



TOTAL WAR™

SHOGUN 2

FALL OF THE SAMURAI



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 disc with care to prevent scratches or dirt on either side of the disc. Do not bend the disc or enlarge the centre hole.

Clean the disc 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 disc with paint thinner, benzene, or other harsh chemicals.

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

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

The Total War™ Shogun 2: Fall of the Samurai game disc contains software for use on a personal computer. Please do not play the disc on an ordinary CD player, as this may damage the headphones or speakers.

Also read the manual of your personal computer.

The game disc may not be used for rental business.

Unauthorized copying of this manual is prohibited.

Unauthorized copying and reverse engineering of this software is prohibited.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

3

7

12

16

18

The second are icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and pegionline.eu

TOTAL WAR™ SHOGUN 2

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WELCOME

This is the time of the Boshin War, the “War of the Year of the Dragon”. It is an appropriate name for both the year and the war: dragons bring great wisdom and great destruction in equal measure. It is a time of swords, courageous hearts, and the fall of noble families. It is also a time of 12-inch naval guns, steam trains, and dangerous ideas.

Although an expansion pack, this is a new, intricate world for you to explore and conquer. Japan has been shut away for 250 years, closed to foreigners and their pernicious ideas, the world kept at sword’s length by order of the Shogun, the hereditary commander of the land. In the middle of the 19th Century this changed when modern American warships steamed into a Japanese harbour. This show of force was apparently about trading rights, but it was also about Japan’s future – or lack of it. Unless the Japanese were very careful, they would suffer the same fate as China: their lands carved up to suit the Great Powers of Europe and the United States. This is the time of Total War Shogun 2: Fall of the Samurai.

Now there is a new Japan being born to the bellowing of cannon, the shriek of steam engines and the stoic silence of dispossessed samurai. A new order is being created, built upon the rubble of old certainties. The modern, Victorian world of Europe and America is battering at Japan’s gates. This new world can be shut out and tradition upheld, or it can be adopted, mastered and changed: a Japanese way of embracing the future. On one side stand the forces of tradition, on the other, the forces of novelty. At the same time, Japan is divided between the forces of the Shogun and the supporters of the Emperor. Each side struggles to come to terms with the threats and opportunities modern ideas and modern weapons represent.

In this game, you’ll have battles on land and sea to fight, soldiers to train and command, rivals to treat with and assassinate, new technologies to discover and put to use, buildings and defences to construct, fortresses to besiege and defend, and agents at your command who can spy and sabotage. You’ll need to use all your skills and cunning as warrior and statesman; you’ll need to decide whether to support the old ways or embrace the new; and you’ll need to decide whether your men fight for the Shogun or the Emperor. You will do, and dare, much to claim your victory.

Be prepared to have your spare time blown to smithereens – but in a good way!

INSTALL GUIDE

Please note: the information in this manual was correct when it went to print, but some minor developments to the software could well have been made after that date. Functionality will have been improved, but not significantly changed. Any screenshots in this manual are from the English language version of the game.

REQUIREMENTS

Please make sure your computer meets the minimum requirements listed on the packaging. It is very unlikely you will be able to play the game if your computer does not.

For the best experience of TWS2: Fall of the Samurai, we recommend that you run the game on a computer that meets the recommended requirements. It should have up-to-date graphics drivers and Windows Updates.

TWS2: Fall of the Samurai requires Windows XP / Windows Vista / Windows 7. A broadband internet connection is required for the initial installation. You will need to connect to the internet from time to time to receive patches and additional game content. You will, however, be able to play the single-player version of the game offline once installation is complete.

You will not be able to enjoy multiplayer games without a good internet connection (as you might expect, the faster the better). Dial-up modem connections are not suitable.

HOW TO INSTALL

Close all other applications before installing TWS2: Fall of the Samurai.

Insert DVD 1 into your PC's DVD drive. If autoplay is enabled the installer will begin its work. Click on the install option in the menu to start the process.

