish by the sword. This is the past and the future of the Russian land.

Welcome to the noble times of knights and great battles with the game XIII Century: Gold Edition. This is a detailed and realistic real-time strategy game. Your task is to win in the recreated battles of the past. Lead armies, and become a part of history forever.

Good luck on the fields of the great battles of the past!

System Requirements

Minimum System Requirements
Operating System: Windows XP SP3, Windows Vista SP2
CPU Processor: Intel Dual Core 2.0 GHz or AMD Athlon 4000+
Memory: XP – 1 GB RAM, Vista – 2 GB RAM
Hard Disk Space: 6.1 GB + 1 GB Swap File
Sound Card: DirectX 9.0c compatible sound card
Video Card: 3D Hardware Accelerator Card Required – 100% DirectX 9.0c compatible 256 MB Video Memory
Video Card (ATI): Radeon X1600
Video Card (Nvidia): Geforce 7600
Media Required: 6X DVD-ROM drive
Windows XP/Vista compatible mouse and keyboard with latest drivers
This product does not support Windows 95/98/ME/2000/NT.

Recommended System Requirements
Intel Core 2 Duo 2.4 GHz or AMD Athlon Dual Core 5200+
512 MB 3D Hardware Accelerator Card with Shader 3.0 support
Video Card (ATI): Radeon HD 2900
Video Card (Nvidia): Geforce 8800 GT
Memory: 2 GB RAM
NOTICE: Some 3D accelerator cards with the chipset listed here may not be compatible with the 3D acceleration features utilized by XIII Century. Please refer to your hardware manufacturer for 100% DirectX compatibility.

Supported Chipsets
ATI RADEON X1600, X1900, HD 2400, HD 2600, HD 2900, HD 3450, HD 3850, HD 3870, HD 4850, **NVIDIA GEFORCE** 7600, 7800, 8400, 8500, 8600, 8800, 9600, 9800, 280

Supported Mobile Chipsets
NVIDIA GEFORCE GO 7900, 7950, 8400

Multiplayer Requirements
Internet(TCP/IP) or LAN(TCP/IP) play supported
Internet play requires broadband connection and latest drivers

LAN play requires network interface card with latest drivers

Installation and game launch

Place the game disc into DVD-ROM. If autorun option is enabled, the start menu of game XIII Century: Gold Edition will appear on the screen. If autorun is turned off, please find «autorun.exe» file in the root directory of the disc and launch it. Choose «Install» in the start menu. Game installation wizard will be launched. It will guide step by step through the installation process. Follow the instructions appearing on screen. During the installation process the game files will be copied onto your hard drive, and program group of game Aspyr\XIII Century: Gold Edition (if you did not set another name during the installation process) will be created in the Start menu, containing shortcuts for launching the game, opening the manual, browsing the game's developers' and publisher's websites, and uninstalling the game.

To launch the game choose the XIII Century: Gold Edition Edition shortcut on your Desktop (if you did not cancel its creation during the installation process) or XIII Century: Gold Edition Edition shortcut in the program group Aspyr\XIII Century: Gold Edition Edition.

Game description

Quick start

1. Launch the game.

2. In the root menu, choose Campaigns.

3. Choose the nation and campaign which you want to play or Tutorial for training battles.

4. Choose, from available battles, the one you want to take part in. If there are no available battles, it means you have not passed the necessary training (Tutorial campaigns).

5. After loading the battle, give primary orders to your army units (see. Battles, general information, and see game controls in "help" pressing the F1 button).

6. Unpause the game (press «P» button).

7. Analyze, react, command!

Main Menu

In the Main Menu, you can choose the following chapters of the game:

- **Blood of Europe** – A new campaign comprised of 8 battles on the side of the legendary Dovmont of Pskov. Your forces are saved between battles and will continue to follow you in addition to any new forces you may purchase.
- **Campaigns** – 30 selected missions against AI opponents recreating historic battles on the sides of medieval France, England, Germany, Rus and Mongolia.
- **Your Rank** – Your battle achievements recording the number of battles you have won, how courageously your troops fought, and how hard it was to achieve each victory.
- **Online Game** – Fight head-to-head against human opponents online. See details in chapter: Online Games.
- **Custom Game** – Custom battles which allow you to choose the place of action, war participants, and their military structure. See details in chapter: Custom Games.
- **Multiplayer Game** – Battles against other players via LAN or the internet. See details in chapter: Multiplayer Games.
- **Load Game** – Loads a previously saved campaign battle or custom game.
- **Load Replay** – Loads a battle replay, allowing you to witness past battles.
- **Options** – Configure video, audio, control, and game settings. See details in chapter: Options.
- **Profiles** - Change or delete your profile. (Game progress and Options are saved to their respective profiles). The profile currently in use is visible on the main menu.
- **Credits** – Information about the game's developers.
- **Exit to Windows** – Closes the game and returns you back to Windows.

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General Information

In XIII Century: Gold Edition, you command troops on one side of the battle. Victory is achieved not only through sheer numbers, but first and foremost by military skill. Your knowledge and application of the rules governing medieval battles will be crucial to your success.

Unlike many other games in this genre, there is no deployment stage in XIII Century. You take command of your army at a specific moment – deployed or already on the move – and issue orders directly.

The following are the main battle components:

Participants

Several armies take part in the battle (you and your opponents). In custom and network games, there can be several enemies as well as CPU-controlled allies.

Your army consists of units, and every unit consists of soldiers.

In every battle available in the game, you choose one of the sides. Your troops are indicated with blue marks on the mini-map, while opponents are indicated by red marks and allies are indicated by grey marks.

