

TOTAL WAR WARHAMMER

MANUAL



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™: WARHAMMER® II** 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.
- The game disc may not be used for rental business.
- Unauthorized copying of this manual is prohibited.
- Unauthorized copying and reverse engineering of this software is prohibited.

CONTENTS

| | |
|--|----|
| OUT WITH THE OLD WORLD, IN WITH THE NEW | 3 |
| TOTAL WAR: WARHAMMER II | 4 |
| INSTALLATION GUIDE | 4 |
| TOTAL WAR RECRUITS START HERE | 5 |
| HOW TO WIN | 6 |
| EXPERIENCED TOTAL WAR PLAYERS START HERE | 6 |
| ‘WHAT’S NEW?’ | 6 |
| CONTROLS | 8 |
| CUSTOMER SUPPORT | 10 |
| WARRANTY | 11 |



PLEASE NOTE: The information in this manual was correct at time of publication, but some minor changes may have been made late in the product’s development. All game art for this manual has been taken from the English version of this product.

OUT WITH THE OLD WORLD, IN WITH THE NEW

Life in the New World, although very different to that in the Old, remains relentlessly harsh and unforgiving. Did you really expect anything different?

At the dawn of time, a void-stalking super-race known as the Old Ones descended from the stars to forge and shape the world according to their Great Plan. Then Chaos came; the great polar gates collapsed, and through the open portals came a never-ending stream of hideous, Daemoniac entities from another realm, resentful of the Old Ones' designs and hell-bent on mindless destruction for the sake of their twisted, malign, Chaos Gods. The world ruptured, a new, weird, evil moon – Morrslieb – appeared, and everything changed. Forever.

The Old Ones disappeared through their portals, leaving their Lizardmen servants behind, desperately fighting to prevent the forces of Chaos and Destruction – the Ancient Enemy – from gaining more of a foothold whilst simultaneously working tirelessly to bring their erstwhile masters' Great Plan to fruition. Atop their great pyramids and ziggurats, the Lizardmen contemplate the meaning of the many sacred plaques the Old Ones left behind, considering every possible interpretation before they act.



Although the odds are stacked against them, the Lizardmen are not alone. From their fortified island kingdom of Ulthuan, the High Elves – known as the 'Asur' – also fight on the side of Order. Extremely long-lived, generally compassionate of nature, and with a rich cultural life all their own, the High Elves are a proud, aloof race of warriors and sorcerers without peer who, although largely disinterested the affairs of the younger, 'lesser' races, are more than capable of matching and besting them on the fields of battle.



To the far west, north of Lustria, is the dark, cruel, blasted landscape of Naggarond, home to the equally dark and cruel Dark Elves. Known as the 'Druchii' or 'Dark Ones', the Dark Elves split from their High Elf kin following a struggle for the Elven crown. Now, they indulge their excessive, sadistic natures and love of power, eternally plotting the downfall of their Asur cousins. Truly, the Dark Elves are a force of Destruction in the world.

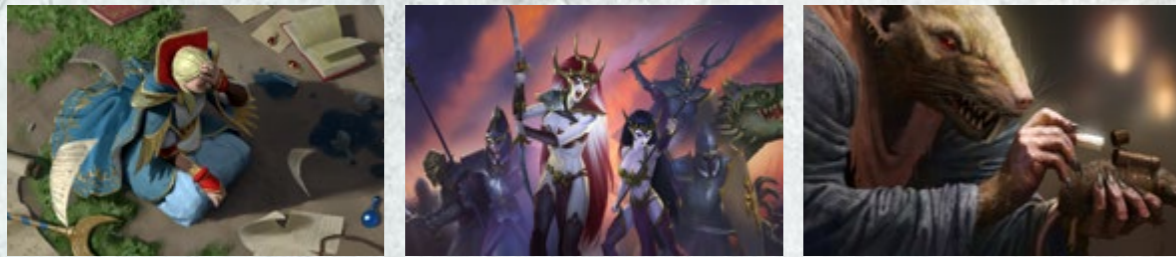
Yet beneath the blackened soil, within myriad dark tunnels and vast caverns, Destruction has another ally: the Skaven. These upright ratmen are malevolence incarnate. Venal and treacherous in the extreme, the Skaven spend most of their time plotting and scheming against each other, but also like to spread their loathsome corruption and virulent diseases across the world. As you might expect, it is the Skaven's ultimate goal to become the dominant race, ostensibly by killing great swathes of the opposition in a variety of nasty ways, heralding a new, even darker age. If they succeed, gods help us all...

