

SEGA PC DISC – NOTES ON USE

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.

WARTH GAMES

PRODUCT CARE

Handle the game discs with care to prevent scratches or dirt on either side of the discs. Do not bend the discs or enlarge their center holes.

Clean the discs 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 discs with paint thinner, benzene, or other harsh chemicals.

Do not write or attach labels to either side of the discs.

Store the discs in their original case after playing. Do not store the discs in a hot or humid location.

The *Medieval II: Total War™ Kingdoms* 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 on your personal computer.
- * The game discs may not be used for rental business.
- * Unauthorized copying of this manual is prohibited.
- * Unauthorized copying and reverse engineering of this software is prohibited.

MEDIEVAL II TOTAL WAR™ KINGDOMS

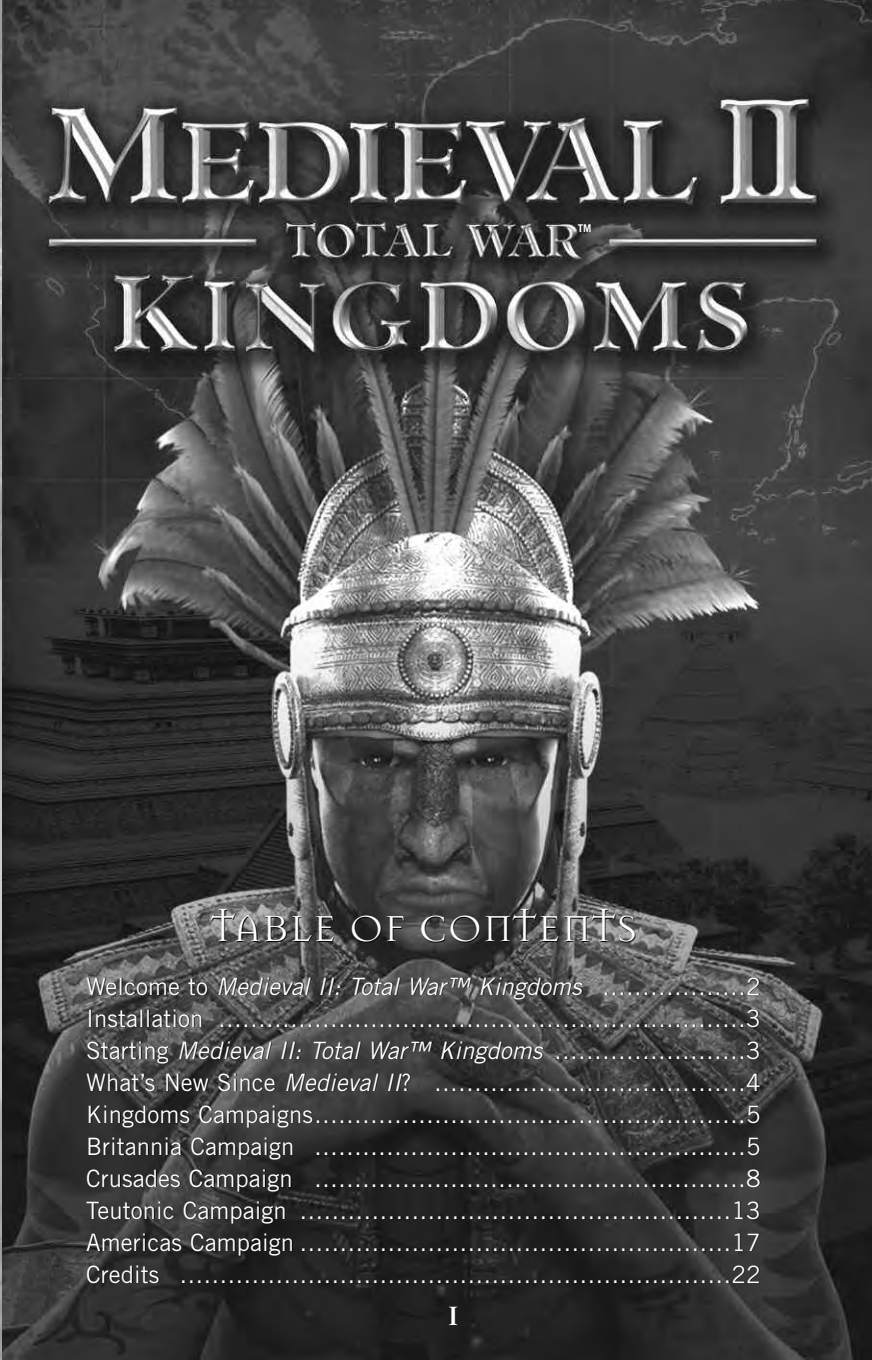


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WELCOME TO MEDIEVAL II: TOTAL WAR™ KINGDOMS

Medieval II: Total War Kingdoms is an expansion pack for *Medieval II: Total War*. There are four new campaigns to test your abilities as a military master of the medieval world. From exploring the New World, through to maintaining control of the Holy Lands, each richly-detailed campaign offers unique challenges and opportunities to adapt your favorite strategies, as well as forge new, iron-clad tactics to conquer your foes.

Several new gameplay features add an extra dimension to the *Medieval II: Total War* experience. For the first time, you will be able to build permanent forts on the campaign map to control more of your lands, use unique abilities of heroic generals in battle, play as a knightly order, convert from one religion to another, and burn your foes to a crisp with flamethrowers!

Medieval II: Total War Kingdoms also includes all the updates released so far for *Medieval II: Total War*. It also includes the ability to play multiplayer campaigns and control reinforcements on the field of battle.



