STEP 1). NAPOLEON: TOTAL WAR GAME ACTIVATION KEYCODE:

Games for Windows

The Elite Regiment pack.

The Elite Regiment pack includes 5 premium units: 5e Regiment de Hussards (France), 8th Life Regiment (Prussia), 47th (Czech) Regiment (Austria), 88th Foot "Connaught Rangers" (Great Britain) and the Pavlograd Hussars (Russia).

To access your downloadable content for use in game:
❶ Install Napoleon and the Steam client as per instructions included with the game.
❷ Launch the Steam client and select "Activate a product on Steam…" under the "Games" menu.
❸ Step through the Steam Product activation wizard, entering the product code below as prompted.
❹ The Elite units will then become available in Napoleon's single-player campaign mode once you have made a specific technological advancement or own the relevant territory. They will also be available in multiplayer and single-player battle modes when playing with the appropriate faction.
❺ For more details, please visit www.totalwar.com/napoleon.

STEP 2). THE ELITE REGIMENT UNIQUE DOWNLOAD CODE:

NAPOLEON
TOTAL WAR™

the CREATIVE ASSEMBLY™

TOTAL WAR
www.totalwar.com

MAN-S110-UK

SEGA®
www.sega.co.uk

the CREATIVE ASSEMBLY™

SEGA®

⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

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

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

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

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

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

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

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

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

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Welcome

Napoleon: Total War is an epic game of strategy that combines turn-based empire building and huge 3D real-time battles, both on land and sea.

In Napoleon: Total War you are handed the opportunity to match the achievements of one of the greatest military minds that's ever lived. From Napoleon's early Italian campaign, to his fateful drive towards Moscow and the encounter with the Duke of Wellington at the Battle of Waterloo; you must attempt to equal or better the feats of the legendary Emperor or dare to stand against him.

You will build military forces to bring fear to your enemies. You will expand your borders through conquest or diplomatic cunning. You will establish and expand profitable trade networks with your allies. At home, your research into new technologies and ideas will give your people the advancements they crave, and your armies the weaponry and training to fulfil your military ambitions.

Three focused Napoleonic campaigns will trace the great Emperor's progress through Italy, Egypt and Europe. Nine epic historical battles reenact his greatest conflicts. The Campaigns of the Coalition hands you the opportunity to oppose the might of France as one of four rival nations. The new multiplayer campaign option meanwhile, offers the chance to plot a path to supremacy against an online opponent.

History is yours to rewrite.

Empire Total War Players Start Here!

If you've played our previous game, Empire: Total War, you're probably tempted to indulge in some conquering without reading the rest of this guide. You'd do well to pause for a moment however, to take in the following summary of some of the new features and improvements included in Napoleon: Total War.

Attrition

Units will lose troops due to desertion and disease when subjected to harsh winter conditions or scorching desert heat. While some units, including those made up of elite troops, are immune to these effects, it is wise to consider the location of your armies carefully when planning campaign maneuvers.

Replenishment

Armies that have suffered losses can now automatically replenish their numbers when garrisoned in friendly settlements. Armies commanded by a General will also benefit from replenishment in the field. The rate of replenishment is influenced by proximity to friendly regions, whether units can be recruited in those regions and the availability of buildings such as the *Supply Post*. Armies cannot benefit from replenishment in enemy regions.

Improved Campaign Characters

The new Spy agent has the ability to infiltrate and sabotage an enemy army's progress, while Gentlemen can now stay at home and inspire the population or travel into enemy territory to incite unrest. All characters on the campaign map can spy on nearby enemies. Over time, characters left in a region will reveal details on would-be foes within their line of sight, although Spies are far more adept at this act of espionage.

Military Character Recruitment

Admirals and Generals can be recruited from a pool, allowing players a choice of characters, each with their own abilities and traits. The better military leaders cost more to recruit and new characters are only added to the pool every four campaign turns.

Improved Diplomatic Options

Negotiations with other nations can now include requests to break an alliance with a rival, or the request for a trade embargo to be put in place with a third party nation. New Allies can also be persuaded to join ongoing wars, allowing nations to use diplomacy to reinforce themselves once war has been declared.

