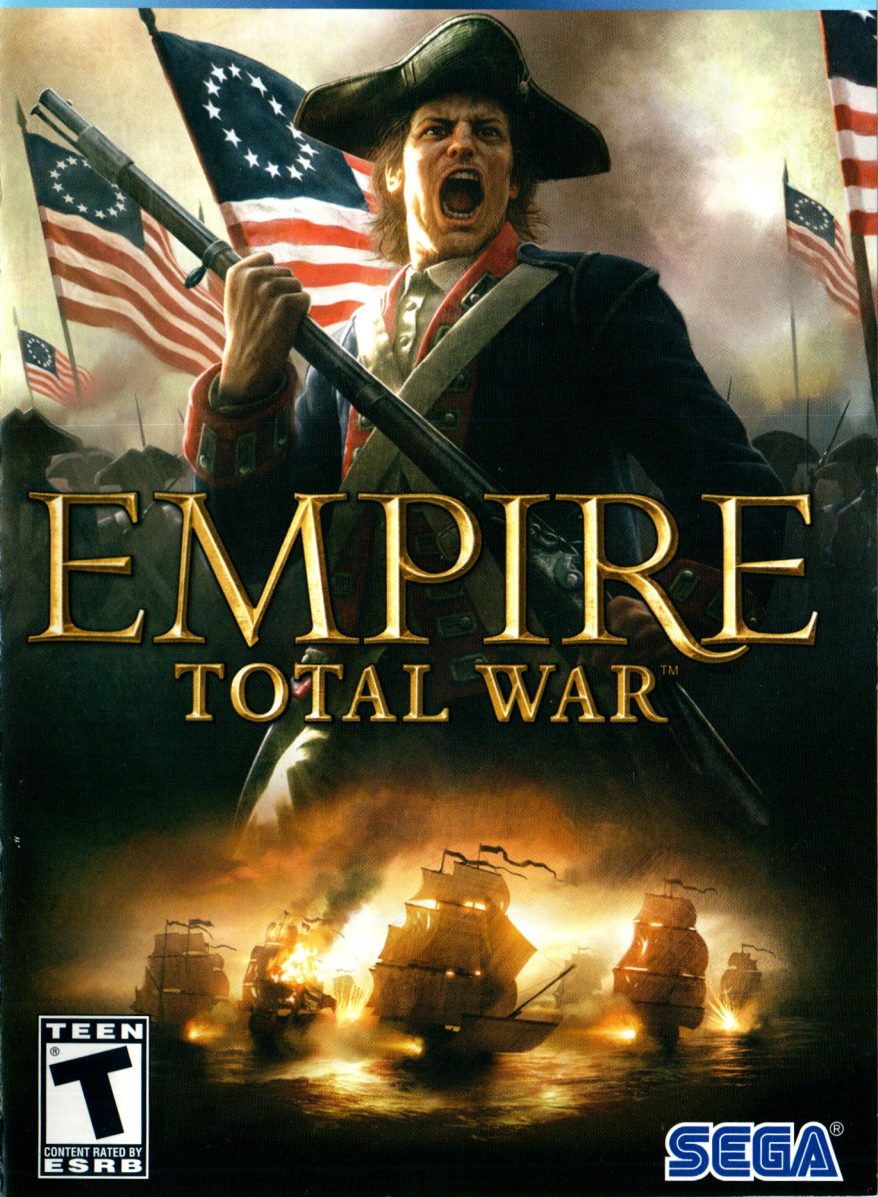




Games
for Windows™



EMPIRE TOTAL WAR™



SEGA®

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

SEGA PC DISC—NOTES ON USE

HEALTH ISSUES

Use this software in a well-lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or television screen may cause a decline in visual acuity.

In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness for some people. If you experience any of these symptoms, consult a doctor before playing this game. If you experience any dizziness, nausea, or motion-sickness while playing this game, stop the game immediately. Consult a doctor when any discomfort continues.

PRODUCT CARE

Handle the game discs with care to prevent scratches or dirt on either side of the discs. Do not bend the discs or enlarge their center holes.

Clean the discs with a soft cloth, such as a lens cleaning cloth. Wipe lightly, moving in a radial pattern outward from the center hole towards the edge. Never clean the discs with paint thinner, benzene, or other harsh chemicals.

Do not write or attach labels to either side of the discs.

Store the discs in their original case after playing. Do not store the discs in a hot or humid location.

Empire: Total War™ discs contain software for use on a personal computer. Please do not play the discs on an ordinary CD player, as this may damage the headphones or speakers.

- Also read the manual of your personal computer.
- The game discs may not be used for rental business.
- Unauthorized copying of the manual is prohibited.
- Unauthorized copying and reverse engineering is prohibited.



Thank you for purchasing *Empire: Total War™*. Please note that this software is designed only for use with a personal computer running Microsoft® Windows®. Be sure to read this instruction booklet thoroughly before you start playing.

TABLE OF CONTENTS

WELCOME	2
INSTALLATION	2
EXPERIENCED PLAYERS START HERE	3
GETTING STARTED	5
LEARNING HOW TO PLAY.....	6
CONTROLS	7
CAMPAIGNS.....	9
STARTING PLAY	10
CHARACTERS AND UNITS.....	15
RUNNING YOUR EMPIRE	20
FIGHTING BATTLES.....	26
UNIT CONTROLS.....	29
SINGLE PLAYER BATTLES.....	33
MULTIPLAYER	34
PRODUCT SUPPORT	37
WARRANTY & LEGAL INFO	37



WELCOME

Empire: Total War™ is an epic game of strategy, combining turn-based empire building on a vast campaign map and massive 3D real-time battles on land and sea.

In *Empire: Total War* you will be charged with the fortunes of a nation, with the ultimate aim of establishing them as the most dominant power on the 18th century globe.

Your military forces will be both feared and admired. Expand your borders through conquest or diplomatic cunning and conquer overseas colonies to establish vast and profitable trade networks. While at home, your research into new technologies and ideas will advance your military power and steer your people towards enlightenment.

You must be wary however, new ideas can be just as powerful as any army – this is, after all, an age of revolution!

You decide the strategy behind the development and expansion of your empire, while taking command on the battlefield and high seas to vanquish those who dare to stand in your way.

The road to domination is yours to explore.

INSTALLATION

REQUIREMENTS

Please ensure that your computer meets the minimum requirements as listed on the packaging. *Empire: Total War* requires either Windows® XP or Vista®. An internet connection is required for the initial installation.

