

SYSTEM SOFTWARE UPDATES

This PSP® (PlayStation®Portable) Game includes System Software update data for the PSP® system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP® system. Before performing the update, check the version number of the update data.

- During an update, do not remove the AC Adaptor.
- During an update, do not turn off the power or remove the PSP®Game.
- Do not cancel the update before completion as this may cause damage to the PSP® system.

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP® system, refer to the following website: yourpsp.com

PARENTAL CONTROL

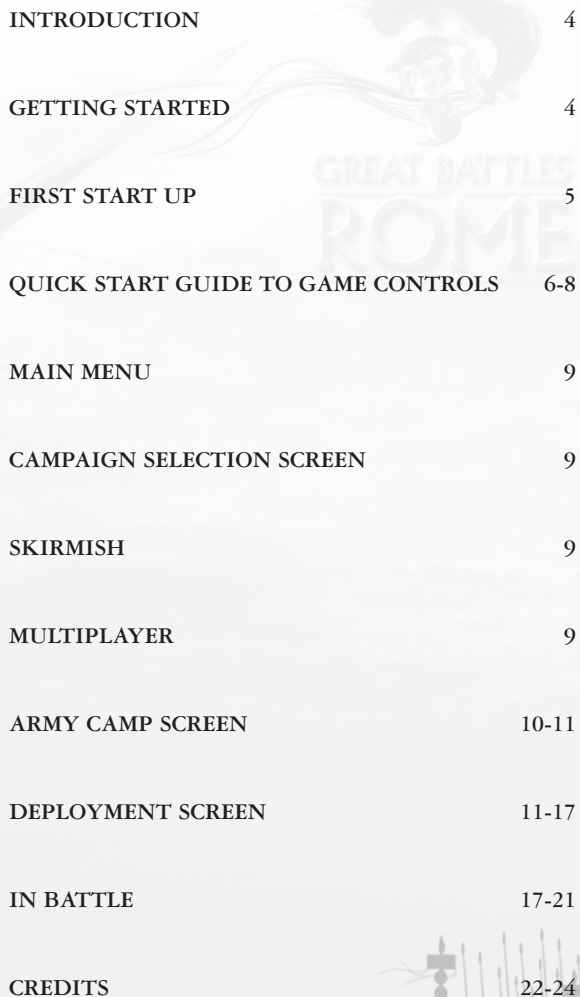
This PSP®Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP® system to restrict the playback of a PSP®Game with a Parental Control Level that is higher than the level set on the PSP® system. For more information, please refer to the PSP® system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+



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

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INTRODUCTION

Welcome to THE HISTORY CHANNEL Great Battles of Rome!
THE HISTORY CHANNEL Great Battles of Rome takes you back to a time before the foundation of the ancient city. The area we now know as Italy was populated by various tribes such as the Etruscans, Samnites and Latins. The Capitoline Hill, where Rome now stands, had been established as a settlement since pre-history. In Great Battles of Rome you will strive to unite the various tribes and factions and hold them together through Civil War and uprisings to become Caesar Imperator!

THE HISTORY CHANNEL Great Battles of Rome is a unique blend of Real Time Strategy and Roleplay that allows you to develop your army in various ways, gaining experience and abilities and equipping your troops in a combination of unique ways. Success can never be guaranteed but to give you the best chance we recommend careful preparation and equipping your squads to meet every eventuality. Tactical planning before the battles are fought is also essential, as even the best General cannot rectify every error once battle is joined.

GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the THE HISTORY CHANNEL Great Battles Of Rome PSP® Game disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the  icon and then the  icon. A thumbnail for the software is displayed. Select the thumbnail and press the  button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTE: This title uses an autosave feature.

You require a Memory Stick Duo™ to save game data. This title autoloads data on boot up.

Do not insert or remove Memory Stick Duo™ once the power is turned on. Make sure there is enough free space on your Memory Stick Duo™ before commencing play.

