

If Attacked With ...**Counter With ...**

Light Infantry	Cavalry
Gunpowder Infantry	Heavy Cavalry, Tanks
Modern Infantry	Tanks, Machine Guns
Heavy Infantry	Archers, Gunpowder Infantry Machine Guns
Foot Archers	Heavy Cavalry, Light Infantry
Machine Guns	Tanks, Cavalry
Flamethrower	Infantry, Machine Guns
Light Cavalry	Heavy Infantry
Heavy Cavalry	Heavy Infantry
Ranged Cavalry	Archers, Tanks, Light Cavalry
Artillery Weapons	Cavalry, Tanks
Anti-Aircraft	Tanks, Infantry
Fighter Aircraft	Fighter Aircraft, Anti-Aircraft, Cruisers
Bomber Aircraft	Fighter Aircraft, Anti-Aircraft
Helicopters	Fighter Aircraft, Anti-Aircraft
Heavy Ships	Fire Ships, Submarines
Light Ships	Heavy Ships
Bombardment Ships	Ships
Heavy Bombardment Ships	Submarines, Aircraft
Fire Ships	Light Ships
Aircraft Carriers	Submarines, Light Ships, Anti-Aircraft
Submarines	Light Ships, Helicopters



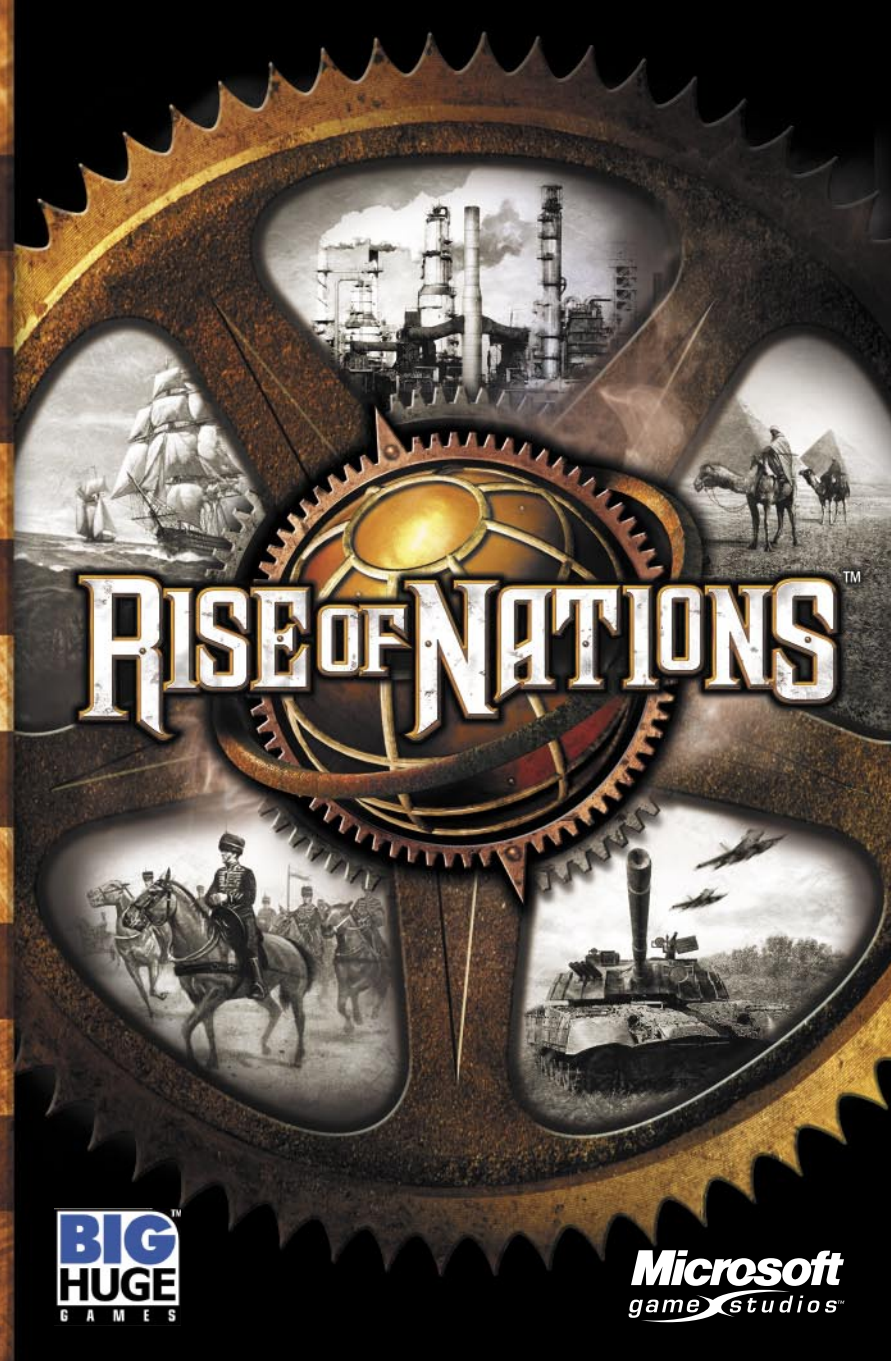
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RISE OF NATIONS™

SAFETY WARNING

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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Rise of Nations™ is a real-time strategy game that spans all history. Start with a single city in the Ancient Age; gather resources; build an infrastructure; research technologies; construct Wonders of the World such as the Pyramids and the Eiffel Tower; and expand your military might across the world, conquering hostile nations with bombers, battleships, and tanks—all over your lunch hour!

In *Rise of Nations* there are:

- 18 Nations—each with special abilities and unique military units.
- Over a hundred military units operating on the ground, sea, and air—from Hoplites to Frigates to Helicopters.
- Over two dozen buildings with upgrades and technologies that will take your nation from a small City to an Information Age society.
- 14 Wonders of the World—the Terra Cotta Army, the Taj Mahal, the Eiffel Tower. Each gives your nation special bonuses.
- More than a dozen map types, ranging from the Amazon Rainforest to the Himalayas to the Nile Delta.
- Conquer the World campaign—a linked series of dozens of scenarios.



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GAME INSTALLATION

Insert your Microsoft® *Rise of Nations* CD-ROM into your CD-ROM drive. On the Setup screen, click **Express Install** for a default installation without further prompting. Or if you want to install the game to a location other than the default, click **Install** and follow the instructions on the screen.

Note: Throughout this manual, “click” refers to using the left button on your mouse. If you need to use the right mouse button, it will be specifically called out as “right-click.”

GETTING HELP

Rollover Help

Rise of Nations has extensive in-game rollover Help. Move the pointer over any object and Help text appears in the lower-left portion of the screen. Help text can be cycled between low, medium, and high levels of detail.

Tutorial

To begin the tutorials, click **Learn to Play** on the Main Menu. Beginning players should start with “Boadicea.” Experienced real-time strategy players may start with the “Quick Learn” tutorial.

Key Commands

Refer to the Quick Reference Card for a list of the basic key commands. To see a full list of Key Commands and customize your key commands, select **Hotkeys** in the Options & Profiles menu.

Help on the Web

To learn more about *Rise of Nations*, visit www.riseofnationsinsider.com.

GAME INTERFACE

Resource Infrastructure

Commerce Limit — The maximum resource gather rate.

Resource Display — The amount and gather rate of your resources.