For the optimal experience, please ensure that you run the game on a computer with the latest drivers, including graphics card drivers, and system updates.

HOW TO INSTALL

Close all other applications before installing *Empire: Total War*.

Insert DVD 1 into your DVD drive. If Autoplay is enabled, the installer will begin. Click on Install in the menu to start installation.

If Autoplay is not enabled, double-click on My Computer and then double-click on your DVD drive icon to launch the game installer. Follow the installation instructions.

If the game does not begin installing automatically, *right-click* on your DVD drive icon in My Computer and choose “Explore” from the drop down menu. Double-click on “autorun.exe” to run the installer.

EXPERIENCED PLAYERS START HERE

Even if you're an experienced *Total War* gamer, and you don't generally read manuals, you might want to have a quick look at these two pages. The key differences between *Empire: Total War* and earlier *Total War* games are highlighted here.

NAVAL COMBAT

The biggest new feature here for long-time *Total War* players is naval combat. If you use the techniques and tactics you have learned as a General, you will be defeated as an Admiral! Even something as apparently simple as ship movement can seem odd – and remember, ships fire out of their “flanks”, not in the direction they are moving.

It is worth reading the sections on naval warfare and playing through a couple of naval battles to understand the differences between land and sea warfare. The controls for units are subtly different, and a little time spent learning them will be amply repaid (if only in the despairing cries of defeated enemies).

REGIONS, BUILDINGS AND CONSTRUCTION

Buildings exist both inside and outside cities on the campaign map. Construction in your region's capital will be familiar to you. You can only construct a building in one of the smaller towns when the town develops and a construction site becomes available. This happens automatically as a region's population grows (hint: farms aid population growth). It is possible to have more than one building of the same type in a single province. Finally, some types of town determine what can be built there: you can only build ports and dockyards on the coast, for example.

TECHNOLOGIES

In addition to constructing buildings and training troops, you can now carry out research into new technologies and ideas. Research happens at universities and similar educational buildings, and you can assign gentlemen (a type of agent) to aid research efforts. Each technology you research will usually do one of the following:

- Grant some of your units a new ability or improve an existing ability.
- Make new buildings available for construction or new, specialist units available for recruitment.
- Grant some of your buildings enhanced effects.
- Earn your nation prestige, which can lead to victory in the campaign game.

GOVERNMENTS AND REVOLUTIONS

There are three different government types that your nation can adopt: absolute monarchies, constitutional monarchies, and republics. Each has its own quirks and advantages in the way society functions under them. You can change governments through revolutions, which are essentially rebellions in your nation's capital region. You can choose whether to back the rebels or the state, though, so even if something goes disastrously wrong you can still salvage the situation.

Nation leaders no longer appear on the map as generals. Instead, the king or president remains in your capital city, and his abilities affect the administration of your entire empire. His ministers have effects on specific areas of government responsibility, such as the army, the navy, trade or internal security.

Once again, though, read the section on *Running Your Empire* for more details.

TRAINING UNITS

Admirals and generals can now recruit units and ships by "mail order" from their nation's regions. Units recruited in this fashion automatically make their way to the army or fleet that requested them. This doesn't stop recruitment in the usual fashion in regions.

AGENTS AND SPIES

Agents are no longer deliberately recruited by you. Instead, certain buildings will automatically generate agents of particular types from time to time. The quality of the building governs the frequency and quality of the agents that are generated.

LAND BATTLES

In previous Total War games battles are fought at close quarters. In *Empire: Total War* you need to remember that most units have missile weapons; simply closing with the enemy is a good way to get shot! However, it also takes time for many units to reload, so there are windows of vulnerability (the same is true of your units, of course). And remember, artillery can now be very, very dangerous.

It's worth playing through a couple of battles to familiarize yourself with the capabilities of different troop types, even if you consider yourself an expert *Total War* general.

And now, make sure your tricorne and wig are firmly in place, buckle on your sword, polish your pistols, and take up the challenge of *Empire: Total War*!

GETTING STARTED

THE MAIN MENU

CONTINUE CAMPAIGN

Automatically load your last saved Grand Campaign game.

SINGLE PLAYER

Play the tutorials, start a new Grand Campaign, embark on the Road To Independence Campaign, or dive into a battle of your choice.

MULTIPLAYER

Play online, across a local area network or view your current Player Stats. See the *Multiplayer* section of this manual.

OPTIONS

Adjust the graphics, sound and control options.

SINGLE PLAYER MENU

LOAD GAME

Load a specific campaign game.

BATTLE TUTORIALS

A recommended starting point for new players.

ROAD TO INDEPENDENCE

Select this to play the story-driven Road To Independence Campaign.

GRAND CAMPAIGN

Select this to play *Empire: Total War's* full Grand Campaign.

PLAY BATTLE

Take command and fight with the enemy across a variety of battle types on land and sea.



Clicking on the **'Back'** button in the bottom left corner of any menu will take you back to your previous screen. Similarly, the **'Forward'** button will move you to the next screen.

FAMILY SETTINGS

Family Settings in Games for Windows – LIVE complement Windows Vista® parental controls. Manage your child's access and experience with easy and flexible tools. For more information, go to

www.gamesforwindows.com/en-us/support/familysettings/pages/default.aspx

LEARNING HOW TO PLAY

QUICK START GUIDE

This guide offers an overview of the controls and basic concepts involved in playing *Empire: Total War*.

CAMPAIGNS, TUTORIALS AND ADVISORS

Empire: Total War has a variety of in-game tools to help you master both the campaign game and the battles. These include:

THE TUTORIALS

Under the single player menu you will find options to play both land and sea battle tutorials. These will introduce you to the concept of leading armies and fleets to victory over rival nations.



YOUR ADVISORS

Mighty rulers need loyal and knowledgeable advisors at their side. Your advisors will be at hand at all times, if you so wish.

The advisor appears in the top left corner of your screen. Around the advisor you will see the following icons:



GAME OPTIONS

Left-click this to change **Game Settings** and turn off the advice.



SET DELIVERY METHOD

Get advice with sound and text or just sound.



ASKING FOR ADVICE

Click on the question mark in the top left corner of any panel and your advisor will offer guidance on the panel or topic.

TOOL TIPS

A full Tool Tip system offers basic information on many aspects of the game. Simply hover the cursor over items such as icons, buttons and unit cards to get information on the item or topic.

Keep your cursor over the item for extra Tool Tip information.

