

TOTAL WAR™ WARHAMMER

MANUAL



HEALTH ISSUES

Use this software in a well-lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or television screen may cause a decline in visual acuity.

In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness for some people. If you experience any of these symptoms, consult a doctor before playing this game. If you experience any dizziness, nausea, or motion-sickness while playing this game, stop the game immediately. Consult a doctor when any discomfort continues.

PRODUCT CARE

Handle the game disc with care to prevent scratches or dirt on either side of the disc. Do not bend the disc or enlarge the centre hole.

Clean the disc with a soft cloth, such as a lens cleaning cloth. Wipe lightly, moving in a radial pattern outward from the center hole towards the edge. Never clean the disc with paint thinner, benzene, or other harsh chemicals.

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

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

The **TOTAL WAR™: WARHAMMER® III** game disc contains software for use on a personal computer. Please do not play the disc on an ordinary CD player, as this may damage the headphones or speakers.

- Also read the manual of your personal computer.
- The game disc may not be used for rental business.
- Unauthorized copying of this manual is prohibited.
- Unauthorized copying and reverse engineering of this software is prohibited.

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PLEASE NOTE: The information in this manual was correct at time of publication, but some minor changes may have been made late in the product's development. All game art for this manual has been taken from the English version of this product.

THE GREAT GAME CONTINUES...

As ever, raging tumult consumes the Warhammer world. In the north, Kislev freezes. In the east, Cathay besieged. And across the bounds of reality, in the Realm of Chaos, a being of ancient evil plots his revenge... not just on mortals, but against the four Chaos Gods, the Ruinous Powers themselves: Khorne the Blood God, Slaanesh the Prince of Excess, Nurgle the Lord of Decay, and last but by no means least, Tzeentch the Changer of Ways.

The gaze of the Dark Powers is drawn to a new round in the Great Game, the endless contest which the Chaos Gods use to entertain themselves throughout eternity, and the final round of an epic trilogy that will see the mighty nations of the world gird themselves for war and send armies into Chaos' infernal realms!



The catalyst for such momentous events is the loss of Ursun, the Bear-God of Kislev, who can no longer be heard by the faithful of the Motherland. Without the Roar of Spring, an endless winter envelopes Kislev, and the people suffer. The young Tzarina Katarin Bokha - only recently ascendant to the throne - cannot merely see her nation be the bulwark against the enemy, as it has for generations. No, the Ice Queen must go on the offensive and vanquish the Daemons if she is to rescue her people's lost god.



Far to the east, the Celestial Dragon Empire reveals itself, keen to save Ursun for their own Draconic reasons. But there are also powerful Greater Daemons abroad, stranded in the mortal world, and they sense both prey and opportunity. Should they find beleaguered Ursun first, he will be a mighty prize to appease their Ruinous masters. Then there is the Daemon Prince... His story has not yet been told, but it is you - the player - who will have the chance to shape this tale, as well as his aspect, and change the world forever.

All this and so much more awaits you in Total War: Warhammer III, the capstone to the ultimate trilogy of grand strategy and war unending. The pendulum swings. The wheel turns. The Great Game begins again, and you are forever a part of it now...

TOTAL WAR: WARHAMMER III

Total War: Warhammer III combines the epic real-time battles for which the franchise is known with far more narrative detail than has previously been possible. Manage the affairs of state, engage in realistic diplomacy with rival kingdoms and nations and, above all, conduct the most brutal warfare ever against enemies both mortal and immortal.

Construct sprawling cities; raise huge, diverse armies led by powerful Legendary Lords from the Warhammer lore; govern and nurture the denizens of your lands; make trusted allies, entreat with rivals for mutual gain, and declare eternal war upon and fight to the death (and far beyond) against the fiercest, most relentless of enemies; conduct epic battles in the most diverse theatre of war yet seen in a Total War game, against the most talented and venal of opponents; and use politics and intrigue to frustrate the designs of your foes and rivals.

Total War: Warhammer III's strong, character-driven narrative reflects your decisions in the most immersive, stunning yet terrifying world yet seen in a Total War title.