General's Abilities

Generals are even more important in the battles of Napoleon: Total War. These characters not only boost the morale of troops in close proximity, they now have abilities that can directly inspire a selected unit and rally troops routing from the field. Some Generals – the key military leaders of the time such as Napoleon, are also immune to death. When injured in battle, these characters reappear several turns later in their capital region.

Naval Repairs

Damaged ships can now be repaired within battles. Ships undergoing repairs will stop their current action and will therefore be vulnerable to attack, so timing and protection are crucial factors when using this feature.

Multiplayer Campaigns

Napoleon's Campaigns can be played against a human opponent. Turn times can be set in the game options and games can be saved and restored, enabling you to set up and play multiple campaigns with a variety of online opponents.

Drop In Battles

This feature enables you to fight another human opponent within single player campaign games. When enabled in campaign options, you will be offered opportunities to fight against another player in their campaign battles. Similarly, you will have the option to bring in a human opponent for battles in your campaign. If the battle is balanced, you can open it up to someone on your friends list or another online player.

Installation

Requirements

Please ensure that your computer meets the minimum requirements. Napoleon: Total War requires either Windows XP, Windows Vista or Windows 7.

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

How To Install

Close all other applications before installing Napoleon: Total War.

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

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

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

Napoleon: Total War is Steam Powered!

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

- Find and chat with your friends while gaming.
- Quickly connect to the best multiplayer servers.
- Receive automatic game updates.
- Earn achievements and join up with the rest of the Steam community.

For more information please visit **www.totalwar.com/steam**.

Family Settings

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

Getting Started

The Main Menu

CONTINUE CAMPAIGN
Automatically load your last saved Campaign game.

SINGLE PLAYER
Play the tutorials, embark on Napoleon's Campaigns or Battles, play the Campaigns of the Coalition, or dive into a battle setup of your choice.

MULTIPLAYER
Play online, across a local area network or view your current Player Stats.

OPTIONS
Adjust the graphics, sound, and control options.

Single Player Menu

LOAD GAME
Load a specific campaign game.

TUTORIALS
This is the recommended starting point for new players.

NAPOLEON'S CAMPAIGNS
Embark on the three sequential Napoleon Campaigns.

NAPOLEON'S BATTLES
Take control of Napoleon's forces and fight out a selection of his key battles. These battles unlock sequentially and, depending on your chosen AI difficulty level, you will be awarded bronze, silver and gold medals for each victory.

CAMPAIGNS OF THE COALITION
Choose one of four European nations and face the might of Napoleon's France.

PLAY BATTLE
Take to the global battlefields and seascapes to mix it with the enemy across a variety of battle types.

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

Learning How To Play

This Guide

This quickstart guide is intended to offer an overview of the controls, the screen elements, and the basic concepts involved in playing Napoleon: Total War.

Tutorials And Advisors

Napoleon: Total War has a variety of in-game tools to help you get to grips with both the campaign game and the battles. These include:

THE TUTORIALS
Under the single player menu you will find the option to play tutorials for the campaign and both land and sea battles. These will introduce you to all the basic concepts you need to start playing Napoleon: Total War.

YOUR ADVISORS
Even the mightiest rulers need loyal and knowledgeable advisors at their side. Your advisors can be at hand in battle and in the campaign, if you so wish.

Use the arrows to review the advice you have been given. Use the magnifying glass to zoom to a location relevant to the current advice.

Use these buttons to change your advice delivery options. You can choose to turn off either speech or text.

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

TOOLTIPS
A full tooltip system offers basic information on every aspect of the game. Simply hover the cursor over items such as icons, buttons and unit cards, to get information on the item or topic.

Keep your cursor over the item for more detailed tooltips.

