TABLE OF CONTENTS

AVE! WELCOME TO
ROME: TOTAL WAR™

Rome: Total War is a game of epic real-time warfare, empire building, politics and treachery covering hundreds of years from the Punic Wars to the rise of the Roman Emperors—from 270 BC to around 14 AD. It was during this period that Rome conquered the Mediterranean world and much of Europe, and established an empire that was to last for centuries, one that has echoes even today. This is the world of Hannibal, Julius Caesar, Cleopatra and a thousand others. This is a world of soldiers, gladiators, emperors, tyrants, monsters and fools. It's a rich, exciting world, awaiting a conqueror—you!

INSTALLATION

Please make sure your computer system uses Windows® 98SE or a later Windows version. **Rome: Total War** is not compatible with Windows 98 or earlier or other operating systems. **Rome: Total War** also requires the latest DirectX® 9.0c-compatible drivers for your DVD-ROM drive, sound card and video card, as well as any other peripherals. If you have problems running the program, old drivers are the most likely cause.

How to Install Rome: Total War

1. Before installing, close all other applications.

2. Insert the **Rome: Total War** DVD into your DVD-ROM drive. If you have Autoplay enabled, the title screen will be displayed. If Autoplay is not enabled, simply double-click on **My Computer** and then double-click on your **DVD-ROM drive** to launch the game installer. On the title screen, click the **Install** button to begin and then follow the on-screen instructions.

3. After **Rome: Total War** is installed, your computer will install Microsoft DirectX 9.0c if needed. When DirectX installation is complete, you may need to restart your computer. For more information on DirectX 9.0c, see the relevant Help file.

4. Now you can run **Rome: Total War** from the Start menu or by clicking **Play** on the DVD title screen. Please note that you must have the **Rome: Total War** DVD in your DVD-ROM drive at all times to play the game.

CD Keys

Your copy of the game came with a CD key, which is located on the back of the manual. When you install the game, you'll need to type in this key. Your CD key is unique and without it, you won't be able to play the game. Please enter the key exactly as it appears on the back of the manual.

Keep your CD key safe and private in case you need to reinstall the game. Do not give your CD key to anyone else because it may impair your ability to play multiplayer games. If you lose your CD key, you will not be issued another one.

SO YOU DON'T WANT TO READ THE MANUAL?

We think reading the manual is probably a good idea. If you've never played a **Total War**™ game before, then the manual is full of information you'll find helpful.

But perhaps none of that is for you, Mighty Caesar!

So instead of reading the manual—but before you begin conquering the world— we'd like you to do one thing: play through the **Prologue**. We also recommend that you read the Prologue section of the manual and the section on **Advisors** as well.

When the game starts, left-click on **SINGLE PLAYER** and then left-click on **PROLOGUE**. Just read the introductory screen, click on the **arrow** in the lower-right corner and follow the instructions and advice you're given. In no time at all, your enemies will quiver in fear!

The Prologue introduces the basics of gameplay. You can go back to it later for more information. Good luck—and may the goddesses Fortuna and Victoria favour you!

EXPERIENCED TOTAL WAR PLAYERS START HERE!

If you've already played **Medieval: Total War**™ or **Shogun: Total War**™, you'll be tempted to jump straight into playing **Rome: Total War**. After all, you know how all this works! It's a **Total War** game! It's going to be easy-peasy!

If you jump straight into **Rome: Total War**, you'll find things have changed since **Medieval: Total War**. Shortly afterward, you may find that a barbarian is drinking from your skull, and laughing.

The most important changes in **Rome: Total War** are:

- **Left-click** on a unit to select it and then **right-click** on where you want it to go. This is true on the campaign map and in battle.

- On the campaign map, every agent, army and fleet has a movement allowance. When selected, these pieces are surrounded by a highlighted area that shows how far they can move.

- Family members can hire mercenaries when they're out in the field. They can also build watchtowers and forts. Both of these cost money.

- Armies, agents and fleets are no longer simply "in" a province or sea area. Instead, each army, agent and fleet occupies a specific place on the map. Just standing in the same province isn't enough to start a battle. You'll need to move into an enemy army or settlement to attack. Likewise, you'll need to move an agent onto another piece to use its special abilities.

- Fleets now carry armies and agents. Move onto a fleet to board it; order the fleet onto a coastal square to disembark passengers.

- An advisor pops up from time to time with hints and tips about the game and what's going on. We recommend paying attention!

- What can be produced at a settlement is closely tied to the size of the settlement and the level of government. Units can only be trained when there are men in a settlement to fill the ranks.

- When you're playing as a Roman faction, you have allies (the Senate and two other families) at the start of the game. Sooner or later, other Romans will turn on you in a struggle for ultimate power in Rome. Of course, you can get your "retaliation" in first!

- The Senate will give you missions from time to time if you're playing as a Roman faction. It's usually worth finishing these missions for potential rewards and to keep the goodwill of the Senate.

- Clicking on the **Help** (question mark) button on information scrolls brings up in-game help. The **Help** button and the advisors are of great use when learning the game.

OK, you've resisted the urge for conquest and plunder long enough! Now go play the game! Good luck with your conquests! Put not your trust in Greeks, Gauls or Carthaginians! And when facing elephants in battle…try not to panic!

STARTING PLAY

The Main Menu

- **Single Player** – Takes you to the single player menu discussed in detail in the next section of this manual.

- **Continue Campaign** – Automatically loads the newest saved campaign game and lets you continue with your conquests!

- **Multiplayer** – See the **Multiplayer Games** section of the manual for multiplayer details.

- **Load Game** – Gives you a choice of saved games to continue.

- **Options** – Adjust the **video**, **sound** and **gameplay** settings of **Rome: Total War**. See the **Gameplay Options** for more information.

- **Quit** – Leave **Rome: Total War** and return to Windows®.

Here—as with all the menu screens—any options that are unavailable are "greyed out" so you can't click on them to bring up a new menu.

The Single Player Menu

This is where you choose the style of single player game you want to play.

- **Prologue** – Start playing **Rome: Total War** right here! This tutorial introduces you to gameplay quickly and painlessly—well, not so painlessly for your foes!

- **Imperial Campaign** – This is the full **Rome: Total War** experience, and your chance to conquer the ancient world! Build an empire and fight your battles on the way to world domination.

- **Historical Battle** – This option brings up a choice of famous battles from the historical period of **Rome: Total War**. In some of the battles, you can choose the army you want to command.

- **Custom Battle** – Create a battle between two armies on the field of your choice, then fight it out. This is a great way to try out new tactics and practice your battlefield command skills!

- **Quick Battle** – The fastest way of fighting a battle in **Rome: Total War**. You're given command of an army and must drive your enemy from the field—a true test of command ability!

Clicking on the **U-shaped** arrow in the lower left corner returns you to the previous menu. This return arrow appears on many screens in the game and always takes you back to the previous screen. The **Backspace** key also takes you back to the previous menu wherever you see the U-shaped "go back" arrow on-screen.

Options that are unavailable appear in grey.

Multiplayer Menu

- **Online Battles** – Fight against opponents anywhere in the world using GameSpy. You'll need a broadband Internet connection to use this service.

- **LAN Battles** – Fight battles across your LAN (Local Area Network). Each player will need **Rome: Total War** installed.

- **Change CD Key** – Click here to change the CD key used for multiplayer battles. You may want to do this so two (or more) people can use the same PC, each with their own unique CD key.
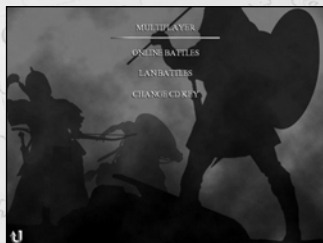
Options that are unavailable appear in grey. You'll find much more information on all these topics in the **How To Play Multiplayer Games** section of the manual.

Load Game Menu

The options on this screen allow you to load a previously saved game.

- **Load Campaign Game** – Reload a campaign. The auto-saved game is the one that was played most recently on your PC.

- **Load Custom Battle** – Replay your favourite custom battles as often as you like. The custom battle system allows you to save your battles for repeated playing.

- **Load Battle Replay** – Relive your greatest triumphs! At the end of every custom battle, you can save the action for later replay. You'll have control of an independent camera view of the battlefield.

Options Menu

This menu allows you to adjust the game for best performance on your PC and to choose your own personal preferences for the game's look. Based on your PC's set up, **Rome: Total War** adjusts itself for optimum performance when installed, but this may not match your preferences precisely. Clicking on any item takes you to the appropriate submenu:

- **Video Settings** – Click on the downward pointing arrows to bring up a list of options in any of the dialog boxes. Select the option you want from a list by left-clicking on it. Left-click on a check box to toggle the relevant graphics feature on and off.

- **Audio Settings** – Click on the **sliders** to adjust each element of game sound to suit your personal tastes. The Master Volume slider affects the overall volume. The other sliders adjust the mix of sounds in the game. Again, you can left-click on any of the **check boxes** in the lower part of the screen to toggle individual options.

  Note: EAX® ADVANCED HD™ provides realistic sonic effects to accurately simulate the sound properties of different acoustic environments in **Rome: Total War**. The EAX ADVANCED HD acoustic models are dynamically updated as you move around in the game experience. For example, the sounds created in a forest have a different sound and reverberation trail than the sounds created in a flat plains region, which would have less reverberation and be more direct. Only the Creative® Sound Blaster® Audigy® range of sound cards will be able to deliver great audio experience with EAX ADVANCED HD.

- **Control Settings** – You can modify the keyboard shortcuts to suit your playing style. Double-click on any item in the key list and then press the key(s) you want to use for that function. You can press the **SHIFT**, **CTRL** and **ALT** keys in combination with another key to create a shortcut. You can revert to the original assignments at any time.

  - **Left-click** on the icon in the lower-right corner to load and save key assignments. If you find a particular combination you like, we recommend saving it. Click on the dialog box in the lower part of the screen and then type in a name for your settings file.

- **View the Credits** – A list of the gods, emperors, governors and wretched slaves responsible for bringing you this fine product!

Clicking on the **U-shaped** arrow at the bottom left of each screen returns you to the previous menu, as always.

THE PROLOGUE

The "Sons of Mars" campaign is an introduction to the world of **Rome: Total War**. It's your task to lead the Julii family to a position of power by conquering Rome's neighbours. This is the way to greatness in **Rome: Total War**—attack external enemies and gain credit for doing so.

When you're ready, click on the arrow in the lower-right corner of the screen to begin. You'll start the game with one of your advisors, Victoria, telling you a little about herself and her tasks in the game. All you need to do to start playing is follow her instructions and advice.

If you decide you don't want to play the Prologue through to its conclusion, you can press the **ESC** key to bring up the Campaign Exit Menu scroll, but we recommend playing the Prologue through at least once.

ADVISORS

The advisors are your most useful aid when learning to play **Rome: Total War** (as you already know if you've played the Prologue).

The advisors in the game are your first place to go for help when playing, and they're watching what's going on so they can pop up at appropriate times and give you helpful hints, tips and general information.

Victoria (named after the Roman goddess of victory) is the campaign advisor. She can advise you about production, recruitment, managing your empire, diplomacy, dealing with the Senate, trade and so on.

Centurion Marcus is the battlefield advisor. Apart from offering his opinion about enemy tactics, he'll keep an eye out for potential problems such as putting units into dangerous situations: he doesn't like it when cavalry are ordered straight onto spear points!

When an advisor has something important to tell you, their portrait will glow. Click on the **advisor** to see their comments.

The **Speech** button toggles the on-screen text of the current piece of advice. In some cases, you can ask the advisor not to repeat a particular piece of advice by clicking on the check box below the text.

Click on the **Show Me How** button to have the advisor demonstrate how to carry out an action in the game.

The **magnifying glass** button shows you the location that is relevant to the advice being offered.

The **X** button dismisses an advisor. Pressing the **ESC** key also dismisses them.

Buttons that are not appropriate for the advice being offered are always greyed out and cannot be selected. Sometimes, for example, there isn't anything that you need to be shown how to do.

Asking For Advice

There are several panels in the campaign game that include an advisor button. You can click on this button to get relevant advice on what you can do next in the game. For example, you'll be told what Victoria considers to be the best unit to train if you click on the **advisor** button on the Recruitment Panel.

■ Advice Preferences

After you've been playing for a while, you may feel you don't need any more advice. Go to the **Options** menu at the start of play or press **ESC** when on the campaign map and select **Options** from the **Game End** menu. You'll have the ability to alter the level of advice.

Change the level of advice you get by going to the **Game Settings** menu and choosing an appropriate level of advice from **high** to **none**. Your advisors remember what they've already told you, so if you want to hear advice again, click on the **Reset Advisor** check box on the same menu. Once you've done that, the advisors will assume you're a new player and offer information and hints accordingly.

CAMPAIGNS

Gameplay in **Rome: Total War** divides neatly into **Campaigns** and **Battles**. These two parts of the game are closely linked, so actions you take in the campaign game such as constructing buildings, training units or appointing generals have major effects on the battlefield. This part of the manual concerns itself with **Campaigns**. Later, we'll discuss **Battles** and how to get the most out of them.

How to Get Started with the Imperial Campaign

The **Imperial Campaign** menu allows you to select and set all the options you might want in a campaign game: who you're controlling, how hard the game is to play and how you want to win. This screen allows you to do the following:

- Select your **Advice Level** for the coming campaign from the dropdown list that's displayed when you click on the down arrow in the text box. We recommend you leave this on **High** until you're comfortable playing the game.

- Select **Campaign Difficulty** and **Battle Difficulty** from the appropriate dropdown lists. You can pick the level of challenge in each part of the game, and the two don't have to be set the same.

- Click on the **Arcade Style Battles** check box if you want battles to be simplified and action-oriented. Many realism settings are turned off automatically if you choose this option.

- Click on the **Short Campaign** check box if you only want to focus on destroying or outliving certain factions rather than conquering the entire map.

- Click on one of the **Faction Shield** icons on the right to choose the people you'll lead to greatness, glory and a mighty empire! The map changes to show where they start, and the text gives you a quick overview of their strengths and foibles. When you first start to play, you can only select one of the Roman factions, but others will become available in later games.

- Click on the **arrow** in the lower-right corner to start play.

■ How to Win

If you're playing as one of the Roman factions, the Brutii, Julii or Scipii, the basic victory condition for the game is to conquer Rome and much of the world. This isn't as easy as it sounds. You'll find yourself fighting against the forces of the Senate and the other Roman factions.

If you're playing as any other non-Roman faction, the basic victory condition is very simple: conquer the world!

If you don't want to play the game for quite so long, click on the **Short Campaign** check box.

Once you've made up your mind, start playing! When you win, peasants cheer, trumpets sound and (probably) an angel gets his wings. And you have the inestimable pleasure of having crushed your enemies, seen them driven before you and heard the lamentations of their women. Cool, huh?

How to Get Started

When you start a **Rome: Total War** campaign, there's a lot to take in. The **Advisors** built into the game are there to help, but there's still a wealth of information to think about. So, where to start?

Everything on-screen is there to help you run your soon-to-be magnificent empire. The screen is divided into two main areas: a view of the campaign map and the Control Panel at the bottom of the screen.

■ Moving Your Viewpoint
You can change your view of the campaign map in many different ways:

- Move the mouse cursor to the edge of the screen (without clicking), and your view down onto the campaign map will slide in that direction.

- Use the 1, 2, 3 and 5 number keys on your keyboard to move your viewpoint around. The arrow keys also do the job.

- Use your mouse wheel (if you have one) to zoom in and out on the map.

- **Left-click** on the mini-map to move to that part of the campaign map.

- As you move the cursor around the campaign map, tool tips appear that identify and explain terrain features and pieces on the map.

■ What You See
When the game starts, the view down onto the campaign map is always centreed on your capital. Your forces and agents are positioned somewhere within your borders, which are marked with your faction colour.

- **Dark areas** on the map are those you can't "see" because you don't have armies or agents nearby.

- Each **settlement** you know about has its name displayed, along with a banner showing ownership. Some banners include an indication about the garrison's strength. Your own settlements have a summary beneath the name, showing at-a-glance information. One of these will be your capital—your best settlement and worth defending!

- **Armies** are shown as soldiers with banners to show the strength of the army. Some armies have stars indicating the command ability of the general.

- **Agents** are spies, diplomats and assassins.

- **Ships** represent fleets. These are used to keep trade routes free of pirates, carry armies overseas and attack enemy fleets.

Whenever you select something, the **Control Panel** at the bottom of the screen changes.

If you want to find out the name of a province or region, first left-click on an empty space on the game world map (to deselect everything). Then right-click and hold on an empty space in the province you're interested in. The underlying terrain, the owning faction icon and the province name will be displayed.

■ Getting to Grips with the Control Panel

In the campaign game, the control panel is an important element in controlling your empire. As you select and use different game elements, the panel changes to present you with the right options and information.