As always, Total War is a game of two halves – one half a turn-based strategy campaign game, the other played out in real-time on myriad battlefields. Bid to make your chosen faction the most powerful in the world. Then, when armies clash and battle is joined, command your forces in person, leading them to stunning victory or devastating defeat!



INSTALLATION GUIDE

The information in this manual was correct at the time of writing, but minor changes to the game may have occurred in the meantime. Any screenshots in this manual are taken from the English language version of the game. The basic user interface does not change in other languages.

REQUIREMENTS

Firstly, please ensure that your computer meets the minimum requirements listed on the packaging. *Minimum requirements* are those needed to play the game at its lowest settings.

For the best experience of Total War: Warhammer III we recommend that your computer meets the *recommended requirements*.

In all cases, please also make sure that you have updated your graphics card drivers to the latest version and that your operating system is also up to date.

A broadband internet connection is required for the initial installation of Total War: Warhammer III. You will be able to play the single player game offline (not connected to the internet) once installation is complete. You may need to reconnect from time to time to receive patches and additional downloadable game content.

A good broadband internet connection is required for multiplayer games. Dial-up modem connections are not suitable.

HOW TO INSTALL TOTAL WAR: WARHAMMER III

Installing via the Steam store

If you have the regular Steam edition of Total War: Warhammer III, please follow Steam's usual on-screen instructions and you'll be battling fellow mortals and Daemons alike in no time at all!

Installing via the Epic Games store

If you have the Epic Games edition of Total War: Warhammer III, please follow the following steps and you'll be waging inter-dimensional warfare in mere minutes!

1. Open the Epic Games Launcher.
2. Click on Library.
3. Locate the game you wish to install and click on it to begin the install process.
4. Select the installation directory you wish to use and click on Install.
5. Wait for the download to complete and then you can launch the game by clicking on the icon.

Installing from your Special Edition disc

If you have the Special Edition of Total War: Warhammer III, close any other running applications before installing, then insert DVD I into your DVD drive. If you are installing the game on PC, and Autoplay is enabled, the installer will automatically start. Follow the on-screen instructions to install the game and begin your epic campaign of Total War!

Steam Authentication

When you install your Special Edition of Total War: Warhammer III you must authenticate your copy of the game by registering it online with the free Steam gaming service. You only need to connect to the internet once to do this and the installer will take you through the process when you put the Total War: Warhammer III disc into your drive. If you don't already have a free Steam account, you will need to create one; this will give you access to some great features:

- Find and chat with your friends while gaming.
- Quickly connect to the best multiplayer servers.
- Receive automatic game updates.
- Earn achievements and join up with the rest of the Steam community.

To access Total War: Warhammer III:

1. Fully install and activate and the Steam client as per instructions above.
2. Launch the Steam client and select "Activate a product on Steam..." under the "Games" menu.
3. Go through the Steam product activation wizard, entering the product code printed on the card included with your Special Edition.
4. All content will be automatically added and downloaded within its corresponding game.



NEW TOTAL WAR RECRUITS START HERE...

Most orders for characters, armies, or units follow a simple pattern of left-click to select and right-click to issue an order. If you're completely new to Total War, you'll find all the assistance you need to defeat your foes and conquer their territory through our in-game Advisor and helpful information panels.

THE LOST GOD

In addition, this third and final part of the Total War: Warhammer saga includes a fully developed episodic prologue called The Lost God that, although chiefly a method for teaching the game elements, is also greatly immersive, standalone adventure in and of itself.

THE ADVISOR & HELP SYSTEM

The in-game Advisor is always on hand to help you with the controls and concepts of the game, monitoring how you play and offering guidance as you progress through the campaign.

You'll see and hear all advice as you play, but you can adjust advice settings to reduce the level of help given, restricting it to either speech or just on-screen text. As you become a more experienced player, the Advisor takes a back seat and leaves you to your own devices, only offering helpful hints when you use some aspect of the game for the first time.

