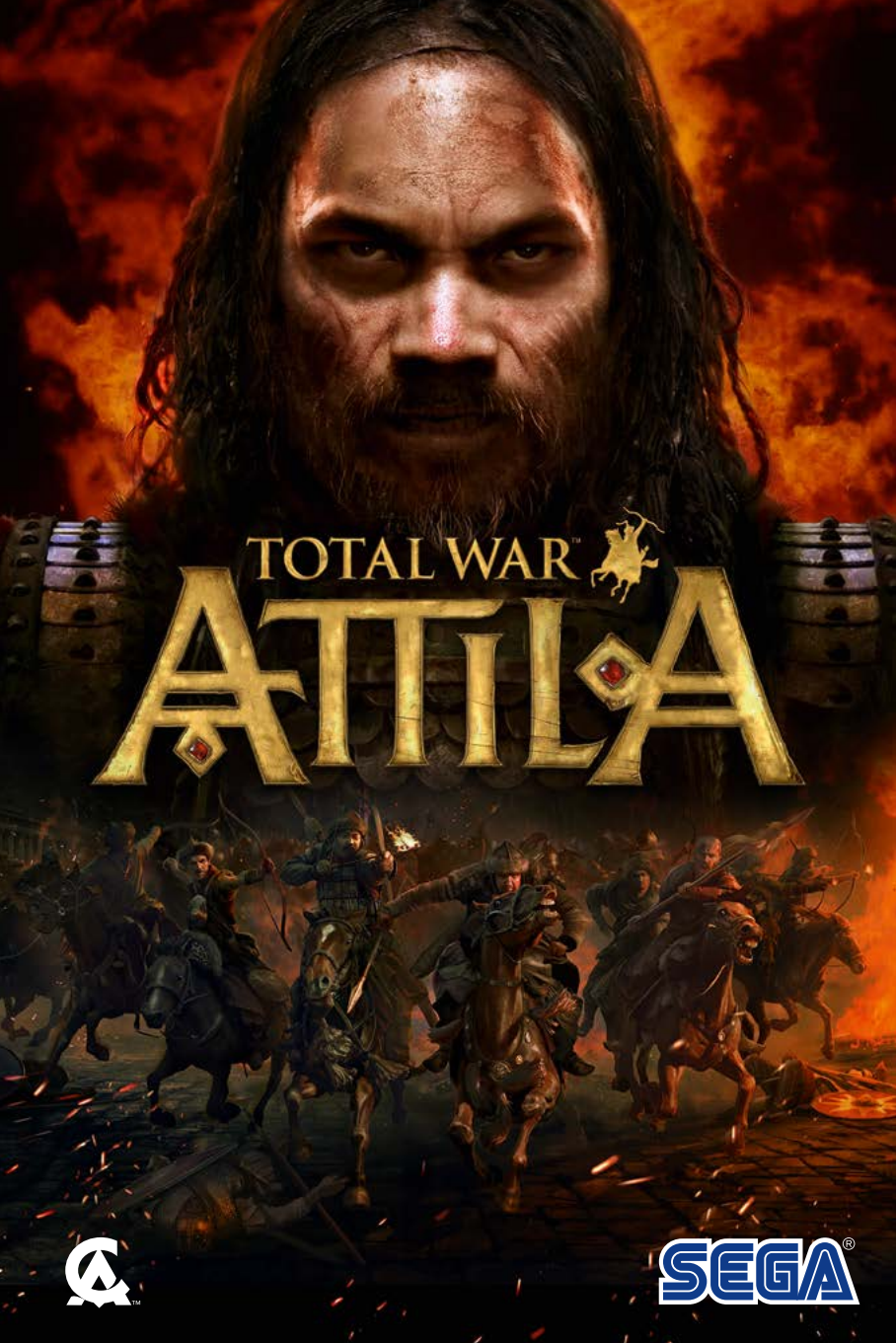
TOTAL WAR
ATTILA
SEGA

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™: ATTILA game discs contain software for use on a personal computer. Please do not play the discs 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.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

The second are icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:

For further information visit http://www.pegi.info and pegionline.eu

TOTAL WAR ATTILA

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Welcome

The Huns: brutal nomadic raiders from the steppes of central Asia. They have come to conquer and kill, and tear Rome's great Empire apart. In Total War™: ATTILA, you can choose to command Rome and restore her greatness once more, or fight in bitter defiance of all her works!

