

Rome: Total War (PC)
Reviewer's Guide

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Introduction

It's finally your turn to make like Julius Caesar and attempt to conquer Rome, and you're going to have a blast doing it in Rome: Total War. Challenging and exciting real-time battles and innovative and strategically deep turn-based empire-building await you.

From 270 BC to around 14 AD, the Romans rose to power, conquering the Mediterranean world and much of Europe, in the process establishing an empire that would remain for centuries. *Rome: Total War* is set in this time period, where opportunities await you around every corner. It's a game filled with politics, treachery, and conflict, where the strong become heroes and emperors, and the weak are crushed beneath their heel. The third installment in the *Total War* series, *Rome: Total War* raises the bar and sets a whole new standard for other warfare games to live up to. It presents you with a rich, stimulating world that's filled with real-time combat and political intrigue. Only those who have the power to conquer shall survive, and as knowledge is power, the key to survival now rests in your hands.

Award-winning developers

Created by award-winning developer The Creative Assembly, Rome: Total War injects new life into the Real-Time Strategy genre by delivering the first fully 3D empire building game to feature ultra realistic, cinematically epic battles featuring up to 10,000 troops on screen at a time!

Rome: Total War is also incredibly accessible. A fun-to-play tutorial immerses new and experienced players into the action, and throughout the game, advisors assist you. Traditional, easy-to-use RTS style controls allow for easy manipulation of the 3D camera and units in battle. At the same time, the flexible and powerful Total War cameras that many gamers loved is still available, which will allow gamers familiar with the series a high level of familiarity.

Two games in one

Rome: Total War is really two games in one. On the one hand, you have the awesome real-time battles that occur in all modes of play. This is where you command your troops on the battlefield, and where the courageous actions of regular men can transform them into renowned heroes of legend. On the other hand, you have the turn-based Campaign Map, where you manage your settlements, deal in politics and a robust diplomacy model, make war with rival factions, and conquer their lands to expand your glorious empire.

We know you'll enjoy playing Rome: Total War. This review guide will get you started, but if you have any questions, please contact us.

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Playing Rome: Total War

As you begin your Rome: Total War experience, we recommend reading through this short introduction to the game. Here we'll establish the different types of play modes and walk you through the basic fundamental strategies of play. We highly recommend playing the Prologue tutorial before entering the Imperial Campaign—besides being a blast, it will introduce you to the basic concepts of the game.

Play Modes

Consistent with the Total War franchise, Rome: Total War allows you to experience the forming of the Roman empire in a variety of ways.

Prologue: This is an in-depth—and surprisingly enjoyable—tutorial that will introduce you to the basics of battles and teach you how to manage your empire using the various functions of the campaign map. Helpful advisors are there to guide you every step of the way as you play through what is essentially a full-fledged scenario. ***This is highly recommended for first-timers and familiar players alike.*** Once the tutorial is over, you can continue playing the scenario or you can exit and move onto the...

Imperial Campaign: The Imperial Campaign is the main single-player mode featured in *Rome: Total War*. In this mode, you assume complete control over one of three powerful Roman families—the Julii, Brutii, or Scipii family. Your objective is simple: conquer foreign lands and subjugate their people for the glory of the Roman Empire! The victory conditions are similarly simple: conquer the world—as well as Rome itself.

Campaign games are neatly split into two major elements. The first is the Campaign Map, where each faction runs and manages its settlements, builds its armies, and moves its troops about the world. The second is the battlefield, where epic clashes between two or more armies are resolved in glorious, real-time battle. You begin your campaign at the beck and call of the Roman Senate, but in time you may rule all of Rome—including the Senate itself.

TIPS FOR YOUR FIRST GAME

For your first game, we recommend the following difficulty settings:

Campaign: Easy or Medium

Advice level: High

Battle difficulty: Medium

Short Imperial Campaign: Rome: Total War also features a less lengthy campaign that doesn't require you to become Imperator of Rome to win. In the Short Campaigns, the conditions of victory differ for each Roman family. They are as follows:

- **Julii:** You must conquer the Gauls, a rival faction of barbarians who occupy the lands to the northwest of Rome.
- **Brutii:** You must conquer the Macedonians and the Greeks, two rival factions located overseas to the southeast of Rome.
- **Scipii:** You must conquer the Carthaginians and the Numidians, two rival factions located overseas to the southwest of Rome.