If autoplay is disabled, double-click on the My Computer icon and then double-click on the DVD drive icon to launch the game installer. Again, select install from the menu.

If the game does not automatically install itself, right-click on the drive icon in My Computer and choose Explore from the dropdown menu. Double-click on "autorun.exe" to run the installer.

EVERYONE STARTS HERE

If you've never played a Total War game before, then the best place to start is with the game tutorial movies. These will guide you through the basic ideas of the game as well as the basic controls. The tutorials will show you through the three main sections of the single player game: the campaign game, land battles, and sea battles. You'll also find it useful to look at the tutorials even if you intend to mostly play the multiplayer game.

The game includes two things designed to make your life easier after you've finished with the tutorials: an advisor system, and an encyclopaedia.

Firstly, in-game advisors are there to help you with the controls and concepts of the game. The advisors watch what's happening during play, and offer comments to help you enjoy – and win – the game.

Secondly, there's an encyclopaedia built into the game. If you want to know about something, the encyclopaedia will probably include an explanation. During play, press {Ctrl+F11}, and follow the web-style hyperlinks to any game information you need. Hopefully, you'll only need to read this manual once!

TWS2: Fall of the Samurai might look like a complicated game the first few times you start playing, but it is actually not that complex. No, really. It's really just a lot of neat and simple ideas standing very close together pretending to be complicated!

Most of the campaign game and the battles, for example, can be played with just left and right-clicks of the mouse. There are keyboard shortcuts, but you may not need them until you feel comfortable with the game, and maybe not even then. TW games are not designed as mad exercises in clicking: you should always have time to think about what you want to do, and be able to do it in a straightforward way.

Nearly all orders use left-click on a piece “Hey you...”, then right-click on where you want to send it “...go there!” as basic controls. Pretty much every game control in TWS2: Fall of the Samurai uses clicking or double-clicking on a game piece, or clicking an on-screen button. You should be able to find out a little information about a military unit, agent, building or anything else by mousing over it (just put the cursor over the thing you're interested in). Right-clicking will often bring up extra information from the encyclopaedia.

If all else fails, you'll also find friendly advice, hints, tips and technical support at <http://forums.totalwar.com/>. You'll need to create an account to see all of the information on there, but you'll learn a lot about how and why TW games are the way they are, along with the best strategies and tactics.

BUT IF YOU'VE PLAYED BEFORE...

You are probably ready to leap into battle and slaughter anything within your katana's reach! Before you do that, you might find it useful to read the "What's New" section of the manual. It lists the differences between TWS2: Fall of the Samurai and earlier titles, including differences from the original Total War Shogun 2. This game is an expansion to TWS2, but there are important new game concepts and mechanics that significantly change the gameplay. TWS2: Fall of the Samurai is set 250 years after the events of TWS2, and the world has moved on: Japan is now open to all kinds of foreign ideas, both good and bad. War has changed.

As always in a TW game, the different factions (or clans and domains in the case of TWS2 and its expansions) are not all equally difficult or easy to play. A clan that starts in a corner of the mainland, or on an island, will be slightly easier to play at the beginning of the game compared to one in the middle of the campaign map. In such a spot there are fewer major enemy clans to confront directly early in the game. You will still face nearby minor clans, though.

HOW TO WIN

TWS2: Fall of the Samurai is the story of the war between the Shogun, the hereditary military ruler of Japan, and the Emperor and his Court. Each clan and domain eventually chose to support one or the other.

As your clan becomes successful its fame will increase; this is a measure of its power, notoriety, honour and political clout. When fame reaches a certain level you must decide whether to support the Emperor, the Shogun or attempt to seek personal glory by declaring Independence, in the process declaring war against everyone on the other side.

Your main objective, then, is to back either the Emperor or the Shogun, and make sure all the supporters of the other side are conquered and destroyed. You can also attempt to take personal control of Japan, and overthrow both sides. This will probably lead to everyone except your most loyal allies turning on you.

