

America
The Expansion Pack

DATA BECKER

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1. Getting started

This chapter tells you how to install and set up the program, and it provides tips on getting started.

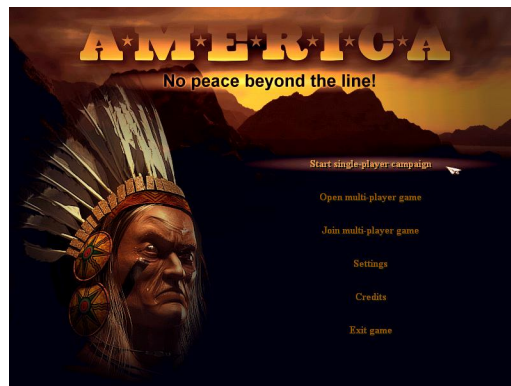
1.1 Installing and starting the game

Insert the *America Expansion Pack* CD into your computer's CD-ROM drive and follow the instructions on the screen.

If Setup doesn't start automatically after you insert the CD into the drive, click the **Start** button in the Windows taskbar, then select **Run** and enter `X:\Setup\Setup.exe` on the command line, replacing *X* with the letter of your CD-ROM drive.

Click **OK** to confirm and follow the instructions in the installation program.

To run the program, select **Programs\Data Becker\America\America Expansion Pack** from the **Start** menu. If you selected a different program group when you installed the software, you will find the program command there.



Once the program starts, the first screen you see is the main menu. From there you can access the new single-player missions and open or join a

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multi-player game. You can also change settings, view the credits and exit the game as usual.

Please note that, of course, you must have the original DATA BECKER game *America* installed on your PC before you can install the *America Expansion Pack*. If you do not already have the original *America*, please visit your local software retailer or simply order directly from www.databecker.com.

2. *New features*

The *America Expansion Pack* adds a whole range of new and exciting features to *America*.

New missions:

You can now rob Fort Fox, play cat-and-mouse with the cavalry and tame the Wild West. America's four cultural groups (peoples) have eight new exciting missions in which to challenge each other in the struggle for gold, land and power.

New units, structures and upgrades:

In the *America Expansion Pack*, you get four new units, four new structures and four new upgrades. You can learn new skills—such as invoking the warrior spirit or clearing occupied buildings—in the Tepee of the elders, boot camp, Chinese restaurant or wood mill. New saboteurs (desperados), tomahawk throwers (natives), pioneers (settlers) and armored stagecoaches (Mexicans) add a whole new set of tactics to the game.

Play on the Internet:

If you have Internet access, you can now play *America* against thousands of other Wild West fans on the Internet.

Level editor:

To keep things interesting, you can use the level editor to create new maps whenever you want and use them to play against the computer or other *America* players on a LAN or the Internet.

New multi-player maps:

You can take up this challenge right away since the *America Expansion Pack* comes with 30 brand new multiplayer maps.

Improved AI:

Your units now have a wider roaming radius, enhanced fighting skills and faster reflexes, making them more intelligent and efficient. However, your computer opponent has new skills as well, so you will have to fight hard for your survival in the Wild West.

3. *Basic functions*

This chapter contains all the information you need to get started with the game.

Throughout the manual, we assume that you have already played *America*. If not, first read the manual for *America* to familiarize yourself with the game's basic rules and technology.

3.1 *Starting the new missions*

The *America Expansion Pack* adds eight new missions to the original game—two per people.

If you prefer, you can also play just the original missions even after installing the expansion pack. To play the new missions, first start the *America Expansion Pack* by selecting **Programs\Data Becker\America\America Expansion Pack** from the Windows **Start** menu. If you selected a different program group when you installed the software, you will find the program command there.

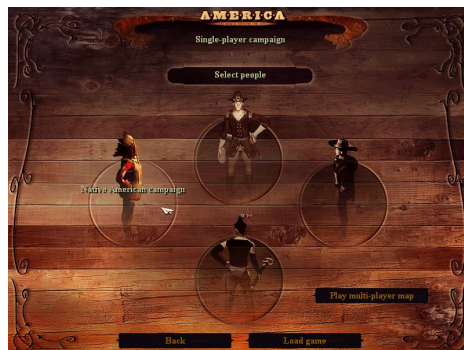


From the main menu, select **Start single-player campaign** and then set up a new player on the screen that appears.

Basic Functions



Click **OK** to confirm and select the people whose missions you want to play.



To do this, click the button representing the desired people. Then select a mission for your people from the next menu. Before you can play the second mission for a people, you must have survived the first one for the same people.

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Click **Level of difficulty** in the menu that now appears. You can vary the game level for your computer opponent between **very easy**, **easy**, **medium** and **difficult**. Now click **Play** to start the mission.

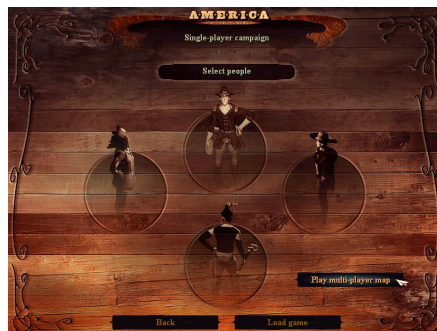
3.2 *Playing against the computer using multi-player maps*

The *America Expansion Pack* gives you 30 new multi-player maps that you can use to compete against friends on the Internet or over a local area network (LAN). If you don't have a network, you can use them to play one-on-one against the computer.