INSTALLATION

Please make sure your computer system uses either Windows XP or Windows 2000. *Medieval II: Total War Kingdoms* is not compatible with earlier versions of Windows, or non-Windows operating systems. *Medieval II: Total War Kingdoms* also requires the latest DirectX 9.0c compatible drivers for your DVD drive, sound card, and video card to operate at its best. If you have any problems running the program, older sound or video drivers are the most likely cause.

HOW TO INSTALL MEDIEVAL II: TOTAL WAR KINGDOMS

- Before installing, close all other applications.
- You must have *Medieval II: Total War* already installed on your computer in order to install *Medieval II: Total War Kingdoms*.
- Insert the *Medieval II: Total War Kingdoms* DVD into your DVD drive. If you have Autoplay enabled, the title screen will display shortly after inserting the DVD into your drive. If Autoplay is not enabled, simply double-click on 'My Computer' and then double-click on your DVD Drive to launch the game installer. On the title screen, click the Install button to begin the installation process and then follow the on-screen instructions.
- After *Medieval II: Total War Kingdoms* is installed, your computer will install Microsoft DirectX 9.0c drivers (if you do not already have them). When DirectX installation is complete, you may need to restart your computer for the new drivers to take effect. For more information on DirectX 9.0c, see the relevant DirectX 9.0c Help file.
- Now you can run *Medieval II: Total War Kingdoms* from the Start menu or by clicking Play on the DVD title screen. Please note that the game requires you to have a *Medieval II: Total War Kingdoms* DVD in your DVD Drive at all times in order to play the game.

STARTING MEDIEVAL II: TOTAL WAR KINGDOMS

The launcher allows you to view the latest *Total War* news such as community info, upcoming releases and polls. It also allows you to start all the campaigns. Clicking the Play button will bring up a list of all available campaigns and registered mods installed on the computer. Just select the desired campaign and click to load it up.

THE MAIN MENU

- Single Player – This will take you to the Single Player Menu from which you can start a Campaign or Quick Battle.
- Continue Campaign – This will automatically load your last saved campaign game/auto-save and allow you to continue your conquest.
- Multiplayer – Accesses all of the multiplayer modes available.
- Load Game – Allows you to load saved campaigns, custom battles, and battle replay movies.

- Options – Adjusts the options available for Video, Audio, and Game Controls.
- Audio – *Medieval II: Total War Kingdoms* supports EAX® ADVANCED HD™. EAX® ADVANCED HD™ is used to model reverberation effects on the 3D sounds. This allows the game to accurately model different acoustic environments and take advantage of the hardware DSP on the Sound Blaster® X-Fi™ series of sound cards. To learn more on Sound Blaster X-Fi sound cards, please go to: <http://soundblaster.com>
- Quit – Exit *Medieval II: Total War Kingdoms* and return to Windows.

Any options inaccessible by the user will be greyed-out until such time as they become usable. To quickly exit the game hit the Esc key on your keyboard.

WHAT'S NEW SINCE MEDIEVAL II?

Several major features have been added to *Medieval II: Total War* since the initial release. New features that are unique to the Kingdoms campaigns will be covered in the sections of the manual devoted to individual campaigns.

MULTIPLAYER HOTSEAT CAMPAIGNS

A hotseat campaign is a multiplayer game where two or more players can play the same campaign together on the same computer. Hotseat mode is available in the Grand Campaign and the new Kingdoms campaigns.

To play a hotseat campaign, left-click on Multiplayer in the Main Menu, then left-click on Hotseat Campaign (found below LAN Battles). Now simply select a faction for each player (or multiple factions per player if you wish), by left-clicking on the faction shields at the top of the screen. A flashing shield represents a faction that will be player-controlled in the campaign. Before hitting the Start button to begin play, you may wish to adjust some of the new campaign options in the bottom-right of the screen.

CONTROLLING REINFORCEMENTS

To control the reinforcements, make sure that you select the checkbox "Allow this army to be controlled by AI" and also the checkbox "Command this army in battle". Once in battle, the reinforcement army that you control will be represented by an individual unit card on the right-hand side of the screen. Besides the card, there are three buttons that determine what stance the army will take - simply left-click on the stance to activate it. The stances are:

- Aggressive Stance – Move to engage the enemy should it come within close proximity. Missile units will fire at will.
- Defensive Stance – Defend the current position (or a position the army has moved to). Routing enemies will not be pursued.
- Shootout Stance – Fire missiles without engaging in melee. Melee units will defend the missile units.

EXPANDED TIME CONTROLS

You can now fine tune the rate at which time passes in battle by holding down Shift while speeding up or slowing down time. This will incrementally adjust the speed of

the game. You can also now play the game at slower than real-time. This feature is a very useful learning tool for those wanting to come to grips with controlling a large force without using Pause. It also lets you play the game in slow motion so you don't miss any of the action!

SDK TOOLS

You now have access to some creative tools for *Medieval II: Total War* that will help you create your own content or mods. The tools provided are:

- The Battle Editor – Allows you to create your own battle maps.
- CinEd – Create movies using *Medieval II: Total War* battle replays.
- Unpacker – Allows you to open up the data packs, and then edit or replace some of the individual files. Note that tampering with the data files may cause the game to crash, or cease working altogether. Use this tool at your own risk.

Although all of these tools are not officially supported or endorsed by The Creative Assembly or SEGA, you may find help from the active Total War mod community at either www.totalwar.org or www.twcenter.net.

THE KINGDOMS CAMPAIGNS

The *Kingdoms* campaigns are four unique campaigns that offer a highly detailed strategic experience which focus on some of the greatest chapters of warfare and conquest throughout the medieval period.

Each campaign has its own specific features and conditions to bring the essence of that particular historical struggle to life. It is strongly recommended that you read the instructions on each campaign in this manual before playing them as there are new strategic options to consider should you hope to be victorious!