Naturally, other groups within Japan have the same ambitions, so before your ultimate victory you may well end up facing the combined might of just about everybody else!

Historically, the Boshin War ended in a victory for the Emperor and his supporters, and the centuries-old system of the Shogunate was swept aside. That was history. As you play TWS2: Fall of the Samurai things will change. Perhaps the Shogun will cling to power? Perhaps Japan will not become part of the modern world? Perhaps the Emperor and Shogun will both fall and a new Republic will be born? These are things for you to decide on your way to victory. And, if you don't like the result of your war-making, you can always play again, and battle for a completely different outcome.

You can also play to collect Steam Achievements for your actions during the game: this won't give you victory, but it is fun. You will need cunning, not to mention a brutal disregard for the lives of your enemies and friends, to collect them all!

“WHAT’S NEW?” OR “NOTES FOR THE EXPERIENCED TOTAL WARRIOR”

If you’ve played a Total War game before, welcome back!

You probably know all there is to know about Total War games but, as usual, we’ve changed a number of game elements and concepts for TWS2: Fall of the Samurai. Warfare evolves through the ages, and as a result TW games change. Total War Shogun 2 and its first expansion, Rise of the Samurai, were both set during times when the swords, bows, and horsemen dominated the battlefield. Warfare in TWS2: Fall of the Samurai is a somewhat different proposition: modern guns and artillery have little respect for traditional courage. Order some traditional Spear Levies to charge at well-placed Gatling guns and you’ll soon have a vivid demonstration of what “little respect” can mean!

To get the most out of the game you might find it helpful to spend a few minutes reading the following sections of the manual.

CAMPAIGNS

Naval Bombardment



Naval bombardment allows fleets on the campaign map to attack land targets in two ways. Firstly, a fleet can be ordered to attack nearby enemy armies, ports and settlements; this happens automatically if a target is within range, or the fleet can be ordered to bombard a specific target. This is very useful in “softening up” a settlement before an attack. Fleets can’t bombard anything if they are docked at a port, or blockading an enemy port. Secondly, a fleet can give naval fire support during a land battle, as discussed later.

PORT BATTLES & COASTAL DEFENCES

The old three-mile limit of coastal sovereignty was pretty much the distance a cannon ball could be fired. The increasing size and accuracy of big guns during the 19th Century was remarkable: new guns and new fortifications gave admirals pause.

Gun batteries near ports prevent any fleets from landing troops in a province. To put troops ashore, coastal defences must be eliminated first by attacking the port. The other option is to use an agent to sabotage the port and its defences. During any port battle, the coastal defences will fire in support of the defending fleet.

As ports develop, the coastal defences also improve: military ports, as you might expect, have the best defences.

Any enemy fleet within range of coastal defences (this is shown on the campaign map) at the end of a turn will suffer attrition.

RAILWAYS (OR “RAILROADS” TO ANY AMERICAN FELLOWS)

Railways served to knit together many nations during the 19th Century, changing the way that people thought about time and distance in the process.

You can speed the movement of the troops across your provinces by building Railways which are province based. There are two lines on the campaign map, the player is able to use them when they own the province. Select an army or agent, right-click on a station, and then select a destination to move there instantly. Negotiating for military access also includes the right to use the other party's rail line.

Rail travel can be hindered by agents sabotaging railway stations or armies destroying them.

MODERNISATION & CLAN DEVELOPMENT

The Boshin War was a time of change and upheaval in all spheres of Japanese life, a time of unprecedented uncertainty for all in the country. Both the Shogun and the Emperor knew that Japan would have to embrace foreign, modern ways if it was to survive and prosper, but neither side really relished the prospect of abandoning Japan's traditions. This tension is reflected in the game.

