



EMPIRE TOTAL WAR™



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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.

Precautions to take during use

- Sit a good distance away from the monitor.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



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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 it as the dominant power on the 18th century globe.

You will build military forces that are both feared and admired. Expand your borders through conquest or diplomatic cunning. Conquer overseas colonies to establish vast and profitable trade networks. Research new technologies and ideas to 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, 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

As part of the Steam download process, the game has already been installed on your computer. Read the **Getting Started** section to start playing the game.

GETTING STARTED

1. If it is not already running, launch the **Steam application**.
2. Select **Library**.
3. In the library, select **Empire: Total War**, then select **Play**. The game will launch.
4. After the opening video, the **Main Menu** will appear. Select **Single Player**.
5. From the menu that appears, select **Grand Campaign**.
6. The **Grand Campaign screen** will appear, from which you can adjust your campaign settings. Use the gold arrows at the top of the screen, to select the nation you wish to play as.
7. Click on the **Start Game button** at the bottom of the screen to begin building your Empire!



EXPERIENCED PLAYERS START HERE!

Even experienced players will benefit from reading these two pages, because there are some differences between *Empire: Total War* and earlier Total War games. These are highlighted here.

NAVAL COMBAT

The biggest new feature for experienced Total War players is naval combat. If you rely on the techniques and tactics you learned as a general, you will be defeated as an admiral. Even something as apparently simple as ship movement can be difficult at first, and you may be unaware that almost all ships fire out of their flanks (sides), not from the bow (front)!

It is worth reading the section on naval warfare (p.31) and playing through the tutorial to help you fully understand the differences between warfare on land and at sea. The controls for units are subtly different, and a little time learning them will be amply rewarded by the despairing cries of defeated enemies.

REGIONS, BUILDINGS & CONSTRUCTION

On the *Empire: Total War* campaign map, buildings exist both inside and outside cities. If you're an experienced Total War player, construction within your region's capital will be familiar to you.

However, construction within a smaller town is slightly different. Here, you can only construct a building once the town has developed to a point where a construction site becomes available. This will happen automatically once a region's population grows to a certain point.

Some buildings can only be built in certain locations, for example, you can only build ports and dockyards on the coast. It is possible to have more than one building of the same type in a single province.

TECHNOLOGIES

In addition to constructing buildings and training troops, you can now carry out research into new technologies and ideas. Research takes place at universities and other educational buildings. You can speed up research by assigning gentlemen (a type of agent, p.16) to your own educational buildings, and sending them into enemy buildings to steal technology that your enemy has researched. Most of the technologies you research will 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 & REVOLUTIONS

Your nation can adopt three different kinds of government: absolute monarchy, constitutional monarchy or republic. Societies will function differently under each type. The type of government can be changed through revolutions, which take the form of rebellions within your nation's capital region.

Fortunately, you are able to choose whether to back the rebels or the state once it becomes clear who is winning. This means that even if there is a major revolution, you can still hold on to power. For more details, please refer to "Public Order and Revolutions" (p.23).

Nation leaders no longer appear on the map as generals. Instead, the king or president of a nation remains in its capital city and his abilities (which are different for each leader) affect the administration of your entire empire. Also, his ministers each have an effect on specific areas of government, such as the army, navy, trade or internal security. For more details, please refer to "Running your Empire" (p.21).

TRAINING UNITS

Admirals and generals can now recruit units and ships from their nation's regions, even if they are at sea, or marching through enemy lands. Units recruited in this way automatically make their way to the fleet or army that requested them. This does not stop units being recruited in the way they were in *Rome: Total War*.

AGENTS & SPIES

You no longer recruit agents directly. Instead, certain buildings, such as education and entertainment buildings, will automatically generate particular types of agents from time to time. The quality of the building determines the frequency and the quality of the agents that it generates.

LAND BATTLES

In *Rome: Total War*, battles were fought at close quarters. In *Empire: Total War*, most units have ranged weapons, so closing with the enemy is a good way to get shot! However, ranged weapons take time to reload, so units armed with them are vulnerable for short windows of time (the same is true for your units, of course!). And remember, artillery can now be very, very dangerous.