CONTROLS

CAMPAIGN MAP KEYS

CAMERA CONTROLS

Move Up.....	W or Num 5
Move Down.....	S or Num 2
Strafe Left.....	A or Num 1
Strafe Right.....	D or Num 3
Increase Height.....	Num* or X
Decrease Height.....	Num / or Z

GAMEPLAY CONTROLS

End Turn.....	Enter
Options Menu.....	Esc
Animation Speed up (Toggle).....	Space Bar
Quick Save.....	Ctrl + S
Quick Load.....	Ctrl + L
Look at Nation Capital.....	Home
Cancel Order.....	Backspace

BATTLE MAP KEYS

CAMERA CONTROLS

Move Forward.....	W or Num 5
Move Backward.....	S or Num 2
Rotate Left.....	Q or Num 4
Rotate Right.....	E or Num 6
Strafe Left.....	A or Num 1
Strafe Right.....	D or Num 3
Increase Height.....	Num* or X
Decrease Height.....	Num / or Z
Pitch Upwards.....	Num + or V
Pitch Downwards.....	Num - or C
Zoom: General.....	Home
Zoom: Unit.....	End
Track Unit.....	Delete

GAMEPLAY CONTROLS

Show Unit Destinations.....	Space
Select All Cavalry.....	Ctrl + C
Select All Musketeers.....	Ctrl + M
Select All Melee only.....	Ctrl + H
Select All Artillery.....	Ctrl + B
Toggle Pause.....	Pause or P
Toggle Game Speed.....	Ctrl + T
Open Battle Chat (General).....	Shift + G
Open Battle Chat (Team).....	Shift + T

MOUSE BUTTON CONTROLS

	IN THE CAMPAIGN	IN BATTLES
LEFT-CLICK	Select character, building, etc.	Select unit.
	Activate any button or message received.	Activate buttons.
		Select a unit via its unit card.
RIGHT-CLICK	Move selected piece to target location.	Move selected unit to target location.
	Display information on target object in Review Panel.	Issue orders to selected unit. Click on target to attack, take cover, etc.
DOUBLE LEFT-CLICK	Display information on target object.	Zoom to unit when clicking on unit card.
	Dismiss information.	
DOUBLE RIGHT-CLICK		Issue run or full sail order to selected unit(s).
LEFT-CLICK AND DRAG		Create unit selection box.
RIGHT-CLICK AND DRAG	Show route to destination for selected piece.	Create formation and change facing of selected unit.

CAMPAIGNS

THE ROAD TO INDEPENDENCE

Embark on a story-driven campaign portraying the rise of George Washington and the foundation of the United States.

THE GRAND CAMPAIGN

Take control of a single nation of your choice and build the most dominant and powerful empire of the 18th Century.

STARTING A GRAND CAMPAIGN

The Grand Campaign setup screen allows you to choose a nation using the flags and scroll buttons at the top.

Each nation has its own difficulty, based on factors such as their starting position and military power. This is displayed in the difficulty panel, where you can also tweak the campaign and battle difficulty using the sliders provided.

The conditions required for victory differ from one nation to another. These are displayed on the bottom left panel.

Use the **Game Settings** button to tweak further options.

Use the **Start Game** button to begin the campaign.

CAMPAIGN GAME SETTINGS

Use the check boxes in this menu to tweak game options including:

Turn On Advisor – Switch advice on or off.

Show CPU Moves – See the moves of your computer opponent.

Automatic City Manager – Allow the AI to manage your cities.

Battle Time Limit – Turn the time limit for battles on or off.

HOW TO WIN THE GRAND CAMPAIGN

Each nation in *Empire: Total War* has a set of goals that it must complete in order to win. These are nation-specific and can be based on conquering territory and/or achieving victory through acquiring **prestige**. See *Prestige* later in this guide.

STARTING PLAY

THE TURN SYSTEM

Campaign games in *Empire: Total War* are turn-based – meaning that each nation takes turns in moving their pieces, managing their regions and fighting battles.

The Grand Campaign game progresses by a year every two turns. The campaign begins in 1700 and you have until the end of 1799 to achieve your victory conditions. Once that date passes, you can continue to play without the victory conditions.

THE CAMPAIGN MAP VIEW



1. Radar Map
2. Event Messages
3. Advisor
4. Review Panel
5. Control Panel

On starting the campaign game you will be greeted by your advisor. She will give you a tour of your nation's territory and some recommendations on your opening strategy.

After this initial tour you will have control of the camera and a view of the world in *Empire: Total War*.

These are just a few of the features you will see in the main view:

Regions – The Campaign Map is split into a series of regions. Each nation has a home region that it must hold.

Cities – Each region has a capital - own this and you own the region.

Characters – The ‘pieces’ on the *Empire: Total War* Campaign Map.

Ships – These ships represent your naval units – your Admirals and the fleets of your navy.

Buildings – Towns, forts or resource buildings such as farms, mines and mills.

Trade Routes – A network of routes across land and sea marking active trade between nations.

Dark Areas – Areas of the map that you are yet to explore are uncharted and masked by a “fog of war”.

THE CAMPAIGN GAME INTERFACE

THE RADAR MAP

This displays region ownership in the current selected part or theatre of the world.

Use the arrow buttons to switch the map between the three different theatres - Europe, America and India.

Left-click on any area of the radar map to snap the map directly to that area.

Use the + and - buttons to zoom the display.

Click the globe icon in the bottom right corner to get an overview of all the theatres.



THE REVIEW PANEL

This offers a view of your units, buildings, agents and fleets in a given location.

This panel is also used to construct and upgrade region infrastructure and recruit units, all via the tabs at the top.

Depending on the item you have selected you will also see the following buttons on the right of the panel:



REPAIR BUTTON

Use this button to carry out repairs on a selected building.



REPLENISH BUTTON

Bring a selected unit back up to full strength.



DISBAND BUTTON

Disband the selected unit.



CONSTRUCT FORT BUTTON

Use a General to construct forts on the Campaign Map.



DISMANTLE BUTTON

Raze a selected building to the ground to allow for new building options or to deny an invading enemy its benefits.



PROMOTE BUTTON

Promote a selected Brigadier or naval Captain to a General or Admiral.

THE CONTROL PANEL

This is where you will find the basic controls and information for your nation.



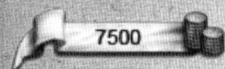
GOVERNMENT DETAILS

Click to view the **Government Details Panel**, allowing you to manage policies, government and trade.



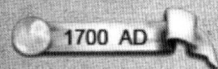
OBJECTIVES

Click to view the factors that govern your chances of winning the game – missions, prestige and your overall victory conditions.