The overall development of a clan is tracked by the game, and has effects on the clan's lands. Buildings increase development, as do trade links to Europeans, but they also increase modernisation. This can cause unrest among traditionalists and possibly even provoke a rebellion by traditional samurai warriors. Yet modernisation is necessary to recruit some modern units (but this is hardly surprising). You may have to balance a desire for the newest, shiniest, most death-dealing toys of war with the need to keep some semblance of order. It is possible to develop along entirely traditional lines. This will give you an “old fashioned” army, but this can still be surprisingly effective and will not cause discontent from modernisation. You will probably still have to construct buildings that improve your population's happiness.

Your choice for your clan to modernise or remain traditional is completely separate from your clan's allegiance to the Shogun or the Emperor: you can be a "Shogunate Moderniser" or a "Shogunate Traditionalist" without affecting your allegiance to the Shogun.

CLAN FAME

Your clan's fame is a measure of your progress during a campaign as viewed by the Emperor or the Shogun, depending on your allegiance. It is dependent on how many provinces you control, your battles lost and won, the personal honour of your clan's lord, and some of the buildings you have built or now control.

Fame is a bit of a two-edged sword: it's nice to have the prestige, but at some point your fame will rise to a point where you will have to declare your support for the Emperor, the Shogun or seek Independence. At that point, you effectively declare war on all the clans with an opposing allegiance. You may also find that your people are not of a like mind...

ALLEGIANCE

The population of each province has an allegiance to the Shogun or the Emperor. This can be influenced by Shinsengumi or Ishin Shishi agents. These agents don't have to do anything in a province: their presence alone is enough to persuade or simply intimidate the local civilians into support for the Imperial Court (Ishin Shishi) or the Shogunate (Shinsengumi). Keep a watch for agents lurking in your lands, particularly if you don't want your population's allegiance to be swayed unduly. You can, of course, use them in home territory to maintain the loyalty of your people.

GOVERNMENT POSTS

As a clan's fame increases special commissions are unlocked. Each of these represents a government post or function that can be given to a general, such as "chief of staff" or "comptroller". Once assigned to a general, these posts help the clan achieve victory: the comptroller, for example, improves the bookkeeping and accounts of the clan, making upkeep lower, tax higher and improving the clan's economic growth. Commissions can be a set of improvements to your clan's overall efficiency and power: for instance, the chief of staff improves the chances of agent actions being successful and reduces their recruitment cost!

AGENTS

The agents in Fall of the Samurai are the Shinobi, the Geisha, the Ishin Shishi, the Shinsengumi, and the Foreign Veteran. As always, these nefarious chaps and ladies can sabotage, assassinate, bribe, intimidate and otherwise interfere with the plans of your rivals while making sure that your own people stay loyal and work hard.

The Foreign Veteran is a military advisor. The Ishin Shishi is only available to clans who support the Emperor; one of his powers is persuading the people to support

the Emperor's cause. The Shinsengumi is only available to the Shogun's supporters; he too can persuade people to support the Shogun's cause. The shinobi is a killer and saboteur. The Geisha is a very pleasant distraction for tired and lonely generals...

The agents have different uses and abilities from those in TWS2. The old favourites, like the Geisha, have slightly altered abilities and skills. All agents and generals can gain new retainers, appropriate to the Victorian era of the game. It is worth spending a moment or two looking at the new skills, and at the encyclopaedia entries on the agents, and considering how you can get the best out of your agents to suit your playing style.

LAND BATTLES

Multiple Armies in Battle

You can now directly control up to 40 units in battle. Your first army (the one that initiates a battle or is defending) is deployed normally; the second enters the fight as reinforcements, but you can give orders to the component units. A second row of unit cards will appear at the bottom of the screen when there are more than 20 units in battle. If extra armies, and therefore units, can enter the battle as reinforcements, they will have to wait for a unit already in battle to be destroyed or leave the battlefield. You might also want to look at the new uses and abilities of groups to make controlling so many units a little easier.