It's worth playing through the tutorial to familiarize yourself with the capabilities of different units, even if you consider yourself an expert Total War general.

And now, good Sir, 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*!

THE MAIN MENU

CONTINUE CAMPAIGN

Automatically load your last saved Grand Campaign game.

SINGLE PLAYER

Play through the **Battle Tutorials**, start a new **Grand Campaign** or embark on the **Road to Independence** campaign. Alternatively, select **Play Battle** to begin a custom battle of your choice. These options are explained in full in the “Single Player Menu” section, below.

MULTIPLAYER

For more detailed information, see the “Multiplayer Games” section of this manual (p.34).

OPTIONS

Adjust the **Graphics**, **Sound** and **Controls**.

SINGLE PLAYER MENU

LOAD GAME

Choose a previously saved point in a specific campaign game.

BATTLE TUTORIALS

Learn about the different kinds of battle. This is a recommended starting point for new players.

ROAD TO INDEPENDENCE

Play the story-driven Road to Independence campaign.

GRAND CAMPAIGN

Play *Empire: Total War*'s full Grand Campaign.

PLAY BATTLE

Fight a customized single battle of your choice on land or 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 forward to the next screen.

LEARNING HOW TO PLAY

CAMPAIGNS, TUTORIALS AND ADVISORS

Empire: Total War has a variety of in-game tools to help you get to grips with 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. There are two advisors, one who offers advice on the campaign map, and another who offers advice on the battlefield.

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



GAME OPTIONS

Change the game settings, or turn off the advice.



ADVICE SETTINGS

Choose whether to receive advice as sound, text, or both.



ASKING FOR ADVICE

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

TOOLTIPS

The tooltip 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 that item or topic.

CONTROLS

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.

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.....X or Num *
 Decrease Height.....Z or Num /

GAMEPLAY CONTROLS

End Turn.....Return (↵)
 Options Menu.....Escape (Esc)
 Animation Speed Up (Toggle).....Space
 Quick Save.....Control (Ctrl) + S
 Quick Load.....Control (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.....X or Num *
 Decrease Height.....Z or Num /
 Pitch Upwards.....V or Num +
 Pitch Downwards.....C or Num -
 Zoom: General.....Home
 Zoom: Unit.....End
 Track Unit.....Delete

GAMEPLAY CONTROLS

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

CAMPAIGNS

THE GRAND CAMPAIGN

Take control of one of twelve nations and build the most powerful empire of the 18th century.

THE ROAD TO INDEPENDENCE

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

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 **Gameplay Options** button to tweak further options.

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

GAMEPLAY OPTIONS

Use the checkboxes in this menu to adjust game options including:

Advisor Help – Switch advice on or off.

Show CPU Moves – Check to show the computer opponent's moves.

Automatic City Management – 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 objectives that it must complete in order to win. These objectives are unique to each nation and are based on conquering territories and acquiring prestige. See the "Prestige" section (p.23) for more information.

STARTING PLAY

THE TURN SYSTEM

Campaign games in *Empire: Total War* are turn-based, meaning that each nation takes turns in moving their armies, navies and agents, making and responding to diplomatic proposals, managing their government and regions, and fighting battles.

The Grand Campaign game progresses by six months every turn. The campaign begins in 1700 and you have until the end of 1799 to achieve your victory conditions. Once that date passes, you have the option to continue play without the victory conditions regardless of whether or not you have achieved them.

THE CAMPAIGN MAP VIEW



1. Radar map

3. Advisor

5. Control Panel

2. Event messages

4. Review Panel

While fighting takes place the battlefield (see "Fighting Battles", p.27), you'll manage your empire from the campaign map. Here, you can view the layout of an entire campaign theatre (Europe, India and America) in its entirety, see the boundaries of regions, and view the location of your own and enemy troops.

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

After this initial tour you will gain control of the camera and a view of the world.

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 – conquer this and you gain control of the region.

Characters – Land units and agents are represented by figures, called characters, who stand on the campaign map.

Ships – Naval units on the campaign map are represented by ships.

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 **plus (+)** and **minus (-)** 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

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 one of your buildings to the ground, either to open up new build options or to deny an invading enemy its benefits.



PROMOTE BUTTON

Promote a brigadier to a general or a captain to an 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 panel**, where you can manage policies, ministers and trade.



