

將軍



TOTAL WAR

SHOGUN<sup>TM</sup> 2

the CREATIVE ASSEMBLY

SEGA<sup>®</sup>

## HEALTH ISSUES

Use this software in a well-lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or television screen may cause a decline in visual acuity.

In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness for some people. If you experience any of these symptoms, consult a doctor before playing this game. If you experience any dizziness, nausea, or motion-sickness while playing this game, stop the game immediately. Consult a doctor when any discomfort continues.

## PRODUCT CARE

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

Clean the disc with a soft cloth, such as a lens cleaning cloth. Wipe lightly, moving in a radial pattern outward from the center hole towards the edge. Never clean the disc with paint thinner, benzene, or other harsh chemicals.

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

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

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

- Also read the manual of your personal computer.
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- Unauthorized copying of this manual is prohibited.
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PEGI ratings and guidance applicable within PEGI markets only.

### What is the PEGI System?

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

3

7

12

16

18

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



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

# TOTAL WAR SHOGUN 2™

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# WELCOME

**W**elcome to medieval Japan, and an era of warfare called the Sengoku Jidai, a time of constant warfare between great warlords and their samurai armies.

Total War: SHOGUN 2 is an epic strategy game, combining massive 3D battles in real time with turn-based management of your noble samurai family and its lands.

You command a clan and its armies. Your objective is to make your Clan Lord the military ruler of Japan, the Shogun, and the most powerful man in the country. This is the ultimate prize, although the road may be long and bloody. Along the way, you'll have to fight battles, build castles, besiege enemy castles, assassinate rivals, do deals with rival lords, take hostages, spy on your peasants with secret policemen, order your scholars to study new ideas, command the seas around Japan, and employ all your skills and cunning as a warrior. You will also have to decide what to do about some newly-arrived European strangers and their deadly guns.

You will have to train your clan's military forces of samurai and lesser warriors, and then lead them into battle on land and sea. At the same time, you'll need to make sure your clan lands are developed and run properly, so that you have enough money to pay for your wars of conquest. Sometimes the direct approach may not be the best, so you can send out your ninja to spy, kill and sabotage. Or you can send other agents such as geishas and monks to create discontent and unrest in rivals' lands: problems that you might be able to exploit.

This is a big, involving, intricate game world for you to explore and conquer.

The path to being Shogun of all Japan is at your feet. The journey begins with the first step...



# INSTALL GUIDE

Please note: the information in this manual was correct when it went to print, but some minor developments to the software may have been made after that date. All screenshots in this manual are from the English language version of the game.

## REQUIREMENTS

Please make sure your computer meets the minimum requirements listed on the packaging. Total War: SHOGUN 2 requires Windows 7, Vista or XP. An internet connection is required for the initial installation (broadband is recommended).

For the best experience of Total War: SHOGUN 2, we recommend that you run the game on a computer that meets the recommended requirements. It should have up-to-date graphics drivers and Windows updates.

You will not be able to enjoy multiplayer games without a good internet connection. Dial-up modem connections are not adequate.

## HOW TO INSTALL

Close all other applications before installing Total War: SHOGUN 2.

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

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

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

# GETTING STARTED

If you have never played a Total War game before, then the best place to start is with the game tutorial. This will introduce you to warfare in medieval Japan as the leader of the Chosokabe clan, one of the nine clans in the standard game. The tutorial covers the campaign game, where you make strategic decisions, carefully building up your forces and improving your clan holdings. It also shows you how to command your armies in land battles, and fleets at sea.

If you have played a Total War game before, then you are probably ready to leap right into the fray! However, before you draw your katana and make short, bloody work of your enemies, you might want to read the “Experienced Players Start Here” section of the manual. It explains the important differences between Total War: SHOGUN 2 and earlier titles in the award-winning series. You might also want to be careful in choosing the first clan you play. Not all clans and their starting positions are equal. A clan that starts in a corner of the map, or on an island, is easier to play than one in the middle of Japan, if for no other reason than there are fewer nearby enemies to face early in the game.

## HOW TO WIN

The objective in the single player campaign of Total War: SHOGUN 2 is to have your clan’s lord, or daimyo, become the Shogun of Japan. To achieve this, you will need to overthrow the current Shogunate based in Kyoto, as well as raising large armies to conquer many provinces, and crushing rival clans. You may well end up facing the combined might of the rest of Japan! If you grow to great power before marching on Kyoto, news of your fame may reach the Shogun, and, threatened, he may rally other clans to crush you.

