TOTAL WAR™

ROME II

—EMPEROR EDITION—

SEGA®

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™: ROME II game 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 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:

VIOLENCE BAD LANGUAGE FEAR NUDITY SEX DRUGS DISCRIMINATION GAMBLING ONLINE

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

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—EMPEROR EDITION—

CONTENTS

Welcome

Rome has a destiny. Signs and portents cast long shadows and persuade Romans to great deeds. Rome's generals and politicians, sustained by the loyalty of her armies, twist that destiny to suit their own ambitions. In Total War™: ROME II, you can choose to command Rome and achieve greatness, or fight in bitter defiance of all her works.

In an ancient world, shaped by legendary figures, you must make your mark. This is a world of politics, intrigue and betrayal, a time of sweeping change, a time when life is transformed by the coming of an empire and ravaged by war. This world is yours to dominate.

Total War: ROME II combines epic real-time battles with grand empire building. You can build and capture great cities; raise and inspire renowned armies; govern, nurture and enslave vast populations; make allies and enemies; fight battles and wars on land and sea against all enemies that dare oppose you; and use politics, cunning and the assassin's blade to strike down your most dangerous rivals.

You must choose your path: the barbarian hordes to the forests of the North; the exotic eastern kingdoms; or the flourishing and ambitious trade nations of the Mediterranean. Threats to Rome circle like carrion birds, and you must choose to command Rome's legions, or lead her rivals.

So, how far will you go for Rome?

Installation Guide

The information in this manual was correct when it went to print, but minor changes to the game may have occurred in the meantime. Any screenshots in this manual are taken from the English language version of the game. The basic user interface does not change in other languages.

Requirements

Firstly, please ensure that your computer meets the minimum requirements listed on the packaging. Minimum requirements are those needed to play the game at its lowest settings.

For the best experience of Total War: ROME II we recommend that your computer meets the recommended requirements.

In all cases, please also make sure that you have updated your graphics card drivers to the latest version and that your operating system is also up to date.

A broadband internet connection is required for the initial installation of Total War: ROME II. You will be able to play the single-player game offline (not connected to the internet) once installation is complete. You will need to reconnect from time to time to receive patches and additional downloaded game content.

A good broadband internet connection is required for multiplayer games. Dial-up modem connections are not suitable.

How to Install from Disc

Close any other running applications before installing Total War: ROME II. Insert DVD 1 into your DVD drive.

If you are installing the game on Mac, double-click the disc icon that appears on the desktop. If the disc icon does not appear, access the disc through the Finder. In the disc browser double-click on "SetupMac.app" to begin the installation process, then follow the onscreen instructions.

If you are installing the game on PC, and Autoplay is enabled, the installer will automatically start. Click on the install option in the menu to begin the installation process.

If you are installing the game on PC, and Autoplay is disabled, double-click on the My Computer icon, then double-click on the DVD drive containing the Total War: ROME II disc to launch the game installer. Again, click on the install option in the menu to begin the installation process.

If the game does not automatically install itself right-click on the relevant drive icon in My Computer and choose "Explore" from the dropdown menu. Double-click on "SetupWindows.exe" to begin installation.

THESE GAMES ARE STEAM POWERED!

When you install Total War: ROME II you must authenticate your copy of the game by registering it online with the free Steam gaming service. You only need to connect to the internet once to do this; the installer will take you through the process when you put the Total War: ROME II disc in your drive. If you don't already have a free Steam account, you will need to create one, which will give you access to some great features:

• Find and chat with your friends while gaming.

• Quickly connect to the best multiplayer servers.

• Receive automatic game updates.

• Earn achievements and join up with the rest of the Steam community.

To access Total War: ROME II:

1. Fully install Total War: ROME II and the Steam client as per the instructions above.

2. Launch the Steam client and select "Activate a product on Steam…" under the "Games" menu.

3. Go through the Steam Product activation wizard, entering the product code printed on the back of this manual.

4. All content will be activated and added to your Steam Game Library. Any applicable content updates will be automatically downloaded.

TOTAL WAR RECRUITS START HERE…

Most orders for campaign map characters and armies, or units in battle, follow a simple pattern of left-click to select and right-click to issue an order. If you're completely new to strategy games, you'll find all the assistance you need to conquer, betray and backstab through the in-game advisor and the online Total War encyclopaedia.