The CPU is your opponent both in the campaign mode and single battles. In the network game, other players are your foes; however, some enemies can be CPU-controlled.

Battle goals and victory conditions

The goal of the majority of battles is to defeat the opponent by destroying or routing their troops. Usually, victory is achieved when your opponent's troops have been eliminated or are fleeing.

In Multiplayer and Custom games, another victory condition, battlefield mode, is also available. In battlefield mode, you gain points by controlling crucial battlefield points. The person or team with the greatest amount of points by the end of the time limit wins.

Army units

The following is the list of possible units in the game:

- **Infantry** – Foot soldiers such as spearmen and swordsmen, the building block of every great army.

- **Cavalry** – Cavalry are mounted soldiers, the most mobile units in your army.

- **Ranged Units** – Archers and crossbowmen that attack at range until their ammo is depleted or are instructed to engage in hand-to-hand combat.

All units have varying degrees of armor, from light, medium, to heavy, and of experience, from novice, veteran, to elite.

Blood of Europe Campaign

There are 8 missions at the side of Dovmont of Pskov are awaiting you in this campaign. The main feature of this campaign is that you can save and lead the troops you are starting this campaign with through all the missions.

To accompany this new feature, the interface that you will see prior to battle has been enhanced. It will include the following elements:

- Your army has 7 constant locations for placing your units. This doesn't mean that the maximum number of units is 7; the storyline of the battle suggests bringing additional troops under your command depending on the combat situation.

- You can buy additional units in the "Groups" tab if you have enough money and free slots in your camp (7 in total). You can also sell a unit and free the space and resource for buying a better unit.

- As usual, upgrades of troops will help you increase the quantity and skills of your unit, its morale or self-command. These upgrades cost money, but don't require additional space in your camp, thus they can be of great use.

- You can choose the Type of Game and Fog of War before the battle. Fog of War determines the limited visibility of enemy units and camera movement. When Fog of War is enabled, the mini-map doesn't indicate the enemy location at long distance.

In-Game Interface and Controls

The game interface consists of basic elements:

1. Battlefield

2. Mini-map and control panel

3. Icons of auxiliary units in the army

4. Unit status window

Battlefield

The location and participants of the battle are represented on the battlefield. You can see and control the location, its inequalities and obstacles; combination and disposition of forces, their maneuvers and formations, and ultimately control the general course of action and enjoy the epic picture of medieval combat.

Camera control

Camera operation is very important for strategic control over the events on the battlefield.

The camera is controlled either with the mouse or keyboard (see chapter: Control Keys).

• After moving mouse to the edge of the screen, the camera will slide in a corresponding direction; forward/backward (blue zones), left/right (green zones), corner-wise (grey zones), or rotate clockwise/counterclockwise (yellow zones).

• To zoom out, scroll mouse wheel up, and to zoom in, scroll mouse wheel down.

To control the camera with the keyboard:

• The camera can be moved using [W], [A], [S] and [D] keys

• The camera can be rotated by [Q] and [E] keys.

The camera can also be rotated by moving the mouse with the middle mouse button/wheel held down.

Another convenient way to control camera is through the mini-map.

By clicking the left mouse button on any place in the mini-map, you will move the camera to that place, without changing the direction of the camera or the picture scale.

To quickly move the camera to any unit on the battlefield, double-click on the unit's icon.

To enable Chasing Camera Mode, which follows a given unit, press the [C] key. You can zoom in and out while in Chasing Camera Mode. Chasing Camera will be switched off after any other camera command (moving, rotating, etc...) is performed.

Mini-map

Mini-map — an integral part of any real-time strategy — gives a player the most important information about the battlefield, its landscape, and main objects: obstacles, bridges, dispositions (blue «birds»), allies (grey «birds») and enemy units (red birds»).

Apart from the information, the mini-map also allows to control the battlefield: left-click on a required point and your camera will move there.

With control panel buttons «Zoom in» and «Zoom out» you can, respectively, zoom in and out the map or an indicated object. Do not forget, however, that when a unit leaves the perceived mini-map, it is possible that you will not see rear or flank attacks of the enemy in time!

Control Panel

The Control Panel is the unit command center where all main functions are concentrated for controlling the chosen unit or the entire game.


1. Menu Button – calls up the in-game menu. See more detailed information in chapter: In-Game Menu.

2. Game Speed Buttons – three buttons which specify the speed of events in game. Game speed does not influence your units' capabilities; it only gives you more time for figuring out solutions in difficult situations, or, on the other hand, can reduce the waiting time for your army to regroup. The speed can be:

   a. Normal – events occur in real time.

   b. Accelerated – the flow of time is accelerated, causing events to occur quickly.

   c. Pause – the flow of time is stopped.

3. Mini-map Zoom Buttons - see Mini-Map.

4. Cancel All Orders Button – allows you to stop units on the move or to cancel a command to attack a target, but cannot pull the unit out of the battle.

5. Go Button – sets the unit movement at a marching pace.

6. Run Button – sets the unit movement at a run. The unit may refuse to fulfill this order if the location or level of unit exhaustion does allow it to move fast.

7. Formation Buttons – see Unit Formation.

8. Unit Density Buttons – see Unit Density.

9. Behavior Mode Buttons – specifies a reaction of units to the enemy's actions. See Unit Behavior Mode.

10. Army Formation Panel - see Army Formation Panel.

Unit icons

Units are your main forces under command, responsible for tackling your battle strategy.