<PLAY MODES CONT'D>

Historical Battle: Engage in historical battles that have been taken from the pages of history and recreated in Rome: Total War. There are 11 Historical Battles to choose from, including an epic battle pitting Hannibal and the Carthaginians against the Roman legions. Some quick notes on these battles:

- **The Battle of the River Trebia** is the most predictable and easiest of all the Historical Battles. Play in awe as Hannibal crushes the Roman forces by the river.
- **The Battle of Telamon** is eminently enjoyable; set in 225 BC, it recounts the battle between Rome and the Gauls. Historically, in this battle, the Romans surrounded the Gauls, who fought courageously but were eventually overwhelmed.
- Don't miss the **Teutoburg Forest battle**. Its opening is mesmerizing—and this battle is a ton of fun. The mission: Lead at least 100 Scipii men along the road that runs through Teutoburg Forest and get them safely through the town gates at the end of it before nightfall. The German mission is to prevent this from happening by killing as many Romans as possible.

Custom Battle: Create your own battle, down to the very last detail. You have total control over the battle's victory conditions, the AI's intelligence, the battlefield terrain, the time of day, the weather conditions, the number of armies, the units that make up each army, and more. This is a great way to hone your battlefield skills, or to practice against rival factions you face in the imperial campaign.

Quick Battle: Take the battlefield immediately by fighting a randomly-generated custom battle. There are no options to adjust, and you never know who you'll control, where you'll fight, or who you'll be trying to destroy when you play a Quick Battle.

Getting to know the factions

The faction you choose has an impact on your initial strategies for the campaign. Take the following observations into consideration before you decide which faction you wish to control:

- **The JULII** (red faction symbol) control northern Italy. At the start of the campaign, it is their job to protect the northern Roman territories, and to eventually conquer foreign lands to the north.
- **The BRUTII** (green faction symbol) control southern Italy. Their initial priorities are to ensure no attack from the southeast reaches Rome, and to eventually conquer foreign lands overseas to the southeast.
- **The SCIPII** (blue faction symbol) control central Italy, and the small island of Sicilia Romanus to the southwest. They are the last line of defense should a rival faction break through to strike at the heart of Rome. This faction's early priorities are to defend the core of Italy and spread the Roman Empire southwards against a familiar enemy: the Carthaginians. .

Key concepts: the Campaign Map

Rome: Total War is incredibly deep. This means that you can play it for hours, weeks, months, and years without it getting boring. The following elements and strategies are central to play.

Family

Family is more than a warm, fuzzy feeling in this game; it's a way of extending your military, economic, and political might. As you play, family members will be born. The boys will eventually come of age and turn into leaders. Some of these leaders will go on to greatness; others will toil away in obscurity and mediocrity. Girls will eventually grow up, marry nobility (who you can choose to invite into your family's leadership ranks) and bear children, repeating the cycle of life.

One of Rome: Total War's most interesting attributes is that as time goes on, the leaders in your family (represented by tiles in settlements and on the campaign map) will develop and refine their strengths and weaknesses in a manner similar to some role-playing games. They will also attract an entourage which will further affect their attributes. As an example, leaders with military skills will see their command attributes grow after battles. In fact, a big part of the game is identifying which of the leaders in your family are best suited for war, managing cities, politics—or nothing.

You can call up your family tree at any point in the game by clicking on the family tree button.

Senate Missions

A big part of Rome: Total War—at least in the early stages of play—is advancing and extending the reach of your beloved Roman empire. Right from the start of the game, you'll be asked by the Roman Senate to engage in military actions to protect the empire—or extend it. These missions can range from blockading an enemy port to besieging and conquering a city to quelling a revolt or uprising. Typically, these missions have a time limit attached to them. Accomplish the task by the specified time and you will be rewarded with substantial cash awards, political prestige that will help your family make in-roads in the Senate, or even Senate-sponsored gladiator games in a specified city.