TREASURY

Displays the money currently in your coffers.



THE YEAR

The current in-game date. This moves on by a year every two turns.



TECHNOLOGIES

Click to view the **Technology Panel**, used to research new technological advancements for your nation.



DIPLOMACY

Click to view the **Diplomacy Panel**. This allows you to view the state of diplomatic relations between nations and to start negotiations with another nation.



BUILDING BROWSER

Displays how successive buildings are linked, allowing you to easily plan the growth of your empire.



LISTS

Click to view a panel that gathers useful information about the armed forces, agents and regions in your possession.



END TURN

Click this button when you have done everything you want in a given turn.

EVENTS AND MESSAGES

Events bring you news of happenings within your empire or from around the globe. These arrive as icons that drop on the left hand side of the screen.



TO VIEW AN EVENT...

Hover over an event to view its title. *Left-click* to open an event message. *Right-click* on the event to dismiss it without opening it.

MISSIONS

Periodically you will be offered missions to undertake. Although optional, they can introduce you to new aspects of gameplay and give you interesting and useful rewards.



CHARACTERS AND UNITS

CHARACTERS

Characters in *Empire: Total War* are classified as either military or agents.

Agents – These are non-military characters that can be used to carry out a wide range of missions and tasks.

Military Characters – Brigadiers, Generals, Captains and Admirals that lead your armies and fleets. The strength of an army or fleet is displayed via the number of pips in the column to the left of its flag.

USING AGENTS

Agents can be dispatched to spy on enemy positions, carry out sabotage, assassinate or duel with rivals, carry out research at universities and to spread their faith amongst non-believers.

To utilize an agent's 'active' abilities, select them and *right-click* on a potential target character, army or settlement.

To use an agent's 'passive' abilities, such as a Missionary's ability to convert a region's religion, simply move the character into the target region.

GETTING AGENTS

Agents cannot be recruited like military units; they are automatically generated by the presence of certain buildings in your regions. These buildings also influence how many agents you can have at one time.

Gentlemen, Scholars, Missionaries, Imams and Brahmins are generated from educational buildings in your empire – such as universities.

Rakes, Hashishin and Thugees are generated from entertainment-based buildings in your empire – such as taverns.

YOUR MILITARY FORCES

Your armies and fleets are your nation's primary weapon on land and sea.



As a unit fights and survives battles they gain **experience** that improves their ability to deal with future combat situations. Unit experience is displayed as chevrons on the top right corner of the unit card. Units also gain special traits that improve their usefulness.

MOVING YOUR FORCES

There are a number of options available to you when mobilizing your military forces, including merging and splitting. Movement on the map is also influenced by '**Zones of Control**'.

Zones of Control – Each army, fleet and fort on the Campaign Map has a 'Zone of Control' surrounding them. Any rival military force that enters this zone opens themselves up to immediate attack. Careful placement of military forces and forts can therefore be used to set ambushes and create strategic chokepoints.

Merging Forces – Move an army or fleet onto another to merge them. If there are less than 20 units involved this will be automatic. Otherwise, you will be presented with a panel to manually adjust the process.

Splitting Forces – To split the forces of a selected army or fleet, first select the units via the unit cards in the **Review Panel**. You can use SHIFT and CTRL on your keyboard to select more than one unit. Once selected, use *right-click* to set the destination for this new force on the Campaign Map.

Merging Units – Units of the same type that have suffered casualties, can be merged to create a single, stronger unit. Use the **Review Panel** to select and drag one unit onto another to merge them. Experience will be averaged out among the merged units.

ATTACKING WITH UNITS

With an army or fleet selected, simply *right-click* on an enemy force or settlement to attack it.

The **Battle Deployment Panel** then offers a breakdown of the battle conditions and the forces involved. At the bottom of the panel you have the following options available:



Click this button to take control of your armies and fight the battle yourself.



Click this button to auto-resolve the battle. The computer will then automatically fight the battle and present you with the results.



Click the withdraw button for a tactical retreat from the battle.

ATTACKING WITH REINFORCEMENTS

Your forces, or those of your allies, can join the battle as reinforcements if they are adjacent on the Campaign Map.

If you take control of the battle, these armies will be available to reinforce your ranks as the battle progresses. In auto-resolved battles, their strength will be taken into account.

SEIZING SETTLEMENTS & BUILDINGS

Expanding your empire will require many victories in the field. To truly dominate your rival nations however, you will need to seize enemy regions by attacking towns and capital cities.

TOWNS, PORTS & RESOURCE BUILDINGS

Armies can be used to attack settlements on the Campaign Map. Ordering an attack on a garrisoned town, port or resource building will trigger a land battle. If the target is undefended the attacking force will simply march in and seize it.

CITIES, FORTS AND SIEGES

Cities can be fortified with upgradeable walls that will provide defenses from invading armies. An attack on an unfortified city will trigger a land battle between the two forces. An attack on a fortified city or fort will trigger a siege battle.

Sieges require different tactics and offer additional options in the **Battle Deployment Panel**.



Maintain the siege for this turn in the hopes of flushing out the defender.



Demand that the defender immediately surrender without a fight.

USING FLEETS

While pure naval power in battle will help you wrestle control of the seas, your fleets can also be used for a variety of tasks that will be crucial to your nation's success.

TRANSPORTING UNITS

Ships can be loaded with agents and armies for transport to overseas colonies. Simply move an army or an agent onto a fleet docked at a shoreline to bring them aboard.

Use the **Army** or **Agent** tab in the **Review Panel** to select the units and use *right-click* to disembark at their destination.

RAIDING TRADE ROUTES

Placing fleets on enemy trade routes (those marked in red) will allow you to steal some trade income generated by that route for that turn.

BLOCKADING PORTS

Use *right-click* to place your fleet in a rival nation's port and you will cut off all the trade moving through it.

MOVING FLEETS ACROSS THEATRES OF WAR

You can move fleets quickly between the three main theatres and the trade theatres using **Transition Zones**.

These are marked by shaded areas on the seas of the Campaign Map. When a fleet enters a zone you are presented with the **Travel Destination Panel**. Use this to select the theatre you wish to travel to.

EXPLOITING TRADE THEATRES

Trade Theatres are sea regions with rich trading prospects. Placing merchant fleets in these regions will give a significant boost in trade income. Use military fleets to protect your merchants from enemies.

BUILDING ARMIES AND FLEETS

Military expansion is essential to maintaining imperial ambitions. New armies can be recruited at region capitals, while fleets can be built at town slots containing ports.