Everything—the round buttons and the tabs—on the control panel has an associated tool tip to explain its job.

The **mini-map** shows the whole game world. When the cursor is on a mini-map province, the name and faction ownership of the province is displayed as a tool tip. (You need some kind of presence or you need to have diplomatically exchanged map information.)

■ The Review Panel Tabs

There are four tabs above the central Review Panel. These allow you to shift between elements of a settlement, army or fleet, or you can **right-click** on the tabs to bring up summaries for your entire empire:

- **Right-click** on the **army/navy** tab (the left-most one) to bring up the **Military Forces Scroll**. This is a list of all your forces. Right-click on any army or navy in the list to see more details.

- **Right-click** on the **town/city** tab (second left) to bring up the **Settlements List**. Right-click on any town or city in this list to see the relevant details.

- Right-click on the **agents** tab (third from the left) to bring up the **Agents Scroll**. **Right-click** on any of these characters to see their details.

- The fourth tab has no right-click function.

■ The Review Panel

The central Review Panel (along with the large building and training buttons) changes depending upon whether an army, fleet or settlement is selected.

- The **tabs** along the top of the panel allow you to look at different aspects of the selected game world item, and you can right-click on a tab to bring up faction-wide summaries.

- **Right-click** on any unit card in a review panel to bring up further information.

- If a tab is greyed out, there's nothing relevant to see with the selected unit, fleet, settlement or agent.

- For tabs that show military **units**, **ships** or **agents**, you can select an individual **unit card** in the review panel by **left-clicking** on it. You can then drag and drop a selected item onto a spot in the game world, and the forces or agents involved will move there.

- You can make multiple selections by holding down the **CTRL** key and repeatedly **left-clicking** on individual unit cards until you have as many as you want. You can also press **Ctrl + A** to select all units.

- You can also make multiple selections by selecting one unit card, then holding down the **SHIFT** key and selecting a second unit card. All the unit cards between the first and second clicks will be selected.

How to Play a Turn in the Campaign Game

Rome: Total War is a game that repays a bit of thought on the road to victory. It's a good idea to have some general strategy in mind of what you'd like to do: ask yourself, for example, when do you want to attack the Gauls? Where? Will you invade Sicily? Or head into the Balkan provinces? Answers to questions like these help to set targets to work toward.

With some kind of underlying plan, even if it's as straightforward as "defend what's mine," you can approach each turn with a goal in mind and do things to make your growing empire stronger and more successful.

■ Senate Missions

As a Roman faction, from time to time you'll receive missions from the Senate. It's up to you whether or not you carry out their wishes.

When deciding whether or not to listen to the Senate, it's worth asking if you have the resources and time to do the mission.

- If you've been asked to conquer some place, can you do it without weakening your forces elsewhere? Or is the place worth conquering as a step to something greater?

- If you've been asked to make a diplomatic deal with a faction, do you want the other faction to feel safe for awhile? A trade deal, for example, can also bring in extra cash!

Of course, nobody's forcing you to obey, so if you want to ignore the Senate, you can. If you do, the Senate will use its powers against your faction. See **How to Deal with the Senate** for more information.

■ Settlements

For each turn—at least to start with—it's a good idea to check all your settlements and look after them carefully. When your empire isn't very big, you need to squeeze maximum value out of each settlement that you have!

There are a few simple questions you can ask yourself about your settlements, and the answers will help you decide what needs to be done to get the most out of your empire:

- **Is everyone happy in the settlement?** Is public order above or close to 100, so riots are unlikely? Settlements where there are riots and disorder may even rebel! **Hint**: try altering the tax rate; your people don't like paying taxes.

- **Is anything being constructed?** A new building always makes a settlement "do something" better, be it train military units, defend the location, trade, farm or keep everyone in order. If you're not sure what to construct, ask Victoria.

- **Is a unit being trained?** Military units are the building blocks of armies. Generally speaking, in the long run units are cheaper to train (and maintain) than to buy as mercenaries. Again, if you're not sure what kind of unit to train, you can consult Victoria, your advisor.

- **Is the settlement making or losing money?** One settlement losing money for a time is probably sustainable, but losses in all settlements for long periods will destroy your treasury. A faction with no money is in trouble! Therefore it makes sense to "tweak" the tax rates in settlements to balance public order and your tax income.

■ Armies

Each turn you should ask yourself whether your armies are doing something to contribute to your success. Sometimes just standing in the right place can be enough, but it's always worth going around and quickly reviewing your army positions. Are there enough armies in position to counter an immediate threat from enemies? Are river crossings and mountain passes guarded? Are armies placed ready for an ambush?

When you've decided on an attack:

- Get armies into place to mount the attack. This might mean one large force, or a couple of smaller ones. Pincer movements to attack a foe from two different directions at the same time can be very effective.

- Position reinforcements for battle—adjacent armies can be drawn into the fight. Extra men can be a great benefit.

- Pick the best general to make the attack. This is usually the general with the highest **Command** rating. As generals wage battle, you'll find that the traits and ancillaries they gain give them a personality, and some generals will become experts at certain types of warfare.

■ Agents

Diplomats, spies and assassins have their uses and should be quickly reviewed each turn. Agents may be needed to carry out a mission from the Senate. Are they in the right place to be easily deployed?

- **Spies** can be sent to scope out rivals' territory. They can spot armies that could threaten your own forces or spy on settlements to learn the state of the defenses.

- **Diplomats** need to be within reach of a rival's settlement or army should there be a need to talk quickly.

- **Assassins**, if you have any, can be positioned near threatening rival generals. Perhaps a single knife in the dark can neutralize a threat more effectively than many swords.

How to Deal with Messages and Events

Every turn it's likely there will be a number of message notifications that drop down the left-hand side of the screen. Each kind of message has its own picture, and a tool tip appears if you move the cursor over a message notification.

- **Left-click** on any message that you want to read. A **right-click** dismisses the message and removes it from the queue. Clicking on the check button or pressing **ESC** also dismisses a message.

- You can close a message and leave it for later reference by clicking on the square **close box** in the top right-hand corner. Any message that you've already opened will be shown with a black-and-white graphic rather than a colour one.

The Marius Event

The single most significant event in the game is the reform of the Roman Army carried out by Gaius Marius, a man referred to as the "third founder of Rome."
He completely changed the way Romans organised their armies, fought wars and conquered their neighbours. Historically, this reformation started around 107 BC and after Marius, the Legions of Rome were very different from what had gone before.

In **Rome: Total War,** the reforms of Gaius Marius are not tied to an exact date. We're not going to tell you here when it will happen, but we will tell you what happens: the Roman factions can start building a new generation of military units. Essentially, Marius unlocks a second Roman technology tree.

HOW TO USE ARMIES

Armies are the basic "pieces" in the campaign game. Each army contains up to 20 military **units**; any collection of military units is an army that moves and fights together. Armies are ordered around the campaign map; units are ordered around the battlefield.
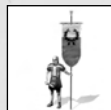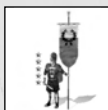
The figure on the game map gives you basic information about the army:

- **Generals** or captains command armies. We'll discuss the major differences between generals and captains later.

- **Captains** are lesser leaders, given temporary command of an army. These armies are always shown as foot soldiers (without cloaks) appropriate to their faction.

- The banner colour and symbol shows the owning faction.

- The dark colour that "fills" the banner shows the army strength: the stronger the army, the bigger the filled area.

- Any gold stars show the command rating of the general (0-10). The larger the number of stars, the better the general.

Moving

Select an army by left-clicking on it.

- The highlighted area shows every place the army can move to during the current turn. All actions (moves and attacks) cost movement points and as these are used up, the distance an army can move for the remainder of the turn reduces.

- **Right-click** on the spot where you want an army to go. A large arrow shows the proposed route for the army.

- **Right-click and drag** to show the route changing for an army as its destination changes.

Right-click on an enemy, neutral piece or location to **attack** it. The cursor will change into a sword to show an attack is possible. Attacking a neutral faction is, by definition, a declaration of war on that faction.

Right-click on a friendly army (not an ally!) to merge the moving army into the stationary one. We'll talk more about merging armies in a moment.

Right-click on a friendly settlement (not an allied settlement) to merge the army with the settlement garrison (if any). The army will move into the settlement, and if the army has a general and the settlement doesn't have a governor, the general will be automatically appointed as the new governor. See the **How to Run Settlements** section for more information.

- Red highlighted areas are in enemy zones of control, which means they're adjacent to a non-allied army. Moving into a red zone ends further movement for an army. You don't have to attack when in a zone of control.

- It's possible to right-click beyond the green highlighted area, in which case it'll take two (or more) turns for an army to reach its destination. Assuming the army is given no new orders and isn't ambushed, it'll continue marching. The route is shown as a multicoloured line, with each colour representing one turn's movement.

- Armies that cannot move have a red circle around them.

- Armies are shown as kneeling figures when they're hidden and ready to **ambush** any passing enemies.

Selecting the Next Piece

You can select armies, fleets, agents and/or settlements in any order you wish by clicking on them on the campaign map.

- To select the next force, agent or city, click on the arrows on either side of the name in the right-hand section of the Control Panel, just above the end of turn button.

- The vertical "thermometer" bar on the right shows the movement points remaining for that piece.

Terrain

If you want to find out the terrain in a particular area, first **left-click** on an empty space on the game world map (to deselect everything). Then **right-click and hold** on an empty space in the province you're interested in. This tells you the terrain type of the location, the owning faction and the province name.

- The terrain determines whether your armies can move into a location and determines the kind of battlefield you'll fight on in that area.

- Some terrain—such as mountains—are simply impassable to armies. You'll need to find passes or routes around blocking terrain.

- River crossings are marked on the campaign map by fords or bridges (after roads have been constructed). These are the only places where armies can cross, and are, thus, strategically important.

- Armies can hide in wooded areas and ambush passing enemies.

Wise commanders choose their ground carefully to make the most of troops, so it's worth checking out the terrain near mountain passes, river crossings and other "choke points" where the enemy must pass.

Ambushes

Armies can ambush passing enemy armies on the campaign map.

- Armies that can carry out ambushes are always shown kneeling down in the woods, even at the start of a game turn.

- Armies belonging to other factions that are lying in ambush aren't shown on the map until the ambush is sprung!

- If your army is ambushed, its movement is halted and it must fight a battle. This can be auto-resolved or fought on the battlefield. The ambushed army is usually at a severe disadvantage!

Attacking

When you have an army selected, **right-click** on the enemy army or settlement you wish to attack:

- The **Battle Deployment Scroll** will appear. This gives a breakdown of your forces and the enemy arrayed against you.

- The most important piece of information is the **strength comparison** in the centre of the scroll. Move the cursor over the crossed swords to see the odds for the coming battle.

- Reinforcements are also listed, drawn from adjacent armies. See **Attacking with Supporting Armies** on the next page.
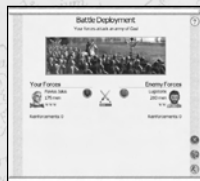
You can fight the battle for yourself, taking control of your units on the battlefield. This gives you the most control and is—we think—the most fun!

You can have the PC work out the result for you. Casualties may be heavier than if you fight the battle, and you can't protect your general from harm.

You can **withdraw** from your attack.

If you're attacking a settlement or fort, see the **How to Besiege a Settlement or Fort** section of the manual.

Attacking with Supporting Armies

Reinforcements can join an attack. When a battle is auto-resolved, their strength is simply taken into account. When a battle is fought out in detail, their effects are more significant:

- When one army attacks, any other friendly army (yours, or one belonging to an ally) that is adjacent to the army or settlement under attack can become reinforcements.

- The army that attacks is the one you directly control. Make sure that your forces are all in the red zone of control of an enemy army, or cancel the attack and then move up another army to act as reinforcements before giving battle.

- Any adjacent army that's commanded by a general will always be under AI control on the battlefield. You won't be able to issue commands to units under the general's command.

- Any adjacent army that's commanded by a captain will reinforce your army on the battlefield on a unit-by-unit basis. Remembering that there's a limit of 20 units per army, reinforcements will appear when a slot in your army is available, either through casualties or because a unit has run away.

- Reinforcements on the battlefield always appear from the direction that matches their position on the campaign map. If a supporting army is behind an enemy army (but still adjacent to the enemy), it'll appear on the battlefield in the enemy rear.

Multiple Attacks

As long as an army keeps winning, it can keep moving forward and attacking. Depending on casualties (and other factors), it may be able to attack two or three times during a turn.

Merging Armies

Move an army onto another friendly (same faction) army or settlement to merge the two forces. It may be useful to merge units before merging armies. You can't merge units while you're merging armies.

- The general with the highest Command rating is usually in charge of a merged army. When an army led by a captain is merged with a general's army, the captain is reduced to the ranks and disappears.

If there are more than 20 units (total, in both armies) involved in the merging, then the Merge Armies scroll appears.

- Select the units you want to move to the other army. You can make multiple selections by holding down the **CTRL** key as you left-click.

- Some units may be greyed out. These have moved as far as they can this turn, and therefore can't move (merge) to another army.

- Click on the transfer arrow button in the middle of the scroll once you're happy with the army compositions. You can also drag-and-drop units between the two armies on this scroll.

- Once you're happy with the merged armies, click on the check box in the lower right-hand corner of the scroll.

Splitting Armies

From time to time, you may want to split a force or move part of a garrison out of a settlement or fort.

- Select the units you want to move using their unit cards in the Review Panel in the centre of the Control Panel at the bottom of the screen.

- You can use the **SHIFT** and **CTRL** keys while selecting to make multiple selections.

- **Either** move the cursor to the spot you want the selected units to go. A "ghost" army will be shown in the cursor position.

- **Or** drag-and-drop the selected units from the Review Panel to an appropriate location in the game world.

- In both cases, the "son" army marches to the new location.

Merging Units

After a battle there's a good chance your forces have taken some casualties. Some units may have been reduced to only a few men. No matter how few men a unit contains, it still uses one of the 20 slots in an army roster. This results in armies that are full of units yet contain few men.

- Units can be increased in numerical strength by merging them or by retraining at a settlement. See the Retraining Units section on page 35.

- Merging units must be of the same type. Drag one unit onto another in the Review Panel, and the two will merge. The men in the unit being dropped are added to the target unit.

- The dragged unit may vanish if all its men are used in this way. Any "spare" men remain in their original unit.

- You can auto-merge depleted units by pressing the **M** key.

Unit Experience

Be careful when combining units since troops with low (or no) experience can dilute a high experience unit and reduce its performance in combat. The number and colour of the **chevrons** on the unit card in the **Review Panel** show unit **experience**. A unit with experience can be relied on in combat, and will usually beat an otherwise identical unit. Chevrons can also be gained by units under generals with high command values, or as a result of good training facilities (buildings).

- **No chevrons** indicate the unit has little or no experience.

- One, two and three **bronze chevrons** show the unit has been "blooded" in combat.

- One, two and three **silver chevrons** show the unit is composed of soldiers who have seen much hard fighting.

- One, two and three **gold chevrons** show the unit is composed of tough, grizzled veterans who know the business of war inside and out. A unit with **three gold chevrons** is likely to be one that's worth its weight in gold to a commander!

Generals and Governors

Generals are named characters, members of the ruling family of a faction who command. They can have traits and gain a retinue of attached ancillary characters to help them in their work.

- Each general has a bodyguard unit. Casualties taken by the bodyguard are slowly replaced over time. The size of the bodyguard depends on the rank and experience of the general. The type of bodyguard depends on the faction, the date in the game and so forth.

- Generals who end a turn in a settlement without a governor become the governor. When there's a choice, the general with the highest management ability is always the governor.

- The best general in a settlement is the commander of the garrison. His military abilities are used in siege battles.

- A governor who leaves a settlement becomes a general.

Captains

Captains are limited, temporary leaders of armies. They're selected from the ranks when an army needs a leader and a named character isn't available to be a general. When a general joins the army, the captain returns to the ranks.
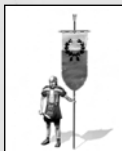
Captains cannot:

- Recruit mercenaries
- Build forts and watchtowers
- Govern settlements

When a settlement without a governor is besieged, a captain leads the garrison.

Recruiting Mercenaries

While a general is outside a city, he can recruit mercenaries from the local province. Click on the **Recruit Mercenaries** button in the Control Panel. When there are no mercenaries available, the button is greyed out.

- This brings up the **Army Details Scroll**, showing the general and the list of available mercenaries.
- **Left-click** on any mercenary unit to select it and add it to the queue of mercenaries to be hired. You can deselect a mercenary unit for hiring by left-clicking on it once again.
- **Right-click** on a mercenary to bring up details.

When you're satisfied with your hiring choices, click on the **Hire Queued Units** button on the left of the scroll. Unlike a faction's own troops who have to be trained for at least a turn before they appear, mercenaries instantly appear as part of the army in the review panel.