NOTE: This title does not support certain characters used in the PSP™ system's Nickname. Replacement characters will be displayed.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP® systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP® systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP®Game in their PSP® system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP® system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP® system instruction Manual.

FIRST START UP

After having inserted your THE HISTORY CHANNEL Great Battles of Rome game into your system, you are requested to select the preferred language. After having selected the preferred language and having confirmed the new selection by pressing the **X** button, the initial screen will be displayed.

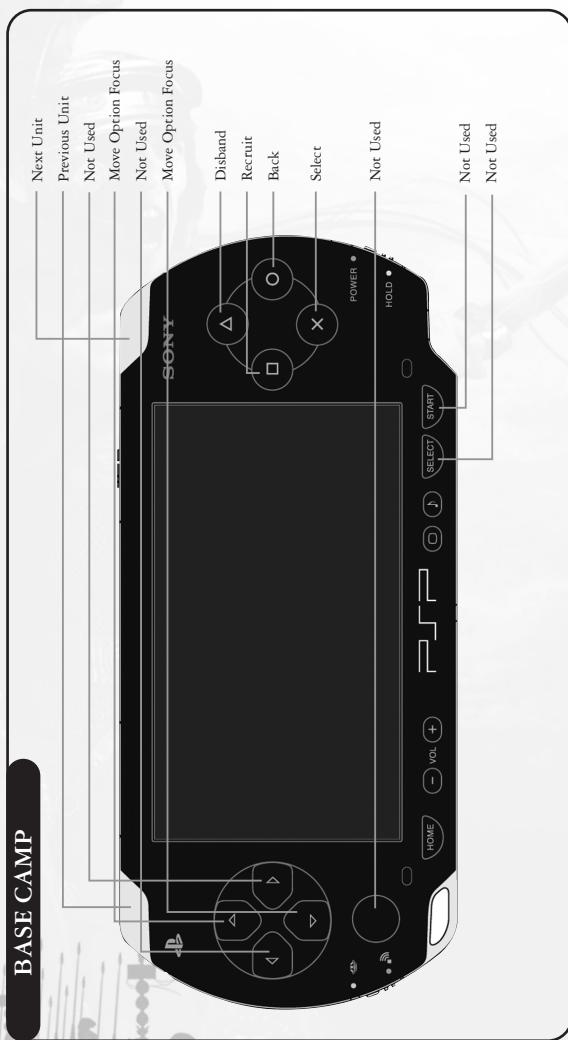
Create a profile

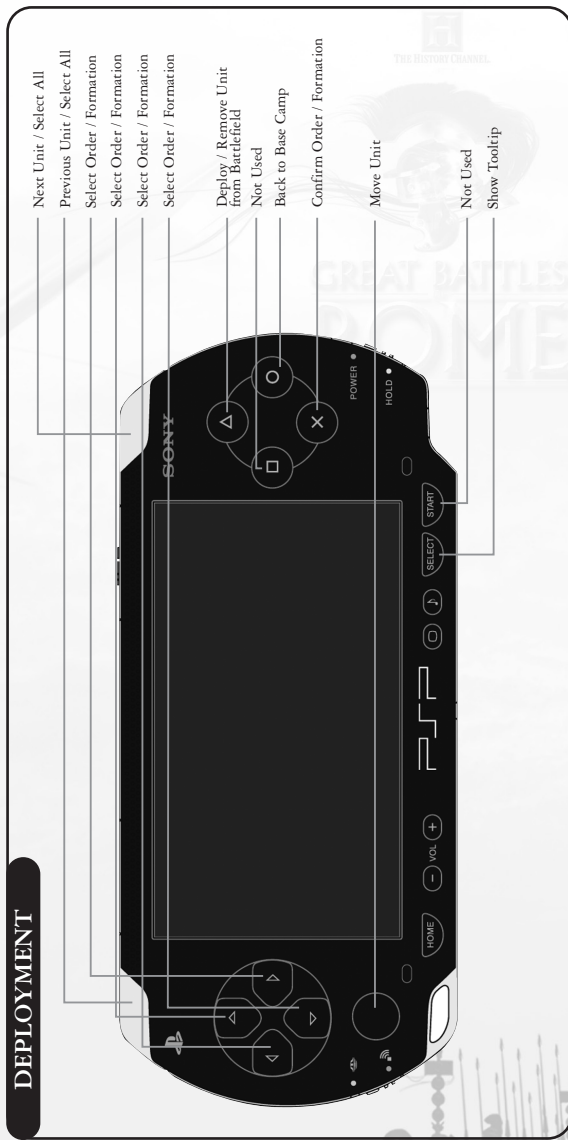
You can create a new profile, load or delete an existing one before you reach the main menu. All profiles will be saved onto your Memory Stick Duo™.