The Shogunate was a military dictatorship that gave ultimate power to the man and clan in charge. Historically, the Tokugawa clan became Shoguns at the end of the Sengoku wars, and lasted as rulers for over 250 years. Although there was still an Emperor of Japan, it was the shoguns that actually ran the country. As you play Total War: SHOGUN 2 history may not necessarily repeat itself. That’s for you to decide.

# CONTROLS

Keyboard controls for Total War: SHOGUN 2.

## CAMPAIGN MAP

FUNCTION	STANDARD CONTROLS
Show Diplomatic Relations	K
Show Clan Screen	L
Show Mastery of Arts	M
Show Finance Screen	N
End Turn	Enter / Num Enter
Toggle Character Movement	Space
Current Selection Disband	Ctrl+P
Quick Save	Ctrl+S
Quick Load	Ctrl+L
Toggle Labels	Ctrl+T
Home Zoom	Home
Toggle Chat Entry	Y
Toggle Player List	U
Toggle Flag Display	J
Auto Merge Units	Ctrl+M



# BATTLES

FUNCTION	STANDARD CONTROLS
Select All Artillery	Ctrl +B
Select All Melee	Ctrl +I
Select All Cavalry	Ctrl +C
Select All Infantry	Ctrl +M
Toggle Fire At Will	T
Withdraw	Ctrl +F2
Create Selection Group	Ctrl 0-9
Select Selection Group	0-9
Set Ping Marker	F1-F4
Group - Toggle Group	G
Group - Battle Land Melee	F
Group - Battle Land Toggle Run	R
Group - Battle Land Special Ability 1	Shift+1
Group - Battle Land Special Ability 2	Shift+2
Group - Battle Land Special Ability 3	Shift+3
Group - Battle Land Special Ability 4	Shift+4
Group - Battle Land Special Ability 5	Shift+5
Group - Battle Land Special Ability 6	Shift+6
Group - Battle Land Special Ability 7	Shift+7
Group - Battle Naval Toggle Boarding	B
Group - Battle Land Increase Rank	L Bracket
Group - Battle Land Increase File	R Bracket
Group - Battle Land Step Backwards	/
Group - Battle Land Step Forward	'
Group - Battle Both Rotate Left	L
Group - Battle Both Rotate Right	;
Group - Battle Naval Decrease Sail	L Bracket
Group - Battle Naval Increase Sail	R Bracket



# BATTLES

Group - Battle Naval Sail Forward	Apostrophe
Group - Battle Naval Repair	R
Group - Battle Land Formation Spear Point	Alt+0
Group - Battle Land Formation Cranes Wing	Alt+1
Group - Battle Land Formation Flying Geese	Alt+2
Group - Battle Land Formation Reclining Dragon	Alt+3
Group - Battle Land Formation Way of the Tiger	Alt+4
Group - Battle Land Formation Bark of the Pine Tree	Alt+5
Group - Battle Land Formation Cloud Dragon	Alt+6
Group - Battle Land Formation Flying Bird	Alt+7
Group - Battle Naval Formation War of the Sword	Alt +1
Group - Battle Naval Formation Three Day Old Moon	Alt+ 2
Group - Battle Naval Formation Bird Cloud	Alt+3
Group - Battle Naval Formation Extended Snake	Alt+4
Toggle Pause	Pause/P
Cycle Battle Speed	Ctrl/T
Change Minimap Size	J
Chat With All	Shift+G
Chat With Team	Shift+T
Show Deployment Images	Space
Toggle Ship Firing Arcs	H
Visibility Toggle Radar	F5
Toggle Chat Panel	Y
Toggle Player List	U



# CAMERA CONTROLS

FUNCTION	STANDARD CONTROLS
Step Forward Fast	Numberpad 8
Rotate Up	V/+
Rotate Down	C/-
Camera Up	X/Multiply
Camera Down	Z/Divide
Toggle Move Fast	Caps Lock
Rotate Left	Q/Numberpad 4
Rotate Right	E/Numberpad 6
Strafe Left	A/Numpad 1
Strafe Right	D/Numberpad 3
Move Forward	W/Numberpad 5
Move Back	S/Numberpad 2
Increase Camera Rotation	Shift+Page Up
Decrease Camera Rotation	Shift+Page down
Unit Zoom	End
Intelligent Zoom	N
Toggle Tracking	Delete
Context Camera	Insert

# UNIVERSAL CONTROLS

These controls are used throughout the game.