Controlled Rare Resources

Game Events/Chat

Help Text

Game Clock — Displays the elapsed game time.

Pause — Click to pause game.

Command Palette — Depending on the unit or building selected, commands may be issued and technologies/upgrades researched here. See page 6.

Next Military — Click to find the next military unit.

Advanced Options — Click to toggle advanced controls in Command Palette on/off.

Minimap — Diagram of the main game map, showing the locations of all known buildings, units, and rare resources.

Nation/Age



Population Limit — Current and maximum number of units.

City Limit Indicator — Current and maximum number of Cities.

Help Text Detail — Click to cycle low, medium, and high Help text levels.

Game Menu — Change game options, save and load games, or quit.

Current Research/ Building Progress

Data Display

Signal Other Player — Sends a flashing signal to other players.

Diplomacy — Click to access the pop-up Diplomacy Panel.

Chat — Click or press ENTER to chat with other players.

Data Display Button — Click to cycle through game data that appears in the lower-right game screen.

Unit/Building Display — Shows attributes of a selected unit or building.

Idle Citizen — If button is lit, click to find idle Citizen.

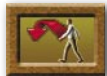
Objectives — Game Objectives/ Victory Conditions.

COMMAND PALETTE

Orders are issued from this palette to your Citizens, military, and other units. If a building is selected, upgrades or new technologies may also be researched here.

Citizen Command Palette

Citizens gather resources as well as create and repair buildings. Click a Citizen to access the Citizen Command Palette in the lower-left corner.



Move

Moves Citizen to location indicated by clicking the main game map or minimap. If another unit is clicked, that unit will follow the first unit ordered to Move.



Attack

Citizen will attack next enemy unit/building clicked. Note: Citizens have limited attack capabilities.



Alarm

Click to garrison selected Citizens in the nearest City or Fortification.



Buildings

Click to access the menu that lets your Citizen build resource-gathering and other commerce structures such as Farms and Mines. Note: The more Citizens you have constructing a building, the faster it is built.



Military Buildings

Click to access the menu that allows your Citizen to build military structures such as Barracks and Forts.



Wonders

Click to access the menu that allows your Citizen to build Wonders of the World such as the Pyramids.



Repair

Select a Citizen, click this button, and then click a damaged building that requires repair.



Auto Explore

Click to have a unit randomly search unexplored regions.



Auto Transport

Selected units automatically cross water by building transport ships. Click to cycle on or off. This ability requires sufficient Science technology and the construction of a Dock.



Halt

Selected Citizens stop their current task.

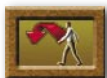


Garrison

Select a Citizen(s), click this button, and then click a City, Tower, or Fort to move them inside for greater defense. Garrisoned units increase the attack strength of these structures.

Military Unit Command Palette

Military units defend your nation and may attack enemy nations' units and buildings. Click a military unit to access the Military Unit Command Palette in the lower-left corner of the game screen.



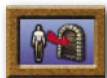
Move

Moves unit to location indicated by clicking main game map or the minimap. If another unit is clicked, that unit will follow the first unit ordered to Move.



Attack

Unit will attack next enemy unit/building clicked. If a location is clicked on the map instead, the unit will perform an Attack Move, engaging any enemies encountered along the way. Note: Military units are effective against specific types of opposing military units (see back cover for details).



Garrison

Select a military unit(s), click this button, and then click a City, Tower, or Fort to move them inside for greater defense and healing/repair rates. Garrisoned units increase the attack strength of these structures. Units may also garrison inside the buildings that created them to heal, but they cannot attack until they emerge and reengage an enemy.

UNITS

There are three basic unit types in *Rise of Nations*: Citizen, military, and special. Citizens (see also Scholars and Caravans, page 13) gather resources, construct and repair buildings, and in a limited fashion defend your nation and attack enemies. Military units attack enemy units and buildings and defend your nation. Depending on the type of military unit, they may operate on land, sea, or air. Special units are those with additional powers; they are Generals, Spies, Scouts, and Supply Wagons.

To view a unit's properties, click it. The unit's strength, armor and, if applicable, range, appear in the Unit/Building Display.

CREATING UNITS

Units are created by selecting a unit-producing building and then clicking a unit button that appears in the Command Palette. Several units may be queued for production by clicking their button multiple times.

SELECTING UNITS

To select a single unit, click it.

To select a group of units, click and drag the pointer over multiple units or hold SHIFT and click individual units. If you select a group containing military and non-military units, only the military units will be selected.

To select all of one type of unit on the map, double-click that unit.

Groups

To create a group of units, select the units you want to include in the group, and then press CTRL+0-9 or CTRL+F1-F8. The units in the group can then be selected by pressing their associated number or F key.

MOVING UNITS

To move a unit or group of units, select the unit or group of units, and then right-click the location on the map where you want them to move. You may also right-click a location on the minimap to move selected units.

UNIT WAYPOINTS

You may move selected units along a defined pathway through waypoints. Set this path by selecting a unit or group of units and then holding SHIFT as you right-click destinations on the map.

ATTACKING

To attack an enemy building or unit, select a unit or group of units, and then right-click the opponent's units or building you want attacked.

An Attack Move may also be issued when units move to a location, attacking any enemies encountered along the way. To order an Attack Move, select a unit or group of units, click the **Attack** button in the Command Palette, and then click a location on the map or minimap.

All units have strengths against some units and weaknesses against others. For more information, see the back cover.

HEALTH BAR



The health of a selected unit or building is indicated by a bar directly above the unit or building. As a unit or building sustains damage, the bar will shrink and change color from green to yellow to red.

RESOURCES

Resources let you construct buildings and units as well as research upgrades and technologies. Every City in your nation brings in a small fixed income of Food and Timber, but there are many other ways to increase resource accumulation.

COMMON RESOURCES

Common resources are gathered by Citizens in resource-gathering structures, such as Farms and Mines. Each resource-gathering structure can hold a certain number of workers. If the resource building still has room, select a Citizen, and then right-click the building. The Citizen will move to that building and gather its resource. To determine if a resource-gathering building can support more workers, move the pointer over the building and the number of remaining openings will be displayed.

Food



Gather Food by building Farms. Each City can support a maximum of five Farms. To build a Farm, select a Citizen, click the **Buildings** button in the Command Palette, click the **Farm** button, and then click a location within your City's radius (see page 16) where you want the Farm built.

The Citizen will move to that location, build the Farm, and tend it. When constructed, a Farm produces a one-time bonus of Food. Food may also be gathered by Fishermen, who are created at a Dock (see page 21). Farm productivity within a City is boosted by building a Granary in that City (see page 18).

Timber



Gather Timber by building Woodcutter's Camps near forests. To build a Woodcutter's Camp, select a Citizen, click the **Buildings** button in the Command Palette, click the **Woodcutter's Camp** button, and then click the location where you want it built. The more trees near the camp, the more Woodcutters the camp may support. The Citizen will move to that location, build the camp, and collect Timber. When built, a Woodcutter's Camp provides a one-time bonus of Timber. Woodcutter's Camp productivity within a City is boosted by building a Lumber Mill in that City (see page 19).

Metal



Gather Metal by building a Mine near mountains or cliffs. Each nation may only build one mine at each mountain or cliff, and only the sections of mountains or cliffs within your National Borders (see p. 26) may be mined.