Pay attention to each unit and do your best to skillfully command it – it's your way to triumph on the battlefield. All available options in the game are present in the unit icon and main status window.
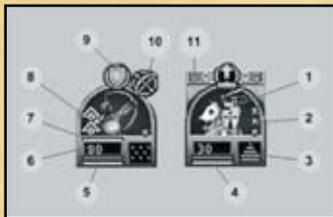
1. Type of Unit – army forces (cavalry/infantry, archers/swordsmen/spearmen/knights, etc.), its general level (noble / common) and heraldic membership (coat of arms).

2. Unit Rank – specifies its experience level:
   - Rookie (no stars)
   - Experienced (one star)
   - Veteran (two stars)
   - Elite (three stars)

3. Formation and Density – this indicator represents a type of unit formation (circle, line, bulge), and its density (compact, normal and sparse). See more details in Unit Formation and Density.

4. Physical Condition Indicator – indicates the unit's stamina. As this bar decreases, so does the unit's fighting and defense abilities.

5. Morale Indicator – indicates unit morale. As this bar decreases, the unit becomes less eager in terms of fulfilling orders and becomes prone to desertion.

6. Unit Status – indicates the current status of the unit. When a unit suffers losses and this level goes down, the digits will blink red.

7. Ammunition Indicator – indicates the arrow stock or arbalest bolts for long-range units. After emptying the supplies (the indicator is not blinking), the unit has to resort to melee combat.

8. Movement Mode – indicates the current movement mode:
   - Standing (no symbols)
   - Walking (one triangle)
   - Running (two triangles)

9. Behavior Mode Indicator – indicates specified unit behavior, which determines its reaction to the approaching enemy – "Hold position", "Aggressive", "Evasion" see Unit Behavior Mode.

10. Special Status Indicators – these indicators inform about any special unit status, which is of a great importance for its ability to fight.
    - Unit is fighting
    - Unit is under attack
    - Unit is providing barrage fire
    - Unit is surrendering

11. Sign of Royalty – the nation's leader or this battle's leader.

During battle, a unit's icon may begin blinking red or green. This shows how a unit perceives its current situation and forecasts the near future. Green stands for a positive perception, while red indicates danger.

Some of the icons In the Blood of Europe campaign differ from the others, and are trimmed with an additional metal fringe (see picture). This is a designation of units that were bought for additional money and not received due to the battle scenario. Take care of these units, but use them actively, as these are usually your strongest warriors.

Unit indicator

When on the battlefield, your units and the units of your foes are marked with indicators. This indicator shows whether this unit is yours or enemy's. Your forces' color is blue, your allies' color is grey, and the enemies' color is red.

Army forces:

 shock infantry

 footmen shooters

 spearmen

 shock cavalry

 mounted shooters

Commander of the unit has a special indicator.

 extra indicator for the unit commander

You can choose a unit by clicking on its indicator, —the selected unit's indicator turns yellow.

 the indicator of a selected unit

The indicator also shows morale of the unit: a white blinking flag means that morale is decreasing. If the white flag is shown permanently, the unit has been defeated and is leaving the battlefield, panic-stricken.

 indicator of panicking units

You can give an order to attack the enemy by clicking either the enemy unit or its indicator.

Unit status window

The most important unit status parameters, which influence the fighting ability and specify its strength are bonuses. They impact:

• Attack ability (first column).

• Morale level (second column).

• Ability to face fire (third column).

• Ability to fire (fourth column, only for shooting unit).

Young retinue's mounted archers		⚔	🚩	⚔	⚔
Bow(2) / Sword(2)		+12	+16	0	+3
Base characteristics					
Current weapon	Bow(2)				+2
Armour	Medium(2)	+1	+1	+1	
Skill	Veterans	+1	+1		+1
Unit morale	Elite		+3		
Dynamic characteristics					
Amount	40/40	+2	+2		0
Wounded	0%	+2	+2		
Fatigue	0%	+2			
Under fire	No				
Moral	Normal	0	0		
Formation	Normal	0	+1	-1	
Front	Uncovered		+1		
Left Flank	Covered	+2	+2		
Right Flank	Covered	+2	+2		
Rear	Uncovered	0	+1		
Speed	Stand				
Ground	Normal				
Discipline	Submitted				

The main bonuses are made up of those for basic characteristics (specified by unit itself, unchangeable) and dynamic characteristics (depending on the state of affairs and development of the events — they change during the battle).

Basic characteristics:

- Current Weapon – Unit's affinity for their currently equipped weapon.

- Armor – Unit's level of protection and heaviness.

- Experience – The higher the experience of your units, the more effective they are in combat, taking fewer losses and less likely to panic.

- Morale – The higher the morale of your units, the better they endure unfavorable situations. They also defend their fort better and attack faster. Units with low morale panic and desert the battle more quickly.

Dynamic characteristics:

- Losses – Percentage of killed unit solders. The fewer brothers in arms, the unit is more likely to panic.

- Wounds – The higher number of injured soldiers, the worse they fight and become more inclined to desertion.

- Fatigue – Worn-out units fight less effectively than fresh ones, and are more inclined to desertion

- Under Fire – The unit suffers losses and has lower morale while under enemy attack.

- Morale – As morale decreases, units become less likely to follow your orders and become more likely to panic.

- Formation – The more densely pact the formation is, the better it holds up in hand-to-hand combat, but becomes more vulnerable to enemy ranged attacks.

- Cover – Cover the front, rear, and flanks of your units and it will receive additional attack and morale bonuses.

- Speed – Units on the run are able to use their momentum, receiving attack bonuses.