There are keyboard shortcuts to help you do things quickly, but Total War: ROME II gives you time to consider and plan your actions. As you become familiar with the game, you'll gradually master more advanced controls.

THE PROLOGUE

Before being measured for a toga in "Imperial purple", you'll find it useful to look at the prologue campaign. This is a mini-campaign, based on the Samnite Wars, designed specifically to give you a taster for the setting of the game, and introduce you to the basic ideas behind Total War: ROME II's turn-based campaign game and the real-time battles.

You will learn the basic controls and the user interface that helps you command your burgeoning empire.

Once you've completed the prologue, you'll be able to take on a full campaign, controlling the faction of your choice. You'll also be ready to fire up a custom or historical battle for some glorious real-time carnage!

The game includes additional features to help your empire building and warmongering: the advisors and the encyclopaedia. Both have been improved for Total War: ROME II.

THE ADVISORS

In-game advisors are always on hand to help you with the controls and concepts of the game. The campaign and battle advisors monitor how you play and, as you progress, they offer guidance about what you're doing in the game.

By default, you'll see and hear all their advice as you play. You can tweak the settings to reduce the level of advice given, and tailor it to either speech or just on-screen text. As you get more experienced with the game, the advisor takes a back seat and leaves you to your own devices, only offering helpful hints when you use some aspect of the game for the first time.

Advisor
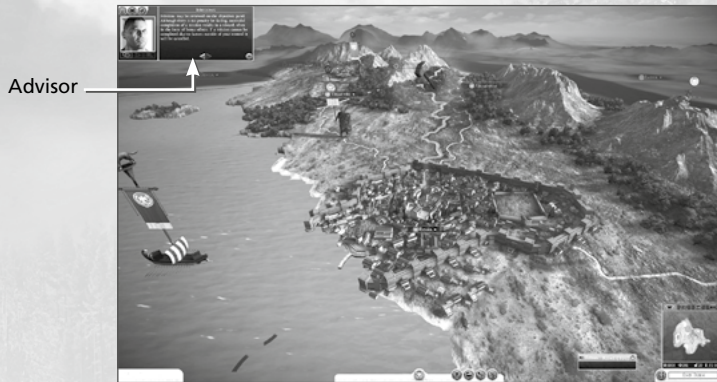
THE AIDE DE CAMP

The Aide de Camp alerts you to important events on the battlefield. On occasions, you may be warned if your general is threatened with imminent death, if a defensive wall has been breached, or if your units are being flanked. Think of the Aide de Camp as an extra set of eyes watching the battle.

THE ENCYCLOPAEDIA

Total War: ROME II includes a full game encyclopaedia that offers an explanation of every major feature and component in the game. The encyclopaedia includes a comprehensive game manual detailing how to play the game. There are also links to video tutorials that offer further information and insight. When you're playing, look to the encyclopaedia rather than this manual for help.

Press F1 to launch the encyclopaedia and use the indices or the search tool to find any game information you need.

Right-clicking on an item will often bring up extra information from the encyclopaedia. Clicking on the question mark icon on screens or panels will also take you to the encyclopaedia. You may also see web-style hyperlinks as you play the game: clicking on any of these links will take you to an encyclopaedia page giving more information on a particular feature.

Tooltips offer guidance on menu items, icons, buttons and in-game items. Just hover your mouse over one of those items and you'll reveal the tooltip, which will expand to offer further information.

Should you want more help, you'll find friendly advice, hints, tips and technical support at http://forums.totalwar.com/. You'll need to create a forum account to see all of the information on there but, through the online community, you'll get explanations of the intricacies and finer strategies involved in playing Total War games.

HOW TO WIN

Victory and glory can only be gained through dominance: what you need for an ultimate victory depends on the faction selected. All the victory conditions have one thing in common: you must seize and control territory by capturing regions and holding specific provinces.

While all this will require substantial military might, you may want to tailor your victory requirements by taking a cultural or economic path to ultimate triumph. Each offers additional requirements linked to the influence and advancement level of your faction, or to your trade and wealth.

Objectives will help steer you towards victory. Each faction has a list of primary objectives unique to it, and each includes bonus objectives. Inspired by events from the period, these are optional, but do offer faction bonuses if they are completed.