THE BRITANNIA CAMPAIGN



It is the year of our Lord 1258, and the British Isles are in turmoil! Henry III, the English King, is the dominant monarch, owning more lands than the Kings of Scotland, Wales, and Ireland combined. Asserting their dominance over the British Isles has forced the English to spread their forces rather thin, and has created great animosity with the other British Kingdoms.

The time may be right for the Scots, Welsh, and Irish to make a push into English lands to assure their own long-term survival, though they have good reasons not to overextend themselves. Haakon IV, the King of Norway has become aware that the Scots are keen to reclaim the islands just off the mainland and is sending more of his men to the British Isles. Should any of the other British Kingdoms leave their shores undefended, perhaps the Nords may find an opportunity to secure themselves on British soil again.

A five-way struggle for control of Britannia is about to begin! Can any one of these kingdoms manage to do what no other has, and truly conquer all of the British Isles in uncontested rule?

THE FACTIONS

ENGLAND



Difficulty: Easy

Strengths: Boasts strong heavy infantry.

Weaknesses: Fields a poor variety of cavalry.

UNITS			
INFANTRY	CAVALRY	MISSILES	ARTILLERY
Peasants	Hobilaris	Peasant Archers	Ballista
Bill Militia	Merchant Cavalry Militia	Archer Militia	Catapult
Billmen	Mailed Knights	Arquebusiers	Ribault
Town Militia	Demi Lancers	Longbowmen	Trebuchet
Heavy Bill Militia	Feudal Knights	Yeoman Archers	Mortar
Heavy Billmen	English Knights	Retinue Longbowmen	Bombard
Spear Militia	Knights Templar		Culverin
Levy Spearmen			
Dismounted English			
Armored Swordsmen			
Armored Sergeants			

SCOTLAND



Difficulty: Easy

Strengths: Makes excellent use of spears and pikes.

Weaknesses: Lacking in cavalry, and the nobles often prefer to fight on foot.

UNITS			
INFANTRY	CAVALRY	MISSILES	ARTILLERY
Highland Rabble	Merchant Cavalry Militia	Peasant Archers	Ballista
Scots Pike Militia	Border Horse	Highland Archers	Catapult
Highland Pikemen	Mailed Knights	Noble Highland Archers	Ribault
Town Militia	Feudal Knights		Trebuchet
Spear Militia			Mortar
Highlanders			Bombard
Heavy Pike Militia			Culverin
Highland Nobles			
Dismounted Feudal			
Noble Pikemen			
Noble Swordsmen			

NORWAY



Difficulty: Hard

Strengths: Excellent shock infantry who wield powerful two-handed weapons.

Weaknesses: Lacks good heavy cavalry.

UNITS			
INFANTRY	CAVALRY	MISSILES	ARTILLERY
Peasants	Svenner	Hand Gunners	Ribault
Town Militia	Merchant Cavalry Militia	Crossbow Militia	Catapult
Spear Militia	Mounted Crossbowmen	Crossbowmen	Trebuchet
Viking Raiders	Norse War Clerics	Arquebusiers	Bombard
Norse Swordsmen	Huscarls	Norse Archers	Serpentine
Swordstaff Militia	Feudal Knights		Cannon
Sami Axemen	Chivalric Knights		Ballista
Gotland Footmen			
Dismounted Feudal Knights			
Dismounted Chivalric Knights			
Dismounted Huscarls			

WALES



Difficulty: Hard

Strengths: Has a number of units capable of fighting in multiple roles.

Weaknesses: Lacks heavy infantry.

UNITS			
INFANTRY	CAVALRY	MISSILES	ARTILLERY
Peasants	Merchant Cavalry Militia	Welsh Skirmishers	Ballista
Welsh Militiamen	Teulu Skirmishers	Helwyr	Catapult
Gwent Raiders	Mathrafal Horsemen	Saethwyr	Ribault
Spear Militia	Mailed Knights	Magnelwyr	Trebuchet
Rhyfelwyr	Teulu		Mortar
Meirionnydd Spearmen			Bombard
Morgannwg Spearmen			Culverin

IRELAND



Difficulty: Moderate

Strengths: Fields a good mix of cavalry and gunpowder units.

Weaknesses: Lacks strong spear and pike units.

UNITS			
INFANTRY	CAVALRY	MISSILES	ARTILLERY
Peasants	Merchant Cavalry Militia	Deisi Javelinmen	Ballista
Ceitherne	Horseboys	Saighdeoir	Ribault
Ostmen	Ridire	Calivermen	Catapult
Cliathairi	Hobguir		Trebuchet
Ulster Swordsmen	Mounted Calivermen		Mortar
Galloglach	Lords Retinue		Bombard
Muire			Culverin

SPECIAL FEATURES & RULES



The Baron's Alliance

Ascendancy to the English throne has often been disputed, and there are always powerful nobles who would seek opportunities to dispute the sovereignty of the realm. In the Britannia campaign, a faction called the Baron's Alliance can emerge in times of unrest to challenge the current English monarchy for control of England. English cities, generals, and characters have a chance of rebelling and joining the Baron's Alliance, creating a united front against the English Monarch. When you play as England in the Britannia campaign, you should work to keep your men loyal, lest they join the alliance against you.

Forts

Around the campaign map, there are several permanent stone forts to provide strategic strongholds for attack or defense. Garrisoning your troops within a fort provides:



- Thick walls with battlements on which units can be placed to defend against besieging forces.
- Much greater devastation to the region than armies in the open. Free upkeep for several units.
- Forts are relatively small structures that are automatically repaired after battle.

Emerging Champions

Each faction has an emergent champion, who provides a great boost for his faction at some stage during the Britannia Campaign. Not only will he be a formidable General, whose presence on the battlefield greatly inspires his countrymen, but he will also come with a powerful army.