- Ground – The terrain that the unit is covering, like swamps, can effect the unit's ability to move more rapid speeds.

- Discipline – How well the unit works under your command.

Remember: not all parameters that influence the unit and its behavior are specified in this list, a lot of close parameters, dependent, for example, on the kind of weapon, terrain conditions, previous course of events, are also taken into account.

Selecting a unit

Selected units can be given commands, such as move, attack, or change behavior. You can select units:

- Through unit icon
- On the game field

To choose a single unit, you can:
- Click on it on the game field
- Click on its icon under unit's icons section

Double-click the unit icon to automatically point the camera to it.

To choose multiple units:
- To select all units, press [Ctrl+A]
- To select all units of a particular type (e.g. all shooters), press:
  - [F9] – Selects all mounted units
  - [F10] – Selects all infantry units
  - [F11] – Selects all shooting units
- To select units of a particular kind (e.g. heavy knights), double click the unit on the battlefield.
- To select a group of units
  - Click on the flag of a group of units, or press [1], [2], [3], etc. in order to select groups 1, 2, and 3, respectively
  - Press [1], [2], [3], etc. twice (e.g. [1+1]) to select a group and point the camera to it
- You can also select multiple units by pressing and holding the left mouse button and dragging the mouse until the units are contained in the box.
- To add units to a selected set, hold [Shift] and click the unit that you wish to be added.

For the whole list of possible methods of unit selection using keyboard, refer to the Control Keys chapter.

Unit readiness

There is a possibility of combining units in groups for convenient control during dynamic battles of XIII Century. Any command given to the group is understood as given to each and every unit in the group.

- To combine selected units in a group, press «Group» button or Insert button - units will be combined into a group, and assigned the next available number.

- To combine selected units in a group, press Ctrl+1 (group «1»), Ctrl+2 (group «2») etc.

- To ungroup selected units, press «Group» button one more time or Delete button. When you do that, ungrouped units stay selected.

Formation

The composition of a unit and distance separating soldiers can substantially alter its capability of fighting and withstanding enemy attacks (including arrows).

Some formations are only available for certain types of units. The following are the different formations available.

• Line/File – The main infantry formation, where soldiers are standing together. When the width of formation is greater than its depth, it is called "line". When depth surpasses the width, it is called "file". This formation is generally used by infantry prior to confronting the enemy, during attack, and on the move.

• Bulge – The main formation for cavalry and heavy foot-borne knights. It allows your units to break the enemy line like a battering ram while retaining a strong defense. Typically the most honorable and strong cavalryman is in the first file, with two in the second, three in the third, etc.

• Circle – A special formation for infantry (usually spearmen), that is a good counter measure against enemy cavalry attacks from any side. Soldiers form a circle while pointing their spears outward, so the unit is basically facing all sides simultaneously.

When a unit is in panic (indicated by a blinking white flag), it will refuse to fill the order of changing formation or its density. In this situation, restore the normal status of unit and try to issue the order one more time.

Formation density

Formation density specifies how every soldier is protected and how much they are exposed to attacks. Generally, density can be "Dense", "Normal", and "Thin".

• Dense formation - A good choice in hand-to-hand combat, breaking the line, or stopping the enemy.

• Normal formation – A balanced formation, with no particular strengths or weaknesses.

• Thin formation - A very effective formation when your unit is under heavy fire of the enemy. The spacing causes more arrows to miss your soldiers, giving bonuses against ranged damage, but your soldiers become less effective in hand-to-hand combat.

Some densities are unavailable for certain formations. See table below:

	sparse	normal	compact
Line			
Bulge	-		-
Circle	-		-

Unit behavior mode

Your units have some freedom in this game to make their own decisions depending on what behavior mode you have set:

• Offensive – Your units will attack the closest enemy in sight, and then pursue it if it retreats.

• Hold – Your units will remain in place, and when confronting the enemy, will not attack without being commanded to and will not pursue retreating enemies. The units will turn around to make sure that they are facing the enemy if they are approached from the rear or sides.

• Evasive – Your units avoid engagement, moving away from the attacking unit in the same direction. This mode is effective for shooters or for luring the enemy into traps.

• Free Fire/Fire by Order (only for shooters) – ranged unit will not shoot at the enemy by themselves (even if the latter is in range), they will do that after your order only.

Change of position and formations

Click the right mouse button on the game field in any place to move the selected unit to this location.

Double-click the intended place to get your unit running (at a gallop for cavalry) toward this place or select the "Run" button when your unit is already on the move.

If the current formation of the unit is line/file, then in order to make your unit change the front width upon reaching its destination, press and hold left mouse button and start moving the mouse. The indicator of the last position will appear. Move the mouse to change the direction for the units to face and its width. Front depth is automatically adjusted according to the size of unit and its formation density.

In "Bulge" and "Circle" formations, units cannot change their front's width or depth. Units in panic will not obey commands until they are restored to a normal state.

Attack the enemy

Right-click on the enemy on the battlefield to attack the enemy with a selected unit or a group of units. When moused over the enemy, the cursor will take the shape of a:

 Sword (for melee units).

 Bow with arrow (for shooting units).

 Combination of bow and sword for selected units of different types.

Right-click the enemy on the battlefield to start firing at the enemy with the selected shooting units (archers or crossbowmen). With ranged units selected, the cursor will take the shape of:

 Start firing at the enemy.

 Move into positions and start firing at the enemy.

Your units will automatically move into range to fire at the selected enemy. If you want them to attack from a specific position, move your ranged units to the desired area and command them to attack.

