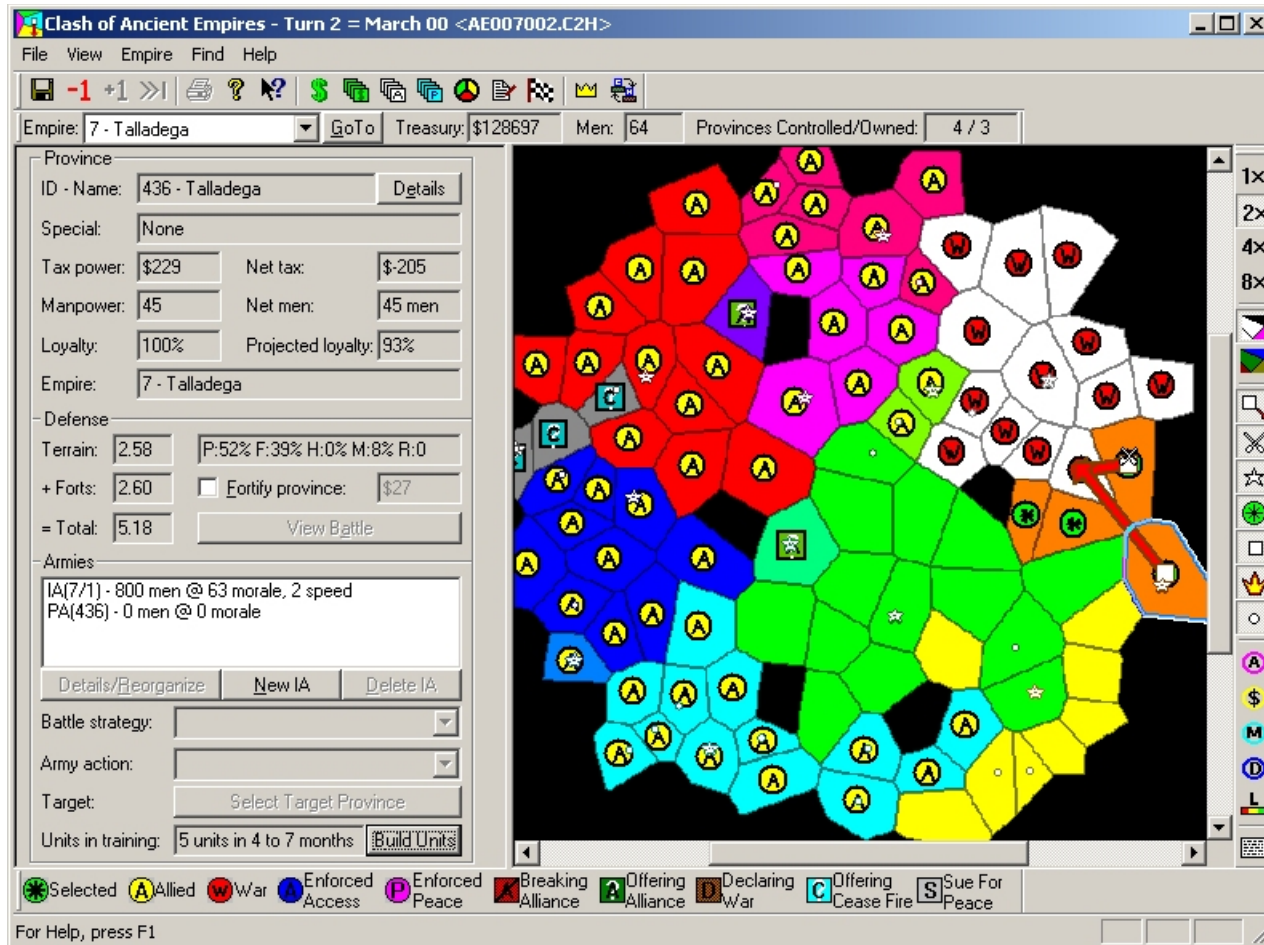


CLASH OF ANCIENT EMPIRES

BY SCOTT OHLMAN



- Clash of Ancient Empires is a turn based strategy game with an advanced artificial intelligence (AI) and a random map that is highly configurable. The player becomes the emperor of a budding ancient empire, and must manage the empire's economy, diplomacy and military.