Building Forts and Watchtowers

Only an army under the command of a general can build watchtowers and/or forts. When this is not possible, this button is greyed out.

Clicking on the **Construction** button while not in a settlement brings up the **Field Construction** scroll. From here, you can select either a **watchtower** or a **fort**. Each has a denarii cost associated with it.

- Watchtowers are permanent structures that extend your field of view.
- Forts require a garrison to remain in play. If the fort is empty when the end of turn button is pressed, it will fall into disrepair and be removed from the map. The constructing army can leave a unit to keep the fort going, or another force (or even an agent) can move in; all will preserve the fort for future use.
- Forts have no "nationality." If one faction constructs a fort and leaves it empty, another faction's forces can move into the fort and take it over.

- A general can build as many watchtowers and/or forts as you want in a single turn, limited only by his ability to move to a new site.

Forts can be extremely useful in defending strategic "choke points" such as mountain passes: an enemy will have to lay siege to the fort to advance. It's even possible to build a "wall" of forts to isolate an area.

HOW TO RUN SETTLEMENTS

Settlements are centrally important in your efforts to conquer the world. They generate income through taxes. Military units are trained there. And without taking enemy settlements, you're unlikely to win the game.

Each settlement is the regional capital of the province it occupies: the faction that owns a settlement also owns the associated province. All the resources—trade goods, for example— shown on the campaign map in a province are available for use by the settlement. You can move the cursor over a resource to see a relevant tool tip.

The size of a settlement—whether it's a village, town, large town or a minor, large or huge city—is determined by the size of the population. The larger the population, the bigger the settlement. Settlement size and defenses are shown on the campaign map.

A settlement can only take advantage of its large population if it has the right government building at its (metaphorical) centre. Without the right administration, advanced structures cannot be built. There's a chain from **population** to **government** to **building construction** to **training military units** for each settlement. Without settlements to generate units, you won't have armies to command!

Use **Ctrl + T** to toggle city names and details on and off. The details are a summary of the activity in the settlement:

- The city **name** and its status are shown on the top line: for example, a city that is **revolting** or has **plague** will have an appropriate icon next to its name.

This is the **income** generated by the settlement. It's possible for a settlement to lose money every turn if the income is less than its upkeep costs.

The face icon represents the overall happiness of the settlement population.

- **Green**—Happy; the people are pleased with your government, happy to pay taxes and generally secure in their lives. Dissent and rebellion are far from their thoughts.

- **Yellow**—Contented; most of the people are indifferent to your rule, feeling neither committed to, nor hatred for, your cause. They pay their taxes, but do not feel happy.

- **Blue**—Disillusioned; the people are generally unhappy and likely to become rebellious unless remedial action is taken. They resent paying money to your treasury.

- **Red**—Rebellious; the people are on the edge of revolt against your rule.

This icon shows whether or not the **population** of the settlement is increasing or not.

- **Green** indicates the population is growing.

- **Amber/Orange** indicates the population is stable. It's worth having a look at a settlement to see what's not going well as far as population growth is concerned.

- **Red** indicates the population is falling. This is a matter for concern because if everything's working, the number of people in a settlement will increase.

This icon appears if a unit is being **trained** in the settlement.

This icon appears if a building is being **constructed** or repaired in the settlement.

A "gears" icon appears when the settlement is being auto-managed.

Settlements and the Control Panel

A **left-click** on one of your settlements selects it, and the **Control Panel** at the bottom of the screen changes to show the contents of the selected settlement.

The construction and training buttons are in the Control Panel:

Left-click on the Construction Button to open the construction tab within the **Settlement Scroll**. This allows you to issue orders for new buildings in the settlement. When construction is underway, the button shows what's being built. Otherwise, the button is "empty."

- **Left-click** on the **Training Button** to open the **Recruitment tab** on the settlement scroll. This allows you to issue orders to train new units, ships and agents in the settlement. When a unit is being trained, it appears here. Otherwise, the button shows that the settlement is ready to receive training orders. You can click on the Retrain tab to show retrainable units.

The **review panels** in the centre show various details of the settlement, depending on which tab has been selected.

- The left tab shows the **garrison units** in the settlement, along with any governor and his bodyguard. **Right-click** on a unit card to bring up information. The governor of a settlement is always shown with a "management scroll" on his portrait. "Visiting" generals are shown with stars on their portraits in the review panel.

- The second tab shows the existing buildings in the settlement. **Right-click** on any of the building pictures to bring up the **Building Information Scroll**.

- The third tab shows any **visitors**—agents of your faction—in the settlement. **Right-click** on any of the agents to bring up the appropriate character scroll.

- The fourth tab (passengers on a fleet), is not used for settlements.

In the right-hand section of the Control Panel are two large buttons with the town name alongside:

- Click on the arrows on either side of the name to move between settlements.

The Settlement Scroll

The **Settlement Scroll** is the key to getting information about, and issuing orders to, a settlement.

The large arrows on either side of the settlement name allow you to scroll between settlements quickly.

The main part of the **Settlement Scroll** is divided into four areas:

- The top part of the scroll shows the Governor's Details (if there's a governor in residence). Depending on difficulty settings, without a governor, a settlement is always auto-managed for you. The governor's attributes have an effect on how well the settlement is run.

- The next section shows the **Settlement Details**. This displays a summary of all the important statistics for the settlement, along with icons that show whether or not the settlement is revolting, under siege and/or infected with plague. You'll also see a population requirement for the settlement to grow in size; this will not be shown if the settlement has reached its maximum size.

- The next section allows you to **Set Policies** for the settlement. When auto-management is off, you'll be given the choice to alter the tax rate in the settlement. The tax rate you set affects how much money you earn from the settlement (income), how happy your people are feeling (public order), the population and the population growth rate.

  The tax rates vary from low to very high; try adjusting the tax rates and seeing what happens to income, public order and growth. These four values determine how well your settlement functions.

  Some factions can have amphitheaters and circuses in settlements, so you'll also have the choice of how often games or races are thrown to amuse the people.

- The Orders section has four tabs for Construction, Recruitment, Repair and Retraining. For the moment, we'll concentrate on Construction and Repair. This is where you order building works for your settlement. The Recruitment and Retraining Tabs are dealt with in the How to Train Units section. Tabs that can't be selected are greyed out.

Down the left-hand side of this scroll is a set of buttons that control the settlement and give you more information:

This button brings up a more detailed analysis of your settlement.

This brings up a scroll showing you the buildings in the settlement arranged according to their position on the game's technology tree. This is useful for reviewing progress and planning future civic developments.

Click here to ask Victoria what to construct. She'll suggest a building and give reasons for her choice.

Click here to centre the campaign map view on the settlement. Frontier settlements have different priorities than those closer to the core of your empire.

Who Gets to be Governor?

The first named character to enter a settlement will be the governor as a right. His abilities are used to modify how well the settlement is being run.

- His unit card is marked with a scroll to show his status.

- Other generals (if any) in the settlement are shown with **silver stars** on their unit cards.

- During a siege, the general with the best command rating will be treated as the commanding general (and this need not be the governor). If the faction leader is present, he always outranks any other general regardless of his actual command rating.

- However, when a named character (a general, not a captain) moves into a settlement, he will be appointed as the new governor if his **management** ability is higher than that of the current incumbent.

- It's possible for the governorship to change hands many times if several characters move into a settlement in a single turn.

Building Construction

All building construction work uses two resources: time and money.

- The number of different buildings shown as construction options depends on the size of the settlement and what you've already built.

- If you don't have the money, you won't be able to construct some buildings. Buildings that are beyond your means are greyed out.

- **Left-click** on a building under the **Construction tab** to add it to the **Construction Queue**. The money to pay for the building is immediately deducted from your treasury.

- **Left-click** on a building in the **Construction Queue** to cancel the construction order. The building will reappear under the **Construction tab** in case you want to construct it later.

- When the **Construction Queue** is full, buildings under the **Construction tab** will be greyed out.

- Buildings in the **Construction Queue** are completed in left-to-right order. You can alter the order by dragging-and-dropping the building pictures until you're happy.

- **Right-click** on a building in options or the queue to bring up the relevant Building Information Scroll.

- **Shrines and Temples** are special cases. You may be offered a choice of temple for construction. Once you've added a temple to the Queue, the other temples will be removed as construction choices. Each settlement can only have one temple, and they are mutually exclusive. It's possible to destroy a temple and start over with a shrine to a different god.

Repairing Buildings

Buildings can be damaged through natural disasters and during siege assaults. It's quite possible to damage a town without taking it, and the longer an assault takes, the more "collateral damage" is done. Left-click on the **Repair tab** to see which buildings need work.

- Repairing buildings works in a very similar fashion to new construction. The cost of repairs is usually substantially less than the cost of a new building, both in terms of cash and of time.

- Instead of being presented with construction options, there is a collection of **buildings needing repair**.

- **Left-click** on any damaged building to add it to the construction queue. It can be dragged and dropped into the queue and left-clicked to cancel the work as described above for new construction work.

The Building Information Scroll

This shows information about a given building. You can find out what each group of buildings does through the **Building Browser Scroll**.

The **Building Information Scroll** allows you to destroy buildings. This is on this scroll to stop you from doing it accidentally!

Click on this button to **destroy** the building. You'll receive a proportion—around a third—of the cost of the building as a refund into your treasury.

The Settlement Details Scroll

This scroll allows you to review the settlement in detail, and see what factors are contributing to the overall **population growth, public order** and settlement **income**.

- For each of these three areas, the positive factors are shown above the negative factors. Move the cursor over each icon and a tool tip appears telling you what it represents.

- The other important, perhaps vital, piece of information presented here is the length of time that the settlement can withstand a siege. This represents the surplus food that the settlement has stored.
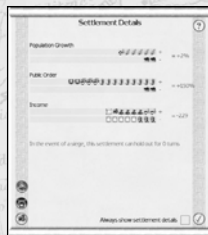
Left-click this button to bring you down into a battlefield view of your settlement. It can be a great help in letting you get a feel for the streets and defenses.

Left-click this button to bring up the **Trade Summary Scroll** and see how your settlement is generating taxable income.

Left-click on this button to make this settlement your capital. This is where all new Generals and reward units from the Senate will appear.

The Trade Scroll and Province Resources

There are two ways to raise the income from a settlement: One is to change the tax rate (through the **Settlement Scroll**); The other is to improve the economic structures in a settlement.

There are three potential generators of taxable income: **trade**, **farming** and **mining**. All of these can be improved by constructing buildings, although all rely on resources in the province.

- Any **resources** in the surrounding province will be traded automatically, if only within the local settlement. Slaves and grain are moved between settlements automatically as required.

- **Mines** are needed to extract mineral wealth from a province. These need to be constructed like any other building.

- **Farming improvements** increase the income from farming and the growth rate of a settlement as more food is generated. However, not all provinces are equally fertile, so don't expect farms to have the same affect in all parts of the world. That said, a settlement always benefits from farming improvements.

- **Trader**-type buildings in a settlement improve the efficiency of trade and the amount of money it generates.

- A **port** (and its subsequent upgrades) allows trade goods to be moved more efficiently and in greater numbers. Ports always appear on the coastline of the province, although they're part of the settlement. They also help train naval units. Landlocked provinces cannot have ports.

- **Roads** allow trade goods to be carried to neighboring settlements automatically. They also allow the faster movement of armies.

The Building Browser and the Technology Tree

The **Rome: Total War** package includes a printed technology tree for the Roman factions in the game. All factions, however, follow a technology tree, some of which are very different from that of the Romans. The **Building Browser Scroll** allows you to review a settlement's progress through the technology tree.

- Buildings in full colour have been completed. Greyed-out buildings are either not yet built or unavailable for the settlement.

- The Building Browser shows the **government** building you need **before** you can construct other buildings at the same level.

- **Right-click** on any building (including those not yet built) to bring up the relevant **Building Information Scroll**.

- All buildings keep, or improve on, the abilities of earlier structures.

Wonders of the World

Some provinces contain wonders of the ancient world. Capturing the settlement in the province gives you control of the wonder, and these grant empire-wide benefits. If you lose control of the settlement (and the province), you lose the benefit for owning the wonder.

Trouble in Settlements

Settlements are not always good places to live, and sometimes the people will make their feelings clear by **revolting**. Victoria, your advisor, will warn you that problems are developing and suggest solutions, but prevention is sometimes better than cure. You can reduce the tax rate, send troops to quell dissent, send a better (or indeed any) governor and, if time permits, construct buildings that have a positive effect on public order.

Sieges have to be endured or broken. See the section on **How to Break a Siege** on page 36 for more information.

Plague is, perhaps, the worst thing that can happen to a settlement, and a sign of the gods' disfavour! A settlement that's a squalid place to live is more likely to suffer plague than somewhere that's wholesome. Again, some buildings—such as sewers—have a positive effect on public health and lessen the likelihood of a plague.

Changing Your Mind

Construction orders are only executed when the end of turn button is pressed. Before then, you can undo any changes you have made.

HOW TO TRAIN UNITS

Armies in **Rome: Total War** are made up of one or more military units under the command of a **general** (a member of the ruling family) or a lesser **captain** (a commander drawn from the ranks).

One class of units can never be trained: general's bodyguard units. These are given free with every new member of the ruling family of a faction. They can, however, be retrained and equipped with better quality weapons. A general's bodyguard is disbanded when the general dies.

Training all other units uses three resources: time, money and men. Every unit takes at least one turn to train, has a cash cost and uses population from the settlement where it's trained. Units also cost money for salary, supplies and equipment after they have been trained. This **upkeep** cost is automatically paid, and can become a significant expenditure each turn!

The military buildings in a settlement determine what units can be trained there. The **Building Browser Scroll** shows what buildings produce units.

Barbarian factions have a different set of buildings in their technology tree, but the principle remains the same.

- A **left-click** on one of your settlements selects the settlement, and the **Control Panel** at the bottom of the screen changes to reflect the contents of the selected settlement.

- Click on the left-most tab above the central **Review Panel** to show the settlement garrison. This allows you to review the troops already present in the settlement. (A **right-click** on this tab produces the **Military Forces Scroll**: a list of all your existing armies).

On the right-hand side of the **Control Panel** are two large buttons. Click on the lower recruitment button to open the Settlement Scroll with the **Recruitment tab** selected.

The Recruitment Tab

As you'll see, this is very similar to the **Construction tab**.

- The Recruitment tab is where you order new units to be trained in your settlement. Immediately below is the **Recruitment Queue**, which shows training in progress.

  Down the left-hand side of this scroll is a set of buttons that are described in the **How To Run Settlements** section.

Click here to ask Victoria about what unit to train. She'll suggest a unit and give reasons for her choice.

■ The Recruitment Queue

Military units require three resources when they're trained: money, time and men to fill the ranks (money is also needed for ongoing upkeep costs):

- The number of different unit types shown under the **Recruitment tab** depends on the military buildings in the settlement.

- If you don't have the money, you won't be able to add units to the Queue. Units beyond your means are greyed out.

- Diplomats, spies and assassins are treated as one-man units.

- All boats and ships are treated as military units, but they appear at the port in the settlement's province.

- Units may also be greyed out if there are insufficient "spare" men in the settlement population to fill the ranks.

- **Left-click** on a unit under the **Recruitment tab** to add it to the **Recruitment Queue**.

- The left-most unit in the queue is shaded red to show that training has begun, and the number of turns until training is complete are shown. The shading is removed as progress is made.

- **Left-click** on a unit in the **Recruitment Queue** to cancel the training order. The unit will disappear from the recruitment queue.

- Up to nine units can be in the **Recruitment Queue**. When the queue is full, units under the **Recruitment tab** will be greyed out.

- You can order the training of as many identical units as you like. Unlike settlement buildings, units are not unique.

- Units in the Recruitment Queue are trained in left-to-right order. You can alter the order of training by dragging-and-dropping the unit cards.

- A word of warning! If you remove the left-most unit in the queue, any progress to date will be cancelled, even if you move it back to its position at the head of the queue!

- **Right-click** on a unit card to bring up the relevant **Unit Information Scroll**.

■ The Unit Information Scroll

This Scroll shows historical background and the unit's game effects, including the all-important training and upkeep costs.

The **Unit Information Scroll** also allows you to disband your units. This saves the upkeep costs of the unit.

Click on this button to disband the unit. If the unit is disbanded in a settlement, the men are added to the settlement population.

■ Settlement Rally Points

Units trained in a settlement are usually added to the garrison. When the garrison is full, the newly trained unit appears outside the settlement. Naval units (ships) always appear in the harbor on the province's coast. When the harbor is full, they appear outside the harbor.

However, it's possible to set up a **rally point**: a location somewhere on the campaign game map where all units are sent after they've been trained in a settlement. This can be very useful if the front line in a war is a long way from your main cities—troops will be automatically sent to the war:

- **Select** the settlement by **left-clicking** on it.
- Move the cursor to the point on the campaign map where you want newly trained troops from that settlement to gather.
- Hold down the **ALT** key and **right-click** to confirm the rally point. A blue marching route for the units will be shown on the map.
- Several settlements can share the same destination as a rally point. Simply set up the rally point for each settlement in turn. This is an excellent way of building an army quickly.