You can also command your ranged units to engage in hand-to-hand combat. To do this, hold down the Alt key while commanding your units to attack. This can be a very valuable way to conserve ammunition.

Army formation panel

Relative position and coordination of troops is very important in battles of XIII Century: Gold Edition, just like in real battles. Combinations of the army formations' position and ordering is called "army formation" and can be executed on several selected units or even the whole army.

Use the "Army Formation" button 🔘 to select a desired army formation:

Shooters in front, infantry behind them, cavalry at the back.

Shooters in front, infantry behind, cavalry on the right.

Shooters in front, infantry behind, cavalry on the left.

Shooters in front, infantry behind, cavalry on both flanks.

Shooters behind, infantry in front, cavalry on both flanks.

Shooters behind, infantry in front, cavalry on the left.

Shooters behind, infantry in front, cavalry on the right.

Cavalry in front, infantry behind them, shooters at the back.

The number of files in which troops will form can be specified:

One file formation.

Two files formation.

Three files formation.

Select the units, press and hold left mouse button, then move the mouse to change the width of the army front's formation and relative position of the units. The indicator of your troops' formation location will appear. Move the mouse to choose the front facing direction. The front depth and unit positions will be calculated automatically based on units selected, their formations and number of formation rows selected.

In-game menu

At any point in-game, you can bring up the In-Game Menu by pressing [Esc], where you can:

• Obtain information about objectives and tasks of the battle
• Save or load game
• Replay the battle
• Change settings
• Surrender the battle and exit to the main menu or the campaign tree
• Stop the game and exit to Windows

Custom Games

All battles are already won, but you want more? Do you want to bring combat to nations that have never fought each other? Custom games allow you to recreate and play such battles.

Battle creation consists of two steps. First, you specify time of day and choose a map where the battle will take place.

During the second step, you form armies and the participants of the battle.

Battle Parties

Here you can select up to 6 different nations to fight in this battle::

• Participants – Click on the coat of arms or on red band at the bottom to add or change the nations participating.

• Team –The Roman Numerals "I" and "II" designate which side the army is on.

• AI Behavior Modes - Aggressive (crossed swords), Defensive (shield) and Balanced (crossed swords and shield).

Every unit has a price. Better-equipped and experienced units are more expensive.

Army creation is limited by:

• The budget amount designated for recruitment

• A maximum of 20 units per army

Recruitment

On the recruitment screen, you can form the army and specify the number and structure of its units.

- Unique Groups – Units consisting of leaders and noblemen who take part in the battle. Note that almost all characters listed here have cavalry and foot-born version of a unit, but you must choose between either the cavalry or foot-born version. Click on the unit to add it to the army.

- Standard Groups – Standard groups consist of the main work force of each army. Click on a unit in order to add it to the army.

- Player's Army – When units are added to the army, they are listed under the Player's army. To remove any units from the army, right click on its icon.

- Group Upgrades – Here you can upgrade the characteristics of a selected unit (for example, number), depending on the available resources.

- Army – The coat of arms in the top right designates which army you currently are equipping. To switch to a different nation, click on the arrow buttons to cycle through available nations.

After specifying the structure of armies for all of the participants, you are ready to play. The only thing that remains is to press the "Ready" button!

Internet game

You can enjoy playing XIII Century: Gold Edition. with your friends or other players per Internet. The main feature of Internet play is that you are fighting against humans and not the AI, which increases the fun.

From 2 up to 6 players can play XIII Century: Gold Edition. simultaneously per Internet (only powerful network controllers can host a game of 5 or 6 players). The winner in the Internet game is the one, who either killed or sent flying all the enemies or gained the best score in case of «battlefield».

Choose Internet game in the main menu to start the game, a window for e-mail input appears, your e-mail is needed for registration and game entrance.
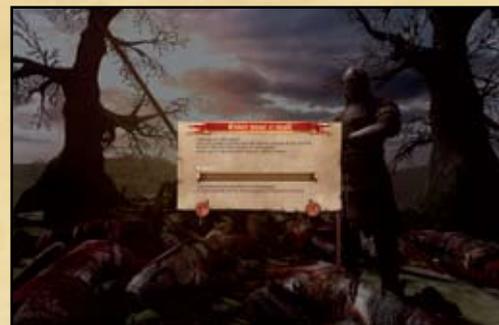
Input your e-mail in this window, it will become your ID. If you lose your password, we'll send it to this e-mail of yours.

If you input a new e-mail, a new Internet account will be created, you will need to fill in the main data in the pop-up window, as follows:

- Nickname, other players will be able to see it, it will be displayed in the statistics.

- Multiplayer key — unique key, you receive with the game box.

- Password — your password to your Internet account.

- Country — name of the country you wish other players to see.

- E-mail — address of the electronic mail for this Internet account. Later you

  will be able to modify this data in the tab 'Profile' of the main menu

  of the Internet game.

This picture shows the main menu of the Internet game.

The top part of the window shows a list of active and stand-by players of the Internet game. You can join a game, where the number of player is lower than the maximum. Games marked with "*" are secured with password. You have to know a password to join them.

The bottom part of the window is designed for the chat and a list of players (bottom right). You can view the profile of the selected player, send a message, ignore player's messages or enter the chat-room.

To join an available Internet game, choose it in the list and press 'Enter'.

To create a server for an own internet game, press 'Create'.

Creating an Internet game

The basic parameters of an Online Game can be set in this window, and include the following:

- Game Name – This name will be visible to other plays in their game lists.

