

REIGN

CONFLICT OF NATIONS



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Installing and Launching the Game

System Requirements

In order to play the game, your PC should meet the following requirements.

Minimum System Requirements

Operating System: Windows XP/Vista
Processor: Intel Pentium 2.4GHz or similar
Memory: 512MB (768MB for Windows Vista)
Video card: NVIDIA GeForce 6600 or ATI Radeon X650 with 128MB, DirectX 9.0 compatible
Sound card: DirectX 9.0 compatible
Hard disc: 2GB free HD space
CD ROM: PC DVD-ROM

Recommended System Requirements

Operating System: Windows XP/Vista
Processor: Intel Pentium IV 2.4GHz, AMD Athlon 64 2800+ or Intel Pentium 1.8Ghz Dual Core and higher
Memory: 1GB (2GB for Windows Vista)
Video card: NVIDIA GeForce 7800 or ATI Radeon X1800 with 256MB, DirectX 9.0 compatible
Sound card: DirectX 9.0 compatible
Hard disc: 2GB free HD space
CD ROM: PC DVD-ROM

ATTENTION! Game requires DirectX9.0c installed.

ATTENTION! The game is not guaranteed to run with integrated graphics and on notebook PCs.

Additional software

To run the game properly, your PC must have certain additional software installed, which can be found on the game disc or downloaded from the following locations:

Microsoft DirectX: www.microsoft.com/windows/directx/

OpenAL: <http://connect.creativelabs.com/openal/default.aspx>

Installing the game

In the Autorun Menu select "Install" to launch the wizard that will guide you through the installation process.

During installation, the game files will be copied to the hard drive and the "1C Company\Reign - Conflict of Nations" program group (by default) will be created in the Windows Start Menu. It will include shortcuts to start the game, open this manual, browse the websites of the game, developers and publisher and remove the game.

Uninstalling the game

In order to uninstall the game, click on "Reign: Conflict of Nations" icon in the program list of the start menu and choose the "Uninstall game" (uninstall) option. You can do the same using Windows Control Panel (Control Panel > Add or Remove Programs > Reign: Conflict of Nations > Uninstall).

Running the game

To run the game, use the Reign: Conflict of Nations shortcut on the desktop or in the game program group in the Start menu (1C Company/Reign - Conflict of Nations by default).

STARTING THE GAME

● Main menu



Title menu

New Game - click this button to begin a new game. After choosing the era you would like to play, you may select a campaign (see "Campaign selection").

Continue - clicking this button will automatically load your most recently saved game.

Load Game - opens a list of all your saved games, which you can load or delete.

Profile - enables you to switch profiles. A personal profile allows each player (if there are several) to keep separate settings and game saves.

Settings - various game settings can be changed here. For a detailed explanation of each, please refer to the "Settings" section, below.

Credits - the list of people who created the game.

Quit Game - closes the game and returns you to the desktop.



In-game menu

Continue the Game - return to the current game.

Restart - lets you restart the game from the last saved position.

Load Game - opens a list of all your saved games, which you can load or delete.

Save - lets you save your current game or delete other saved games.

Settings - various game settings can be changed here. For a detailed explanation of each, please refer to the "Settings" section, below.

Exit to Menu - lets you return to the title menu, where you can start a new game.

Quit Game - closes the game and returns you to the desktop.

Settings

Gameplay settings screen



The gameplay settings take up two screens. You can switch between the screens by clicking the arrows near the bottom of the panel.

On the first screen you may set the following parameters:

Autosave - determine how frequently the game will automatically save your progress.

Tutorial - tutorial tasks are only available in the free-play campaign and the 1350-1450 campaign.

Random quests - random tasks are events unrelated to the progress of history, but are still important for the management of your state. You can turn them off if you want full control of your state's development.

Historical tasks - historical tasks occur at a fixed time, corresponding to the dates of real historical events. You can turn them off if you desire to shape the history of your game yourself.

Monitoring of active tasks - if enabled, this shows the current tasks on your game screen. This allows you to quickly see your task descriptions, and recheck the goals and deadlines.

On the second screen you may choose the types of tips and notifications appearing during the game.



Game difficulty screen

There are three levels of difficulty in the game, which adjust certain gameplay parameters.

Deputy - the easiest difficulty level. You will gain diplomatic bonuses, and buildings will cost less, as will technologies and abilities. Additionally, you are at a decreased risk of various unfortunate events happening.

Prince - the average difficulty level. You will not receive any concessions, but your game will not be too hard either.