FUNCTION	STANDARD CONTROLS
Toggle SFX	Alt+S
Toggle Music	Alt+ M
Deselect All	Return
Select All	Ctrl+A
Select Next	Period
Select Previous	Comma
Current Selection Order Cancel	Backspace
Voice Chat	Ctrl+Q
Browser	Webhome
Standard Ping	F1
Move Ping	F2
Attack Ping	F3
Defend Ping	F4

## WHAT'S NEW?

If you've been a Total War player before, welcome back! You probably know all there is to know about Total War games but, as we often do, we've changed a few things in Total War: SHOGUN 2. After all, warfare has changed from period to period, and the challenges in Japan are different from those in other Total War games. So, you might want to spend a couple of minutes reading the next section of this manual.

## ENCYCLOPAEDIA

Previous Total War games have included an advisor system to tell you about game concepts and how these work in gameplay.

This game includes a new and comprehensive encyclopaedia system that explains everything about the game. When playing the game the encyclopaedia is your first port of call for everything to do with how Total War: SHOGUN 2 works, and the concepts behind the game.

You can access the encyclopaedia from the in-game advisors, and from pretty much any information panel in the game. Once you're looking at an encyclopaedia page, hyperlinks can take you to any other information in there. You'll also find links to additional online content if you have an active internet connection.

## BATTLES

There are now FPS-style keyboard camera controls available as an option in battle. This applies to all kinds of battles in the game. However, there are also changes specific to different battle types:

## LAND BATTLES

Battlefields are strongly linked to the campaign map terrain you're fighting over. Pick your spot for a battle with care!

A General is extremely important to your army in Total War: SHOGUN 2 battles. Don't be overly tempted to use him as a frontline combat unit because his death will have dire consequences. He has other uses which have more impact on the course of battle. All generals have a zone of influence around them, and they inspire any units within that area to greater efforts by increasing morale. He can also rally broken troops to return to the fray.

This can be important because surprise can have a shock effect on unit morale: a unit suddenly being ambushed will suffer more than one that sees the enemy approaching. Morale will also suffer in night battles unless your general knows his business. Missile range is, as you might expect, reduced at night.

Missile range also suffers in bad weather. Snow and rain will slow the firing rate of guns as the gunners try to keep their powder dry, but all troops will tire quickly in cold and wet conditions. Fog reduces visibility and makes it awkward to fight effectively.

A general need no longer be the only “heroic” unit in an army. There are hero units of highly specialised and skilled fighters, backed up by a small force of loyal retainers. These can be extremely powerful, but vulnerable to being swamped by large numbers of enemies.

Many ordinary units now have special abilities, like the “second wind” ability of cavalry units that allows them to keep fighting harder for longer. Some abilities are time limited, and burn out, so it is important to choose the right time to use them.

Finally, don’t be tempted to have all your troops run everywhere on the battlefield. Apart from tiring them out very quickly, running also reveals a unit’s position to the enemy. It is now possible to walk through a forest and stay hidden from the enemy, until the right moment to attack, of course!

## NAVAL BATTLES

There are no admirals in Total War: SHOGUN 2! Instead, generals command fleets, and they will do a better job if they have some appropriate skills and/or traits.

There is now terrain in sea battles, in the shape of land masses and shallows. As you might expect, ships cannot move through either, although they can fire at each other across shallows.

Weather has significant effects on naval battles: fog makes it awkward to fight, and snow and rain slow everything down. Rain, of course, slows the firing rate of guns because it is difficult to keep gunpowder dry in such conditions.

For the most part, ships do not rely on the wind to move. Instead, they are mostly powered by oars and rowers, who will get tired over the course of a battle. Ships will come to a stop if not ordered to move.



A ship's movement speed is important during missile combat, and striking a balance between moving and firing is an important skill to learn. If a ship is stationary, the combat troops aboard will fire faster because they are not struggling to keep their footing. On the other hand, they are a stationary target: moving around makes a ship a harder target to hit, but decreases its firing rate.

Some ships now have special abilities, such as being able to fire flaming missiles to set enemy vessels alight.

In some battles, mines can be deployed before the battle starts. These will float around, and detonate if they come into contact with a ship. At best, being sunk by your own mines is embarrassing; at worst, it will cost you the battle.

## SIEGES

Sieges remain a sub-type of land battle, but they are very different from those in previous Total War games.

For a start, walls are climbable by nearly all infantry units. Why? The Japanese designed their castles to withstand earthquakes because these are relatively common in Japan; castles have sloping walls to give them the best chance of not falling down. As a result, Japanese castles are only partly designed to keep enemies out. They are also designed to make the interior of the castle a killing ground for anyone inside.

If you don't fancy having your troops climb over the walls, on the campaign map before a siege you can send a ninja to sabotage the castle. If successful, this will open the gates to your men.

