

Making History: The Great War

Quick Guide for Early Access

Updated 5/19/14

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 to either the forum at making-history.com or in the Steam Community Hub Forum.

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THE GAME SCREEN

1. The Top Bar

2. Summary Panel

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4. Control Panel, Map Views & Mini-map

1. The **Top Bar** displays all the status of your resources, money (displayed as Gold) manpower, stability, shipping capacity 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.

GREAT POWERS: Objectives for Diplomacy and Disaster

Germany 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.

France Objective:

France in 1912 is very concerned about rising militarism in Germany and will seek to counter that through its own military buildup and by creating alliances that will aid them and punish Germany should it try to dominate Europe. At the same time, France really wants Alsace-Lorraine. Try to get it back without exposing yourself to full scale war.

Austro-Hungarian Empire

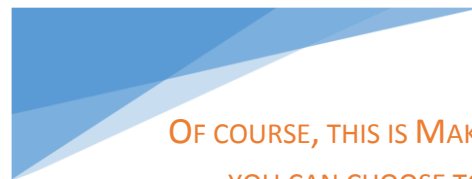
In 1912, your empire is financially and politically unstable. Although you remain the largest empire in mainland Europe, the cracks are forming with your already fractured dual monarchy as it deals with the many ethnic groups contained within. Your primary goal is to make the Balkan regions your own. Seek alliances with Germany and beware of Russia. They want the Balkans as well.

Russia

After the recent Russo-Japanese war (which you lost) you were forced to deal with internal problems. But by 1912, things are pretty good as your industry is growing rapidly and projected to achieve parity (or perhaps even surpass) France and Austria-Hungary within a couple years. But while your growth is one of the fastest in the world, you are still dealing with massive debts. You've been making diplomatic progress with Germany and you and Japan have agreed on each other's spheres of influence. It's time to turn your gaze on the Balkans and make them part of Russia before the Austrian-Hungarian Empire does.

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.



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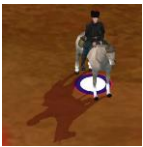
MOVEMENT:

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 OVERVIEW

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. Troops are built in particular specialty buildings called Recruitment Facilities and the machines of war, such as artillery, planes, and tanks are built in factories. Ships are built in shipyards.

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.

NATIONS:

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.

RESOURCES AND MANUFACTURED GOODS

On the Top Bar, you will see items listed that include resources: Coal, Metals, Oil and Food, and Manufactured Goods: Steel, Fuel and Arms. The numbers beneath show your current stockpile (number on left) and whether you are running a surplus or a deficit each turn (in parenthesis on right with surplus listed in green and deficit in red).

RESOURCE	HOW DO I GET IT?	WHAT IS IT USED FOR?
COAL	- Build or expand resource producers in your own territory. - Propose resource-specific Trade Agreement with a friendly nation. - Put out general buy order on the world market. - Invade or otherwise take control of a region that contains a coal resource.	Coal is the major power source used by all factories. It is consumed when moving land forces along railroads and powers earlier naval vessels until oil-using ships replace them. It can also be sold directly on the world market to generate wealth.
METALS	- Build or expand resource producers in your own territory. - Propose resource-specific trade agreement with a friendly nation. - Put out general buy order on the world market. - Invade or otherwise take control of a region that contains a metals resource.	Metals are primarily used to make steel, a requirement for many military units. Metals are also used directly to make wrought iron, machine tools and capital goods which can generate wealth. It can also be sold directly on the world market.
OIL	- Build or expand resource producers in your own territory. - Propose resource-specific Trade Agreement with a friendly nation. - Put out general buy order on the world market. - Invade or otherwise take control of a region that contains an oil resource.	Oil is required to produce fuel. It can also be used to create petrochemicals and kerosene to generate wealth, or sold directly on the world market.
FOOD	- Build or expand farms in your own territory. - Propose resource-specific Trade Agreement with a friendly nation. - Put out general buy order on the world market. - Invade or take control of a regions producing food.	Food is used to improve or maintain the morale of the people in your nation, including military forces. It can be sold on the world market to generate wealth.