If you want to use one of these new maps in a game against the computer, select **Start single-player campaign** from the main menu. The program prompts you to select a player name. Either create a new player or select an existing one from the list on the left.



In the next menu, click one of the four people buttons to play the single-player campaigns or select **Use multi-player map** to use one of the 30 new maps in a single-player game against the computer.



The **Use multi-player map** button takes you to a menu where you can specify game settings on the **Multiplayer meeting point** screen. For more information about the available settings, see *Chapter 3.4*.

3.3 Multi-player games on a LAN

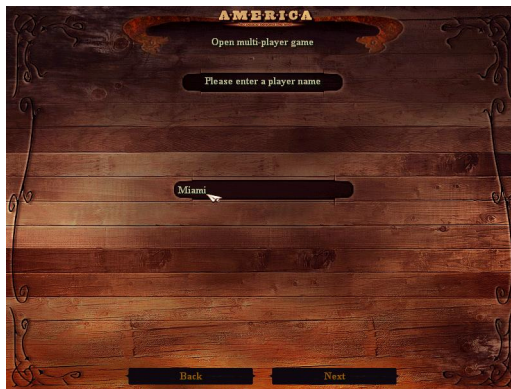
You can use the 30 new multi-player maps that come with the *Expansion Pack* not only to play games against the computer or with friends on the Internet, but also on a local area network (LAN). Here you can either be a host—opening a game on your own computer and inviting other players to join—or a regular player who joins a game on another person's computer.

Opening a multi-player game

You can start a multi-player game with up to eight participants over a local TCP/IP connection (LAN).

Note: The player with the fastest computer should be the one to open the game.

Click **Open multi-player game** on the main menu and enter your player name on the next screen.



Click **Next** to confirm.

Now specify the desired game settings on the **Multi-player meeting point** screen. For more information about the available settings, see *Chapter 3.4*.

Joining a multi-player game

To join a multi-player game, select **Join Multi-player game** from the main menu and enter your player name on the screen that appears. Then click **Next** to confirm.

The computer displays a list of all multi-player games currently running on your network. Click a game in the list to select it and open the **Multi-player meeting point** screen. For more information about the available settings, see *Chapter 3.4*.

3.4 Multi-player meeting point

This is where you specify settings for the multi-player map you want to use.



Select player's people

First choose which people you want to play. Click the preset people to open a menu where you can select either **Natives**, **Mexicans**, **Desperados**, or **Settlers**.

Select the computer's people

Follow the same steps to select your opponent, who will be played by the computer. In the table, set the entry in the **Player** column to **Computer** and then select a people for this player. The number of players displayed on the **Multi-player meeting point** screen depends on the map you selected. Although the map limits the number of players allowed, you can still use a four-player map even if there are only two players. Just deactivate the excess players by setting the **Player** entry in the upper table to **Closed**. Human opponents on other computers can choose their own people.

Select map

Click this button to select one of the 30 new maps.

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Just pick a map from the list that appears and then click **Take map** to confirm.

Game type

You can choose between the following game types: **Everybody for themselves**, (you must destroy all enemy units to win), **Kill leader** (you win when the last enemy leader is dead) and **Destroy main building** (the player whose main building is the last one standing wins).

Game speed

Use this option to vary the speed at which the units move and carry out their tasks.

Raw materials

Select the raw materials to set the initial conditions for each player. Select a low, medium or high supply of raw materials or one determined by the map.

Population limit

Set this option to a number between 75 and 200 units per people. If you have a slow computer, it's best to choose a lower population limit.

Computer AI

Click the preset level of difficulty under **Computer AI** in the menu that now appears. You can vary the game level for your computer opponent between **very easy**, **easy**, **medium** and **difficult**.

Chat

While specifying your settings on the **Multiplayer meeting point**

screen, you can chat with any other human players who are currently on the same screen.



Just enter your remarks on the command line and press **Enter** to send.

4. New units, structures and upgrades

This chapter introduces you to all the new units, structures and skills available in the *America Expansion Pack* for the different peoples.

4.1 Natives

The technology of the Native Americans was no match for that of the White Man. Consequently, the Natives' main weapons against the increasingly advanced repeating rifles of the invading settlers and pioneers were an unflagging warrior spirit and love of freedom.

Native units

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Tomahawk thrower

Place of production: Training tepee

Prerequisite: Tepee of the elders

Cost: 100 food units, 75 gold units, 1 living space

Life energy: 240

Damage per blow: 14

Character traits:

- The tomahawk thrower is one of the Natives' strong elite units. He has a great deal of life energy and can attack repeatedly, fighting to the very last breath even after being struck or wounded by the enemy, which makes him a formidable opponent.
- After receiving proper training in the camouflage school, he is an expert camouflage artist and swimmer.
- He's not the best rider, and tends to find leather defense shields an unnecessary burden. The tomahawk thrower follows the ancient ways of the warrior, preferring to keep his hands free so that he can hurl the tomahawk at the enemy at a moment's notice.

Native structures



Tepee of the elders

Prerequisites: Chief's tepee, medicine man's tepee

Cost: 450 wood units, 400 gold units

Energy: 1200

Function: Invoke warrior spirit

Native Americans attached enormous importance to preserving their forefathers' traditional way of life. They honored the way of the warrior in the tepee of the elders, which you must set up before gathering the tomahawk throwers who follow the ancient traditions and rules of their

New units, structures, and upgrades

tribe. Here you invoke the powerful warrior spirit that strengthens all fighting units for a certain period of time.

