LEGIONS

Macintosh® System Requirements

Legions requires these system components:

- Macintosh® LC, Performa, Centris, Quadra families.
- 10 MB hard drive space.
- 3 MB RAM free.
- System 7.1 or later.
- 256 Color Display.
- QuickTime 2.0 or greater (for music).
- AppleTalk for network Play.

Installation

To install **Legions** on your Macintosh:

1. Put distribution Disk 1 in your floppy drive.
2. Double-click the **Legions** Disk 1 icon to open it on your desktop.
3. Double-click the Legions Installer application icon.
4. In the first dialog, click Continue.
5. In the Welcome dialog, choose Install to set up the program on your hard drive. (Choose Quit to exit without installing at this time.)
6. Accept or change the name of the folder into which **Legions** will be installed. To accept the default, Legions for Macintosh, just choose Save. To change the name, first choose New then assign a name and choose Save.
7. Follow the onscreen instructions to put each disk in your floppy drive an complete the installation.
8. At the end of a successful installation, choose Quit to exit the installer application.
9. Close the Legions Disk 1 folder and eject the disk.

Running the Program

To run Legions on your Macintosh:

1. Find the Legions for Macintosh folder on your internal hard drive (or whatever you named the folder instead).
2. Double-click the folder to open it.
3. Double-click the Legions application icon to run it. The New Game dialog box appears with the default New Random Map.
4. Use the New Game dialog to resume an existing game or start a brand new game. First select an option at the top of the screen, then click a command button:

    - New Random Map - The program generates a game scenario.
    - Join Network Game - Click on New Random Map to open a list, and select this option to play over a LocalTalk Apple network. Before anyone can choose this option, someone must sign on normally as the host server. See Network Considerations below.

    - Select Historical game scenarios - Pick from 10 historical scenarios to play in that time and place.

    Choose the New Game button to start a brand new game or choose Resume Game to select an existing game from the list.

5. In the next dialog, you can select 5, 10, 15, or 20 empires for a New Random Game, or 5 empires for a Join Network Game, and choose OK. (For historical scenarios, the program generates the number of empires, so you skip this step then.)

6. In the Preferences dialog box, for each player you can select from available empires, rulers' names, and decide whether that player is human or computer. This is also where you select your sound and difficulty settings. When all preferences are ready, choose OK.

7. The Game Turn dialog box appears before each human player's turn. Click OK to open the Main Game Window.

For details on using the Main Window, menu bar, and game icons, see the User's Guide.

Exiting the Program

To exit Legions, press ⌘Q, or open the File menu and choose Quit.

Network Considerations

You can play Legions over an Apple LocalTalk Network if you have one and if you have AppleShare installed with Program Linking on. One person starts a game normally and acts as the host computer; everyone else is a guest. Before starting a network game, take the following steps.

1. From the Apple menu, select Chooser and make sure AppleTalk is Active.

2. From the Apple menu, select the Controls Panels, Network, and select LocalTalk. (This program only works on a local network.)

3. From the Apple menu, select Control Panels and open Sharing Setup. The host computer should enter a network identify, start file sharing, turn program linking on, then close the dialog box. All client users should only turn program linking on.

4. The host should run the program normally choose New Game or Resume Game.

5. Now, each guest user in the network can run the program and choose Join Network Game. Sign in as a Guest. A Network communications message appears. When it is a particular person's turn, the picture of that king appears on his or her screen.

Note: Any time a player logs out of a game in progress, his or her king is played by the computer and must be reset to human when that person rejoins the game. Games can be saved at any point by any user.

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