BUILDING NEW UNITS

Select a capital or port and click on the **Recruitment Tab** to open the options in the **Review Panel**.

Click on the unit you wish to build in the top panel to add it to the recruitment queue.

The number in the top right corner of the unit card displays the turns it will take for that unit to be recruited.

The type of land units available to recruit is determined by the level of military buildings in your capital. For ships, this is decided by the type and level of the port.

RECRUITING TROOPS WITH GENERALS AND ADMIRALS

Generals and Admirals have the ability to order fresh recruits directly for their army or fleet.

Select the General or Admiral on the Campaign Map and use the **Recruitment Tab** in the **Review Panel**.

Recruited units will move automatically to the army or fleet.

PROMOTING MILITARY CHARACTERS

New armies are led by Brigadiers and fleets by Captains. These leaders can be promoted to full General or Admiral status at your whim, using the Promote button in the **Review Panel**.

Be wary - if you're too generous dishing out promotions, the quality of your leaders will diminish.

RUNNING YOUR EMPIRE

YOUR NATION

The **Government Details Panel** offers an overview of your nation as a whole and offers a central hub with which to manage **Policies, Government and Trade**.

POLICIES

The **Policies Tab** allows adjustment of taxation levels and the ability to let the computer AI take control, or auto-manage, both tax and construction on your behalf.

AUTO-MANAGING TAX

Use the check box on this panel to allow tax to be auto-managed by the computer AI.

AUTO MANAGING CONSTRUCTION

Use the check box on this panel to allow the construction of buildings to be auto-managed by the computer AI. Use the arrows under the check box to select the emphasis of this construction policy.

GOVERNMENT AND MINISTERS

The **Ministers Tab** displays information about the members of your government, the colonial governors and the bonuses they offer. Use this panel to call an election or to replace ministers.

CHANGE GOVERNMENT

Different government types offer specific benefits but you will need to engineer the conditions for a revolt to force this. See *Public Order and Revolutions*.

TRADE

The **Trade Tab** on the **Government Details Panel** shows all resources brought to your capital from across your empire, and how they are exported.

Boost your coffers by exploiting the resources in your regions and developing trade agreements with rival nations via diplomacy. Expand your trade income by seizing resource-rich colonies, improving your ports and by sending merchant fleets to trade theatres.

TECHNOLOGY AND ENLIGHTENMENT

The construction of libraries, schools, colleges and universities enables the research of new technologies and ideas.

Be wary though, an enlightened population can create a desire for reform, which can lead to a revolution of the lower classes. See *Public Order and Revolutions*.

IMPROVE TECHNOLOGY

1. Click on the **Technologies** button to open the **Technology Panel**.
2. Select the item you wish to research. Use the tabs to switch research trees.

The selected item will flash with the number of turns needed to complete the research.

The presence of a **Gentleman** or **Scholar** in a university will speed up research.

Gentlemen can also be sent to a rival nation's universities to steal technologies.

When all nations but one know about a new technology or idea, it becomes **Common Knowledge** and is available to all.

DIPLOMACY

Fostering relations with your rival nations by forging alliances and establishing trade agreements will speed your path to dominance.

TO BEGIN DIPLOMATIC RELATIONS:

1. Click the **Diplomacy** button to view the state of diplomatic relations between nations.
2. Select a nation by clicking on their flag icon.
3. Use the arrow buttons to toggle the map between the display of the selected nation's opinion of their rivals, and what those nations think of them.
4. Click on the **Open Negotiations** button to enter into diplomacy with the selected nation.

PRESTIGE

Prestige is a measure of your reputation among rival nations. It is a vital component of your victory conditions.

EARN PRESTIGE

Prestige is earned in many ways including winning battles, researching technology, and constructing certain buildings.

CHECK YOUR PRESTIGE RATING

Observe your progress through the **Prestige Tab** via the **Objectives Panel**.

PUBLIC ORDER AND REVOLUTIONS

HAPPINESS

Keep your people happy and your nation's population will steadily increase, your coffers will swell and your regions will prosper.

Population is split into ruling and lower classes. The class structure will be dependent on your form of government. Happiness must be balanced across the classes to prevent rebellions and all-out revolution.

MAINTAIN PUBLIC ORDER

- Build entertainment for your people in the form of taverns, conservatoriums and related buildings.
- Maintain a reasonable tax rate across your theatres.
- Grant tax exemption to troublesome regions.
- Garrison cities with appropriate troops to increase region repression.

REVOLUTIONS

Rebellions can be widespread but revolutions only occur in your home region capital. In the event of revolution, you will need to choose your allegiance to either force a change of government, or preserve the existing regime.

Fight as the revolutionary force and you will need to take the capital. Swear allegiance to the establishment and you will be required to banish the revolutionary armies from the region.

Failure to achieve your objectives in a revolution will end the campaign.

Revolutions can be engineered in order to bring about a change in government.

YOUR REGIONS

Regions all have a capital city, which must be held to keep control of the region. Outside of this capital, a region can also contain:

Villages – These small settlements grow into towns or ports as your region population grows. This creates new construction sites for buildings.

Undeveloped Towns – When a village grows it becomes a town and offers new building options.

Developed Towns – Occupied town and port 'slots'. Existing buildings here can be upgraded or dismantled via the **Review Panel**.

Forts – Upgradeable fortified structures, built by Generals and used to protect borders and strategic points.

Resources – Useful natural resources are present in most regions. Exploiting these through farm, mine or mill construction will increase productivity and trade income.

Trade Routes – A network of routes across a region and from its ports mark active trade within your nation and with rival nations.

REGION CAPITALS

The capital is the central control point and the source of information for a region. Double-click on a capital to view the **Region Details Panel** which includes information on:

POPULATION

As your region population increases villages will grow into towns, enabling the construction of buildings for improving income, happiness, military or research capabilities.

REGION WEALTH

The wealth of a region is essentially the sum of wealth contributed by towns and income from buildings and taxation across the region.

PUBLIC ORDER

Balance the happiness of your people to maintain the status quo. The panel displays the current factors influencing this for both classes.

DEVELOPING A REGION

You have a number of options available to you when it comes to developing regions.

CONSTRUCT NEW BUILDINGS

Region capitals offer construction sites for new buildings, some of which are unique to capitals.

Select a region capital and hover over each of its slots in the **Review Panel**. *Left-click* on an available building to issue a build order.

GROW THE POPULATION

Increase population growth by upgrading farms and fishing ports and by researching new agricultural technologies. Cutting taxes for the lower classes will also promote growth.

