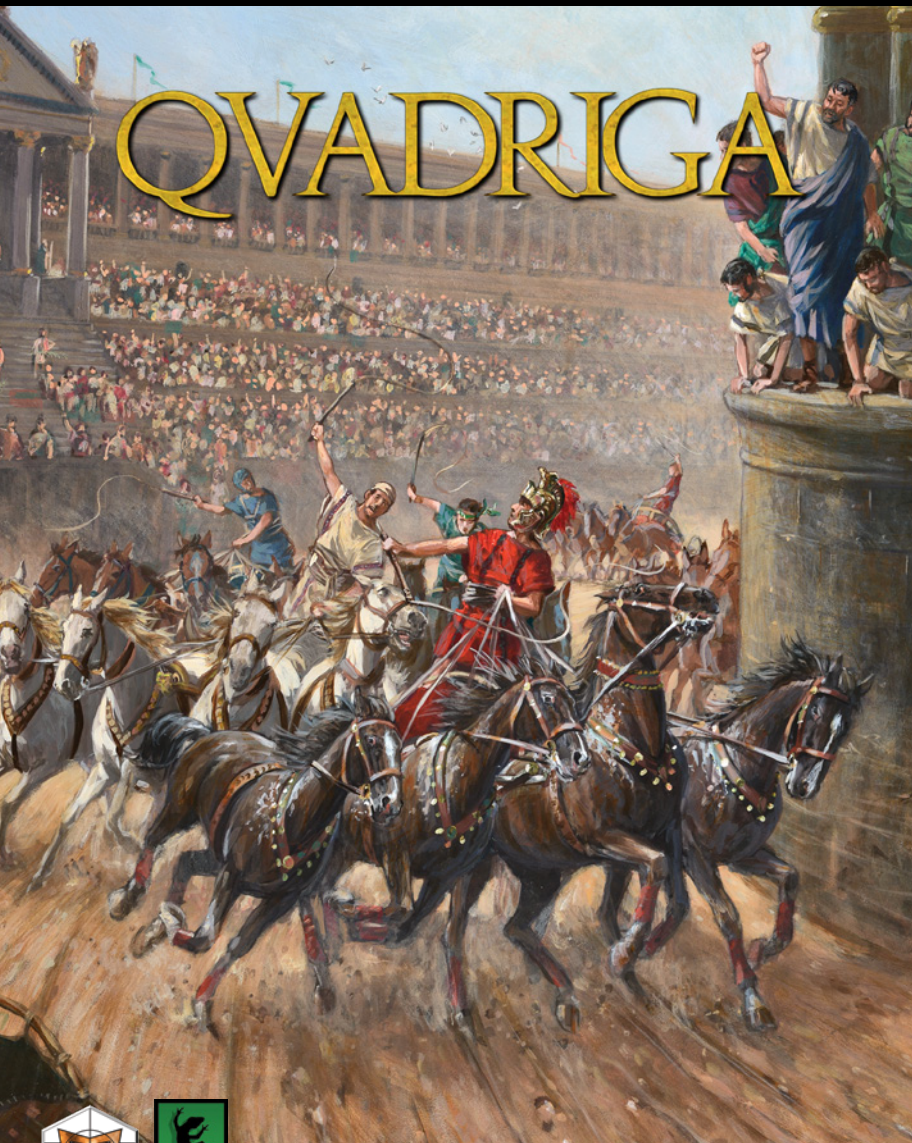


GAME MANUAL

QVADRIGA



TURNOPA

EPILEPSY WARNING

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights for long periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure.

If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game.

Parental guidance is always suggested when children are using a computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game, turn it off immediately and consult your doctor before playing again.

PRECAUTIONS DURING USE:

- Do not sit too close to the monitor.
- Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Take care that there is sufficient lighting in the room.
- Be sure to take a break of 10-15 minutes every hour.

USE OF THIS PRODUCT IS SUBJECT TO ACCEPTANCE OF THE SINGLE USE SOFTWARE LICENSE AGREEMENT

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QVADRIGA is a turn-based tactical game of chariot racing in ancient Roman circuses. Players control a car (chariot), its driver (auriga), and his team of four horses.

INSTALLATION

SYSTEM REQUIREMENTS

Please ensure your system meets the minimum requirements listed below.