In an ancient world, shaped by legendary figures, you must make your mark. This is a world of politics, intrigue and betrayal, a time of sweeping change, a time when life is transformed by the migration of entire peoples and ravaged by nomadic warriors from beyond the steppes. This world is yours!

Total War™: ATTILA combines epic real-time battles with grand empire building. You can build and capture great cities; raise and inspire renowned armies; govern, nurture and enslave vast populations; make allies and enemies; fight battles and wars on land and sea against all enemies that dare oppose you; and use politics, cunning and the assassin's blade to strike down your most dangerous rivals.

You must choose your path as either the nomadic hordes, barbarians of the north, or the exotic eastern kingdoms. Threats to Rome circle like carrion birds; will you command its Legions, or lead her rivals?

Your world will burn. How far will you go to survive?

Installation Guide

The information in this manual was correct when it went to print, 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™: ATTILA 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™: ATTILA. You will be able to play the single-player game offline (not connected to the internet) once installation is complete. You will need to reconnect from time to time to receive patches and additional downloaded 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™: ATTILA. Insert DVD 1 into your DVD drive.

If you are installing the game on Mac, double-click the disc icon that appears on the desktop. If the disc icon does not appear, access the disc through the Finder. In the disc browser double-click on "SetupMac.app" to begin the installation process, then follow the onscreen instructions.

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™: ATTILA 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™: ATTILA 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™: ATTILA disc in your drive. If you don't already have a free Steam account, you will need to create one, and 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: ATTILA:

1. Fully install Total War: ATTILA and the Steam client as per the 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 supplied product Steam activation code.
4. All content will be activated and added to your Steam Game Library. Any applicable content updates will be automatically downloaded.

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 prologue, in-game advisors, aide de camp and encyclopaedia.

There are keyboard shortcuts to help you do things quickly, but Total War™: ATTILA gives you time to consider and plan your actions. As you become familiar with the game, you'll gradually master more advanced controls.

THE PROLOGUE

You'll find it useful to look at the prologue campaign, especially if you are a new player. This is a mini-campaign, based on the Gothic Wars, designed specifically to give you a taster for the setting of the game, and introduce you to the basic ideas behind Total War™: ATTILA's turn-based campaign game and the real-time battles.

You will learn the basic controls and the user interface that helps you command your burgeoning empire.

Once you've completed the prologue, you'll be able to take on a full campaign, controlling the faction of your choice. You'll also be ready to fire up a custom or historical battle for some glorious real-time carnage!

The game includes additional features to help your empire building and warmongering: the advisors. They have been improved for Total War™: ATTILA.

THE ADVISORS

In-game advisors are always on hand to help you with the controls and concepts of the game. The campaign and battle advisors monitor how you play and, as you progress, they offer guidance about what you're doing in the game.

By default, you'll see and hear all their 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 get more experienced with the game, 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 AIDE DE CAMP

The aide de camp alerts you to important battlefield events quite apart from the game controls and interface. Messages from the aide de camp will appear in the top right hand corner of the screen. On occasions, you may be warned if your general is threatened with imminent death, if a defensive wall has been breached, or if your units are being flanked. Think of the aide de camp as an extra set of eyes watching the battle.

THE ENCYCLOPAEDIA

Total War™: ATTILA contains an encyclopaedia function containing detailed information about all aspects of the game, including units, buildings, technologies and sections on how to play. It can be accessed at any time from the dedicated button in the top left-hand corner of the campaign map or battlefield and via the question mark buttons on most panels.

HOW TO WIN

Victory and glory can only be gained through dominance: what you need for an ultimate victory depends on the faction selected. All victory conditions have one thing in common: you must seize and control territory by capturing regions and holding or devastating specific provinces.

While all this will require substantial military might, you may want to tailor your victory requirements by choosing a cultural or economic path to ultimate triumph. Each offers additional requirements linked to the influence and advancement level of your faction, or to your trade and wealth.

Primary objectives during a campaign task you with surviving until the next major climate change, and are each accompanied by faction-specific bonus objectives that will steer you towards victory. Inspired by events from the period, these are optional, but do offer faction bonuses if completed.

Whatever your aims and objectives, the victory conditions are displayed in the objectives panel. Click on the objectives button at the bottom of the screen to see them.

Finally, as you play Total War™: ATTILA, you'll collect Steam Achievements. These won't affect your chances of winning, but they do give you some bragging rights in the online communities!

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™: ATTILA one of the most compelling games in the series.