Controls

Campaign Map Keys

CAMERA CONTROLS

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

GAMEPLAY CONTROLS

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

Battle Map Keys

CAMERA CONTROLS

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

GAMEPLAY AND UI CONTROLS

Show Unit Destinations .... Space
Select all cavalry .... Ctrl + C
Select all musketeers .... Ctrl + M
Select all melee only .... Ctrl + H
Select all artillery .... Ctrl + B
Toggle Pause .... Pause or P
Toggle Game Speed .... Ctrl + T
Open Battle Chat (General) .... Shift + G
Open Battle Chat (Team) .... Shift + T

Mouse Button Controls

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

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The Campaigns

NAPOLEON'S CAMPAIGNS

Napoleon: Total War challenges you to match the achievements of the great Emperor across three campaigns:

> **THE ITALIAN CAMPAIGN** - Take control of Napoleon's forces, outnumbered and surrounded by Austrian armies in this one year campaign.

> **THE EGYPTIAN CAMPAIGN** - Beginning with the landing of the French in Alexandria, you must expand into Egypt and guide Napoleon's forces against the Mamluks.

> **THE EUROPEAN CAMPAIGN** - Command Napoleon's armies in the invasion of the German states and war against the Austrians and Russians.

THE CAMPAIGNS OF THE COALITION

This campaign game allows you to take command of one of four nations fighting against Napoleon's France, in a quest to build the most powerful and dominant empire in Europe.

Starting Napoleon's Campaigns

After selecting **Napoleon's Campaigns** from the **Single Player Menu** you are given the option to play the campaign tutorial and each of the three campaigns. The concluding battle of Waterloo will also be available, once unlocked.

DIFFICULTY LEVELS

Before starting your campaign you have the option to tweak the difficulty of your game, both on the campaign map and in battle. Use the sliders to raise and lower the difficulty levels.

DROP IN BATTLES

This option makes you available to fight battles against human opponents within their single player campaign games. During your campaign game you will be prompted with opportunities to fight a battle. Should you accept, your campaign will be saved and you will be taken to the battle against the opponent. Once resolved, your campaign position will be restored automatically.

Starting The Campaigns of the Coalition

The Campaigns of the Coalition setup screen first allows you to choose a nation using the flags at the top.

CAMPAIGN GAME TYPES
By default, this is set up as an **Historical Campaign**. However, you can change this via the **Game Type** dropdown.

> **HISTORICAL** – Capture a set number of regions, including specific region targets, by the end date of the campaign.

> **WORLD DOMINATION** - Capture 60 regions, including specific region targets, by the end date of the campaign.

VICTORY CONDITIONS
The conditions required for victory differ from one nation to another. These are displayed on the bottom left panel and are dependent upon the type of campaign game you have elected to play.

GAME SETTINGS
Use the **Game Settings** button to tweak further options. Tickboxes in this menu allow you to toggle the following game options:

Turn On Advisor – Switch advice on or off.

Show CPU Moves – Tick to show the computer opponent moves.

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

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

Starting Play

The Turn System

Campaign games in Napoleon: Total War are turn-based – meaning that each nation takes turns in moving their pieces, managing their regions and fighting battles. Time in the campaign game progresses by two weeks every turn.

The Campaign Map View

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

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

After this initial tour, you will be given control of the camera and will be able to explore the entire campaign map.

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

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

Characters – The 'pieces' on the Napoleon: Total War campaign map.

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

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

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

Trade Posts – These gold symbols mark prosperous trade regions.

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

The Campaign Game Interface

THE RADAR MAP

Displays at a glance, region ownership on the campaign map.

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

Use the + and - buttons to zoom the display.

THE REVIEW PANEL

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

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

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

REPAIR BUTTON
Use this button to issue repairs to a selected building or ship.

DISBAND BUTTON
Disband the selected unit.

DISMANTLE BUTTON
Raze a selected building to the ground, allowing new build options or to deny an invading enemy its benefits.

RECRUIT GENERAL/ADMIRAL BUTTON
Recruit from a pool of available Generals and Admirals. Recruited characters are added to the selected army or fleet.

CHANGE BUILDING TYPE
The button allows you to convert the current building to its equivalent on a different chain, allowing you to switch to another chain without having to start at the very bottom.

THE CONTROL PANEL

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

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

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

TREASURY
Displays the money currently in your coffers.