MINIMUM SYSTEM REQUIREMENTS:

OS: Windows XP/Vista/7/8

CPU: 1.6 GHz

RAM: 2 GB

Video/Graphics: DirectX 9.0c compatible video card

Sound: Compatible sound card

Hard disk space: 1.6 GB Free

CD-Rom: No

DirectX version: DirectX 9.0c

INSTALLING THE GAME

To install the game, insert the game DVD disc into your DVD drive. If you have disabled the Autorun function on your DVD drive or if you are installing from a digital download, navigate to the DVD or download file location, double-click on the installation file, and if it is a zip archive, then double click on the executable (exe) file that is shown inside the archive. The correct file name will normally include the words "SetupRelease". Follow all on-screen prompts to complete the installation.

UNINSTALLING THE GAME

Please use the Add/Remove Programs or Programs and Features option from the Windows Control Panel or the “Uninstall” link in the game’s Windows START menu to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

PRODUCT UPDATES, BONUS CONTENT AND REGISTERING YOUR GAME

In order to maintain our product excellence, Matrix Games releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website and can also be downloaded quickly and easily by clicking on the “Check for Updates” link in your Game Menu or by using the “Update Game” shortcut in your Windows START menu folder for the game.

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Our forums are one of the best things about Matrix Games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there. Go to <http://www.matrixgames.com> and click on the Forums hyperlink.

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Should you have a technical problem with the game, the best way to get help is to post a note in the Technical Support sub-forum of the main game forum at <http://www.matrixgames.com/forums>. You'll then hear back from either our Matrix Games Staff, the development team, or from one of the many helpful players of the game. This is usually the fastest way to get help. Alternatively, you can contact our Help Desk at <http://www.matrixgames.com/support/>. Support requests will generally be answered within 24 hours, except on weekends and holidays.

I MAIN MENU

You can start a race by pressing the SINGLE RACE button. There are seven starting circuses available at the beginning, and more circuses can be unlocked by winning there in a campaign.



Next, you must choose one of the six historic FACTIONS your team belongs to. Every faction grants three fixed upgrades to your team, spread between auriga, chariot and horses. You can freely choose another three upgrades after selecting your faction. Upgrades are the key to successful racing. Choose carefully the combination to best suit the track and your style.

Lastly, you must choose the difficulty level of your rivals and the game turn mode. Start playing with the STATIC TURNS mode. That makes the race action stop after every ten – second turn, so you have time to study the current situation and think what to do in your next turn.

After playing for a while, you might prefer to try the DYNAMIC TURNS mode, where action is not stopped and you have to decide your next turn behaviour before the actual turn comes to an end. When you are ready, press RACE to start.

II UPGRADES

AURIGA upgrades are SKILL and CONSTITUTION.

★ SKILL improves cornering, making tight curves easier to take, and also boosts results when crashing into or lacerating opponents. It is represented by tunic brightness.



♥ CONSTITUTION is auriga health. It reduces the risk of being stunned and decreases skill loss after taking damage.



It is represented by head protection.

CHARIOT upgrades are QUALITY and SIZE.

🔑 QUALITY improves acceleration. You can see it reflected in the chariot with better materials.

⚡ SIZE upgrade categories are light, medium and heavy. The heavier the chariot the more resistant it is to taking damage in sharp turns or crashes, and it causes more damage to opponents when colliding with them.



HORSE upgrades are SPEED and ENDURANCE.

➔ SPEED upgrades increase the maximum speed the team can get (apart from whipping).

💧 ENDURANCE upgrades the horses' health. The more endurance you have the less speed you lose due to injuries caused by whipping, collision, or poor cornering.

Even with the same upgrade level not all horses on a team are equal. For example, the innermost horse, called *funalis*, is always the best horse. Both upgrades are represented by horse skin color.



III THE RACE

Use the mouse wheel to zoom in and out. Point to the screen edges to scroll horizontally. Hold the left button to freeze the camera at any point. You can quit the game, exit to the main menu, and toggle sound with the buttons at the upper right corner. Orders are given with the mouse, in dynamic mode you can also use the cursor or WASD keys.