Sovereign - the hardest and the most realistic difficulty level. To succeed you will have to be in control of the situation at all times and make few if any mistakes.

The difficulty level can be changed during the game at any time; this can help you get a grip on the game mechanics before increasing the difficulty, or help you escape from difficult situations.



Video settings screen

You will find the following options on the "Video settings" panel:

Contrast and brightness sliders can be used to adjust the image.

Resolution can be changed to best fit the resolution of your display device.

Windowed mode allows launching the game in a window rather than in full screen.

Hardware cursor allows the cursor movements to be processed by the operating system, which can improve performance.

Increased quality of trees can be turned off to improve performance.

Shadows make the game look more realistic, but put a greater demand on system resources. You can turn this off to improve performance.

Introductory video, if enabled, is played every time you launch the game.



Audio settings screen

On this panel you can adjust **sound and music volume**, as well as enable or disable sound hardware acceleration.

Campaign selection

After choosing to start a new game you will be asked to select a campaign, a country and a portrait of the ruler that suits your liking. There are different goals and resources available in different time periods. For your first game we recommend a "free play" campaign starting in the year 1350 AD.

Having selected a time period, you will be brought to the nation selection screen.



The map shows, in different colors, all the nations that will take part in the upcoming campaign. Click on any of them to see the short description of this nation's goals (which are similar for all), the professions of the starting characters, and the list of unique units available in the cities of this nation.

The shield icons near the nation you selected represent your prospective neighbors. You can hover the mouse over any shield icon or a city to learn more about the region's geography.

Once you decide upon which nation you wish to play, select a portrait for your ruler using the small arrows to the left and right of the portrait, then click "Start".

GAME BASICS

• Game world

The main game screen consists of a 3D global map, which is both the scene of action and the principle game interface. In addition, there are several panels which encompass the main control elements.

Clicking any object on the map will select it for further actions. A right click usually orders the selected character or agent to perform their default action - go to the target area, attack an enemy, or use an ability.

The **upper panel** contains basic information - the current date, the general size of your army, and the number of resources you possess. The upper panel also contains buttons that allow you to do the following:



- open the in-game menu (hotkey - *Esc*)
- open the "Nation" panel, which contains various information on your nation, cities, characters, family, and the titles of the ruling monarch (hotkey - *F1*)
- open the "Diplomacy" panel, which shows the diplomatic relationships between your nation and its neighbors (hotkey - *F2*)
- open the "Science" panel, which enables you to research new technologies (hotkey - *F3*)
- open the "Quests" panel, which displays your current quests and the deadlines for their completion (hotkey - *F4*)
- open the "Statistics" panel, with which you can compare your achievements with those of other nations (hotkey - *F5*)

The **lower panel** consists of the *minimap*, which displays what is going on in the area surrounding your current position; the *central panel*, which contains information about the selected object, plus buttons that open up additional windows; and the *right panel*, which houses the buttons used to control the selected object.

You to access the map of the whole region by pressing the button above the minimap which is marked with the letter "M". This map can also be brought up by the hotkey *M*.

The **global map** is the central screen where all the action of the game takes place.

You can zoom in with the mouse wheel to take a closer look at your lands, or zoom out to overlook a larger area; to move the camera around, use the arrow keys on the keyboard or move the cursor to the edges of the screen.

On the global map you will see cities, villages, and forts, various characters, armies, refugees, migrants, and rebel gangs. Each of these is described in more detail below.

Cities - here you can produce resources, train units and construct buildings. Cities can be protected by garrisons of several units, and are susceptible to the influence of your characters and any current effects upon the province. Cities are the principle targets of wars.

Villages - like cities, these appear as objects on the map. They produce "Provision", and can be created and managed via the city interface. Like cities, villages can hold garrisons. Each region contains several villages, and controlling them provides you with tactical advantages in that region.

Forts - like villages, these objects appear on the map once they are built through the city interface. There are several levels of upgrades which give the units stationed inside a defensive bonus. The position of a fort is predetermined - it will only appear in a set place.

Characters - these are all the personages which comprise the state's court. They range from generals to politicians to religious leaders, alchemists and scientists. They can move about the global map and influence cities or other objects in a variety of ways. Characters also possess unique abilities and bonuses. For example, some can lead forces in battle, or increase their effectiveness. There can be no more than 12 characters of a single country traveling on the global map at any given time. Any additional characters can be stationed in cities.

Agents - ambassadors, preachers, merchants and assassins. These are characters who have been hired to perform a single action on the global map.