THE YEAR
The current in-game date. This moves on by two weeks every turn.

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

DIPLOMACY
Click to view the **Diplomacy Panel**, allowing you to view the state of diplomatic relations between nations and instigate negotiations with another nation.

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

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

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

Events And Messages

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

TO VIEW AN EVENT

Hover over an event to view it's title. *Left-click* to open an event message. *Right-click* on the event to dismiss it.

MISSIONS

Periodically, your government will issue missions for you to undertake. In Napoleon's Campaigns these missions are vital and steer you towards your victory conditions.

Characters and Units

Characters in Napoleon: Total War have two basic classes – military characters and agents.

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

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

AGENT TYPES
There are two types of Agents available in Napoleon: Total War:

Spies - these covert characters are able to infiltrate settlements to provide you with vital information about your rival nations. Over time, they can construct spy networks to reveal more on a given region and even destroy particular buildings.

Spies can also sneak their way into enemy forces, feeding back the make-up of an army and attempt to sabotage their progress. Assassination missions are also available should you wish to dispose of an enemy character.

Gentlemen - these dandy intellectuals can carry out research at universities and spread nationalistic ideas that can both inspire and incite a region's population. They can also challenge rival gentlemen to duels to help you rid your territories of disruptive enemy agents.

Using Agents

To utilise an agent's 'active' abilities, select them and *right-click* on a potential target character, army or settlement. The mouse pointer will change to reflect the available abilities.

To use an agent's 'passive' abilities, such as their ability to spy on enemy armies in a region, simply move them into a target region.

GETTING AGENTS
Agents cannot be recruited like military units, they are automatically spawned in certain towns within your empire. These towns are your intellectual centres which allow you to build down the intelligence or educational building chains. See *"Your Regions"*.

For **Gentlemen** the location and rate of spawning is dependent on the level of educational buildings within your regions, such as the *University*.

For **Spies** the location and rate of spawning is linked to the level of intelligence buildings within your regions, such as the *Secret Society*.

Your Military Forces

Your armies and fleets are your nation's primary weapons on land and sea. Armies are made up of units, and fleets of ships.

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

Using Your Forces

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

ZONES OF CONTROL
Each army and fleet on the campaign map has a 'Zone of Control' surrounding them. Any rival military force that enters this zone, open themselves up to immediate attack.

Careful placement of military forces can therefore be used to create strategic chokepoints on the campaign map.

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

Merging an army with a fleet boards it ready for transportation.

SPLITTING FORCES
To split the forces of a selected army or fleet, first select the units via the unit cards in the **Review Panel**. You can use SHIFT and CTRL on your keyboard to select more than one unit.

Once selected, use *right-click* to set the destination for this new force on the campaign map.

MERGING UNITS
Use the **Review Panel** to select and drag one unit onto another to merge them and create a single, stronger unit. Experience will be averaged out amongst merged units.

SETTING AN AMBUSH

Armies that end their turn in an area of light forest can set an ambush for an enemy force. Armies made up entirely of stealth units can set an ambush anywhere on the campaign map. Any army caught in an ambush cannot avoid attack and does not get the opportunity to deploy for battle.

AVOIDING ATTRITION

Armies can be subject to attrition if they end turn in areas of extreme weather conditions such as desert and freezing cold. The banner above an army will flash when entering areas of attrition, whilst units affected will be marked with a skull. Attrition losses occur on the next turn.

REPLENISHING UNITS

Armies will automatically replenish losses whilst garrisoned in owned settlements. Those led by Generals can also replenish losses if they end turn in or near a home or allied region. Units that can be recruited from the region in question will replenish at a faster rate, whilst the presence of supply chain buildings, such as the *Supply Post*, will also speed this process. See *Your Regions*.

Ship crews must be replenished at ports. Move your ship back to one of your own ports, select it in the **Review Panel** and use the **Repair Button** to recruit new crew members and issue repairs.

Attacking With Units

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

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

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

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

Click the withdraw button to retreat your forces from the battle.

Click this button to seek out an online opponent to take control of the AI forces in this battle. This option is available when certain conditions are met eg: an even balance of forces.