The Advisor is complemented by information panels containing useful information and further details about any topic.

KEYBOARD SHORTCUTS

There are also keyboard shortcuts to help you do things quickly (listed in the game's frontend menu) but the turn-based nature of the Total War: Warhammer III campaign gives you time to consider and plan your actions before committing your forces.

HOW TO WIN

During Total War: Warhammer III's campaign game, victory and glory can only be attained by defeating your enemies in detail and seizing control of their holdings. The requirements you must satisfy in order to secure ultimate victory depends on the Legendary Lord that you've chosen to play. All victory conditions have one thing in common, however: you must capture and then control territory by acquiring regions and holding provinces.

Each Legendary Lord has unique quests, tailored to their faction. Though these are optional, they do offer powerful rewards if completed successfully.

Finally, as you play Total War: Warhammer III, you'll collect Steam Achievements. These won't affect your chances of winning but may improve your standing within the online community!



EXPERIENCED TOTAL WAR PLAYERS START HERE...

While it's tempting to just throw yourself into the fray, if you're a Total War veteran you may wish to read the "What's New" section of this manual. You'll find details of the key new game features and the improvements that make Total War: Warhammer III the most advanced and compelling chapter of this most epic of sagas to date!



“SO, WHAT'S NEW?”

Total War: Warhammer III contains several features that are new to the series:

A BRAND-NEW SWEEPING NARRATIVE

The Realm of Chaos campaign sees you take part in an epic tale that could see the bounds of the Warhammer world changed forever. Kislev's Bear-God, Ursun, has been slain, and now forces both mortal and Daemon must fight to reach Him to claim the spoils first. Experience the tale unfold through rich movie animations; see the twisted fantasy world of Warhammer come alive like never before.

COLD STEEL IN THE REALM OF CHAOS

Cross the maelstrom and enter the Realm of Chaos. All four of the Dark Gods' – Khorne, Slaanesh, Nurgle and Tzeentch - domains offer unique gameplay experiences as you battle and race your way to the centre to capture the twisted souls of the Ruinous Powers' most-favoured Daemon Princes.

Brand new battle modes have been introduced in which your forces must fight through a gauntlet of challenging stages to reach Tzeentch's Impossible Fortress, Nurgle the Plaguelord's Mansion, the Brass Citadel of Khorne, and the Palace of Slaanesh, Lord of Excess. And these will be no ordinary fights, but epic struggles during which managing your ever-dwindling supplies must be balanced against capturing the Daemonic defenders' terrain and using it against them to attain ultimate victory.

THE DAEMON PRINCE

Lead the vile Legions of Chaos under the mantle of the Daemon Prince - a powerful entity that you can customise with a myriad of different gameplay and aesthetic combinations. Choose to have the Daemon Prince serve one of the four Dark Gods or represent the best (or worst) of all as a servant of Chaos Undivided - the ultimate Force of Destruction, whose quest it is to sweep Order from the face of the world and plunge it into eternal Ruinous night.

MORE (TOTAL) WAR THAN EVER BEFORE

As our largest game to date, Total War: Warhammer III introduces more races, factions and Legendary Lords - indeed, the four Chaos Gods are joined by the hardy northern warriors of mighty Kislev, the grand, Dragon-led eastern civilisation of Cathay, and others yet to be revealed, who must be located and unlocked before they can be experienced!

As ever, each new race comes with a wealth of brand-new, deep campaign features and dazzling battle mechanics to make each one feel truly unique.



SIEGES & MINOR SETTLEMENT BATTLES

Total War: Warhammer III also introduces brand new siege mechanics and a slew of detailed new siege maps, allowing players to fight beyond a settlement's surrounding walls and battlements and deep into its streets, as the battle for conquest of the Warhammer world takes on an even greater dimension than previously seen.

GRAPHICAL & USER FIDELITY

Of course, as you might expect, Total War: Warhammer III is a next-generation experience. As such, a host of user interface improvements have been implemented along with an extensive graphical overhaul to ensure that this new Total War gaming experience is the most visually impressive we have ever produced.