OBJECTIVES

Click to view the **Objectives panel**, which shows the victory conditions that you need to fulfill in order to win the game.



TREASURY

Displays the money currently in your coffers.



THE YEAR

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



RESEARCH AND TECHNOLOGY

Click to view the **Research and Technology panel**, used to research new technological and philosophical advancements for your nation.



DIPLOMATIC RELATIONS

Click to view the **Diplomatic Relations panel**, which allows you to view the state of diplomatic relations between nations and enter into negotiations with another nation.



BUILDING BROWSER

Click to view the **Building Browser panel**, which displays how you can improve your buildings. This will help you plan the development of your empire.



LISTS

Click to view the **Lists panel**, which gathers useful information about the armed forces, agents and regions in your possession.



END TURN

Click to end the current turn, allowing your opponents to make their moves. Make sure you have done everything you wish to do before you click it!

EVENTS AND MESSAGES

Events bring you news of happenings within your empire and around the globe. They are represented by icons that drop down the left hand side of the screen.

TO VIEW AN EVENT...

Hover over an event icon to display its title. Left-click on the icon to view the event message, or right-click on the icon to dismiss it without viewing the event message.

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* appear on the campaign map as figures who represent either agents or military forces.

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

Military Characters – Military characters such as brigadiers, generals, captains and admirals 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 spread their faith amongst non-believers.

To utilise an agent's active abilities, such as the ability to assassinate, select the agent then right-click on the target character, army or settlement, depending on the agent's abilities.

To use an agent's passive abilities, such as a missionary's ability to convert a region to a desired religion, simply move the agent 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. The type, number and quality of these buildings in your regions influences 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 buildings in your empire, such as taverns.

YOUR MILITARY FORCES

Your military forces are divided into armies, for land battles, and fleets, for naval warfare.



As units fight and survive 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 (the icon that represents that unit). Experience also allows units to gain special traits that improve their usefulness.

MOVING YOUR FORCES

To move a force, select them with left-click, then use right-click to select the area on the map where you wish them to go.

There are several options available to you when you want to mobilize your forces, including merging armies or fleets with other ones, or splitting one army or fleet into two or more.

Zones of Control – Each army, fleet and fort on the campaign map is surrounded by a zone of control, represented on the map by green shading. Any rival military force that enters this zone opens itself up to immediate attack. Careful placement of armies, fleets and forts on the map can therefore be used to set ambushes and create strategic choke-points.

Merging Forces – To merge two armies or fleets with each other, move the first onto the second. If there are fewer than 20 units when the two forces are combined, they will merge automatically. If there are more than 20 units involved, you will be presented with a panel that allows you to manually adjust the process.

Splitting Forces – To split the forces of an existing army or fleet, click on the army or fleet, then select the units you wish to remove from it by clicking on their unit cards in the **Review panel** (you can select multiple units by holding the **control key** while you left-click on the units). Once selected, right-click the location on the campaign map where you want to send your new force.

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. The experience of the new unit will be an average of the experience of the two units that were merged to form it.

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** will appear, showing you a breakdown of the battle conditions and the forces involved. At the bottom of the screen you will see a selection of buttons that let you choose how you wish to proceed:



Click to take control of your armies and fight the battle yourself. You will be taken to the battle screen. See "Fighting Battles" (p.27) for information on how to fight battles.



Click to auto-resolve the battle. The computer will automatically determine the result of the battle based on the strength of the units involved, and present you with the result. You will not be taken to the battle screen.



Click to withdraw your forces from battle. You will not be taken to the battle screen.

ATTACKING WITH REINFORCEMENTS

Your forces, or those of your allies, can join a 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 AND BUILDINGS

To truly dominate your rival nations you will need to seize their cities, towns, forts and buildings. Armies can be used to attack settlements and buildings on the campaign map. Ordering an attack on a garrisoned (containing troops) settlement or building will always trigger a land battle against those troops.

TOWNS, PORTS AND RESOURCE BUILDINGS

Unless troops are garrisoned within, your troops will meet with no resistance as they seize a town, port or resource building. However, occupation by your troops will damage them, making them less effective or productive.