Ignore the call of the Senate cautiously. Every time you do so, you will lose status and political prestige.

Settlements

You'll begin play in control of a few towns or cities, also known as Settlements. Settlements are the backbone of your faction. They determine your presence in the world, provide you with income, and allow you to recruit new units for your armies. Proper management of your settlements is critical for campaign domination.

Previous empire-building games have struggled to deliver pertinent information to the would-be ruler. Rome: Total War uses a novel technique of allowing players to ascertain the status of each of their settlements at a glance. Underneath the name of each settlement, a few icons are displayed that conveys the most pertinent information. Here's what the icons represent:

- **Income:** The first icon is a few COINS. Next to it is a number. This indicates how much revenue the settlement is generating.
- **Happiness:** The overall content of the settlement's populace is represented by a FACE icon. The color represents the overall mood. Green is good, Yellow is okay, Blue means trouble is brewing, and Red means a revolt is in the works.
- **Population Level:** Represented by the icon of a PERSON with a symbol next to it, this icon shows you whether or not your population is increasing or not. Green means growth, amber means the population is stable, and red means the population is falling. This is a problem. More people means more money. Of course, it also means more problems.
- **Unit in training:** This icon, which looks like a SOLDIER, is present if a unit is being trained (formed) in the settlement.
- **Construction:** The TOOLS icon appears if a building is being constructed or repaired in the settlement.
- **Auto-management:** The GEARS icon appears if a settlement is being auto-managed. This will occur if you have no ruling member of your family in the settlement.

At any point, you can double-click the settlement itself to call up the Settlement Scroll, which contains all the details and contributing factors to all of the above elements, as well as any garrisoned troops and buildings within the settlement. Here you can also train armies and construct buildings that will make your population happier or your settlement more productive.

Messages and notifications

At the start of most turns, several messages and notifications will drop down from the upper-left corner of the screen. These let you know about important bits of news that have occurred since your last turn. Each message is represented by a categorical picture. Left-click the picture to bring up a scroll that provides further details on the message. Right-click the picture to dismiss the message. A message's picture is grayed-out if it has been read, but not yet dismissed.

Diplomacy

Rome: Total War has an incredibly deep diplomacy model. In fact, one of the big improvements to the game from the second game in the series, Medieval: Total War, is this new diplomacy model. You can now engage in extensive negotiations, offers, and counter-offers with your friends and enemies. Simply move your diplomat adjacent to another faction's unit or city, and right-click on them.

Trade and Income

Income and economic wealth plays a vital role in the game. As such, it is critical that you ensure that your settlements are as lucrative as possible.

There are two ways to raise the income from a settlement: One is to change the tax rate (through the Settlement Scroll), which will adversely impact the morale of the populace. The other is to improve the economic structures in a settlement.

There are three potential generators of taxable income: trade, farming, and mining. Although all of these rely on resources in the province, all three of these can be improved by constructing buildings such as ports, roads, mines, and farming improvements.

Diplomacy can also affect your trade income; establishing trade rights treaties with other nations can bring in a nice chunk of regular revenue.

Recruiting armies

It's not called Rome: Total War for nothing. One of the key aspects of the game is war, and as such, developing strong armies is critical to success. But be careful – each unit you raise costs money. On the positive side, your troops play an effective role at maintaining the peace in your settlements. Their presence discourages a certain percentage of overzealous malcontents.

Recruiting armies is easy. Provided you have a large enough pool of willing and able-bodied men, you simply select the unit you'd like to build. Remember that it's important to draft a well-balanced army. An army made up only of missile units is pretty useless without some infantry protection. Also remember that you should *always* leave some form of garrisoned protection in your cities. Failing to do so will almost surely invite an easy takeover by your enemies.

Note that you pay regular upkeep costs for your units.