MANUFACTURED ITEM	HOW DO I GET IT?	WHAT IS IT USED FOR?
Steel	- Manufacture it in one of your factories using metals. - Propose resource-specific Trade Agreement with a friendly nation. - Put out general buy order on the world market.	Steel is used to build It can also be sold directly on the world market to generate wealth.
Fuel	- Manufacture it in one of your factories using oil. - Propose resource-specific Trade Agreement with a friendly nation. - Put out general buy order on the world market.	Fuel is used for planes, vehicles and later classes of ships. It can also be sold directly on the world market to generate wealth.
Arms	- Manufacture it in one of your factories. - Propose resource-specific Trade Agreement with a friendly nation. - Put out general buy order on the world market.	Arms are consumed when using your military forces. They can also be sold directly on the world market to generate wealth.

Diplomacy Panel

To initiate Diplomacy, right-click on the country you'd like to speak with and select the nation name. Once the panel opens, click the tab with the Column Building icon (Government Policy). You will see this panel

The screenshot shows the Diplomacy Panel for the United States. The panel is divided into several sections:

- Government:** American Empire. Includes tabs for Nationalities, Resources, Infrastructure, and Cities.
- United States Washington DC:** The main title and location.
- Global Status:** Great Power, Leader of the American Empire. World Power Points: 4011. World Ranking: 3rd. Icons for various metrics: 7th, 2nd, 1st, 40th.
- Government System:** Representative Democracy. National Ideology: +5%, -2%, -4%, +1%.
- Diplomatic Influence:** Our Influence: Insignificant (5%). Their Influence: Insignificant (5%).
- National Stability:** 83%. Government Policies: 0%, -5%, 0%, -2%. National Demographics: -10%, 0%.
- State Nationality:** American. Culture: Anglo-Celtic (70%). Religion: Secular (0%). Ethnicity: Anglo-American, Black American (100%).
- Diplomatic Actions:**
 - Treaties & Declarations:** Declare War, Request Military Access Treaty, Grant Military Access, Propose Trade Agreement, Propose Financial Aid Agreement, Request Alliance Treaty, Declare Embargo, Propose Territorial Transfer.
 - Government Policy Actions:** Buy Influence, Counter Influence, Fund Political Opposition, Fund Coup Attempt.

Most options are self-explanatory. The Government Policy actions at the bottom are not fully implemented, but you can fund political opposition and fund a coup attempt. Choosing these will open a panel asking which faction you support. If the nation you are dealing with is stable, you will have very little chance of impacting the government and will most likely cause serious harm to your diplomatic relations. However, for an unstable nation they can be very effective.