The tepee of the elders has room for two warriors at a time, who must then use their strength to defend the structure. This makes it a well fortified base that plays an important role in defending the camp and holding important waypoints.

Native upgrades



Warrior spirit 1

Function: Briefly boosts morale 5%

Applies to: All military units. Surrounds units with a visible aura.

Place of production: Tepee of the elders

Cost of development: 100 food units, 100 wood units, 200 gold units

Cost of execution: 75 units of magic energy



Warrior spirit 2

Function: Briefly boosts morale 10%

Applies to: All military units. Surrounds units with a visible aura.

Place of production: Tepee of the elders

Cost of development: 100 food units, 100 wood units, 200 gold units

Cost of execution: 75 units of magic energy



Warrior spirit 3

Function: Briefly boosts morale 20%

Applies to: All military units. Surrounds units with a visible aura.

Place of production: Tepee of the elders

Cost of development: 100 food units, 100 wood units, 200 gold units

Cost of execution: 75 units of magic energy

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The warrior spirit places fighting units in a kind of trance, during which an acute awareness of the power of their ancestors and the importance of the fight for freedom makes them totally fearless.

Native skills



Invoke warrior spirit

Function: Briefly boosts morale by 5, 10 or 20 percent, depending on the warrior spirit upgrade level.

Applies to: All military units. Surrounds units with a visible aura.

Place of production: Tepee of the elders

Cost: 75 units of magic energy

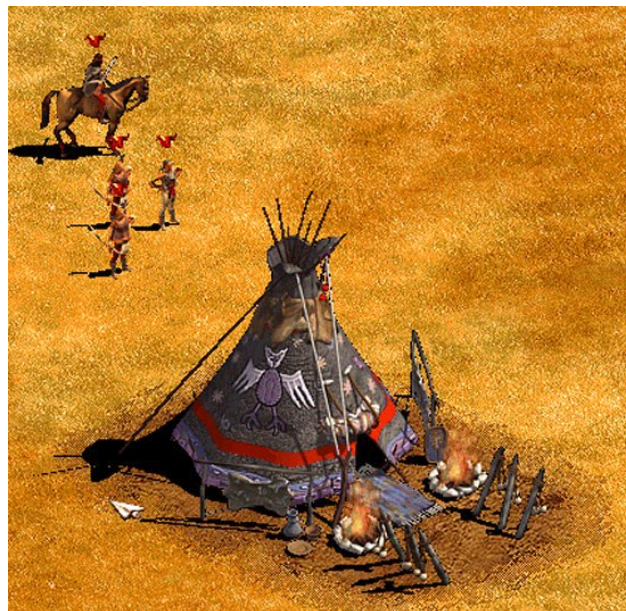
To invoke the warrior spirit, select the Tepee of the elders, then look for the warrior spirit upgrade buttons in the menu for this structure. First click **Warrior spirit 1** to check out the first level, and then select **Invoke warrior spirit** to place your warriors in a trance.

You'll need at least 75 units of magic energy to invoke the warrior spirit. Check the menu for the Tepee of the elders to find out how much magic energy you have. In our example, you have 75 units: exactly what you need. After you invoke the warrior spirit, 75 units are deducted from your total magic energy, which then builds back up gradually.

New units, structures, and upgrades



Invoking the warrior spirit surrounds your fighting units with a visible aura. This makes their already strong morale even stronger in battle. But



watch out: The warrior spirit lasts only for a short time.

4.2 **Mexicans**

The Mexicans relied heavily on their fortifications for protection. As a result, the settlers and Natives preferred to attack the less heavily guarded Mexican outposts, cutting them off from their supply chain. To avoid leaving their outposts defenseless and exposed to enemy attacks, the Mexicans used armored stagecoaches to protect their valuable transports of goods.

Mexican units



Armored stagecoach

Place of production: Wood mill

Cost: 200 wood units, 2 horses, 100 gold units, 2 units of living space

Life energy: 600

Damage per blow: Depends on number of guards

Character traits:

- The units who man the armored stagecoach receive greater protection while inside the vehicle. They shoot with normal strength from inside the stagecoach.
- An armored stagecoach can be manned by any two units. Following the **Enlarge stagecoach** upgrade, the armored stagecoach can hold four units.
- You do not have to place the stagecoach in an optimum shooting position, for it can defend itself even while moving. It is a good choice for patrols or when traveling across battlegrounds.
- Destroying the stagecoach kills all the units inside.

New units, structures, and upgrades



To place a unit inside an armored stagecoach, first select the desired unit and then right-click a stagecoach that has enough room inside.



To move one or more units out of an armored stagecoach, select the stagecoach and then click the **Remove units** button in the stagecoach menu.

Mexican structures



Wood mill

Prerequisites: Command post, fort

Cost: 300 wood units, 200 gold units

Energy: 1100

Function: Produces armored stagecoaches, enlarges a stagecoach

You must have a wood mill before you can produce armored stagecoaches, which can shelter up to four units, depending on their size.