A race at the circus lasts three laps. Teams run through an oval track divided by a centre piece called the SPINA. On one side of the spina there are three golden dolphins: one dolphin drops every time the leader start turning, completing a lap. At the opposite side of the spina there are three golden eggs which drop when the leader ends the main



stretch: they count half laps. Team banners are deployed behind them, reflecting current positions every turn.

Not all circuses are equal. Two kinds of builds exists: the classic Greek hippodrome, a full oval track where the start and finish location is at the middle of the main stretch, and the standard Roman circus, where teams start from gates placed at one side of the circus called *carceres* and finish at the end of the back stretch. Sometimes when starting at *carceres* the teams will not be visible until first order is given and the race begins.



Circus length and width also vary, from smaller ones fitting four teams abreast to larger ones able to host eight paired teams. Sometimes there are more teams than lanes and you will have to fight for a clear lane from the start.

IV STATUS

To find a team's status and the auriga's name, pass the mouse over them. Colour scale shows damage status. Damage can affect all team components:



- ◆ If horses are hurt their speed is proportionally decreased. Horse bar length is a measure of current speed.
- ◆ As the chariot itself receives damage, its probability of breaking down rises. Chariot strength is divided between left and right wheels.
- ◆ Auriga wounds lower the driver's skill and makes him easier to stun.

Damage can be suffered because of *crashes* (chariot and horses), *lacerations* (auriga and horses), curve overspeed (chariot and horses), and being dragged (auriga).

Current speed will always be maintained unless you brake, collide with another team, or suffer an injury to the horse team.

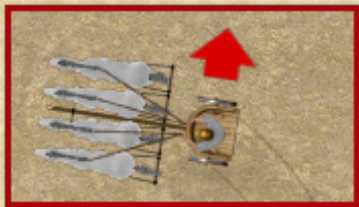
If you are playing in static turn mode, in every order phase a wide line will be displayed in front of your team showing your next turn's movement. This line assumes that there will be no variation in speed or lane changes. Line colour shows relative danger. It will be green unless you are trying to curve at overspeed or when wheels could suffer enough damage to be at risk of breaking at actual speed.



In dynamic turns this same danger colour code is displayed under the order you have selected and in the time bar at the top of the screen.

Serious consequences can result when a curve is taken at overspeed. A coloured lateral cursor will show the current danger level you are facing. Results vary from sideslip to

horse injury, from wheel damage to flipping. When a chariot flips it is totally destroyed and if your auriga survives he will be dragged, possibly to his death unless he escapes.



Sideslips are the most usual result. You will see a lateral red arrow appear and your team will displace toward the outer lane unless another team







occupies it. If instead your team was trying to move towards the inner lane, its movement will be cancelled by the sideslip.

V ORDERS

At the start line your quadriga is randomly aligned with all the other contestants. No order apart from *accelerate* and *whipping* is allowed until the mainstretch is reached. Orders are situational; that means, for example, that is not possible to move left if you are in the innermost lane already, or accelerate if maximum speed has already been reached. Orders are:

Left and *Right* orders are for lane changing. A maximum of three changes are allowed per turn. If a lane is blocked, displacement can still occur later in the turn assuming that the lane becomes clear.

Accelerate is only possible if current speed is less than the maximum your horses can give, but in that situation *whipping*



-  LEFT: MINOR DISPLACEMENT
-  LEFT: MEDIUM DISPLACEMENT
-  LEFT: MAJOR DISPLACEMENT
-  RIGHT: MINOR DISPLACEMENT
-  RIGHT: MEDIUM DISPLACEMENT
-  RIGHT: MAJOR DISPLACEMENT
-  ACCELERATE: SHAKE REINS
-  WHIP: WHIP THE HORSES
-  BRAKE: PULL THE REINS
-  CRASH: TO THE LEFT
-  CRASH: TO THE RIGHT
-  LACERATE: TO THE LEFT
-  LACERATE: TO THE RIGHT
-  CONTROL: ENSURE STABILITY
-  WATCH: AVOID AGGRESSIONS

can still be used: maximum speed will be surpassed for this turn and reset for the next one. *Whipping* results are random but always more effective than *accelerate*, but you should be careful with *whipping* because it could harm horses for the rest of the race.