UPGRADE EXISTING BUILDINGS

Click on any existing town slot or capital and use the **Review Panel** to issue a building upgrade.

EXPLOIT RESOURCES

Click on a resource icon on the map and use the **Review Panel** to issue a build order or upgrade an existing resource building.

UPGRADE INFRASTRUCTURE

Upgrading the road system will increase trade capability. Use the **Infrastructure Tab** in the **Review Panel** for a selected settlement to build roads.

Construction and building upgrades cost money and some options require specific technologies to be researched before they become available.

Use the **Building Browser** to see how successive buildings are linked and to help plan region growth. *Left-clicking* on a building in the browser will display its individual tree.

YOUR FIRST FEW TURNS

Heed the words of your advisor! She will deliver hints and suggestions as to your opening strategy. In addition, there are a number of activities it would be wise to consider on your first few turns:

- Find unused construction sites in your region and plan your early build orders.
- Locate and build upon untapped resources in your region.
- Check your trade income and plan the expansion of your exports.
- Prepare your first trade fleet expedition to the trade theatres.
- Locate your agents and consider their first assignments.
- Consider your initial research priorities.
- Check your diplomatic relations and plan new alliances and trade partners.
- Locate your military forces and plan recruitment.
- Find existing regions under threat from rival nations and plan methods to protect them.
- Locate possible target regions for your first military conquest.



FIGHTING BATTLES

When you choose the attack option via the **Battle Deployment Panel**, you will be transported to the battlefield or seascape. Here you will deploy your forces before embarking on a real-time battle, where your prowess as a commander will be tested to the fullest.

BATTLE DEPLOYMENT

Deployment is the first phase of the battle. During this period you are given time to position your units. Troops and ships must remain within the marked **deployment zone**.



Click the **End Deployment** button at the top of the screen to begin the battle.

HOW TO WIN BATTLES

Winning a battle involves destroying an enemy or, more likely, breaking their morale until they rout or surrender.

Battles have a duration indicated by the timer on the **Battlefield Control Panel**.

The attacking force must rout or destroy the defending force within the time limit, or lose the battle. To claim victory the defender has only to hang on and keep the attacker at bay until the battle timer runs out.

MORALE

A unit or crew's courage and discipline in the heat of battle is measured by their morale.

Unit morale is boosted by many factors including training, experience and the presence of an inspirational General or Admiral.

Unit morale can be reduced by a myriad of factors including fatigue, exposure to enemy fire and whether a unit is flanked or attacked from behind.

Morale will break at a faster rate when a unit feels heavily outnumbered or outgunned and when nearby units rout themselves.

ROUTING

Flashing unit banners indicate that the morale of a unit or ship's crew is wavering. Soon after, they will break from the battle and run for safety.

Routing units won't follow any further orders unless rallied by a General or Admiral.

SIEGE BATTLES

When an army attacks a fort or a fortified city, it will trigger a siege battle. These battles require a different tactical approach from the forces involved.

The attacker's objective is to breach the walls of the settlement and destroy the enemy within. To achieve this, there are several methods open to them:

ARTILLERY

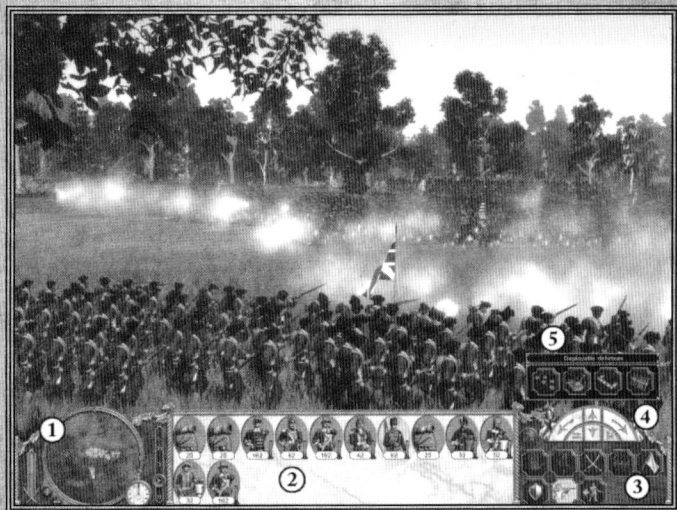
Concentrate your fire and use your heaviest guns to break through enemy walls. Select your artillery and *right-click* on a wall section to issue the order.

GRAPNELS AND ROPES

Many infantry units carry grapnels and rope ladders for use during sieges. Deploy the grapnels by holding the mouse over a section of wall and *right-clicking* when the appropriate icon appears.

THE BATTLE INTERFACE

Land and sea battles share many of the same interface elements, including the **Battlefield Control Panel** and the **Review Panel**.



1. Battlefield Control Panel
2. Review Panel

3. Unit Controls
4. Maneuver Compass
5. Deployable Defenses

THE BATTLEFIELD CONTROL PANEL

RADAR MAP

The radar map allows you an aerial view of the battlefield, detailing the position of friendly and enemy units. Use the plus and minus buttons to zoom in or out.

BATTLE PROGRESS

The colored vertical bar in the bottom left section of the screen tracks the relative strength of your army against that of your enemy.

BATTLE TIME

The clock shows how much time is left before the battle ends.

BATTLE SPEED

Use this to toggle the speed of the battle and to pause the action.

THE REVIEW PANEL

This area contains the cards that represent the units in your army or fleet.

Pausing the game, then *right-clicking* on a unit card, opens that unit's **Information Panel**. Grouped units are indicated by a group number and a colored border linking them.



UNIT CONTROLS

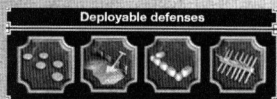
This panel differs depending on whether you are fighting on land or at sea.

LAND BATTLES



MANEUVER COMPASS

The maneuver compass can be used to fine-tune unit orders. The forward and back arrows in the center will order a selected unit or group to march a short distance forward or back. The right and left arrows allow you to rotate the facing of the unit. The side buttons on the bottom of the compass allow you to increase or decrease a unit's rank and file.



DEPLOYABLE DEFENSES

This panel will appear when certain units are selected to give access to defenses that can be deployed on the battlefield, either in the deployment phase or in battle.



FORMATIONS

Press this button to select a formation for a unit group. Choose from the formations in the window that opens, and click this button again to dismiss it.



GROUP UNITS

Group selected units together by clicking on this button. Grouped units will maintain their formation while moving. You can reselect a group by clicking on its numbered tab in the **Review Panel**, or by pressing the corresponding keyboard number.