Settlers and refugees - these are groups of civilians that can appear on the global map under certain circumstances.

Armies - these are units that can autonomously move across the map.

City management

Clicking on the city icon will bring up the main city window, which shows the city's general parameters. This screen contains buttons for opening submenus, which provide further details about what is going on in the city.

There is a "question mark" button in the upper left corner of most windows. You can always press this button to learn more about the contents of the current window.



The main city panel contains the following information:

- The population's well-being. This shows the general level of peace and well-being in the city. High levels of well-being mean that the city is prospering and will bring greater profit in taxes. Low well-being leads to increased risk of riots in the city.
- The loyalty gauge, which shows the stability of the region. Loyalty also affects the risk of riots.
- The number of citizens engaged in some form of trade.
- The number of citizens ready to join the military.
- The number of units stationed in the city.
- Resource production level: the amount of resources this city will supply this season.

The right city panel allows you to:



Hire a new character.



Direct settlers to another city.



Destroy a captured city.



Plunder a captured city.



Take the citizens of a captured city as prisoners.



Move forces from the city.



Join together incomplete units.



Dismiss the city's garrison.



Finally, when the city is under siege, there is an option to attempt a counterattack.

THE PALACE: Characters, ambassadors and prisoners



Court - this is the place where all the characters who enter the city can be found. The number of character slots in all cities except for the capital is limited by the city's level of development.

Embassy - the ambassadors of other non-hostile countries of equal status are accommodated here. Ambassadors improve relations between states. To increase the number of slots available for ambassadors you can build an embassy.

Prison - the place where captured enemy generals, spies and enemy ambassadors are kept. Prisoners are taken here when they are captured inside the territory of this city's province. You can opt to release a prisoner in order to improve diplomatic relations with that prisoner's ruler.

CITY HALL: Buildings and production



Here you can build a number of buildings which provide various bonuses, either inside your cities, or outside on the territory of your province. You can also manually set the amount of production capacity allotted for the gathering of Provisions, Money, and Knowledge. This can be done by moving the sliders that represent the number of citizens working in each of these fields.

BARRACKS: Unit production

In the barracks you can hire new military units and supply wagons. Units hired on this screen will be added to the city's garrison. As you acquire new technologies and build new facilities in the city, the variety of available units will increase.

Combat units are divided into three eras, each representing a stage

in the evolution of military technology. You can still hire older unit types even after you gain access to newer types.



To begin the hiring process, select a desired unit and press the "Add" button, or click on the unit while holding **Ctrl**. You can queue the hiring of as many units as you wish, provided you possess the necessary resources.

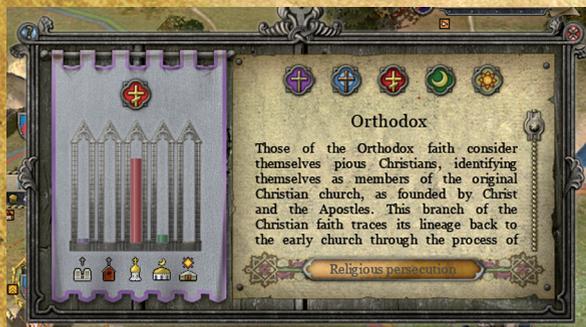
ARMY: Garrison management



Here you can see the units comprising this garrison, and the maximum number of units that can be stationed here. In the case of a siege, garrisoned units will benefit from protective city walls.

Initially, cities can hold only 10 units, but this number increases as the city develops.

RELIGION



This screen will show you how your people are divided according to their religion, which provides important information about the city. Here you can also familiarize yourself with the benefits and problems associated with each religion.

You can choose a religion by clicking on one of the five icons at the top of the panel.

If you wish to quickly get rid of the practice of a given religion, you can **announce that its followers are subject to persecution**. The number of people following this religion will decrease, but the city's well-being may drop substantially: the more followers of the "persecuted" religion are present in the city, the more its well-being will decrease.

• Characters and Abilities

Characters are the main assets of any state - they are the ones who carve the path of history. They each possess skills, which can be improved over time through a basic character development system. When a character's experience in certain fields increases, that character will improve their abilities, becoming more efficient in their specializations.

Character development



There are six professions which a character may pursue: **Monarch**, **Governor**, **General**, **Spy**, **Priest** and **Scientist**. Each of the professions has its own specialization, and it is only by having all types of characters at your disposal that you will open the full range of skills required to successfully rule your nation.