To build a Mine, select a Citizen, click the **Buildings** button in the Command Palette, click the **Mine** button, and then click near a mountain or cliff. The Citizen will move there, build the Mine, and gather Metal. When built, a Mine provides a one-time bonus of Metal. Mine productivity within a City is boosted by building a Smelter in that City (see page 19).

Oil



Gather Oil by building Oil Wells on ground-based reserves and on water-based reserves. To build these structures, select a Citizen, click the **Buildings** button in the Command Palette, click the **Oil Well** button, and then click the oil reserve. When built, an Oil Well provides a one-time bonus of Oil. Oil gather rates may be boosted by Refineries (see page 20).

Wealth



Wealth is acquired by establishing Trade Routes between your Cities and by researching Taxation technologies at the Temple.

To establish a Trade Route, first build a Market near one of your Cities. To build a Market, select a Citizen, click the **Buildings** button in the Command Palette, click the **Market** button, and then click the map where you want it built.



Next, select the Market, and then click the **Caravan** button in the Command Palette. When created, this Caravan automatically proceeds to another one of your Cities and establishes a Trade Route (or you may select the Caravan and right-click another City to override this automatic selection).

Taxation is researched at your Temple (see page 18) and allows Wealth to be generated based on the amount of territory you possess. As your National Borders expand, the Wealth gathered through Taxation also increases.

Knowledge



Knowledge is gathered by Scholars, who are created at Universities.

To build a University, select a Citizen, click the **Buildings** button in the Command Palette, click the **University** button, and then click the map close to a City. The Citizen will move to that location and build the University. When built, a University provides a one-time bonus of Knowledge.



To create a Scholar, click the University, and then click the Scholar button in the Command Palette. Universities can hold up to seven Scholars.



Upgrades to Scholars' Knowledge-gathering efficiency can be researched at Universities. To research upgrades, select the University, and then click the upgrade button in the Command Palette.

RARE RESOURCES



Rare resources are especially valuable commodities that can provide your nation with additional common resources and/or special benefits. They are scattered throughout the world map and may appear as glimmering gems, vineyards, or herds of animals. They also appear on the minimap as blue dots. To benefit from rare resources, you must first claim them with a Merchant.

To create a Merchant, select a Market, and then click the Merchant button. When a Merchant is created, select him and then right-click the rare resource. A green circle will appear around the resource, confirming this action. The Merchant will set up a trade post near the resource, and you will reap benefits from that resource as long as your Merchant is there.

RUINS



Ruins are ancient places scattered across the main game map. When a unit passes through a Ruin, the nation that owns that unit acquires a one-time bonus such as a cache of resources. The Ruin then vanishes from the map.

BUILDINGS

Buildings may have a military or economic nature, or they may have a special purpose such as the Library or a Wonder of the World. Citizens, military, and other special units are created in buildings. To get more information on any building, select it, and its properties will be shown in the Unit/Building Display.

To construct any building, select a Citizen, click the **Buildings**, **Military Buildings**, or **Wonders** button in the Command Palette, click the appropriate building button, and then click a location on the map. If an invalid construction site is selected, the pointer will turn red.

Many military structures have their own defenses. The range of these defenses is shown in the Unit/Building Display. If a building has the ability to garrison units, the current/maximum number of garrisoned units as well as the garrison's current/maximum power is also shown on the display.

Additional commands, upgrades, and orders associated with a building appear in the Command Palette when the building is selected.

CITY



Cities start as small villages and grow into metropolises as your nation matures. Cities are your nation's economic centers. The first City built will be your nation's capital. Cities must be built in territory controlled by your nation.

You may build additional Cities if you have researched an appropriate level of Civic technology at the Library. The number of Cities allowed is shown in the City Limit Indicator. New Cities must be built a sufficient distance away from existing Cities.

Building additional Cities expands a nation's territory and allows the creation of additional Trade Routes. Each City also contributes slightly to your Food- and Timber-gathering rates.

Economic Radius

Most non-military buildings—for example, a Farm, Library, or any World Wonder—must be constructed within a City's economic radius.

To determine a City's radius, select a Citizen, and start to construct a building. The economic radius will appear around the City. You may also select the City and observe the radius distance in the Unit/Building Display.

LIBRARY



The Library is where your nation researches Military, Civic, Commerce, and Science technologies. Research in these areas provides increasing benefits to your nation. Your nation also researches Age advancements at the Library. Libraries must be constructed within a City's economic radius. Only one Library per City is allowed.

Library Command Palette

To access the Library Command Palette in the lower-left corner, click the Library. Technologies and Ages *unavailable* for research will be grayed out; Technologies and Ages *already researched* are a solid color; Technologies and Ages *available to be researched* are shown in full color.



The top row of the Library Command Palette, Ages, represents the overall status, power, and level of technology your nation possesses. Many upgrades require your nation to be in a certain Age.

The other rows are Military, Civic, Commerce, and Science technologies. Research in these areas yields a variety of benefits to your nation (see the Quick Reference Card for details).



To research a technology, click the applicable button. If you have enough resources to purchase it, your nation will start researching that technology. Technologies must be researched in order from lowest to highest (left to right).



To advance to the Classical Age, your nation must have any two technologies. Thereafter, your nation will require any four additional technologies to advance further in Age (except in Conquer the World games; see page 30).

If you have multiple Libraries, you may research multiple technologies simultaneously. Future technologies become available only after all of the technologies from the Ancient to the Information Age have been researched.

MARKET



The Market is where Caravans and Merchants are created. Markets also give a bonus to your Wealth gather rate. Markets must be constructed within a City's economic radius, and only one is allowed per City.

If you have sufficient Commerce technology, Common Resources, except Knowledge, may be bought and sold at the Market for Wealth. Select a Market and a trade panel will appear in the Command Palette – or use the Market Panel on the Resource Interface.



You must buy and sell resources in batches of 100 units. In this example, you earn 87 Wealth for selling 100 units of Food, and it costs 152 Wealth to buy 100 units of Food. Market prices will fluctuate.

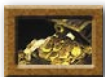
TEMPLE



Temples expand your National Borders (see page 26), and increase your Cities' attack range and health. Temples must be constructed within a City's economic radius, and only one Temple per City is permitted. When built, Temples provide a one-time bonus of Wealth.



To research upgrades to a Temple's effectiveness, select the Temple, and then click the upgrade button in the Command Palette. You may only research this upgrade, however, if your nation has reached a sufficient level of Civic technology.



To research upgrades to your nation's taxation ability, select the Temple, and then click the upgrade button in the Command Palette (see page 13 for more on Taxation). You may only research this upgrade, however, if your nation has reached a sufficient level of Civic technology.

RESOURCE ENHANCEMENT BUILDINGS

These structures increase the gather rates from such buildings as Farms and Mines. Many allow your nation to improve this increase in gather rates by researching new technologies. All resource enhancement buildings must be constructed within the economic radius of a City and only one of each type of resource enhancing building may be constructed per City.

Granary



Increases the Food output of all Farms within the City where the Granary is constructed. To build a Granary, your nation must have sufficient levels of Science technology and have achieved the Classical Age.



To research successive upgrades to the Granary's Food-gathering bonus, select the Granary, and then click the upgrade button in the Command Palette. You may only research if your nation has a sufficient level of Science technology.

