A WORLD WAR II GAME EXPERIENCE UNLIKE ANY OTHER!



MAKING HISTORY

THE CALM & THE STORM

EVERYONE

E

CONTENT RATED BY ESRB

PC CD-ROM SOFTWARE

MUZZY LANE

Strategy First

MAKING HISTORY®
THE CALM & THE STORM

GAME MANUAL

www.making-history.com
www.strategyfirst.com

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INTRODUCTION 1

INSTALLING MAKING HISTORY 3

UNINSTALLING MAKING HISTORY 4

1. STARTING A GAME 5
STARTING A SINGLE PLAYER GAME 5
STARTING A MULTIPLAYER GAME 5
SETTING UP A DEDICATED HOST FOR A MULTIPLAYER GAME 6
JOINING A MULTIPLAYER GAME 6
SAVING & ENDING A GAME 7
LOADING A SAVED GAME 7

2. GAME INTERFACE 8
MAPS 8
INFO BAR 10
PANELS 11
BOXES 13
KEYBOARD SHORTCUTS 13

3. MILITARY 14
COMBAT 14
MILITARY UNITS 15
FOGGING 23

4. DIPLOMATIC 25
ALLIANCES 25
WAR & PEACE 25
DIPLOMATIC AGREEMENTS 27

5. DOMESTIC 28
NATIONAL LABOR POOL 28
RESEARCH 28
GRANT INDEPENDENCE 29

6. ECONOMY 31
PRODUCTION 31
Cities 31
WORLD TRADE 35
INFRASTRUCTURE 37
MONEY 39

7. VICTORY CONDITIONS & WORLD POWER SCORES 40

8. MULTIPLAYER GAMING 40
CHAT 40
OBSERVER MODE 41

9. THE BOOK 43

10. POST-GAME 44
REPORTS 44
WALKTHROUGH 44

APPENDIX A: KEYBOARD SHORTCUTS 46

APPENDIX B: MILITARY UNIT TYPE 47

TECHNICAL SUPPORT 48

CREDITS 49

LICENSE AGREEMENT AND LIMITED WARRANTY 50

INTRODUCTION

You have been transported to a critical moment in history. World War II grips the globe, and your decisions can bring you supreme power—or total ruin. You must be smart and ruthless, forging alliances, building economic power, and commanding your military to outwit or crush your enemies. A nation's fate lies in your hands. Will you succeed in the battles to come?

Thank you for choosing to play MAKING HISTORY. This manual describes all elements of gameplay, along with step-by-step "how to" instructions.

MAKING HISTORY contains multiple scenarios. Each scenario starts at a key historic moment, with playable nations facing critical historic challenges. You can find detailed scenario descriptions in the Scenario Selection screen and at www.making-history.com.

Key Game Features include:

Rich World War II World

MAKING HISTORY has 80 nations and 800+ regions. Each nation's detailed characteristics include: economic, geographic, technological, and military strengths, diplomatic relations, and political ideologies.

You are Your Nation

Jump into a world in motion. Every nation is pursuing its own agenda, and events can turn on the breaking of a single alliance.

Historic Scenarios

Game scenarios start at crucial historic moments and allow players to focus on specific events or play the whole war.

Multi-Turn Combat

An innovative combat system allows varied approaches to engagements, ranging from massive assaults to holding actions. Supplies, reinforcements and geography all influence your battle plan.

Sophisticated Global Economy

The economic system models the connections between world power and economic strength. Players control trade, aid, industrial development, infrastructure, and research.

Powerful Alliance Systems

Make and break alliances, declare war and propose peace; each action affects your relations with other nations. If you lack strong allies, you may find other nations are more likely to attack.

Complex Military Options

Specialized military units allow unique attack plans and defensive strategies. Research can strengthen and diversify military forces.

Additional information and support for MAKING HISTORY can be found in the game's tutorial and encyclopedia. You can also visit the MAKING HISTORY forum at www.making-history.com, where players and designers discuss game strategies.

Good luck and game on!



INSTALLING MAKING HISTORY

Before installing, make sure your computer meets the system requirements listed below. We recommend closing all open applications before installing.

NOTE: Before installing MAKING HISTORY, you should uninstall prior versions of the game.

1. Insert the MAKING HISTORY CD into your computer's CD/DVD drive or, if you downloaded the game, double-click the downloaded file to start.
2. The Making History Installer should start automatically. If it doesn't, use My Computer to double-click on your CD drive. This will begin installation or take you to autosetup.exe, which you should double-click to start.
3. Follow installation instructions and accept the license agreement terms.
4. When prompted, enter your serial number/license key. If you are playing the MAKING HISTORY demo, you will not have to enter a key code.
5. Follow instructions to complete the installation.
6. Click FINISH and read the READ ME document (be sure READ ME is checked).

System Requirements:

- Windows® XP, 2000, or Vista
- Pentium III or Athlon 1.0GHz Processor
- 512 MB RAM
- 1 GB available hard drive space
- 32 MB video card

NOTE: The game requires DirectX 9.0c. If you do not have this version of DirectX installed, you can upgrade to it by clicking on "Install DirectX" in the Making History Installer menu.

UNINSTALLING MAKING HISTORY

1. Click on your computer's Start button in the bottom left corner.
2. Select Control Panel.
3. From the Control Panel, double-click Add or Remove Programs.
4. Click on MAKING HISTORY.
5. Click CHANGE. The InstallShield® Wizard will initiate.
6. Once InstallShield® Wizard window has opened, click NEXT to continue.
7. Choose REMOVE to uninstall MAKING HISTORY.
8. Click NEXT.
9. Click REMOVE to confirm your removal of MAKING HISTORY. This uninstall process will take several minutes.
10. Click FINISH when the InstallShield® Wizard has finished uninstalling MAKING HISTORY.



1. STARTING A GAME

STARTING A SINGLE PLAYER GAME

1. Double-click the MAKING HISTORY icon.
2. In the lobby, click on **OPTIONS** to set system options. When finished, click **SAVE CHANGES**.
3. Back in the lobby, click **SINGLE PLAYER**.
4. Choose your scenario. Click **LOAD SCENARIO**.
5. Click **SCENARIO OPTIONS** to change scenario options.
6. When finished, click **SAVE CHANGES**.
7. Click on a nation from the top list and click **START GAME**.
8. Click on **ENTER GAME**.

Tutorial

A 30-minute in-game tutorial can introduce you to the basic aspects of MAKING HISTORY. To explore, click on TUTORIAL in the lobby.