Mexican upgrades

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Enlarge stagecoach

Function: Adds space for 2 more units to an armored stagecoach

Applies to: Armored stagecoach

Place of production: Wood mill

Cost: 400 wood units, 50 gold units

4.3 **Desperados**

Because the desperados consistently fail to breach strong fortifications in their raids, they are adding a new member with special skills to their gang: the Chinese saboteur. You can sign him up in the restaurant and then use him to clear and capture enemy defense structures.

Desperado units



Saboteur

Place of production: Restaurant

Cost: 80 food units, 100 gold units, 1 living space

Life energy: 100

Damage per blow: 8

Character traits:

- The saboteur can remove three units from all enemy structures that provide shelter to units, and then capture the empty structures. Each time he performs one of these tasks, the saboteur gives up his life. Thus, if an enemy fort is manned by eight units, you need three saboteurs to enter the structure and remove all eight of the units inside. Because the saboteurs die in the line of duty, you also need an extra one to send into the empty structure and change it to your color, thus capturing it for your people. The saboteur can also change the color of all Native traps.
- The saboteur can camouflage himself following an upgrade in the restaurant.
- He carries a pistol and can upgrade to greater fighting power using the following upgrades: protective clothing 1-3, self-healing and pistol 1-2.

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To clear or capture an enemy structure, select one or more saboteurs and then right-click the desired enemy structure.

Desperado structures



Restaurant

Prerequisites: Base, drugstore

Cost: 300 wood units, 200 gold units

Energy: 800

Function: Produces saboteurs and the camouflage upgrade.

To sign up saboteurs, you must first have a Chinese restaurant, where you can also develop the camouflage upgrade for saboteurs.

Desperado upgrades



Camouflage

Function: Lets desperado saboteurs camouflage themselves

Applies to: Saboteur

Cost: 500 gold units

4.4 Settlers

The Natives and desperados have higher mobility, which makes it more difficult for the settlers to flush them out of their hiding places and draw them into open battle. New instructions from Washington call for the increased deployment of frontier-wise pioneers, who have the flexibility and speed to pursue fleeing Natives on land or water.

Settler units



Pioneer

Place of production: Boot camp

Cost: 100 food units, 110 gold units, 1 living space

Life energy: 160

Damage per blow: 25

Character traits:

- Armed with sticks of dynamite that he can throw quite far.
- An upgrade lets him swim.

Settler structures



Boot camp

Prerequisites: Headquarters, fort

Cost: 200 wood units, 150 gold units

Energy: 1000

Function: Produces pioneers.

You need a boot camp before you can produce pioneers, long-distance fighting units of average speed.

Settler upgrades



Swim

Function: Lets pioneers and trappers swim

Applies to: Pioneers and trappers

Place of production: Trapper's cabin

Cost: 300 food units, 50 gold units

5. Playing on the Internet

To play the *America Expansion Pack* against friends on the Internet, you must have Internet access, and the *Expansion Pack* must be installed on your computer.

You can play the *America Expansion Pack* under *GameSpy Arcade* without incurring any additional expenses beyond your Internet connection costs. The *GameSpy Arcade Launcher* is installed along with the *America Expansion Pack*. For further details on playing games with the *GameSpy Arcade Launcher*, and to download the latest version, go to the *GameSpy* web site by clicking **GameSpy Arcade Web Site** in the *America Expansion Pack* program group on the Windows **Start** menu.

The *GameSpy Arcade Launcher* starts from the *America Expansion Pack* program directory. Before you can play the *America Expansion Pack* under *GameSpy*, you need to set up a *GameSpy* profile. If you have already done this, just enter your profile name and password on the login screen and click **Connect** to confirm. If you haven't created an account yet, you can do so free of charge.



Just click **Login Wizard** on the login screen and following the instructions displayed. The wizard prompts you to enter your name, mailing address and e-mail address.

After you log on, the *GameSpy Arcade Launcher* displays the **Welcome** dialog box. Click the X in the top left corner of this dialog box to close it and display the main area of the *GameSpy Arcade Launcher*.

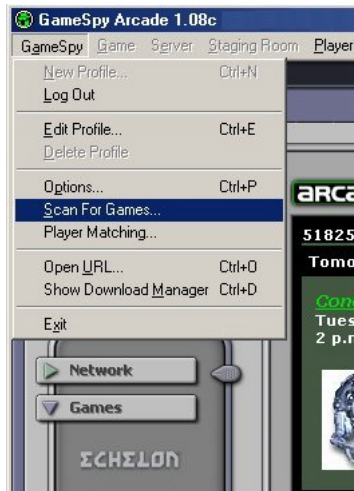
Playing the game on the internet

The *GameSpy Arcade Launcher* provides many different functions and interesting information about online gaming. This manual describes only the steps you need to take to play *America* on the Internet. For more information, go to the *GameSpy Arcade* web site by following the link in the *America* program directory.



Select **America Expansion Pack** from the **Games** category on the left of the *GameSpy Launcher* window.

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If you don't see the program, select **Scan for Games** from the **GameSpy** menu in the main window of the *GameSpy Arcade Launcher* to search your hard disk for games that you can play using *GameSpy Arcade*. This adds the *America Expansion Pack* to your list.

Now click **America Expansion Pack** under **Games** on the left of the *GameSpy Launcher* window.

You will see a list of servers, sorted by **Number of players**, **Game type**, **Ping** or **Map** to be used, along with a list of the people currently in the chat room.