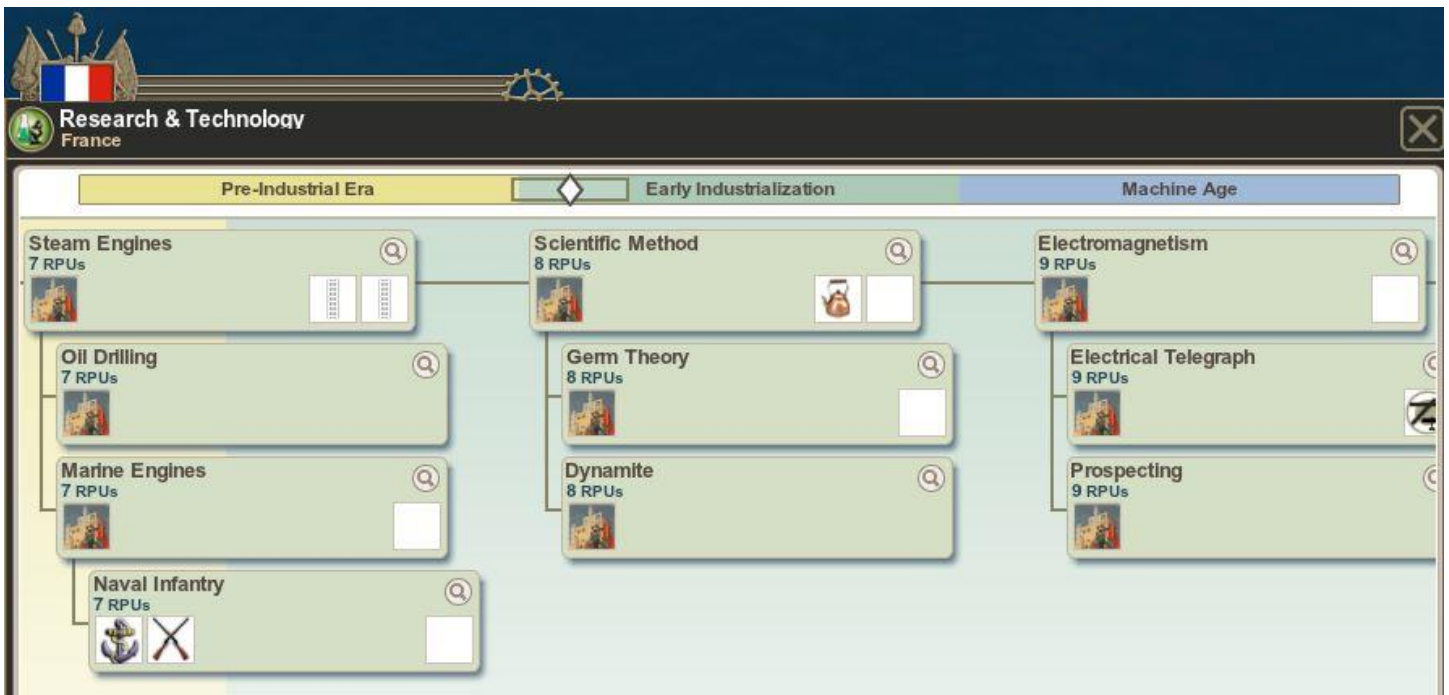
Factories and Rail

The image below shows the Transportation Infrastructure map overlay. Paris is the selected city. As the color coding indicates, Paris has medium rail density. In the selection panel at the lower left, three of the four slots for factory or specialty buildings are occupied. At the current rail density, it is impossible to add a fourth, although you will be able to upgrade buildings in the existing slots. High density rail must first be constructed to access that last slot. The regions with low density rail, color coded yellow, can be upgraded to medium density rail by right-clicking one of those regions and selecting that project. Under the current technology level France in 1912 is incapable of constructing high-density rail. More research projects will need to be completed before it becomes available. (See Industrial Production for more details)



RESEARCH

The Research Tree can be viewed by clicking on the Beaker icon on top of the Control Panel at the lower right. NOTE: A number of projects are not fully implemented. Projects can be selected here or from the Beaker tab on the Government Panel.



Cities

Factory Tab

The Factory tab on the City panel lists each building and its current production. That's why you see three different listings for Paris (at the bottom), as it has three factories. This panel also shows you what is being produced, how much of it and the cost.

MPUs	City Name	Type	Factory Orders	Turns	Food	Wood	Stone	Iron	Coal	Oil	Rubber	Gold	Taxes	Cost	Production
	Bordeaux	Textiles		1	10							10	10	26	40
	Brest	Textiles		1	5							5	5	17	20
	Brest	Marine Supplies		1	10			10				10	26	120	
	Cherbourg	Machine Tools		1	5	5						5	17	20	
	Cherbourg	Textiles		1	10							10	10	26	40
	Lille	Steel		1	20	10						20	26	0	
	Lille	Steel		1	20	10						20	26	0	
	Lille	Machine Tools		1	5	5						5	17	20	
	Lyons	Tool Factory		15								1	17	0	
	Marseilles	Marine Supplies		1	10			10				10	26	120	
	Nantes	Wrought Iron		1	10	5						5	17	30	
	Nantes	Fuel		1	10		10					20	26	0	
	Paris	Textiles		1	10							10	10	26	40
	Paris	Autos		1	5			5	5			5	17	70	
	Paris	Aircraft Parts		1	10			10	10			10	26	140	

