

STARTING THE GAME

1. Start the Windows 95/98 operating system.
2. If the Sid Meier's Alpha Centauri CD is already in your CD drive, click Start \ Programs \ Firaxis Games \ Sid Meier's Alpha Centauri \ Run Sid Meier's Alpha Centauri. (The path will be different if you installed the game to a different directory.)

-or-

2. If the Sid Meier's Alpha Centauri CD is not already in your CD drive, insert the CD in your CD drive. When the Setup program begins, click PLAY ALPHA CENTAURI.

Note: If the Setup program does not automatically begin, double-click the My Computer icon on the Desktop. Then double-click the icon corresponding to your computer's CD drive. The Setup program begins.

Note: Please see the manual for gameplay instructions

MULTIPLAYER

This section deals with setting up and connecting to a multiplayer game, and details the few significant differences between playing multiplayer and single-player games.

Sid Meier's Alpha Centauri uses four different connection types and supports two to seven players.

IPX. Used to connect players via a LAN (local area network).

Internet TCP/IP. Used to connect players via the internet.

Modem. Used to connect players via modem.

Serial. Used to connect players whose computers are physically linked via a serial cable.

You must be able to make one of the above connections before attempting to connect to a multiplayer game. For information on making any of the above connections, see the documentation for your computer or your communications software.

STARTING A MULTIPLAYER GAME

To host or join a multiplayer game, make sure that your computer is ready to establish a connection of the desired type. For example, if you want to play an internet game you must first establish a connection with your internet service provider. Then start *Sid Meier's Alpha Centauri* and select MULTIPLAYER from the starting menu.

You will be prompted to select your connection type. Click on the connection you wish to make.

Next, you will be prompted to choose whether to Join or Host a game. Hosting a game allows you to set up all the options for the game to be played, while Join allows you to participate in a game hosted by someone else.

sid meier's alpha centauri — install guide

JOINING A GAME

When you choose to join a multiplayer game you will be prompted to provide a name by which you will be known to the other players.

If you wish to join a multiplayer game, it is your responsibility to tell your computer how to find the game you wish to join. The exact information required depends on the type of connection being attempted.

- For *IPX* connections, you will not need to provide special information. The game searches for current games on the LAN and displays a list of available games
- For *Internet TCP/IP* connections, you will have to provide the computer name or IP address of the session host. You must acquire this information prior to starting the game.
- For a *Modem* connection you will have to provide a phone number for the session host. You may also configure your modem from the same information box.
- For a *Serial* connection, you will have to provide serial port settings for the port used to make the connection.

Once you make the connection, you will be provided with a list of available games at that location, from which you may select the one you wish to join.

HOSTING A GAME

If you choose to host a game, you will be prompted to provide a name by which you will be known to the other players, and to name the game you are about to create.

Depending on the connection type being attempted, you may have to provide additional information before creating the game.

For *Internet/TCP* connections, you must provide your IP address to other players prior to starting the game. To find your IP address:

1. Select **START**, then select **RUN**.
2. Type **WINIPCFG** and select **OK**. Your IP address appears. This is the number you must provide to the other players.

For a *Modem* connection, you may configure your modem, if desired. when you're ready, select **ANSWER**. You must now wait for the other players to call.

For a *Serial* connection, you will have to provide port settings for the port used to make the connection.

install guide — sid meier's alpha centauri

MULTIPLAYER SETUP

If you choose to host a game, you will be taken to the Multiplayer Setup Screen, from which you may configure the game to be played.

GAME CONFIGURATION

These are the options in the upper left portion of the Setup Screen. For each of these options, the visible option is the one currently selected. Click on the arrow button for a list of all available options in that category.

MAX PLAYERS

The maximum number of players allowed to join this game, from 2 to 7. You do not have to reach your stated maximum number of players before launching a game.

GLOBAL DIFFICULTY LEVEL

The difficulty level of the game (see Manual for difficulty levels) controls two aspects: world difficulty and AI difficulty. World difficulty controls aspects such as the number of mind worms generated. AI Difficulty controls aspects such as how quickly Drones are generated, production efficiency, etc. Difficulty level for human players is set from the Players window (see below). Because this level applies only to computer players, a lower difficulty level here will weaken the computer factions, thus providing an advantage to the human players.

TIME CONTROLS

Allows you to set time limits for individual turns, to expedite gameplay. There are six options.

None. No time limit.

Tight. Turns last 15 seconds, or 2 seconds per base + 2 seconds per unit, whichever is greater.

Standard. Turns last 20 seconds, or 3 seconds per base + 3 seconds per unit, whichever is greater.

Moderate. Turns last 30 seconds, or 4 seconds per base + 4 seconds per unit, whichever is greater.