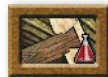


To research successive upgrades to Cavalry, Infantry, and Ship production speed, Cavalry and Infantry Line-of-Sight, and the healing rate of garrisoned units, click the upgrade button in the Command Palette.

Lumber Mill



Increases the Timber output of all the Wood-cutter's Camps in the City where constructed. To build a Lumber Mill, your nation must have sufficient levels of Science technology and have achieved the Classical Age.



To research successive upgrades to the Lumber Mill's Timber-gathering bonus, select the Lumber Mill, and then click the upgrade button in the Command Palette. You may only research upgrades if your nation has a sufficient level of Science technology.

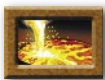


To research successive upgrades to building construction speed and health, click the upgrade button in the Command Palette.

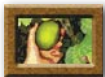
Smelter



Increases the Metal output of all the Mines in the City where constructed. To build a Smelter your nation must have sufficient levels of Science technology and have achieved the Classical Age.



To research successive upgrades to the Smelter's Metal-gathering bonus, select the Smelter, and click the upgrade button in the Command Palette. You may only research these upgrades if your nation has sufficient levels of Science technology.



To research successive upgrades to vehicle production speed, supply wagon capabilities, and to lessen attrition damage (See page 27), click the upgrade button in the Command Palette.

Refinery



Increases the Oil output of all the Oil Wells in your nation. To build a Refinery, your nation must have sufficient levels of Science technology and have achieved the Industrial Age.

MILITARY BUILDINGS

These structures create military units. Your nation may also purchase upgrades for the units created at these buildings. Garrisoning military units made at these structures protects and heals them.

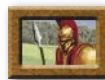
Military buildings may be constructed outside the economic radius of your Cities, but they must be constructed within your National Borders (see page 26).

Note: Military building names may change throughout the ages; for example, Siege Factories become Factories, and Stables become Auto Plants.

Barracks



Barracks are where Infantry and Scouts are created. Your nation must have researched Military Level 1 to build this structure.



To create Light and Heavy Infantry or Foot Archers, select the Barracks, and then click their respective buttons in the Command Palette. You may click multiple times to queue the production.



To upgrade your Infantry, select the Barracks, and then click the appropriate upgrade button in the Command Palette. Your nation must be of sufficient Age and Military technology to research these upgrades. When researched, all Infantry of that class are automatically improved.

Dock/Anchorage



Docks are where naval military units and Fishermen are created. Your nation must have researched Commerce Level 1 to build this structure.



To create Fishermen, select the Dock, and then click the **Fishermen** button in the Command Palette. To gather Food with the Fishermen, select the unit and then right-click any visible Fish. A green circle will appear around the resource confirming this action.



To create military ships, select the Dock, and then click their respective buttons in the Command Palette. You may click multiple times to queue the production.



To upgrade your ships, select the Dock, and then click the appropriate upgrade icon in the Command Palette. Your nation must be of sufficient Age and have sufficient Military technology to research these upgrades. When researched, all ships of that class are automatically improved.

Stable/Auto Plant



Stables are where Cavalry units are created, and ultimately, when Stables become Auto Plants, they create tanks and other motorized Cavalry. Your nation must have researched one level of Military technology and achieved the Classical Age to build this structure.



To create Light, Heavy, or Ranged Cavalry units, select the Stable, and then click their respective buttons in the Command Palette. You may click multiple times to queue the production.



To upgrade your Cavalry, select the Stable, and then click the appropriate upgrade button in the Command Palette. Your nation must be of sufficient Age and Military technology to research these upgrades. When researched, all Cavalry of that class are automatically improved.

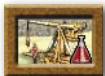
Siege Factory/Factory



Siege Factories are where siege and artillery units as well as Supply Wagons are created (which can prevent attrition damage taken in enemy territory). Your nation must have sufficient Military technology and achieved the Classical Age to build this structure.



To produce siege units, select the Siege Factory, and then click their respective buttons in the Command Palette. You may click multiple times to queue the production.



To upgrade your siege units, select the Siege Factory, and then click the upgrade button in the Command Palette. Your nation must be of sufficient Age to research this upgrade. When researched, all siege units of that class are automatically improved.

Airbase



Airbases are where aircraft are created. Your nation must have researched sufficient levels of Military technology and have achieved the Industrial Age to build this structure.



To create aircraft, select the Airbase, and click their respective buttons in the Command Palette. You may click multiple times to queue the production.



To upgrade your aircraft, select the Airbase, and then click the upgrade button in the Command Palette. Your nation must be of sufficient Age to research these upgrades. When researched, all aircraft of that class are automatically improved.

Missile Silo



Missile Silos create, store, and launch conventional and nuclear missiles. Each Silo may hold only one missile. You must have sufficient levels of Military technology and have achieved the Modern Age to build this structure.



To create conventional or nuclear missiles, select the Missile Silo, then click the appropriate buttons in the Command Palette.



To upgrade your missiles, select the Missile Silo, and then click the upgrade button in the Command Palette. Your Nation must be of sufficient Age to research these upgrades. When researched, all missiles of that class are automatically improved.

WARNING: Using nuclear weapons inflicts vast damage on your enemies. There are, however, political consequences levied against any nation that uses them, such as an embargo, which temporarily freezes the offending nation's ability to trade resources. There are environmental repercussions as well: an Armageddon countdown begins. Any other nuclear strike increments the countdown closer to zero. When it reaches zero the game is lost for ALL players.

FORTIFICATIONS

Fortifications are military structures that may be built outside your Cities' economic radii, but within your National Borders.

Fortification names change through the Ages; for example, Forts become Castles, Fortresses, and finally Redoubts. Fortifications require that your nation possess sufficient Age and Military technologies to construct them.

Lookout



This structure provides a large observation radius and is useful when built near an enemy border or on the outskirts of your territory where sneak attacks are likely. Lookouts have no offensive capabilities and cannot garrison troops. In the Industrial Age, the Lookout upgrades to an Air Defense Gun and gains the ability to shoot down enemy aircraft.

Tower



This small cheap fortification automatically attacks enemies when in range. It can also garrison units, which adds to its offensive power as well as protects and heals damaged units.



To upgrade Citizen fighting capabilities and health, select a Tower and then click the upgrade button. Your Citizens gain the **To Arms** button on their Command Palette, which increases their fighting capabilities. Your nation must have researched the appropriate Age for these upgrades.



To inflict attrition damage on your enemies (automatic damage done to enemy units in your territory), research these technologies. To research, click the Tower and then click this button.

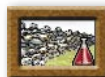
Fort



Forts are the largest and most powerful Fortifications. Forts may not be built too close to enemy Cities or other Forts. Generals and Spies are created here.

Forts protect a larger area than Towers and automatically attack any enemies within range with greater force. A large number of friendly troops may be garrisoned within a Fort.

Forts have an influence on National Borders. If built near your border they extend it farther out.

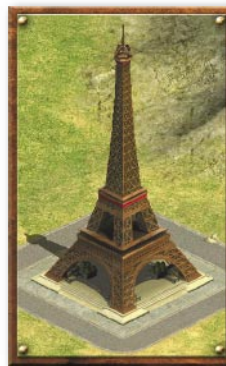


To upgrade the range and Line-of-Sight of your Forts and Towers as well as the effect your Forts have on National Borders, click the upgrade button. Your Nation must have the appropriate Age and Military technologies for these upgrades.