Naval rally points can be set up in a similar way:

- Left-click on the harbor of the port to select it, and then hold down the **ALT** key and **right-click** to set the naval rally point to another location. All newly produced ships will sail to this location.

You can reset rally points at any time by repeating the process.

■ Unit Training and Experience

The men used to create units are raw recruits without experience. Unless there are special circumstances (such as the governor having a personality trait related to training), new units have no experience.

■ Armour and Weapon Quality

Blacksmiths improve the quality of weapons and armour available in a settlement. Units with better quality weapons and/or armour have this shown on their unit cards.

- Bronze (+1), Silver (+2) and Gold (+3) **sword icons** show improved quality weapons.
- Bronze (+1), Silver (+2) and Gold (+3) **shield icons** show improved quality armour.

■ Retraining Units

Click on the **Retraining tab** to see units in a garrison that are eligible to be retrained. Retraining can be carried out if a unit meets one or both of the following conditions:

- The unit is numerically **under strength**: it has taken losses and has fewer men in its ranks than when it was originally trained. Under-strength units that are

retrained may have any battle experience diluted by the raw recruits who enter their ranks.

- The unit has **inferior quality** weapons and/or armour compared to those currently available in the settlement. For example, a unit trained where there's no blacksmith moves to a settlement where there's a foundry. The unit is eligible for retraining because better weapons are available.

Retraining costs money and time. The unit is removed from the garrison during retraining, and has no public order effects.

Mercenaries can never have their numbers replenished, but their weapons and armour can be upgraded.

■ Changing Your Mind About Unit Training
You can alter training orders as often as you like during a turn. The orders are only executed when the **end of turn** button is pressed.

How to Besiege a Settlement or Fort
Sieges start automatically whenever an army attacks (right-click) a settlement. A besieged settlement is shown with a line of sharpened stakes around it. Only friendly forces or allies can joint besiege a settlement or fort; two or more neutral forces cannot besiege the same location.

- The **Siege Details Scroll** shows you all the information you need to control a siege: the cities' defenses, your siege equipment and the time the settlement can hold out.

- In most cases, you'll need to construct siege equipment to break down the settlement walls: rams, ladders, towers or saps. You won't be able to start an assault if you haven't constructed some siege gear.

- Click on the items you want to build to add them to the build queue. Adding items to your build queue uses up build points. Your army's remaining movement points and your generals' attributes, traits and ancillaries influence the number of build points you get on this screen. Build points are generated each new turn.

- You won't need to construct any siege equipment for settlements that don't have walls. You can assault these immediately, or choose to wait for the defenders' food supplies to run out.

When you're ready to attack, click on the Assault button. You'll see the **Battle Deployment Scroll**, and from here fighting a siege is very similar to fighting any other battle. You have the choice of resolving the siege automatically, fighting it out on the battlefield or withdrawing. If you decide to fight it out, remember that a siege requires you to break into an enemy settlement and take the central plaza or square. Killing the enemy isn't always enough to secure victory! Auto-resolution will simply tell you whether or not your assault was successful.

There will be times when you want to stop besieging a settlement. Simply select the besieging army and move it away from the settlement. The siege will be lifted automatically. You can also click on the **Lift Siege** button on the **Siege Details Scroll**. Any siege equipment that your troops have constructed will be abandoned and lost to you.

Conquering Settlements

There are three ways a settlement can fall to you as a conqueror:

- By being starved into submission through a siege.
- By an assault, played out on the battlefield.
- By an assault that is auto-resolved in your favour.

Once a settlement has fallen, you have a choice about what to do with it and the people who live there:

- **Occupy the settlement**—You'll make some profit from looting, but the settlement will be relatively undamaged. The number of people in the settlement will be unchanged, although they may be resentful towards their conqueror.

- **Enslave the population**—Some looting occurs, but the main effect is to ship people from the newly conquered settlement to other settlements in your empire as slaves. Only settlements with a governor can gain population this way. This can be an excellent way of boosting the population in your important settlements, as well as making sure the newly conquered settlement is less likely to revolt.

- **Exterminate the population**—The people are put to the sword, reducing the population of the settlement immediately. Immediate looting takes place on a large scale, too. This brutal policy can be useful when conquering people belonging to a faction with a very different culture from your own. Income from the settlement will be massively reduced until the population grows once more.

You also have the option of auto-managing the settlement and leaving it to the game to run it for you.

How to Break a Siege

There are two ways of breaking a siege: **sallying forth** with the garrison and sending a **relief force.**

- While under siege, the garrison can't leave and new forces can't enter the settlement. The settlement is cut off by the besiegers.

- To **sally out**, select any units in the garrison and **right-click** on the besieging army. The **Battle Deployment Scroll** will be displayed so that you can see the odds and decide whether or not to auto-resolve the fight. Any adjacent friendly armies will appear as reinforcements in the battle (allied armies will always be controlled by the AI). You will have control of the garrison for the sally battle.

- A **relief force** is another army that attacks the besieging force. In this case, the garrison appears as reinforcements (again, allied armies are always controlled by the AI).

- During a sally battle, the besieging army may attempt to break into the settlement and capture it. After all, gates that open to let defenders out also let attackers in…

- In both cases, the garrison (sallying force) or the relief force must be victorious to drive away the enemy and break the siege. In either case, it can sometimes be worthwhile to target any siege equipment that the besieging army has constructed. Its loss may delay their final assault.

How to Use Fleets

Naval pieces in the campaign game are called fleets.

Every fleet has an admiral. Like a general, he has a leadership value and can gain personality traits that have an effect on his fleet's ability. Unlike a general, he's permanently attached to his fleet.

- When a fleet is selected, a green movement area surrounds it. The fleet can move to any point within this zone during its turn. Coastal squares are included in this zone when there are passengers on the fleet, as they could disembark into one of these land squares.

- Red spaces in the movement zone are adjacent to non-allied fleets.

- You can order a fleet to move beyond the green zone, in which case it will remember its orders, and a coloured line shows where the fleet's headed. Each colour segment shows a turn's worth of movement.

- The **Review Panel** in the centre at the bottom of the screen changes to show the ships in the fleet along with passengers onboard.

■ Naval Combat

The naval combat system in **Rome**: **Total War** is abstract and auto-resolved. To start a naval battle, **left-click** on your fleet to select it, and **right-click** on the fleet you wish to attack.

- Fleets that lose ships in combat lose any military units or characters that the lost ship(s) happened to be carrying.

- The command rating of the fleet's admiral influences its fortunes in battle.

- After combat, the losing fleet will either sink or pull away from the victorious enemy.

■ Passengers on Fleets

If you want an army or agent to board a fleet, select the land-based piece (army or character) and move the cursor over your fleet. The cursor will change to a boarding symbol to show that this move is possible.

- **Right-click** to confirm the boarding order. From now on, orders to the fleet will include its passengers. By the way, movement points used by passengers before they join a fleet limits the movement of the fleet.

- To disembark passengers, select the fleet and then **right-click** on a coast. Everybody aboard a fleet will disembark at this spot. Any and all agents— assassins, diplomats and spies—will be attached to a disembarked army.

- If you want to partially unload a fleet, select the units or agent(s) in the review panel and then **right-click** on the campaign map on the coastal area where you want them to disembark.

■ Blockades

It's possible to blockade an enemy port and cut its trade links with the outside world. The blockaded faction will not receive some trading income each turn the blockade is in force:

- Select an army or a fleet, then **right-click** on the port you wish to blockade. A barrier will be placed around the port to show a blockade is in force.

- You can lift a blockade by moving your fleet away.

- You can break enemy blockades by successfully attacking the blockading fleet. Victory will break the blockade.

■ Splitting & Merging Fleets

If you want to split a fleet, select the ships you want to form a new fleet in the **Review Panel** and then drag and drop them to the destination for your new fleet. They will automatically leave and a new admiral will be appointed for the new fleet. Any passengers stay with the "parent" fleet.

To merge two fleets, simply move one fleet to the location of another. If the two fleets have more than 20 ships total, you'll be given the chance to decide exactly which ship ends up in each fleet.

■ Fleets as "Bridges"

It is possible for land forces or characters to board a fleet and then disembark on the same turn.

■ Storms

Storms can cause fleets to lose ships. It's possible that a fleet can be entirely dashed to pieces by a particularly bad storm. Ships in coastal waters are in less danger during storms than ships far out to sea. Any ship that's sunk is lost with any military units it was carrying.

How to Use Spies

Spies are trained in settlements that have a market (or larger trade building). They are your eyes and ears in rivals' territory, and act as counterspies and secret police officers in your own lands.

When a spy can spy against a rival, the cursor changes. A spy can only carry out one spying attempt per turn.

Move a spy into a rival's settlement to obtain information. An infiltrated spy can cause unrest and open the gates during a siege. There's a chance the spy will be caught and killed.

- Move a spy to the same location as a rival's **army** to obtain information about the army and its commander. The accuracy and completeness of the information depends on the ability of the spy.

- Move a spy to the same location as a rival's agent to obtain information about that spy, diplomat or assassin.

Spies can be used to counter enemy agents and their activities:

- Spies always see enemy spies who would otherwise remain invisible.

- Spies can be attached to your own armies by moving them onto an army. Simply move them to the same location as an army. A spy can be removed from the army by clicking on the **Characters tab**, selecting the spy and then **right-clicking** a spot on the game map.

- Spies can be moved into one of your settlements to act as counterspies and to keep the local troublemakers under observation. This improves public order in the settlement.

Over the course of time, a spy's abilities may improve and he may gain various traits as a result of his missions—assuming he lives, of course!

How to Use Diplomats

Diplomats are trained in settlements that have a **governor's villa**, **warlord's hold** (barbarians only) or larger government structure. It's their job to broker all kinds of deals and treaties. They can also offer bribes to rival forces.

Move a diplomat onto a rival's settlement, army or diplomat to begin negotiations. The cursor changes to show a spot in the campaign world where negotiations are possible if a diplomat moves there.

- Diplomats can be attached to your armies like other characters. Simply move them to the same location as an army. This makes it slightly safer for them to travel. They can be removed from the army by clicking on the **Characters** tab, selecting the diplomat and then **right-clicking** a spot on the game map.

■ The Diplomacy Scroll
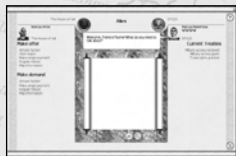
You'll see the **Diplomacy Scroll** every time you send a diplomat to negotiate with another faction. You'll also see it when a rival's diplomat comes to you with an offer of friendship (or even to threaten you).

The **Diplomacy Scroll** summarizes your current relationship with another faction, including earlier treaties, and allows you to make new deals. The centre panel is the treaty that's being proposed. Build up a treaty by selecting items from the two lists:

- **Left-click** on offer and demand items in the lists to add them to the treaty. These include land, cash and information.

- **Left-click** on an item already in the treaty to remove it.

- The offers and demands do not have to be balanced, but treaties that are unbalanced will be rejected more often than ones with some give-and-take.

When you're happy with terms, click on the **Offer** button below the treaty text. The other party will respond. He'll do one of three things: **refuse** outright, **accept** immediately or **make a counter-offer**.

If you're offering money, territory or map information and not asking for anything in return, these can be a gift. Offers to attack other factions can also be a gift.

- It's quite possible that your proposed treaty was interesting, but not quite what the opposition wanted. In this case, they'll make a **counter-offer** to you.

- Once a counter-offer treaty is on the table, you can accept it or make your own proposals in response as a **counter-offer**. Again, you can change the treaty by clicking on either offers or demands and on the treaty itself (delete items).

- It's quite possible for negotiations to go through several rounds of offer and counter-offer before a deal is reached. Be mindful, though, that not everyone's patience is endless and one man's haggling is another man's waste of time!

How to Use Assassins

Assassins are trained in settlements that have a forum, agora or bazaar or larger trading structure. Assassins can assassinate characters or sabotage buildings.

- Move an assassin onto an enemy army, settlement or agent to attempt a mission. An assassin can only attempt one mission per turn. It doesn't matter when during the turn the mission occurs.

- An **assassination** can be carried out on any character at the location. You'll be presented with a target list including a chance of success for each "hit."

Sabotage missions can only be carried out in settlements. You'll be given the choice of an assassination (if there's a character in the settlement) or sabotage. Again, you'll be presented with a target list on the **Select Mission Target Scroll**, including a chance of success for the mission. Unrecognized buildings in a settlement appear as "**?**" which can be sabotaged. Use the tabs to move between the assassination and sabotage targets.

Left-click on the target and then click on the assassination or sabotage buttons. You can always cancel the mission by clicking on the "**X**" button.

- There are no guarantees that an assassin will succeed. Assassins who fail might get killed in the process.

How to Auto-Manage Settlements

Settlements in **Rome: Total War** can be left to run themselves if you prefer to concentrate on the military side of the game.

If a settlement doesn't have a governor it'll be auto-managed. Moving the last character out of a settlement turns auto-management on.

When you conquer a settlement, you're given the option of auto-managing it. The conquering general can be the governor, but the settlement can still be left to look after itself.

■ The Settlement Scroll

In the **set policies** section of the scroll, click on the **Auto-manage** check box to toggle auto-management on and off.

When it's on, you'll have the chance to pick a **build policy** for the settlement. This gives the administrators some basic guidance on where they should concentrate their spending. The policies are all straightforward:

- **Balanced**—Results in a well-rounded settlement.

- **Financial**—Trade and income-producing buildings are favoured.

- **Military**—Buildings that train or upgrade troops are constructed.
- **Defensive**—Walls are given priority.
- **Cultural**—Temples, amphitheaters, arenas, academies and other buildings that make people feel happy are favoured.

The amount of money invested in new buildings is determined by the overall **AI spending policy**, which is set on the Faction tab of the Overviews scroll. The Overviews scroll can be accessed by left-clicking on your Faction icon in the lower-right corner of the control panel.

When auto-management is off, you'll be given the choice to alter the **tax rate** in the settlement.

How Not to Go Broke
Simply put: have more income than expenditure. Running out of money is a sure way of losing the game. Without money, no new buildings can be constructed, no new troops recruited and existing forces cannot be paid.

■ Low-Level Tax Management
Each settlement with a governor can have its own **tax rate**, varying from **very high** to **low**. This is changed in the **set policies** section of the **Settlement Scroll**.

- **Left-click** on the arrows on either side of the tax rate to change it.
- As you change the tax rate, you'll see the settlement's income, public order and population growth change. In general, the lower the taxes, the happier the people are likely to be!

Click on the **Show Settlement Details** button if you want to see the contribution that taxes make to the overall state of the settlement.

Click on the **Financial tab** on the Faction Overview (click on the faction symbol in the Control Panel) to see a financial projection for the current turn.

The **End of Turn Report** Scroll gives you the details of the last turn's actual spending.

These two reports allow you to review the current state of your treasury. You can also make sure your AI assistants aren't spending money too quickly by altering the AI Spend Policy on the Faction tab of the Overviews scroll.

How to Manage Your Faction
Clicking on the faction symbol in the lower right-hand corner of the Control Panel brings up the **Faction Overview**.

■ The Faction Overviews Scroll

This scroll is the key to understanding all the political, diplomatic and financial details of your faction. Click on any of the tabs across the top of the scroll to bring up the Senate details, Diplomacy details, Financial details and/or Faction overview.

The Faction overview allows you to set global auto-management options for your entire faction. These are the underlying defaults for any settlement that's being auto-managed:

- Click the **Automate All Production** tick box if you want auto-management to do everything for you. If not you can:

- Click **Enable Auto Train Units** if you want the game to produce the best available military forces.

- Click **Enable Auto Construct Buildings** if you want the game to manage the building policy in settlements.

- The **AI Spend Policy Slider** lets you set the relative balance between building up your cash reserves and immediate spending.

Three buttons in the lower left-hand corner bring up more information about your faction:

Faction Rankings—A summary graph that shows you how well each faction is doing compared to the others.

Family Tree—A convenient summary of your faction's available senior personnel: your generals, their wives and their children.

Click here to bring up the **Senate Officials Scroll**. This is discussed in greater detail shortly.

■ Faction Ranking Scroll

This scroll gives you a way of seeing your progress in the game and comparing your strength with that of your rivals in several different ways. The graph shows your faction's power over time as an **absolute** value; it doesn't show the proportion of the world's "power" that you control.

- The ranking choice allows you to choose an aspect of your faction's power: production, territorial, financial, population and overall.