Whatever your aims and objectives, the victory conditions are displayed in the objectives panel. Click on the objectives button at the bottom of the screen to see them.

Finally, as you play Total War: ROME II, you'll collect Steam Achievements. These won't affect your chances of winning, but they do give you some bragging rights in the online communities!

Experienced Total War Players Start Here...

While it's tempting to throw yourself into the fray, gladius ready for short, effective stabbing attacks in proper-Roman fashion, if you are a Total War veteran you might want to read the "What's New" section of this manual. You'll find details of the key new game features and the improvements that make Total War: ROME II one of the most compelling games in the series.

" What's New? "

Campaigns

the province system

While Total War: ROME II features a very large campaign map, managing territory has been streamlined by the addition of provinces: a group of map regions.

Each province on the map consists of up to four regions. Regions influence the prosperity of the province. They contribute to the wealth, growth and public order in the province, dependent on the buildings in each region.

Empires are now managed at province-level rather than by individual regions. This includes building construction, taxation and the management of your economy and public order. While there is still much land to be conquered, the micro-management of territory has been reduced.

A province's regions can be controlled by different factions. Regions are "capture points" in a province, with provincial control coming once all regions are secured. A siege battle will settle ownership of the province capital, while conflicts over lesser regions are fought on open ground. It can be a worthwhile strategy to attempt to lure an army away from the provincial capital by threatening and capturing surrounding regions. This will lead to a variety of open land battles, making sieges far more significant and momentous when they do occur.

If you capture all the regions in a province, additional provincial bonuses will be unlocked. Each individual region is therefore precious and will be contested keenly, particularly if it happens to be rich in precious resources or on a profitable trade route.

sea regions

The seas on the campaign map are divided into distinct sea regions. These regions cannot be owned (unlike land regions), but are controlled by a faction depending on the ownership of nearby ports. A faction can gain several benefits from controlling a sea region. Control reduces piracy in the region, and so boosts sea trade. Ships can also be raised cheaply in a controlled region, and damaged fleets can be repaired relatively quickly.

army & fleet management

The recruitment and management of your armies on the campaign map are no longer carried out through regions or provinces. In Total War: ROME II, you will not be recruiting and moving individual units, instead armies are now "raised" in the field and automatically called under the command of your army's general.

The types and numbers of troops available are dependent on the surrounding regions. The military buildings in those regions determine the variety and quality of the recruits that can be called up.

LEGACIES & TRADITIONS

Armies and fleets now have their own tradition trees, with improvements earned through victory in battle. These traditions are "skills" for armies and fleets. Through a new legacy system, these skills and traditions remain with an army or fleet and are passed down to new recruits, long after the original troops or crews have met their fate. This institutional memory in a force is what gives it pride and makes it very effective.

When you raise forces, you can reinstate a force that has been destroyed or decommissioned. The legacy and traditions that had been previously earned are kept.

Alternatively, you can recruit a new army or fleet from scratch and create new traditions and a legacy for it. You can name the new force and give it an emblem. As it gains experience from battle, the new army or fleet earns legacy points that can be spent on acquiring traditions.

Traditions offer a wide variety of bonuses to an army or fleet. Among other bonuses, they may boost the damage inflicted from ranged attacks or melee combat, improve movement rates, or bolster unit morale in battle.

Armies and fleets improve by gaining traditions, which are added to their legacy. These traditions can then be applied to a new army or fleet after the original has been destroyed.

ARMY & NAVY STANCES

You can now apply stances to your armies and fleets on the campaign map. These can be applied each turn and enable abilities which apply a number of bonus effects. For example, an army can be put into "forced march" stance which increases its action points, enabling it to travel greater distances in one turn.

Stances have to be considered carefully, as they also have drawbacks. In the case of forced march, the army has its line of sight reduced and becomes more vulnerable to attack, particularly ambushes.
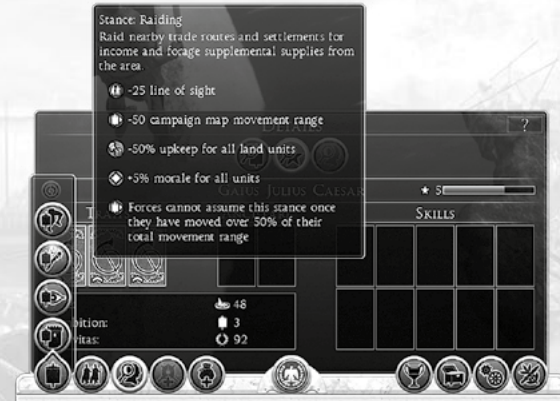
INTERNAL POLITICS

In Total War: ROME II threats can also come from within your own faction. A new internal politics system recreates the influence of the personalities and egos who built and destroyed empires throughout the ancient period.