All characters may specialize in any profession, and can be trained in up to **three** of them, for a combined total of **21** levels. Consequently, the maximum level any profession can reach is 21. In case of multiple professions the levels are cumulative, so a character trained to be a level 10 Scientist, a level 4 General and a level 7 Monarch is considered fully developed and cannot be trained further (for the sum of his levels is 21).

The experience that character receives is divided equally among all his professions, but each new level will cost 35% more experience for the second profession and 70% more for the third.

Each profession is comprised of **nine** unique skills, of which characters can gain up to **six**.

All characters receive a small amount of experience each season, with further experience awarded for various actions the character performs (destroying enemy units, using abilities and so on).

Character professions



Monarch - characters of this profession have abilities for managing the nation. They are unique in that they can influence all aspects of the state at once. A ruling Monarch increases well-being of all cities each season, based on the level of his profession.



Commander - the second most important profession after Monarch. Commanders have the unique ability to command a mobile army. Starting from the first level, a General can lead combat units. By level 3 he can lead five units, and by level 21 he can lead up to 30 units.



Governor - these characters have the ability to manage and influence the workings of cities. Governors increase resource production rates in proportion to their level, including the rate of gold production.



Priest - a city that falls under the influence of a Priest slowly changes its dominant creed to that of the Priests'. A character that achieved the maximum level in this profession converts a population many times faster than a new character.



Alchemist - this profession stimulates the development of science, and helps to better adopt new technology to the needs of the state. A city that falls under the influence of a Scientist receives a bonus to knowledge production, based on the Scientist's level.



Spy - Starting from level three, a Spy becomes invisible to other players, and while he stands still on his own lands, a Spy can detect enemy spies and assassins within the radius of his view. The chance of such detection is based on the difference between the Spies' levels, and other factors.

The cost of a new character will be higher if you already have a character of the same main profession. This does not apply to characters which have the profession as a second or third specialization.

Agents

Monarchs, Governors, Priests, and Spies can hire additional characters to carry out their orders. These characters are called "agents".



Ambassador - these characters can interact with any non-player city on the map and initiate the "Negotiations" panel, in the diplomacy window. This window is otherwise unavailable, so it is necessary to use Ambassadors to engage in negotiations with other countries. After performing said negotiations, the Ambassador is dismissed. Ambassadors can be hired by Monarchs.



Merchant - after forming an alliance through negotiations, the player can open trade agencies in cities. Trade agencies produce a small income by themselves and improve gains from sea ports built in cities. Trade agencies can also be upgraded over time. Up to three Merchants can open their businesses in a single city. Merchants can be hired by Governors.



Preacher - these characters convert part of a city's population to his religion. Preachers are especially useful when you need to quickly change the dominant religious creed of a certain city. Preachers can be hired by Priests.



Assassin - these characters can kill any other characters on the map. After an assassination attempt, the Assassin is dismissed no matter the outcome. His chance of success is determined by various factors. Assassins can be captured by Spies, and in the case of failure may betray the identity of their masters. Assassins can be hired by Spies.

These characters can remain in the game for as long as the player wishes. The ability to create an additional character will start recharging immediately after being used.

WARFARE

Battles and battle preparations take up a significant part of the game. Even if you prefer a peaceful style of play, you will no doubt have to occasionally deal with aggressive neighbors, nomadic tribes, the expansion of the Turks and knightly orders, and even riots in your own state.

Units

Units are basic battle entities which represent groups of soldiers. There are many different types of units, with each having different attributes.



Wagons do not take part in combat, but are used to store provision and equipment needed for distant travels and for supplying combat units guarding remote objects. A general who neglects to see about supplying his army risks heavy losses in battle or even losing them outright. After battle, the winner can capture the defeated army's wagons. Partially loaded wagons can be combined to take up less space, just like other types of units.



Infantry of various types is the basis of almost any army, thanks to its low cost and versatility. Infantry is best used for defending villages and cities. The majority of infantry squads are linear - the soldiers are positioned in a line to shield the archers and artillery in the back rows from enemy attacks. Infantrymen can be armed with short weapons, like swords, axes and maces, and long weapons, such as pikes and halberds.



Shooters, either bowmen or musketeers, have two common traits. Firstly, archers can attack enemy units before they draw close enough to engage in melee combat - and if the enemy is demoralized or had suffered severe losses, it may not make it to the melee phase at all. Secondly, when attacking melee units, archers can avoid retaliation by swiftly retreating to new positions.