" What's New? "

Campaigns

Internal Politics

In Total War™: ATTILA, threats can also come from within your own faction. A new internal politics system recreates the influence of personalities and egos that helped both build and destroy empires throughout the period.

Throughout a campaign, you are primarily represented by your faction's ruling family. The balance of power must be maintained in your favour, which involves managing your family members' influence and ensuring that other nobles within the faction do not become too influential themselves.

Your party will gain power through completing missions and through the actions of its generals. This can be victories in the field, or by generals' machinations as politicians. This power can be spent on actions to change the political landscape. You may, for example, try to eliminate another party's most outspoken politician, or even assassinate a member of your own party, if their interests conflict with your own scheming.

You can also allow your family members' influence to accumulate. This increases your family's dominion over your faction, shifting the balance of power in your favour. You will need to manage this with care; large changes in power can lead to mistrust or betrayal and, ultimately, civil war.

Allow your family to become weak and vulnerable, and the loss of confidence within the military may result in mutiny. Loyalty to your cause will also drop, inspiring seditious commanders and governors to go rogue. If you are regarded as too powerful, the people may seek to rise up and put an end to your tyranny. Either way, civil war may soon be upon you; you must crush the separatists before their cause gathers momentum and poses an insurmountable threat to your sovereignty.

Family Tree

The family tree shows the relationships between members of your faction's ruling family. Family members can be made heir to the faction leadership, married or divorced. They may seek to embezzle funds for your cause or rally support for your family amongst the elite. You can have them slander other faction members with rumour or assassinated as you see fit. Select a character's portrait to see which options are available. Male faction members may also attempt to secure political offices or be assigned governorships. Select a male character, then click on an office or governorship from the appropriate list on the right-hand side of the panel to assign them to it.

Your family's political power is determined by two factors: control and dominion. Your control over the political situation and the elites is determined by your ability to resolve political matters and react to other faction events, and can be hard to attain. Your dominion over the faction and the people, however, depends on your family members' influence versus that of your faction's other nobles. Influence is gained through personal accolades such as governorship or appointment to political office, as well as achievements in battle. Influence may then be invested towards carrying out or reacting to political intrigues, meaning that a successful general in your family can be highly effective in political matters.

Governors

Characters involved in politics can now be appointed as governors as well as generals. A governor can enact provincial edicts and his character traits, skills and household will all have an impact on his ability to govern effectively. Also, he will personally lead his settlement's garrison on the battlefield should it be attacked or besieged.

HORDE MECHANICS

For certain factions (The Great Migrators and The Huns), new horde mechanics have been implemented to represent the great migrations of the age. A horde is effectively an army which can choose to form an encampment (via the Army Stances menu) anywhere it chooses. You'll find a horde has two tabs on its information panel: Army View and Buildings View.

Once encamped, a horde becomes immune to attrition and may construct and upgrade buildings to improve its economy, food production, recruitment options and so forth, just like a city. A horde may subsequently switch to a mobile stance, and move on to find more fertile lands or to conquer. At this point, the horde works more like a traditional army. Be aware that changing out of the encamped stance also alters a horde's contribution to your overall economy. You can check the specific effects of a horde's stance by hovering over it in the Army Stances menu.

Hordes may also choose to settle in conquered cities, with the exception of The Huns - it is simply not in their nature! However, it's very important to note that when at least one horde settles, the entire faction adopts a city-based society, and all hordes lose their ability to encamp and contribute to your overall economy, as they cast off their belongings to become traditional armies. This factor can cripple your economy, so if you're playing as a migratory faction and wish to settle, capturing a number of cities simultaneously with your hordes may be a serious consideration. Once settled, if the faction's last city is captured, destroyed or abandoned, the faction reverts to a horde-based society, and its armies become fully-functional hordes again.

RAZING AND ABANDONING SETTLEMENTS

When you've conquered a settlement on the campaign map, you'll be given the option to raze it. This is a scorched-earth tactic which wipes the settlement from the face of the map and provides you with a measure of wealth. It also significantly reduces the fertility of region, a situation which only time will remedy.

If the enemy is close to one of your settlements and it looks like you'll lose the imminent assault, it is also possible to abandon the settlement (via the town centre building in the Buildings View). This has the same effect as razing, damaging the region's fertility and denying any value to the attacker. However, it takes a full turn to complete an abandonment, and if the enemy captures the settlement in that time, the abandonment will be cancelled.

It is possible for armies to resettle desolate regions, but there are costs to this, which are noted in the resettlement panel. For a migratory faction, settling in a desolate region will have the same effect as settling in a conquered city: its hordes will become armies, losing the ability to encamp and ceasing to contribute to the faction's economy.