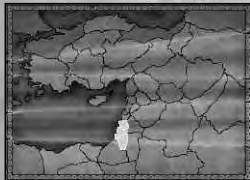
Rebellion on the Welsh Border

Inspired by the new, self-declared King of Wales, Llywelyn, the inhabitants of the Welsh highlands are eager to rise up and join the rebellion against the English. Early in the Britannia Campaign, while Llywelyn has a strong position on the Welsh throne, each border settlement he captures from the English will cement his power.

Dynamic Kings Purse

Be aware that your King's Purse bonus income can change throughout the Britannia Campaign. If this happens, you will be given a message to notify you of your adjusted income. This can also happen for the other factions in your campaign as well.

THE CRUSADES CAMPAIGN



It is the year 1174 and the Holy lands know nothing of peace. Though the first crusade and capture of Jerusalem happened over 70 years ago, the battle for control of the Holy lands continues to wash the desert sands in blood.

With the Kingdom of Jerusalem and the Principality of Antioch both aided by Knightly orders, the western Crusaders now hold much of the land along the Mediterranean coast. The Crusaders, though, have found it challenging to expand their borders with the Turks and Egypt fighting tooth and nail to keep the lands out of the hands of the infidels. Egypt and The Turks are determined to push these foreign invaders back into the sea, reclaiming what is rightfully theirs! Watching all of this unfold are the wily Byzantines, who await the right time to tip the balance in their favor and regain lands recently lost. Can the Crusaders sweep all before them in the name of Christ? Can the children of Islam drive out the hated infidels? Can the Byzantine Empire regain its lost glory?

THE FACTIONS

KINGDOM OF JERUSALEM



Difficulty: Easy

Strengths: Fields strong heavy cavalry and the strength of the Knights Templar.

Weaknesses: Fields a poor variety of light cavalry and skirmishers.

UNITS			
INFANTRY	CAVALRY	MISSILES	ARTILLERY
Syrian Militia	Mounted Sergeants	Sodeer Archers	Ballista
Pisan & Geonese Sailors	Turkopoles	Maronites of Lebanon	Catapult
Frankish Axemen	Knights of Tripoli	Templar Crossbowmen	Ribault
Squires of Tripoli	Templar Confrere Knights	Templar Gunners	Bombard
Templar Sergeant	Knights of Jerusalem		Great Cross Jerusalem
Dismounted Knights of Jerusalem	Knights Templar		Mangonel
	Constable of Jerusalem		
	Marshall of the Templars		

PRINCIPALITY OF ANTIOCH



Difficulty: Moderate

Strengths: Fields strong heavy cavalry and the strength of the Knights Hospitaller.

Weaknesses: Fields a poor variety of light cavalry and skirmishers.

UNITS			
INFANTRY	CAVALRY	MISSILES	ARTILLERY
Syrian Militia	Turkopoles	Sodeer Archers	Ballista
Antioch Militia	Mounted Sergeants	Armenians of Celicia	Catapult
Edessan Squires	Seljuk Auxiliary	Hospitaller	Trebuchet
Frankish Swordsmen	Knights of Edessa	Crossbowmen	Bombard
Hospitaller Sergeant	Knights of Antioch	Hospitaller Gunner	Great Cross Antioch
Edessan Guard	Knights Hospitaller		Mangonel
Dismounted Knights of Antioch	Marshall of the Hospitallers		
Canons of the Holy Sepulcher			

EGYPT



Difficulty: Moderate

Strengths: Relies on powerful cavalry, particularly the Mamluks.

Weaknesses: Lacks heavy infantry, particularly in the late period.

UNITS			
INFANTRY	CAVALRY	MISSILES	ARTILLERY
Peasants	Arab Cavalry	Peasant Archers	Ballista
Spear Militia	Desert Cavalry	Archer Militia	Catapult
Nubian Spearmen	Ghulams	Kurdish Javelinmen	Trebuchet
al'Ashir Infantry	Mamluk Archers	Desert Archers	Bombard
Dismounted Arab Cavalry	Mamluks	Abid al Shira	Mangonel
Khasseki	Royal Mamluks	Naffatun	
Al Haqa Infantry	Sibyan al Khass	Mamluk Handgunners	
Dismounted Ghulams	Khassaki	Sudanese Gunners	
Saracen Militia	Bedouin Camel Riders		
Tabardariyya			
Hashishim			

THE TURKS



Difficulty: Easy

Strengths: Outstanding mounted archers and good infantry.

Weaknesses: Lacks late period heavy cavalry.

UNITS			
INFANTRY	CAVALRY	MISSILES	ARTILLERY
Peasants	Turkomans	Peasant Archers	Ballista
Town Militia	Turkish Horse Archers	Turkish Javelinmen	Catapult
Spear Militia	Sipahis	Turkish Archers	Trebuchet
Ahdath	Hasham	Ottoman Infantry	Bombard
Saracen Militia	Sipahi Lancers	Turkish Crossbowmen	Mangonel
Kurdish Auxiliaries	Quapukulu	Hand Gunners	
Dismounted Hasham	Iqta'dar	Naffatun	
Dismounted Sipahi Lancers			
Hashashim			

THE BYZANTINE EMPIRE



Difficulty: Hard

Strengths: Good heavy cavalry and missile cavalry, capable archers, and fields the Greek Firethrower.

Weaknesses: Spread out starting position and not well-liked by its neighbors.