Provincial Army 436 from the Province of Talladega

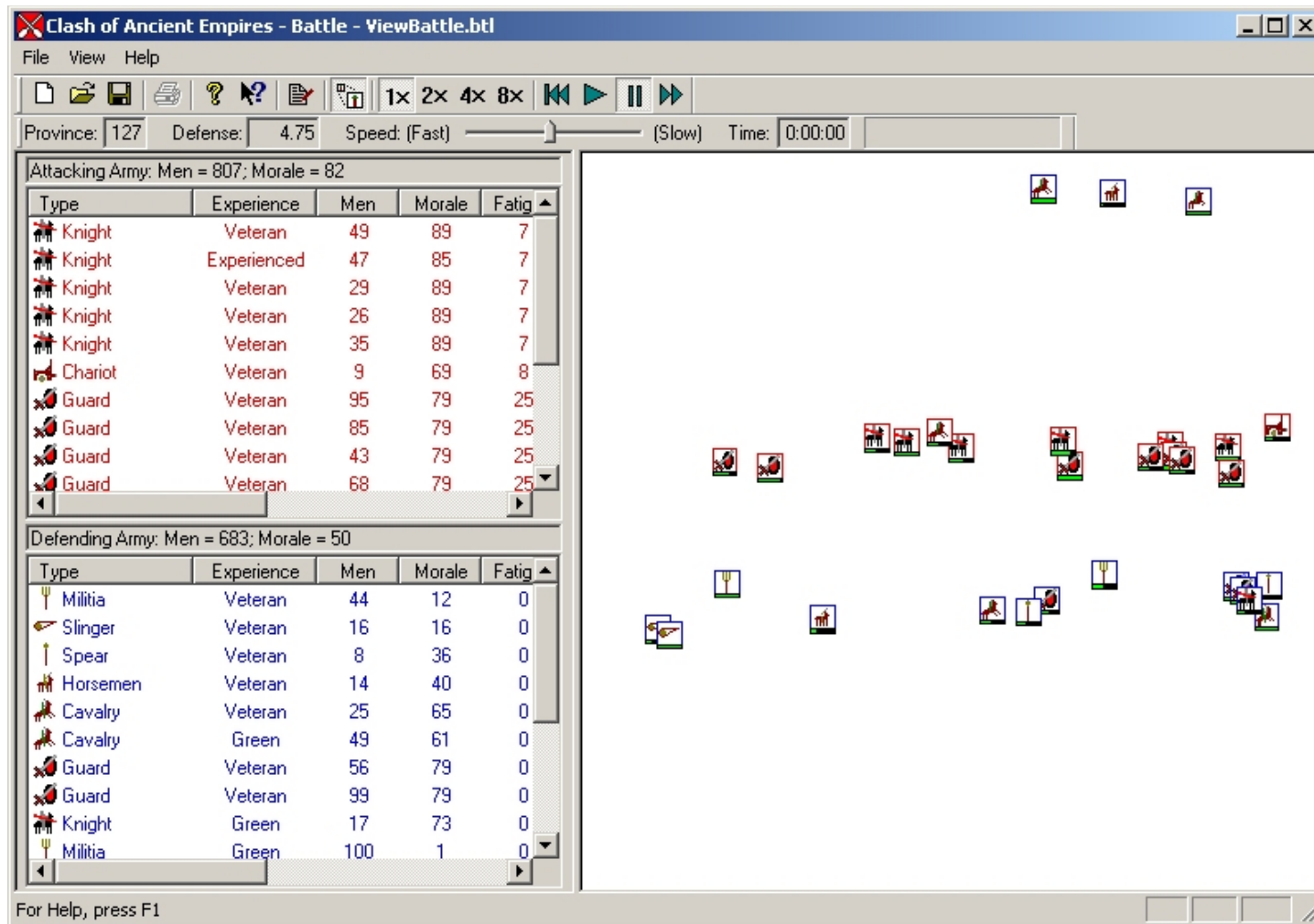
Army: PA(436) Army action: Defend Province Men: 750 Morale: 53
 Battle strategy: Probe/Entrench Target: Select Target Province Maintenance: 372 Speed: 0

Unit Type	Experience	Men	Morale	Attack	Defense	Range	Speed	Salary
Militia	Veteran	100	16	6	5	10	4	10
Spear	Veteran	100	33	10	12	10	6	21
Pike	Veteran	100	56	16	30	10	2	26
Pike	Veteran	100	53	15	32	10	2	26
Guard	Veteran	100	73	31	31	10	4	40
Archer	Veteran	50	43	16	6	100	6	26
Cavalry	Veteran	50	60	32	31	10	16	38
Chariot	Veteran	25	63	21	51	50	12	39
Chariot	Veteran	25	66	21	50	50	12	39
Knight	Veteran	50	80	48	50	10	14	50
Mercenary Crossbow	Veteran	50	36	15	6	100	6	57

Messages

Close Transfer Unit(s) Disband Unit(s) Reactivate Unit(s) Build Unit(s)

- Clash of Ancient Empires can be played as single player game against the computer AIs, as a multiplayer game against other human opponents, or a combination of both. Up to 500 players can play in the same game.