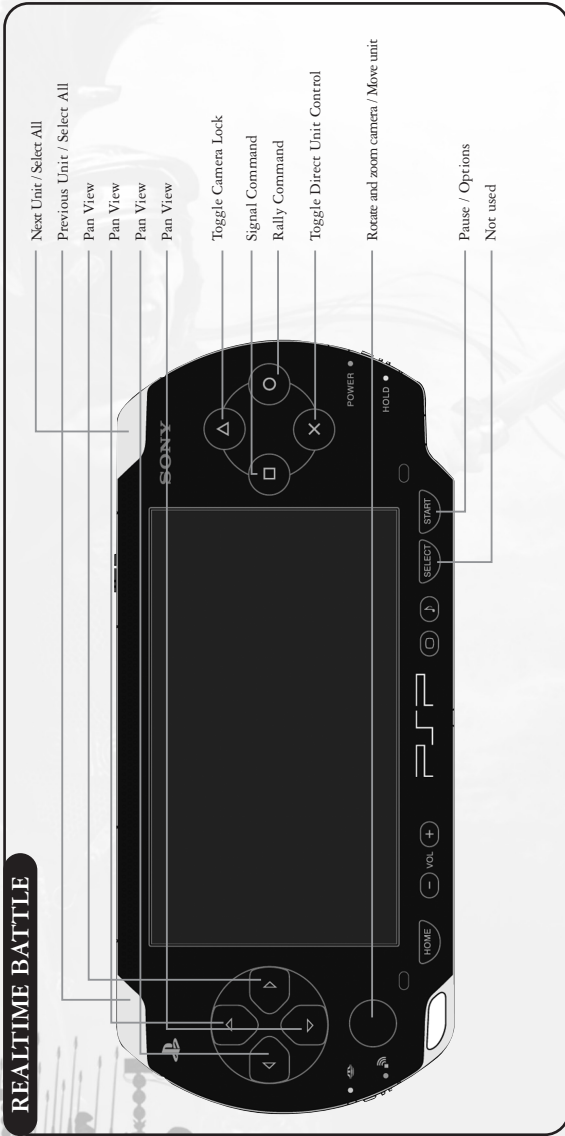
In-game menus navigation

The navigation within THE HISTORY CHANNEL Great Battles of Rome Menu is very simple and intuitive: by utilising your directional buttons you can move upwards and downwards (and, where possible, to the right and to the left) among the various menu items. The **X** button is used to confirm your selection, whereas the **O** button takes you to the previous screen.

QUICK START GUIDE TO GAME CONTROLS







MAIN MENU

From the main menu you can access the following screens:

- Campaign – this starts a new story campaign, which takes you and your small band through hundreds of years of Roman history, building them into an elite fighting force. Get ready for a bumpy ride!
- Skirmish – this lets you jump right in and fight some large battles without having to spend time progressing through the campaign.
- Options – from this screen you can adjust the volume, the level of difficulty and watch the bonus videos you have unlocked.
- Profile – this lets you jump back to the profile setup screen in case you want to change anything.
- Multiplayer – this takes you to the Ad Hoc multiplayer setup screen.