Depending on the faction selected at the beginning of the campaign you may have the option to select a family or tribe. You represent this "party" throughout the game and must manage its influence, balancing your power against that of the rival parties within your chosen faction.

Your party gains power through the actions of its generals, and by completing missions. Power increases through victories on the battlefield or by the machinations of your generals as statesmen. It can be spent on actions that change the political landscape. You may, for example, try to eliminate another party's most outspoken member, or even assassinate someone from your own party if their interests conflict with your own plans.

Political power can also be accumulated in order to increase your party's influence, shifting the balance of power within your faction. However, this must be managed with care, as major shifts in power can lead to mistrust, betrayal and, ultimately, civil war.

Civil wars can only be resolved by wiping out the emergent civil war factions.

SUBJECTS

These new characters add further colour to your political dealings. Subjects contribute a variety of bonuses and penalties to your party and faction. They might be grizzled gladiators entertaining the crowds at the arena, or scheming tribunes spreading dirt and rumours in the Senate. While they can be left to their own devices, doing so may lead to their influence escalating. You can choose to approach a subject, resulting in a dilemma that may or may not benefit your party. Or you can see that they meet with a probably well-deserved death at the hands of an agent!

IMPROVED DIPLOMACY

Every decision, every treaty made and broken, every army that pillages foreign land without consent, will be remembered when you approach another faction with diplomacy in mind.

All factions will be aware of your past treatment of others, particularly their own allies. They'll assess your reputation and treat your approaches accordingly, meeting your requests as befits their opinions of you.

There are new diplomatic options available. Some agreements, such as the defensive alliance, allow factions to reach an agreement to protect the other party should they be attacked, but don't require involvement in aggressive wars.

When factions are joined in a war against another alliance, a new war co-ordination feature allows the targeting of enemy settlements, armies and agents. These targets generate a mission that allies can pursue to aid the greater war effort. The likelihood of them accepting such a mission is influenced by their view of your faction. You'll also receive missions when your faction is brought into a war by an alliance.

PUBLIC ORDER

Experienced Total War players will be familiar with public order. This feature has been overhauled in Total War: ROME II. Public order in your regions and provinces now accumulates over time, based on factors such as the buildings and the garrison present. Unrest accumulates turn by turn and, when it reaches certain thresholds, it can lead to revolt! On the other hand, if you've watched over your people well you may be honoured with a public celebration of your glorious, beneficent and magnificent existence. By all means let it go to your head!

CONSTRUCTION

In Total War: ROME II, each province has a population surplus that accumulates over time through growth. This increases as your provinces grow and can be spent on expanding settlements within your regions.

AGENT ATTRIBUTES

There are three agent types in Total War: ROME II. These are spies, dignitaries and champions. Each of these characters has three attributes: subterfuge, authority and zeal.

The spy's core attribute is subterfuge and his ability to achieve tasks through illicit means is unrivalled. The dignitary, meanwhile, thrives on his authority, completing goals through reason, inspiration and manipulation. Finally, the champion relies on his zeal to prevail, falling back on his determination and, from time to time, the unsubtle use of extreme violence.

When you assign a task to an agent, you may choose one of three different approaches to achieve that task. These approaches and their chances of success use the agent's attributes. More often than not, you will rely on the approach that draws on their key attribute. Sometimes, depending on the mission and the target, you may look to adopt a different approach.

Generals also possess three attributes, mirroring those of the agents. This allows armies and settlements to defend themselves against hostile agent actions.

BATTLES

COMBINED LAND & NAVAL BATTLES

Your fleets can now be brought to bear in land battles and sieges!
A new battle type combines your naval forces with your armies on land, allowing you to put troops ashore and bombard the enemy using ship-borne artillery. With ships able to travel vast distances at speed, there is also a real strategic advantage to be gained if troops can be transported and disembarked safely to flank or surround the enemy.