- The faction choice lets you choose which collection of factions you wish to compare: your own, all factions, the top five, neighboring factions or a custom selection.
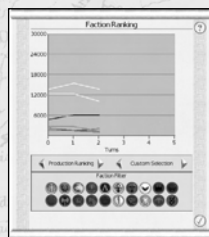
- You can click on the faction symbols to toggle the graph lines on and off for any particular faction(s). This can be very useful when reviewing your progress in a war.

■ Family Tree Scroll

The family tree scroll shows all the important characters in your faction—the men who can be generals and governors. It also allows you to decide who'll be the faction leader's heir.

- Portraits in colour are living characters. Characters shown in grey are dead.

- The most important characters are the **faction leader** and the **faction heir**; their status is marked on their portraits.
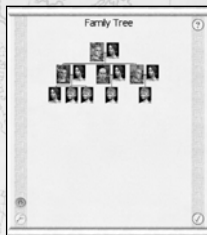
- All the larger portraits are generals and governors in your faction. Move the cursor over a portrait to see the character's name and abilities. The smaller portraits are sisters, wives and children.

Left-click on any large portrait, and two buttons in the lower left of the screen become available.

The **Set Faction Heir** button allows you to designate the heir to your faction leader.

The **Show Me** button displays the character's location on the current campaign map.

■ New Members of the Family

In the normal course of events, sons and daughters will be born to various members of the family. As sons come of age, they'll become available for use as generals and governors. All new characters (including adopted sons and those who marry into the ruling family) always appear in the faction capital. Daughters become available for marriage when they come of age.

Adoptions and Marriages

Unmarried sons in your family will find wives and, hopefully, start producing a new generation of leaders without you having to worry about it.

From time to time—when there's an eligible woman in the family—a suitable husband will appear. If you accept him for marriage into your family, he's adopted, too, and treated like any other male family member.

Attributes

All family characters have three attributes that affect their performance in the game. These are **command**, **management** and **influence**, and they're measured on a scale of 0 (poor) to 10 (almost divinely inspired):

- **Command** is the ability the character has to lead and inspire men in battle. High command has a positive effect on the morale and fighting quality of soldiers. A low command rating has some effect, and is definitely better than no command rating at all.

- **Management** is the ability of the character to run a settlement and conduct the business of government.

- **Influence** is the ability of the character to sway others by argument and the force of personality. This has an effect on public order when a character with influence is a governor.

Other characters in the game also have attributes:

- **Admirals** have command ratings, but only for sea battles.

- **Diplomats** have influence, and this affects their chances of successfully negotiating with another faction.

- **Spies and assassins** have subterfuge ratings. Subterfuge is a measure of sneakiness, double-dealing and underhandedness.

Retinues: Ancillary Characters
Retinues are made up from ancillary characters. These are the assistants, aides, secretaries, mistresses, fixers, lackeys, drinking buddies and assorted hangers-on that always seem to be found with great men. Ancillaries are added to a retinue as a result of game events. We've also included a few famous historical characters as ancillaries—if you can find them, maybe they'll help your cause!

Ancillaries usually give bonuses and penalties to a character in the same way as character traits. Unlike traits, ancillaries can usually be moved between characters, but some combinations are not allowed.

- The two characters must be part of the same army or in the same settlement.

- **Right-click** on the unit card in the review panel that represents the general with the ancillary.

- Drag and drop the ancillary you want to move from the scroll onto the unit card of the receiving character in the Review Panel.

■ Character Traits: Vices and Virtues
Over time, characters pick up a variety of personality quirks and traits. Some of these are good and some are bad, but if a man is worthy, he'll develop a good character. A man who runs from battle or is left to rot in a provincial backwater may develop a nasty personality! It's probably a good idea to have a look at your characters every once in a while to make sure they don't have a taste for the good life (at your expense), or turn into blood-soaked loonies!

How to Deal with the Senate

In **Rome: Total War**, the Roman empire is represented by four factions (you cannot play the Senate). They are all on the same "side" when it comes to dealing with non-Romans, but one faction will eventually take control of the whole empire. At the start, the Senate and other Roman factions are not hostile. You don't need to worry about being stabbed in the back by another Roman faction. At some point, it'll become inevitable that you'll have to march on Rome and stake your claim to be imperator (emperor) of the Roman world. The other Roman factions will be working toward the same goal. It's therefore likely a civil war will break out. An attack on Rome will only succeed if you have a strong military force and your faction is popular with the Senate and People of Rome.

■ Senate Missions

At the start of each turn, event messages appear on the left-hand side of the screen. Among these can be messages from the Senate requesting you perform a mission of some kind.

These missions are intended to further the interests of Rome, not just your faction. While what's good for Rome is often the same as what's good for you, it may not always be the case. The Senate also sets a time limit for these missions.

As you carry out Senate missions and your faction becomes stronger, the tasks the Senate asks you to perform will become more challenging—and the rewards for carrying out the wishes of the Senate grow!

■ The Senate Overview

This summarizes all Roman politics in one place. Click on the tabs to review policy, missions or the floor (your popularity).

The **Senate policy** section of this scroll gives you information on the senate's attitude toward all non-Roman factions in the game. Left-click on a faction symbol to see what the Senate thinks of a faction.

The **Senate missions** section of the scroll gives you a list of outstanding missions that you may want to complete. It's entirely your decision whether these missions are carried out or not. Factions that carry out missions will be well regarded by the Senate.

Click on a mission to select it, and then click on this button to centre the campaign map on the target for an outstanding mission.

The **Senate floor** shows your popularity with the senate and with the plebs or plebeians—the ordinary Romans in the street.

- Your popularity with the Senate rises if you carry out Senate missions and if you conquer foreign territory to add to the glory of Rome! The Senate also takes into account your military might and the threat you represent to them.

- Your popularity with the plebs rises as you conquer new lands for Rome (for your own faction, in fact). The plebeians love a winner!

■ The Senate Officials Scroll

This is a list of all the characters in the game that have been honored with positions of responsibility by the Senate. Only Romans can hold senate offices.

Each of the offices grants benefits to the holder while he has the office. Each office also gives benefits to former holders—the honor of being trusted by the senate stays with a man forever.

Senate offices are divided among the Senate itself and the three Roman factions according to the popularity of each faction on the senate floor.

A single character can hold only one office at a time. He may be given more than one office during his life, and gain the benefits of being an ex-office holder for each one, as well as the benefit of his current office.

- **Left-click** on a character in the list to centre the campaign game map on his position in the world.

- **Right-click** on a character to bring up his details so you can examine his traits and retinue.

How to Get Help

In many places you'll see a "**?**" button. Click on it to get help. If the advisor is already on-screen and highlighted, you'll have to read the current advice or dismiss the advisor to see the help information. Victoria is pretty clever, but she can only tell you one thing at a time!

How to Change Game Options During Play

Pressing **ESC** when no scroll is visible brings up the **Game Options** menu.

- For **game**, **audio** and **video options**, use the sliders and check boxes to alter the settings to suit your personal preferences.

- **Load Game** and **Save Game** allow you to save your position and reload it later (or even undo some terrible calamity by stepping back to an earlier game date, not that you'd ever cheat like this, oh no).
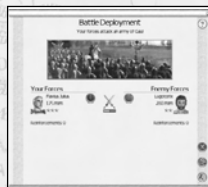
BATTLES

This part of the manual concerns itself exclusively with the battle side of play and how to get the most out of commanding your troops. The two halves of the game are linked on many levels. The campaign game determines where a battle takes place and the units present; results in the battle game affect the campaign. Generals can earn traits as a result of their behavior in battle. Cities can be won and lost, and a brilliant victory in the field can mean the conquest of new lands!

The Battle Deployment Scroll

When you have an army selected on the campaign map, right-click on a non-allied army or settlement to attack. This brings up the Battle Deployment Scroll:

- The strength comparison bar in the centre of the scroll gives you the overall battle odds. Move the cursor over the crossed swords to see the exact odds.

- Reinforcements are also listed (and taken into account in the odds calculation). These are drawn from armies that are adjacent to the site of the battle or siege.

Click here to take control of your units on the battlefield. What happens after you click this button is what's covered in this part of the manual!

You can have the game work out the battle result. Autoresolving a battle is speedy, but casualties may be heavy and you can't protect valuable generals.

Click here to cancel the battle. When you do this, your army will withdraw some distance to a safe location.

Attackers and Defenders

In every campaign battle, there's an attacking army and a defending army. During sieges, the besieging army is usually the attacker. The only exception to this is when the defenders sally out or a relief force attacks the besiegers. In this case, the besieging army is the defender. Attacking and defending armies use different victory conditions and deployment rules.

■ Victory

Generally, in a field battle you need to drive the enemy from the battlefield to win. You can press the **ESC** key and select **Exit Battle** at any time to end a battle.

- Victory may require killing many enemy troops, although a crisis of morale (the death of a general) will make the enemy flee the battle.

- As an **attacker**, there may be a time limit. If you haven't defeated the enemy before the timer expires, you lose the battle.

- As a **defender**, the timer works in your favour. Remain on the field until time runs out and the attacker is automatically defeated.

- During a siege assault, victory is determined by control of the central square or plaza in the settlement. The attackers must take this plaza before the timer expires.

- During a battle, you can press **F1** to see information about the battle, including the victory conditions.

How to Deploy Your Troops

At the start of the battle, you may be given a chance to deploy your troops.

- As an **attacker**, your army always deploys on a section of the battlefield that matches the line of its approach on the campaign map. March onto a battlefield from the north, and that's where your forces will deploy.

- As a **defender**, you'll deploy in a complementary area of the battlefield.

- **Reinforcements** always appear on the edge of the battlefield that matches their position on the campaign map. It can be very worthwhile to position armies on the campaign map on the flanks or in the rear of an enemy before you attack.

■ Reading the Ground

When a battle begins, you'll see a camera flyby of the battlefield to give you an idea of how the land lies. The deployment areas for your troops and the enemy will be shown outlined in the faction colours.

■ The General's Speech Before Battle

Your general will give a rousing speech to his men. It's worth listening to the speech because the general may include one or two useful hints about the state of the battlefield, the enemy and any tactical ruses that might work.

■ Waiting Before a Battle

If you're the **attacker**, you can wait before starting the battle. If the weather isn't right, just click the **Wait** button. There's a chance the weather won't change, but you can't postpone a fight forever waiting for the perfect day:

- Battles fought in bad weather—rain, snow, sandstorms and so forth—will be more tiring for your troops and for the enemy.

- Wet weather is likely to have a negative impact on bow-armed units (bows and bowstrings do not like damp conditions).

- Mist, fog and sandstorms can make it difficult to find the enemy.

As the **defender**, you have to fight with the weather your attacker has decided is good enough—for his purposes!

An **ambush** gives you no chance of choosing the weather for the battle.

■ Changing Your Deployment

The game places your units on the field in a sensible formation, but it may not be exactly what you want. Click on Start Deployment to rearrange your battle lines:

- You are never forced to change deployment.

- You cannot re-deploy your army if you're ambushed—and your army will be in a marching column, not drawn up for battle!

- Units must be positioned within the boundaries of your deployment zone. This is the area on the map bordered by your faction colour.

- **Left-click** on a unit or its card in the **Control Panel**, and then **right-click** on the ground you want it to occupy.

- You can select multiple units for deployment.

    - **CTRL** and **left-click** on the units (on the battlefield) or unit cards (in the Control Panel) you want to select.

    - **CTRL** and **double-click** on a unit card (in the Control Panel) to select all units of the same type in your army.

    - **Left-click** and **drag** on the battlefield to create a box around the units you want. All units within the box will be selected.

- Deploy multiple units by **right-clicking** on the ground you want them to occupy. You can right-click and drag the units out into a line.

When you're happy with your deployments, click on **Start Battle**.

■ Battle Advice

As soon as the battle begins, your military advisor appears with an opinion about enemy tactics for the upcoming fight. You'll find this information useful in formulating your own plans.

How to Use the Battlefield Control Panel

The battlefield control panel is divided into three main sections:

- On the left are the mini-map, game speed controls and army strength ratio bar.

- In the centre are the unit cards, each of which represents one of your units on the battlefield.

- On the right are the controls for individual units, groups of units and the army as a whole.

■ The View Onto the Battlefield

All your units on the battlefield carry a banner in your faction colour and symbol for easy identification.

- Click on the large banner to select the unit—this can be quite useful in the middle of tense hand-to-hand fighting.

- Some units also carry smaller flags showing your faction colour and symbol. These show a combination of a unit's experience and upgrades to weaponry and armor. The more small flags a unit carries, the more fearsome it will be in combat!

- **General's bodyguard** units carry square banners that are quite different from other units. It's always possible to see at a glance where a general can be found.

- Any **captain** leading an army is similarly shown by the square banner carried by his unit. However, because he's a captain and not a general, he won't be personally leading a bodyguard unit and could be part of any kind of unit, even humble peasants!

- Terrain has exactly the effects you would expect in real life: units can hide in wooded terrain, marching through river fords slows your troops, marching in snow makes men tired and so on.

- Out-of-bounds on the map is marked by a red line that's visible when the camera is close to the battlefield's edge. Units cannot be ordered beyond this line, but they will go there when routing or withdrawing.

■ The Mini-Map

The mini-map gives you a view directly down onto the battlefield. Terrain on the battlefield is taken from the campaign map location. You'll see distant mountains, the sea and even volcanoes beyond the battlefield.

- The mini-map is always oriented with north at the top.

- The arrowheads in faction colours show the position and facing of units on the battlefield.

- Selected units are always highlighted on the mini-map.

- The two blue lines show the current view onto the battlefield.

- The shadowed area at the edge of the mini-map is out of bounds during a battle. Units may only enter this part of the map if they're withdrawing from battle or running away like frightened bunnies (or "routing," to use the technical term).

You can zoom in and out of the mini-map using these buttons to change the map scale.

The other data and controls in this section of the panel are:

The **hourglass** shows how much time remains before the battle ends. If you speed up play, the timer speeds up, too.

- Just above the game speed controls, the **kill bar** shows the relative success or failure of your army in disposing of the enemy.

Click on one of these four buttons to pause or play the game at normal, twice and three times speed. You can also press the **P** key to pause and un-pause the game. Orders can be issued to units while the game is paused.

■ The Review Panel

Each of the cards in this section represents one unit on the battlefield. When a card is highlighted, all men in the unit on the battlefield are highlighted with a green chevron at their feet.

The number is the current number of men in the unit. This number turns red as the unit takes casualties. The artwork shows the unit type—in this case, a unit of Hastati.

Large portrait unit cards are generals and their bodyguards. A gold star on the unit card identifies the commanding general. Other generals have a silver star.

Units that have gained experience and/or improved weapons or armor have chevrons, swords and/or shield markers. Here, the chevrons show the experience, while the sword shows these Triarii carry improved weaponry.

All units armed with missiles have a bar that shows their current ammunition status. This bar always starts full, and as the unit fires missiles, the bar empties.

Artillery units have an ammunition bar, just like other missile units. The number on the card is the **number of men** and each artillery piece requires a minimum number of men as crew.

Units can be grouped together during battle. By clicking on the tab, all units in a group can be selected and controlled as one.

Unit cards can have action icons superimposed to show what the unit is currently doing.

Army and Unit Controls

In the left section of the control panel are the controls for individual units and groups of units. As with any part of the game, tool tips are displayed when you move the cursor over relevant items:

Clicking on the portrait of your commanding general immediately moves the camera to a position behind the generals' unit. A banner is displayed here when the army is under the command of a captain.

Click here to **stop** the orders being carried out by the selected unit(s). You can also press the **backspace** key.

Click here to **group** the selected units. This button is greyed out unless multiple units have been selected.

This button replaces the **linking** button when a group is selected. Click here to toggle computer control for the group, and the game will independently issue orders to the units once you've given the group some orders.

Click here to make the selected unit(s) **withdraw** from battle in good order. The units will retreat into the out-of-bounds area. A unit given withdrawal orders can be recalled until the point it leaves play.

Click here to toggle the unit formation from tight to loose. This alters the spacing between men within the selected unit(s).

Click here to toggle skirmish mode on and off. A unit set to skirmish will seek to keep a safe distance between itself and the enemy (usually the range of its missile weapons). If a unit cannot skirmish, this button is greyed out.

Click here to toggle the **fire at will** button. When fire at will is on, selected missile-armed units will fire at nearby targets without further orders. When a unit without missiles is selected, this button is greyed out and unavailable.

These buttons are reserved for a variety of special abilities, depending on the type of unit currently selected.

Click here to set the selected unit(s) to guard mode. When guard mode is toggled on, the unit(s) holds position and formation at all costs, and lets the enemy come to them. A unit on guard will not pursue fleeing enemies. This can be useful for holding an important location (such as a gateway).

Click here when a unit is selected to toggle the unit's speed between walking and running. A unit that runs tires more quickly than one that marches.

When a group of units is selected, click here to bring up the **group formations** buttons. See **How to Use Groups and Group Formations** for more information on these and how they work.