System Options	
Player Name	Enter name or choose saved name.
Smoke	Turn city smoke on/off.
Shadows	Turn 3D shadows on/off.
Unit Models	Set level of detail for military units.
Sound Effects	Turn sound effects on/off and adjust volume.
Music	Turn music on/off and adjust volume.
Screen Resolution	Set resolution.
Full Screen Mode	Full Screen is default. Turn off to play the game in a window.

STARTING A MULTIPLAYER GAME

1. Double-click the MAKING HISTORY icon.
2. In the lobby, click on **OPTIONS** to set system options. When finished, click **SAVE CHANGES**.
3. Back in the lobby, click **MULTIPLAYER**.
4. Select **HOST NEW**.
5. Choose your scenario. Click **LOAD SCENARIO**.
6. Click **SCENARIO OPTIONS** to change options.
7. When finished, click **SAVE CHANGES**.
8. Click on a nation and click **SELECT**. Have other players choose nations.
9. When all are ready, click **START GAME**.

SETTING UP A DEDICATED HOST FOR A MULTIPLAYER GAME

1. Double-click the MAKING HISTORY icon.
2. In the lobby, click on **OPTIONS** to set system options. When finished, click **SAVE CHANGES**.
3. Back in the lobby, click **GAME SERVER**.
4. Select **CREATE NEW GAME**
5. Choose your scenario. Click **LOAD SCENARIO**.
6. Click **SCENARIO OPTIONS** to change options.
7. When finished, click **SAVE CHANGES**.
8. Have players join and choose nations.
9. When all are ready, click **LOAD GAME**.

Note: A host computer can be used to observe a game.

Scenario Options		
Option	*ON*	*OFF*
TURN TIMER	Set turn length. (Countdown to End Turn)	Turn continues until all players End Turn.
SAVE TURN HISTORY	Saved games can be reloaded from any turn.	Turn History is not saved.
AUTO SAVE	A backup function--the current turn is saved.	No auto save of current turn.
FOGGING	Can only see military forces in "unfogged" regions.	Can see all military units.
DIFFICULTY LEVEL	Change the Artificial Intelligence level to make the game easier or harder.	

Victory Conditions (Scenario Options)	
Alliance	The Alliance with the most World Power points wins the game.
Ideology	The political ideology with the most World Power points wins the game.
Nation	The country with the most World Power points wins the game.

JOINING A MULTIPLAYER GAME

1. Double-click the MAKING HISTORY desktop icon.

2. Click **MULTIPLAYER**.
3. Select **JOIN**.
4. Click on a Server and click on **JOIN GAME**.
5. Choose a nation from the top and click **SELECT**.

SAVING & ENDING A GAME

From the single-player/host computer, click on the Options (diskette) icon to the left of the End Turn button. From here, you can save a game, create a report, or quit the game. A multiplayer participant cannot save a game; only the host computer can save the game.

How to save a game

1. Click on **SAVE GAME**.
2. Name your saved game in the Save Game Name box.
3. Click on **SAVE GAME**.
4. Click on **BACK**.
5. Click on **QUIT GAME--twice**.
5. Click on **BACK**.
6. Click **EXIT**.

Improving Game Performance

If your game is running slowly, you can improve game performance (speed up processing and movement) by turning off Shadows and Smoke, and lowering unit models and screen resolution. Also, if you're running other programs, close them.

LOADING A SAVED GAME

1. Double-click the **MAKING HISTORY** icon.
2. In the lobby, click **LOAD SAVED GAME**.
3. Choose **LOAD SINGLE PLAYER**, **LOAD MULTIPLAYER**, or **WALKTHROUGH**.
4. Choose your scenario.
5. Choose which turn you want to start with.
6. Click **LOAD SCENARIO**.
7. Click **SCENARIO OPTIONS** to change options.
8. When finished, click **SAVE CHANGES**.
9. Choose a nation.
10. If this is a single player game, click **START GAME**. If this is a multiplayer game, wait for the other players to choose nations and then click **START**.

2. GAME INTERFACE

In this section, you'll be introduced to the main game screen and some key game concepts. Subsequent sections will take you through all game actions and policy areas.

The first things you'll see in MAKING HISTORY are the Operational map view and the Turn Summary panel. The date, season, and turn time are in the upper left corner, policy area icons are in the upper right, chat (for multi-player games) is in the bottom left, and End Turn in the bottom right.

MAKING HISTORY is played in its maps, panels, and pop-out boxes. This section explores these elements of the game interface.

MAPS

Maps are essential to playing MAKING HISTORY. Your primary map is the Operational map. You'll use it to move forces and review cities, regions, resources, and nations. The secondary maps give you big-picture information on trade and diplomacy. You can click on the icons under the mini-map to access each map view.

Moving in the Maps

Using the Mini Map



Use the mini map to quickly move around the world. Clicking anywhere on the mini-map will take you immediately to that destination. The default view is of your nation. To return home, click on your country's flag in the upper right corner.

Using the Keyboard

You can also use arrow keys and the number pad to move around the map.

Using the Mouse

If you're playing MAKING HISTORY in full-screen mode, you can use your mouse to explore the map. Move your mouse to the edges of the screen, and the map will move in that direction. If you hold down a left click, and move the mouse, the map will drag as you move the mouse. If you hold down a right click, and move the mouse, you can tilt the map up and down. You can use the mouse wheel to zoom in and out on the map.

Keyboard Map Controls	
Action	*Key*
Move North	Up Arrow ↑
Move South	Down Arrow ↓
Move East	Right Arrow →
Move West	Left Arrow ←
Tilt Up	Number Pad 8
Tilt Down	Number Pad 2
Zoom In	Number Pad +
Zoom Out	Number Pad -
Return to Default	Number Pad 5

How to select objects on the maps

1. From the Operational map, click on any city, military division, resource producer, or battle.
2. A right-hand panel will appear, containing detailed information about the selected object.

How to select regions on the maps

1. From any map, click on a region.
2. A right-hand panel will appear, containing detailed information about the selected region.

How to select nations on the maps

1. From any map, right click on a region.
2. You'll be presented with a drop down menu. Choose Select Nation.
3. A right-hand panel will then appear, containing detailed information about the selected region.

OR

1. From any map, double click on a nation.



Operational Map

The Operational map is central to playing MAKING HISTORY. From here, you can move forces and view military divisions, battles, cities, regions, nations, and resources. You can click on any city, region, or nation in the game.



World Summary Map

The World Summary map gives a big picture view of the world's nations. You can see nation borders and capitals and track territorial changes. (A conquered region changes to its new ruler's color.) You can also click on all regions, nations and capital cities.