Attacking With Reinforcements

Your forces or those of your allies, can join the battle as reinforcements if they are within the same zone of control on the campaign map.

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

Seizing Settlements & Buildings

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

TOWNS, PORTS & RESOURCE BUILDINGS

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

OCCUPYING AND LOOTING

When a region capital is seized, the victorious army can choose to occupy or loot the city. Looting is a good strategy if you are in need of an immediate cash boost. Looting will add significant funds to your coffers but will leave the region in a state of severe unrest, buildings will be damaged and the region wealth will be reduced for a good number of turns.

CITIES & SIEGES

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

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

Maintain the siege for this turn in the hope of flushing out the defender. If you are attacking with artillery, you will inflict damage to the defender's walls each turn.

Demand that the defender immediately surrenders without a fight.

Using Fleets

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

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

Use the **Army** or **Agent** tab in the **Review Panel** to select the units and use *right-click* to disembark at their destination. Alternatively, if the target ship is in port, click on the **Embark/Disembark button** in the **Review Panel** with the army tab or agent tab selected. This button can also be used to disembark agents and armies at port destinations.

RAIDING TRADE ROUTES
Placing fleets onto enemy trade routes marked in red, will allow you to raid a proportion of the trade income generated by that route for that turn.

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

EXPLOITING TRADE POSTS
Trade Posts mark sea regions which are rich in trade income. Placing merchant fleets in these regions will earn a significant boost in trade income. Use military fleets to protect your merchant ships from enemies.

Building Armies & Fleets

Military expansion is essential to maintain imperial ambitions. New armies can be recruited at region capitals, while ships can be built at ports.

TO BUILD NEW UNITS...
Select a capital or port and click on the recruitment tab to open the options in the **Review Panel**.

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

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

The level of military buildings present in the region, or the port you are building from, determine the type of units available to recruit.

Recruiting Troops With Generals & Admirals

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

TO RECRUIT NEW UNITS...
Select the General or Admiral on the campaign map and use the recruitment tab in the **Review Panel**.

Recruited units will move automatically to the army or fleet.

RECRUITING GENERALS & ADMIRALS
You can recruit new leaders for your men and your fleets by simply clicking on the **Recruit General/Admiral button** button on the **Review Panel**.

You can then choose from a pool of available characters, each with their own levels of ability and traits. A new character is added to the pool every four turns.

There is a limit to the number of Generals and Admirals you can have under your command, although the construction of a *Military Academy* or *Staff College* in your faction's capital region, can expand you capacity for military leaders.
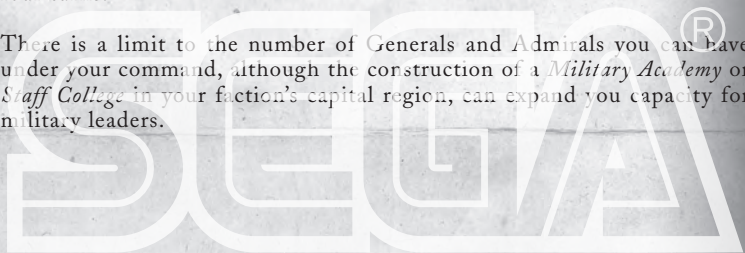
Running Your Empire

Napoleon: Total War hands you an array of tools to help you build and nurture your Empire. The options available are dependent on the campaign being played, although all options are unlocked in the European Campaign and Campaigns of the Coalition.

YOUR NATION
The **Government Details Panel** offers an overview of your nation as a whole and acts as a central point from which to manage policies, government and trade.

POLICIES
The **Policies Tab** allows adjustment of taxation levels and the ability to set auto-manage for both tax and construction.

> **AUTO-MANAGING TAX** - Use the tick box on this panel to allow tax to be auto-managed by the computer AI.

> **AUTO MANAGING CONSTRUCTION** - Use the tick box on this panel to allow construction of buildings to be auto managed by the computer AI.

GOVERNMENT AND MINISTERS
The **Ministers Tab** displays information about members of your government and colonial governors and their bonuses. Depending on your nation's current government type, you can use this panel to call an election or to replace ministers.