Crash and *lacerate* are offensive movements. Results depend on the difference in skill between drivers, but car size difference is the most important factor for *crashes*. Crashes can injure horses or damage cars, your own or the enemy's, depending on

position. *Lacerations* affect horses or aurigas. They could also slow down enemy horses, and stun aurigas; the auriga may be unable to make decisions in the next turn, leaving him an easy target! *Lacerations* attempted by an unskilled auriga can result in loss of his whip or even whipping the wrong horses.

Control makes turns easier to take, but overspeed still remains dangerous. It is also helpful to prevent damaged wheels from falling apart. *Watch* negates all crash/lacerate attempts against your team.

-  ESCAPE: RUN AWAY FROM TRACK
-  ENDURE: HOLD THE REINS

If your chariot has flipped – which is called a *naufragia* – and

your auriga survives, you can still send orders to him, but those orders are quite simple: drop the reins and run, or endure!

Aurigas receive damage while being dragged, but watch for nearby teams if you are trying to *escape* or you will be run over and possibly killed!

VI CAMPAIGN

Campaigns give you the opportunity to achieve lasting fame and boast the favour of the gods! The goal of a campaign is to race in the Circus Maximus, the greatest circus of the Roman world, and win there three times. But an opportunity to race there is hard won. You must start in the smaller circuses located in the farther corners of the Empire and gradually build your fame, skill, and wealth. Only then will the gates of Rome's greatest competition open to you.

To win in Epic Mode you also need to have the auriga with the highest number of victories.

You can play any number of campaigns, easily switching from one to another by clicking the campaign name button on the main menu. After choosing to start a campaign you must select your faction, names for the starting drivers, team name for posterity, the game mode for all the campaign (static or dynamic turns), and the campaign level (normal or epic). The differences between normal and epic mode are several. In normal mode you may leave a race any time. Also, when an auriga is eliminated you may buy a "treatment" that will bring the auriga back into service, though with minimum

health. In epic mode, however, you have to wait till the end of the first lap and stay in one piece to be allowed to leave the race. Also, prizes and fame progression are harder to obtain, lateral danger cursors are not displayed, and aurigas' deaths are permanent!

Next, the empire map is presented. Circuses are spread throughout the empire, which is divided into seven regions. Before choosing your starting region, look around to see which place fits your strategy best. Every region contains several circuses but you can only access the most modest tracks at the beginning – these are called Category I circuses. Under every circus name there are diagrams that give you basic information about its length, width and shape.

THESSALONICA

Circuses also have a unique bonus that affects all aspects of competition. Some offer price discounts for team components, healing and repair, and travel. Others give better prizes, or upgrades, or provide more experience or fame. You can see these bonuses described in the city name tooltip.

To reflect the sheer variety of things that can happen in competition, you will be presented with one special Event at the start of every race. These events can affect game play in a variety of ways, from unusual weather conditions to changes in the rules. Most Events are random but sometimes their nature depends on your past performance: for example, if

you are in poor condition or have had a bad run, your faction may try to help you, or, if you are getting too far ahead, your opponents may conspire against you. At this time you can place bets on your victory. Odds are based on the number of contestants, your fame and the last results.

VII THE CITY SCREEN

When you arrive in a city, the city screen is loaded. At the top of the screen are controls to enable you to travel to another city or even to change region. Travel will be eventually unlocked as you gain fame and prowess. When travelling keep in mind that the more teams you have, the more you will have to pay.



Below that you can see the circus you are going to compete in and its history, with the bonus it offers.

In the middle of the screen, the faction-coloured bar informs you about the progress of your local and global fame. Remember, the Campaign game is all about gaining fame, and fame is increased by getting good race results. As you make progress at the competitions, the growth of your fame will give you access to higher category circuses that offer better rewards, better equipment, and also more demanding races.

LOCAL FAME RECOGNISED GLOBAL FAME NAMELESS

Under Local Fame you can find information about the current competition: your local victories, the number of teams in the next race, and the prizes you can win. Under Global Fame there are statistics about all of your completed races.

There are two lists of leaders below that. Leaders are the top winners of each faction, the local list contains the leaders of the city where you are, while the global list counts the best leaders you've found. When arriving to a circus, you could find new leaders topping the charts, specially in higher category circuses. Old known rivals could reappear also.