UNITS			
INFANTRY	CAVALRY	MISSILES	ARTILLERY
Town Militia	Greek Militia Cavalry	Peasant Archers	Catapult
Spear Militia	Skythikon	Archer Militia	Trebuchet
Pronoia Infantry	Vardariotai	Trebizond Archers	Bombard
Byzantine Spearmen	Byzantine Cavalry	Byzantine Guard Archers	Mangonel
Byzantine Infantry	Latinkon	Byzantine Gunners	
Alamanoi	Byzantine Lancers	Greek Firethrower	
Dismounted Latinkon	Kataphractoï		
Dismounted Byzantine Lancers	Archontopoulai		
Varangian Guard			
Peasants			

SPECIAL FEATURES & RULES

Power Centers

Each faction in the Crusades campaign has a Power Center, which is a built-up settlement of strategic importance that serves as a base of operations for that faction. Power Centers have several qualities that give them great strategic importance in the Crusades campaign. A faction must hold its Power Center to achieve victory and to recruit its best units. Powerful Holy Relics can be recovered when a Power Center is captured. Upon losing your Power Center, reinforcements will arrive to aid in its recovery.

FACTION	POWER CENTER	UNITS REQUIRING POWER CENTER
Kingdom of Jerusalem	Jerusalem	Knights of Jerusalem Dismounted Knights of Jerusalem
Principality of Antioch	Krak de Chevaliers	Hospitaller Sergeant Hospitaller Crossbowmen Hospitaller Gunner
Egypt	Cairo	Sibyan al Khass Khassaki
The Turks	Baghdad	Hasham Dismounted Hasham
The Byzantine Empire	Constantinople	Archontopoulai Greek Firethrower

Victory Conditions – Hold Settlement

In the Crusades campaign, you will not only have to capture key settlements, but you will also need to hold them for a given duration to achieve victory. If you lose one of these settlements, you will need to recapture it and hold it for the specified time again. Power Centers must be held for 30 turns and other key settlements must be held for 10 turns.

Forts

When playing the Crusades campaign, forts that are constructed by Generals will permanently remain on the campaign map, even if they are vacated.

Knightly Orders & Hashashim



The Knights Templar and the Knights Hospitaller have an allegiance with the Kingdom of Jerusalem and the Principality of Antioch, respectfully. When playing as these factions, you will receive missions from your knightly order and have access to special order units, including unique units. Only one unique unit can exist at a time, giving them special significance and strategic importance.

FACTION	KNIGHTLY ORDER	UNIQUE UNITS
Kingdom of Jerusalem	Templars	Marshall of the Templars Constable of Jerusalem
Principality of Antioch	Knights Hospitaller	Marshall of the Hospitallers Canon of the Holy Sepulchre



The Hashashims set up guilds throughout the cities of Egypt and Turkey, issuing missions to assassinate important figures and providing bonuses for assassins.

Heroes

During the Crusades, there were several men, both Christian and Muslim, who forged themselves a permanent place in history through their bravery and cunning. These men were the heroes of their era. In the Crusades campaign, some Heroes are present at the start, while others emerge throughout the course of the campaign. Emerging Heroes bring with them a significant force of troops, making their arrival an event to look out for, both for the faction they support and their enemies!

Hero Abilities

Each faction in the Crusades campaign has a Hero with unique battlefield abilities that can turn the tide of battle. New Hero Abilities replace the standard Rally Troops command. This makes your Hero incredibly valuable, so be sure to learn how to use his special ability to maximum effect while he is within your service.

Byzantine Politics



Hero: Manuel Comemnus (The Byzantine Empire)

Several enemy units succumb to infighting and refuse to move for a limited time. There is no range limit to the effect, but it can only be used once per battle.

Light of the Faith



Hero: Nur ad-Din (The Turks)

Increases the attack speed and morale of troops for a limited time. Can be used more than once per battle, but a period of time must pass between each use.

Righteousness of Faith



Hero: Saladin (Egypt)

Sets all units that have not broken to maximum morale for a limited time. Can be used more than once per battle, but a period of time must pass between each use.

Heart of the Lion



Hero: Richard (Kingdom of Jerusalem)

Immediately rallies all troops who are fleeing and returns their morale to normal. Can be used more than once per battle, but a period of time must pass between each use.

Flower of Chivalry



Hero: Phillip II (Principality of Antioch)

Increases attack power and stamina of his troops for a limited time. Can be used more than once per battle, but a period of time must pass between each use.

THE TEUTONIC CAMPAIGN



As the year 1250 commences, Eastern Europe is the scene of a brutal holy war, led by the Teutonic Order. From their humble origins as caretakers of a field hospital in the Holy Lands, the Teutonic Order has emerged as one of the most powerful military orders of the 13th century.

As the Order intensifies their attacks on Pagan Lithuania, it has become apparent to all that this religious crusade is primarily a means to justify the Order's insatiable

desire for wealth and power, with pious ideals playing a secondary role at best.

As tales of the Teutonic Order's brutality and ruthlessness spread throughout the region, powers such as Poland and Novgorod are mindful of the fact that the Teutonic Order will not be content to simply control the lands of Lithuania and will, in time, look to extend their grasp throughout the Baltic region. Now is the time for the major players of Eastern Europe to make their stand and assert their right to rule these lands, lest they wish to be relegated to the pages of history as merely another casualty of the Teutonic Order!

THE FACTIONS

THE TEUTONIC ORDER



Difficulty: Easy

Strengths: Powerful knights and disciplined soldiers.

Weaknesses: Lacks fast, light cavalry and infantry.

UNITS			
INFANTRY	CAVALRY	MISSILES	ARTILLERY
Peasants	Merchant Cavalry Militia	Peasant Archers	Ballista
Clergymen	Mounted Crossbowmen	Crossbow Militia	Catapult
Order Militia	Knechten	Prussian Archers	Mangonel
Dismounted Halbb Bruder	Halbb Bruder	Livonian Auxiliaries	Trebuchet
Burgher Pikemen	Christ Knights	Hand Gunners	Bombard
Sword Brethren	Ritterbruder		Serpentine
Order Spearman			Grand Bombard
Dismounted Ritterbruder			Cannon
			Basilick

LITHUANIA



Difficulty: Moderate

Strengths: Excellent light cavalry.