EVEN MORE WARHAMMER III WITH TOTAL WAR ACCESS

For the best experience with Total War: Warhammer III, register for Total War Access.

Total War Access is your destination for news, goodies and free or exclusive in-game content for Total War: Warhammer III and other Total War games. Your account will also allow you to participate in our official Total War forums to meet other players and get support.

Create your free account today: dashboard.totalwar.com



WARRANTY

WARRANTY: SEGA Europe Limited warrants to the original buyer of this Game (subject to the limitation set out below), that this Game will perform under normal use substantially as described in the accompanying manual for a period of ninety (90) days from the date of first purchase. This limited warranty gives you specific rights, and you may also have statutory or other rights under your local jurisdiction, which remain unaffected.

WARRANTY LIMITATION: This warranty shall not apply if this Game is used in a business or commercial manner and/or if any defect or fault results from your (or someone acting under your control or authority) fault, negligence, accident, abuse, virus, misuse or modification of the Game after purchase.

WARRANTY CLAIM: If you discover a problem with this Game within the warranty period (including a problem with the activation of the Game, using key-codes or otherwise), you should contact the retailer from where you bought the Game. Please ensure that you have a

copy of the original sales receipt as you may be asked to provide this to the retailer. If you discover a bug or error in the Game, please contact the technical support team at SEGA (details set out in this manual) and inform them of the difficulty you are experiencing with the Game. The retailer or SEGA will either repair or replace the Game at their option. Any replacement Game will be warranted for the remainder of the original warranty period or ninety (90) days from receipt of the replacement Game, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive an amount up to the price you paid for the Game. The foregoing (repair, replacement or the price you paid for the Game) is your exclusive remedy.

LIMITATION: TO THE FULLEST EXTENT ALLOWED BY LAW (BUT SPECIFICALLY NOT LIMITING ANY LIABILITY FOR FRAUD OR DEATH OR PERSONAL INJURY CAUSED BY SEGA'S NEGLIGENCE), NEITHER SEGA, ITS RETAILERS OR SUPPLIERS SHALL BE LIABLE FOR ANY SPECIAL OR INCIDENTAL DAMAGE, DAMAGE TO PROPERTY, LOSS OF PROFITS, LOSS OF DATA OR COMPUTER OR CONSOLE FAILURE, ANTICIPATED SAVINGS, BUSINESS OPPORTUNITY OR GOODWILL WHETHER ARISING DIRECTLY OR INDIRECTLY FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME EVEN IF IT HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH LOSS.

Additional information if you are based in Australia: The benefits under this warranty are in addition to other rights and remedies under a law in relation to the goods. Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure. Faulty goods must be returned to the place of purchase with proof of purchase. Five Star Games Pty Ltd warranty period is 90 days from date of purchase.

WARRANTOR: This warranty is provided by SEGA Europe Limited. If you purchased your Product from a digital store, you can contact SEGA to discuss your warranty claim as follows:

1. **Post:** SEGA Europe Limited, 27 Great West Road, Brentford, Middlesex, TW8 9BW, UK.
2. **Email:** Please check <http://www.sega.com/support> for more details.
3. **Phone:** +44 (0)808 196 5711 (UK) or +1 888 820 6584 (US) or +61 1-800-953906 (AU).

International call rates apply if calling from outside of these locations. Please consult your phone provider for further details.

If you purchased your Product from a physical retail store in Australia or US, then you will need to contact the distributor using the following:

For Australia: Five Star Games, 2.10/55 Miller Street, Pyrmont NSW 2009, Australia or telephone.

For US: SEGA of America, Inc. 6400 Oak Canyon, Suite 100, Irvine, CA 92618 or telephone.

Email: Please check <http://www.sega.com/support> for more details.

CUSTOMER SERVICE

Please check www.sega.com/support or call **00 44 (0)808 196 5711 (UK)* 00 61 1-800-953906 (AU)**

For details of product support in your region. *Local/International call rates may apply, please consult your phone provider.

Customer support is available in English.



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