All across the world, banners and blades alike are raised as the eternal war continues unabated – darker, deeper and more twisted than ever before. Be ready, for death and glory (but mainly just death) await you in sight of the myriad gods, and for their otherworldly pleasure!

TOTAL WAR: WARHAMMER II

Total War: WARHAMMER II is a game of statecraft, expansion, diplomacy, nation management and epic-scale warfare, set against a dense, fantastical backdrop.

It is a game of two halves - one half a turn-based strategy campaign game, the other played out in real time on the many, varied battlefields of the New World – among the dense vegetation of Lustria’s jungles, around the impressive vistas of the High Elf isles of Ulthuan, across the dark, cruel lands of the Dark Elves’ Naggarond, or deep within the claustrophobic, labyrinthine tunnels of the Skaven Under-Empire.



Engage in diplomacy, trade, construction, research and exploration in a bid to make your faction the most powerful on the map. Then, when armies clash and battle is joined, command your forces in real time, leading them to victory or defeat.



INSTALLATION GUIDE

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

REQUIREMENTS

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

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

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

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

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

HOW TO INSTALL FROM DISC

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

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

If you are installing the game on PC, and Autoplay is disabled, double-click on the My Computer icon and then double-click on the DVD drive icon containing the Total War: WARHAMMER II disc to launch the game installer. Again, click on ‘Install’ in the menu.

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

THESE GAMES ARE STEAM POWERED!

When you install Total War: WARHAMMER II 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 Total War: WARHAMMER II disc into your drive. If you don't already have a free Steam account, you will need to create one; this will give you access to some great features:

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

TO ACCESS TOTAL WAR: WARHAMMER II:

1. Fully install and activate Total War: WARHAMMER II and the Steam client as per instructions above.
2. Launch the Steam client and select 'Activate a product on Steam...' under the 'Games' menu.
3. Go through the Steam product activation wizard, entering the product code printed on the card included in this box.
4. All content will be automatically added and downloaded within its corresponding game.



NEW TOTAL WAR RECRUITS START HERE...

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

There are keyboard shortcuts to help you do things quickly (listed elsewhere in this manual) but the turn-based nature of the Total War: WARHAMMER II campaign gives you time to consider and plan your actions. As you become familiar with the game, you'll gradually master its more advanced controls.



THE INTRODUCTION

The Introduction is designed specifically to give you a taster of the game world and introduce you to the basic ideas behind Total War: WARHAMMER II's turn-based campaign game and the real-time battles. You'll find it useful to look at, especially if you are a new player, for learning the basic controls and the user interface that helps you command your burgeoning empire. Note that you can bypass the Introduction by unchecking the box on the user interface after selecting your Legendary Lord, but if you do choose to play through it the game will remember your decision and switch it off by default in subsequent campaigns. It will remain switched off from then on unless you delete your advice history.

Each Legendary Lord has a different starting position on the campaign map, so the Introduction will play out differently depending on the character you have chosen to command.

Once you've completed the Introduction, you'll be able to continue the campaign you've begun. You'll also be ready to fire up a custom or quest battle for some glorious real-time carnage!

The game includes additional help features to help your empire building and warmongering, revised and improved especially for Total War: WARHAMMER II.

THE ADVISOR

The in-game Advisor is always on hand to help you with the controls and concepts of the game. The advisor monitors how you play and, as you progress, offers guidance about what you're doing in the game.

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

This time, the Advisor is complemented by information panels containing useful information and further details about a topic.



HOW TO WIN

In the Total War: WARHAMMER II Campaign, victory depends upon ultimate domination of the Great Vortex swirling above the continent of Ulthuan. Each race has its own motivations for doing so which you'll discover as their narrative unfolds.

To dominate the Great Vortex, each race must perform five rituals and emerge victorious from the final, cataclysmic conflict. To enact each ritual, you'll need to gather your race's specific form of ritual currency, through conflict, conquest and Quest Battles. Key settlements can also generate ritual currency on a turn-by-turn basis if they are colonised, and the correct buildings are built. Look out for the special icon by their settlement name.