One final note on raising armies: You can also use your settlements to "retrain" units. If your units have been damaged in battle and have reduced numbers, click on retrain; you'll pay a fee to get the unit back up to full strength.

Constructing buildings

You need buildings to make soldiers, keep your population happy, and expand your empire via population growth and economic might. All building work uses two resources: time and money. While you can queue up as many buildings as you'd like, be careful in the early stages of play: *You pay for the building as soon as its queued up*, which means that you can quickly bankrupt your empire's economy by over-building—or over-queuing.

There are several different types of buildings. Military buildings allow you to construct military units. Shrines and temples allow you to placate or make the population happy. Traders and Markets allow you to bring more revenue into your settlement. Entertainment complexes raise the culture level of your settlement and give the populace something to do.

Rome: Total War uses a building tree; if you ever wonder what building options are available, or what certain buildings do, simply click on the Building Browser Scroll, located on the left side of the Settlement Scroll.

You can also gain specific insight and granular details into the effect a particular building will have on your Settlement by using the Settlement Details panel. One final note. Occasionally, your buildings will be damaged by sieges, riots, or natural disasters. When this occurs, it's a good idea to repair them.

Unit Movement

Armies and agents must travel across terrain whenever they move. Different forms of terrain affect how far your units may move. For example, an army can make good time marching along on a paved road, but its movement radius significantly decreases when it must traverse snow-covered hills and valleys. The following concepts allow for more advanced strategizing around movement:

- **Choke Points:** Some forms of terrain, such as mountains, rivers, and dense forests, are completely impassible to your units. Of course, this means that no other faction can send their armies across such terrain, either. For this reason, certain areas on the map, such as narrow mountain passes, and river fords, make for strategic choke points—important sections of terrain where a well-placed force can completely block another faction's units from proceeding.
- **Ambushes:** While an army can't cross through a thick forest, there are many areas on the map that feature thinner woods. Armies are able to cross through these sparse forests, but they serve a more important purpose: they make for excellent cover, and allow your troops to set up a strategic AMBUSH! For more information, please see the ambush section that appears later in this chapter.

Natural disasters

As you play on the turn-based campaign map, natural disasters will befall certain settlements, empires, and regions. Examples of these unfortunate events include volcano eruptions and plagues.

Spies and Assassins

In addition to recruiting soldiers, you can also recruit Spies and Assassins. Spies can sneak into enemy settlements and give you inside information regarding the number of buildings and garrisoned military units. They can also be used to detect enemy spies in your settlements and provinces. Assassins are more nefarious; they can kill enemy leaders.

Both unit types run a risk of detection (and death) whenever they perform a special mission.

Wonders of the World

Some provinces contain wonders of the ancient world. Capturing the settlement in the province gives you control of the wonder, and these grant empire-wide benefits. If you lose control of the settlement (and the province), you lose the benefit for owning the wonder.

Key concepts: Battles

You're going to have to conquer the world—and Rome—one battle at a time. Here are some of the key concepts in the game. For more details and lots of hands-on experience, make sure you play the Prologue tutorial.

Pre-battle speeches

Before each battle, your general will give a speech to the assembled soldiers. In addition to motivating your units, these speeches usually contain a few strategic hints. Listen carefully!

Strategy counts

Rome: Total War is different than most real-time strategy games in that the placement of your units (and your General) and the orders you issue during combat have a major impact on the battle. For this reason, it is important that during battles, you pay attention to where your units are on the battlefield, and how you use them. As an example, because Spearmen are great defenders against cavalry, you want to make sure that you don't send your Heavy Cavalry charging into a line of spear-toting enemies.

Merging units

If your units are weakened during battle, and you don't have the time or resources to retrain them back to full strength, it's a good idea to merge similar unit types together. You can do this by simply dragging one unit tile onto another. Be careful though – doing this dilutes the experience level of the more seasoned troop. (More on experience below.) Please note that you can only merge units in the Campaign map, and not in battle.

Building effects upon military units

By constructing and upgrading the Blacksmith, you can give your military units bonuses to their attack and defense.

Charge!