Naval Fire Support

Naval fire support from nearby fleets can be called in by generals as a special ability. It also requires a friendly fleet nearby that includes ships with suitable guns. Fire support is a great way of devastating the countryside and an enemy army, but there are a couple of things that you need to be bear in mind. Firstly, once naval fire support starts, it can't be stopped. If your enemy move out of the fire zone, your ships will continue to pound the landscape to pieces. Secondly, fire support in the late 19th Century wasn't a terribly accurate affair: don't be surprised if (or when) shells scatter across the battlefield and prove that "friendly" fire isn't at all friendly.

First-person Gunnery

You can directly take command of any Artillery units or Ships and fire them using a first person view. You'll have the satisfaction of seeing your enemies scythed down before you but, while you're having fun shooting, you can't be in complete control of your army. Keep an eye out for trouble as you rain leaden death upon your foes! Violence is, of course, a terrible thing and not to be condoned, but Artillery has a certain charm...

Grouping Units

Grouping has changed slightly. Land units and ships will not behave as a group until you select and lock their formation. A group of units will then march or manoeuvre while maintaining their formation. You can change formations using on-screen buttons when a group is selected.

Battle Realism

The battle realism settings now have nothing to do with campaign difficulty. You can play with any realism settings you like at any level of campaign difficulty, or in any custom battle. Enjoy!

Towers: Concentrated Fire

Towers used to fire at targets all around them, but they can now be ordered to focus all their efforts against a specific target. Obviously, this makes them much more effective in battle, although at the cost of a little bit of micromanagement.

SEA BATTLES

Steam-powered Vessels & Ironclads

Many modern ships in Fall of the Samurai are not at the mercy of wind and tide when moving, at least as long as they are undamaged. Steam engines allow appropriately-powered ships to sail anywhere, regardless of the wind. Do not think that you are relatively safe for being upwind and “having the weather gauge”. Steam-powered vessels can close quickly.

Not all steam ships are ironclads, but all ironclads are steam-powered. Ironclads of this period were often wooden ships with iron armour plating, hence iron “clad”, but entirely iron vessels were being constructed by European navies. Be aware that ironclads are extremely tough opponents by the standards of the time, and will shrug off most attacks from traditional vessels.

Explosive Shells

Many large calibre guns on larger ships and ironclads can fire explosive and armour piercing shells as well as solid shot. These can be amazingly effective against many targets.

Coastal Defences

If a port is attacked while a fleet is moored there a siege battle will take place. If there are any coastal defences built in the province these will aid the defending fleet, acting as “unsinkable” battleships. They can, however, be reduced to rubble by fire from attacking ships.

Costal defences will automatically select their own targets during a fight; if you are the defender you can also issue orders to them as with any unit. It is also possible to enter first person mode when defending with Costal defences.

Ramming & Torpedoes

Ramming is now a valid tactic (as it was at the time, as many early ironclad ships were designed to crash through enemy hulls). Ramming requires a bit of careful preparation for a successful attack, but can be devastating when it works.

Torpedoes are a new form of ranged attack. They are terrifically effective when they strike home and usually sink almost any target, but do require a little bit of care in use. Torpedoes during this period are not “homing” weapons: it is possible for a target to swerve away from a spread of torpedoes. Torpedoes are also no respecters of nationality. If they hit a friendly ship, the results will be far from friendly!

Multiplayer Games

Multiplayer games were the biggest new feature in Total War Shogun 2. Fall of the Samurai adds to the multiplayer system in many ways. As always, you can find out more information about multiplayer games from the encyclopaedia.

Multiplayer Tutorials

There are new multiplayer tutorials for you to watch. If you haven't played a TW multiplayer game before, we strongly recommend that you look at the tutorials before you start playing, crushing your enemies, driving them before you, and so forth. Ultimate victory is a lot easier to achieve if you know what you can do!

New Avatars & Avatar Map

You now have a new type of avatar, appropriate to the Boshin War, complete with new skills and new units to command. In fact, you can have up to four avatars now: two in the original TWS2 game, and two in this expansion.

New Unit, Ship and Retainer Rosters

There are new units, ships and retainers in the multiplayer campaign.