Cavalry units have an advantage over infantry in that they require less manpower and resources, which allows the player to create more cavalry units before depleting the number of soldiers available in the city. Cavalry will allow you to quickly catch up to and engage archers, and can intercept retreating units. Commanders, who can improve the efficiency of their armies, have a squad of cavalry as their personal guard.



Mounted Shooters fall into two distinct categories. Both types are basically archers on horseback, but they differ in their battle tactics. Reiters and mounted bowmen attacking from horseback, which allows them to close distance with their enemy before the opponent can take action. Dragons, on the other hand, travel on their horses, but dismount before battle.

and engage the enemy on foot; this allows them the advantages of line infantry.



Artillery can inflict major damage on the enemy and break walls, but is highly vulnerable and requires the protection of infantry. When in danger, artillery squads automatically attempt to retreat. In order to produce cannons, the player must invest heavily in the development of technology and the construction of armories.

Eras

The units available in the game are divided into three groups, each representing a technological era (see "Scientific development", page 26). These eras correspond to the early, middle, and late periods available in the game.

To be able to train a squad, the player must first learn the corresponding technology, and build the respective training facility.

Unit attributes

To inspect a unit, click on a unit icon on any game screen.



Unit size shows how many soldiers are in the unit. Remember that the maximum size of different units may vary: an infantry unit of 40 infantrymen is only 2/5 full, while a cavalry unit of the same size is at full capacity.



Attack shows the unit's chance to hit the enemy in battle. The higher this parameter, the better unit's battle performance. The weapon icon (sword, pike, musket or cannon) shows the attack type of the unit, which determines what turn it takes during combat.



Defense shows the unit's ability to avoid enemy attacks and counter-attack. If a unit's defense is equal to an enemy unit's attack, this unit has a 50% chance of withstanding the attack without taking any damage; if a unit's defense is equal to the enemy unit's defense, this unit has a 50% chance of performing a counter-attack (or a pre-emptive attack, depending on its initiative).



Damage is the portion of the maximum enemy unit size which will be destroyed if the attack is successful.



Experience - the unit's experience shown in percent. When units advance a level, they receive bonuses to their defense, attack, and damage.



Reload time - the amount of turns it takes the unit to reload its crossbows, muskets or cannons, in order to be able to attack again.

Units with high attack and low damage ratings attack frequently, but deal small amounts of damage; units with high damage and low attack ratings have a substantial chance of missing, but deal a great deal of damage.

Some units possess additional abilities, which you can learn about from the unit's description. These abilities are shown as small icons at the bottom of the window.



Battle standards, which sometimes can be seen waving above armies, indicates that this unit is the general's special guards. If at least one such unit is present, all other units receive a bonus to their parameters.



Line formation allows infantry squads to contain enemy attacks, preventing him from advancing further, thus protecting your artillery and keeping retreating squads from being captured.

Armies and unit transferring

All the units in the game can be a part of one of three battle entities - city garrison, an army led by under a Commander, or a marching army.

The **City Garrison** is the place where units first appear after being trained and hired. Each city can hold a fixed number of units, depending on the city's level of development. When protecting a city, units fight more efficiently even without reinforced walls, which can be built to halt enemy advance. Garrisons can be placed in villages and forts as well.

Commanders can travel with armies to any point of the map, either by land or sea. Beginner Commanders can take only up to five units with them, while the most experienced ones can fill all 30 empty slots with units:

Armies without generals can travel about the map just as well, but cannot attack the enemy by themselves. They are useful for moving your forces from one city to another, or to send reinforcements to a general in a remote land.

To place newly trained units in the charge of a Commander, select him and right-click on the city with the units. Instead of entering the city, the Commander will be taken to the unit transfer window.

Here there are buttons at the bottom of the screen which allow you to select all the units of a certain type or all damaged units. You can also select units

on the both sides of the screen by holding **Ctrl** and clicking on them.



The big arrows in the center of the screen allow you to quickly move all units to the other side. The central button moves selected units from one side to the other. In addition, you can double-click on a single unit to move it to the other side.



Units can be sent to other cities, villages, or to a general as reinforcements, without the help of a character. Just select the desired units and press the corresponding button.

● Battle

A battle begins when two armies of rivaling players meet, when riots occur, or when the Horde attack a city.



Battles in the game play out without direct intervention from the player-Commanders make the decisions by themselves based on broad-scale instructions. Before the battle, the player can set the tactics and goals for the army.

The blue and red lines above the buttons show the approximate state of play.

This does not take into account strengths and weaknesses of the individual units, but only serves to compare the number and condition of the units.