CAPITAL CITIES

To gain control of a region, you must gain control of its capital city. Even if no troops are garrisoned within a capital city, attacking it will result in a land battle as civilians defend it. However, if the city is fortified with upgradable walls, attacking it will trigger a siege battle (p.28).

FORTS

If no troops are garrisoned within a fort, your army can simply march in and occupy it. If there are troops within it, attacking it will trigger a siege battle.

Remember that your buildings can be attacked too, so garrison troops within strategically important ones.

Sieges require different tactics. When you trigger one, two additional options will appear in the **Battle Deployment panel**:



Click to maintain the siege for this turn in the hope of flushing out the defender. You may avoid a battle this way.



Click to demand that the defender immediately surrenders without a fight. You may avoid a battle this way.

USING FLEETS

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

To move a fleet, select them with left-click, then use right-click to select the area on the map where you wish them to go.

TRANSPORTING UNITS

Ships can be loaded with agents and armies for transport to overseas colonies. Simply select an army or agent, then right-click onto a fleet docked at a shoreline to pipe them aboard.

To make them disembark, use the **Army** or **Agent** tab in the **Review panel** to select the required units and right-click on the shore.

RAIDING TRADE ROUTES

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

BLOCKADING PORTS

Place a fleet in a rival nation's port and you will cut off all the trade moving through it.

MOVING FLEETS ACROSS THEATERS

You can move fleets quickly between the three main theaters and the trade theaters (p.20) 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 theater to which you wish to travel.

EXPLOITING TRADE THEATERS

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

BUILDING ARMIES & FLEETS

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

TO BUILD 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 or recruit from the list in the top of the panel to add it to the recruitment queue, displayed at the bottom of the panel.

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

The types of land units available to recruit are determined by the level of the military buildings in your capital. The types of ships you can build are determined by the type of ports you have, and their levels.

RECRUITING TROOPS USING GENERALS & ADMIRALS

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

Select the general or admiral commanding the force whose ranks you wish to increase on the campaign map. The **Review panel** will appear. Use the **Recruitment tab** to select available units.

Recruited units will move automatically to the army or fleet.

PROMOTING MILITARY CHARACTERS

New armies are led by brigadiers, new fleets are led by captains. These leaders can be promoted to full general or admiral at your whim. Select the brigadier or captain you wish to promote, then click 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 panel** gives you an overview of your nation as a whole. It acts as a central hub from which you can manage Policies, Government and Trade.

POLICIES

The **Policies tab** allows you to manage construction and adjust taxation levels. Here, you can also let the A.I. auto-manage tax and construction on your behalf.

AUTO-MANAGING TAX

Check the **Taxes checkbox** to allow the A.I. to auto-manage taxation policies.

AUTO-MANAGING CONSTRUCTION

Check the **Construction checkbox** to allow the A.I. to auto-manage construction. Use the arrows under the checkbox to select the emphasis of this construction policy.

GOVERNMENT AND MINISTERS

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

TO CHANGE GOVERNMENT...

Different government types offer different benefits. It's possible to change the way your nation is governed, but you will need to engineer a revolt in order for this to happen. See "Public Order and Revolutions" (p.23).

TRADE

The **Trade tab** on the **Government 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 theaters.

TECHNOLOGY AND ENLIGHTENMENT

Construct libraries, schools, colleges and universities to enable scholars to research new technologies and ideas. Military technology will improve your chances on the battlefield, industrial technology will improve your nation's wealth, and philosophy can improve your nation's prestige and efficiency.

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" (p.23).

TO CONDUCT RESEARCH...

1. Click on the **Research and Technology button** to open the **Research and Technology panel**.
2. Select the topic you wish to research. Use the tabs to switch research trees.

The selected topic will display a number that indicates 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 signing trade agreements will speed your path to dominance.

TO BEGIN DIPLOMATIC RELATIONS...

1. Click the **Diplomatic Relations button** to view the state of diplomatic relations between nations.
2. Select a nation by clicking on their flag icon.
3. Click the **Arrow buttons** to toggle the map between displaying the selected nation's opinion of their rivals, and displaying 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.

TO EARN PRESTIGE...