Mix Boshin & Sengoku Land Units

You can fight battles where you mix and match Boshin-era land units and units from the original TWS2 game. Both players have to agree to such a mixed battle, of course.

You can't fight battles between Boshin-era ships and Sengoku-era vessels. Quite frankly, it's utterly unfair for Sengoku-era rowing boats to go up against ironclads. Shooting fish in a barrel is not a challenge worthy of great TW players!

The Encyclopaedia

If you are unsure about any aspect of the game, the encyclopaedia should be your first port of call.

While the encyclopaedia itself is not new, the contents have changed where appropriate, so don't assume that everything is as it was. You will also find that the advisor content has been updated to reflect new content in TWS2: Fall of the Samurai. You can access the encyclopaedia from any information panel in the game. Once you're looking at an encyclopaedia page, hyperlinks can take you to other information on related topics.

CONTROLS

CAMPAIGN MAP

FUNCTION	STANDARD CONTROLS	CLASSIC TOTAL WAR CONTROLS
Show Diplomacy	K	K
Show Clan	L	L
Show Technologies	M	M
Show Finance	N	N
End Turn	Return	Return
Toggle Move Speed	Space	Space
Current Selection Disband	Ctrl+P	Ctrl+P
Quick Save	Ctrl+S	Ctrl+S
Quick Load	Ctrl+L	Ctrl+L
Auto-Merge Units	Ctrl+M	Ctrl+M
Home Zoom	Home	Home
Toggle Chat Panel	Y	
Toggle Player List	U	
End Turn	Numberpad Enter	Numberpad Enter

BATTLES

FUNCTION	STANDARD CONTROLS	CLASSIC TOTAL WAR CONTROLS
Select All Artillery	Ctrl+B	Ctrl+B
Select All Melee	Ctrl+I	Ctrl+I
Select All Cavalry	Ctrl+C	Ctrl+C
Select All Infantry	Ctrl+M	Ctrl+M
Group - Battle Both Withdraw	Ctrl+F5	Ctrl+F5
Group - Toggle Group	G	G

Group - Battle Land Melee	F	F
Group - Battle Land Toggle Run	R	R
Group - Battle Land Special Ability 1	Shift+1	Shift+1
Group - Battle Land Special Ability 2	Shift+2	Shift+2
Group - Battle Land Special Ability 3	Shift+3	Shift+3
Group - Battle Land Special Ability 4	Shift+4	Shift+4
Group - Battle Land Special Ability 5	Shift+5	Shift+5
Group - Battle Land Special Ability 6	Shift+6	Shift+6
Group - Battle Land Special Ability 7	Shift+7	Shift+7
Group - Battle Naval Toggle Boarding	B	B
Group - Battle Land Increase Rank	L Bracket	L Bracket
Group - Battle Land Increase File	R Bracket	R Bracket
Group - Battle Land Step Backwards	Slash	Slash
Group - Battle Land Step Forward	Apostrophe	Apostrophe
Group - Battle Both Rotate Left	L	L
Group - Battle Both Rotate Right	Semicolon	Semicolon
Group - Battle Naval Decrease Sail	L Bracket	L Bracket
Group - Battle Naval Increase Sail	R Bracket	R Bracket

Group - Battle Naval Sail Forward	Apostrophe	Apostrophe
Group - Battle Naval Repair	R	R
Group - Battle Land Formation Spear Point	Alt+0	Alt+1
Group - Battle Land Formation Cranes Wing	Alt+1	Alt+2
Group - Battle Land Formation Flying Geese	Alt+2	Alt+3
Group - Battle Land Formation Reclining Dragon	Alt+3	Alt+4
Group - Battle Land Formation Way of the Tiger	Alt+4	Alt+5
Group - Battle Land Formation Bark of the Pine Tree	Alt+5	Alt+6
Group - Battle Land Formation Cloud Dragon	Alt+6	Alt+7
Group - Battle Land Formation Flying Bird	Alt+7	Alt+8
Group - Battle naval Formation War of the Sword	Alt +1	Alt +1
Group - Battle naval Formation Three Day Old Moon	Alt+ 2	Alt+ 2
Group - Battle Naval Formation Bird Cloud	Alt+3	Alt+3
Group - Battle Naval Formation Extended Snake	Alt+4	Alt+4
Toggle Pause	P	P
Cycle Battle Speed	Ctrl+T	Ctrl/T
Change Radar Map Size	J	J