After selecting a tactic that seems most appropriate, you can either press the "Battle" button to see how the battle plays out, or press the "Outcome" button to skip the battle and see the battle-results right away.

Battle tactics

There are two distinct groups of tactics - target selection and retreating.

The left column, with the blue buttons, gives you a selection of tactics for determining your targets.



Attack strong enemy. Your units will engage the strongest enemy units first in an attempt to weaken and crush the spirits of the enemy force. This tactic can be useful if your overall goal is to wear down the enemy force.



Attack weak enemy. Your units will engage the weakest enemy units in an attempt to quickly diminish the amount of battle-capable enemy units.



Attack at will. Your units will choose their targets according to the situation in the battle. Usually they will engage the strongest enemy units which are weaker than themselves.

The right column, with gold buttons, gives you a selection of retreating tactics.



Fight to the death. Your units will not retreat and will instead continue to fight until fully wiped out. If you lose, your general will be killed. This tactic is best used when defending cities and villages.



Hit and retreat. Your units will try to perform sudden strikes at the enemy and then retreat. This is most useful when attacking a worn-down army with a fresh one.



Retreat if losing. Your units will retreat only when the odds are against them. This is useful when there is no need for any special tactic.

Battle progress

A battle is comprised of turns, during which every unit can perform a single action - attack, reload weapons, attempt to retreat, and so on.

The attacking unit selects a target; if, for example, infantrymen attack archers,

then the target has an opportunity for a pre-emptive strike, using the advantage of distance. If mounted pikemen decide to attack foot swordsmen, the defending unit can retaliate only after enduring the attack.

The indicator in the corner of the unit icon shows its health: green indicates that the unit is in full health and ready for battle, while red warns that this unit has suffered casualties. During the battle you may also see icons turn black. That can mean either that the unit retreated, was destroyed, or captured.



Additionally, there are four buttons at the bottom of the screen. The first one lets you pause and un-pause the combat, second and third are used to slow down (left) and speed up (right) the action, and the last one lets you skip the battle and go immediately to the battle's results.

• Aftermath

Whether or not you choose to skip the battle, the results of the battle look like this: In the upper part of the screen you will see the general outcome of the battle.



The numbers next to the portraits show (from top to bottom): the number of units destroyed (one number for each side), the number of units taken prisoner, and the number of captured wagons.

Be prepared to see unexpected and unpleasant results from time to time. Don't forget about reconnaissance and prepare your reinforcements in advance.

ADDITIONAL OPTIONS

• Diplomacy

Keep in mind that battles are not the only way of conducting foreign policy. In *Reign: Conflict of Nations* you can also engage in diplomatic activities. All you need is a Monarch who can hire and dispatch Ambassadors.

To start negotiating with another country, order your ambassador to do so by using the corresponding button on the right panel, then clicking on one of your neighbor's cities.

You can never conduct negotiations in neutral countries, or in lands controlled by bandits or rebels. Everyone else will always accept your ambassador and hear you out, no matter the circumstances.

Just as in real life, diplomatic negotiations in the game are conducted as a form of bargaining. In this, your main goal is to find a balance between your demands and what you are willing to offer.



The agreements that are currently under consideration are shown at the top

of the screen: on the left side are your offers, and right side are your demands to the opponent. Long-term agreements (for example, peace treaties or military alliances) are shown on the both sides, while various actions that apply to only one of the states are shown on either side of the panel.

Negotiations can be delicate work, so ambassadors can discuss no more than four items on each side.

To add an agreement, click on its icon at the bottom part of the window. Some will be added right away, while for others you will have to provide specific details, for example how much money you are offering or what region you wish to receive in return.

● My state

The "My State" menu contains five windows which provide you with means to manage your country.



Overview

On the first screen you will find general information about your state. A short message under your nation's emblem will tell you the total number of citizens, where the capital is situated, what character is currently in power, and so on.



Titles

You can earn titles by conquering territories.

A title signifies your dominion over certain territories and grants several advantages that improve the situation in these lands. You can get more information from the description of each title.

In this window you can see emblems of various titles you can

obtain throughout the game. A colored emblem means that the title is yours. An emblem which is visible but not colored indicates that you have to capture only one or a few certain lands to gain it. If you can only see an outline of an emblem, then you do not yet have any lands required to get it.

Don't forget that while you can obtain titles, you can lose them as well.



Dynasty

This screen provides detailed information on the ruling family. After the wedding, the portrait of the ruler's consort will appear next to his own, and their children will be listed below. When their children reach a certain age (and you will be notified when this happens) you can choose a profession for them, and when they become adults you will be able to use them as full-fledged characters.