SIEGE ESCALATION

Sieges can take years to come to a conclusion, gradually wearing a settlement and its defenders down. The longer a settlement is under siege, the worse its physical condition becomes, making it easier for the attacker to penetrate the defences. This also means that the state of a besieged settlement will be reflected in the condition of its buildings, and the morale of its defenders, during any battle that may take place there. Damage done on the campaign map will be visible on the battlefield; it takes time and money to repair it, something the besieged can ill afford.

A direct assault on a province capital without artillery or siege equipment is only possible after allowing a siege to escalate over time, causing breaches in the settlement walls through which your troops can attempt entry.

BATTLE

PACING

The battle system for Total War™: ATTILA has seen an extensive overhaul which alters the pacing, and it's worth taking these factors into account if you're to be victorious.

Fatigue is now more dynamic. Your troops will become fatigued more quickly if you run them around the battlefield, but if left to rest, they'll recover their energy at a much quicker rate. This means that pulling weary troops out of engagements and cycling fresh troops in can make a big difference to the outcome.

Unit morale is also more dynamic and units are now more sensitive to shock tactics. For example, local superiority against a unit, combined with flank and rear attacks, can force it to break very quickly. Units now rally more swiftly however, so a routing unit with a significant amount of troops left has a good chance of rallying and getting back in the fight.

The general's role in the field is more pronounced, as he now brings an army-wide morale boost (though less than that conferred upon units within his command radius). If the general is lost, the remainder of the army will suffer a significant morale penalty.

SETTLEMENT DAMAGE

During a settlement battle, the settlement itself can sustain damage from projectiles and fire which, once kindled, can spread and grow into a conflagration. The more damage a city sustains as the battle wears on, the more the defenders begin to suffer the negative effects of the destruction of their property. Over time, their morale, melee attack and melee defence ratings will drop as they lose hope and begin to doubt the wisdom of defending the ruins. Settlement damage is also persistent until repaired on the campaign map.

BARRICADES

In settlement battles, the defender may erect barricades during the deployment phase (look out for the interactive barricade icons on the map during deployment), and will receive a greater number of barricades according to the settlement's size and siege escalation level. Barricades are impassable and can block off streets, providing a secure position for units to withstand a charge. They may be targeted and destroyed in melee by the attackers or defenders however.

CAPTURE POINTS

Settlement capture points are now more of a power struggle. When contested, the side with more units in the capture-point radius will begin to pull ahead in ownership. However, certain units are better at capturing than others, as marked in their unit profiles. When a defensive tower capture-point is taken by the attacker, the tower will be destroyed, so even if the point is reclaimed by the defenders, it will have lost its ability to fire any mounted weapons.

RAIDERS

All the battlefield units in Total War™: ATTILA are new to Total War, but raiders merit a special mention. Raider units are cheaper to maintain and excel at taking capture points, but are somewhat unruly. If left to their own devices in a settlement, they may begin pillaging, and will hurl torches around to start fires. If you're aiming to capture a city and occupy it, you may want to consider the wisdom of sending them in!

NAVAL BATTLES

The warships in Total War™: ATTILA now have the ability to backwater, which enables them to reverse out of sticky situations and makes them far easier to manoeuvre into new positions. Also, landlubbers in troop-transport ships are subject to seasickness. So a land-recruited soldier involved in a naval engagement will fight with a significant combat penalty compared to a marine who is trained for shipboard combat and has his sea-legs. Finally, when troop transports are bearing artillery or cavalry into an amphibious assault, their passengers, mounts and equipment are pre-deployed onto the coastline to enable them to be used to full effect.