During the race, you can recognize the leaders because they wear a faction coloured crest or headband. Like your drivers, faction leaders could die or suffer wounds requiring them to recover before returning to competition. You can make one of your drivers a faction leader if you get more wins than the current leader, if you achieve it, travels and race skipping costs will be cut in half. Finally, to win in epic mode you need one of your drivers being the overall top leader.

At the bottom of the screen scrolling messages appear, informing you of various things like new places where you might travel to, the total victories you have accomplished, the experience you have gained, or horse replacement penalties.

YOU CAN TRAVEL TO GALIA AND AFRICA

VIII

THE MANAGE SCREEN

Here you arrange all possible options to prevail as a team. Options that you cannot afford or that are unavailable at the moment are shown as semi-transparent.

At the top of the screen are buttons enabling you to participate in the next race, skip it to have extra time for recovery, or go back to the city screen. Once you have a team prepared to run, press the RACE button and choose it. If you have second thoughts, press the BACK button. It might be a good idea to skip a race if all your teams are damaged by pressing the SKIP button, but you will have to pay some maintenance depending on the number of teams. Teams that are fully able to participate in a race show the READY status. Team not able to compete because some components are missing show a NOT READY status. And those teams needing recovery display DAMAGED status. You can still race with these teams, but damage will worsen their performance.

On the left you can see your faction coat of arms, your team name, and the amount of imperial money – Denarius – you have.

On the right side, items offered for sale in the city are shown. New aurigas are bought in the forum, chariots in the workshop, and horses in the market. Higher category circuses offer more team components and upgrades. If you want better horses or chariots you must purchase them. This is true of aurigas too, but they also can gain an upgrade after finishing a race.

The lower half of the screen displays the teams you possess, their status and upgrades and gives you the possibility to change and sell team components. You may also obtain medical, craftsman or veterinarian services to help your teams recover. Damaged pieces from previous races blink, and a colour code informs you of the severity of damage they have incurred. Yellow damage is recovered after resting for one race, but red damage may require other measures. If you pay for professional care, recovery rate is increased. There are also options for acquiring permanent staff: medics, craftsmen and veterinarians can be brought on to enable a general acceleration of healing and recovery.

Horses can be lost individually, requiring replacement to complete the four horse team. If a team has had a horse replaced it will have only a temporary penalty that affects just the first race the new team runs.

IX ADVICE

- I. One of the most successful (and historically accurate) manoeuvres is to block rivals by putting your team in their lane ahead of them. If done right this move can not only block them but actually injure the rival horses.
- II. Learn how to deal with curves in every circumstance. The best approach is to enter the curve through the first inner lane which is safe (greenish line) but this is not always possible. The *Control* order helps to avert some of the danger, and braking is always an option,

but the best guide is experience!

- III. Do not use the whip too much. If you do, you will actually lose speed over time due to injury to the horses. Use *whipping* at critical moments to gain position over key opponents. Often those moments come early, at the start line, or in the final sprint.
- IV. Avoid dead horses and crashed chariots at all costs. Running over them can cause lots of damage.

The Autofinish button can be used to end an uninteresting race when there is no chance of crashing and you have no podium options. This can be helpful during a campaign. You'll see it appear after the first lap.

A final bit of advice on campaigns: don't rush! Before changing to a superior category circus, be sure to accumulate enough money to buy the necessary upgrades.

Audaces Fortuna iuvat!