HALT

The Halt button cancels orders and makes selected units stop where they are.



RUN

The Run button can be used to toggle the selected units between running or walking.



MELEE MODE

Clicking on this button will lock the selected melee-capable units into Melee mode. All attack orders will result in a hand-to-hand attack until unlocked.



SKIRMISH MODE

Enable this to instruct the selected unit to avoid hand-to-hand contact with the enemy by retreating to a safe firing distance. Light infantry units begin with Skirmish mode turned on.



GUARD MODE

Guard mode instructs units to fight defensively. They will try to maintain their formation when attacked, and won't pursue the enemy.



FIRE AT WILL

Toggles Fire At Will for the selected troops, instructing them to open fire on any target within range.



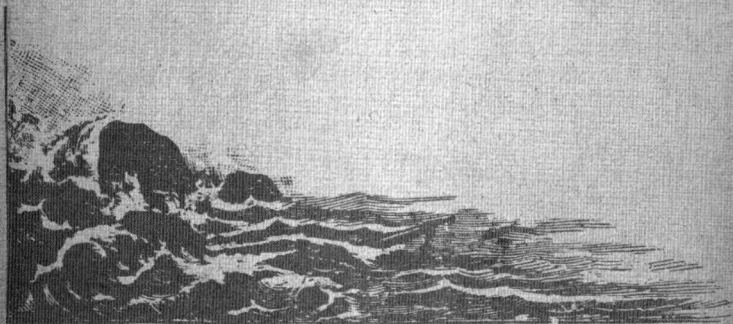
WITHDRAW

Orders selected units to retreat from the field in an orderly manner. Click again to cancel.

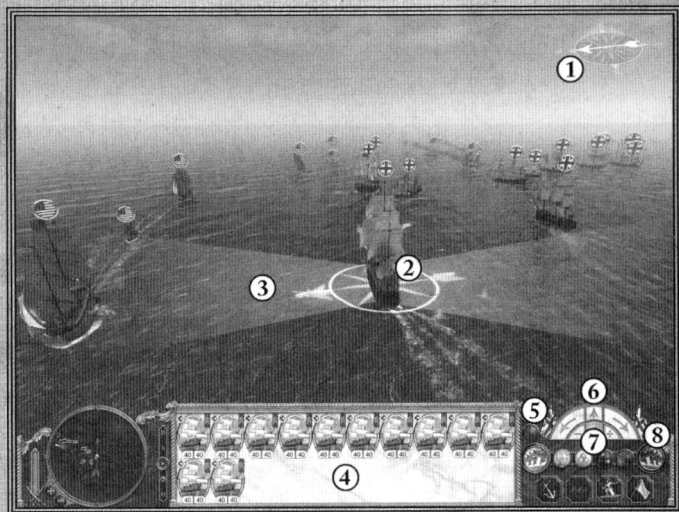


SPECIAL ABILITIES

The special abilities buttons enable special formations, ammo types or abilities that a selected unit has available to it.



NAVAL BATTLES



- | | |
|-----------------------------|----------------------|
| 1. Wind Direction Indicator | 5. Unit Controls |
| 2. Selected Ship | 6. Maneuver Compass |
| 3. Arc of Fire | 7. Ammo Types |
| 4. Review Panel | 8. Broadside Buttons |



MANEUVER COMPASS

Used to fine-tune ship orders, as well as to direct and rotate your vessel. The center icon displays whether the selected ship is using full sail, half sail or no sail. This can govern the speed of the ship in relation to the wind direction. Use the plus and minus buttons on either side to lower and raise the sails.



FORMATIONS BUTTON

Opens a panel allowing the selection of pre-set formations for the selected group.



BROADSIDE BUTTONS

These give direct control of a ship's guns – allowing you to concentrate fire on an enemy, increasing the damage inflicted. Clicking on your left (or port) broadside button loads your guns and readies them to fire. The advancing red band around the button indicates the readiness of the gun crew. When this is complete, click on the button again to unleash a full broadside. The arc of fire for a selected ship will help you judge your range.



GROUP SHIPS

Click this button to group two or more ships. This allows for quicker selection, the setting of formations and the ability to issue orders to ships simultaneously. Grouped ships will maintain their formation while moving. Click this button again to dissolve a selected group.



BOARD ENEMY

Selecting the Board Enemy button and *right-clicking* on an enemy ship orders an attempt to board. Boarding actions can be cancelled at any time before ships touch, by deselecting the button or by issuing another order.



ANCHOR SHIP

Use this button to stop the selected ship. Issue another order to cancel.



WITHDRAW

The Withdraw button causes your ship to leave the battle.



FIRE AT WILL

The Fire At Will button orders the selected ship to 'fire as they bear' at any target that presents itself. By default, deselecting the button causes your ship to hold its fire.

AMMO TYPES

Selecting different types of ammo will target different areas of an enemy ship.



Select **Round Shot** to target and do maximum damage to the hull.



Select **Grapeshot** to target the decks and crew.



Select **Chain Shot** to target the sails and masts.

WIND DIRECTION INDICATOR

The wind is a major factor in naval battles. Knowing how different ships perform in relation to the wind direction is crucial. All ships move faster while sailing with the prevailing wind and at full sail, but smaller ships can also demonstrate good speeds when sailing against it. The wind indicator, at the top of the battle view, displays the current wind direction. When selected, a ship also displays an arrow indicating the current wind direction in its reticule.

SINGLE PLAYER BATTLES

There are a number of options available to you when you want to dive into a real-time single player battle:

LAND BATTLE

Fight a land battle on your choice of map, with custom nations and armies.

SEA BATTLE

Fight a sea battle with custom nations and fleets.

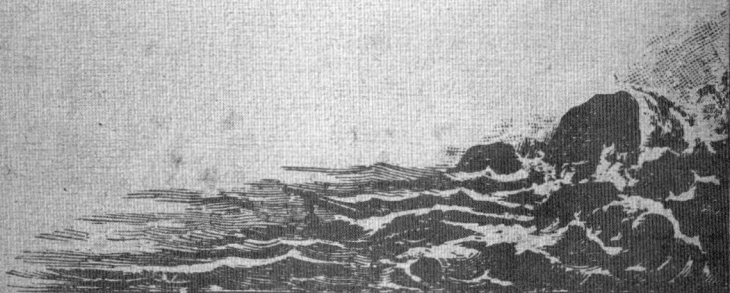
SIEGE BATTLE

Fight a siege battle on your choice of map, with custom nations and armies. Winning conditions for this battle differ depending on whether you are attacking or defending the fort.