This makes a strong navy important in the campaign game and in battle. Naval support in battle can be a deciding factor. If you can successfully bring in reinforcements, and accompany your transports with vessels packed with catapults to support them from range, you can overwhelm an enemy: their defences will crumble before you.

THE HUMAN SCALE OF BATTLE

Battles in Total War have always explored a spectrum of scale. The player surveys huge armies of thousands of troops commanded from afar, before zooming in to witness the brutality of close quarters warfare. In Total War: ROME II, we've increased the already-vast scale of battles but, more significantly, focused on portraying battle at a human level.

While you will command thousands of men, each one is an individual, brought to life through their interactions with their comrades. A soldier will flinch when under fire and react when a fellow soldier suffers a fatal wound.

An enhanced camera brings you closer to this action. You'll also be alerted to key battlefield events such as an elephant charge or the death of a general, allowing you to zoom the camera in to witness the action unfold.

TRUE LINE OF SIGHT

In Total War: ROME II, each individual man has their own view of the environment and the enemies near them. Battlefield features like trees, valleys and hills, along with weather conditions, can obscure a soldier's view.

A unit's ability to spot an enemy is based on their role. Light troops are equipped and trained to scout and scan the battlefield for threats. Heavier troops, meanwhile, are more vulnerable with more limited line of sight, if only because they wear helmets that limit their vision and hearing.

Line of sight, or lack thereof, can expose troops to surprise attacks from wily foes using the environment to their advantage.

For an attacking army, particularly one in an ambush battle, line of sight can be a powerful tool. Archers can now take up positions closer to the enemy but be safe from harm thanks to dense woodlands. Similarly, skirmishers can use cover to close with, and then flank, their enemies.

With the ability to form bottlenecks and traps using deployable items, such as wooden stakes and boulders, the new line of sight system promotes ambush and guerrilla tactics. This makes it possible for clever enemies to counter the disciplined might of the armies of Rome.

TACTICAL MAP VIEW

With up to forty units to command in battle and huge battle maps at play, we've added a new top-down tactical map view to help assess and organise the position of your army.

Zoom out on the battlefield and your camera will now automatically switch to the tactical map view. You'll see all your units as icons representing their unit type. This offers an overview of your lines in relation to the enemy. You cannot issue full orders to your army in the tactical view, but you can still give movement orders, before zooming back down to order attacks and use special abilities.

NEW VICTORY CONDITIONS

Settlements and ports remain key targets on the campaign map. However, to capture or raze them different tactics must be used.

Fortified settlements and ports represent the largest cities in Total War: ROME II. They are protected by walls and towers from intruders. A victory point is placed inside each one at a key strategic position, such as its government building or a temple.

To win the battle the attacking army or alliance must either take control of the victory point by getting an infantry unit within its zone of control, or, alternatively, rout or kill all the defenders. The defenders can keep control of the victory point by positioning their own forces nearby; 'tickets' displayed at the top of the screen are used to indicate this. One by one, these tickets are reduced until the attacker has gained full control of the settlement and the battle is over.

Minor unfortified settlements and ports do not have key buildings or plazas whose loss signals the loss of the battle. They do, however, contain minor capture points that give small bonuses to the morale of the army or alliance that controls them. Gaining control over capture points does not automatically grant victory to the attackers, but its effect on morale can be decisive during a battle's final stages.

While large cities and ports always only have a single victory point, they can contain multiple capture points. This increases the pressure on both the attackers and the defenders; it becomes critical to commit the right forces to the walls, streets, capture points and the victory point.

Victory point

CONTROLS

Below, we've listed the classic controls used in Total War: ROME II. You may create your own custom key bindings for everything, if you wish. In the front end menu or the in-game menu go to "options" and "controls" to set these up.