Successful castle sieges will be a fight through a series of killing zones to reach the castle's central tower and capture it. Along the way, the besieging army can capture towers, and these will become automatic firing points against the defenders. The attackers can also open the gates and allow in more troops, such as cavalry.

Unlike in previous Total War sieges, artillery is not for breaking down walls, it is used to kill enemy troops. You can use incendiary fire arrows to set castles on fire during sieges, but this is a time-limited ability for archer units. Use them carefully!

Finally, as a castle is improved and extended on the campaign map, its ground plan when besieged will become increasingly complex. It's worth improving key castles on important defensive locations to make them into a vicious killing ground.

## CAMPAIGN GAME

The first thing you might notice is that the campaign map camera can now rotate to change your view of the map. You can now look behind a sea of banners to find exactly the unit you are trying to select. Even if you can clearly see what's going on, it can be useful to turn the camera around and change your view of the map. Have a look at your own position from the enemy's viewpoint: you might find that your impregnable position no longer looks quite so safe.

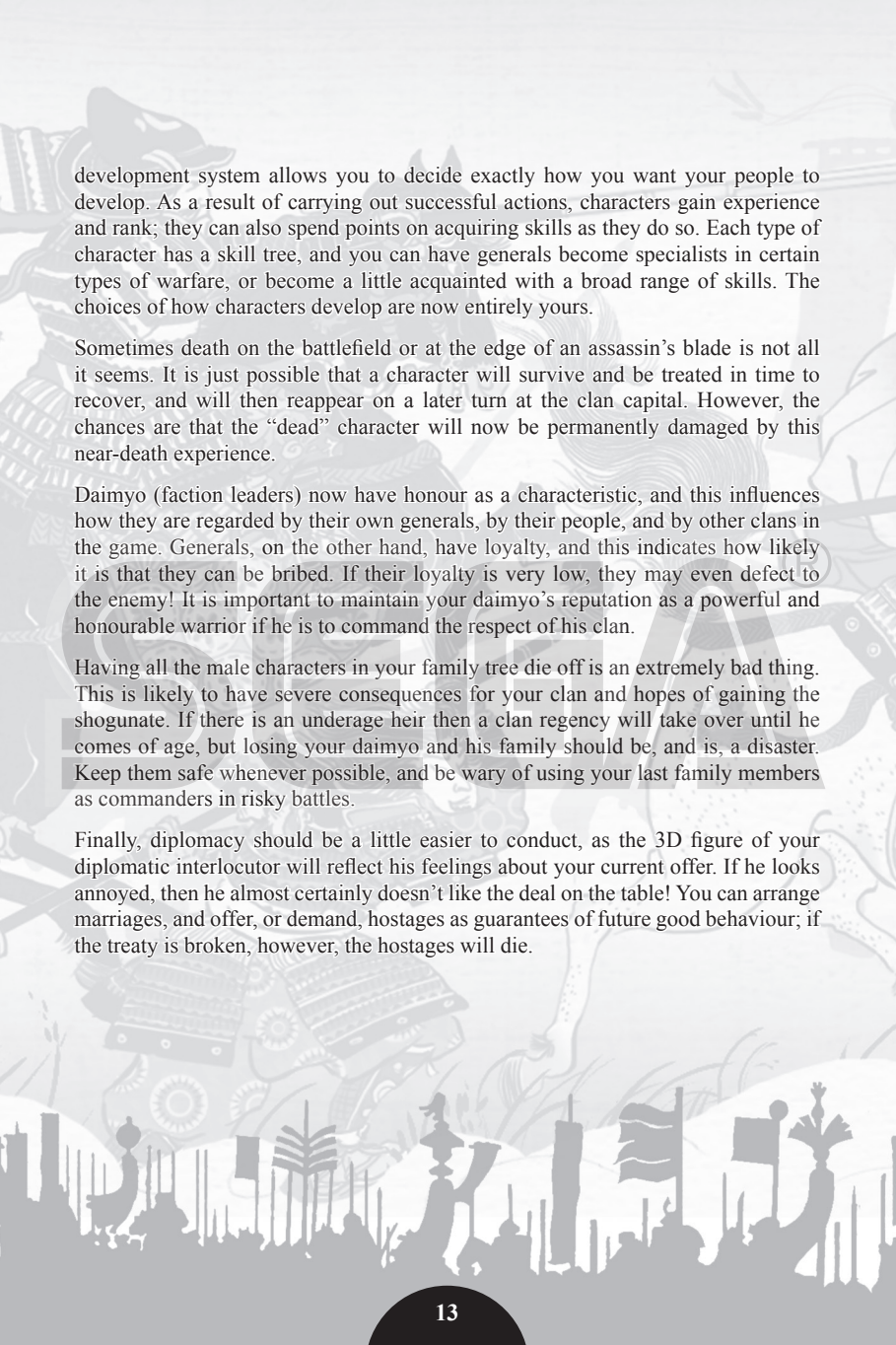
While we're looking at the map, provinces have production specialisations in goods or unit types of one kind or another. It is possible to upgrade a province's specialisation. Certain resources are required to build very advanced buildings or units.