CAMPAIGN SELECTION SCREEN

Initially you will only be able to play the Roman campaign. As you progress you will be able to unlock the other campaigns! When you start a new campaign you'll be taken straight to the army camp. At the start of this campaign you'll be given some help messages to get you started.

SKIRMISH

A skirmish game is a one off battle for those who want a quick fix without the extended play of a campaign. Initially there are 3 large demo battles available. As you progress through the Campaign mode, the scenarios you've completed will be unlocked and added to this list. Once you've decided which scenario you want to play you then have to choose which army you want to use – either the pre-designed Scenario Army or a New Army created by you. If you choose a New Army you'll be able to recruit and equip up to experience and money settings you selected.

MULTIPLAYER

You can play THE HISTORY CHANNEL Great Battles of Rome over the wireless (WLAN) by selecting Multiplayer from the main menu. Please ensure your WLAN switch is turned on. You can either create or join a game. When creating a game you must wait for someone to join you before proceeding. When joining a game you will see a list of games available. After you have found an opponent follow the on-screen instructions to set up your game.

ARMY CAMP SCREEN

The Army Camp is where you customize and manage your squads and recruit new ones.

The left hand bar displays the main skills of the selected unit. You can scroll through the different squads in your army by using the L and R buttons.



The icons from the top are:

- Health: This is the amount of damage each member of the squad can take before dying.
- Attack: The higher this value, the more chance of an attack being successful.
- Damage: This is how much damage is inflicted with each attack.
- Armour: This is how much damage their armour absorbs, reducing the health lost.
- Money: You earn money in the same way as Fame points, by being victorious in battle. You need it to purchase new units and to buy extra equipment for your squads.
- Fame: Fame is an amalgam of your Generals charisma, personality and those other traits that make him the hero that he is. You earn fame by being victorious in battle. Fame is needed to attract replacements to replenish your damaged squads. Fame is also a way of keeping score. The better your general performs in battle the more Fame he will win, and the fewer casualties he takes, the less he will use up recruiting replacements.

The right hand bar gives you access to different types of customisation for your units:

- Equipment: Squads can be equipped with the latest that ancient technology has to offer. This is where you purchase equipment and you can also review which equipment your men already have and any skills they may have learned.
- Colour: Switch the colour of your army from red to blue.
- Upgrade: This is where you promote your squads after they have gained enough experience. You can also view any skills the squad curren-

tly has and what equipment has been allocated to them.

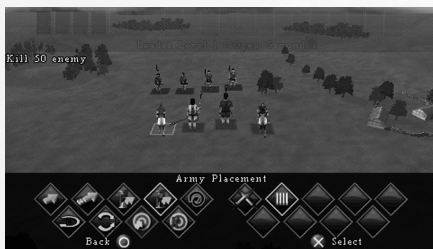
- Heal: As your squads fight battles you will inevitably take casualties. Luckily, each victory is rewarded with fame and you can use this fame to lure new recruits!
- Fight: The Fight icon takes you to the battle briefing and on to the deployment screen.

The bottom part of the screen includes the 'Disband' and 'Recruit' commands:

- Recruit: As you earn money you'll be able to purchase new squads. Press the button to open the recruit menu. Initially you'll only be able to recruit the basics, such as peasants and militia, but as you progress more advanced units will become available.
- Disband: As your army improves you may want to disband some older squads to make way for newer and better ones. Your treasury will be partially reimbursed but valuable experience and any equipment you purchased for them will be lost. To disband a squad press the button.

DEPLOYMENT SCREEN

You can now see the battlefield laid out before you. The enemy are deployed at the top of the screen. You are at the bottom. You are separated by no mans land. Take a moment to look round and use the Cycle icon to change modes and see what you are facing. This is vital to obtain the best match-ups for your troops.