You can order your units to charge the enemy at double-speed by double right-clicking the desired target. This will give their attack extra strength, but it will also tire them out quicker.

Sieges

In order to conquer an enemy settlement, you can order your army to besiege it. Besieging settlements is often the best way to conquer new settlements and territories for your faction. To order your army to besiege a settlement, select the army, then rightclick on the settlement you wish to besiege. Your army

immediately marches toward the settlement and begins the siege. Besieging a settlement is different than attacking it. During a siege, the settlement is surrounded by a hostile army, and is cutoff from the outside world. No one may enter or leave a settlement while it's under siege. The faction that owns the settlement must find a way to break the siege before its people are starved into submission. Depending on the size and state of a settlement, it may be able to withstand a siege for several turns, or none at all. You can quickly check to see how many turns remain before the settlement falls to the besieging army by mousing over the besieged settlement—the tool tip that appears shows the number of turns remaining before the settlement is forced to surrender.

Besieging a settlement offers two major advantages over attacking it outright. Firstly, a besieged settlement's garrison dwindles with every turn that passes—its troops are starving to death as a result of the siege. This is a great way to weaken a settlement before you storm its gates and take it by force. The second advantage of besiegement is that it can grant you the ability to conquer a settlement without putting your army in harm's way. If the siege is not broken by the time the settlement's food reserves run out, then the settlement is lost to the defending faction, and automatically falls under your control. This process may take several turns, but it's often better to lose time instead of men.

When your army initiates a siege on a settlement, the Siege Details Scroll appears. This scroll provides information regarding the siege. You can access this scroll again at any time by selecting your army, and then right-clicking on the settlement they're besieging. You can also choose to construct several different types of siege equipment: Rams, Ladders, Towers, or Saps.

The amount of Siege equipment you can build and use depends on your armies efficiency and the types of defenses the settlement has. When you first undertake a siege, you may not be able to build certain siege equipment, or it may take you longer to build certain pieces or multiple pieces at a time.

Breaking a Siege

It is imperative that you defend your settlements from hostile armies. When you lose a settlement, you lose the territory and power that came along with controlling it, while the invading faction gains both. You also lose favor with the Senate, and with the People of Rome, should one of your settlements fall to outside invaders. When one of your settlements falls under siege, your top priority should be to break the siege as quickly as possible. There are two ways.

The easiest way to break a siege is to order the settlement's garrison to sally forth and engage the enemy army in battle. This is also dangerous, because you must open the settlement's gates to send out your troops. Should things go horribly wrong on the battlefield, the enemy army will be able to storm your settlement without having to take the walls first! If you have a capable army

nearby, then the safest way to break a siege is to send the army to attack the besiegers. In this case, your army is known as a relief force. Even if your relief force is defeated in battle, they will likely have weakened the enemy army, putting your settlement's garrison in a better position to finish the job.

Unit Experience

Units gain experience as they face and defeat enemies on the battlefield. This makes sense, because such units have seen harsh battles and have managed to survive them, so they naturally become hardened against the many horrors of war. In general, the more experienced the unit, the better it fares in combat, and the less likely it is to run when faced with overwhelming odds. An army made up of experienced units often decimates an army full of rookies, so be careful not to waste your experienced units on the battlefield. A unit's experience is indicated by the number of colored Experience Chevrons that appear in the lower-left corner of its portrait. Experience Chevrons are gained in the following order: Bronze Chevrons come first, then Silver Chevrons, and then finally Gold Chevrons are earned.

There are three chevrons to earn for each color. For example, a unit that has earned three Bronze Experience Chevrons gains their first Silver Experience Chevron after surviving the next battle, provided they take part in the bloodshed. The amount of action a unit sees on the battlefield directly relates to the amount of post-battle experience it gains.

New recruits have no Experience Chevrons, as they've never been exposed to life-or-death combat. Because of this, it pays to think twice before choosing to retrain experienced units at a settlement—hardened soldiers can become “diluted” by the number of raw recruits that join their ranks, lowering the unit's overall experience value. Likewise, you should always try to match experienced units of an army together whenever you choose to merge your units. This ensures the units lose none of their experience, as they would if they were merged with rookies.