Weaknesses: Militia-grade soldiers lacking in discipline.

UNITS			
INFANTRY	CAVALRY	MISSILES	ARTILLERY
Peasants	Cavalry Militia	Peasant Archers	Ballista
Sudovian Tribesmen	Cuman Horse Archers	Baltic Archers	Catapult
Samogitian Axemen	Tartar Lancers	Latvian Crossbowmen	Trebuchet
Estonian Rebels	Dzujikan Horsemen	Arquebusiers	Bombard
Dismounted Tartar Lancers	Slekta	(Catholic only)	Serpentine
Followers of Perkunas (Pagan only)	Chivalric Knights (Catholic Only)		Grand Bombard
Giltine's Chosen (Pagan only)	Dieva's Guard (Pagan only)		Cannon
Dismounted Chivalric Knights (Catholic Only)			
Dismounted Slekta			

DENMARK



Difficulty: Easy

Strengths: Has a good all-round mix of units, with the infantry preferring to wield swords or axes instead of spears.

Weaknesses: Lacks good heavy cavalry.

UNITS			
INFANTRY	CAVALRY	MISSILES	ARTILLERY
Peasants	Merchant Cavalry	Peasant Archers	Ballista
Town Militia	Scouts	Crossbow Militia	Ribault
Spear Militia	Mounted	Crossbowmen	Catapult
Sami Axemen (Kalmar Union only)	Svenner (Kalmar Union only)	Arquebusiers	Trebuchet
Norse Swordsmen	Huscarls	Norse Archers	Bombard
Viking Raiders	Feudal Knights	Hand Gunners	Serpentine
Gotland Footmen (Kalmar Union only)	Norse War Clerics		Cannon
Sword Staff Militia	Chivalric Knights		
Dismounted Feudal Knights			
Dismounted Chivalric			
Dismounted Huscarls			
Norse Axemen			
Obudshaer			

UNLOCKABLE FACTIONS

NOVGOROD



Difficulty: Moderate

Strengths: Has a great mix of missile and melee cavalry.

Weaknesses: Poor early infantry and missile units.

UNITS			
INFANTRY	CAVALRY	MISSILES	ARTILLERY
Peasants	Early Generals Bodyguard	Crossbow Militia	Trebuchet
Spearmen	Kazaks	Cossack Musketeers	Cannon
Dismounted Boyar Sons	Dvor Cavalry	Archer Militia	Ballista
Woodsmen	Cavalry Militia	Arquebusiers	Bombard
Berediche Axemen	Late Generals Bodyguard	Peasant Archers	Basilisk
Spear Militia	Boyar Sons	Dismounted Dvor	Catapult
Dismounted Druzhina	Druzhina		Grand Bombard
	Tsars Guard		
	Cossack Cavalry		

POLAND



Difficulty: Hard

Strengths: Makes use of very strong cavalry.

Weaknesses: Somewhat mediocre infantry.

THE HOLY ROMAN EMPIRE



Difficulty: Moderate

Strengths: Strong all-round.

Weaknesses: Lacking in late-period professional armies.

SPECIAL FEATURES & RULES

Playing as the Teutonic Order

When playing as the Teutonic Order, it is important to remember that this faction is not a Kingdom, but rather a military order that is trying to establish itself as a legitimate realm. There are some differences in the way the Teutonic Order plays relative to standard factions:

- No Family Tree. As a military order that requires its members to undertake vows of chastity, the Teutonic Order does not have a family tree. As such, as long as the Teutonic Order has Generals and at least one region, it will survive. Upon the death of the Order's leader, the Hochmeister, the most qualified candidate for the role is selected from amongst all the Teutonic Order's Generals and promoted to the position.
- Castle-Driven Build Options. The Teutonic Order cannot develop a city settlement past the City level. At this point they will have to convert it to a castle in order for it to grow any further. Otherwise, the Teutonic Order's building options are the same as that of the Holy Roman Empire in the Grand Campaign.
- Religion affects Recruitment. The Teutonic Order's best units can only be recruited in regions where Catholicism is truly the dominant religion. The percentage population of Catholics must be kept high to recruit Christ Knights, Halbbrüder, and Ritterbrüder.

Playing as Lithuania

The Lithuanians start the game as a Pagan faction, which gives them access to multiple temples to worship specific Pagan gods and train powerful Pagan warriors. However, they are at odds with the many Christian factions that surround them and lack the technological advances of their Christian enemies. Some of the special gameplay options for Pagan Lithuania include:

- **Converting Religions.** Lithuania will be presented with the opportunity to convert to Catholicism during the Teutonic campaign. The technology of the Christian factions will then be made available to Lithuania, but they will lose access to their Pagan temples and units. Upon converting to Christianity, all of Lithuania's Pagan temples will be destroyed and their Pagan priests and units will be disbanded.
- **Lithuanian Building Options.** While Lithuania is Pagan, they have the unique ability to construct Pagan religious buildings. There are three lines of pagan religious buildings that can be created, with each focusing their worship towards a specific Pagan God. Only one line of religious buildings can be constructed in each city or castle and, when fully upgraded, a powerful Pagan unit unique to that temple line can be recruited from the settlement. However, while following the Pagan religion, Lithuania cannot upgrade their settlements past the levels of City or Castle, until they convert to Christianity. The Building Planner for Lithuania can be found in the documents folder in the directory where you installed *Medieval II: Total War Kingdoms*.