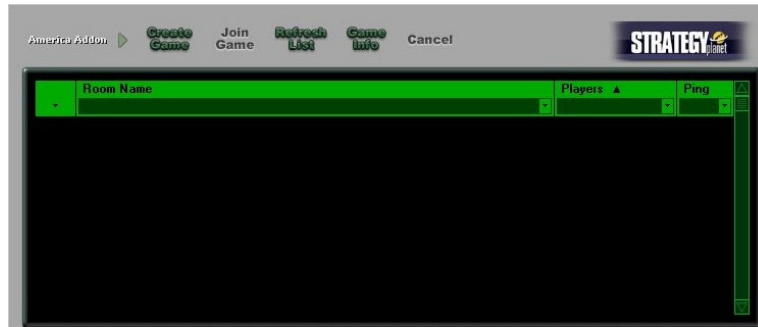
Because all players must load *America* games simultaneously on the Internet, you first have to find a game that is looking for more players or open a new game of your own.

Now decide whether you want to join an existing player group that is looking for more players (enter the room) or set up a new player group of your own.

The *GameSpy Arcade Launcher* gives you access only to those rooms that are looking for players and have not yet started a game.

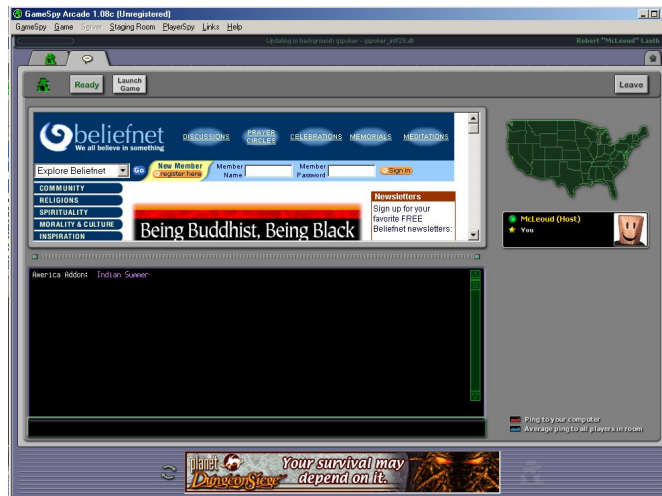
5.1 Joining a game

To join a game of *America* that has been set up but has not yet started, double-click one of the *America* game rooms (server entries) displayed under **America Expansion Pack** in the *GameSpy Arcade Launcher*.



The **Players** column shows the number of people in the room, while the **Ping** column shows the quality of your connection to this server.

Double-clicking a server entry takes you to the staging area, where you can chat with other players and arrange a time to start playing the game.



As soon as everyone is ready, click the **Ready** button. The player who opened the room on his computer (host) must now click **Launch Game** to start the game. The *America Expansion Pack* now starts on all computers

and automatically opens the **Multi-player meeting point** screen (see *Chapter 3.4*), where the host can specify game settings.

5.2 *Starting a new game*

Click **Create Game** to start a new game of *America* and invite others to join in.

Enter a name for your new room, set the maximum number of players and choose a game type.

It's a good idea to give your room a name that is easily recognizable to other players, such as *America bomb twix/Everybody for themselves* (map name/game mode). This helps other players decide whether they want to join the game.

Now you can chat with all players who enter your room, and arrange a time to start the game.

After all players have clicked **Ready** to show that they're ready to play, you can start the game. You can tell when each player has clicked the **Ready** button because a green light appears next to their names.

Click **Launch Game** to start the game. The *America Expansion Pack* now starts on all computers participating in the game and automatically opens the **Multi-player meeting point** screen (see *Chapter 3.4*), where you can specify game settings.

6. *Level editor*

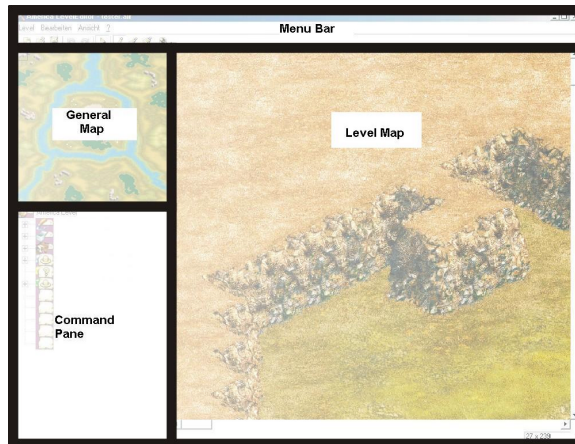
The level editor is a stand-alone windows program that lets you create your own maps for *America*,

which you can then use in games against the computer or friends on the Internet or a LAN. To start the editor, select **Programs/DATA BECKER/America/Level Editor** from the Windows **Start** menu. If you selected a different program group when you installed the software, you will find the program command there.

Be sure to close *America* or the *America Expansion Pack* while modifying maps (levels) using the editor. You have to save a map and then close the editor before you can load your maps in *America*.

6.1 *Basic functions*

The level editor window is divided into four areas.



Use the **menu bar** to create new levels, load existing ones, configure the editor view, and select editing commands (such as **Undo** or **Redo**). On the **level map**, edit the landscape by holding down the left mouse button and “drawing” with the mouse.