Diplomatic Map

From this map view, you can see which nations are allied. Nations in alliance are the same color. Specifically, they are the color of their alliance leader. From this map you also can click on all regions, nations and capital cities.



Ideology Map

Every nation in MAKING HISTORY belongs to one of four ideologies: Authoritarian, Communist, Democratic, or Fascist. With the Ideology map you can see which nations share ideologies. You can also click on regions, nations and capital cities.



Trade Map

From the Trade map you can see which nations your nation has embargoed. Click on another nation to view its embargoes. You can also click on regions, nations and capital cities.



In Supply Map

With the In Supply map you can see what trade routes are open to your nation. Occupied regions and enemy lands are “out of supply”. Your military divisions need open supply lines to remain armed and at full strength. From this map you can also click on regions, nations and capital cities.

INFO BAR

At the top of the screen you can see the turn number, turn timer, date, and season, as well as stockpile and supply rate figures.

Date

Each scenario has its own start date. Those dates were chosen for their historical accuracy and excitement.

Turns & Turn Timer

MAKING HISTORY scenarios are of varying lengths. The number of turns in a scenario can determine your long and short-term planning. The turn timer counts up or down, depending on your scenario settings.

Seasons

As your game advances, the seasons change. Each season has a unique set of values that affect the game. Seasons impact food production rates, transport times, and combat.

Stockpiles & Supply Rates

The Info bar contains basic stockpile and rate data for all supplies. (See Economy→Supplies and Economy→Production Output)

PANELS

This section will take you through the three parts of the game panel. The top and the bottom remain the same throughout the game, while the middle changes with each policy area. The Turn Summary panel is the sample panel for this section.

Panel Top: Policy Icons



There are five main policy panels in MAKING HISTORY: Turn Summary, Military, Diplomacy, Domestic, and Economic. You can access them by clicking on the icons in the upper right corner.

Panel Middle: Policy Panels (Turn Summary)



The middle of the right-hand panel contains policy-specific information and actions. This Interface section looks at the Turn Summary panel. Other policy panels will be explored in their own sections.

The Turn Summary appears automatically after you've clicked **End Turn**. During a turn, you can click on the globe icon to see the panel.

Victory Conditions

Your status in the world (See Victory Conditions & World Power Scores for more information). Click on the Victory Conditions button for scoring details.



Combat Reports

Combat reports offer summaries of ongoing battles. Click on a report to view details (See Military→Combat).

National Events

Here you can learn about production, idle cities, resource shortages, trade changes, completed research, and industrial upgrades.

Production Report

Production Reports list completed military units and resource outputs for that turn. Click on the Production Report button to view the report.

International Events

Major diplomatic and combat events appear here. See what treaties have been signed, wars have been declared, and regions are in conflict.

Panel Bottom: System Bar

The system bar is the same throughout the game. It only changes when you click on End Turn. You can track turn processing by watching the End Turn button.



End Turn

Some game actions are implemented during a turn. For example, treaties are accepted or rejected directly after you send them. Other game actions, such as military movements, do not happen until you end the turn. Click on the End Turn button at the bottom right of the screen to execute your actions and move to the next turn.

Changing Game Options, Saving & Ending a Game

From the single-player or host computer, click on the Options (diskette) icon to the left of the End Turn button. From here, you can change game options, save a game, create a report, or quit.

How to save a game

1. Click on the diskette.
2. Click on **SAVE GAME**.
3. Name your saved game in the text box and click on **SAVE GAME**.
4. Click on **BACK**.

The Book

The Book contains detailed information about your game world. There are charts, graphs, an archive, and an encyclopedia. You can access it by clicking on the folder icon to the right of End Turn (See Book).

BOXES

There are policy boxes that appear when you click on panel buttons. They allow you to review data and take actions. There are also boxes that appear in response to your actions—those are Decision Points & Notifications.

Decision Points & Notifications

Decision Points and Notifications appear after you have taken an action; perhaps you've ended a turn or proposed a treaty. Notifications give information, while Decision Points require you to make choices. These boxes "lock" your game. You cannot do anything until you respond to them. (You can participate in chats.)

KEYBOARD SHORTCUTS

You can use keyboard shortcuts to change map views, jump from panel to panel, and open pop-up boxes. A list of shortcuts can be found in Appendix A of this guide.

3. MILITARY



Your military policies can determine whether you succeed or merely survive MAKING HISTORY. Will you build defensive forces, and prepare to protect your borders? Or, will you build an aggressive military and plan attacks?

Your army, navy, and air forces contain a variety of military units, each with a set of offensive and defensive capabilities. Offensive powers are measured in how well a unit can attack on land, in air or at sea. Defensive strength is assessed by how many hits a unit can absorb in battle. Some units have capabilities unique to their unit type. For example, submarines can hide from enemy ships. Only land units can conquer and control territories.

You'll want to develop the units that, when combined, best support your military strategies. To see detailed information about each unit, you can look, in the game, at the Military Unit Type chart in the Book. To learn more about the data that drives each unit, look in the Book section and Appendix B of this manual.

COMBAT

To win in combat, you need strength and skills. Power alone might bring you victory, but clever strategies will increase your chances of success. You will want to review your military capabilities, as well as your allies' and your enemies'. Battles are always between two sides, though multiple nations can join each side. You can retreat from combat, but wise planning should reduce that necessity.

Before Fighting

Prior to engaging in battle, you can estimate your chances of success by comparing your military divisions to your intended enemy's. From the Operational map, you can click on any division to see its combat strength. For additional information, look in the Book. There you can compare units' strengths and weaknesses.

Attacking

In the sections on Primary and Secondary units, you can learn how to attack enemy units. Your enemies know how to attack you.

Reviewing Combat

In the mini map, battles are represented as red dots. On the Operational map, military battles appear as explosions. Note that you can only view details for the engagements that involve you, your allies, or your enemies. All other battles are fogged.

Combat Reports

These reports contain details about an engagement's combatants, their division strengths and damage. It also has data on the terrain and defenses of the region in conflict. The Turn Summary panel lists all combat reports for your nation.

How to view Combat Reports



1. From the Operational map, click on any combat icon. You can see basic combat information for battles that do not involve you or your allies. For battles that include you or your allies, you can see combat details.

OR

1. From the Turn Summary panel, click on a combat report.

Retreating

Your forces can leave a battle at any time, provided they can retreat to a "safe" adjacent region. A safe region can be controlled by you or an ally or be an enemy region that doesn't contain enemy forces. If all surrounding regions contain enemy forces, then you cannot retreat.

