

TOTAL WAR   
 **THREE KINGDOMS**

**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 centre 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™: THREE KINGDOMS 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.
- Unauthorised copying of this manual is prohibited.
- Unauthorised copying and reverse engineering of this software is prohibited.



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**PLEASE NOTE:** The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development.

## The Crucible of War Heats Up Once Again...

The year is 190 CE, and China is divided! The Han Empire, having endured for centuries, is finally collapsing. The cruel tyrant, Dong Zhuo, has seized the Imperial Court, murdering the corrupt eunuch attendants and kidnapping young Emperor Xian. In response, the warlords of the land have risen up to oppose him. Yet now their coalition crumbles, with each looking to their own ambitions and the opportunity for power that may await them. China itself hangs in the balance!

In *Total War: THREE KINGDOMS*, you are cast into the cauldron of conflict that is 2nd Century China, a defining moment for a great, but troubled land. Choose one of eleven playable factions – including the noble Liu Bei, the ambitious Sun Jian, and the cunning Cao Cao – and campaign towards victory by fighting wars, forging complex diplomatic deals and managing the day-to-day administration of your growing kingdom. This is a world of conflict on an unprecedented scale, driven by the legendary heroes of the age. Drawn straight from the pages of the *Romance of the Three Kingdoms*, China's greatest epic of literature, its poetic spirit of adventure is combined with historical detail courtesy of the Han's incredibly detailed *Records of the Three Kingdoms*.

Yet war is a many-splintered thing; this is also a world of cloak-and-dagger politics, oath-sworn friendships and heartbreaking betrayals. Will you triumph over tyranny, or will the ambitions of others shatter crumbling alliances and drive one of your rivals to supremacy? China can have but a single leader – could it be you? The crucible fizzes. Allegiances shift. The fires of conflict stoke opportunity. Only one thing is certain: the very future of China will be shaped by its champions!

## Total War: THREE KINGDOMS

*Total War: THREE KINGDOMS* combines the epic real-time battles for which the franchise is known with a brand new dimension in realistic empire-building. It is a game of statecraft, expansion, diplomacy and warfare on an epic scale. Construct cities; raise and inspire renowned armies led by powerful heroes; govern and nurture growing populations; make allies and enemies; fight battles across one of the largest theatres of ancient history against the most talented of opponents; and use politics and intrigue to frustrate the designs of your rivals.

This time, the game is set in China at the very start of the bloodiest, most devastating and wide-ranging conflict anywhere and at any time during ancient history, with a strong, character-driven narrative that reflects your decisions in an immersive, beautiful world. With entirely new friends & rivals systems, and with spying and diplomacy entirely redesigned, the game offers a more detailed, challenging and immersive experience than ever before.

As always, *Total War* is a game of two halves – one half a turn-based strategy campaign game, the other played out in real-time on myriad realistic battlefields. Engage in diplomacy, trade, construction, researching new civic reforms and conquest 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 person, leading them to glorious victory or ignominious 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: THREE KINGDOMS 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: THREE KINGDOMS. 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: THREE KINGDOMS. 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: THREE KINGDOMS 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: THREE KINGDOMS 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: THREE KINGDOMS 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: THREE KINGDOMS

1. Fully install and activate Total War: THREE KINGDOMS 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 but the turn-based nature of Total War: THREE KINGDOMS' campaign gives you time to consider and plan your actions before committing your forces. This time, features are gated in such a way that as you become familiar with the game, you'll gradually master its more advanced features and controls.

### 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.

The advisor is complemented by information panels containing useful information and further details about a topic.

## How to Win

In the grand campaign, victory and glory can only be attained through dominance: what you must achieve in order to secure ultimate victory depends on the warlord you've selected. All victory conditions have one thing in common: you must seize and control territory by capturing regions and holding or devastating specific provinces.

Your primary goal is to become emperor and unify China, but other goals will help steer you towards victory. Each hero has unique objectives, inspired by events from the Romance of the Three Kingdoms and history itself; these are optional but do offer rewards if completed.

Whatever your chosen hero's aims, their objectives are displayed on the missions tab, accessed via the button at the bottom-right of the screen.

Finally, as you play Total War: THREE KINGDOMS, you'll collect Steam Achievements. These won't affect your chances of winning, but will give you some bragging rights within the online community!

## Experienced Total War Players Start Here...

While it's tempting to throw yourself into the fray, if you're a Total War veteran you may wish 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: THREE KINGDOMS the most advanced, immersive and compelling Total War game to date!



## “What’s New?”

Total War: THREE KINGDOMS contains several features that are new to the series:

### Unique Faction Specialisations

Each of the playable factions has a unique ‘specialisation’ tailored to their starting character’s personality, giving them a unique playstyle. The cunning Cao Cao, for instance, has ‘credibility’, a resource that grows over time, which he can spend to influence diplomatic relations with other factions, such as inciting proxy wars without becoming personally involved. Conversely, the bold and ambitious Sun Jian has ‘heroism’, gained from fighting battles, which decreases his recruitment and upkeep, whilst keeping characters in his faction more satisfied.

### Diplomacy Overhauled

Diplomacy has been radically overhauled, allowing for more granular and involved deal-making and haggling with prospective allies and trade partners, as well as a ‘quick deal’ option to help efficiently find a workable exchange; features such as region trading have also returned. Looser military agreements – ‘coalitions’ – have been added in addition to standard, binding military alliances – both now possible between multiple factions, all of whom vote on any proposed actions. Additionally, certain factions have unique options. Overall, diplomacy is now much more nuanced and detailed, reflecting the true intrigue of the age!