Unit Facing

Generally speaking, the front of a unit—or its facing direction—is its best-defended position. If a unit is attacked from any other direction, the unit is flanked, which is generally much more damaging than a frontal assault. To change a unit's facing without moving it, select the unit and use < and > to rotate its facing. *IMPORTANT: This is best used when you see that an enemy is trying to flank you or when you see an enemy coming at you from a less than head-on direction.*

Reinforcements

You don't have to fight a battle with just one army. With proper planning, it's possible to enter the battlefield with reinforcements. When fighting with reinforcements, you significantly increase your odds of victory.

Reinforcements can be used in any sort of battle. They can be used during an attack on an enemy army, while defending against an enemy force, during the besiegement of a settlement, and even when you're attempting to break a siege on one of your own settlements. Both attacking and defending armies alike can take advantage of reinforcements. To utilize reinforcements, two or more of your armies must be adjacent to the enemy settlement or force. When this occurs, the two armies that are directly involved in the battle (the attacking army and the defending army) are considered to be the main forces in the battle. All adjacent armies are used as reinforcements.

The amount of control you have over your reinforcing army varies, depending on whether or not the reinforcing army is friendly (meaning it belongs to your faction), or the army of an allied faction (a rival faction with which you have chosen to ally yourself; all Roman families begin the campaign as allies). If one of your allies sends a reinforcement army to assist you in battle, then you have no control over its army. Additionally, if one of your own armies has a General and is reinforcing you, then this army will be AI controlled also.

Grouping Units

Consistent with the game's RTS-style interface, Rome: Total War utilizes unit groupings. Groups can be a very useful way of managing a large force.

With a collection of units selected, click on the group button to group them together. You can also press the **G** key. The relevant unit tiles/cards in the control panel at the bottom of the screen will be collected together into one numbered group. Grouped units don't have to be of the same type.

Alternately, you can also group a collection of units together by selecting them and holding down the **CTRL** key plus one of the number keys on the main keyboard.

Groups can be put into formations, described below.

Formations

During battle, you can (and should!) select a group of units and pressing the SHIFT key plus one of the below numbers to align your selected units in one of several formations. There are several different group formations to choose from. Each has its own distinct tactical advantages.

Shift +1: Single Line: A single line formation stretches your units into a line without any strategic positioning. Good for quickly holding a defensive position.

Shift +2: Sorted Single Line: Best used for surrounding the enemy, a sorted single line formation places heavy infantry in the center, with light infantry and missile troops stretching out to the sides. Cavalry is placed at the ends, ready to swoop down onto the flanks of engaged enemy troops.

Shift +3: Double Line: Similar to the single line formation, a double line simply draws your units into two parallel lines without strategically positioning any of them. Use it for holding or supporting a defensive position.

Shift +4: Sorted Double Line: A sorted double line is identical to a sorted single line, except your units are two rows deep instead of one. Like a sorted single line, a sorted double line should be used to surround an enemy force.

Shift +5: Missile First 3 Line: Like the name implies, missile first formation puts your missile troops at the front of the line, with non-missile infantry in the second line, and cavalry in the third line. Use this formation to pick off distant enemies, and send your infantry and cavalry in for a charge to protect your missile units when the enemy draws near.

Shift +6: Foot First 3 Line: Foot first formation places your heavy infantry in the first line, backed up by missile troops in the second line, and cavalry in the third. This formation is best used to counter a charging enemy.

Shift +7: Cavalry First 3 Line: This sets your troops up in three lines: cavalry first, followed by infantry, and then missile. Use this formation only if your enemy's infantry is significantly weaker than your own. Your cavalry will plow through the enemy lines, smashing through and allowing your infantry to follow up on the attack while you pull your cavalry back for another charge. Never use this formation if your enemy has spearmen in his front line!