How to retreat from a battle

1. From the Operational map, choose the battle you want to leave, and click on the combat icon.
2. In the Combat Report, click on your nation's forces.
3. From the Forces panel, choose and click on one of the divisions in the battle.
4. In the Military Group's panel, under Orders, select **Retreat**.
5. Select target (where you want to retreat). Your forces will move when you end the turn.

MILITARY UNITS

Your military consists of primary units (land forces) and support units (sea and air forces). These units, when combined into groups (army divisions, air force squadrons, and naval fleets) fight your battles.

Units & Groups

A unit is a discrete military force. Your cities produce units. A group is a combination of units. Within a military branch, you can have mixed groups (ex: bombers and fighters) or single-unit divisions (ex: infantry-only). Mixed-unit divisions bring diverse strengths, while single-unit divisions can capitalize on unique unit characteristics (see Submarines). Army groups are called divisions, Naval groups are fleets, and Air Force groups are squadrons.

Primary Units

Army



Army units are called "primary units" because they are the only military forces that can control land regions. Conquering and defending land regions is essential to game success. Army units fight in divisions, which can contain any combination of Infantry, Armored, Artillery, Missiles, or Mobile forces.

Within those categories, there are different types of armed units. Some are available at the start of the game, others you can develop through research. In the game, you can look in Military Unit Types in the Book to see army unit capabilities. (In this guide, look in the Book section to learn about the Military Unit Types chart.)

How to move primary divisions and attack



1. From the Operational map, click on one of your army divisions. A green circle appears to show that it has been selected. Division information will appear in the right hand panel.
2. Choose where you want to move your division. If you move into a foreign, non-allied region, it is an act of war. Right-click in the selected region.
3. To add additional waypoints to a division's movement, right click in new regions.
4. A green arrow will appear, outlining your path. The division panel will detail the "travel time" for the division.
5. If you are already at war, and an enemy division is in the new region, you will enter into battle with this division. If your movement is an act of war, a warning will appear, offering you the chance to cancel your attack.
6. When you send an army division across sea regions, it becomes a transport ship. (In the manual, see Navy→Transport Ships and see Production→Transport Capacity) When the transport ship reaches land, the army division icon will reappear.

OR

1. In the Military panel, click on **Army**.
2. Select one of the Army Groups.
3. In the Army Group panel, under Army Group Orders, click on **No Order**.
4. Select **Move**.
5. Choose where you want to move your division. If there is an enemy division in the new region, you will enter into battle with this division. If your movement is an act of war, a decision point will appear.
6. When you move an army division across sea regions, it becomes a transport ship. When it reaches land, the army division icon will reappear. (See Navy→Transport Ships)

How to cancel an order

1. In the Army Group panel, under Army Group Orders, click on the small red x to the right of "Moving To".

OR

1. From the Operational map, right click on the division and select “Cancel Order”.

Support Units

Air Force



Fighting in squadrons, air units can attack land and air forces, cities, ships, and resource producers. They can also patrol and perform reconnaissance over land and water, both crucial to unfogging regions (See Fogging). Air units cannot control regions. In the game, look in Military Unit Types in the Book to see air unit capabilities. (In this guide, look in the Book section to learn about the Military Unit Types chart.)Some unique air unit capabilities are:

Fighters



Fighters are strong in air-to-air combat. They can patrol, support land battles, and attack land groups and resource producers.

Bombers



Bombers can travel farther than fighters. They can attack everything fighters can attack, plus naval groups, cities and resource producers.

How to move air squadrons

1. From the Operational map, click on an air squadron. A green circle appears to show that it has been selected. That squadron’s information will appear in the right hand panel.
2. Choose where you want to move the squadron. Right-click in the selected region.
3. A small menu will appear. Choose **Rebase**.
4. A green arrow will outline the squadron’s path to the new region. It will take one turn for the squadron to move to its new base.

OR

1. From the Military panel, click on the **Air Force** button.
2. Select one of the Air Force Groups.
3. From the Air Force Group panel, under Air Force Group Orders, click on the button that says **No Order**.
4. Select **Rebase**.
5. Choose where you want to move your squadron.
6. A green arrow will appear, outlining the squadron’s path to the new region. It will take one turn for the squadron to move to its new base.

How to perform reconnaissance

1. From the Operational map, click on an air squadron. A green circle appears to show that it has been selected. The squadron's information will appear in the right hand panel.
2. Choose and right click in a foreign region where you want to perform reconnaissance.
3. A small menu will appear. Choose **Start air mission**.
4. A yellow arrow will then outline the reconnaissance path.
5. To perform reconnaissance in more than one region, right click in a new region. A small menu will again appear. Choose **Extend air mission**. The yellow arrow will trace the new path.
6. After you've ended this turn, a flag will appear where the air squadron used to be. This flag icon represents the squadron's base. You can click on the base to access the squadron's information in the right-hand panel.

Reconnaissance

Reconnaissance missions unfog land and sea regions; by sending planes on "recon", you can see where non-allied forces have assembled. (See Fogging)

OR

1. From the Military panel, click on the **Air Force** button.
2. Select one of the Air Force Groups.
3. In the Air Force Group panel, under Air Force Group Orders, click on **No Order**.
4. Select **Recon**.
5. Choose where you want to perform reconnaissance.
6. A yellow arrow will appear, outlining the reconnaissance path.
7. After you've ended this turn, a flag will appear where the air squadron used to be. This flag icon represents the squadron's base. You can click on the base to access the squadron's information in the right-hand panel.

How to patrol regions



1. From the Operational map, click on a fighter squadron. A green circle appears to show that it has been selected. That squadron's information will appear in the right hand panel.
2. Choose where you want to patrol. Right-click in that region. You can patrol in regions adjacent to your base. (To move your base, see How to move air squadrons.)
3. A small menu will appear. Choose **Patrol**.
4. A yellow arrow will outline the squadron's patrol path.

OR

1. From the Military panel, click on the Air Force button.
2. Select an Air Force Group of fighter planes.
3. From the Air Force Group panel, under Air Force Group Orders, click on the button that says No Order.
4. Select Air Patrol.
5. Choose where you want to patrol. You can patrol in regions next to your base.
6. A yellow arrow will then outline the squadron's patrol path.

Air Patrol

When you send a plane on patrol, you are preparing it to fight. If an enemy plane enters the patrolled region, it will automatically battle with your plane. You can patrol any region—not just regions you control—but only with fighter planes. You can only patrol in regions adjacent to your base.