UNIVERSAL CONTROLS	Classic Total War Controls (PC)		Classic Total War Controls (Mac)	
	Primary Key	Secondary Key	Primary Key	Secondary Key
Function	Standard Controls		Standard Controls	
Toggle Sound Effects	Alt+X		alt+X	
Toggle Music	Alt+M		alt+M	
Select All	Ctrl+A		cmd+A	ctrl+A
Select Next	Period (.)		Period (.)	
Select Previous	Comma (,)		Comma (,)	
Cancel Order	Backspace		Backspace	
Voice Chat	Ctrl+Q		cmd+T	ctrl+T
Encyclopaedia	F1		fn+F1	
Standard Ping	F5		F5	
Show Chat	Y		Y	
CAMERA CONTROLS				
Move Forward Fast	Num 8		alt+W	
Rotate Up	V	Num +	V	Num +
Rotate Down	C	Num -	C	Num -
Camera Up	X	Num *	X	Num *
Camera Down	Z	Num /	Z	Num /
Rotate Left	Q	Num 4	Q	Num 4
Rotate Right	E	Num 6	E	Num 6
Scroll Left	A	Num 1	A	Num 1
Scroll Right	D	Num 3	D	Num 3
Scroll Forward	W	Num 5	W	Num 5
Scroll Backwards	S	Num 2	S	Num 2

Increase Camera Rotation	Shift+Page Up		Semicolon (;)	
Decrease Camera Rotation	Shift+Page Down		Apostrophe (')	
Show Tactical Map	Tab		Tab	
CAMPAIGN MAP				
View / Overview	1		1	
Details	2		2	
Recruit Forces For City, Units For Army/Navy	3		3	
Recruit Agents For City, Mercenaries For Army	4		4	
Show Faction	5		5	
Show Objectives	6		6	
Show Finance & Trade	7		7	
Show Technologies	8		8	
Show Diplomacy	9		9	
End Turn	Enter	Num Enter	Enter	Num Enter
Toggle Move Speed	Space		Space	
Disband Selection	Ctrl+P		ctrl+P	ctrl+P
Quick Save	Ctrl+S		ctrl+S	ctrl+S
Quick Load	Ctrl+L		ctrl+L	ctrl+L
Auto-Merge Units	Ctrl+M		ctrl+M	ctrl+M
Go To Capital	Home		H	
Default Camera Rotation	End		End	
Show Strategic Map	Tab		Tab	
BATTLES				
UNIT/GROUP CONTROLS				
Toggle Group	G		G	
Toggle Locked Group	Ctrl+G		cmd+G	
Toggle Melee Mode	F		F	
Toggle Run/Walk	R		R	
Pan To Unit	End		Backslash (\)	

Create/Select Unit Group 10	Ctrl+0	0	cmd+0	0
Create/Select Unit Group 1	Ctrl+1	1	cmd+1	1
Create/Select Unit Group 2	Ctrl+2	2	cmd+2	2
Create/Select Unit Group 3	Ctrl+3	3	cmd+3	3
Create/Select Unit Group 4	Ctrl+4	4	cmd+4	4
Create/Select Unit Group 5	Ctrl+5	5	cmd+5	5
Create/Select Unit Group 6	Ctrl+6	6	cmd+6	6
Create/Select Unit Group 7	Ctrl+7	7	cmd+7	7
Create/Select Unit Group 8	Ctrl+8	8	cmd+8	8
Create/Select Unit Group 9	Ctrl+9	9	cmd+9	9
About Face	J		J	
Increase Rank	Ctrl+Up		alt+Up	
Increase File	Ctrl+Down		alt+Down	
Step Backwards	Down		Down	
Step Forward	Up		Up	
Both Rotate Left	Ctrl+Left		alt+Left	
Both Rotate Right	Ctrl+Right		alt+Right	
Strafe Unit Left	Left		Left	
Strafe Unit Right	Right		Right	
Intelligent Zoom	N		N	
Cinematic Camera	Insert		Minus (-)	
Toggle Tracking	Delete		Plus (+)	

SELECTION CONTROLS				
Select All Artillery	Ctrl+B		cmd+B	ctrl+B
Select All Infantry Melee Units	Ctrl+I		cmd+I	ctrl+I
Select All Cavalry	Ctrl+C		cmd+C	ctrl+C
Select All Infantry Missile Units	Ctrl+M		cmd+M	ctrl+M
Deselect All	Enter		Enter	
Pan To General	Home		H	
GAME/UI CONTROLS				
Cycle Battle Speed	T		T	
Show Unit Orders	Space		Space	
Toggle Radar Visibility	O		O	
Toggle Unit Cards Visibility	I		I	
Toggle Porthole Visibility	U		U	
Toggle UI Visibility	K		K	
Toggle Pause	P		P	

Customer Support

Warranty