SCENARIO BATTLE

Play out a battle which uses a preset map, as well as set nations and units.

Once you've selected your battle type you'll be taken to the **Battle Preparation Panel**, where you can choose the nation involved, select the units that make up the armies and tweak battle settings such as weather, time of day and size of your army.



MULTIPLAYER

In *Empire: Total War* you can fight in multiplayer battles with up to eight players.

From the **Main Menu**, you must first select whether you wish to play online or across a local area network.

YOUR GLOBAL RANK

Each player in *Empire: Total War* online has a rating. Your rank improves as you win competitive ranked games and can be improved significantly by defeating higher rated players. Unranked battles will not affect your rating.

You can view the stats influencing your global rating via the **Player Stats** option in the **Main Menu** under **Multiplayer**. This shows your current record in multiplayer and the achievements you've unlocked. Achievements are gained for feats in both single and multiplayer.

QUICK MATCH

This option enables you to get straight into a 1v1 land or naval online battle. Quick battles are ranked so you will automatically be paired with an opponent of similar rank.

THE BATTLE LIST

This screen displays all the available games in progress. You can set filters to look for the type of game that you want, such as battle type and ranked. From here you can join a game or choose to host one of your own.

HOSTING A BATTLE

First choose your battle type. See *Single Player Battles* for a summary of the options.

Select a map for your chosen battle type and tweak game settings before hosting. Your hosted game will then appear in the battle list for other players and you will be taken to the game lobby.

THE LOBBY

Here players that join a particular game can chat, choose their alliance, nation, and their units for the ensuing battle. In an unranked game, AI controlled armies can also be added by the host to fill alliances.

POST BATTLE OPTIONS

Following a multiplayer match you will be given the option to fight the battle again without returning to the lobby.

NOTES

HEAD STRAIGHT INTO THE HEAT OF AERIAL ACTION

WITH

DOGFIGHTS



HISTORY™ takes you into the cockpit to experience the thrill of aerial battle through state-of-the art CGI. Witness some of the most celebrated dogfights in modern history as the pilots strap back in and recall their memories of historic aircraft such as the F8 Crusader, the F6F Hellcat and the P40 Tomahawk.



Available wherever DVDs are sold

©2008 A&E Television Networks. All Rights Reserved. HISTORY and the "H" logo are trademarks of A&E Television Networks. All Rights Reserved. Art and Design ©2008 A&E Television Networks. All Rights Reserved.

History.com

DISTRIBUTED BY
NEWVIDEO.

WARRANTY & LEGAL INFO

SEGA of America, Inc. warrants to the original consumer purchaser that the game disc or cartridge shall be free from defects in material and workmanship for a period of 90-days from the original date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective game disc or cartridge will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or manufacturing workmanship. This limited warranty does not apply to used software or to software acquired through private transactions between individuals or purchased from online auction sites. Please retain the original, or a photocopy, of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact SEGA to obtain support.

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact SEGA at:

- Website: www.sega.com/support
- Telephone: 1-800-USA-SEGA

LIMITATIONS ON WARRANTY

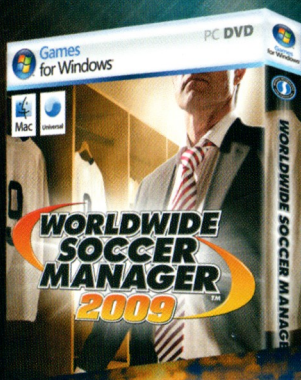
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC., BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES AND CANADA ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS THAT VARY FROM STATE TO STATE.

To register this product, please go to www.sega.com

SEGA of America, Inc., 350 Rhode Island Street, Suite 400, San Francisco, CA 94103

© SEGA. The Creative Assembly, Total War, Empire: Total War and the Total War logo are trademarks or registered trademarks of The Creative Assembly Limited. SEGA and the SEGA logo are registered trademarks or trademarks of SEGA Corporation. Uses Bink Video. Copyright © 1997-2008 by RAD Game Tools, Inc.

GREAT NEW GAMES AVAILABLE NOW!



SEGA

SEGA of America, Inc.

350 Rhode Island Street, Suite 400, San Francisco, CA 94103

SEGA is registered in the U.S. Patent and Trademark Office. SEGA and the SEGA logo are either registered trademarks or trademarks of SEGA Corporation. © SEGA. All rights reserved. The Incredible Hulk, the Movie © 2008 MVL Film Finance LLC. Marvel, The Incredible Hulk, all character names and their distinctive likenesses: TM & © 2008 Marvel Entertainment, Inc. and its subsidiaries. All Rights Reserved. ©SEGA. All rights reserved. SEGA is registered in the U.S. Patent and Trademark Office. SEGA and the SEGA logo are either registered trademarks or trademarks of SEGA Corporation. Iron Man, the Movie © 2008 MVL Film Finance LLC. Marvel, Iron Man, all character names and their distinctive likenesses: TM & © 2008 Marvel Entertainment, Inc. and its subsidiaries. All Rights Reserved. © 2008 Gas Powered Games Corp. Gas Powered Games and Space Siege are the exclusive trademarks of Gas Powered Games Corp. SEGA is registered in the U.S. Patent and Trademark Office. SEGA and the SEGA logo are either registered trademarks or trademarks of SEGA Corporation. Sports Interactive Limited 2008. Published by SEGA of America. Developed by Sports Interactive Limited. SEGA and the SEGA logo are either registered trademarks or trademarks of SEGA Corporation. Worldwide Soccer Manager, Sports Interactive and the Sports Interactive logo are either registered trademarks or trademarks of Sports Interactive. National League Championship 08/09 Liga BBVA and Liga Adelante. Product under Official License from the LFP. © 2002 Ligue de Football Professionnel ©. © 2008 MLS, MLS, the MLS logo, Major League Soccer and MLS team identifications used on or in connection with this product are trademarks, copyrights and other forms of intellectual property of Major League Soccer, LLC. are used by permission and may not be used, in whole or part, without the prior written consent of Major League Soccer, LLC. All rights reserved. The use of real names of professional football players is authorized by FIFA Commercial Enterprises BV. All other company names, brand names and logos are property of their respective owners. Windows and the Windows Vista Start button are trademarks of the Microsoft group of companies, and 'Games for Windows' and the Windows Vista Start button logo are used under license from Microsoft.

PRODUCTS RANGE FROM EVERYONE TO TEEN

E-T

CONTENT RATED BY ESRB