It is very important for a monarch to marry in time. If he dies without leaving offspring, the country will enter a time of troubles, which will significantly damage its social and economic processes.

Cities

City	Population	Income	Production	Defense	Stations
Moscow	125	6	2	1003	9209 900
Vladimir	119	13	7	707	6381 415
Tula	49	0	1	601	4943 1150

Cities

This screen allows you to quickly inspect the state of affairs in your cities. There is not much need to use this screen at first, but over time you will find that it is hard to manage an expansive nation without a table such as this. Here you can see the income your cities bring, look at the garrisons stationed in them, see what effects are currently affecting them, and what actions are going

on therein. If you are not sure what a certain element of the table represents, hover the cursor over this element to see a hint.



Characters

As with the City screen, this screen allows you to view all your characters at once, including the ruler and his heirs. Here you can see your characters' religion, their professions and abilities, and the size of their army.

If you are not sure what a certain element of the table represents, hover the cursor over this element to see a hint.

Scientific development

Developing science opens up new abilities and has positive effects on various state-wide processes. Technological development in the game is divided into three eras, each of which introduce new technologies available to research. All but one provide immediate results by boosting certain attributes or opening up new buildings and units. One key technology is only available after the majority of the era's other technologies of are researched, and gives you access to the next technological era.



Researching technologies is not the only way of acquiring them. Both you and your opponents can steal technologies from other nations; to do that, you'll need an experienced spy, a certain amount of resources and some time.

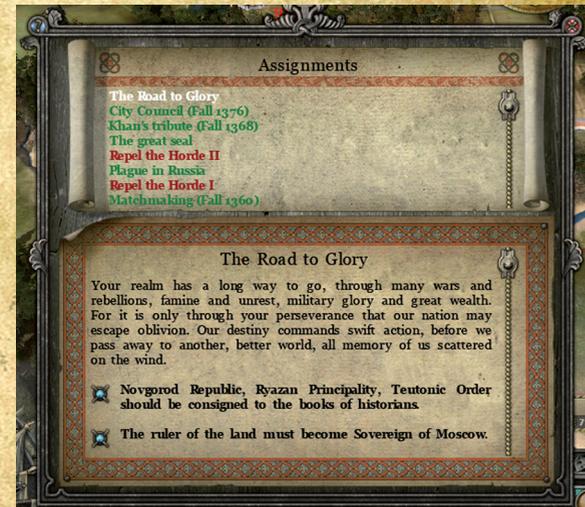
Remember that most technologies will not yield results immediately upon their research. For example, you may have to build a special building in order to recruit the new units which become available as a result of a technological development.

To open the technology window, click on the corresponding icon at the left of the top panel (the fourth icon from the left).

Tasks

Tasks are a major part of the game, especially during the early stages. Sometimes you will be asked to fulfill certain conditions to receive an advantage or avoid an unpleasant situation.

There are plot tasks, which are mostly tied to the historical events, as well as random tasks. Historical tasks require that certain conditions to be met, and can appear only at a certain time, while random tasks appear regardless of the historical date and the player's actions.



The list contains both current tasks and completed ones. Random tasks are deleted from the list upon their completion or failure.

Some tasks can be end prematurely by themselves. This can happen when the circumstances under which the task was received have changed, and there is no longer any point in completing it.

To open the task list, click on the second icon from the right (the book icon), in the top left part of the screen.

● Statistics

This screen shows the global progress of all the nations in the game, and allows you to see how you are doing in comparison to the others.



The buttons along the bottom of the screen allow you to select which parameters to compare. From left to right they are:

Power: the measure of a nation's overall power, which takes into account the strength of its armies, the number and development level of its cities and technologies, and so on. Computer-controlled players often base their decisions on this value.

Allied power: military strength of allied nations. Raw power does not necessarily mean easy victory. Often the strength of one's allies is the deciding factor.

Cities: the number of cities and territories in the nation.

Characters: the number of characters serving the player.

Army: the number of soldiers in the nation's armies. Large numbers do not always translate into stronger armies: the biggest army may be comprised of untrained conscripts, while smaller armies can be made entirely of experienced musketeers and cavalry.

Victories: the number of battles won.

Science: the number of technologies researched.

Production: the total cost of all the resources produced on the nation's lands.

TUTORIAL

It is perfectly natural to learn the game gradually, even after reading the manual. Tutorial mode is designed to get you fully accustomed to the game, and it is on by default when you start the game for the first time.