The changes this makes to the landscape depends on the paintbrush properties of your mouse, which you set in the **command pane**. You can select different landscape paintbrushes to scatter objects like bushes, cactuses or rocks across the map, set the starting points for different peoples and place individual units on the map.

Check the **general map** at any time to get an overview of your entire level and decide whether the overall map looks the way you want it.

6.2 *Editor menu bar*

This chapter describes the level editor's main commands, which you execute by selecting them from the editor menu bar. Next to the description of some commands on the menu bar is a small icon, which you can click directly.

Level menu

New level

Creates a completely new level (map) for *America*.

Open level

Opens a previously created level so you can edit it.

Save

Saves the level you are working on in the current directory. If you are saving a new level for the first time, this command automatically opens the **Save as** dialog box, where you can select a folder.

Save as

Lets you save the current level under any name in any directory. The command opens a dialog box where you can select the target folder and enter a name.

Close

Closes the current level file. If you made any changes to the file, the program first asks whether you want to save the level. Select **Yes** to save

the changes or **No** to close the level without saving the changes. Chose **Cancel** to return to the work area.

Edit menu

Undo

Cancels the last change you made to the level map. This command lets you undo the last 15 operations.

Redo

Restores the last change to the level map that you just canceled using the **Undo** command.

Select

Activates **Select** mode so you can reset your current paintbrush properties and select individual elements on the level map using the mouse pointer. Then left-click individual elements to select them or hold down the left mouse button and drag a frame around multiple objects to select a group of elements.

Delete

Removes one or more selected objects from the level map. You can also press **Delete** on your keyboard.

Small paintbrush

The size of the paintbrush determines the width of your brush strokes when drawing on the level map. The small paintbrush works best for touch-up work after you have finished arranging your landscape.

Medium paintbrush

Use this brush to draw small forests on your landscape or create transitions between different areas of your map.

Large paintbrush

Use this brush to create large landscape features on your level map.

View menu

Toolbar

Displays and hides the toolbar containing the command icons.

Status bar

Displays and hides the status bar at the bottom of the editor window. The status bar displays the progress of individual operations as well as the current editor mode.

Show grid

Displays a virtual grid on the level map, which makes it easier to align objects precisely and estimate distances between objects on the map.

Display shading

Turns shading on and off for objects on the level map.

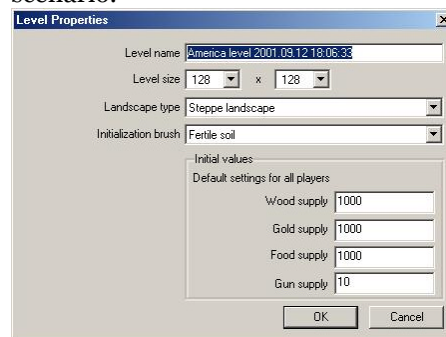
Zoom out

Changes the size of the level map view, making it easier to change large areas of the landscape. Click this command again to return the view to its previous size.

6.3 Creating a map (level)

Select **New level** from the **Level** menu or click the **New level** button on the menu bar to create a new level.

A dialog box appears where you can set the basic properties for your scenario.



Level name

Enter a name to be used for your game scenario. The usual format is *[x players]—map name*, where you replace *x* with the maximum number of players who can play your map.

Level size

Determines the size of your map; the first number represent the height, while the second specifies the width. To change the dimensions, open the drop-down menu and select one of the preset values: 128, 256 or 384. Change the size of the map to accommodate the number of players.

Landscape type

You can chose one of two different landscape types: steppe and meadow. These settings do not affect how your units behave, but merely give your map the look of either a desert region or fertile land.

Initialization brush

Lets you select the type of paintbrush to be used to fill in a new level. For example, if you set this option to **Deep water**, the entire level initially fills with water. Naturally, you can modify and edit the level manually once it has been created.

Initial values:

Use this window to set the amounts of wood, gold, food and guns that the players have at their disposal when the game begins. The default settings are:

Wood: 1000
Gold: 1000
Food: 1000
Guns: 10

Click **OK** to confirm your settings and generate the level. At first, the entire level shows only the selected basic landscape type.

6.4 Landscape paintbrushes

To change the playing surface, first select the landscape type you want to use under **Landscape paintbrush** in the command pane on the left of the level editor and then chose a brush size from the menu bar. Now design your landscape in the work area by holding down the left mouse button and dragging the mouse across the level map. You can choose three different brush sizes: small, medium and large.

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The landscape types **Fertile soil**, **Steppe/Meadow**, **Rocky wasteland/Rocky meadow**, **Wasteland/Grassland**, **Rocky soil** and **Path** are normal soil types; all land-traversing units can cross such terrain and build structures there. They all have a different appearance and help make a level look more three-dimensional, detailed and realistic.

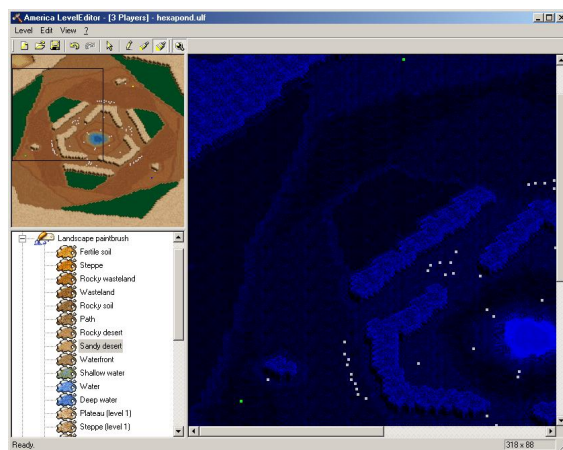
Land units can cross **Rocky/Sandy desert**, **Dry/Solid rockbed** and **Waterfront** landscapes, but not build structures on them.