Shift +8: Column: Intended for attacking or defending a narrow path, such as a bridge or breach in a city wall, the column formation places your troops into single-file lines, sorted by unit. You can also use this formation when space is limited and doesn't allow for a traditional battle line.

10 Essential Battle Tips

- 1. Crush weaker enemy troops first.** Destroying or routing them quickly may cause your enemy's elite troops to rout.
- 2. Let your enemy exhaust himself coming to you.** You should make the first move only if he has adopted a defensive posture and refuses to march on you.
- 3. Always capitalize on flanking opportunities.** Tie up enemy units with frontal assaults by your infantry and hit them from behind or from the side with cavalry.
- 4. Force your enemy to react to your moves,** rather than constantly playing catch-up. Not only will this frustrate his attempts to form a battle plan, it will also exhaust his troops.
- 5. Know your units' special abilities,** as well as the abilities of your enemy's troops. Examine them in detail and refer to the Factions section of this guide.
- 6. If facing a superior force, leave an avenue of escape open.** Discretion is the better part of valor, so retreat if you need to!
- 7. Don't charge toward a distant enemy.** March toward them and charge a very short distance to get the advantage of the charge and minimize the fatigue penalty.
- 8. Lure the enemy into position** with an obvious undefended flank or isolated unit, and have a trap ready to be sprung when they take the bait.
- 9. Make sure to pay attention to your units' facing,** and pivot them to deal with flanking attempts.
- 10. Learn to use woods, hills, and other terrain to your advantage.** The element of surprise can quickly turn the tide of battle in your favor.

Multiplayer

Rome: Total War allows you to play both Custom Battles and Historical Battles online, or over a Local Area Network (LAN) between two or more computers. Here's how it works:

Click Multiplayer from the Main Menu to visit the Multiplayer Menu, where you're presented with the following options:

- **Online Battles:** Either host multiplayer battles of your own design, or choose to view and join online battles hosted through GameSpy™. This style of multiplayer action requires an active Internet connection, and the proper configuration of any firewall software you may be running on your PC.
- **LAN Battles:** Choose to either host or join multiplayer battles across your LAN. These battles are fought on local machines that have been networked together, so an active Internet connection isn't required. The process for setting up LAN Battles is the same as Online Battles.

Did you know?

5 surprising aspects of Rome: Total War

- 1. Battle Replays:** Click this option to load any of your previously saved Battle Replays. You're given the option to save a Battle Replay at the end of each battle. Battle Replays let you relive the action from any angle!
- 2. The Marius Event:** The single most significant event in the game is the reform of the Roman Army carried out by Gaius Marius, a man referred to as the "third founder of Rome." He completely changed the way Romans organized their armies, fought wars, and conquered their neighbors. Historically, this reformation started around 107 BC. After Marius, the Legions of Rome were very different from what had gone before. In Rome: Total War, the reforms of Gaius Marius are not tied to an exact date. We're not going to tell you when it will happen, but we will tell you what happens: the Roman factions can start building a new generation of military units. Essentially, Marius unlocks a second Roman technology tree.
- 3. Arcade Style Battles:** This option, selectable from the main Imperial campaign setup, lets you focus on crushing your enemies with sheer force rather than outwitting them with crafty battlefield tactics. Click the checkbox next to the Arcade Style Battles option if you prefer to fight more action-oriented battles, as opposed to ultra-realistic ones. Selecting this option simplifies the real-time battles that occur in the Imperial Campaign by turning off several realism settings that would otherwise "run in the background."
- 4. The Dissolution of the Roman Senate:** When you finally get the message that you are now powerful enough and popular enough with the people to take over Rome, a magical moment occurs. The very next turn you get to watch the Roman alliance dissolve right before your eyes, and as the AI realizes it has have a fight on its hands, the game turns in to a full-on war with every faction fighting for themselves.
- 5. Biological warfare:** Trying to figure out how to deal with the plague when it occurs is tough. But did you know that you can use the plague to your advantage by spreading it with spies to enemy cities? Using this technique you can perpetuate the plague indefinitely. This can help to destroy opposing factions without any extra effort on your part.