Chat With All	Shift+G	Shift+G
Show Allied Units Proxies	Any key+Space	Any key+Space
First Person Mode	H	H
Toggle Chat Panel	Y	
Toggle Player List	U	

CAMERA CONTROLS

FUNCTION	STANDARD CONTROLS	CLASSIC TOTAL WAR CONTROLS
Step Forward Fast	Numberpad 8	Numberpad 8
Rotate Up	V/+	V/+
Rotate Down	C/-	C/-
Camera Up	X/Multiply	X/Multiply
Camera Down	Z/Divide	Z/Divide
Toggle Move Fast	Caps Lock	Caps Lock
Accelerate	Page Up	Page Up
Decelerate	Page Down	Page Down
Rotate Left	Q/Numberpad 4	Left arrow/Numberpad 1
Rotate Right	E/Numberpad 6	Right arrow/ Numberpad 3
Step Left	A/Numberpad 1	Numberpad 4
Step Right	D/Numberpad 3	Numberpad 6
Step Forward	W/Numberpad 5	Up arrow/Numberpad 5
Step back	S/Numberpad 2	Down arrow/ Numberpad 2
Increase Camera Rotation	Shift+Page Up	Shift+PAGE UP
Decrease Camera Rotation	Shift+Page Down	Shift+Page Down
Unit Zoom	End	End
Intelligent Zoom	N	N
Toggle Tracking	Any key+Delete	Any key+Delete
Context Camera	Any key+Insert	Any key+Insert

UNIVERSAL CONTROLS

These controls are used throughout the game.

FUNCTION	STANDARD CONTROLS	CLASSIC TOTAL WAR CONTROLS
Toggle Sound Effects	Alt+X	Alt+X
Toggle Music	Alt+M	Alt+M
Deselect All	Return	Return
Select All	Ctrl+A	Ctrl+A
Select Next	Period	Period
Select Previous	Comma	Comma
Current Selection Order Cancel	Back	Back
Voice Chat	Ctrl+Q	Ctrl+Q
Browser	Webhome	Webhome
Standard Ping	F5	F5
Move Ping	F6	F6
Attack Ping	F7	F7
Defend Ping	F8	F8
Toggle Player List	U	
End Turn	Numberpad Enter	Numberpad Enter

CUSTOMER SUPPORT

Please check

www.sega-europe.com/support

or call

0844 991 9999 (local rate)

for details of product support in your region.

Register online at www.sega-europe.com for exclusive news, competitions, email updates and more.

WARRANTY

WARRANTY: SEGA Europe Limited warrants to the original buyer of this Game (subject to the limitation set out below), that this Game will perform under normal use substantially as described in the accompanying manual for a period of ninety (90) days from the date of first purchase. This limited warranty gives you specific rights, and you may also have statutory or other rights under your local jurisdiction which remain unaffected.

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WARRANTY CLAIM: If you discover a problem with this Game within the warranty period, you should return the Game together with a copy of the original sales receipt, packaging and accompanying documentation with an explanation of the difficulty you are experiencing either to the retailer from where you bought the game or call the technical support section (details set out in this manual) who will provide you with the relevant details for returns. The retailer or SEGA will either repair or replace the Game at their option. Any replacement Game will be warranted for the remainder of the original warranty period or ninety (90) days from receipt of the replacement Game, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive an amount up to the price you paid for the Game. The foregoing (repair, replacement or the price you paid for the Game) is your exclusive remedy.

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