CREDITS

TURNNOPIA CREDITS LIST

DESIGN

Daniel Lopez

GRAPHICS

Eduardo Barragán

MUSIC

Pedro Alcaide

TESTERS

Manticore8

TJD

Juanval

Cpthowdy

Principes

Blathergut

Maximvs

Comradep

Blckknight

Netskaven

SLITHERINE CREDITS LIST

CHAIRMAN

JD McNeil

DEVELOPMENT DIRECTOR

Iain McNeil

PRODUCER

Tamas Kiss

OPERATIONS DIRECTOR

Erik Rutins

TECHNICAL DIRECTOR

Philip Veale

MARKETING DIRECTOR

Marco A. Minoli

CREATIVE DIRECTOR

Richard Evans

PUBLIC RELATIONS MANAGER

Olivier Georges

COMMUNITY MANAGER

Bart Schouten

ART LEAD

Claudio Guarnerio

Myriam Bell

QA & PRODUCTION ASSISTANT

Andrew Loveridge

Gerry Edwards

ADMINISTRATION

Dean Walker

Liz Stoltz

CUSTOMER SUPPORT STAFF

Christian Bassani

Paulo Costa

WEB DEVELOPMENT

Valery Vidershpan

Andrea Nicola

Fernando Turi

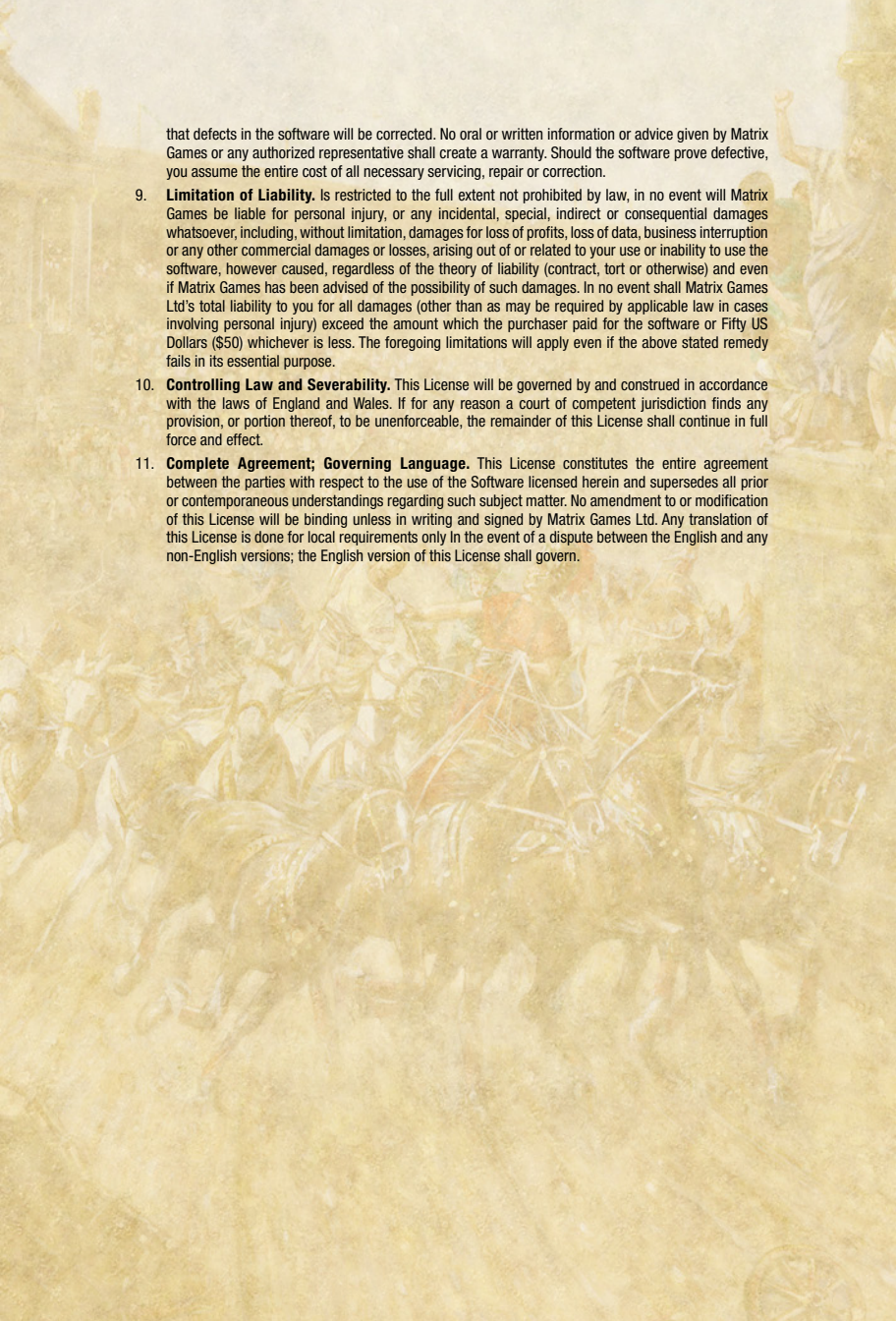
SPAIN TERRITORY MANAGER

Juan Diaz Bustamante

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