There are 3 modes for deployment

- Normal: In the Normal mode you'll be able to set up your battle plan. Move the analog stick to position your squads. When you press the directional buttons the orders and formation bar will appear at the bottom of the screen – choose the settings you would like and press the button to select them.
- Terrain: in Terrain mode the battlefield is drawn with a filter over the top to show you more clearly where useful pieces of terrain are.

There are 4 types of terrain are explained in more detail in Battlefield Terrain below.

- Enemy Info: In Enemy Info mode the squad panel switches to show you a list of enemy units. You can cycle through them and find out their level and unit type, which is very useful when planning your strategy. Notice how the UI panels at top and bottom fade out when not active to give you the best possible view of the battlefield. As you cycle through squads with the L and R buttons you'll see info about the squad displayed on screen such as it's type, level, the terrain it is in and an icon to show whether they fight well there. For example: Cavalry in forest would have the red icon to show they may not fight well there, whereas skirmishers would have the green one to show this is the terrain they like to fight in.

If you want to issue an order to all your troops hold down the L and R buttons to select all. You can now move all your squads at once, or issue orders to everyone. This saves a lot of time if you have decided to hold your entire army instead of advancing. As your units are able to hold different formations it is not possible to set the formations while selecting all – this must be done individually.

The map will show whether the terrain is a forest or marsh with trees, ground colour etc, but for a clearer view of this you can switch to terrain info mode. This is vital, as you must ensure that you deploy the right troops in the right terrain.

Overlapping Squads

If you place two squads on top of each other you'll notice the problem area is marked to warn you. You cannot start the battle with squads overlapped, so you will have to resolve this before you can fight.

Objectives

In some battles you may have an objective (other than just destroy the enemy army!), and if so this is shown underneath the squad icons at the top of the screen. The types of objectives you might have to accomplish are to hold on for a period of time, rout the enemy army within a time limit, kill the enemy general, ensure your general survives, kill a number of enemy units or win without losing more than a certain number of men. These can be combined to create more complex objectives so make sure you pay attention to what it is you are trying to achieve. If your objective is to survive until reinforcements arrive, don't charge in and attack!

Tooltips

You can find out more information about the selected order or formation by holding down SELECT. This will pop up a Tooltip explaining the item in more detail, helping you to decide on the best plan for the upcoming battle.

Troop Types

Take some time now to study the types of troops that you have in your army, and also take time to examine the enemy squads.

Tip: study the enemy deployment. You could try to position your best troops opposite his poorest. This will allow you to quickly puncture his line and turn onto his flanks. Alternatively, this could be what the enemy is counting on and he plans to envelop you! Always remember the significance of terrain.

- Skirmishers: These are lightly armed infantry that are equipped with missile weapons such as bows and javelins that are generally weak in hand-to-hand combat. They prefer forests and scrub that disrupt the formations of their opponents. They are particularly vulnerable to Cavalry in the open.

- Light Infantry: These are infantry with a variety of weapons who fight in loose formation. They prefer scrubland or forests that disrupt the formations of their opponents. They are easily defeated in the open by heavy infantry and cavalry.

- Heavy Infantry: These are infantry in close formation. They prefer fighting in the open and can become badly disrupted if fighting in woods because of the loss of organisation it causes. They are good all round troops though those without spears can be vulnerable to a concerted heavy cavalry attack.

- Archers: These are close formation missile units. They have longer range and more firepower than Skirmishers. They specialise in ranged combat and are not very effective in hand to hand. They do not like fighting in woods because of the reduced missile effect, but are happy in the open or scrub.

- Light Cavalry: These are specialist scouting units but not as powerful on the battlefield as other units. They can ride down Skirmishers in the open and are not too badly off against Light Infantry but struggle against heavier troops.

- Heavy Cavalry: These need open ground to be effective. They can ride down lighter infantry easily and can even put up a good fight against Heavy Infantry, but will have great difficulty against a well-formed spear line.