Using **Shallow water**, you can build fords that can be crossed by land- and water-traversing units.

Water and **Deep water** are landscapes that are accessible only to boats and units who can swim, such as the various Native units and pioneers.

All land units can cross **Plateau** landscapes, but only if you provide a path to connect them to lower elevations. Units can then use these paths to reach higher elevations. **Steppe/Grassland (level 1)** and **Grassland/Rocky terrain (level 1)** differ only in appearance, the second level merely representing an increase in elevation. Once again you have to provide a path to make these areas accessible. This is the highest possible terrain type.

The **Pine forest** and **Leafy forest** landscape types are automatically filled with trees, which players can turn into wood.



Note: Always make sure there is a sufficient supply of wood on a multi-

player map. Assign each player a forested area from which they can start gathering resources.

Select the **Zoom out** function to draw larger map segments. This gives you a better overview of the displayed map to help you find your way around.

However, in the zoomed-out view, you can only use the landscape paintbrush, you cannot position objects on the map. In this mode, you can also vary the brush size.

Select the **Zoom Out** button or menu option again to return from the zoomed-out view to the normal view.

6.5 *Placing objects on the map*

Once you have completed your landscape, you can add objects to the scenario.

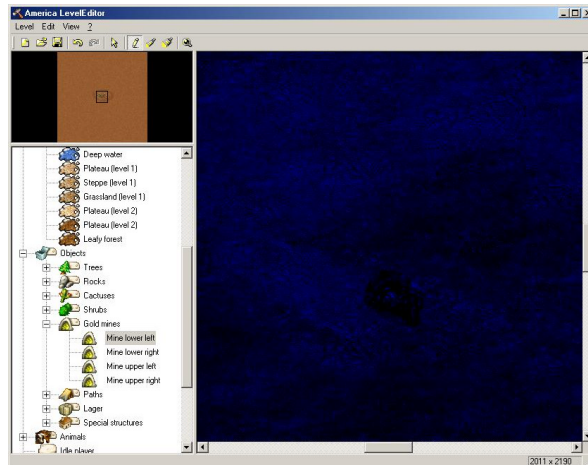
The **Objects** menu contains all objects that you can place individually on the map and are therefore not listed under **Landscape paintbrush**. They not only help your landscape look prettier but also add useful features that change the “feel” of the game.

All objects from **Trees** to **Bushes** have subcategories and are thus available in different sizes (the only exception is the **Cactuses** object, which can only be placed on a **Steppe** landscape). In addition, there are different variants of each size which differ in appearance. The editor randomly places different object combinations on the map, such as various colors of deciduous trees. However, you can select a specific variant by right-clicking the selected object (several times, if necessary).

While bushes, cactuses and rocks can be used as decorative items, they can also make certain areas off-limits to development since players cannot build structures over these objects. These features allow you to set minimum distances for watchtowers near fords or limit the territory that players can develop.

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Gold mines can be placed only in mountainous regions (**Elevation1** or **Elevation2**). There are two types of gold mines: those that face southeast and those that face southwest. To place gold in the mine, right-click the mine in the work area and then set the amount of gold in the window that appears.



Paths can be used to connect different elevations. This category is divided into paths that lead to the northeast and those that lead to the northwest. You can store guns, wood, gold and food in **Warehouses**, and players can fetch these raw materials with their transport wagons. To set the number of goods stored, follow the same procedure you used for the gold mine: Right-click the warehouse to open a menu from which you can select the item and quantity.

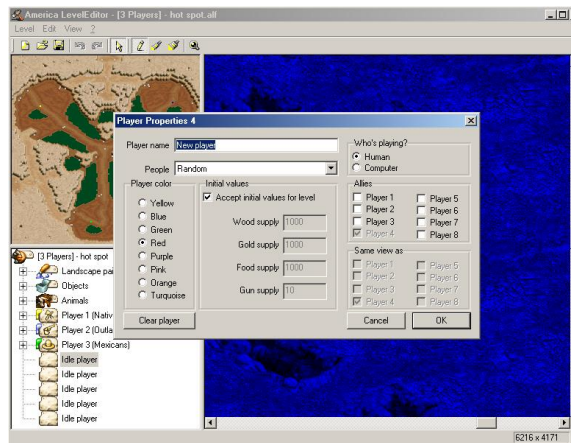
The **Animals** category contains horses, cattle and buffalo, which you can add to your map. Keep in mind that placing buffalo at the starting point makes life easier for players initially, while hiding cattle and horses in different places on the map adds tension later on for battles between the players. You can earn up to 25 gold units per cow when you send them to an animal processing facility.

Note: Placing buffalo near a player starting point helps players lay in a store of food quickly right at the beginning of the game. Use this strategy to get the game going.

To remove an object from the map, select it with the mouse and press **Delete** on the keyboard or select **Delete** from the **Edit** menu. Holding down the left mouse button while dragging a frame around multiple objects selects them all at once and lets you delete several objects at the same time.