TO CHANGE GOVERNMENT...
Different government types offer specific benefits but you will need to engineer the conditions for a revolt to change your government.
See Public Order and Revolutions.

TRADE
The **Trade tab** shows all the resources brought to your capital from across your empire, and how they are exported.

Boost your coffers by exploiting the resources in your regions and developing trade agreements with rival nations via diplomacy. Expand your trade income by sending merchant fleets to trade posts.

Technology and Enlightenment

Colleges and universities enable the research of new technologies and ideas.

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

TO IMPROVE TECHNOLOGY...
Click on the **technologies button** to open the **Technology Panel**.

Select the item you wish to research.

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

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

Gentlemen can also be smuggled into a rival nation's university to steal technologies.

When all nations but one know about a new technology or idea, it becomes "common knowledge" and is available to all.

Diplomacy

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

TO BEGIN DIPLOMATIC RELATIONS...
Click the **diplomacy button** to view the state of diplomatic relations between nations.

Select a nation by clicking on their flag icon.

Use the arrow buttons to toggle the map between display of the selected nation's opinion of their rivals, and what those nations think of them.

Click on the **Open Negotiations** button to enter into diplomacy with the selected nation.

Prestige

Prestige is a measure of your reputation amongst rival nations.

TO EARN PRESTIGE...
Observe your progress through the **prestige tab** via the **Objectives Panel**. Prestige is earned in many ways including winning battles, researching technology, and constructing certain buildings.

Public Order and Revolutions

HAPPINESS
Keep your people happy and your nation's population will steadily increase, taxes will be paid, and your regions will prosper.

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

TO MAINTAIN PUBLIC ORDER...

- Build entertainment for your people such as taverns.
- Garrison cities with troops to increase region repression.
- Maintain a reasonable tax rate across your regions.
- Grant tax exemptions to troublesome regions.

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

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

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

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

Revolutions are not a concern when playing as France, but are to their rival nations in multiplayer campaigns and the Campaigns of the Coalition.

Your Regions

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

Towns – These settlement areas can be one of three types, each with their own building chain options.

> **Industrial** – centres of industry that can be used to boost your arms manufacturing or industrial output.

> **Intellectual** – centres of learning that can be dedicated to the development of intelligence gathering or higher education and research.

> **Commercial** – Used to develop your regions trade or commerce. Crucially, these towns can be used to provide supplies to nearby armies.

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

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

Region Capitals

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

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

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

Developing A Region

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

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

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

Some options require specific technologies to be researched before they become available.

TO CHANGE BUILDING TYPES...
Each building belongs to a building chain, with each chain benefiting your nation in different ways. As you build further down a chain, the benefits from buildings increase.

The **Change Building Type** button in the **Review Panel** allows you to switch a building to one of the same level in a different building chain, without the need to demolish it.

TO GROW THE POPULATION...
Increase population growth by building or upgrading your farms and fishing ports and researching new agricultural technologies. Cutting taxes for the lower classes will also promote growth.

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

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

TO UPGRADE INFRASTRUCTURE...
Upgrading the road system will increase trade capability. Use the **Infrastructure tab** in the **Review panel** for a selected settlement to build roads.

Fighting Battles

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

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

A General's ability dictates which army can deploy first. The better the General you take into battle, the more chance you have of earning the right to deploy after your enemy, giving you an advantage even before the battle begins.

The option to deploy units is not available to armies that are victims of an ambush on the campaign map.

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

HOW TO WIN BATTLES
Winning a battle involves destroying an enemy or, more likely, breaking their morale so that they rout or surrender.

Battles have a duration indicated by the timer on your battlefield interface.

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

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

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

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

Morale will break when a unit feels heavily outnumbered or outgunned, and when routing sets in amongst nearby units.

ROUTING

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

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

SIEGE BATTLES

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

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

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

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

The Battle Interface

Land and Sea battles share many of the same interface elements, including the **Review Panel** and many other items on the **Battle Control Panel**.

