

Making History: The Great War

Quick Guide for Steam Early Access

4/4/14

This document will give you a few of the basics to get started. We apologize for the lack of detail. Some things are going to change, and this documentation will probably include some inaccuracies in as little as a few weeks, as development continues. Please direct any questions not covered here in the Steam Community Forum.

THE GAME SCREEN

1. The Top Bar



2. Summary Panel

3. The Notification Panel

4. Control Panel, Map Views & Mini-map

5. The Selection Panel

1. The **Top Bar** displays all the status of your resources, money (displayed as Gold) manpower, stability and current victory status based on power points. Hover over each with your mouse to view the Tooltips.
2. The **Summary Panel** Lists what has finished this turn, including research, combat, production, Diplomacy and more. Clicking on an icon expands the panel.
3. The **Notification Panel** displays key events in the game, from riots to declarations of war, announcements about changes in trade status and more.
4. The **Control Panel** circular icons open up each area of the game. When you first begin playing, click on each to see how to find all the detail about each area of the game. The **Mini-map** lets you click to shift larger distances instantly. Left of the Mini-map is a grid of **Map Views**. Each places different overlays on the map to show the player different information.

5. **The Selection panel** shows details about whatever area or object you have clicked on, from units and cities on the map, to game panels selected from the Control Panel.

Your Objective:

You are Germany and it's 1912. Your long-term plan is to attack Russia before she builds up her industry too much, take some her desirable western regions and become the dominant Great Power nation in Europe. In addition to Russia herself, you must be ready to face France and possibly The British Empire. Russia would also like to invade the tottering Ottoman Empire but so far British support has stopped them. Russia attacking the Ottomans would weaken her, which ultimately helps you. Your allies are few, and not very powerful. The Austro-Hungarian Empire is in rough shape and yet spoiling for a fight with Serbia, expecting, of course, that you would aid them. You'd rather not do this, at least until you know you can dominate Russia.

Of course, this is Making History, so you can choose to do something completely different.

Chance are, whatever you choose to do, you will need to build up your armies, increase production and research new technologies. Be sure to balance your research between military and general production. Money is important in this game, and if you run out by trying to build up too quickly, your production will grind to a halt.

MOVEMENT:

1. Left click to select
2. Right-click to open menus or move selected units
3. Mouse wheel to zoom
4. Move mouse to edge of screen to scroll map (Full Screen only)
5. Hold left mouse button down and slide to scroll map (Full Screen and Windowed mode)
6. Home and End keys change the angle.

CORE GAMEPLAY

The game is organized around Nations, Regions, Cities & Units. You can take actions in each of these areas to achieve your goals.

UNITS:

Units are constructed in Cities. Particular specialty buildings are required to build most units.

CITIES:

Here you can build units, add factories and specialized buildings, such as aircraft hangers to construct plane parts, Motor Works, to produce autos, Mechanized Mill to produce textiles, among others. It is critical to balance manufacturing between units for war and items to provide wealth.

REGIONS:

Here you can build defensive infrastructure, airfields, and transportation infrastructure such as rail. Transportation using rail is critical during this time period. Without building rails to remote cities, you will be unable to grow that city since you cannot bring resource materials there to be processed, nor remove materials from resource producers to be used in your nation.

NATIONAL GOVERNMENT:

This is where you assign research, set tax rates, introduce government policy actions, review trade and diplomatic influence.

DIPLOMACY

Right click on another nation and select the country name to view diplomatic relations.