Castle towns are the focus of every province. Upgrading the castle enlarges the town and enables the construction of additional buildings. However, this increases the town's need for food, so you will need to make sure you improve your farms as you extend your castle towns if you wish to avoid food shortages.

There is still a technology tree in the game, but these are now called "arts" in keeping with the Japanese character of the game. Mastery of the arts will unlock new units and abilities, allow the creation of new buildings, and generally improve your clan's potential. You can attempt to master only one art at a time. Do not neglect them in favour of pursuing a simple-minded strategy of killing your enemies: samurai were expected to master the sword and cultured pursuits.

There is a completely new set of agents; these no longer spawn, but must be actively recruited. Each agent has a specific set of actions which they can perform (at a cost) on armies, towns, and other agents.

In previous Total War games, your generals, spies and agents have all gained character traits from game events such as winning battles or suffering assassination attempts, or even being left to rot in backwater corners of the map. Characters still receive traits like "brave" or "drunkard" in this fashion, but a new character



development system allows you to decide exactly how you want your people to develop. As a result of carrying out successful actions, characters gain experience and rank; they can also spend points on acquiring skills as they do so. Each type of character has a skill tree, and you can have generals become specialists in certain types of warfare, or become a little acquainted with a broad range of skills. The choices of how characters develop are now entirely yours.

Sometimes death on the battlefield or at the edge of an assassin's blade is not all it seems. It is just possible that a character will survive and be treated in time to recover, and will then reappear on a later turn at the clan capital. However, the chances are that the "dead" character will now be permanently damaged by this near-death experience.

Daimyo (faction leaders) now have honour as a characteristic, and this influences how they are regarded by their own generals, by their people, and by other clans in the game. Generals, on the other hand, have loyalty, and this indicates how likely it is that they can be bribed. If their loyalty is very low, they may even defect to the enemy! It is important to maintain your daimyo's reputation as a powerful and honourable warrior if he is to command the respect of his clan.

Having all the male characters in your family tree die off is an extremely bad thing. This is likely to have severe consequences for your clan and hopes of gaining the shogunate. If there is an underage heir then a clan regency will take over until he comes of age, but losing your daimyo and his family should be, and is, a disaster. **Keep them safe whenever possible, and be wary of using your last family members as commanders in risky battles.**

Finally, diplomacy should be a little easier to conduct, as the 3D figure of your diplomatic interlocutor will reflect his feelings about your current offer. If he looks annoyed, then he almost certainly doesn't like the deal on the table! You can arrange marriages, and offer, or demand, hostages as guarantees of future good behaviour; if the treaty is broken, however, the hostages will die.

# MULTIPLAYER GAMES

The biggest new feature of Total War: SHOGUN 2 when compared to earlier games is the multiplayer game.

The avatar is you in the game, and acts as a general in battle for your forces. You can improve the skills and traits of your avatar over time, and gain retainers to add further to his abilities. There's an entirely separate and special skill tree system for avatars that is distinct from the one-player campaign game. Your avatar's appearance can be customised, and you can also collect armour sets by completing in-game achievements. Your avatar can wander the world in search of battle to unlock provinces, and so gain extra game items.

While your avatar is exploring the game world, a massive war between the community clans is taking place to control it. Once your avatar has joined an online clan, your efforts will aid your clan's efforts to control provinces on the map. Leaderboards allow you to track your individual progress even as you aid the clan.

As well as drop-in battles, you can also set up preferences for matchmaking to be as specific or as broad as you like: you can select one type of battle, or opt to join anything that's going, or anything in between.

The multiplayer game has a full co-operative mode where allies can share line of sight and victory conditions as they fight to become rulers of medieval Japan. You can even share command of units during battle. Battles include 1v1, 2v2, 3v3 and 4v4 on land and sea, and you can have separate rankings in each of these.

During battle you can now attack and take buildings that give unit buffs to the owner's forces. There's also a ping system that allows you to share strategies with your allies.

You can find out more information about multiplayer games from the Total War: SHOGUN 2 in-game and on-line encyclopaedia.







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or call

**0844 991 9999** (local rate)

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## WARRANTY

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