How to Control the Battlefield Camera

The default for the battlefield camera in **Rome: Total War** is an RTS-style camera, which can be controlled by the mouse or keyboard controls. (There's also a second mode that will be discussed in a moment):

• Moving the cursor to the edge of the screen alters the camera view. The cursor changes shape to show that the view can be altered.

Moving the cursor to the **top** or **bottom** (i.e., the bottom of the control panel) of the screen makes the camera **track** forward and backward. The angle of view does not change.

Moving the cursor to the right and left edge of the screen makes the camera **pan** (spin on its vertical axis) without changing its position or height.

Moving the cursor to the right and left edges of the **control panel** makes the camera **track** (strafe) left and right without changing the viewing angle.

• The **mouse wheel** (if your mouse has one) alters the camera height. The camera automatically **pans** (tilts) downward as its height is raised above the battlefield.

• The / and * keys (slash/divide and asterisk/multiply) on the numeric keypad also alter the camera height in the same fashion.

• The – and + keys (minus and plus) on the numeric keypad alter the camera tilt without altering its height.

• Clicking the centre (third) button on the mouse zooms the camera viewpoint to look at the unit nearest the cursor while the button is held down. (On some mice, the mouse wheel acts as the centre button).

- The cursor arrow keys on the keyboard **track** the camera view left, right, forward and back without changing the viewing angle. Left-click on the ground and hold down the left or right arrow keys to pan the camera rapidly.

- The numeric keypad also changes the camera view. Check the key settings by pressing **F1** during battle for the camera controls.

Double left-click on a unit card to make the camera move to a position directly behind that unit. Pressing the **End** key with a unit selected also has the same affect.

- Click on the general's portrait in the control panel to move the camera to a position directly behind the general's bodyguard unit. Click on the faction banner to move to a point directly behind the captain's unit if no general is present.

- The blue lines on the mini-map showing the visible area of the battlefield change as the camera position alters.

- The camera view can be changed when the game is paused.

Press **Esc** and go to game options to change camera mode. This will be familiar to players of earlier **Total War** titles. Virtually all camera controls are the same, with one important exception:

- The **up** and **down** cursor arrow keys on the keyboard **track** the camera view forward and back without changing the viewing angle.

- The **left** and **right** cursor arrow keys on the keyboard **pan** the camera (spin on its vertical axis) without changing its position.

- The mouse wheel adjusts height but does not change camera angle.

How to Move and Attack

Moving and attacking with units in **Rome: Total War** use the same basic controls: **left-click** to select, **right-click** on the battlefield for a destination or target. To issue a move order:

- **Left-click** on a **unit** on the battlefield or a **unit card** in the control panel to select the unit.

Right-click on the battlefield location where you want the unit to move. The unit will march to this spot.

- **Double right-click** on a battlefield location if you want the unit to run to its destination.

- Animated **green** movement arrows confirm the move order.

If a unit cannot move to a given location for any reason, the cursor changes. The terrain may be impassable or the location out of bounds, for example.

- You can review all movement orders by holding down the spacebar. Chevrons show all unit destinations as long as the spacebar is held.

To issue an attack order:

- **Left-click** on a **unit** on the battlefield or a **unit card** in the Control Panel to select the unit.

Right-click on the enemy unit you want to attack and the unit marches into combat. The cursor will look like this when the unit's primary attack is in hand-to-hand combat.

- **Double right-click** on an enemy unit if you want your unit to **charge** into the attack. Again be careful—charging from too far away will tire your men before the fight has begun.

This cursor is displayed when a unit's primary attack is with javelins or throwing spears and if the unit has ammunition remaining.

This cursor is displayed when a unit's primary attack is with bows or other missiles (such as sling bullets) and if the unit has ammunition left.

- For all missile units:

  - **Right-click** on an enemy unit you want to attack.

  - If the arrow on the cursor is **red**, your unit will march forward until in range and then throw its spears.

  - If the arrow on the cursor is **green**, your unit is already in range and will begin its missile attack immediately.

- **Double right-clicking** when a missile-armed unit is selected causes the unit to run forward until within attack range.

- Animated **red** movement arrows confirm the attack order.

Click on the **stop** button on the control panel or press the backspace key to cancel a movement or attack order at any time.

Some units can attack in more than one way. For example, many javelin-armed troops also carry swords (or knives for use in self-defense). You can order a unit to attack with a secondary weapon:

- Hold down the **Alt** key and **right-click** on an enemy unit to order a secondary attack by a unit.

- If the cursor shows a sword, **double right-click** to order the unit to run and then charge home into melee.

Secondary attacks can be useful with many of the Roman Legionary units, as this forces them to fight hand-to-hand. Most Legionary units follow Roman tactics of throwing a volley of pila (special heavy javelins) and then attacking hand-to-hand with swords. This is why their primary attack is usually shown as a spear. They automatically charge home as the enemy attempts to recover from the missile attack.

Changing Unit Formation

It's possible to change the frontage and depth of a unit. The frontage is the number of men who can fight at the same time. The depth shows the ranks who can be fed into the meat grinder as casualties are taken:

- Select a unit by left-clicking.

Right-click and drag to change the unit frontage. During this process, the cursor changes and the layout of the unit is shown with chevrons on the ground. The large arrow shows the facing of the unit.

Changing Unit Facing

All units have a **facing**. All attacks are carried out to the front of a unit, and units can be vulnerable when attacked in the flanks (sides) or from behind. It's possible to alter a unit's facing—to meet an oncoming threat, perhaps—without having it move.

- Select the unit by left-clicking on it on the battlefield or its unit card in the Control Panel.

- Use the **<** and **>** keys (the same keys as comma and period on many keyboards) to rotate the unit's facing without changing its position.

- The new layout of the unit is shown with chevrons on the ground. The large arrow shows the unit facing.

When multiple units are selected (see **How to Use More Than One Unit**), changing unit facing creates a battle line and then rotates it.

Waypoints

When a unit is issued a movement order, it normally marches straight toward its destination. However, units are sensible and watch for barriers such as walls and rivers and follow a route that takes them over a river crossing (a ford or bridge), or through a gap in the walls.

It's possible to issue detailed marching orders to a selected unit and set up waypoints for it to follow to its final destination:

To set a waypoint for a unit, hold down the **shift** key and **right-click** on the spot you want as a waypoint. Repeat this process to add another waypoint to the unit's marching route.

- No more than a dozen waypoints for a route are advisable.

- You can remind yourself of waypoints later. With the unit selected, hold down the **shift** key to show the waypoints that have been set.

- Holding down the **spacebar** (without the shift key) still shows the final destination and facing of the unit.

Unit Activity

Move the cursor over any unit on the battlefield or unit card and a **tool tip** appears, giving you details of the **unit's status**.

The unit cards in the Control Panel also give you a way of monitoring what your units are doing. Each unit card can have a symbol as a notification of what's happening to the unit. It's quite possible for more than one of these symbols to apply at any one time. If this is the case, the symbols that apply are displayed in turn:

A single arrowhead at the top of the card shows the unit is moving at a steady **march** toward its ordered destination.

A double arrowhead at the top of the card shows that the unit is moving toward its ordered destination at a **run** or is **charging** an enemy unit and has yet to make contact.

Crossed swords show the unit is in **hand-to-hand combat.**

A bow and arrow symbol shows that the unit is **firing missiles**. (This symbol is used even if the unit is actually throwing spears or firing sling bullets).

Arrows show the unit is **under fire**. It may be worth moving the unit out of range or ordering it to attack its tormentors!

This symbol shows that the unit is currently **hiding** and may not be spotted by enemy forces. Most units can hide in woods (allowing them to spring tactical ambushes), but there are some types of soldiers who can hide almost anywhere!

The **white flag** symbol shows the unit has suffered a morale crisis and is now **routing**, that is, running from the enemy. The unit banner also changes to white on the battlefield. It may be possible for a general to rally troops who are routing.

If a unit is surrounded and unable to rout, the fight to the death icon will be displayed on the unit card.

These symbols only appear on unit cards during sieges. See **How to Assault a Settlement or Fort**.

Orders for Artillery Units

Artillery units work in exactly the same fashion as other units. However, artillery pieces are heavy, and even with large crews it can take time to execute an order. Don't expect artillerymen to dash or charge anywhere!

- Remember that the number on the unit card is not the number of artillery pieces, but the number of crewmen. As crewmen are killed, the number of pieces that can fire (and rate of fire) drops.

- Just like other missile units, the bar shows the ammunition supply for the unit. When this is gone, the unit can no longer fire.

When attacked by missiles or in hand-to-hand combat, crews may abandon their pieces. This cursor appears when the selected unit has abandoned its weapons. If the crew can move back to their pieces and resume firing, the hand symbol appears when the cursor is moved over an artillery piece. **Right-clicking** orders the crew to resume working their weapons.

How To Use More Than One Unit

It's possible to issue orders to multiple units at the same time. The units will move to the same location or attack the same target. There are various ways of selecting more than one unit to receive orders:

Hold down the **Ctrl** key and **left-click** on more than one unit on the battlefield.

- **Left-click and drag** on the battlefield away from a unit, creating a highlighted box. All the units within the box will be selected.

- Hold down the **Ctrl** key and **left-click** on more than one unit card in the Control Panel.

- Hold down the **Ctrl** key and **double left-click** on a unit card in the Control Panel. All units of the same type will be selected.

- A combination of the above methods also works. For instance, selecting some units on the battlefield and some through the Control Panel.

- Holding down the **Ctrl** key and **left-clicking** on a **selected** unit or its unit card will toggle the selection, allowing you to remove a unit from a collection before issuing orders.

Once multiple units are selected, orders are issued in the usual fashion:

- **Right-click** on a **destination** for a **march** order.
- **Double right-click** on a **destination** for a **run** order.

> **Right-click and drag** on a destination to make the selected units form a line. As you drag the cursor sideways, a set of yellow chevrons appears showing the frontage and depth of the selected units. Release the mouse button when you're happy with the line's position.

- **Right-click** on a target **unit** for an **attack** order.

- **Double right-click** on a target **unit** for a **charge** order.

- Use the < and > (comma and period) keys to form a line of units and change its facing. Yellow chevrons appear to show the units' final destinations. The line forms at a point that's the shortest march for the selected units.

> Use the **stop** button on the control panel or press the **backspace** key to cancel the units' collective orders.

Once multiple units have been selected, they can be **grouped** together, as well as put under **AI assistance**.

Grouping Units

Groups can be a very useful way of managing a large force.

> With a collection of units selected, click on this button to **group** them together. You can also press the **G** key. The relevant unit cards in the control panel will be collected together into one numbered group. Grouped units don't have to be of the same type. When grouped like this, the new group has the lowest group number that's currently available.

- Alternatively, with a collection of units selected, hold down the **Ctrl** key and press one of the number keys on the main keyboard—not the numeric keypad—to create a numbered group.

- A grouped unit is displayed like this in the Control Panel.

- **Left-click** on the numbered group tab to select all the units instantly or press the number key that corresponds to the group number (shown in Roman numerals in the tab).

Groups can be split or modified at any time:

- Select two or more groups of units and then **group** them again using one of the above methods to create a new, larger group that includes all the units of the old selected groups.

- Select a single group and click on the **group** button in the Control Panel (or use a keyboard shortcut) to **break up** the group. The units become single units once again, though they remain selected.

- Select one or more units within a group and click on the **group** button on the control panel. The selected units will be removed from the current group and create their own group. At least two units must remain in the group, otherwise it will be completely broken up.

Groups can be put into **group formations**:

Click on this button to show the group formations buttons.

- Eight group formations can be selected. Each one has its own strengths and weaknesses. If you move the cursor over the buttons, tool tips appear describing the formations.

- Click on the relevant button to select the formation you want the selected group to use.

- Alternatively, hold down the **Shift key** and press numbers 1 through 8 on the main keyboard—not the numeric keypad—to select a group formation.

- You can select more than one group before deciding on a formation. Your selected groups will collectively adopt the group formation you choose.

Groups can be placed under **AI assistance**:

With a group selected, click on this button to toggle **AI assistance** of the group on and off. A group under **AI assistance** has a red outline on the control panel.

- Units within an **AI assisted** group will ignore your combat orders in favour of those of their commanding officer.

- However, you can order the group to move to a location, and the computer will handle the detailed movement orders for units.

- Units in an **AI assisted** group will stay in formation.

- You can cancel **AI assistance** at any time by clicking on the Control Panel button to toggle it off.

How to Get the Most from Unit Abilities

Many units have a special ability that makes them more useful in battle. Select the unit, then click on the special ability button (or press the F key). Most special abilities can be toggled, but a few are "one use":

The **Cantabrian Circle** formation is used by light, missile-armed cavalry to keep up a barrage on an enemy unit. Rather than firing a mass volley against an opponent and then retreating to reload, a unit executing a Cantabrian Circle gallops around with each soldier firing before dropping back to prepare a new missile. The effect is a steady—and demoralizing—rain of missiles on a target unit, rather than a single volley.

Many archer and artillery units can fire **flaming** projectiles instead of their normal missiles. These can set men and buildings on fire.

Many spearmen, hoplites and pikemen, particularly those schooled in Greek ways of warfare, can form a **phalanx**. This is a solid mass of infantry who rely on mass and discipline to punch into an enemy line.

A general can **rally** nearby routing units, recalling them to the fight by sheer force of personality. If this works, the unit re-forms, ready to fight on (for a while, at least).

The later types of Roman Legionaries can form a **testudo** or tortoise formation by closing up and interlocking their shields. Snug inside an armoured shell, the Legionaries can then advance through missile fire and survive.

A **warcry** gives a temporary boost to the combat power of the unit as it enters combat.

Some cavalry units can form a **wedge**, a formation that aids them when charging into other units by increasing their shock value on attack. The mass of cavalry is concentrated against a small portion of the enemy's line, and then the enemy unit is split apart (if the wedge charge works).

Some barbarian units can **chant** or let forth fearsome keens and screeches. This increases the morale of nearby friendly units and decreases the morale of nearby enemy units.

Should an elephant unit panic and run amok, the drivers can be ordered to kill their beasts. This is very useful if the elephants are running amok through your own troops!

■ Unit Morale

Morale is the willingness of a unit to fight on while taking casualties. As long as a unit's morale remains good, it will fight. But sooner or later, even the bravest of men will realize that their lives are in more danger if they stay than run. Morale, therefore, is more noticeable when it's lacking: a unit with no morale will run away.

Not all units are equally blessed with good morale. For example, peasants aren't keen on going to war. Professional Legionaries, on the other hand, are likely to stay and fight against great odds.

Some units in the game have morale effects in addition to their combat value:

- Generals (usually) and captains boost the morale of nearby troops.
- There are some traits, such as personal cowardice, that reduce the morale of warriors under a general's command.
- The death of a general or captain is usually a severe blow to the morale of his whole army.
- Some units **frighten** nearby enemy units, either because of their terrible appearance and fearsome reputation or because they're armed with cruel and unusual weaponry. Enemies are more likely to run when faced with frightening units.
- **Routing units** can cause other friendly units to rout: if lots of other people are running from the enemy, soldiers tend to think it might be a good idea to run, too!

■ Routing Units and Pursuit

As has been noted, generals can **rally** routing units. This won't work if enemy forces are too close to the routing unit. They will ignore the general and concentrate on escaping death!

Therefore, it can be a good idea to keep some speedy forces available to pursue fleeing foes to prevent them from rallying. There's also a good chance of killing some enemies as they run, saving you the trouble of having to fight against them on another battlefield. Traditionally, light cavalry were used for this task. Units in guard mode will not pursue enemies.

■ Romans and Legionary Eagles

Some types of Roman units carry **Legionary Eagles**. These appear in the campaign game after the reforms of Gaius Marius have occurred, but they're always available in custom battles.

A First Cohort unit carries a Legionary Eagle. This battle standard is regarded as the soul of a Roman Legion, and is an inspiration for any Roman units nearby. Its presence raises the morale of friendly Roman units. Losing a Roman Legionary Eagle is the height of disgrace, and a terrible blow to the battlefield morale of an army that loses one.

■ Unit Characteristics
There are a couple of other unit abilities that are worth remembering:

- Some units are rated as **hardy** or **very hardy**. They don't tire quickly when running or charging—they're not supermen, just fitter and tougher than average soldiers.

- **Impetuous** or **berserker** units may charge into combat without orders.

■ Hiding
Many units can hide in forests. Hiding is automatic when a unit moves into terrain where its men can hide. A few highly specialized units can hide in less promising terrain, or even in relatively open terrain. On the battlefield, hidden units are shown with their soldiers crouching down.

- Enemy forces cannot see hidden units until they're very close. This makes it possible to stage tactical ambushes with hidden units.

- The same holds true for enemy forces, of course. It's possible for an enemy unit to hide and not be visible to you on the battlefield!

- Generals cannot hide, nor can captains.