- Elephants: Elephants are a very powerful unit. They have a huge trample attack, giving them a good chance of knocking the enemy down before he has a chance to strike. If they can keep the momentum going they are lethal, but if they can be slowed down, they can become vulnerable, as there are not enough of them. They are also vulnerable to missile attacks. They require open terrain and suffer badly in forest and rough ground.

- Generals: This Squad represents the General and his Bodyguard. They are all hand-picked and the best equipped troops in the army.

Although this Squad is very powerful there are not really enough of them to be treated as an effective combat unit. Its primary function is command and control of the army and in addition its mere presence on the battlefield raises the morale of any nearby squads. However you need to be careful as, if this squad is lost, it is likely that it will cause panic in your army.

Battlefield Terrain: Troops of this era were trained to fight in different ways and in different formations and the terrain was of vital importance to them. For example, Heavy Infantry and Cavalry fight best on open level ground, where they could maintain their formation and cohesion. If you can lure them into rough, broken or wooded areas, where lightly armoured foot Skirmishers can take advantage of their mobility and speed, the result could be quite different. All of this is of fundamental importance to any General, as the terrain will undoubtedly influence your deployment and therefore the outcome of the battle. For our purposes we classify the terrain as:

- Open Ground - In Deploy Terrain mode it is shown as light green. Good for Cavalry and Heavy Infantry
- Forest - In Deploy Terrain mode it is shown as dark green. Excellent for Light Infantry and Skirmishers, very bad for Heavy Infantry and Mounted troops, bad for Archers.
- Scrub/Rocky - In Deploy Terrain mode it is shown as light brown. Good for Light Infantry, Archers and Skirmishers, bad for Heavy Infantry and Mounted troops.
- River/Marsh - In Deploy Terrain mode it is shown as blue. Excellent for Light Infantry and Skirmishers, very bad for Heavy Infantry and Mounted troops.

•Orders & Formations Panel : Although you have battlefield control of your squads, Generals down the ages have learned that a good pre-battle plan can help ensure success. The Orders Panel allows you to prepare your men for battle by issuing some initial orders and allocating formations. This can be done individually or as a group.

There are several different orders available to you. It is often necessary to issue different orders to your various units, as you will likely have a different task in mind for each. Analyse your strengths and weaknesses and the terrain that you will be fighting over, and carefully consider the enemy troops and their dispositions.

•Orders : Each order has a specific purpose in mind and these are described below.

Advance - The unit will advance at walking speed. Units with missile weapons will halt when within range and shoot. Others will continue to advance until their officers decide that they have reached the optimum point when they will charge to contact.

Charge - The unit will immediately run directly ahead. Units with missile weapons will halt when within range and shoot. Others will charge straight to contact.

Short Hold - The unit will hold its starting position for a short time before advancing at walking speed directly ahead. Units with missile weapons will halt when within range and shoot. Others will continue the advance until their officers decide that they have reached the optimum point when they will charge to contact. This order may be superseded by enemy action if they get too close before the hold order has expired. Units with missile weapons will then commence firing, whilst others will charge to contact.

Long Hold - The unit will hold its starting position for a longer period; thereafter it will behave in the same way as SHORT HOLD.

Envelop - The unit will immediately advance directly ahead at walking speed until it is behind the flank of the enemy, it will then turn and charge in an attempt to contact the enemy flank. Units with missile weapons will halt when within range and shoot. Others will continue to charge to contact.

Outflank - This order is similar to ENVELOP except that the unit will attempt to go much deeper or further behind the enemy flank before turning.

Seek Enemy - The unit will immediately run directly towards the nearest enemy. Care must be taken not to disorder friends. Units with missile weapons will halt when within range and shoot. Others will charge straight to contact.

Hold Fire - The unit will immediately run directly ahead. Units with missile weapons will not halt to shoot when within range, but will charge straight to contact. Others will also charge straight to contact.