6.6 Adding different peoples (players)

Once you have finished creating your map, you need to add player starting points. To do this, double-click one of the idle players in the command pane. This opens a window where you can specify different settings for the new player.



Under **Player name**, type a name for the player, such as *Player1* or *Sioux*. From the **People** drop-down menu, select the people you want to assign to this player. If you want players to be able to choose their own people at the beginning of a multi-player game, select the **Random** option. Then assign the player a starting point where the selected party's basic structure (main building) and default units (commander and four civilian units) will stand.

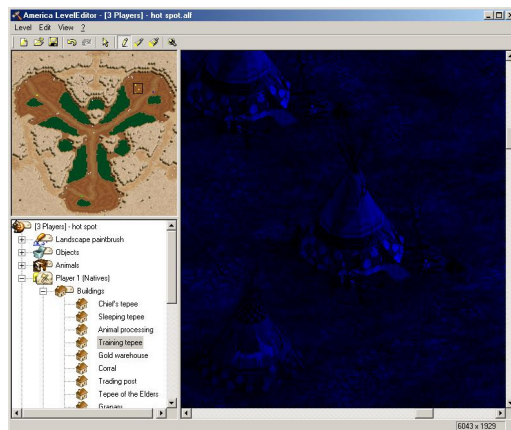
Note: If you specify a people at this point, the player cannot change it later on during the game.

If you selected **Random** for a people, the **Set starting point** command appears below the player's entry in the command pane. Select this

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command and then left-click any point on the level map to set the starting point for this player.

This option is not available if you chose a particular people above. Instead, you see the **Structures**, **Units**, **Upgrades** and **Heroes** command groups in the command pane. Use these commands to set initial units and structures for the player.



You can set units and structures by selecting a people for a player instead of choosing **Random** and leaving the choice up to him or her. Like objects, these units and structures are listed in the different branches of the selection tree for that particular player. These objects also appear in the color assigned to that player in the miniature view of your map.

Use **Player color** to choose the player's color. In multi-player games, the colors are selected at random. Be careful not to assign the same color to more than one player—if you do, one of the two affected players will automatically get a new color.

Choose **Initial values** to set the number of resources that are available to the player at the beginning of the game. While the raw materials that you set at the beginning of the level are usually assigned to all players, you can also set different amounts for each player. In a multi-player game, you can

decide whether to assign the same amount of resources to all players or whether to use the amounts of raw materials specified by the creator of the map. However, be careful to keep the game fair for all peoples.

Who's playing? specifies whether the computer or a real person is controlling this player. Players for whom you select the **Random** option under **People** in a multi-player game can decide whether they want their people to be controlled by a human player or computer, or whether they'd rather be deactivated.

Select the **Allies** option to form alliances between players. However, it's best not to use this option in multi-player scenarios since players should be given the opportunity to form their own alliances during the game. **Same view** lets you give allied players a view of the same areas on the map, provided that one of the two players has lifted the fog of war there.

Click **Clear player** to reset a player's properties to the values of an idle player.

Note that symmetrical maps provide the fairest starting conditions. On asymmetrical maps, you can add more raw materials to balance out defense problems (or weaken defenses to compensate for a lack of raw materials).

6.7 Starting your own level

When you are happy with your map, save it in the **Levels** folder of the *America* directory by selecting **Save** or **Save as** from the **File** menu.

Start the *America Expansion Pack* and select **Single-player campaign**. To test your map, select **Use multi-player map** and then choose your level from the list of levels.

Your level is stored under the name you assigned to it in the **Level name** field of the **Level properties** dialog box.

6.8 *Special tips for creating maps*

It is important to keep one thing in mind when creating a multi-player level: Keep things fair for all players without giving one player an advantage and another a disadvantage. Symmetrical maps work best since they give every player the same starting position. When using asymmetrical maps, you need to make sure that all players have the same number of raw material as well as sufficient means to defend their bases; there should also be an equal amount of space between the players.

Design each map so that one player always has one or more direct competitors while making sure that they all have the same number of opponents. It would not be fair to place one player in the corner of a map, where he can be attacked only from one side, while locating another in open space in the middle where he would have to fight off attacks from every direction.

Don't space the players too far apart— this will extend the duration of attacks, increasing the playing time and making the attacks much more risky for the player.

In addition, players should be able to find sources of raw materials right at the beginning of the game, which means resources must be located in the area of the screen that is visible from the outset. Providing a small forest, a gold mine and a couple of buffalo helps players gather resources quickly and gets the game going without delay.

Don't forget that players should start looking for new sources of raw materials as soon as possible. If you keep the amount of gold in the initial mine to a minimum, you should plan to have more mines farther away from camp where players can mine more gold while being exposed to greater danger.

Avoid using very narrow maps since players need a lot of space to spread out. Make sure they have enough room to build structures.

Distributing various bonus items over the map makes the game a whole lot more fun, especially when multiple players are involved. For example, consider placing cattle or warehouses in the center of the map where raw materials are just waiting for players to find them.

7. **Web site and support**

To find out more about *America* and the *America Expansion Pack*, visit our Web site at www.game-america.com. In addition to the latest news, tips and tricks relating to the game, you will also find a discussion forum where you can exchange ideas with other Natives, desperados, Mexicans or settlers. For technical support, please visit our web site at www.databecker.com

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USES BINK VIDEO & MILES SOUND SYSTEM

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