To increase the effectiveness of your Generals and Spies, click the upgrade button. Your nation must have the appropriate Age and Military technologies for these upgrades.

WONDERS OF THE WORLD



Throughout history, nations have created great works of art, architecture, and technology, which stand as monuments to their cultures. There are fourteen Wonders in *Rise of Nations*. Each Wonder requires a substantial investment of resources to construct, but each provides great benefits to your nation.

GAME CONCEPTS

VISIBILITY

When you start a normal game, the map is blacked out except where you have units or buildings. To explore this territory, send a unit, such as a Scout, into that region. Rare resources, hidden assets, and the position of other nations will be discovered. Note: When level six Science technology has been researched, the entire game map is explored.

When portions of the map are explored, this does not mean your nation can see what is happening there at all times. If your unit leaves and you have no structures in the region, it grays out. Other nation's units may move, exploit resources, or build Cities in that area. You can directly observe only the territory within your unit's or building's direct Line-of-Sight.

NATIONAL BORDER

Your nation's border surrounds the territory under its control. National Borders are shown as a colored line (your national color).

Expanding National Borders

When you begin a game, the placement of your first City determines where your National Border appears. As you research Civic technologies, the radius of that border expands. Note: Temples and Temple upgrades have an additional border expanding effect.

Other buildings and their upgrades push your border out as well. Constructing a new City near your border will expand it around the vicinity of the new City. A similar effect occurs when you build a Fort near your border.

Competing National Borders

Eventually the National Borders of expanding nations meet. The nation that researches more Civic technology faster and places more border expanding structures near the competing nation's border will push their neighbor's border back.

All buildings and units inside another nation's territory take attrition damage. Note: City Centers cannot be lost in this fashion.

CITY CAPTURE

To capture an enemy City, its City Center health bar must be completely depleted. Unlike other buildings this does not destroy the structure; it becomes eligible for capture. To capture a City Center with a depleted health bar, select infantry units, and move them close to the City Center. You must have more military strength than the enemy in the City's radius to capture the City.

The territory surrounding a captured City becomes neutral, and a countdown timer starts during which the City is assimilated. Once assimilated, the City Center and the surrounding territory become part of your nation.

Note: If you capture an enemy's capital City, this starts a capital victory timer. If the timer expires and you still hold their capital, all of that nation's cities become yours.

ATTRITION DAMAGE

This damage occurs when your military units enter any other non-allied nation's territory and is indicated by a red glow that surrounds affected units. Attrition Damage is a technology initially researched and later upgraded at the Tower Fortification.

Note: If National Borders shift such that your buildings are enveloped by non-allied territory, they will also suffer Attrition Damage.

MULTIPLAYER GAMES

You may face challenging battles against computer-controlled nations in a single player game, but nothing compares to pitting your skills against another human mind.

To invite others to a game of *Rise of Nations*, click Multiplayer Game on the Main Menu. Up to eight players may participate. You may host the game and select the game settings and map, or you may choose to join a game hosted by another person.

MULTIPLAYER CONNECTIONS

You must choose between two connection types for your multiplayer game: GameSpy Internet Matchmaking or Local Area Network (LAN)/Direct Internet (TCP/IP).

LAN and Direct Internet

If these connection types are selected from the Multiplayer Menu you will be able to:

- **Join** — To play a game over a LAN, select a game from the list and click **Join**.
- **Join IP** — To play a game over the Internet, you must enter your host's Internet Protocol (IP) address and click **OK**.
- **Create** — Click **Create** to host a game either on a LAN or the Internet.
- **Observe** — Click **Observe** to view a game being played over your LAN.
- **Observe IP** — To observe a game over a direct Internet connection, you must enter the host's IP address and click **OK**.

To play a game over a Local Area Network you must have a LAN adaptor and be connected to a LAN.

To play a game over the Internet (TCP/IP) you must be connected to the Internet through an Internet service provider. To join an Internet game you must know the specific Internet protocol address of the host.

Note: Your IP address can be found on the game setup screen. If you are hosting a game, make sure all players have your IP address.

GameSpy Internet Matchmaking

Matchmaking for these multiplayer games occurs through GameSpy servers. You will be prompted to create a profile, or log in with your name and password if you already have a profile. Once you log in, you will see available *Rise of Nations* games hosted by other players in the GameSpy Lobby.

To join a game in the GameSpy Lobby, click a game in the list, and then click **Join**. To create your own game and customize the game parameters click **Create**. Click **Refresh** to update the list of available games. To filter the list of games by various rules and map types click **Filter**.

MULTIPLAYER GAME SETUP

Whether you join or host a multiplayer game, you will see the Multiplayer Game setup screen.

If you are hosting the game, you will be able to customize the rules and select a map the same way you would a single player game. You may also designate the available spaces in the game as Open, Closed, or Computer. The Open designation allows other players to join the game.

When the players are ready, they must select the checkbox next to their name in the player's area.

Note: The game host may uncheck any player, reassign their status, or boot them from the game.

When all the players have selected their checkboxes, the host may click **Start** to begin the game. There is a ten second countdown timer, and then the game launches.

CONQUER THE WORLD

Conquer the World is a series of linked *Rise of Nations* scenarios wherein you start as the leader of one tribe in the Ancient Age, uniting distant provinces, allying with friendly foreign governments, and crushing those in your way... until you rule the entire world.

Unlike a typical *Rise of Nations* game, each Conquer the World scenario occurs in a comparatively narrow historical period. It will take several scenarios to work through a single Age.

Since you will control a world-spanning empire, however, you have several special resources and features at your disposal, such as Bonus Cards, which can shift the odds to your favor in battle.

To start a Conquer the World game, click **Solo Game** on the Main Menu, and then click **Conquer the World Campaign**. You will be prompted to select a nation and difficulty setting. Click either **New Campaign**, **Continue Campaign**, or **Load Campaign** to launch Conquer the World.

HOW TO PLAY CONQUER THE WORLD

Initiating an Attack

You start Conquer the World with one army and one territory, which is your capital. Thereafter, you use your armies to attack foreign and unclaimed territories.

To attack an adjacent territory, click your Army Figure. All allowed attack moves will be displayed with green arrows. Move your Army into the territory you want to conquer and click the **Start** button.

Note: You may only initiate one attack per turn, unless it is an overrun attack (see page 34).

Bonus Cards

After you click the **Start** button you will be prompted to play any Bonus Cards in your possession unless attacking an unclaimed territory.

Obtain Bonus Cards by conquering territories or by purchasing random Bonus Cards. Bonus Cards give extra resources, armies, or other special powers during a battle. Bonus Cards may only be used once.

The Attack

After you use Bonus Cards, you will launch into a *Rise of Nations* scenario. The goals of the scenario depend on the specifics of the territory you are attempting to capture. You may have to defend a city from barbarian hordes, or invade and capture the capital City of an enemy.

After the Attack

If you are successful, you will receive spoils from the territory, possibly including: Tribute, Bonus Cards, Supply Centers, Wonders of the World, and rare resources. The territory is added to your nation.

Defending Territories

After you attack, other nations may invade your territories. When you defend, you will first be given the opportunity to play Bonus Cards.

Other Actions

During a turn you may also:

- Move your armies to adjacent territories within your nation (indicated by blue arrows).
- Initiate diplomatic negotiations with other nations.
- Buy random Bonus Cards.
- Upgrade the strength of your territories.
- Purchase territories.