Rituals magically tie three of your settlements to the vortex and take 10 turns to complete. In that time you'll be attacked by Chaos and the other races, who of course wish to dominate the vortex before you do! If one of your three settlements is conquered, the ritual is cancelled and must be re-enacted. You'll be notified when an opposing race enacts a ritual, giving you the chance to stage a military intervention and slow their progress.



EXPERIENCED TOTAL WAR PLAYERS START HERE...

While it's tempting to throw yourself into the fray, if you are a Total War veteran you might want to read the 'What's New' section of this manual. You'll find details of the key new game features and the improvements that make Total War: WARHAMMER II the most compelling Total War game to date

'WHAT'S NEW?'

Total War: WARHAMMER II contains several features that are new to the series. As before, you can use magic, Lords, Heroes, flying creatures and mechanised war machines, as well as enormous, terrifying monsters, but this time there are 4 brand new races to choose from. In addition to the grand campaign, which will be linked to the Total War: WARHAMMER Old World campaign to create one enormous, world-spanning map, there is a brand new campaign mode concerning the battle for control of the ominous, all-powerful Great Vortex.

RACES & FACTIONS

In Total War: WARHAMMER II, you can select one of four races: High Elves, Dark Elves, Skaven or Lizardmen. Each one contains two unique Legendary Lords to choose from, each with their own individual style of play. For instance, as the High Elves, you can choose the courageous Prince Tyrion, Defender of Ulthuan - the greatest Elven warrior of the age – or his twin brother Teclis, a supremely clever sage and probably the Warhammer world's most powerful living sorcerer.

EYE OF THE VORTEX CAMPAIGN

A vast maelstrom at the heart of the High Elves' kingdom of Ulthuan, the Great Vortex was created to channel much of the Winds of Magic away from the world in a bid to hold back the forces of Chaos and prevent them from consuming the world. Unstable by its very nature, the Vortex holds colossal power that in the wrong hands could tip the world into endless night! In the Eye of the Vortex campaign, each of the races featured in Total War: WARHAMMER II vies for control of the Vortex by performing five rituals and then fighting a tumultuous final battle – the victor gaining the ability to bend the Vortex to their will, for good or ill...

NEW DILEMMA TYPES

In Total War: WARHAMMER II, the grand campaign features several different dilemma types, successful completion of which give further bonuses to the playable factions: the High Elves-specific Intrigue at the Court, along with Treasure Hunting in the Ruins and Encounters at Sea, which can be completed by all four of Total War: WARHAMMER II's featured races.



High Elf society is hierarchical in nature, and courtiers watch for any opportunity to gain in status at the expense of their peers. 'Intrigue at the Court' takes you to the heart of the Phoenix King's court in Ulthuan, to take part in the many plots and schemes to alter the diplomatic relations between the other Total War: WARHAMMER II's other factions by fair means or foul... usually foul, however, as you might expect!

The land is dotted with aeons-ancient ruins, whilst the constant state of war ensures that there are always new ones to investigate. Such places are the haunt of untold dangers, but those brave enough to search their shattered buildings and choked cellars can unearth untold, hitherto abandoned riches. 'Treasure Hunting in the Ruins' gives you the opportunity, following a successful siege battle, to gain further bonuses by investigating settlement ruins afterwards.

The oceans sometimes throw up chance encounters such as wrecked vessels, shifting islands and the like. 'Encounters at Sea' enables you to move a fleet close enough to allow your mariners to plunder them and escape with the spoils.

THE SKAVEN UNDER-EMPIRE

Beneath the ground, the Skaven's vast Under-Empire grows in stature day by day, until it is time for their pestilent Vermintide to be unleashed upon the unsuspecting above-grounders – many of whom don't currently believe that Skaven exist, and that tales of their exploits to be nothing more than myth or delusion! Like the Underway in Total War: WARHAMMER, the Under-Empire is a vast, sprawling network of tunnels and highways beneath the surface of the world, spanning its length and breadth, that can be accessed through the ruins of settlements on the surface. Heroes and armies can scout ruins in the hope of revealing the ratmen's presence and stopping their otherwise-relentless advance in its horrific, disease-ridden tracks!