Units Tab

The Crossed Rifles tab signifies the Land Units tab, and shows what military forces are being created. You are limited by the number of cities with Recruitment facilities. At the start of the 1912 scenario, France has three. Recruitment Facilities can be upgraded, allowing them to produce better and more varied types of units. The level of the centers is marked by Roman numerals under the Recruitment Facility icon (looks like a castle). The menu is displaying the units that can be built in the level II facility in Paris.



The main **City Tab** shows everything being built. Clicking on an icon sorts for that column. The **Current Project** column is where players select what building to construct. To the right of that you can see **Turns** to completion and the **Factory Icon** shows how many slots are used/available.

MPUs	City Name	Current Project	Turns	Taxes
	Bordeaux	University	10 1/2	2 26 74
	Brest	Fishery	5 2/2	0 43 125
	Cherbourg	Hospital	5 2/2	1 44 125
	Clermont-Ferrand	Barracks	2 0/2	0 0 0
	Lille	Tool Factory	15 3/3	3 70 197
	Lyons	Distillery	10 1/2	2 17 48
	Marseilles	Aircraft Hanger	10 1/2	2 26 74
	Nantes	Steel Mill	15 2/2	1 44 125
	Paris	ResearchCenter	12 3/3	4 70 196
	Saint-Nazaire	Mill	10 1/2	1 26 75
	Toulouse	Power Station	10 2/2	1 52 149
	Verdun	MedicalCenter	15 1/3	0 17 50

HOTKEYS:

F1-F12 keys correspond to each of the Map View buttons on the control panel. (Only F1-F5 functional as of 5/19 update)



NOTE: Not all of these are enabled correctly as of May 19, 2014

W A + S D	Map scrolling: Up, Down, Left, Right
Tab	Summary Panel
Enter	Chat
M	Military Panel
N	Nation Panel (Diplomacy)
G	Government
C	Production
R	Research Tree
T	Trade (World Market)
E	Encyclopedia

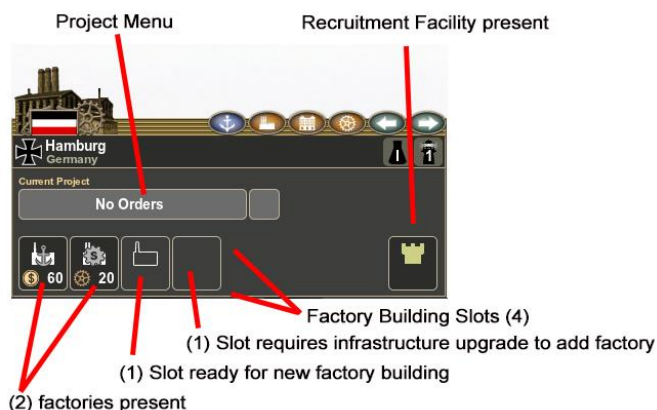
INDUSTRIAL PRODUCTION

Your cities are where you build **Factories** for producing hardware, **Recruitment Facilities** for training troops, and other **Specialty Buildings** to add to food supplies and research.

Factory Building Slots

Each of your cities has slots to construct factories that generate income, military units, industrial supplies like steel, and shipping capacity for sea, roads and rail. The number of slots available is tied to the level of transportation infrastructure. Each category of industrial building has a specific output. You can choose between manufacturing that produces income or creates military units and vital supplies. For example, a vehicle plant can produce autos (which generate income) or tank units. Only one type can be produced at any one time and you can switch production between the two whenever you wish. However, there is a production penalty for “retooling” when you switch.