Controls

Below, we've listed the classic controls used in Total War™: ATTILA. 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 (PC)**		**Classic Total War Controls (Mac)**	
	Primary Key	Secondary Key	Primary Key	Secondary Key
Function	**Standard Controls**		**Standard Controls**	
Toggle Sound Effects	Alt+X		alt+X	
Toggle Music	Alt+M		alt+M	
Select All	Ctrl+A		cmd+A	ctrl+A
Select Next	Period (.)		Period (.)	
Select Previous	Comma (,)		Comma (,)	
Cancel Order	Backspace		Backspace	
Voice Chat	Ctrl+Q		ctrl+Q	cmd+Q
Standard Ping	F5		F5	
Show Chat	Y		Y	
Hide Chat	Esc		esc	
CAMERA CONTROLS				
Move Forward Fast	Num 8		Num 8	
Rotate Up	V	Num +	V	Num +
Rotate Down	C	Num -	C	Num -
Camera Up	X	Num *	X	Num *
Camera Down	Z	Num /	Z	Num /
Accelerate	Page Up		Page Up (⇞)	
Decelerate	Page Down		Page Down (⇟)	
Rotate Left	Q	Num 4	Q	Num 4
Rotate Right	E	Num 6	E	Num 6
Scroll Left	A	Num 1	A	Num 1
Scroll Right	D	Num 3	D	Num 3
Scroll Forward	W	Num 5	W	Num 5
Scroll Backwards	S	Num 2	S	Num 2
Increase Camera Rotation	Shift+Page Up		Shift+Page Up (⇞)	
Decrease Camera Rotation	Shift+Page Down		Shift+Page Down (⇟)	
Intelligent Zoom	N		N	
Cinematic Mode	Insert		fn	
Cinematic Camera	Delete		delete	
Show Tactical Map	Tab		Tab (⇥)	
CAMPAIGN MAP				
Details	1		1	
View / Overview	2		2	
Recruit Forces For City, Units For Army/ Navy	3		3	
Recruit Agents For City, Mercenaries For Army	4		4	
Show Faction	5		5	
Show Objectives	6		6	
Show Finance & Trade	7		7	
Show Technologies	8		8	
Show Diplomacy	9		9	
End Turn	Enter	Num Enter	Enter	Num Enter (⌅)
Toggle Move Speed	Space		Space	
Disband Selection	Ctrl+P		cmd+P	ctrl+P
Quick Save	Ctrl+S		cmd+S	ctrl+S
Quick Load	Ctrl+L		cmd+L	ctrl+L
Auto-Merge Units	Ctrl+M		cmd+M	ctrl+M
Go To Capital	Home		Home (↖)	H
Default Camera Rotation	End		End (↘)	
Show Strategic Map	Tab		Tab (⇥)	

BATTLES				
UNIT/GROUP CONTROLS				
Toggle Group	G		G	
Toggle Locked Group	Ctrl+G		cmd+G	ctrl+G
Toggle Melee Mode	F		F	
Toggle Run/Walk	R		R	
Pan To Unit	End		End (↘)	
Create/Select Unit Group 10	Ctrl+0	0	cmd+0	0
Create/Select Unit Group 1	Ctrl+1	1	cmd+1	1
Create/Select Unit Group 2	Ctrl+2	2	cmd+2	2
Create/Select Unit Group 3	Ctrl+3	3	cmd+3	3
Create/Select Unit Group 4	Ctrl+4	4	cmd+4	4
Create/Select Unit Group 5	Ctrl+5	5	cmd+5	5
Create/Select Unit Group 6	Ctrl+6	6	cmd+6	6
Create/Select Unit Group 7	Ctrl+7	7	cmd+7	7
Create/Select Unit Group 8	Ctrl+8	8	cmd+8	8
Create/Select Unit Group 9	Ctrl+9	9	cmd+9	9
About Face	J		J	
Increase Rank	Ctrl+Up		cmd+Up	ctrl+Up
Increase File	Ctrl+Down		cmd+Down	ctrl+Down
Step Backwards	Down		Down	
Step Forward	Up		Up	
Both Rotate Left	Ctrl+Left		alt+Left	
Both Rotate Right	Ctrl+Right		alt+Right	
Strafe Unit Left	Left		Left	
Strafe Unit Right	Right		Right	
Naval Attack Mode	B		B	

SELECTION CONTROLS				
Select All Artillery	Ctrl+B		cmd+B	ctrl+B
Select All Infantry Melee Units	Ctrl+I		cmd+I	ctrl+I
Select All Cavalry	Ctrl+C		cmd+C	ctrl+C
Select All Infantry Missile Units	Ctrl+M		cmd+M	ctrl+M
Deselect All	Enter		Enter	
Pan To General	Home		Home (↖)	H
GAME/UI CONTROLS				
Cycle Battle Speed	T		T	
Show Unit Orders	Space		Space	
Toggle Radar Visibility	O		O	
Toggle Unit Cards Visibility	U		U	
Toggle Unit Information	I		I	
Toggle UI Visibility	K		K	
Toggle Pause	P		P	

Customer Support

Please check

www.sega.com/support or call

00 44 845 301 5502 (UK)*

1-800-613-162 (Australia)

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