- Password – If you wish to play only with your friends, create a password and let them know it.

- Max. Players – Limit of players able to join.

The game parameters can be adjusted in the Online Game window. See picture below.

In the upper part of the screen you can see a list of the players who joined the game, the available slots, choose a nation to play, and the team to play for.

The following options can be chosen for free slots:

- AI Defensive – AI opponent will play in the defensive mode.

- AI Aggressive – AI opponent will play in active attack mode.

- AI Free – AI opponent will choose the mode depending on the current situation.

- Closed -No player or AI opponent will fill this slot.

The upper right part of the window shows the parameters of the game to be created:

- Budget – Available resources for purchasing units.

- Pause Limit – The amount of pauses allowed in a game.

- Type of Game – Game difficulty; normal or easy.

- Battlefield – Battlefield mode where players fight for strategic locations. Teams accumulate points by being in command of the areas surrounding tents. While you possess a tent, your troops will continue to respawn. The two victory conditions are Victory or Highest score, which is time-limited. In Highest score mode, the player who has lost the least friendly units and killed the maximum number of enemies achieves the highest score. Another way to be victorious is to capture all of the strategic locations of the enemy and eliminate all of their troops.

- Disposition – When disposition is enabled, you are given the ability to rearrange the position of your troops on your side of the map prior to the start of the game. After the setup stage is finished, press the Accept button on the upper left corner of your screen to confirm readiness.

- Fog of War – With this enabled, the visibility of parts of the map far from your units is significantly limited.

- Time of Day – Choose the time of day for your battle between morning, day, evening, and night.

- Map – Choose a map for your battle.

To form your army, press "Ready".

Forming an army

Below you will see a window of army setup.

This window allows you form your army and purchase troops. This window includes the following elements:

1. Player Army – The army comprised of purchased units. To remove a unit from your army, right click it.

2. Unique Troops – These troops which can be purchased in a limited number and only in the form of infantry or cavalry. Left-click on a unit to buy it.

3. Standard Troops – These units can be purchased in any quantity as long as you have remaining resources.

4. Autobuy – This button will have the game automatically setup and create an army for you.

5. Party Choice – The current party that you are purchasing troops for.

6. Money available – The remaining resources that you have for purchasing troops

7. Army Size – The number of soldiers in your formed army

8. Unit Statistics – Here you can upgrade your units statistics with remaining resources.

9. Ready Button – When you have finished setting up your army press ready to start the game.

Multiplayer Games

Multiplayer games, in general, are very similar to single player games, with a few distinct differences:

- You can exchange messages with players – Use the [Y] button to send message to all players and the [T] button to send a message to your allies.

- The number of pauses can be limited within the server's restrictions. See «Game server settings»

- Game speed cannot be increased.

If you are not the battle winner, when your troops are fully annihilated or forced to flight, you can watch the battle progress between other players as a spectator.

The game session is over when one of the players wins, and after that, a new game can be created.

Creating a Multiplayer Game

To start playing a LAN game, choose "Multiplayer Game" from the main menu.

In general, the LAN game is similar to the Internet game, but has some crucial differences:

- Only games that will be visible are games running in your local network.

- Battle results are not saved to your overall statistics.

You can join an existing game server or create your own, allowing people to join your game.

To join an available game server, select it from the list and press "Join". You will be prompted to a Recruitment screen (see below), where you can choose the party you will play for and form your army. Also, you can wait for other players there and agree about additional game rules using the in-game chat, if required.

You can join the available game server or launch the game as server, which other players can join.

Game server settings

If you create your game server, you need to specify a number of parameters:

- Game Name – This name will be visible to other plays in their game lists.

- Password – If you wish to play only with your friends, create a password and let them know it.

- Max. Players – Limit of players able to join.

- Pause Limit – The amount of pauses allowed in a game.

- Type of Game – Game difficulty; normal or easy.

- Time of Day – Choose the time of day for your battle between morning, day, evening, and night.

- Map – Choose a map for your battle.

- Battlefield – Battlefield mode where players fight for strategic locations. Teams accumulate points by being in command of the areas surrounding tents. While you possess a tent, your troops will continue to respawn. The two victory conditions are Victory or Highest score, which is time-limited. In Highest score mode, the player who has lost the least friendly units and killed the maximum number of enemies achieves the highest score. Another way to be victorious is to capture all of the strategic locations of the enemy and eliminate all of their troops.

- Disposition – When disposition is enabled, you are given the ability to rearrange the position of your troops on your side of the map prior to the start of the game. After the setup stage is finished, press the Accept button on the upper left corner of your screen to confirm readiness.

- Fog of War – With this enabled, the visibility of parts of the map far from your units is significantly limited.

Army recruiting

Prior to every game, regardless of the creator, you will reach the Army Recruitment screen.

This screen is in fact similar to the army formation screen in "Custom Games", but with following distinctive features:

•   At the bottom of the screen there is a chat system. While in the lobby, you can send messages to other players and spectators. All of the necessary control elements are also present.

•   There are 6 slots available for players or AI opponents. If you are the creator of the host server, you can kick out undesired players.

After you have completed setting up your army, press the "Ready" button and you will be able to see the status of other players and commence the game.

Tips and Hints

1. Pay close attention to the status and condition of your units. When it changes, it can effect how the unit will act.

2. Use the game pause function to estimate the situation and give orders.

3. Your strength is in unit interaction. Don't send your units to attack on their own. Even weak crossbowmen, taking cover from heavy cavalry, can inflict serious losses. The weak point of the troops is in lack of unity.