CONQUER THE WORLD STRATEGIC MAP

Minimap — Color-coded map showing territories held by each nation. Click to jump to that location on the main Strategic Map.

Capital Flag

Popup Window — Displays details of Bonus Cards, rare resources, Tribute, Supply Centers, and other items on the Strategic Map.

Help Text

Options — Click to save, load, view achievements, or quit the game.

Rules — Click to review the rules of Conquer the World.

World Events — Click to view other nations' actions taken last turn.

World Status — Click to display data on all nations.



Strategic Map — Displays information on territories: their defensive strength, what resources and bonuses are available therein, and which nation controls them. To scroll across the map, move the cursor to the edge of the screen.

Enemy Army Figures

Territory Strength

Territory Data — Move the pointer over these icons to display additional data in the Popup Window.

Support Armies

Allowed Attack Move

Allowed Non-Attack Move

Your Army Figures

Nation Information Panel — Shows your nation's Tribute amount, the number of turns before the next Age Advancement, and your total rare resource income.

Upgrade Territory Strength — If you have sufficient Tribute (see next section) click this button and then click on one of your territories to increase its defensive strength.

Buy Random Bonus Card

Diplomacy Button — Click to access the diplomacy screen where you may buy territories, propose alliances and peace treaties, and declare war.

Center Map — Click to center the Strategic Map on your capital.

Next Turn/ Start Button — Click after you have completed all actions to advance to the next turn—or click to start a military action.

Bonus Cards — Provide tactical and strategic advantages in battle.

Rare Resources — The specific rare resources within your territories.

Wonders — The Wonders of the World you control.

TRIBUTE

Tribute is the strategic equivalent of Wealth in a normal Rise of Nations scenario. You gain Tribute by conquering territories, accepting bribes from other nations for not attacking them, and other diplomatic actions.

Use Tribute to buy random Bonus Cards, increase the strength of your territories, or purchase new territories. Tribute is also used in diplomatic actions such as declaring war, making alliances, or paying bribes to stop impending attacks on your territories.

SUPPLY CENTERS



Certain territories contain supply centers. If you conquer a territory with a supply center, it will enable your nation to support another army. Place this extra army in any of your territories not occupied by one of your other armies.

SUPPORT ARMIES

Any of your armies or an ally's armies in territories adjacent to a territory being attacked by you will lend their support to the battle. These Support Armies are indicated by black arrows on the display. Note: Territories defending against an attack may also call upon Support Armies.

THE OVERRUN ATTACK

You may overwhelm an enemy's forces with the help of enough Support Armies. If you have two more total armies than your enemy you will "overrun" that enemy and automatically win. This overrun attack does not count as an attack during your turn, and you are free to make another attack, provided you have uncommitted armies to do so. Overrun attacks are not allowed on an enemy's capital.

RISE OF NATIONS STRATEGIC OVERVIEW

To win *Rise of Nations* you must become the most powerful nation. You may do so by building Wonders of the World, such as the Pyramids; you may extend your National Border across the map to influence the world; or you may conquer rival nations with military might.

There are six basic principles to building a powerful nation.

- **Explore the World** Send a Scout to explore the map and discover resources within your National Borders. This will also reveal rival nations' locations.
- **Gather Resources** Use Citizens to build and man resource gathering structures such as Farms, Woodcutter's Camps, and Mines. Resources are needed to create buildings and units, and to research technologies. See page 16.
- **Infrastructure** Use Citizens to construct commerce and military buildings. These buildings allow upgrades, provide military units, or give bonuses to your nation. See page 15.
- **Research** Use your Library to research new technologies and advance through historical ages. This yields benefits, such as more powerful military units and improved resource gathering methods.
- **Defend** Use military units and fortifications to defend your nation.
- **Attack** Use your military units to capture your opponents' resources and Cities, and destroy their ability to make war.

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Americans - The Power of Innovation

- First Wonder is built instantly, provided no other nation is also building it (excluding Space Program or Supercollider).
- Governments at the Senate are free.
- Aircraft and Carriers are cheaper.
- Starting in the Modern Age, receive two free Bombers at each Airbase.
- A free Scholar is created at each new University.
- Military unit upgrades are cheaper.
- Each Barracks unit provides free resource income.

- Continental Marines
- Marine Rifleman
- Marine Infantry
- Assault Marines

Dutch - The Power of Commerce

- Begin with a free Commerce research, and receive a discount on all subsequent Commerce research.
- Start with a Market and free Merchants.
- Receive bonus resources based on the amount of accumulated resources (except Knowledge).
- Receive Light Ships and cheaper Ship upgrades whenever a Dock is built.

- Armed Caravan
- Armed Merchant
- Armed Supply Wagon
- Brig
- Fluyt
- Clipper

Indians - The Power of Majesty

- Buildings (except Wonders and Cities) do not ramp up in cost, and fortifications ramp up at half of the normal rate.
- City Economic Radius is increased.
- Caravan income is increased.

- War Elephant
- Mahout
- Gun Mahout
- Culverin Mahout

Iroquois - The Power of the Nation

- Get a free Scout and free Scout upgrades with each Barracks.
- Scouts can move through forests.
- First Senate is free and built instantly.
- Woodcutters also gather food.
- In friendly territory, Military units have extra hit points, are hidden when not attacking, and heal when not moving or attacking.

- Okwari
- Akweks
- Takohs
- Spearman
- Mohawk Spearman
- Heavy Mohawk Spearman
- Elite Mohawk Spearman