1. Review Panel
2. Unit Controls
3. Manoeuvre Compass
4. Deployable Defences
5. Radar Map
6. Battle Events
7. Advisor
8. Balance of Power
9. Battle Timer
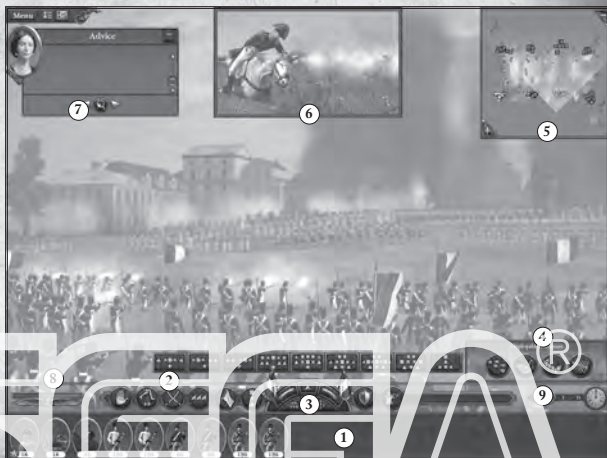
The Battle Control Panel

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

BALANCE OF POWER
The coloured vertical bar in the bottom left section of the screen tracks the relative strength of your army against that of your enemy.

BATTLE TIMER
The clock shows how much time is left before the battle ends. The adjacent controls allow the speed of the battle to be increased or decreased and for the action to be paused.

THE REVIEW PANEL
The **Review Panel** contains the cards that represent the units in your army or fleet. Grouped units are indicated by a group number and a coloured border linking them.

Right-clicking on a unit card opens that unit's **Information Panel**.

Unit Controls

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

In Land Battles...

MANOEUVRE COMPASS

The manoeuvre compass can be used to fine-tune unit orders. The forward and back arrows in its top half will cause a selected unit to march a short distance forward or back. The right and left arrows allow you to rotate the facing of the unit.

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

DEPLOYABLE DEFENCES

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

FORMATIONS

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

GROUP UNITS

Group selected units together by clicking on this button. You can reselect the group by clicking on its numbered tab, or by pressing the corresponding keyboard number.

HALT

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

RUN

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

MELEE MODE

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

SKIRMISH MODE

In skirmish mode, units avoid hand-to-hand combat with the enemy by retreating to a safe firing distance. Light infantry units begin with skirmish mode turned on.

GUARD MODE

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

FIRE AT WILL

The fire at will button toggles fire at will for the selected troops instructing them to open fire on any target within range.

WITHDRAW

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

SPECIAL ABILITIES

There are several special abilities buttons (including skirmish mode illustrated here) that enable special formations, ammo types or abilities that a selected unit has available to it.

In Naval Battles...

1. Wind Direction Indicator
2. Arc of Fire
3. Review Panel
4. Unit Controls
5. Manoeuvre Compass
6. Broadside Buttons
7. Ammo Types
8. Balance of Power

MANOEUVRE COMPASS

Used to fine-tune ship orders. The arrows can direct and rotate your vessel. The centre icon displays whether the selected ship is using full sail, half sail, or no sail. This can

govern the speed of the ship in relation to the wind direction. Use the plus and minus buttons either side to lower and raise the sails.

FORMATIONS BUTTON

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

BROADSIDE BUTTONS

These allow for direct control of the selected ships guns. Clicking on your left (or port) broadside button loads your guns and readies them to fire. The advancing red band around the button indicates the readiness of the gun crews. When this is complete, click on the button again to unleash a full broadside. The arc of fire for a selected ship will help you judge range.

GROUP BUTTON

Click this button to group two or more ships. This allows for quicker selection, the setting of formations and the ability to issue orders to ships simultaneously. To dissolve a group, select and use the group button again.

BOARD ENEMY

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

REPAIR SHIP

Clicking this button with a ship or ships selected will issue the order to begin repairs. Ships under repair will abandon move and attack orders until the work is complete or another order is issued.

ANCHOR SHIP

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

WITHDRAW

The withdraw button causes your ship to leave the battle.