How to bomb cities and resource producers



1. From the Operational map, click on a bomber plane. A green circle appears to show that it has been selected. That squadron's information will appear in the right hand panel.
2. Choose the city or resource producer you want to bomb. Right click on that object.
3. A small menu will appear. Choose **Bomb**.
4. A red arrow will then outline the attack path.

How to attack military groups

1. From the Operational map, click on a plane. A green circle appears to show that it has been selected. That squadron's information will appear in the right hand panel.
2. Choose the military group you want to bomb. Right click on it.
3. Choose **Bomb** from the menu.
4. A red arrow will outline the attack path.
5. If the group you are attacking moves out of the region, your plane will pick another target in that region. If the group moves, and there is no other target in the region, your plane will stop bombing.

Providing Air Support

Your air force can provide crucial support to units in battle. Once you've selected an air unit, you can right click on a combat icon, and send your plane into the fight.

How to cancel an order

1. From the Air Force panel, under Air Force Group Orders, click on the small red x.

OR

1. From the Operational map, right click on the squadron and select "Cancel Order".

Navy



Traveling in fleets, naval units can patrol sea regions, battle enemy naval forces, blockade ports, and escort transport ships (land divisions moving across water). Sea regions cannot be controlled or owned. Look in Military Unit Types in the Book to see naval unit capabilities. (In this guide, look in the Book→Military to learn about the Military Unit Types chart.) Some unique ship capabilities are:

Carriers



Carrier ships can patrol, support land battles, and attack any land, sea, or air targets. They are the only naval forces that can attack land targets and unfog adjacent sea regions.

Submarines



Submarine-only fleets do not automatically attack enemy ships. They are hidden (except from Escort Destroyers) and only attack at your command. When they attack, they become visible. If you move a submarine fleet into a region containing enemy ships, you can pass through peacefully or choose the attack command.

Destroyers



Escort Destroyers—an advanced level of destroyers—are the only ships that can see submarines.

How to move naval fleets

1. From the Operational map, click on a naval fleet. A green circle appears to show that it has been selected. That fleet's information will appear in the right hand panel.
2. Choose where you want to move your fleet. Right-click in that sea region.
3. Add waypoints by right clicking in additional regions.
4. A green arrow will appear, outlining the fleet's path to the new region. The fleet panel will detail the number of turns required.

OR

1. From the Military panel, click on the **Navy** button.
2. Select one of the Navy Groups.
3. From the Fleet Group panel, under Naval Group Orders, click on **No Order**.
4. Select **Move**.
5. Choose where you want to move your fleet.
6. A green arrow will appear, outlining the fleet's path to the new region. The fleet panel will detail the number of turns required.

How to attack with naval fleets

1. From the Operational map, click on a naval fleet. A green circle appears to show that it has been selected. That fleet's information will appear in the right hand panel.

2. Move your naval fleet into the region of the foreign fleet you want to attack. *If you are already at war with that nation, when you end the turn, your ships will automatically attack when you end the turn.*
3. End the turn. *If you are NOT at war with that nation, in the next turn you have to attack its fleet.*
4. Reselect your naval fleet. Right click on the enemy fleet and choose attack. When you end the turn, the attack will begin.

How to attack land regions with carrier ships

1. Carriers can attack objects in land regions next to their sea regions. Left click on a fleet that contains at least one carrier ship.
2. Right click on an object (city, army division, or resource producer) in an adjacent land region.
3. Choose **Bomb** (object).

How to escort a transport ship



1. From the Operational map, move your escort into the the same region as a transport ship. Click on the escort ship. A green circle will show it has been selected.
2. Right click on the transport ship you want to escort. Then choose **Escort (Army division)**.
3. The fleets will move as one group until the transport ship reaches land.
4. To break an escorting ship away from a transport, click on the group.
5. From the right hand panel, click on the escort ship button.
6. In the Fleet Group panel, under Naval Group Orders, click on the red X to cancel the escort.

Transport Ships

When army units move across sea regions, they become transport ships. Transports have no defenses. To protect them, other ships can serve as escorts. To move army units across the sea, you need one Transport Capacity credit per army unit (see Economy→ Production).

How to move a fleet into port

1. From the Operational map, click on a naval fleet. A green circle appears to show that it has been selected. That fleet's information will appear in the right hand panel.
2. Move the fleet to a sea region adjacent to a port city. Click **End Turn**.
3. Again click on the naval fleet.
4. Right click on the port city.
5. A small menu will appear. Choose **Enter Port**. The fleet will move into the port on the next turn.

Ports

Port cities lie adjacent to sea regions. You can build and repair naval forces in your ports. (See Economy→Production→Naval Repairs)

When a ship is in port, its supply needs are lower and it cannot be seen on the Operational map. Ships in port can be bombed.

OR

1. From a naval fleet's Fleet Group panel, click on the button that says **No Order**.
2. If the fleet is in a sea region adjacent to a port city, you can choose **Enter Port**. Next turn, the fleet will move into port.

How to move a fleet out of port



1. From the Operatio0nal map, click on a port city. If there is a fleet in port, it will appear in the city panel.
2. Click on the arrow button to the right of the fleet. This will move the fleet into the adjoining sea region. The fleet will move after you end turn.

OR

1. From the Navy's Manage Forces list, click on a fleet in port.
2. Click on the button that says **No Order**.
3. Choose **Leave Port**. The fleet will move after you end turn.

How to cancel an order

1. From the Naval Fleet, under Group Orders, click on the red x.

OR

1. Right click on the fleet and select "Cancel Order".

Managing Forces



To improve your military, you can invest in research (See Domestic → Research). To expand your military, you should build new forces. When building, consider how you want to balance your forces—their defensive and offensive strengths, unique capabilities, costs, and production times. You can rearrange forces, splitting and combining as necessary. If you have economic difficulties, you can

disband divisions. This weakens your military but lowers the burden on your treasury (and improves your financial score).

How to build military forces

1. From the Military panel, click on the (Nation) Military button. The City Production box will appear.
2. Choose where you want to build your forces. Click on the Production Order for that city.
3. A drop down box will appear. Choose a new order.

OR

1. From the Military panel, click on the (Nation) Military button. The City Production box will appear.
2. Choose where you want to build forces. Click on the city. (You can also access this in the Operational map by clicking on a city.)
3. From the city panel, click on change order.
4. In the Production Orders box, your current order will be highlighted. Review the tabbed options, choose a new production order and click on the order. Note: you can only build naval forces in port cities.

How to merge, split, or disband military groups

1. From the Military panel, click on a military branch button.
2. The Forces panel lists all forces in that military branch. Click on a force to view its military panel.
3. At the bottom of the selected military panel, choose to merge, split or disband this force. You can only merge forces when they share a land or sea region. You cannot merge, split, or disband a group that is in combat.