Lakota - The Power of the Plains

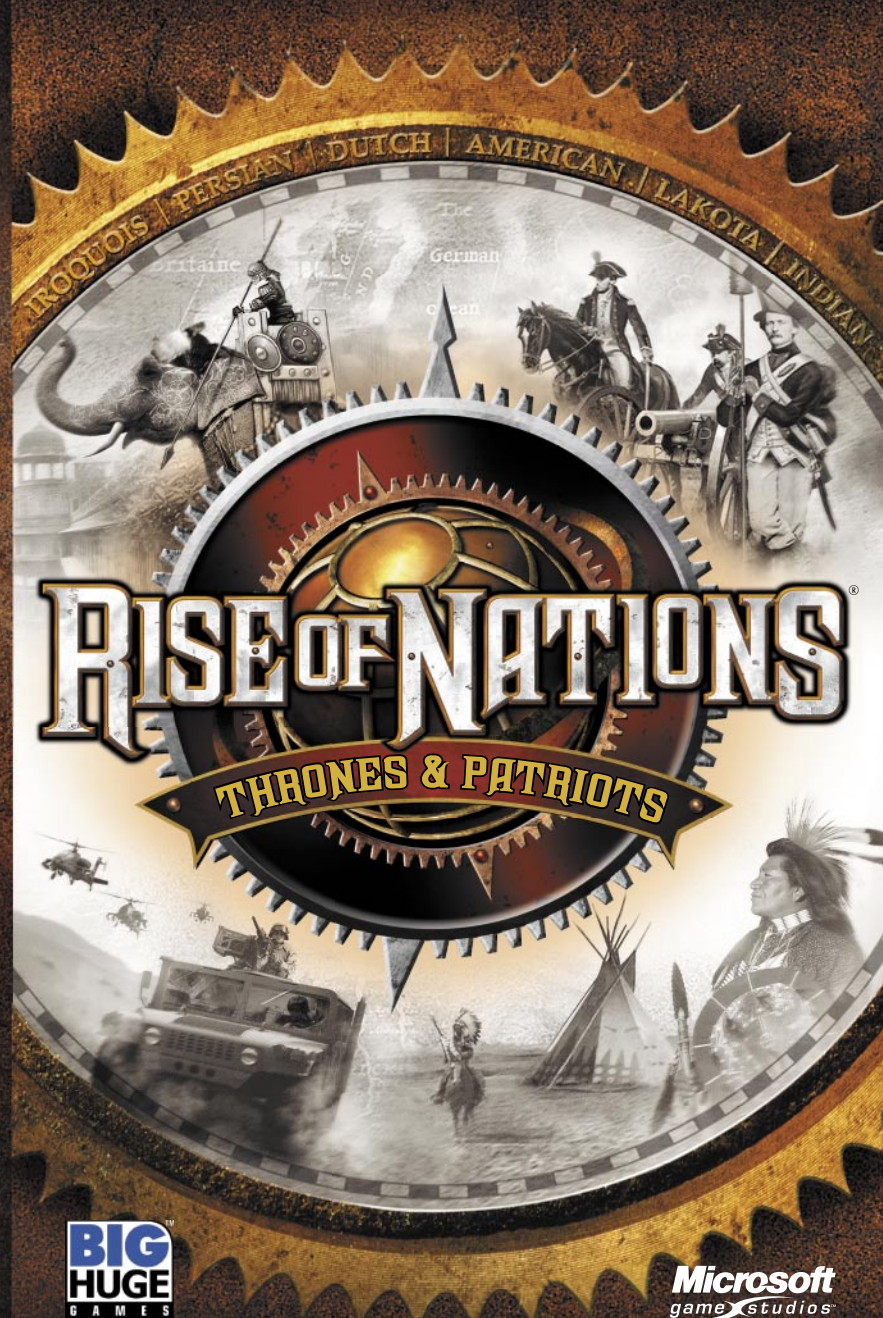
- Instead of building Farms and Granaries, receive Food for each Citizen, Scout, and Cavalry unit (except when garrisoned).
- Borders are invisible to enemies. Can construct buildings in any territory not held by an enemy nation.
- Ranged Cavalry upgrades are free.

- Sunka Wakan
- Eagle Feather Horse
- Musket Horse
- Repeating Rifle Horse

Persians - The Power of Ceremony

- Begin with extra Food.
- Second City acts as a second Capital. Receive additional Capital City border bonus. Both Capitals must be captured to eliminate this nation.
- Cheaper Civic research and taxation upgrades.
- Always have the maximum number of Caravans.

- Immortals
- Anusiya
- War Elephant
- Athanatoi
- Mahout
- Gun Mahout
- Arquebus Immortal
- Culverin Mahout



SAFETY WARNING

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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The *Rise of Nations*®: *Thrones & Patriots* expansion pack adds to the game that already covers all of history. Start with a single ancient village, and grow it into a world-spanning empire. To use this expansion pack, you must have the original *Rise of Nations* installed on your computer.

What's new:

- Six new nations: American, Dutch, Indian, Iroquois, Lakota, and Persian.
- New Senate, Government, and Patriot concepts.
- Three new Wonders of the World.
- Four new Conquer the World campaigns.
- Balance changes to existing nations, Wonders, and technologies, including:
 - Transport speed bonus for Military research is removed.
 - British Longbow line is improved.
 - British get free Archers and Fishing Boats at Barracks and Docks.
 - Aztecs and Romans get free Military research at start.
 - Romans get free Heavy Infantry for each Barracks starting in Classical Age.
 - Roman Fort-building speed is improved and Fort upgrades are free.
 - Russians get free Civic research at start.
 - New Russian power—receive plunder from enemy-destroyed buildings.
 - Spanish Ruins bonus is lowered, Tercios are less effective, and Line-of-Sight bonus is removed.
 - Mayan bonuses for building discount, speed, and hit points are lowered.
 - Supercollider no longer impacts unit research.
 - Pyramids give cheaper Cities.
 - Kremlin and Taj Mahal switch Ages. Kremlin gets addition to Oil Cap.
 - Howitzers and Rocket Artillery are less effective vs. Foot units.
 - Tank line is more effective vs. Siege units.

8TH CENTURY BC

The *Iliad*, inspiration of Alexander the Great, is composed.

356 BC

Alexander the Great is born in Pella, Macedonia.

336 BC

Alexander ascends the throne of Macedonia.



GOVERNMENT

Government gives your nation military and non-military bonuses. To establish a Government, you first must build a Senate and have the appropriate technology researched.

Each Government type also allows you to create a Patriot, a unique leader who can enhance your nation's military or economic power.



Senate

You can build a Senate after your nation advances to the Classical Age. It must be constructed within the City Limits. Constructing a Senate at a City other than your Capital moves your Capital to that City. Click the Senate building to display the

Government Options in the Command Palette.



Despotism

Government controlled by one tyrannical ruler with absolute powers.

- Cheaper Military research and units.
- Despot Patriot, a General who also provides Supply, Line-of-Sight, and Plunder benefits.



Republic

Government controlled by elected representatives who may (or may not) represent the will of the people.

- Increased Commerce Limit.
- Senator Patriot, a General who also provides Healing, Bribing, and Building-Defense benefits.



Monarchy

Government controlled by a single hereditary ruler.

- Cheaper and faster-built Cavalry.
- King Patriot, a General who also provides Supply, Siege, and Mounted-Combat benefits.



Democracy

Government whose rulers are elected by all Citizens and represent the will of the people.

- Cheaper non-Library technologies.
- President Patriot, a General who also provides Production, Building, and Healing benefits.



Socialism

Government wherein production and distribution of goods are determined by equity rather than market principles.

- Cheaper and faster-built Factory, Airbase, and Dock units.
- Comrade Patriot, a General who also provides Supply, Combat, and Assimilation benefits.



Capitalism

Government wherein production and distribution of goods are determined by a free and competitive market.

- Receive +100 Oil production and 500 Oil.
- CEO Patriot, a General who also provides Defense, Range, and Healing benefits.

2

332 BC

Great commercial and literary center, Alexandria, is founded.

323 BC

Alexander dies after becoming his era's greatest conqueror.

3

15TH CENTURY

The Inca Empire is founded in the Andes Mountains.

NEW NATIONS

Americans

Immigrant peoples who settled North America and declared their independence in the 18th century.

The Americans have the Power of Innovation.

- First Wonder is built instantly, provided no other nation is building it also (excluding Space Program or Supercollider).
- Governments at the Senate are free.
- Aircraft and Carriers are cheaper.
- Starting in the Modern Age, two free Bombers are created at each Airbase.
- A free Scholar is created at each new University.
- Military unit upgrades are cheaper.
- Each Barracks unit provides free resource income.

American units are: Continental Marines, Marine Riflemen, Marine Infantry, and Assault Marines.

Dutch

Nation known for its economic prowess and world exploration. Won its freedom from the Spanish Empire in the 16th century.

The Dutch have the Power of Commerce.

- Begin with a free Commerce research, and receive a discount on all subsequent Commerce research.
- Start with a Market and free Merchants.
- Receive bonus resources based on the amount of accumulated resources (except Knowledge).
- Receive Light Ships and cheaper Ship upgrades whenever a Dock is built.