Prestige is measured in four areas: military, naval, enlightenment and economics and industry. You can earn it by winning battles, researching technologies and constructing certain buildings.

TO CHECK YOUR PRESTIGE RATING...

You can view your prestige in all four areas by clicking on the **Prestige tab** in 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 depend on your form of government. Happiness must be balanced across the classes to prevent rebellions and all-out revolution.

TO MAINTAIN PUBLIC ORDER...

- Build entertainment for your people in the form of taverns, conservatoriums, and related buildings.
- Maintain a reasonable tax rate.
- 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 you must hold to maintain control of the region. Outside of this capital, a region may also contain:

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

Undeveloped Towns – When a village grows into a town, empty construction sites appear within it. You will be offered new options as to what you wish to build on these sites that you did not have when it was just a village.

Developed Towns – Developed towns contain buildings which can be upgraded or dismantled via the **Review panel**.

Forts – Upgradable 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 trade routes across a region (and leading out from its ports) indicate 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**. This 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 the ruling and lower classes to maintain the status quo within your region. The **Region Details panel** displays the current factors influencing happiness for both classes.

DEVELOPING A REGION

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

TO CONSTRUCT NEW BUILDINGS...

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

Select a region's capital and hover over a construction site icon in the **Review panel**. If available, a building will appear beneath the construction site icon. Left-click on the building to issue a build order.

TO GROW THE POPULATION...

You can increase the population in a region by upgrading farms and fishing ports, and by researching new agricultural technologies. Cutting taxes for the lower classes will also promote population growth.

TO UPGRADE EXISTING BUILDINGS...

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

TO 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.

TO UPGRADE INFRASTRUCTURE...

Upgrading the road system will increase trade capability. Use the **Infrastructure tab** in the **Review panel** for a selected settlement to build or improve the roads within it.

Construction and building upgrades both take time and cost money, and some also require specific technologies to be researched before they become available.

To see how successive building upgrades can develop, use the **Building Browser**. Here, you can also right-click on the icon of any building (regardless of whether or not it is available to you yet) to view detailed information about its properties. This can help you plan the long-term development of a region.

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 theaters.
- 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 full.

BATTLE DEPLOYMENT

Deployment is the first phase of the battle. During this period you are given time to position your units. To position a unit, select their unit card from the **Battle Control panel**, then place them on the battlefield using right-click.



When you have deployed all your units, 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.

If a time limit has been set, the remaining time is indicated by the timer on the **Battle 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. You must reduce the morale of your enemies' units while preserving that of your own.

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

Unit morale is reduced by factors including fatigue, exposure to enemy fire and whether a unit is attacked or flanked from the rear. 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.

When an opposing side's units have all routed, you have won the battle. You will then be given the choice of ending the battle then, or of destroying the rest of the enemy's units.

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 each of the forces involved.

While the defender must prevent the enemy from gaining entry to the settlement by destroying them before they can do so, 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

To use artillery to destroy the walls of a settlement, concentrate your fire and use your heaviest guns to break through enemy walls. To do this, 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. To deploy the grapnel, hold the mouse over a section of wall and right-click when the grapnel 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

THE BATTLEFIELD CONTROL PANEL

RADAR MAP

The Radar Map gives 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.

BALANCE OF POWER

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.

To view the status of a unit, pause the game and right-click on a unit card to open the 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.

IN LAND BATTLES...



MANOEUVRE COMPASS

The manoeuvre 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 unit. The side buttons at the bottom of the compass allow you to increase or decrease a unit's rank and file.



DEPLOYABLE DEFENCES

Certain defences can be deployed on the battlefield, either during the deployment phase or during the battle itself. To view the defences available to a unit, select its unit card.

The icons on the following page will appear on the **Battle Deployment panel** when certain units are selected. They allow you to issue certain commands to your troops.



FORMATIONS

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



GROUP UNITS

Select multiple units, then group them together by clicking on this button. Grouped units will maintain their formation while moving. You can reselect a group either by clicking on its numbered tab in the **Review panel** or by pressing the corresponding keyboard number.



HALT

Cancel orders and make selected units stop where they are.



RUN

Toggle the selected units between running and walking.



MELEE MODE

Select units capable of melee attacks, then click this button to lock their attacks into melee mode. All attack orders will then result in a hand-to-hand attack until you click the button again.