Orders can be used in a variety of ways and combinations, you may decide to hold a reserve unit or two back until the battle is well engaged by issuing a LONG HOLD command in order to delivering a telling blow late in the battle, it would not be the first time that a timely charge from a reserve formation has turned the day. You can refuse your weak flank by issuing LONG or SHORT HOLD orders whilst your stronger flank immediately moves forward on ADVANCE or CHARGE orders.

A powerful option available to you is to ENVELOP or OUTFLANK your opponent. If you can manage to get your troops into a position where the enemy has to turn to the side or rear to face your troops, while simultaneously you are pressing into him to his front, then he is doomed.

Tip: A flank or envelopment attack is often entrusted to light troops who have the advantage of extra mobility and who are less use in a frontal attack.

Formations: There are a number of different formations available to troops of this period depending on their training and experience. These are of crucial importance, however, as in the early battles your untrained squads are only capable of rudimentary formations and it will be some time yet before they are experienced enough to allow more the sophisticated Wedge.



Every formation has strengths and weaknesses and you must choose the right formation for the job you are trying to achieve. Deep formations are powerful and great at attacking, though not as good at defending. Wider, narrower formations are better at defence than attack.

Balanced - A general-purpose formation with no strengths or weaknesses.

Offensive - A deeper formation for increased punch. Attack stats are increased, while defensive ones are reduced.

Defensive - A wider formation, which has reduced offensive abilities. It decreases the attack stats, but increases the defensive ones.

Disciplined & Balanced - A general-purpose formation with no strengths or weaknesses. Improved organisation makes it easier for the general to control.

Disciplined & Offensive - A deeper formation for increased punch. Attack stats are increased, while defensive ones are reduced. Improved organisation makes it easier for the general to control.

Disciplined & Defensive - A wider formation, which has reduced offensive abilities. It decreases the attack stats, but increases the defensive ones. Improved organisation makes it easier for the general to control.

Wedge - A powerful formation, often used to break through opposing lines. If not supported it can be quickly surrounded.

Square - A specialist anti-cavalry formation.

Fight: When your planning is complete and you have prepared the army as well as you are able, press the fight button to jump into the battle!

IN BATTLE

You are now on the battlefield with your army lined up. The men are deployed exactly as you ordered. Note the position of the hills, forests and areas of scrubland. It's all just as it was in the Deployment Screen and the enemy army lies before you.

In battle there are 4 camera modes:

- Free Camera - In Free Camera mode the directional buttons and analog stick control the camera, zooming, rotating and panning. You can cycle between squads with the L and R buttons.

- Move - In Move mode the analog stick controls the selected squad. To toggle move mode on and off press the **X** button.
- Follow - In Follow mode the camera will follow the selected unit, but you cannot pan, zoom or rotate the camera. To toggle follow mode press the **△** button.



- Move & Follow - In Move and Follow mode the analog stick controls the selected unit, and the camera will follow its movements.

Pause: Press the **START** button to bring up the pause menu. From here you can adjust the volume, screens settings, resume the battle or retreat. Retreat makes your army flee the battle and gives you the chance to tweak your troops equipment or skills before trying again.

Squad Panel: This shows the squads that you have brought to the battle, each with its icon, across the bottom of the screen. As squads take damage their icon fills up with red. As the morale of the squad drops you'll see the Squad icon flash and then eventually go fully red if they rout. You can cycle through your squads with the **L** and **R** buttons.

Morale: Morale is extremely important and your men will run away when their Morale falls too low. As your squads inflict casualties they receive a small Morale boost, but conversely Morale will suffer as they take casualties.

- Steady – Your men start Steady and ready for battle.
- Shaken – When your Morale drops your squads may go shaken. This reduces their ability to fight. When you see the Squads icon flash it is shaken.
- Routed – Eventually your squads may rout and from this point they are useless and will play no further part in this battle. When the Squads icon is fully red your squad is routed.