Dutch units are: Armed Caravan, Armed Merchant, Armed Supply Wagon, Brig, Fluyt, and Clipper.

Indians

Nation whose origins date to 2500 BC. Located in southern Asia, it is the world's most populous modern democracy.

The Indians have the Power of Majesty.

- Buildings (except Wonders and Cities) do not ramp up* in cost, and fortifications ramp up at half of the normal rate.
- City Economic Radius is increased.
- Caravan income is increased.

Indian units are: War Elephant, Mahout, Gun Mahout, and Culverin Mahout.

**The cost to produce additional buildings and units normally increases as the number of those buildings/units owned by your nation increases.*

Iroquois

Confederacy of Native American tribes populating the Northeast region of North America.

The Iroquois have the Power of the Nation.

- Get a free Scout and free Scout upgrades with each Barracks.
- Scouts can move through forests.
- First Senate is free and built instantly.
- Woodcutters also gather food.
- In friendly territory, Military units have extra hit points, are hidden when not attacking, and heal when not moving or attacking.

Iroquois units are: Okwari, Akweks, Takohs, Spearman, Mohawk Spearman, Heavy Mohawk Spearman, and Elite Mohawk Spearman.

4

16TH CENTURY
The Iroquois nation
is founded.

1521
Spanish conquer the
Aztec Empire.

1624
Dutch establish New Amsterdam,
now known as New York City.

5

Lakota

Indigenous peoples of North America whose territory ranged over western South Dakota, eastern Wyoming, and eastern Montana.

The Lakota have the Power of the Plains.

- Instead of building Farms and Granaries, receive Food for each Citizen, Scout, and Cavalry unit (except when garrisoned).
- Borders are invisible to enemies. Can construct buildings in any territory not held by an enemy nation.
- Ranged Cavalry upgrades are free.

Lakota units are: Sunka Wakan, Eagle Feather Horse, Musket Horse, and Repeating Rifle Horse.

Persians

One of the great ancient nations in southwest Asia.

Persians have the Power of Ceremony.

- Begin with extra Food.
- Second City acts as a second Capital. Receive additional Capital City border bonus. Both Capitals must be captured to eliminate this nation.
- Cheaper Civic research and taxation upgrades.
- Always have the maximum number of Caravans.

Persian units are: Immortals, Anusiya, War Elephant, Athanatoi, Mahout, Gun Mahout, Arquebus Immortal, and Culverin Mahout.

NEW WONDERS OF THE WORLD

Hanging Gardens



One of the Seven Wonders of the Ancient World. Built by Nebuchadnezzar II for his queen in ancient Babylon, circa 600 BC. Requires Classical Age. One Wonder Point. Increases Knowledge production and provides a discount to economic-enhancer technologies.

Forbidden City



Walled city built in 1407 within Beijing for the Imperial Court of the Chinese emperor. Entry was forbidden to ordinary citizens until 1912. Requires Medieval Age. Two Wonder Points. Counts as a bonus Major City and can be built wherever a City could. Its build location is not revealed to the enemy until it has been completed. It provides +50 Food and Timber. Capital Timers and sudden-death elimination have no effect on the Nation with this Wonder.

Red Fort



Massive fortification built of red sandstone in 1638, it served as the palace of India's Mughal Emperors. The outer defense wall was 1.5 miles long and 110 feet tall. Requires Gunpowder Age. Two Wonder Points. The Red Fort has long range and increased toughness and can be built wherever a Fort can. Its build location is not revealed to the enemy until it has been completed. Receive Fort upgrades for free, and all Forts in your nation have increased hit points. Units garrisoned in the Red Fort heal faster.

6

1769
Napoleon Bonaparte is born in Ajaccio, Corsica.

1804
Napoleon becomes Emperor of France.

1808
Napoleon invades Spain, installing his brother as King.

7

NEW CONQUER THE WORLD CAMPAIGNS

You conquered the world in *Rise of Nations*: now, do it again playing all new historical campaigns with a fully interactive diplomacy and trading system. Follow in the footsteps of two of the world's greatest generals, Alexander the Great and Napoleon. See how well you do in the politically-charged climate of the New World and the Cold War.

Alexander the Great

Alexander the Great was thrust onto the throne at the age of 20 after his father was assassinated. Alexander found himself surrounded by enemies at home and threatened by rebellion abroad.

Put yourself in his place as you endeavor to solidify your power in Macedonia. Then, attempt to crush the Persian Empire, matching the military feats of Alexander.

In the campaign, you will:

- Follow Alexander's lead and play scenarios based on historical battles, or second-guess his strategies and depart on your own path.
- Fight with and against unique General units, such as Alexander, Darius, Ptolemy, and Parmenio.



Napoleon

After Napoleon Bonaparte's education at the French military academy in Brienne and his family's flight to France during a civil war in Corsica, he found himself in the tumultuous world of post-revolutionary France.

Napoleon quickly found success as a young army officer by snuffing out a revolt in Avignon and bombarding the British with enough ferocity to drive them from Toulon. Soon after, "a whiff of grapeshot" took care of an aggravated mob in Paris and catapulted General Bonaparte into command of an entire army.



Taking control at this critical point in Napoleon's career, you will:

- Choose your route to becoming Emperor. Conquer foreign lands and return a hero, or shock the world with unprecedented victories against the monarchs of Europe.
- After you become Emperor, negotiate deals and trade colonies with major nations. Force others to become your vassals.
- Take risks to achieve greatness. As Emperor, one poor decision could see you in exile, struggling to regain power.

8

1814

Abdicating his throne, Napoleon is exiled to Elba.

1815

Escaping exile, Napoleon returns to Paris as Emperor.

1815

Napoleon abdicates again and is exiled to Saint Helena.

9

The New World

Two continents are up for grabs as cultures collide in the New World. Europeans, flush with the excitement of exploration and conquest, seek riches to bring home to the reigning monarchs. Native Americans, reeling from the unimaginable arrival of the invaders, strive to hold onto their way of life. A new way of thinking is developing among certain Europeans, however, who see no reason to maintain their ties to their Old World rulers.

In the New World, you will:

- Choose to play as a European nation—French, Dutch, British, Spanish, or Portuguese—and try to become the most dominant power.
- Choose to play as a Native American nation—Lakota, Iroquois, Aztec, Mayan, or Inca—and drive out the Europeans.
- Play as the Americans, and claim your independence. Expand your tiny nation into a major superpower.



The Cold War

The Cold War rose directly from the ashes of World War II. The United States and the Union of Soviet Socialist Republics (USSR) were only allies of convenience against the Nazi threat and were suspicious of each other's motives. With Hitler defeated, both sides began competing for influence around the world. Neither side was willing to start a true war because of the risk of nuclear annihilation, spawning a new style of indirect confrontation.

While fighting the Cold War, you will:

- Take control of the USSR or the United States, and try to end the Cold War by booming your economy or crushing your enemy on the battlefield.
- Build nuclear weapons on the strategic map. Use them as a deterrent, or let them fly. Use the DEFCON Meter to monitor the current nuclear tensions.
- Send out your Spies and Special Forces on classified espionage missions of increasing difficulty and reward.
- Perform police actions, claim Client States, and control NATO or the Warsaw Pact.



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13

1955

The Warsaw Pact is signed by eight European Communist nations.

1989

The Berlin Wall falls, symbolizing the end of the Cold War.