OR

1. From the Operational map view, click on a military group. You will be taken to its military panel.

FOGGING

In MAKING HISTORY, military forces are fogged. You can see your forces and your allies' forces, but most of the world lies in shadow. As you can only see enemy forces under the following circumstances, you do not know when an attack might come.

With fogging, you can only see:

- Your military groups.
- Your allies' military groups.
- Foreign groups in land regions next to regions you either control or occupy.
- Foreign groups in land regions next to regions your allies either control or occupy.

You can only unfog regions when:

- Your airplanes fly over a fogged land or sea region.
- They are next to a region containing your carrier ships. Carriers are the only naval forces that can unfog adjacent regions.



4. DIPLOMATIC



In the Diplomatic panel, you can propose treaties and review alliances. As the game progresses, you can declare war, demand surrender, or beg for peace.

ALLIANCES



Your allies are countries you've agreed to defend and vice versa. If you attack a nation, your allies are expected to join your fight. If your allies attack a nation, you are expected to join them.

When other nations want to join your alliance, their membership must be approved by all major allies (all playable nations).

How to join or create an alliance

1. From the Diplomacy panel, click on **Select Nation**.
2. A drop down menu will appear. Choose a nation.
3. In the Nation panel, click on **Join Alliance** and confirm.

OR

1. From the Operational map, choose a nation.
2. Right click on that nation.
3. Choose **Select Nation**.
4. In the Nation panel, click on **Join Alliance** and confirm.

WAR & PEACE



Depending on the nation you play, you might hunger for war or wish to preserve the peace. Regardless of your preference, you will almost surely be asked to fight. How you fight, who you fight against, and who you ally with—these decisions are yours to make.

Fighting Alone

If you attack or are attacked, and do not belong to any alliances, you are only responsible for your nation. You can create your own strategies, and demand peace or offer surrender whenever you want. This freedom from an alliance can be valuable, but dangerous. If your destruction seems imminent, and you suddenly seek alliance, no one will ally with you—nations will refuse to support a dying nation.

Fighting in an Alliance

If an ally goes to war, you will be given a notification; do you want to join your ally in its fight? If yes, your ally's enemy becomes your enemy. If no, then the alliance is broken. Allies can break from you if they don't want to join your fights.

Fighting in an alliance brings you clear numerical advantages. You do not have to battle alone against an enemy or an enemy alliance. However, you want to avoid alliance with any nation that seems weak or unlikely to defend your nation.

Participating in an alliance forces you to work within the constraints of an alliance. If you propose new alliances, your allies can reject them. Also, if you want to demand peace or offer surrender, you must first seek alliance approval.

How to propose peace to a single nation

1. From the Diplomacy panel, click on **Select Nation**.
2. Choose a nation from the drop down menu.
3. You will be taken to the Nation panel. Choose **Peace Treaty**.
4. Choose your terms: **No Terms**, **Concessions**, or **with Demands**.

If you choose Peace with Concessions, you are offering your nation's surrender.

5. Choose your nation's concessions.
6. Click on **Send Peace Offer**.

If you choose Peace with Demands, you are demanding your enemy's surrender.

5. Choose the concessions you want from your enemy.
6. Click on Send Peace Offer.

OR

1. From any map, right click on a nation. Choose **Select Nation**.
2. The Nation panel will appear. Follow steps 3-6, listed above.

Nations

You can view national detail for every independent country in the game. Nation panels contain data for total population (including colonies and conquered regions), labor pool, national culture(s), world power points, and industrial output. You can review your diplomatic relations, send or cancel treaties, declare war, or propose peace.

How to propose peace to an alliance



1. In the Diplomacy panel, choose **Select Alliance**.
2. Select an enemy alliance from the menu.
3. From the Alliance panel, choose your terms: **No Terms**, **Concessions**, or **with Demands**.

If you choose Peace with Concessions, you are offering your nation's surrender.

4. Choose your nation's concessions.

5. Click on **Send Peace Offer**.

If you choose Peace with Demands, you are demanding that the enemy alliance surrender.

4. Choose the concessions you demand from the enemy alliance.
5. Click on **Send Peace Offer**.

DIPLOMATIC AGREEMENTS



You can use the Select Nation and Select Alliance buttons to propose or modify your diplomatic agreements. To individual nations you can propose various treaties. To an alliance you can only propose or demand peace.

How to propose a Diplomatic Agreement

1. From the Diplomacy panel, click on **Select Nation**.
2. A drop down menu will appear. Choose a nation.
3. You will be taken to the Nation panel. Pick a diplomatic action from that panel.
4. Complete any additional treaty details and click **confirm**.

OR

1. From any map view, right click on a nation. You'll be given the choice of viewing region or nation information. Choose **Select Nation**.
2. In the nation panel, choose a diplomatic action.
3. Complete any additional treaty details and click **confirm**.

5. DOMESTIC



From the Domestic panel, you can manage your population and invest in Research Projects. Tracking the demographics of your work force can help you balance skilled and unskilled production, while liberating colonies and occupied countries can strengthen your international alliances. When you choose research projects, you make long-term investments in your nation's survival and growth.

NATIONAL LABOR POOL



All able-bodied citizens are assigned to a labor group. They are unskilled workers, skilled workers, soldiers, sailors or air force cadets. Workers need food and want goods. Dissatisfied workers produce at slower rates.

Skilled Workers



Skilled laborers work in city factories, mines, oil wells, and metals foundries. They produce arms, goods, resources, and weapons.

Unskilled Workers



Unskilled workers produce food. They can be recruited into the military. Also, they can become skilled workers if factories and resource producers need their labor.

Military



Your military's soldiers, sailors, and airmen are recruited from the pool of unskilled workers. If you disband forces, they will return to the unskilled labor force.

MPUs

MPUs are Manpower Units. 1 MPU=1000 workers. A city's or region's MPU number indicates how many workers it has. You need MPUs to produce resources, military units, supplies, and food.

RESEARCH



Research projects improve your nation's military strength and technological abilities. Projects are long-term investments, and success is not guaranteed. When you complete a research project, you can advance to the next level in that research track. You can click on the Research Projects button to review and set projects.

Research Effort Level

You fund research projects by dedicating city IPUs to research (see Economy). Each turn, you can gain a point for your research. As you are researching challenging new technologies, you shouldn't expect to gain research points every turn.

The research effort level shows how many city IPUs you've dedicated to research. The higher the percentage, the better your chance of gaining a research point each turn. You can never reach 100% effort because research success is never that easy.