Tutorial mode is integrated in the campaign, and contains several easy tasks designed to explain the basics of the game. Until you complete this mode, your opponents will not become aggressive, and other tasks will be postponed.

Tutorial mode can be disabled in the "Gameplay" section of the game settings, after which you will have to start a new campaign for the change to take effect.

TECHNICAL SUPPORT

If you encounter problems while installing or playing the game, do the following before you contact us:

- Choose "Run" in the "Start" menu.
- Type «dxdiag» in the dialog window and press "Enter" to run Microsoft DirectX Diagnostic Tool.
- Pass all tests.
- Having passed the tests, press "Save All Information".
- Send the text file obtained and a description of your problem to our technical support.

Information Required

• Game version (installed updates) • Operating system • Processor brand, type and clock speed • RAM volume • Sound card type • Video adapter model and parameters • CD/DVD-ROM drive type • Mouse type and driver version • DirectX version • Detailed description of the problem that you faced.

Contact

Via e-mail at: support@1cpublishing.eu

Please use the e-mail address provided. All support enquires to the company address or phone number(s) cannot be answered by our staff.

For more information and updates please visit: www.1cpublishing.com

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Join the 1C community by registering on our website www.1cpublishing.com and receive all the latest news on 1C games, events, contents etc.

CREDITS

LESTA STUDIO

Producer

Malik Hatazhaev

Technical Director

Yury Sukharev

Project Manager

Peter Amicus Prokhorenko

Lead Game Designer

Peter "Amicus" Prokhorenko

Game Designers

Alexander "McCoy" Skakovsky

Zahar "Graf" Ignatyev

Lead Programmer

Zahar "Graf" Ignatyev

Programmers

Andrei Morozov

Yuri Saveliev

Severin Raevsky

Artists

Anastasia Mykhaylenko

Dmitry Grischenkov

Natalia Chernysheva

Olga Mukina

Yakov Shevchenko

Dmitry Belov

Eugene Comin

Alexander Nevzorova

Vladimir Schigorev

Alla Zubakova

Interface Design

Eugene Lazutkin

Package Design

Polina Malysheva

History Expert

Klim Zhukov

Testers

Lydia Ovsiannikov

Dmitry Kozlov

Vladimir Antonov

Intro Production

Sergei Krasov

Elena Zakovryashina

Intro

Viktor Tretyakov

Ilya Negreskul

Mikhail Litvinov

Paul Trotsenko

Valeria Zelenskaya

Dmitry Ushanov

Denis Kozlov

Music

Danila-master Voroshilov

Sound

Danila-master Voroshilov

System Administrator

Ivan Gorbachev

Translator

Alexander "McCoy" Skakovsky

Office Manager

Anna Samofalova

Maria Ivanova

Thanks also to

Sergey Titarenko

Vladimir Gremitsky

Sergei Balabanov

Anna Limarenko

Danila Volkov

Alexei Suhoruchko

Alexander Deruchenko

Anton Tomsinov

Sergey Kozhukhov

Svyatoslav Bizyaev

Sergey Gaylunas

Alexey Malsky

1C COMPANY

Producer

Yuri Miroshnikov

Technical co-producer

Dmitry Dolgov

Installation package

Constantine Shavruk

PR and marketing

Anatoly Subbotin

Anna Sheglova

Felix Yakovlev

Nikita Putilin

Website

Alexander Abramov

Packaging assets

Alexander Mayorov

Mikhail Ryapolov

Elena Grozovskaya

Maria Hodan

Testing

Alexander Shishov

Kirill Pogonin

Andrey Moshkov

Vasily Panarin

Nikolay Nikolayev

Alexander Lobanov

Anton Sahi

Localization

Oleg Mironov

Ilya Salamatov

Steve Breslin

Special thanks to

Nikolay Baryshnikov

Sergey Gerasev

Eva Kashkarova

CENEGA POLAND

Lukasz Wątroba

Marcin Gutowski

Lukasz Rynkowski

Marek Nazzaf

Grzegorz Hodała

Jerzy "Jurij" Chrul

Tomasz Duda

Katarzyna Piotrowska

Maciej "Ystroin" Franaszek

1C PUBLISHING EU

Sales Team

Daniela Buryankova

Petra Skabova

Tomas Stromsky

Lukas Paroulek

Localization and Production

Manager

Jan Olejnik

Marketing, Graphical Design

Andrea Sladkova

Lubos Bachura