### Wu Xing

The Wu Xing was a fundamental governing principle in Han China, and Total War: THREE KINGDOMS is no different! The Wu Xing consists of five interconnecting elements that govern all aspects of life, and interact with one another, giving strength to one yet being weak to another. Water, for instance, douses fire, and so water units (crossbow and bow units) will be stronger against those aligned with fire (shock cavalry, for instance). Yet water also nourishes wood, so a water general will give benefits to units of the wood element (spear and polearm units) by giving them access to formations that maximise their defensive potential.

This feeds into the campaign game as well, where buildings and technologies align with certain phases, and just like in battle, bring benefits and detriments to aspects of their corresponding elements. For instance, buildings of the wood phase, which represents the peasantry, may improve farming, whilst fire buildings are primarily intended for waging war!

### Armies & Retinues

In Total War: THREE KINGDOMS, armies and units are now more closely tied to the general who commands them. Armies can have up to three generals with a retinue of up to six units each. By tailoring each retinue to the strengths and abilities of their general, you can improve and maximise the potential of your units by wisely choosing which units are the best fit for each general, according to the Wu Xing elemental phase of each. For example, a fire general is extremely powerful in melee combat with enemy units, tearing through them as if they were mere kindling. However, a water strategist general – one who excels at weakening their enemies – can neutralise the strength of a fire general, allowing them to be more easily overwhelmed by the units they’re attacking; water douses fire, after all.

### Character Narrative & Persistence

The characters you meet, recruit and clash with over the course of your campaigns become vital parts of both the game itself and the overarching narrative you create whilst on your quest to unify China. They belong to the world at large, and not a single faction; they can and will join and leave factions throughout a campaign, shifting their allegiances as their satisfaction rises with one lord and falls with another. Deciding who you value and who may be expendable (and who may be a spy...) is a core element of your game; this era is forged by the action of its heroes!

The friendships and rivalries you forge, and the battles you win and lose against them, will be reflected through the dynamic conversation systems featured throughout the game. Two friends may speak warmly to one another, yet two enemies will dispense with pleasantries. Two dire nemeses, who have nothing but hatred for one another, will gain bonuses when they meet in battle, as will sworn brothers fighting alongside another one another. In this way, the choices you make have tangible effects on your game as you progress!

## Guanxi

Guanxi – literally meaning ‘network’ or ‘connections’ - refers to the dynamics of personal relationships and the social networks that are constructed between people. In Total War: THREE KINGDOMS, the Guanxi system is a broad system governing the way characters create friendships, brotherhoods, rivalries and enmities with one another, as well as the undercover network of espionage. Although these two systems are different, they are nevertheless connected through the Guanxi:

### Character Relations

According to the Romance of the Three Kingdoms, the characters of the period were dynamic people, whose friendships and rivalries helped drive the conflict of the era; great friends found themselves on opposing sides of the battlefield, whilst sworn enemies often banded together against a greater foe. The system of ever-shifting relations is represented in Total War: THREE KINGDOMS through the satisfaction system. The higher a character’s satisfaction, the better they will enjoy being part of your faction. Should they become too dissatisfied, they may decide to leave, taking any military or economic strength they had with them - to another’s advantage. Managing your characters’ satisfaction is therefore important if you are to be successful! It is also important to ensure their loyalty, should you send them out as agents of espionage...

### Undercover Network

In Total War: THREE KINGDOMS, your undercover network is an array of spies sent out across China to report back information on rival factions or even attempt more devious and devastating acts against them. All spies in the game are characters like any other, and act as such. Infiltrating the recruitment pool of your rivals’ faction, a would-be spy can then be recruited by your enemies into positions of power – governors, generals, even heirs! From there, they can feed back information to you about the faction and, if their network is strong enough, perform subterfuge, such as poisoning supplies. You may even be able, if your spy becomes powerful enough, to trigger civil war!

This may also work against you, however. If a spy decides they find an enemy faction to their liking, then they could defect or be sent back to you as a double agent. You may never really know who to trust!

## Court Management & Politics

As each character makes their moves, vying for control of China, they begin to form their own governments and hierarchies. Deciding who your faction heir will be, and your prime minister, will have far-reaching effects across your campaign. For example, a faction heir is the most prestigious position, given only to the most trusted member after adopting them into your family. However, should they become dissatisfied and defect, this will trigger a civil war for control of the faction. You may assign characters as Administrators, to better govern your territories, or to positions of importance in your court. New Court positions unlock as your faction rank rises, and assigning characters to these roles grants further bonuses to your campaign. (the grand commandant, for instance, will issue military-themed missions).

Separately, characters also have titles and ranks. To better satisfy them, you may promote them and increase their rank, but note that this also increases their upkeep salary, so keep an eye on their cost versus reward.

Character satisfaction is largely defined by the positions and titles bestowed upon them. A character languishing in court, or even a grand commandant, may ultimately become dissatisfied if you ignore their requests for advancement, and ultimately defect to the enemy.







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Email: Please check <http://www.sega.com/support> for more details.  
Phone: 00 44 845 301 5502 (UK) 1-800-613-162 (Australia)

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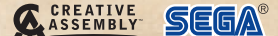
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