SKIRMISH MODE

Instructs the selected unit to avoid hand-to-hand contact with the enemy by retreating to a safe firing distance.



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.

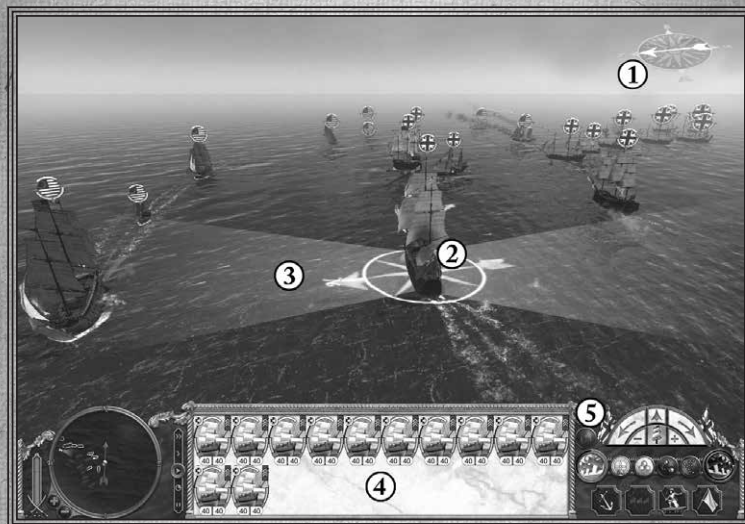


SPECIAL ABILITIES

Enables special formations, ammo types and abilities that a selected unit has available to it.

IN NAVAL BATTLES...

The naval battle interface is similar to the land battle interface:



1. Wind Direction Indicator

2. Selected Ship

4. Review Panel

3. Arc of Fire

5. Unit Controls



MANOEUVRE COMPASS

Used to fine-tune ship orders. The arrows can 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 either side to lower and raise the sails.



FORMATIONS BUTTON

Opens a panel allowing the selection of preset formations for the selected group.



BROADSIDE BUTTONS

These buttons give you direct control of a ship's guns. This allows you to concentrate fire on one enemy, which increases the damage you inflict on them.

Clicking on the left or right **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 range.



GROUP SHIPS

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



BOARD ENEMY

Click this button then right-click on an enemy ship to attempt to board it. Boarding actions can be cancelled at any time before ships touch, by deselecting the button or by issuing another order.



ANCHOR SHIP

Stop the selected ship. Click it again to pull the anchor.



WITHDRAW

Order the selected ship to leave the battle. Click again to cancel.



FIRE AT WILL

This button orders the selected ship to 'fire as they bear' at any target that presents itself. On 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 **Chainshot** 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 whilst 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

You can also fight single-player battles that are unconnected to a campaign by selecting **Play Battle** from the **Main Menu**.

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

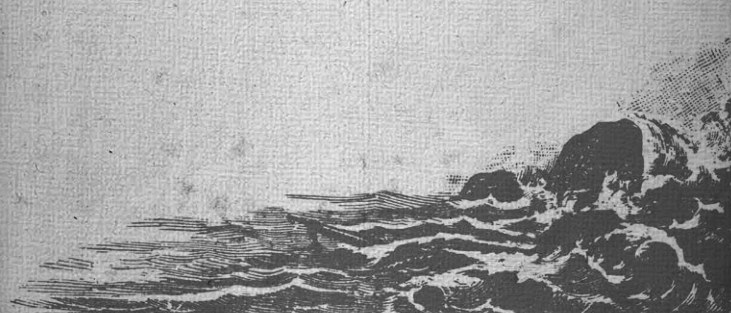
Play out a battle which uses a preset map as well as set nations and units.

Once you've selected a battle type, you'll be taken to the **Play Battle screen**, where you can select the map on which the battle will take place. Here, you can also adjust battle settings such as the weather, time of day and time limit.

When you've chosen the settings, click **Continue**.

You'll then be taken to the **Army Setup screen**, where you can select the nations and units on both sides of the battle.

When you're ready to start, click the tick in the bottom right-hand corner of the screen.