It is not just casualties suffered or inflicted here that matters, it's a subtle combination of factors that models the state of their mind in this highly charged atmosphere, and there is little that could be more stressful than hand to hand combat. Whichever army cracks first will lose the battle, no matter how many casualties they have inflicted. Of

course, if you lose too many men, yours will be a Pyrric victory!

Move Mode: When in Move mode you can directly control your squads. Move the analog stick in the direction you want to move and the squad will head that way if it is able. If you leave move mode while moving the analog stick in a direction, the squad will continue to head that direction. If you release the analog stick before leaving move mode the squad will halt and await further orders. To attack an enemy squad just move towards it. When you get close enough your men will know what to do. Sometimes you may find that if you get too close to an enemy squad, your squads low level AI will kick in and they will react to it – although you are in charge, the men have to defend themselves!

Missile squads can be moved normally, but when halted they will target the nearest enemy unit to their front, so to pick a target just head them towards the enemy and then release the analog stick.

Note: Once you have taken direct control of a squad it clears all their pre-battle orders and from this point on they'll need your orders to instruct them what to do.

Select All: You can toggle select all by pressing the L and R buttons together. If you then press the **X** button you can take direct control of the entire army!

Rally: Once per battle your general can rally the troops, spurring them on to greater feats of heroism. This gives them a temporary Morale boost. Press the **O** button to issue the rally order and you'll see the horn icon appear on screen for a moment. This can only be used once per battle.

Signal: Before the battle starts, you can tell your men to hold position and wait for a signal. When the signal is issued any troops still waiting and not yet having moved or fought, will advance. Use the **□** button to issue the signal command and you'll see the icon appear on screen for a moment. This can only be used once per battle.

Disengage: When already in hand to hand you can attempt to disengage from the enemy by selecting the squad and taking direct control of it. Move the squad away from the enemy and they will attempt to disengage. Note – this is a risky tactic against an enemy who is faster than you and it is not always possible, especially if you are partially surrounded!

Leadership Radius: You'll notice your general has a circle around him showing his leader radius. Any squads within this radius receive

beneficial effects and increased moral. You can upgrade this skill and increase the beneficial radius by upgrading your generals Leadership.

Combat: As they approach combat the archers and javelin armed skirmishers will commence shooting as the enemy enters range and front line squads will advance until the officers decide it is time and then break into a charge.

Tip: position your General close to the main points of action so that his presence will give a boost to those troops who are in the thick of the action.

Each unit has a chance to hit. If a hit is achieved, the target unit has a chance to avoid the hit by dodging it. If it fails, then damage is inflicted. Normal damage is reduced by the targets armour, while concussive damage bypasses it.

- Trample:** This represents the ability of mounted troops to ride down enemy foot. Terrain modifies this factor, and foot caught in open ground are at a greater risk than when in difficult terrain. A trample attack occurs before other combats and if successful the target is instantly killed and shown by a horseshoe icon. In some situations it may be possible for infantry to trample other infantry, but this is much less common. An instant kill by trampling is shown by a horseshoe icon.

- Missile Troops:** Some squads are equipped with ranged weapons. The ranges vary, but in general foot archers have the longest ranges, followed by thrown javelins. Missile squads are not as effective in melee and often have to be protected. The firing unit has a chance to hit. If a hit is achieved, there is a chance of a Critical Shot. A Critical Shot kills the target instantly. The chance is reduced by the targets shot armour. An instant kill from a missile attack is shown by an arrow icon.

- Other Deaths:** If a man is killed from an accumulation of damage then their death is shown by a tombstone. You'll get a good idea whether you are winning or losing from the number of death icons you see in battle.

Results Screen:

The results screen shows the battle results and how you have performed. It shows in detail:

- Kills: The kills made by your army.
- Casualties: The casualties received by your army.
- Fame: The amount of fame earned by your Leader
- Money: The amount of money received by your army



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Zero

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