CONTROLS

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

| UNIVERSAL CONTROLS | CLASSIC TOTAL WAR CONTROLS | |
|--------------------------------|----------------------------|---------------|
| | Primary Key | Secondary Key |
| FUNCTION | STANDARD CONTROLS | |
| Toggle Sound Effects | Alt+X | |
| Toggle Music | Alt+ M | |
| Select All | Ctrl+A | |
| Select Next | Period | |
| Select Previous | Comma | |
| Current Selection Order Cancel | Backspace | |
| Voice Chat | Ctrl+Q | |
| Standard Ping | F5 | |
| Chat Panel On | Y | * |
| Close Currently Open Panel | ESC | |

| CAMERA CONTROLS | | |
|--------------------------|-----------------|-------|
| Step Forward Fast | NUM 8 | |
| Rotate Up | V | + |
| Rotate Down | C | - |
| Camera Up | X | * |
| Camera Down | Z | / |
| Accelerate | Page Up | |
| Decelerate | Page Down | |
| Rotate Left | Q | NUM 4 |
| Rotate Right | E | NUM 6 |
| Step Left | A | NUM 1 |
| Step Right | D | NUM 3 |
| Step Forward | W | NUM 5 |
| Step back | S | NUM 2 |
| Increase Camera Rotation | Shift+Page Up | |
| Decrease Camera Rotation | Shift+Page down | |
| Intelligent Zoom | N | |
| Cinematic Mode | Insert | |
| Cinematic Camera | Delete | |
| Show Tactical map | TAB | |

| CAMPAIGN MAP | | |
|---|---------|-------|
| View/Overview | 1 | |
| Show Garrison | 2 | + |
| Show Building Browser | 3 | - |
| Recruit Lord | 4 | * |
| Recruit Agents for City, Units for Army | 5 | / |
| Show Objectives | 6 | |
| Open Diplomacy | 7 | |
| Show Technologies | 8 | NUM 4 |
| Rites | 9 | NUM 6 |
| End Turn | Return | Enter |
| Toggle Move Speed | R | NUM 3 |
| Current Selection Disband | Ctrl+P | NUM 5 |
| Quick Save | Ctrl +S | NUM 2 |
| Quick Load | Ctrl+L | |
| Auto-merge Units | Ctrl+M | |
| Go to Capital | Home | |
| Default camera rotation | END | |
| End Turn | Enter | |
| Show Strategic map | Tab | |
| Previous item within the current context | , | |
| Next item within the current context | . | |

| BATTLES | | |
|-----------------------------|-----------------|---|
| Unit/Group Controls | | |
| Group - Toggle Group | G | |
| Toggle locked group | Ctrl+G | |
| Toggle Melee Mode | F | |
| Toggle Unit Speed | R | |
| Pan to unit | END | |
| Create/Select unit group 10 | Ctrl+0 | 0 |
| Create/Select unit group 1 | Ctrl+1 | 1 |
| Create/Select unit group 2 | Ctrl+2 | 2 |
| Create/Select unit group 3 | Ctrl+3 | 3 |
| Create/Select unit group 4 | Ctrl+4 | 4 |
| Create/Select unit group 5 | Ctrl+5 | 5 |
| Create/Select unit group 6 | Ctrl+6 | 6 |
| Create/Select unit group 7 | Ctrl+7 | 7 |
| Create/Select unit group 8 | Ctrl+8 | 8 |
| Create/Select unit group 9 | Ctrl+9 | 9 |
| About Face | J | |
| Show radial | Space bar | |
| Battle Increase Rank | Ctrl + Up | |
| Battle Increase File | Ctrl + Down | |
| Battle Step Backwards | Down | |
| Battle Step Forward | Up | |
| Battle Both Rotate Left | Ctrl + L Cursor | |
| Battle Both Rotate Right | Ctrl + R Cursor | |
| Strafe unit left | Left | |
| Strafe unit right | Right | |

| Selection Controls | | |
|--------------------------------------|----------|-------|
| Select All Artillery | Ctrl +B | + |
| Select All Infantry Melee units | Ctrl + I | - |
| Select All Cavalry | Ctrl +C | * |
| Select All Infantry Missile units | Ctrl + M | / |
| Deselect all | Enter | |
| Pan to general | Home | |
| Game/UI Controls | | NUM 4 |
| Cycle Battle Speed | T | NUM 6 |
| Show Allied Units Proxies | SPACE | NUM 1 |
| Toggle unit cards visibility | I | NUM 5 |
| Toggle UI visibility | K | |
| Toggle Pause | P | |



CUSTOMER SUPPORT

Please check www.sega.com/support for details of product support in your region.
Register online at www.sega.com for exclusive news, competitions, email updates
and more.