MULTIPLAYER GAMES

You can create multiplayer customized battles or fight one of the special historical Scenario battles that have been included with *Empire: Total War*.

LAN

Playing a LAN multiplayer battle in *Empire: Total War* is slightly different depending on whether you wish to host the battle, or simply join it.

TO HOST:

1. From the **Main Menu**, select **Multiplayer**.
2. From the **Multiplayer menu**, select **Local Network**.
3. You will be taken to the **Local Network screen**. Click **Host Battle**.
4. You will be asked to choose the kind of battle you wish to fight. Select either **Land, Sea, Siege** or **Scenario**.
5. Once you have chosen, you will be given the option of adjusting your battle settings. You do not have to do this, but you must enter a valid **Game Name** before you can continue.
6. When you are ready, click **Host Battle**.
7. The **Army Setup screen** will appear, from which you can choose your faction and army.
8. When you are happy with your settings and all the other players have joined the game, click the **Ready! button** (tick icon) in the lower-right corner of the screen.
9. The game will begin once all the players have indicated that they are ready.

TO JOIN:

1. From the **Main Menu**, select **Multiplayer**.
2. From the **Multiplayer menu**, select **Local Network**.
3. A list of available battles will appear. Select the one you wish to join, then click **Join Battle**.
4. The **Army Setup screen** will appear, from which you can choose your faction and army. When you are happy with your settings, click the **Ready! button** (tick icon) in the lower-right corner of the screen.
5. The game will begin once all the players have indicated that they are ready.

STEAM

Playing a multiplayer battle in *Empire: Total War* is slightly different depending on whether you wish to host a battle, or simply join one.

TO HOST:

1. From the **Main Menu**, select **Multiplayer**.
2. From the drop-down menu that appears, click **Total War Online**.
3. You will be taken to the **Total War Online screen**. Select the **Battle List tab**.
4. Click **Host Battle**.
5. You will be asked to choose the kind of battle you wish to fight. Select either **Land, Sea, Siege** or **Scenario**.
6. Once you have chosen, you will be given the option of adjusting your battle settings. You do not have to do this, but you must enter a valid **Game Name** before you can continue.
7. When you are ready, click **Host Battle**.
8. The **Army Setup screen** will appear, from which you can choose your faction and army.
9. When you are happy with your settings and all the other players have joined the game, click the **Ready! button** (tick icon) in the lower-right corner of the screen.
10. The game will begin once all the players have indicated that they are ready.

TO JOIN:

1. From the **Main Menu**, select **Multiplayer**.
2. From the drop-down menu that appears, click **Total War Online**.
3. You will be taken to the **Total War Online screen**. Select the **Battle List tab**.
4. A list of available battles will appear. Highlight the one you wish to join, then click **Join Battle**.
5. The **Army Setup screen** will appear, from which you can choose your faction and army. When you are happy with your settings, click the **Ready! button** (tick icon) in the lower-right corner of the screen.
6. The game will begin once all the players have indicated that they are ready.

TECHNICAL SUPPORT

Every effort has been made to make *Empire: Total War* as compatible with current hardware as possible. However, if you are experiencing problems when running *Empire: Total War*, please read on.

The FAQs for this version of the game can be found by following the link below:
<http://support.feralinteractive.com/docs/en/empire/latest/linux/faqs/>

CONTACTING FERAL

If the FAQs and/or updates do not solve your problem, then please feel free to contact us via email.

In your e-mail, please include a brief description of the problem you have experienced with *Empire: Total War*. We will do our best to help you.

E-Mail: linuxsupport@feralinteractive.com

If you prefer to speak with a member of the support team, you may call on the following numbers:

North America Callers

Tel: 1-888-592-9925 (Toll Free)

Available between 9.00am and 6.00pm Central Standard Time, Monday to Friday.

United Kingdom Callers

Tel: 020 8875 9787

Available between 9.00am and 6.00pm, Monday to Friday.

International Callers

Tel: +44 20 8875 9787

Available between 9.00am and 5.00pm GMT, Monday to Friday.

Outside of business hours, please leave a message with your name, number and the game for which you are seeking support.

WARRANTY

Please check the warranty information provided by Steam.

CREDITS

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WWW.FERALINTERACTIVE.COM