Research Report



When you click on the research projects button, you're presented with the Research Report. Here you can see the number of IPUs assigned to research and review all projects, their costs, and how close they are to completion. If you choose, you can research all projects equally, or give priority (and additional IPUs) to specific projects.

Research Projects



There are multiple research categories and subcategories. Click from tab to tab to see what research is complete, what is ready to research, and what is too advanced for your nation at this time. Note that completed research is blue, available research is white/tan and has a start research button, and research beyond your technology is gray.

How to start Research Projects

1. Click on the **Research Projects** button.
2. Review the projects by clicking on the various tabs. Select and click on a project.
3. Project information will appear in the project box. To implement a project, click on the **Start Research** button.
4. If you want, choose another project. Projects will begin after you've ended this turn.
5. If you click on a research project and there is no Start Research button, this project is either complete or beyond your current research ability.

GRANT INDEPENDENCE



You have the power to liberate nations. You can only grant independence when you own the region containing a nation's historic capital city. You cannot liberate regions you merely control (i.e., if you are at war with a nation, you cannot liberate the regions that you occupy). Any nation you liberate will automatically adopt your nation's ideology and ally with you.

Why grant independence? When you control regions that do not share your culture, their production is lowered (See Economy→Production→Culture). If you liberate a nation, its

production rates improve. You decide if you want to control regions with reduced production or create a close ally with full production.

How to liberate

1. In the Domestic panel, click on the **Grant Independence** button.
2. Grant independence to the nation or regions you want to liberate.



6. ECONOMY



Your economic choices can determine your industrial, resource, and financial points—three of the four scores that comprise your total World Power score.

Cities lie at the center of your economy. All industrial production and research happen in them. To fuel cities, you need resources. These resources—coal, metals, and oil—are produced in regions. If you need more resources, you can increase regional production, make trades on the World Market, or seek aid from other nations. Your economy needs money to run. You can earn money through domestic and international sales. By balancing these economic elements, your nation can expand and thrive.

PRODUCTION



You decide what your cities build. Will you invest in long-term expansion or immediate needs? Will you focus on defensive weaponry or build an aggressive military? Production sets the path for your nation.

When MAKING HISTORY starts, your cities might produce a mix of arms, goods, military units, and research. Additionally, cities can invest in expansion and upgrades and port cities can produce Transport Capacity credits and repair naval forces.

The Industry summary shows how many IPUs (Industrial Production Units) your economy produced this turn. Production can be dampened by insufficient supplies, military attack, dissatisfied workers or workers from a different culture.

IPUs

You need IPUs (Industrial Production Units) to build everything in the game. All cities have IPUs, with amounts contingent on the city's size and industrial level. A city's IPU number represents its per turn production capacity (i.e. how much it can produce).

Cities

Industrial production and research take place in cities. The amount of production depends on the city's infrastructure (Preindustrial, Industrial, or Advanced) and IPU capacity.

Production Losses

A city's IPU output can be hurt by:

- Lack of resources (oil, coal, metals)
- Lack of goods (workers become dissatisfied)
- Aerial bombing and regional combat. Most damage only lasts the duration of the attack, but some attacks can destroy city IPUs.

Culture



If you have resources and goods, you can produce at full capacity—but only in cities that share your nation's culture. Every city has a culture that represents its region's majority ethnic or national population. Nations can have multiple cultures. If you control cities that do not share your national culture(s), they will not produce IPUs at full capacity.

Idle Cities

Idle cities do not produce anything. Typically, they are cities in recently acquired regions. They are listed in the Turn Summary panel and, from the city or Industrial Production panel, you can restart production.

Production Options

In cities you control, you can: produce arms, goods, or military units; repair naval forces (port cities); develop research or Transport Capacity; or, invest in factory expansion or upgrades.

Arms



Your military runs on arms. Without a steady supply of arms, your forces cannot engage in battle. When you expand your military, keep in mind the arms your larger forces will require. Arms requirements depend on whether units are active (in transit or in battle) or at rest. You can review arms levels in the Supplies panel.

Goods



Goods keep your workers satisfied and bring you money. When you produce goods, you can sell them to your citizens and trade them on the World Market. These profits strengthen your financial score (important to your overall score) and give you money to spend elsewhere. If workers lack goods, production can suffer. You can review goods levels in the Supplies panel.

Military Units



A city's location and technology level determine the military units it can produce. For example, preindustrial cities cannot produce highly advanced weaponry and naval units can only be built in port cities. To increase a city's military build options, you need to upgrade industry. To increase your overall military build options, you'll want to invest in military research.

Naval Repairs



You can repair damaged ships in your port cities. First you have to move the ships into port. Then you can switch to repair. Changing to naval repair cancels any projects in progress.

Research



To fund research into new units and technology, you must dedicate city IPUs to research. (See Research) The more IPUs you dedicate to research, the better the odds are that you'll gain a research point each turn. Note that you can never reach 100% research effort. Research is an uncertain process; 100% success is impossible.

Transport Capacity



You need Transport Capacity to send land forces across sea regions. In port cities, you can produce Transport Capacity credits. One credit will send one land division to sea. You cannot buy Transport Capacity credits on the World Market; your cities must produce them. You can view Transport Capacity levels in the Info bar.

Industry



If you select Light Industry, Heavy Industry, or Advanced Industry, you dedicate city production to IPU expansion. This investment will eventually increase a city's IPU rate.

Upgrade Industries



In your preindustrial and industrial cities, you can upgrade industrial infrastructure. This process improves preindustrial cities to industrial and industrial cities to advanced. Upgraded cities require fewer skilled workers to produce IPUs and can build more advanced units.

City Production

Clicking on the **(Nation) Industry** button takes you to the City Production box. There you can review and revise what your cities are producing. As leader, you decide what is most important to produce, and change orders accordingly. The four tabbed sections—Cities, Output Distribution, Supplies, and Production Report—allow you to assess all aspects of your nation's industrial needs.

Cities

The Cities section lists production orders by city. You can see city infrastructure and production capacities and review orders and their build times. Production is continuous; when a city finishes building a battleship, it will start building a new battleship.

Orders can be organized by City, Capacity, Port, Production Order, or Next/Finished. Click on the brown titles to resort.

Output Distribution

Output Distribution organizes production by item, rather than by city. The panel shows what production orders are in progress, what cities are working on those orders, the total capacity dedicated, and the rate at which production will be completed. Orders can be resorted by

Production Orders, Cities Assigned, Capacity, or Completion Rate. Click on the brown titles to resort.