+44 (0)845 301 5502* (UK)

*International call rate. Call charges may vary, please consult your phone provider.



WARRANTY

WARRANTY: SEGA Europe Limited warrants to the original buyer of this Game (subject to the limitation set out below), that this Game will perform under normal use substantially as described in the accompanying manual for a period of ninety (90) days from the date of first purchase. This limited warranty gives you specific rights, and you may also have statutory or other rights under your local jurisdiction, which remain unaffected.

WARRANTY LIMITATION: This warranty shall not apply if this Game is used in a business or commercial manner and/or if any defect or fault results from your (or someone acting under your control or authority) fault, negligence, accident, abuse, virus, misuse or modification of the Game after purchase.

WARRANTY CLAIM: If you discover a problem with this Game within the warranty period (including a problem with the activation of the Game, using key-codes or otherwise), you should contact the retailer from where you bought the Game. Please ensure that you have a copy of the original sales receipt as you may be asked to provide this to the retailer. If you discover a bug or error in the Game, please contact the technical support team at SEGA (details set out in this manual) and inform them of the difficulty you are experiencing with the Game. The retailer or SEGA will either repair or replace the Game at their option. Any replacement Game will be warranted for the remainder of the original warranty period or ninety (90) days from receipt of the replacement Game, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive an amount up to the price you paid for the Game. The foregoing (repair, replacement or the price you paid for the Game) is your exclusive remedy.

LIMITATION: TO THE FULLEST EXTENT ALLOWED BY LAW (BUT SPECIFICALLY NOT LIMITING ANY LIABILITY FOR FRAUD OR DEATH OR PERSONAL INJURY CAUSED BY SEGA'S NEGLIGENCE), NEITHER SEGA, ITS RETAILERS OR SUPPLIERS SHALL BE LIABLE FOR ANY SPECIAL OR INCIDENTAL DAMAGE, DAMAGE TO PROPERTY, LOSS OF PROFITS, LOSS OF DATA OR COMPUTER OR CONSOLE FAILURE, ANTICIPATED SAVINGS, BUSINESS OPPORTUNITY OR GOODWILL WHETHER ARISING DIRECTLY OR INDIRECTLY FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME EVEN IF IT HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH LOSS.

Additional information if you are based in Australia: The benefits under this warranty are in addition to other rights and remedies under a law in relation to the goods. Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

WARRANTOR: This warranty is provided by SEGA Europe Limited. You can contact SEGA to discuss your warranty claim as follows:

1. Post: For UK/Europe: SEGA Europe Limited, 27 Great West Road, Brentford, Middlesex, TW8 9BW, England

For Australia: Five Star Games, Suite 1.11, 55 Miller Street, Pyrmont NSW 2009, Australia

For US: SEGA of America, Inc. 6400 Oak Canyon, Suite 100, Irvine, CA 92618

2. Email: Please check <http://www.sega.com/support> for more details.

3. Phone: 00 44 845 301 5502 (UK) 1-800-613-162 (Australia)

International call rates apply if calling from outside of these locations. Please consult your phone provider for further details.

Unless otherwise noted, the example companies, organisations, products, people and events depicted in the game are fictitious and no association with any real company, organisation, product, person or event is intended or should be inferred.





WWW.TOTALWAR.COM FOLLOW US



TOTALWAR



TOTALWAROFFICIAL



TOTAL WAR



© Copyright Games Workshop Limited 2017. Warhammer, the Warhammer logo, GW, Games Workshop, The Game of Fantasy Battles, the twin-tailed comet logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likeness thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world, and used under licence. Developed by Creative Assembly and published by SEGA. Creative Assembly, the Creative Assembly logo, Total War and the Total War logo are either registered trade marks or trade marks of The Creative Assembly Limited. SEGA and the SEGA logo are either registered trademarks or trademarks of SEGA Holdings Co., Ltd. or its affiliates. All rights reserved. SEGA is registered in the U.S. Patent and Trademark Office. All other trademarks, logos and copyrights are property of their respective owners. © 2017 Logitech. Logitech, Logi and other Logitech marks are owned by Logitech and may be registered.