Loose. Turns last 45 seconds, or 5 seconds per base + 5 seconds per unit, whichever is greater.

Custom. You set the time limits. Selecting this option opens a list of time controls and modifiers; you can enter your preferences.

TYPE OF GAME

There are four options.

New Game with Random Map. Generates a completely new game.

Load Map. Generates a new game on a previously saved map. You can select any of the files in your MAP folder.

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Load Scenario. Inserts players into a custom scenario.

Load Game. Restores a previously saved game.

See the *Manual* for information on map files, scenarios and saved games.

PLANET SIZE

Allows you to set options as described in the *Manual* (p. 7). You may also leave this option random.

OCEAN COVERAGE

Allows you to set options as described in the *Manual* (p. 7). You may also leave this option random.

EROSIVE FORCES

Allows you to set options as described in the *Manual* (p. 7). You may also leave this option random.

NATIVE LIFE FORMS

Allows you to set options as described in the *Manual* (p. 8). You may also leave this option random.

CLOUD COVER

Allows you to set options as described in the *Manual* (p. 8). You may also leave this option random.

PLAYERS

This window is in the upper right corner of the Setup Screen.

The Players Window displays the name of each player in the game, the faction they have currently selected to play, and their difficulty level.

Players may select their own faction from their drop down menu. A Player cannot select the same faction as another player.

In multiplayer, players are allowed to select their factions' own difficulty levels in setup.

CHAT

The setup screen includes a chat function. The Chat Window is located in the middle of the right side of the setup screen. Players may enter text in the small box at the bottom of the chat window and hit **[Enter]**. The text will be displayed to all players in the larger box above.

LAUNCH GAME & CANCEL

These two control buttons are found between the Players window and the Chat window. LAUNCH GAME begins gameplay with the current players and settings. CANCEL allows the host to call off the game before starting.

install guide — sid meier's alpha centauri

NETWORK MENU

The Network Menu (located on your Menu tab) is the primary means of controlling multiplayer functions while in play.

CHAT: **[Ctrl] + [C]**

Opens a text window where you can enter messages to be sent to other players. You can also access Chat via the Commlink menu. You may chat with other players privately through the multiplayer diplomacy window (see Multiplayer Diplomacy, p. 13).

VOICE TRANSMISSION: HOLD **[V]**

If your computer is equipped with a microphone, *Sid Meier's Alpha Centauri* can support voice transmissions between players during multiplayer games. Press-and-hold the **[V]** (backslash) key and speak into your microphone when you wish to transmit.

PAUSE: **[Backspace]**

Pauses the game for all players.

CUSTOMISE YOUR FACTION: **[Shift] + [+]**

Allows you to change specific parameters of the faction you represent.

ALTER TIME CONTROLS: **[Shift] + [T]**

Allows you to change the Time Controls (see Time Controls, p. 10, for a list of options). You may also click on the time clock to bring up these options. Note that only the host can alter the time controls during a game.

ZOOM TO BASE MESSAGES: **[*]**

In multiplayer games, you do not get pop-up messages telling you about events at your bases. These messages appear only in your Message Window. This command allows you to cycle through each of the bases which produced a message this turn.

USE TIME BONUS: **[Ctrl] + [Spacebar]**

In time-controlled games, each player is periodically credited with "bonus time" which can be used in emergencies. This command allows you to use your bonus time (if any) in the current turn.

END TURN: **[Ctrl] + [Enter]**

Tells the game your turn is over, so the other players don't have to wait until you exhaust your time.

sid meier's alpha centauri — install guide

MULTIPLAYER DIPLOMACY

One of the few functions that performs significantly differently in multiplayer and single-player games is the Multiplayer Diplomacy Window, which appears when two players contact each other in a multiplayer game. (Diplomacy works normally, as described in the *Manual*, p. 113, when a human player meets a computer player in a multiplayer game.)

The Multiplayer Diplomacy Window displays the portraits of the two faction leaders conducting negotiations, and the current diplomatic status between them. Sub-windows at the bottom of the screen display your available technologies and a profile of the other faction.

There are two options for negotiation, either Trade or Diplomacy, both with four option buttons.

In Trade, your options are:

Share Tech. Offer a specific technology to the other faction.

Offer All Tech. Offer all your technologies to the other faction.

Give Energy. Make a cash offer to the other faction.

Attack My Enemy. Offer a military alliance against a specific enemy faction.

In Diplomacy you may:

Pledge Truce

Make Treaty

Speak Pact

End Pact.

See the *Manual* for the different levels of diplomatic relations.

When the other faction makes an offer, there are three buttons that allow you to respond to it.

Accept Offer. You accept the terms currently on the table.

Decline Offer. You reject the current terms. You may cut off negotiations or wait for the other player to sweeten the pot.

End Transmission. You cut off communications with the other faction.