YOU CAN CHOOSE BETWEEN MANUFACTURING THAT PRODUCES INCOME OR CREATES MILITARY UNITS AND VITAL SUPPLIES.



Transportation & Industrial Tracks

If you have no rail or roads attaching your city to your supply network, you cannot build a factory. Each level of transportation infrastructure you add allows you to move more materials, food, and personnel through that region, and to add more industry to the cities within that region. Higher transportation levels mean more factory slots in your cities. If you cannot improve the Transportation Infrastructure level, you probably lack the technology and will need to complete additional research.

HIGHER TRANSPORTATION LEVELS MEAN MORE FACTORY SLOTS IN YOUR CITIES

TRANSPORTATION INFRASTRUCTURE LEVELS	SLOTS
None	0
Unpaved Roads	1
Low Rail Density	2
Medium Rail Density	3
High Rail Density	4

Factory Upgrades

Factory tracks each have three levels. Each upgrade speeds up the production of output when building units, and increases Gold generation when producing income. Each upgrade increase the number of MPU's required, and also increases tax revenue.



The current factory level can be easily distinguished by looking at the number of smokestacks on the factory icon.

Factory levels can be visually identified on the map by the number of smokestacks.



The **INDUSTRIAL TRACKS** chart below details the various tracks, their income options and their supply/military options.

INDUSTRIAL TRACKS (require factory slot in city)		
FACTORY TRACK: Level 1 → Level 2 → level 3	INCOME GENERATOR	SUPPLIES / MILITARY UNITS
Mill → Mechanized Mill → Manufacturing Plant	Textiles	Arms
Iron Works → Steel Mill → Steel Plant	Wrought Iron, Rail Capacity	Steel
Distillery → Refinery → Petrochemical Plant	Kerosene	Fuel
Motor Works → Vehicle Factory → Vehicle Plant	Autos, Road Capacity	Tanks
Aircraft Hanger → Aircraft Factory → Aircraft Plant	Aircraft Parts	Air Units
Dockyard → Shipyard → Industrial Shipyard	Marine Supplies, Shipping Capacity	Naval Ships
Metal Works → Tool Factory → Tooling Plant	Machine Tools	Artillery

Specialty City Buildings (Non-Factory Types)

Also constructed in cities, these buildings are not part of the industrial building group so they do not occupy a factory slot. They have various benefits, penalties and costs.

Recruitment Buildings



Troops that make up your military require a military office building in the city to create and train units. These buildings also have three levels, the higher levels requiring higher levels of research to build. Recruitment facilities do not take up a factory slot. This process represents training and organizational facilities for people. Industrialized production in factories is for building the actual hardware: artillery, tanks, planes and ships.

<i>RECRUITMENT BUILDING</i>	<i>LEVEL</i>	<i>UNIT OPTIONS</i>
Barracks	1	Militia & Cavalry
Recruitment Center	2	Level 1 units plus lower levels of Mounted Infantry, Engineers, Marines and Mountain Infantry
Military Academy	3	Level 2 units plus higher levels of Mounted Infantry, Engineers, Marines, Mountain Infantry, and Assault Troops

Research Buildings

Constructing Research Buildings in cities increases the odds that your research will advance in a given turn.

<i>RESEARCH BUILDING</i>	<i>LEVEL</i>	<i>EFFECT</i>
University	1	The construction of a University in a city provides an increased chance to add to national research as well as a Cultural Bonus in the Region it is located.
Research Facility	2	Increases the odds of adding Research points each turn.
Technology Center	3	Further increases odds of adding research points each turn.

Other Specialty Buildings

Power Station

Produces Energy using Coal and generates wealth.

Fishery

Generates Food using Gold. Must be built in port city

Slaughterhouse

Generates Food using Gold.

Food Processing Plant

Uses Steel. Increases food output of existing Slaughterhouse or Fishery

Hospital

Generates bonus Manpower Units (MPUs) for Gold in regions where the city containing them is located.