4. Try to attack the enemy from the rear and flanks.

5. Your commander gets a horn that increases morale. It can be very helpful and turn the tide in difficult situations.

6. Try to attack one enemy unit with several of your units and keep the enemy from doing the same.

7. Don't rush to finish off an enemy unit that is panicking. It's better to begin attacking another one. This will wreak havoc among the enemy forces and you will win with fewer losses.

8. Don't let your troops become preoccupied with pursuit or let them sit inactive. Direct them to necessary targets or position them.

9. Try to kill the enemy's army commander and protect yours.

10. Remember about friendly fire! If you fire upon an enemy unit engaged in hand-to-hand combat with one of your units, you will be firing upon your units as well.

11. Use saves after achieving some successes during the battle.

12. Play and win!

Game settings

Video

- Resolution – Screen resolution in pixels and the screen refresh rate. Only values supported by your graphics adapter and monitor will be available.

- Widescreen - Picture ratio for widescreen monitors or plasma panel displays.

- Tiles and Decals – The quality of surfaces in general and single surface objects. Lower this to increase performance.

- Textures - The quality of the picture, specified by the level of texture details. Lower quality gives higher performance.

- Geometry - The quality of the picture, specified by 3D objects' details. Lower quality gives higher performance.

- Grass - Specifies the quality of grass displayed on the ground.

Effects
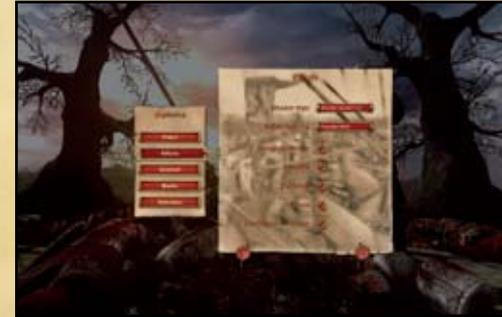
- Shader Type - The version of pixel shader used specified by your video card capability and influences quality and compatibility.

- HDR light – Enables High Dynamic Range lighting. Disabling this will increase performance.

- Horizon - Specifies whether distant landscapes are displayed. Disabling this will increase performance.

- Shadows - Enables dynamic shadows. Disabling this will increase performance.

- Elements – Enables effects like dust and splatter.

- Grass – Enables the display of grass on the ground.

- Enhanced Grass Image - Enables the application of pixel shading on the grass.

Control

- Difficulty - The level of realism and difficulty of the game. Easy mode does not take into account morale and self-command of your troops and consequently, the enemy is more inclined to desertion.

- Camera Style - Specifies the camera position limits in game between normal, horizon, and free.

- Move Speed - The speed of camera movement in game. High values make control more dynamic but require more careful moves.

- Rotate Speed - The speed of camera rotation in game. High values make control more dynamic but require more careful moves.

- Auto pause – When enabled, the game will automatically pause after important changes in the structure and state of units. (Morale decrease).

- Fog of war – limited visibility of enemy troops and limited camera movement.

You can also find the information on assigned keys in the low part of the window. This information can be accessed in-game by pressing [F1].

Audio
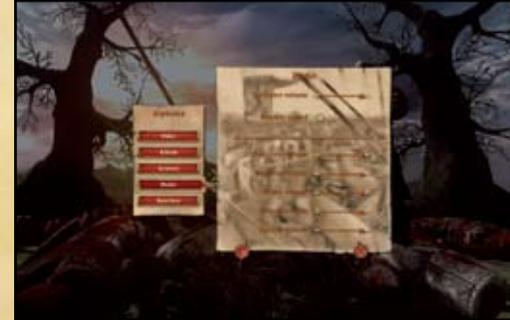
- General Volume - The main volume of sound.

- Disable Sound - Disables all game sounds.

- Interface Volume - The volume of interface sounds.

- Ambient Volume - The volume of environment sounds.

- Music Volume - The volume of music.

- Effects Volume - The volume of sound effects.

- Speech Volume - The volume of voices.

XIII Century
gold edition
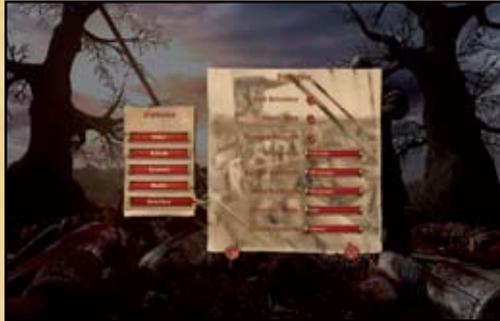
Interface

- Unit Selection - Displays selected troops on the battlefield. When disabled, the picture becomes more realistic, but game control becomes more difficult.

- Show Hints - Whether the interface tips should be displayed.

- Group Indicators - Displays a short indicator of party and armies. When disabled, the picture becomes more realistic, but game control becomes more difficult.

- Unit information - Displays information about unit dynamic characteristics (see details in the Unit Status Window chapter). Detailed information gives an idea about the causes of bonuses and penalties placed on a unit and gives ground for tactical decisions.

- Cursor Highlight – When pointing the cursor over units, the rings under the the soldiers will highlight. This can be set to everything, your units only, enemy units only, or can be disabled.

- Auto Highlight – When enabled, all units will have visible rings under each soldier at all times. This can be set to everything, your units only, enemy units only, or can be disabled.

- Interface Mode – Specifies which parts of the interface will be displayed.

- Screen Borders – When enabled, the mouse can be used to move the camera by pointing near the borders of the screen.