FIRE AT WILL

The fire at will button orders the selected ship to 'fire as they bear' at any target that presents itself. On by default, deselecting the button causes your ship to hold its fire.

AMMO TYPES

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

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

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

Select **Chainshot** to target the sails and masts.

WIND DIRECTION INDICATOR

The wind is a major factor in naval battles. Knowing the direction of the wind and how your ship will perform is crucial. The wind indicator at the top of the battlefield view displays the current wind direction

The indicator on the radar map also shows the prevailing wind and when selected, a ship displays an arrow indicating wind direction in its reticule.

Unit Icons

There are a variety of interface items to help you manage and command your units on land and sea. Above each unit and ship there are icons that indicate their nation, experience, morale level and type.
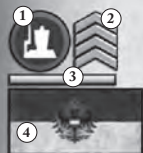
1 Unit type icon
2 Unit experience
3 Unit morale
4 Unit nation flag

UNIT EXPERIENCE
This is represented by a series of chevrons, allowing you to easily identify your most experienced units in your army and therefore, your most effective. Units can gain experience as the battle progresses.

UNIT MORALE
This bar represents the current level of morale for the unit. Units begin the battle with maximum morale, although the length of the bar differs unit-to-unit. As morale drops the bar changes colour from green to amber and finally to red. Once morale is broken the unit's national flag will flash white to signify that they are routing from battle.

UNIT TYPE
A typical army is made up of several unit types, each with their own strengths and weaknesses. These icons help you to quickly identify the troop types you have at your disposal.

	Line Infantry		Light Cavalry
	Light Infantry		Lancers
	Melee Infantry		Missile Cavalry
	Riflemen		Horse Drawn Artillery
	Grenadiers		Artillery
	Cavalry		Mortars

Multiplayer Battles

You can fight multiplayer battles with up to 8 players.

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

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

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

DROP-IN BATTLES
This option enables you to get straight into a 1v1 land or naval online battle. In Drop-in battles you will often be paired with an opponent of similar rank. Selecting this option also makes you available to face an opponent engaged in a single player campaign battle.

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

HOSTING A BATTLE
First choose your battle type and then select a map. You can then tweak various game settings before hosting. The game will then be added to the battle list so that other players may join and you will be taken to the **Game Lobby**.

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

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

Multiplayer Campaigns

In Napoleon: Total War you can now fight campaign games against another human opponent.

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

STARTING A CAMPAIGN
From the **Multiplayer Lobby**, select the **Campaign Games** tab to view the available campaign games which you can join.

From here you have the option to host a campaign or resume a hosted game.

HOSTING A CAMPAIGN
When hosting a game you first have to add a name for your game, choose an optional password and then select which of the Napoleon campaign maps to play.

THE CAMPAIGN GAME LOBBY
In this screen the host can invite a friend from their friends list before changing the campaign game settings.

In addition to options such as the **Game Type**, **Unit Size** and the option to **Show AI Moves** on the campaign map, the host can choose to set the turn time limit, the battle time limit and whether players fight battles on behalf of the AI.

In addition, a setting must be chosen for the resolution of battles when the pre-battle decision on whether to fight or auto-resolve, differs between the players.

MULTIPLAYER TURNS
In **Multiplayer Campaigns** the active player can carry out all the usual campaign tasks. The player out of turn can do everything apart from move their characters, armies and fleets.

Product Support

If you have any questions about how Napoleon: Total War
and the free Steam gaming service work together, use the
information you supply about yourself or have any other
questions regarding Napoleon's interaction with Steam
please check our Q&A first here:

www.totalwar.com/steam

If you are experiencing difficulty with the installation or
use of the Steam client itself please try the official
Steam Support page here:

support.steampowered.com

If you are experiencing difficulty with the installation or use of
Napoleon: Total War, links to the SEGA Europe online
Knowledge Base and FAQs are available here:

www.sega.co.uk/support

If you do not have access to the internet, or the above links do not
answer your questions, please call:

SEGA Customer Service

0844 991 9999 (local rate)
for details of product support in your region.

Warranty & Legal