■ Using a General in Combat
A general is the most important unit in an army:

- In a campaign battle, the general's abilities and personality traits can have effects on army morale, unit performance and the combat power of his bodyguard unit. An army lead by a 7-star general, for example, will perform with greater effectiveness than one under the command of a 1-star general.

- Man for man, a general and his bodyguard are among the most powerful forces at your disposal. As a reserve to be thrown into battle at the critical point, they can make the difference between victory and defeat!

- A general is the only unit that can **rally** routing troops.

- The death of a general can have catastrophic effects on the morale of every unit in his army.

- In the campaign game, the death of a general is also the death of a family member. When the ruling family is dead, the faction is destroyed!

How to Assault a Settlement or Fort
Sieges can occur when an army assaults a settlement or attempts to break into a fort. They have much in common with field battles, but with the important qualification that one side is "safely" behind a set of defenses. All the normal rules of the battlefield apply to sieges; orders for attacks and movement are issued in the normal fashion.

There are, however, extra conditions that apply during sieges, and new weapons and tactics for both the attacker and defender.

■ Sieges and Victory

Victory in a siege is very simple: the side that controls the centre of the settlement wins! You can also win by killing or routing the entire enemy army off the field.

■ Siege Equipment

Siege equipment is constructed in the campaign game when an army is besieging a settlement. In Custom Battles, siege equipment can be obtained during setup.

• In either case, suitable siege equipment is automatically assigned to units when battle deployment begins.

• Without siege equipment or suitable artillery, it's almost impossible for attackers to break into a settlement.

Rams, ladders and **siege towers** are assigned to individual units. The unit cards of relevant units are marked with one of these symbols to show they have siege gear. Units with ladders, towers and rams cannot charge.

Saps (or sapping points) are placed on the battlefield in front of suitable sections of wall. They cannot be moved during deployment.

Once the battle starts, units with siege equipment can be ordered to advance against city walls:

A unit equipped with a **ram** can be sent against a **gateway** or wooden wall. The cursor changes to show a suitable target gate or wall section for the ram. The unit will push the ram toward the gate or wooden defense and then attempt to smash a way through. If it's successful, it will haul the ram out of the broken gateway so a clear path is available into the settlement.

• Elephants can be ordered to attack gateways or wooden walls without siege equipment. They just batter a hole!

• A unit equipped with **ladders** can be sent to scale a suitable stretch of **wall** (not a tower). The cursor changes to show a suitable wall to assault. The unit will march toward the walls, raise their ladders and climb up. They'll have to fight any defenders on the walls!

• A unit equipped with a **siege tower** can be sent to assault a suitable wall (not a tower in the defenses). The cursor changes to show a suitable wall to attack. The unit will push the siege tower toward the wall, then clamber up before launching an assault directly over the battlements. Units in siege towers can fire arrows, and they'll have to fight any defenders on the wall.

Most types of units can be ordered into a **sap** in front of a **stone wall**. Progress in digging a tunnel toward the defenses is shown by a line of disturbed earth between the sap and the wall. When the diggers reach the wall, there will be a pause while they undermine the walls and set fire to the sap; this brings the walls crashing to the ground, opening a hole in the defenses. The sapping unit(s) will then emerge from the tunnel.

- While any or all of these attacks are happening, the defenders will not be idle. As an attacker, you should expect missile fire from defenders within a settlement and on top of the larger walls. Towers will also fire missiles at your troops.

  When a **breach** in the defenses is caused (either a gateway is broken or walls are knocked down), the camera view switches to show the breach.

Units can be ordered to drop siege equipment by clicking on this button in the Control Panel.

A unit that's not currently equipped with siege gear can be ordered to pick some up. The siege equipment has to have been abandoned by its previous users.

■ Sieges and Artillery

Artillery units can fire at walls and buildings in settlements, as well as other units on the battlefield:

This cursor appears whenever it's possible to target walls or defenses with a selected artillery unit. The artillery unit will continue to fire until its target is destroyed or it runs out of ammunition. Note that it can take a very long time for artillery to batter a hole in a stone wall.

This cursor appears whenever it's possible to target a building with an artillery unit. The artillery will fire as long as the target is standing or until there's no more ammunition.

Click on this button in the Control Panel to toggle flaming missiles on and off. Flaming missiles can set buildings on fire, and the fires can spread through a settlement.

- Artillery fire can be a little inaccurate. Large stones, for example, are rarely very aerodynamic and it's possible for shots to scatter instead of landing exactly on target. Flaming missiles are also inaccurate. Experienced artillery crews are better at consistent targeting, but don't be surprised if there's an occasional missile that goes astray!

■ Capturing Walls

Wooden walls serve only as a barrier to keep out attackers. Stone walls, on the other hand, can be actively fought over by the attackers and defenders:

- Any infantry (i.e. non-mounted) unit can be ordered to move to the top of a wall, or ordered to attack defenders on a wall.

- If an attacking unit is in sole possession of a wall, gatehouse or tower, it will capture the structure.

- The defenders can recapture walls.

■ Within the Walls

Once inside a settlement or fort, the attackers need to capture the central plaza area to take the settlement. Naturally, the defenders need to keep control of this area. This may involve fighting through every street if the defenders are feeling particularly bloody-minded and obstinate.

- The longer street fighting takes, the more damage done to the settlement. This damage needs to be repaired, as explained in the Campaigns section of this manual.

- If the fighting takes a long time, it's possible that fires will break out in the settlement. The fires will spread unchecked until the battle is resolved.

■ Sally Battles

Sally battles occur when a settlement garrison emerges from behind their walls to drive off their besiegers. The **garrison** is always treated as the battle **attackers** and the **besiegers** as the battle **defenders** even though, in strategic terms, the situation is the other way around.

The besiegers appear on the battlefield outside the settlement with any siege equipment they have constructed. Attacking the unit to which it is attached can destroy siege equipment. This can be a good way of thwarting the progress of a besieging army that might be about to assault the town.

It's also possible to time sallies out of a besieged settlement so reinforcements from a relief force are also present on the battlefield. See **How to Use Reinforcements and Allies** on page 68 for more information.

One point to remember: it's possible for sally battles to go horribly wrong if the besiegers get into the settlement during the battle. The settlement defenders can all be committed to taking the fight to the enemy, leaving their town or city vulnerable to a sneaky incursion!

For the attackers (sallying out) to win, they must kill or drive off all the defenders (the besieging army).

How to Deal with Ambushes

Ambushes—when you're the ambusher—are much like any other battle, but hopefully rather one-sided in your favour! When you're ambushed, however, things can very rapidly get out of hand:

- The **ambusher** gets the chance to deploy units before the battle as normal. Unlike a normal battle, the deployment zone nearly surrounds the enemy, rather than being a section of the battlefield.

- The **ambushed army** is always deployed in a column formation because it's on the march, not prepared for battle. The general (or captain) is always at the head of the column. There's no chance to alter the deployment of the army.

The first rule when ambushed is the simplest: **Don't Panic**! It takes the enemy some time to get into combat formation, and those moments can be used to form your army into battle lines for the coming assault.

Ambushes may feel like harsh and uncompromising battles, but they're intended to be! A skilled leader will make use of all the weapons at his command, and this includes not fighting fairly!

■ Failed Ambushes

It's possible that an ambushing army will not "get the drop" on an enemy. In such cases, a battle will still take place. Thus, each side must make the best of the day that it can!

How to Use Reinforcements and Allies

Battles that are part of campaign games can sometimes involve more than one army for both the attackers and defenders:

- When you're attacking, the army that makes the attack on the campaign map is always the one you control directly.

- When you're defending on the campaign map, the army that's attacked is always the one you control.

- Other adjacent armies on the campaign map can appear on the battlefield as **reinforcements** and/or **allies**. **Friendly** reinforcements are armies or units belonging to the same faction; **allies** are friendly troops that belong to another faction.

- Reinforcements always arrive on the battlefield from the direction that corresponds to their position on the campaign game map. A supporting army on the campaign map to the north of the current battlefield will always appear on the northern edge of the battlefield.

- While your camera view onto the battlefield can be in any direction, the mini-map is always oriented with north at the top. This can be useful in working out where reinforcements are likely to appear.

- Reinforcement units won't necessarily arrive on the battlefield at the start of a battle. They can be delayed by intervening terrain, weather and sheer bad luck. You may also notice that cavalry and light forces arrive at a battle before heavier units.

Direct control of reinforcing units depends on the following:

- **Allies** are always controlled by their own leaders, and are never placed under foreign command—in this case, your command. You won't be able to issue orders to allied units. An allied army will arrive on the battlefield as a single force.

- A **friendly army** that's led by a **general** will be independent and under computer AI control during the battle. You won't be able to issue orders to units in that army. An independent army like this arrives on the battlefield as a group, all at the same time.

- A **friendly army** under the command of a **captain** appears as reinforcements under your command. There are restrictions on when reinforcement units become available to you:

    - Armies can have a maximum of 20 units. A unit with only one man still counts as a unit, and occupies one of the 20 slots that exist within an army.

    - Unless a spare slot exists, a reinforcement unit cannot enter battle. The unit will wait in the out-of-bounds area until a spare slot opens to receive it. This may be because one of your original units has been eliminated in combat, you ordered it to withdraw or it has routed off the battlefield.

    - A reinforcement's unit card is transparent when it's out of bounds and about to come into battle. When it enters battle, the unit card becomes opaque; it can then be selected and given orders like any other unit.

    - Once a reinforcing unit is on the battlefield and under your control, it's treated as being part of your army.

    - A reinforcing captain's unit has its unit card marked with a silver star, in the same fashion as a subsidiary general.

Once a battle is over, any surviving reinforcements and allies return to their original position on the campaign map.

■ Going to the Aid of Allies

When one of your armies is adjacent (on the campaign map) to a battle involving one of your allies, you'll be given the option of going to your ally's aid. You'll be in control of your army during the battle.

■ Settlement Assaults and Allies

If you and an ally are assaulting an enemy settlement and conquer it, the new owner of the settlement is the faction that initiated the assault. If you attacked the settlement on the campaign map during a siege, you become the new owner. If your forces go to the aid of your ally, then you have the satisfaction of having helped your friends gain some new lands!

CUSTOM BATTLES

A custom battle gives you the opportunity to command any army you want in battle. This is a "**sandbox** mode" that allows you to try any kind of combination of terrain, armies, units, allies and enemies you want. Custom battles are an excellent way of learning the battle game and an ideal way to hone your skills before trying your command abilities online!

• Select **Custom Battle** from the **Single Player** menu to begin the process of setting up and fighting your own battle. You'll be given the option of saving away your custom battle setup during the creation process.

Choosing Conditions

Initially, this screen appears in the express setup version that only allows you to select a limited number of variables for your custom battle:

• **Game type** determines the victory conditions for the battle. For example, Last Man Standing is a fight to the death.

• **Difficulty** sets the behaviour of your opponents. At easier difficulty levels, you'll find that enemies tend to have lower morale, for instance, while high difficulty levels present you with a greater threat.

• **Terrain** allows you to choose the landscape for your battle. As you might expect, troops tire more quickly in hot, dry conditions such as a desert. Some armies are not at their best in some terrain—usually an army fights best on its home ground.

- The check box for **Arcade Style Battles** turns **off** many of the realistic features of the battle system. The emphasis in arcade battles is on action and excitement, not on clever tactics and command skill.

- The **Show Advanced Conditions** tick box brings up more options so you can precisely tailor the battlefield and the conditions you'll face. As you'll see, these can let you practice sieges, face different weather conditions and even practice fighting at night!

  - **Season** allows you to choose the time of year for your battle. This has an influence on how much (if at all) the weather changes during the course of battle. Fighting in the depths of winter can affect how tired your troops become.

  - **Weather** allows you to set the initial weather for the battle (but you probably guessed that!). Rain and snow have negative effects on bow-armed troops.

  - **Time of Day** sets the starting light conditions for the battle.

  - **Time Limit** sets the timer for the battle. It's entirely possible to run out of time before achieving victory when attacking, or deliberately run out the clock to achieve a defensive victory.

  - **Advice Level** determines how active Centurion Marcus (your battlefield advisor) will be in giving you information and tactical hints during the battle.

  - **Settlement Level** runs from none to Huge City. If you want to fight a siege or sally battle, you'll need to include a settlement on the map.

  - **Settlement Culture** only applies if there's a settlement present. This allows you to choose the look and layout of the settlement from the six cultures in the game. Barbarian settlements can be no larger than a minor city.

  - **Settlement Defenses** only applies if a settlement is present. This allows you to choose the type and size of the walls around a settlement. A settlement without walls is pretty unlikely in the ancient world, and not much of a challenge to any besieging army.

- When you're happy with your choices, click on the **continue arrow**. Return to the Single Player menu at any time by clicking on the U-shaped arrow.

Customise Battle

This screen allows you to select the faction armies you want in the battle, and assign them to different sides for the coming struggle:

- Team Denarii allows you to set a purchasing budget for each team (side) in the battle. This money is used to purchase individual units. It's also used to purchase equipment and experience upgrades for units. If there's more than one army on a team, the money is split equally between the whole team; each army does not get the full budget! Indirectly, the amount of money sets the maximum size for each army in the battle (there's still the option to have lots of cheap units or a few expensive ones).

- The first army in the central list is always controlled by a **human player**—you! All other armies are shown as "**CPU player**" and are controlled by the game or are **empty** and not in use.

- The list in the centre of the screen shows the armies that have been selected. There are a couple of methods for choosing an army for each slot on this list:

  - **Left-click** on the name box, and then left-click on any of the **faction shields** on the right of the screen. Duplicated factions are not allowed in custom battles, so any faction that's already been chosen has its shield greyed out.
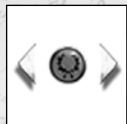
  - **Left-click** on either arrow to cycle through the full collection of available factions. A faction that's already been used is not available. Each large faction shield is highlighted in turn.

  - If you want to clear one of the armies from the list, **left-click** on the deselect shield icon on the right hand side of the screen. Alternately, you can click on the arrows on either side of the small shield icons until the small version of the deselect faction shield appears.

There can be up to eight teams (I through VIII in Roman numerals) in any battle. Click on the arrows to change the team number for an army. Armies with the same team number are automatically allied. Any force with a different team number is fair game!

If there's a settlement involved in the battle, there can only be two teams, and one of these must be defined as the settlement defenders. **Left-click** on this icon to select the settlement defenders.

When you're happy with your choices, click the continue arrow to move on to selecting units for each army. You can return to the new game menu at any time by clicking on the U-shaped arrow.

Customise Army

This screen allows you to select the individual units in each army. The only limit is the budget—you can select any mix of units you like.

- **Denarii Left** shows the remaining budget for unit selection and upgrades. Every unit costs denarii, and no more than this budget may be spent. Overspending is not allowed!

- Click on a **faction shield** to change armies and select another force. The army currently being selected has a glowing faction shield.

If this icon is displayed, the unit counts as an attacking force. This is always the case in field battles where no settlement is involved. When attacking a settlement with defenses, extra siege equipment options are shown on this screen for the attacking army. It's almost impossible to get into a settlement without siege equipment, so make sure the attackers have some!

If an army is defending a settlement, a shield icon is displayed.

- The screen has two boxed areas that are used for unit selection. The upper area shows all units that belong to the selected faction. The lower area shows selected units that are part of the army.

  - Move the cursor over any unit card. A tool tip appears giving a brief description of the unit.

  - **Left-click** on a unit in the upper area to **add** it to the army. The unit cost is immediately deducted from the available money.

  - The **first** unit selected is always the army leader. Unless this is a **general** or a (barbarian) **warlord**, the army will be led by a **captain**.

  - **Right-click** on a unit in the lower area to **remove** it from the army. The unit cost is credited to the available budget.

- You can **drag-and-drop** units to select them for the army. To deselect units, drag from the army and drop them in the top unit box.

- You can **drag-and-drop** units within the lower army box. You can **drag-and-drop** a unit into the first place in your army (the upper left-hand box) to make it the commander's unit.

- You can upgrade some units in an army. This costs money for every improvement you make. Not all units can be upgraded:

  - **Left-click** on a unit in the army to select it—not a right-click since this removes the unit from the army!
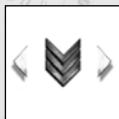
Click on the arrows next to the chevrons to change the unit's **experience** rating. The more chevrons, the greater the unit's experience. Grey chevrons indicate no experience.
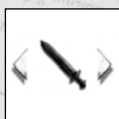
Click on the arrows next to the sword to change the unit's **weapon quality**. Grey indicates standard weaponry. Bronze (+1), silver (+2) and gold (+3) indicate increased quality.

Click on the arrows next to the shield to change the unit's **armour quality**. Grey indicates standard armour. Bronze (+1), silver (+2) and gold (+3) indicate increased quality.

- In siege battles you can provide **siege equipment** for the attacking army:

Click on the arrows next to each of the siege equipment items to add them to the army.