- Army units follow the battle strategy selected by the player (or computer AI) and fight autonomously. Over 1000 units can participate in the same battle.

Build Schedule for Army 436 from the Province of Talladega

Empire: Treasury: Men:

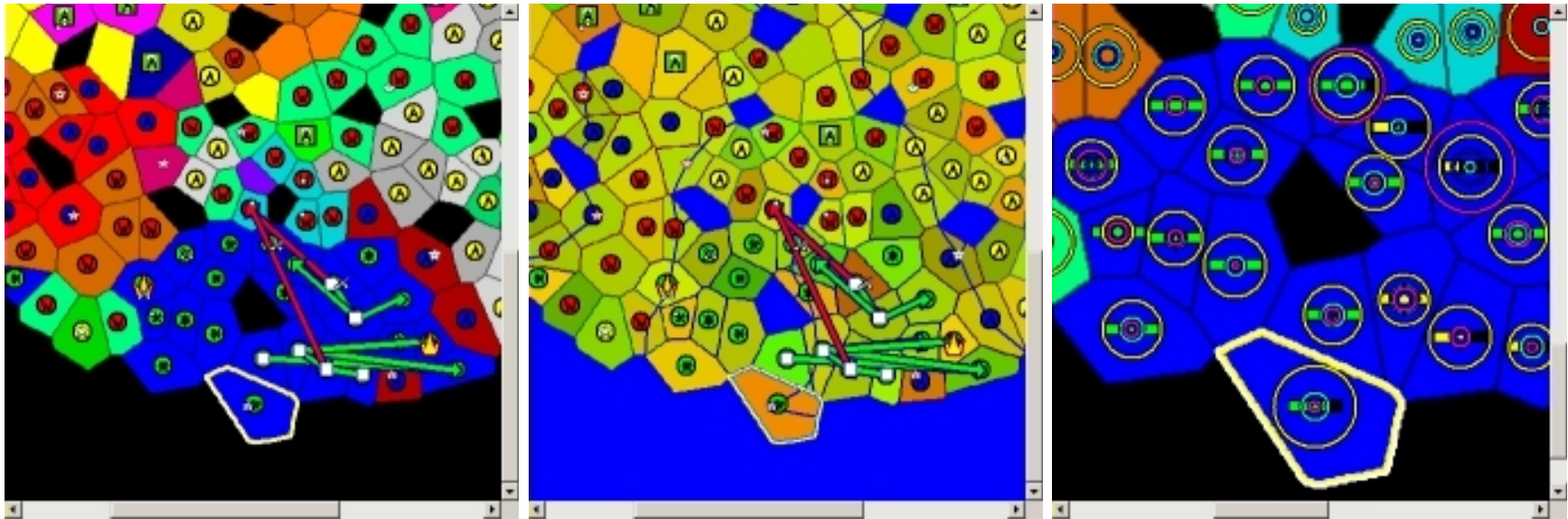
Available Units

Unit Type	Cost	Months	Salary	Men	Morale	Attack	Defense	Range	Speed
Militia	100	1	10	100	10	5	5	10	4
Spear	424	3	21	100	30	10	10	10	6
Pike	671	5	26	100	50	15	30	10	2
Legion	894	5	30	100	50	20	20	10	4
Guard	1587	7	40	100	70	30	30	10	4
Slinger	274	2	17	50	20	10	5	50	6
Archer	671	4	26	50	40	15	5	100	6
Longbow	1061	6	33	50	60	25	5	150	4
Horsemen	849	4	29	50	40	20	20	10	18
Cavalry	1470	6	38	50	60	30	30	10	16
Chariot	1500	6	39	25	60	20	50	50	12
Knight	2510	8	50	50	80	45	50	10	14
Mercenary Infantry	3919	1	63	100/0	40	15	20	10	4
Mercenary Crossbow	3286	1	57	50/0	30	15	5	100	6
Mercenary Rider	4382	1	66	50/0	50	20	20	10	12

Build Queue

Unit Type	Training Months Remaining	Army
Knight	8 of 8	Units join the provincial army when training is complete.
Guard	7 of 7	Units join the provincial army when training is complete.
Longbow	6 of 6	Units join the provincial army when training is complete.

- Victory can be reached by any criteria agreed upon by the players. Typically a collection of configurable victory points is used to determine the winner.



- Many different winning strategies are available to the players. The best strategy for each empire may vary at different stages of the game depending on the empire's relative size, economy, diplomacy and military strength.

Clash of Ancient Empires is a completed game. It is rated E for Everyone, but it is designed for hardcore gamers. It is available for distribution via CD ROM or the Internet. The installation size is approximately 27 megabytes. If you are interested in publishing this game, please contact:

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