Crusading Nobles

There are nobles from Western Europe who seek to do their duty for Christendom by traveling to the Baltic to do battle with the Pagan menace. These Crusading Nobles offer the Teutonic Order a chance for a sizeable donation, should the Order ensure that they get to do battle with the Pagans during their stay in the region. When playing as the Order, you can increase the size of a noble's donation by ensuring he has success in battle and captures Pagan lands. It is worth noting that the Crusading Noble is especially fond of exterminating Pagan settlements. If he loses against the Pagans, he will be less generous, and if he dies, there will be no reward. For the Lithuanian Pagans, these Crusading Nobles are a threat to be dealt with. Lithuania's Council of Nobles will offer a reward for the death of these self-righteous hunters.



Union of Kalmar

Denmark has the ability to form a special alliance known as the Union of Kalmar, should they take control of Scandinavia. This will see them adopt a new banner in the Teutonic campaign, along with all the settlements and soldiers of the Norwegian faction. It will also grant the Danish faction access to three new units, representing the allegiance of warriors from Norway.

The Hanseatic League

Early in the Teutonic campaign, an event will herald that a trading company, known as the Hanseatic League, is establishing itself as a power within the region. This event will also announce a group of five key locations around the Baltic Sea, in which the league is carrying out the majority of its trading operations.

Whichever faction is able to control the greatest number of these key trading settlements will have the best chance of being offered the opportunity to construct the unique Hanseatic League Headquarters in one of their towns and reap the potent financial reward it provides.



THE AMERICAS CAMPAIGN



The New World, 1521AD ... The conquistadors of Spain have traveled half-way across the world in search of new lands, untold riches, and prestige for Spain ... but they're about to get a lot more than they bargained for. They come face-to-face with the extensive empire of the Aztec Triple Alliance, an advanced civilization that is as brutal in war as they are devoted to their blood-thirsty gods! The Aztecs themselves have been locked in so-called "flowery wars" against their weaker neighbors,

the Tlaxcalans and the Taracans, for a century, harvesting their warriors for sacrifice to their sun god, Huitzilopochtli. Meanwhile, the Mayans have suffered a mysterious and devastating descent in power, lasting six centuries, and only now are they ready to reclaim the former glory of their ancient empire. Finally, the nomadic Apachean and Chichimec tribes to the north lay scattered and weak, but they are not to be underestimated. Even now, they are assembling raiding parties to hunt down their enemies ... the warpath is about to begin!

THE FACTIONS

NEW SPAIN



Difficulty: Moderate

Strengths: Excellent infantry, cavalry, and missile troops.

Weaknesses: Small number of men must rely on native mercenaries.

UNITS			
INFANTRY	CAVALRY	MISSILES	ARTILLERY
Pike Militia	Mounted Crossbowmen	Crossbow Militia	Bombard
Tercio Pikemen	Conquistadores	Crossbowmen	Grand Bombard
Swordsmen Militia	Spanish Dragoons	Musketeers	Culverin
Sword and Buckler Men			Basilisk
Dismounted Conquistadores			

THE AZTEC EMPIRE



Difficulty: Moderate

Strengths: Brave, zealous, and vast in numbers.

Weaknesses: Completely lacking in armor and weapon technology.

UNITS			
INFANTRY	CAVALRY	MISSILES	ARTILLERY
Peasants	Aztec Spear Throwers		
Aztec Spearmen	Aztec Archers		
Aztec Warriors	Arrow Warriors		
Eagle Warriors			
Jaguar Warriors			
Coyote Priests			
Cuahchiqueh			

THE MAYANS



Difficulty: Moderate

Strengths: Brave, zealous, and vast in numbers.

Weaknesses: Completely lacking in armor and weapon technology.

UNITS			
INFANTRY	CAVALRY	MISSILES	ARTILLERY
Peasants		Mayan Archers	
Al holpop militia		Mayan Javelinmen	
Batab Militia		Holkans	
Nacom Warriors		Hornet Throwers	
Jaguar warriors			
Temple Guard			
Priests of Kukulcan			
Supreme War Captain			

THE APACHEAN TRIBES



Difficulty: Moderate

Strengths: Fierce, brave troops with many skilled archers. Able to use their enemies' technology against them.

Weaknesses: Wear very little armor and wield mostly archaic weapons.

UNITS			
INFANTRY	CAVALRY	MISSILES	ARTILLERY
Apachean Scout	Mounted Apache	Rabbit boys	
Apachean Brave	Mounted Thunder Brave	Dog soldiers	
Onde's men		Koitsenko	
Medicine Man		Thunder Brave	
War Chief			

UNLOCKABLE FACTIONS

THE TLAXCALANS



Difficulty: Moderate

Strengths: Brave, zealous, and vast in numbers.

Weaknesses: Completely lacking in armor and weapon technology.

THE CHICHIMEC TRIBES



Difficulty: Moderate

Strengths: Strong infantry and archers who can use enemies' technology against them.

Weaknesses: Wear very little armor and wield mostly archaic weapons.

THE TARASCANS



Difficulty: Moderate

Strengths: Brave, zealous, and vast in numbers.

Weaknesses: Completely lacking in armor and weapon technology.

SPECIAL FEATURES & RULES

Playing as New Spain

The Spanish Conquistadors are a long way from home, and although Spain is an established power in the Old World, New Spain is only a fledgling with great potential in the New World. Being so far away from home, the Spanish have some serious limitations in their ability to develop settlements and recruit units.

To succeed in his conquest of the New World, the Viceroy of New Spain must develop Prestige (see below) to earn support from the motherland, develop relationships with the indigenous people of the Americas, and naturally – develop a huge treasury!

Prestige

The Spanish crown's support of the expeditions in the New World is directly influenced by New Spain's successes and conquests. As the Viceroy of New Spain manages to steer his realm to new achievements, he will develop Prestige with the motherland. As New Spain's Prestige grows, the Spanish crown will bestow the Viceroy of New Spain a higher title, granting him the ability to develop larger colonies. Each noble title bestowed by Spain – Lord, Baron, Viscount, Count, and Marquis – will grant access to more supplies and reinforcements from home, allowing more and better buildings to be constructed and units to be recruited.