Note that all of these have a cost, so make allowance in your budgeting for some siege gear! These options are only available during siege battles, and only the siege equipment that's needed for the battle is shown.

Click on this button to **clear the selected units** in an army and start again.

Click on this button to make the **computer select an army** for you. It will do its best to spend your budget efficiently and create as flexible a force as possible. This can be a good way of giving yourself a starting point when creating an army: you can change the computer's initial choices to match what you want.

Click here to **save** the custom battle setup or load a custom battle you created earlier.

■ The game automatically saves the last custom battle setup you created, but this file is overwritten every time you start a custom battle.

When you're happy with all your choices, click on the **continue arrow**. You can return to the **Customise Battle** screen at any time by clicking on the U-shaped arrow.

MULTIPLAYER GAMES

Multiplayer games allow you to battle against other people, either over the Internet or across a Local Area Network (LAN). You can create multiplayer customised battles or fight one of the special historical multiplayer battles that have been included with **Rome: Total War**.

There are three options on the multiplayer menu:

• **Online Battles**—Click here to host or sign in to an online battle hosted through GameSpy.™ You'll need an active Internet connection before starting and any firewall software on your PC needs to be correctly configured. See the separate technical notes supplied on the **Rome: Total War** DVD-ROM for further information. You won't need a GameSpy profile to play **Rome: Total War** online.

• **LAN Battles**—Click here to host or sign on for a battle across your LAN. This battle will be fought on local machines and doesn't require an Internet connection but the process for setting up a LAN battle is the same as the Internet.

• **Change CD Key**—Click here to change the CD key used for multiplayer battles. You may want to do this so that two (or more) people can use the same PC, each with their own unique CD key.

Setting Up a Multiplayer Battle

Once you've confirmed your name for the game, you are taken to the Lobby Screen for both online and LAN battles.

Here, you can choose to host a game by setting up the initial conditions for the battle.

Or join a game that's ready to play.

Chat

At the bottom of all multiplayer screens is the chat area. Type a message and it appears on-screen for everyone in the lobby. Between the message window on the left and the player list on the right are a set of toggle buttons that allow you to filter and/or ignore messages.

• Select the player you want to ignore (or filter) and then click on the appropriate toggle. You can change your mind later.

Hosting a Game

Hosting a game is similar to setting up a **Custom Battle**. See **Customise Battle** on page 72 for more information.

• The host gets to decide on the overall battle conditions, but each player gets to select his or her own army.

Unlike a Custom Battle, the host has access to a special **kick** feature. This kicks a player out of the game at the host's discretion, a useful tool for excluding abusive individuals!

Multiplayer Historical Battles

In addition to creating custom multiplayer battles, the host also has the choice of selecting one of the special versions of **Rome: Total War's** historical battles. This limits the number of players to a total appropriate to the battle. Simply select the battle from the on-screen list.

Joining a Game

Once you've decided to join an existing game, you're committed to the setup selected by the hosting player.

Once you've made your choice on each screen, click on the continue button in the lower right-hand corner. Until all players have completed their choices, you'll see a "Waiting for…" message on-screen. When all players are ready, the multiplayer game moves on to the next part of setup or into battle itself!

After a Battle

When a battle is concluded, you'll see a report on how well or badly you fared, and then be returned to the Lobby.
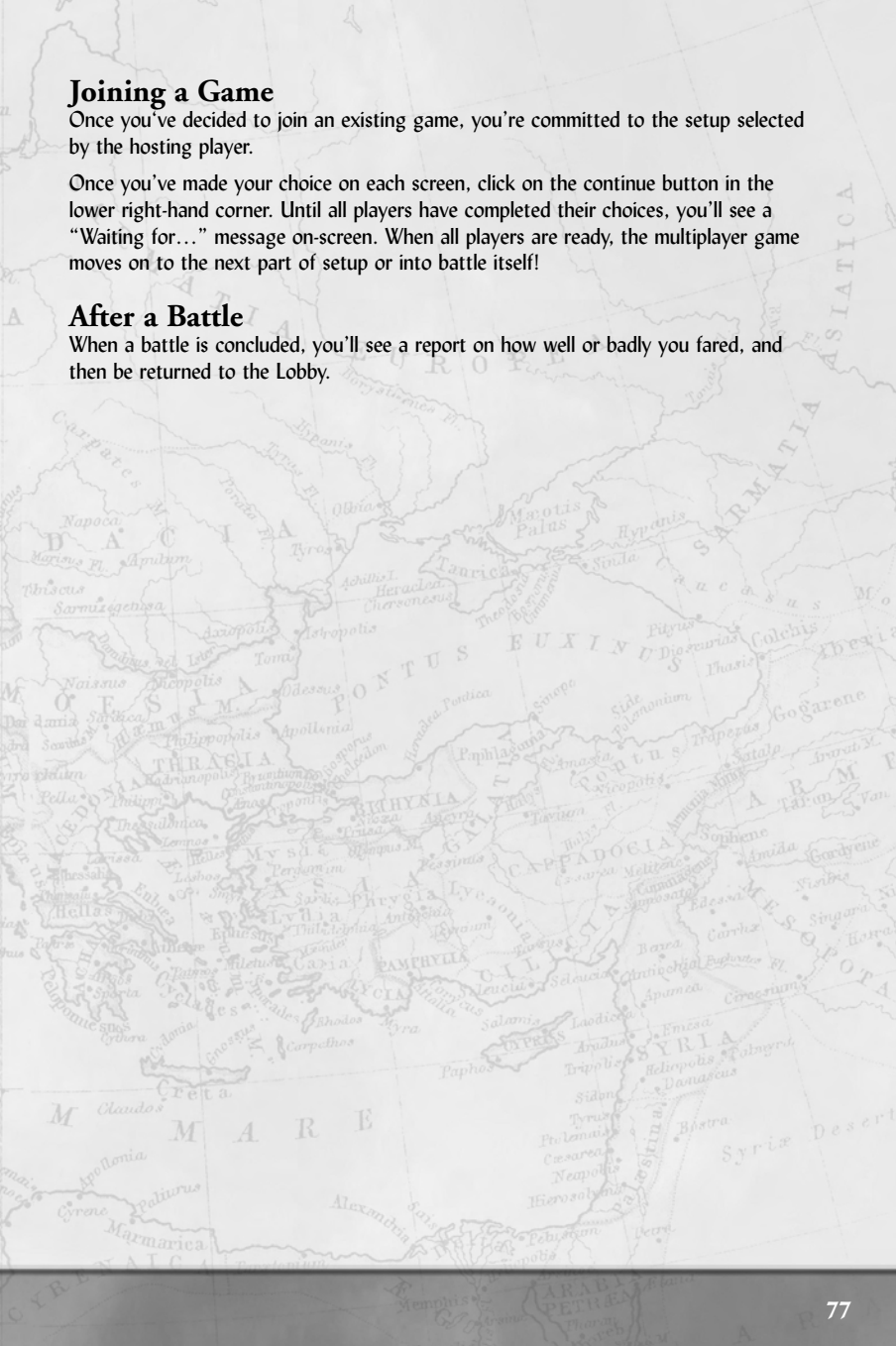
CREDITS

THE CREATIVE ASSEMBLY

Project Director	Mike Simpson
Production	Ross Manton, Luci Black
Production (CA Oz)	George Fidler
Design	R. T. Smith, Mike Brunton, Jamie Ferguson, Chris Gambold, James Russell
Programming	Jerome Grasdyke, Robbie Austrums, Alan Blair, Ric Broadhurst, Lee Cowen, J. Guy Davidson, Charlie Dell, Chris Gascoyne, Tom Miles, Scott Pitkethly, Jon Raftery
Programming (CA Oz)	Ken Turner, Daniel Glastonbury, Artem Kulakov, Scott Lowther, Martin Slater, Martin Valigursky
Art	Kevin McDowell, Joss Adley, Paul Abbott, Greg Alston, Andrew Bedford, Peter Brophy, Ranulf Busby, John Carline, Jason Dalton, Zaq Foster, Will Hallsworth, John Harmon, Denzil O'Neill, Ben Potts, Brendan Rogers, Irina Rohvarger, Nick Tresadern, Mathieu Walsh
Music & Audio Direction	Jeff van Dyck
Sound Effects & Post Production	Richard Vaughan
PR & Marketing	Ian Roxburgh, Richie Skinner
Testing	Graham Axford, Simon Allen, Dion Lay, Gian Piras, Jeff Woods
Supporting Roles	Tim Ansell, Alex Chapman, Martin De Sutton, Gareth Hailes, Kevin Hoque, Melvyn Quek, Scott Ryan
Additional Art	Jude Bond, Tunde Glover, Alistair Hope, Howard Rayner, Ester Reeve, Nick Smith, Chris Waller
Vocals	Angela van Dyck
Mandolin & Guitar	Saki Kaskas
Voices	Kubler Auckland Management, Jonathan Atherton, George Baladinos, Andrew Buchanan, Adam Cooper, Karen Crone, Haskel Daniel, Michael Futcher, Damien Garvey, Terry Hansen, George Kapiniaris, Caroline Kennison, Todd Levi, Bruno Lucia, Anthony Mir, Errol O'Neill, Yalin Ozucelik, Simon Palomares, Jimmy Poulos, Akmal Saleh, Martin Slater, Leo Taylor, Matt Zeremes
Thanks	Musiclab (Brisbane), Roger Beames, Alkis Alkiviades, David Hamilton-Williams, Mark Milton, Steve O'Hagan, Phil Morris, Kerry Shale.

A big thanks to the Org, all the moderators on the official forums, and all the fans that have helped make the online community as great as it is! And a huge thanks to our families and friendsfor their understanding and support.

Usa Miles Sound System. Copyright © 1991-2005 RAD Game Tools, Inc

SEGA EUROPE LIMITED

CEO of SEGA Europe / SEGA America	Naoya Tsurumi
President/COO of SEGA Europe	Mike Hayes
Development Director	Gary Dunn
Head of Development – Europe	Brandon Smith
Production	James Brown, Darius Sadeghian
Creative Director	Matthew Woodley
Director of European Marketing	Gary Knight
Head of Brand Marketing	Helen Nicholas
European PR Manager	Lynn Daniel
Brand Manager	Darren Williams
International Brand Manager	Ben Stevens
Creative Services	Tom Bingle, Keith Hodgetts, Akane Hiraoka, Arnoud Tempelaere
Online Marketing Manager	Morgan Evans
Web Editor	Romily Broad
Senior Web Designer	Bennie Booysen
Head of Development Services	Mark Le Breton
QA Supervisor	Marlon Grant
Master Tech.	John Hegarty
Senior Lead Testers	Denver Cockell, Rickard Kallden
Testers	Winson Ting, Andrzej Lubas, Dominic Taggart, Hercules Bekker, Hany Gohary, David George

LICENCE TO USE THE GAME SOFTWARE

NOTICE TO USER: PLEASE READ THIS LICENCE AGREEMENT CAREFULLY

PLEASE READ the following information carefully as it sets out the terms upon which you are allowed by Sega Corporation of 1-2-12, Haneda, Ohta-ku, Tokyo, 144-8531 Japan and its associated companies ("Sega") to use the Game Software incorporated in the game.

IF YOU DO NOT AGREE DO THESE TERMS your use of the Game Software will not be granted. Sega requests that you contact one of the customer service centers advertised in the information accompanying the Game Software. Please note that there may be a charge for the telephone call to the customer service centre.

1. Licence to use the Software
The term "Game Software" includes the software included in this game, the associated media, any software associated with the online mode of the game, any printed materials, and any online or electronic documentation, and any and all copies and derivative works of such software and materials.

Sega grants to you the non-exclusive, non-transferable, limited right and licence to install and use one copy of the Game Software solely for your personal and non-commercial use. All rights not specifically transferred by this Licence remain with Sega. The Game Software is licensed to you and not sold.

This Licence does not give you any title or ownership in the Game Software and should not be construed as a sale or transfer of any intellectual property rights to the Game Software.

2. Ownership of the Game Software
You agree and acknowledge that all right, title, interest and ownership rights in any and all copyright, design right, database right, patents and any rights to inventions, know-how, trade and business names, trade secrets and trade marks (whether registered or unregistered) and any applications therefor and other intellectual property rights ("Intellectual Property Rights"), in or connected with the Game Software and any and all copies thereof (including in particular but not limited to any data, database, designs, titles, computer code, themes, objects, characters, character names, stories, dialogues, catch phrases, places, concepts, artwork, animation, sounds, music, audio-visual effects, text, methods of operation, moral rights and any related documentation) are owned by Sega or its licensors. The Game Software contains certain licensed materials and Sega or its licensors may protect their rights in the event of any violation of this Agreement.

3. Use of the Game Software
You agree only to use the Game Software or any part of it in a manner which is consistent with this Licence and you SHALL NOT:

(a) without the permission of Sega use the Game Software or any part of it for commercial use, for example use at a Internet cafe, computer gaming center or any other location-based site;

(b) without a further licence, use the Game Software, or permit the use of the Game Software, on more than one computer, game console, handheld device or PDA at the same time;

(c) make copies of the Game Software or any part thereof;

(d) use the Game Software, or permit use of the Game Software, in a network, multi-user arrangement or remote access arrangement, including any online use, except as otherwise explicitly provided by Sega and subject to acceptance of the terms and conditions of use;

(e) sell, rent, lease, license, distribute or otherwise transfer this Game Software or any copies without the express prior written consent of Sega;

(f) reverse engineer, derive source code, modify, adapt, translate, decompile, disassemble, or create derivative works of the Game Software or any part of it (save as the applicable law expressly permits whereupon all and any modification, adaptations, improvements etc shall belong to, vest in and be the exclusive property of Sega on creation in any event);

(g) remove, disable or circumvent any proprietary notices or labels contained on or within the Game Software;

(h) export or re-export the Game Software or any copy or adaptation in violation of any applicable laws or regulations;

(i) create data or executable programs which mimic data or functionality in the Game Software; and

(j) otherwise use, copy, transfer or distribute the Game Software or part of it except as expressly permitted by this Licence.

You agree to read and abide by the Game Disc Precautions and Maintenance Instructions and the Safety Information which is set out in the documentation accompanying the Game Software.

4. Warranty
The Game Software is provided without any warranties or guaranties save as specifically provided in these conditions and to the extent permitted by the applicable law.
This Licence does not affect your statutory rights as a consumer.

5. Liability
Sega and its licensors will not be held responsible for the risks connected with lost profit, damage to property, lost data, loss of goodwill; console, computer or handheld device failure, errors or loss business or other information as a result of possession, use or malfunction of the Game Software, even if it has been advised of the possibility of such loss.

Sega and its licensors will not be held liable for any damage, injury or loss if caused as a result of your negligence, accident or misuse, or if the Game Software has been modified in any manner (not by Sega) after it has been bought.

The liability of Sega and its licensors shall not exceed the actual price paid for the Game Software.

Sega and its licensors do not seek to exclude or limit their liability for any death or personal injury arising from their negligence

If any of the conditions in this Licence are held to be invalid or void under any applicable law, the other provisions of these conditions will be unaffected and remain in full force and effect.

6. Termination
In addition to other rights of Sega and its Licensors that may be available to them, this Licence will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Game Software and all of its component parts.

7. Injunction
Because Sega and its licensors could be irreparably damaged if the terms of this Licence were not adhered to, you acknowledge that they, together or alone, may take such action as may be deemed to be required, including seeking an injunction and other equitable remedies, in addition to any other remedies available under the applicable law.

8. Indemnity
You agree to indemnify, defend and hold Sega, its licensors, its partners, affiliates, contractors, officers, directors, employees and agents harmless from any claims, costs and expenses (including legal expenses) arising directly or indirectly from your acts and omissions to act in using the Game Software otherwise than in accordance with the terms of this Agreement

9. Miscellaneous
This Licence [together with the Subscriber Agreement that you will enter into if you wish to play the Game Software online] represents the complete agreement between Sega and yourself in relation to the use of the Game Software and supersedes all prior agreements and representations, warranties or understandings (whether negligently or innocently made but excluding those made fraudulently).

If any provision of this Licence is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Licence shall not be affected.

Nothing in this Licence gives or claims to give to any third party any benefit or right to enforce any term of this Licence, and the provisions of the Contracts (Rights of Third Parties) Act 1999 (as amended or modified from time to time) are expressly excluded.

This Licence is governed by the laws of England and is subject to the exclusive jurisdiction of the English Courts.

WARRANTY

PRODUCT SUPPORT

Please check www.sega.co.uk for details of product support in your region.

Register online at www.sega.co.uk for exclusive news, competitions, email updates and more.

Visit SEGA CITY today!

Be the Best.
Hints, Tips and Strategy
for the latest SEGA games.

09065 558877

£1 per minute at all times, please ensure that you have the bill payers permission before dialling. Over 16s only. UK only. Prices subject to change without notice.