Control keys

	Selection and grouping
Ctrl + A	Select all units
Alt + A	Deselect all units
F9, Ctrl + C	Select all cavalry units
F10, Ctrl + I	Select all infantry units
F11, Ctrl + M	Select all shooting units
Shift + F9...F11	Adding to already selected
Alt + F9...F11	Deselect
Ctrl + 1, 2…0	Group selected units under the numbers 1, 2... 0
Shift + 1, 2…0	Add to already selected
Alt + 1, 2…0	Deselect
Insert	Group selected units under the next available number
Delete	Ungroup units, left them selected. If only several units are selected, they will leave the group.
1, 2…0, L-click on (gr. Icon)	Select these groups
11, 22…00, Double L-click on (gr. icon)	Select these groups and move camera to their position or to the position of the most important unit (if selected units are dispersed)
L-click on terrain	Deselect all units
L-click on unit	Select unit
Ctrl + L-click on unit	Add to already selected
Shift + L-click on unit	Add to already selected
Alt + L-click on unit	Deselect unit
Double L-click on unit	Select all units of this type
L-click on unit's icon	Select unit

XIII Century
gold edition

Ctrl + L-click on unit's icon	Add/exclude to/from already selected
Shift + L-click on unit's icon	Add/exclude to/from already selected
Alt + L-click on unit's icon	Deselect unit

Unit control

Tab	Open/Close army formation menu
Backspace	Cancel orders
O	Attack mode
H	Hold position mode
B	Evasion mode
N	Shooting mode control
R-click	Go
Alt + R-click	Hand-to-hand attack
Double R-click	Run
F5	Fall in bulge
F6	Fall in line
F7	Fall in circle
Page Up	Speed up unit (group)
Page Down	Slow down unit (group)
Space hold	Show current destination and formation
-	Decrease formation density
=	Increase formation density
Ctrl + -	Decrease formation width
Ctrl + =	Increase formation width
, (comma)	Turn unit (group) counterclockwise
. (dot)	Turn unit (group) clockwise

Camera control

R, mouse, Ctrl + Up	Camera zoom-out
F, mouse, Ctrl + Down	Camera zoom-in
W, Up	Move camera forward
A, Left	Move camera to the left
S, Down	Move camera backward
D, Right	Move camera to the right
Q, Ctrl + Left	Rotate camera counterclockwise
E, Ctrl + Right	Turn camera clockwise
C	Attach camera to a unit
Double L-click on unit's icon	Select a unit and move camera towards it
Alt + L-click on unit's icon	Move camera towards a unit without deselecting
M-click + M-click hold	Camera zoom-in
Ctrl + F2, F3, F4	Save camera position
F2, F3, F4	Activate camera with saving the position
Alt + PrintScreen	Screenshot without the interface
PrintScreen	Screenshot with the interface

Game controls

F1	Help
P, Pause/Break	Pause
Num+	Game speed-up
Num-	Game slow-down
Esc	In-game menu
Aiming cursor on unit (icon)	Show unit info
Ctrl + S	Save game
Ctrl + Shift + S	Save game as...
Alt + M	Remove/Show one of the interface's elements
M	Remove/Show all interface's elements

Uninstalling the game

In order to uninstall the game, use the «Add and Remove programs» function in «Control panel» Windows.

After uninstalling the game, your saved games and screenshots remain in XIII Century: Gold Edition folder in «My documents», unless you selected the «Delete saved games» option during the process of uninstalling.

Aspyr Technical Support

To register your copy of this game please go to: http://www.aspyr.com/register

If you are having problems installing or using this software, we want to help. You should read through the manual and the Readme file on the game disc before contacting Aspyr Technical Support. Please ensure that your computer meets the minimum system requirements that are listed on the bottom of the box. Our Technical Support representatives will not be able to help customers whose computers do not meet these requirements. So that we can better help you, please have the following information ready:

-Complete product title
-Exact error message reported (if any)
-A brief description of the problem
-Your computer's processor type and speed (Pentium 4 3.0-3.8GHz, Celeron 1.1 -1.8 GHz etc.)
-Amount of RAM (MB, GB)
-Make and model of your video card (ATI, Nvidia)
-Speed of your CD-ROM or DVD-ROM drive(16x, 4x, etc.)
-Operating System (Windows XP, Windows 2000 etc.)

Contact us over the Internet:

If, after reviewing all the known issues in this Readme file, you are still having difficulties, please visit our online technical support page at

http://support.aspyr.com/, and click on the "Browse Knowledgebase" link. If your problem is not currently listed under "Game Issues" , then please gather all information regarding the problem, including attempts to resolve the problem, error messages, and computer specifications and open a support ticket located at http://support.aspyr.com. This form will then be sent to Aspyr Media Technical Support.

Contact us by Phone:

You can also contact us by phone by calling (512) 708-8100. Note that this number is for technical assistance only. No hints or tips will be given out over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and prepared to provide all necessary information about your computer.

You can also contact Aspyr Technical Support by mail:

Aspyr Media, Inc., P.O. Box 5861, Austin, TX 78763-5861

XIII Century
gold edition

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Alexandr "Professor" Marasin

Lead art director
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Lead animator
Vladislav Melkumov

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Evdokim Reshet'ko

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Horn
Alexandr Prokopchuk

Drums
Konstantin Bushinsky

Percussion
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Timofey Reshet'ko

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Evdokim Reshet'ko

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Dmitry Bem

Keyboard
Dmitry Bem
Evdokim Reshet'ko

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Evdokim Reshet'ko
Dmitry Bem

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XIII Century
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