The accomplishments that drive Prestige for New Spain include completing missions from the Spanish Consulate, winning battles and capturing settlements, destroying other factions, and making money through trade and conquest.

New Spain Settlements

There are several restrictions that New Spain faces in their attempt to develop colonies so far from the Old World, which change the way that their settlements can be developed. Although there are many similarities to the Spanish settlements back in Europe, it is important to note the following differences when playing as New Spain:

- **Cities Only.** New Spain cannot develop castles. However, all of the buildings they need can be developed in a city. For example, they can build a Bowyer in a city.
- **Ports are Vital.** The need to ship in weapons and fresh recruits from the Old World means that New Spain requires a Port in its settlements to construct recruitment buildings. Consequently, their inland settlements cannot raise large armies.
- **Prestige Matters.** As mentioned above, the Viceroy of New Spain's rank will determine what level of city the faction can develop across the entire map.
- **New Spain Building Options.** The Building Planner for New Spain can be found in the documents folder in the directory you installed *Medieval II: Total War Kingdoms*.

Recruiting Mercenaries

New Spain's ambitions to dominate the New World are obvious to its indigenous inhabitants, and as a result, the Spanish are limited to recruiting mercenary units that belong to the factions they have allied with. While there will always be some native forces in the area that the Spanish can approach, all of the best mercenary units will require an alliance.

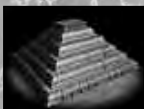
Playing as the Aztecs & Mayans

The Mesoamerican factions in the Americas campaign play very differently to the Spaniards. Their society has developed an entirely different set of values, their own unique polytheist religions, architectural style, and way of life. The key differences in playing as the Aztecs, Mayans, and other Mesoamerican factions are as follows.

Mesoamerican Building Options

The Mesoamericans were a highly advanced civilization, with impressive cities, based heavily around their temple pyramids and religious structures. Their construction options vary greatly from the European factions of *Medieval II*. The Building Planner for Mesoamerican factions can be found in the documents folder in the directory you installed *Medieval II: Total War Kingdoms*.

Sacrifice



Human sacrifice is an accepted part of life to the Mesoamericans, and was considered the most important way to honor and appease the gods. As a Mesoamerican, you can conduct ritual sacrifices when you have a Temple of the Sun. You can sacrifice captured prisoners after a victorious battle, sacrifice the population of a newly captured settlement, and sacrifice your own units to appease

the Sun God! Sacrificing increases the happiness of your people and keeps them properly devoted to the gods.

Playing as the Apachean Tribes

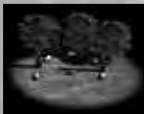
The Apachean Tribes are among the most capable and fearsome warriors of all the Native American peoples. Unlike the settled Mesoamericans to the south, with their expansive civilizations, the Apachean Tribes are a nomadic people.

Nomads

The Apachean Tribes have a simple culture, with small villages consisting of various tents. They are, however, very adept at acquiring the technology of their enemies and adapting their ways in battle to make use of this technology. The Building Planner for the Apachean Tribes can be found in the documents folder in the directory you installed *Medieval II: Total War Kingdoms*. Here is a basic guide to the actions that lead to unlocking new technology:

TENT	RECRUITMENT	ACTIONS TO UNLOCK
Hunter	Missile units	Recruit missile units and capture settlements
Raider	Melee units	Recruit infantry units and win battles
Horse Trainer	Cavalry units	Defeat armies that include Cavalry
Gun Trader	Gunpowder units	Defeat armies that include Gunpowder units

Ceremonial Dances



Apaches can build a Dance Circle within their settlements, allowing them to perform sacred dances to honor the spirits. Holding ceremonial dances increases happiness in a village.

Warpaths

When the Apachean Tribes have an Elder (Priest) with high Piety, they can call a Warpath on a foreign settlement. Once called, Apachean War Leaders can join the Warpath, which will see many braves eager to flock to their banner, and race towards the Warpath target. Warpaths work much like a Jihad or Crusade in that:

- An army on a Warpath that doesn't progress towards the Warpath target stands to lose men to desertion.
- Mercenary units are available cheaply for a War Leader who is on Warpath.
- Units on Warpath are upkeep-free.
- An army on the Warpath can move much faster than a regular army.

Wealth in the New World

While the New World is abundant in riches, the lack of basic civil infrastructure and system of currency that exists in the Old World makes tax collection a relatively useless notion. The ways to generate wealth in the Americas campaign vary from the Grand Campaign in that taxation yields less income, trading with merchants and in settlements is more lucrative, and more money is gained by sacking settlements.

Exploration in the Americas

The New World is a huge, mysterious, uncharted realm and not even its existing inhabitants are truly aware of what lies beyond the borders of their own lands. The Americas campaign is covered in a thick fog of the unknown and must be explored to be revealed.

Epidemics

The people of the Old World have already survived some horrendous plagues and diseases, but the indigenous Americans will be exposed to these catastrophic illnesses for the first time when the Spanish bring them across the Atlantic Ocean. These epidemics will cull local populations with as much efficiency as any field army ever could. Although this is most disastrous for the Americans, losing a large population can also significantly hamper the development of New Spain's conquered territories.

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Special Thanks

The *Medieval II: Total War* team
Softclub
CDProjekt

Also to those fans that make the Org a thriving community. Also a special thanks to all the moderators on the official forums and all the modders that have helped build a thriving community!

And of course, endless thanks to our families and friends for their understanding and support throughout the entire production of *Medieval II: Total War Kingdoms*.

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