How to change Production Orders

1. From the Economy panel, click on the (Nation) Industry button. The City Production box will appear.
2. Choose where you want to place your Production Order. Click on the Production Order for that city. A drop down box will appear, listing other Production Order choices.
3. Select a new order.

OR

1. From the Economy panel, click on the **(Nation) Industry** button. The City Production box will appear.
2. Choose where you want to place your order. Click on that city.
3. You will be taken to that city's panel. Click on **change order**.
4. In the Production Orders box, your current order will be highlighted. Choose the tab containing what you'd like to produce.
5. Choose and click on a new production order.

OR

1. From the Operational map, click on a city you control.
2. The city panel will appear. Follow steps 3-5, listed above.

Supplies



The Supplies panel shows the state of production and stockpiles of resources, arms, and goods. You can review your stockpile level, production amount, amount imported or exported, demand, and supply rate (per turn surplus or shortage). You can see your stockpile and supply rates in the Info bar at the top of the screen.

Resources



Resources fuel your nation. To produce anything, your cities need oil, coal, and metals. Without these resources, production will slow and eventually cease.

How to increase resource supplies



- Invest in resource producers (see Infrastructure).
- Acquire new regions, through diplomacy or conquest.
- Request trades with resource-rich nations (see World Market).
- Request aid from allies and resource-rich nations (see Aid).

Production Report

The Production Report summarizes completed military units and resource outputs for that turn. You can access the Production Report from the City Production box or from the Turn Summary panel.

WORLD TRADE



Few nations control enough goods or resources for complete economic independence. Even resource-rich nations value the money that global trade can bring. The World Market is where trades happen. When you click on the World Trade button, the World Market box will appear. Here you can propose trades and request or offer aid.

Imports & Exports

Trading on the World Market is a business transaction; buying or selling goods has no impact on your diplomatic relations.

If you place a good on the World Market, you cannot choose who buys it. When you buy a good, a seller cannot reject you. However, after a nation buys goods from you on the World Market, you can cancel the trade. Other nations can do the same to you. When you go to war, all trades are canceled between you and your enemies.

How to buy goods on the World Market



1. Click on the **World Trade** button. The World Market box will pop up.
2. Click on the **trade** button for the item you want to buy.
3. Choose a nation that is selling that item. Click on that nation.
4. You will be presented with a trade proposal to buy all that the nation offers. You can adjust the amount by clicking on the number buttons. (If your request goes above the amount offered on the World Market, it becomes a nation-to-nation trade. This introduces the possibility that your purchase offer could be rejected.)
5. Click on **Send**.

How to sell goods on the World Market

1. Click on the **World Trade** button. The World Market box will pop up.
2. Click on the **trade** button for the good or resource you want to sell (typically something you have in surplus).
3. Click on **Select Option** and choose **Sell on World Market**.
4. Use the number buttons to set the trade level.
5. Click on **Send**.

How to sell goods directly to a nation

1. Click on the **World Trade** button. The World Market box will pop up.

2. Click on the **trade** button for the good or resource you want to sell (typically something you have in surplus).
3. Click on **Select Option** and choose **Sell to a Country**.
4. Select a nation.
5. Use the number buttons to set the trade level.
6. Click on **Send**.

How to review and reduce trade

1. Click on the **World Trade** button. The World Market box will pop up.
2. Click on the **Imports & Exports** tab.
3. Click on the resource and goods icons to review your trades.
4. To reduce trade flow, click on the numbers buttons.
5. When you have finished changing the value, click on **Update Trade Flow**.

Aid



When you offer aid, you agree to give goods to a nation without receiving anything in return. However, there are non-monetary benefits to giving aid. Your aid might keep a nation alive and it might strengthen the relationship between your nations. Similarly, when nations offer you aid, they might have the goal of supporting your nation or improving your alliance.

How to request aid

1. Click on the **World Trade** button. The World Market box will pop up.
2. Click on the **trade** button for the good or resource you want to request.
3. Click on **Select Option** and choose **Request Aid**.
4. Select a nation.
5. Use the numbers buttons to set your aid request.
6. Click **Send** to make your request.

How to offer aid

1. Click on the **World Trade** button. The World Market box will pop up.
2. Click on the **trade** button for the good or resource you want to offer.
3. Click on **Select Option** and choose **Offer Aid**.
4. Select a nation.
5. Use the numbers buttons to set your aid offer.
6. Click **Send** to make your offer.

How to review and reduce aid

1. Click on the **World Trade** button. The World Market box will pop up.
2. Click on the **Aid Deals** tab.
3. Click on the resource and goods icons to review your aid deals.
4. To reduce your giving or receiving of aid, click on the numbers buttons.
5. When you have finished changing the value, click on **Update Aid Flow**.

INFRASTRUCTURE



If you want your nation to grow, you will want to closely manage regional infrastructure. Infrastructure investments can strengthen defenses, improve transportation, and increase the production of food and resources.

Regions

Controlling regions is essential to victory. Regions contain cities (and city production), resource producers, and food producers. If you lose control of regions, you lose the game.

From any map, you can click on any region and see its population, point value, regional culture, and unskilled labor force. You can also see its food production capacity, defensive fortifications, transportation infrastructure, and terrain type.

Terrain

Every region has a terrain type. This type affects food production and transport infrastructure. Regional terrain changes with the seasons and this, in turn, changes food and transportation rates.

In your own regions, you can invest in regional infrastructure upgrades: improvements of food production, transportation, and defenses.

Regional Infrastructure

Improving regional infrastructure takes time and money. You should choose upgrades depending on your nations short and long-term production and defensive needs. You can upgrade individual regions by clicking on them from any map view. To see all your regions at once, from the Economy panel, click on the **Infrastructure** button. There you can review your regions' capabilities and make improvements. (Click on the brown titles to resort.)

Food



Your laborers need food to work. Your military needs food to fight. Surplus food can be sold for profit on the World Market. Food infrastructure levels range from 0 to 4. The more advanced a region, the more food it produces.

Transportation



Transportation infrastructure gives bonuses to resource production; the better your infrastructure, the more you can produce and distribute. Also, infrastructure improves military forces' speed through a region. Transportation infrastructure levels range from 0 to 4.

Fortifications



Increased fortifications make it difficult for military forces to attack and move through a region. Defensive infrastructure levels range from 0 to 4.

How to improve regional infrastructure

1. From the Economy panel, click on the **Infrastructure** button.
2. In the Regions box, choose a regional infrastructure to improve. Click on the infrastructure.
3. Select the upgrade.
4. The upgrading region will change colors, and an upgrading percentage will appear. You can update as many regions as you want, but you can only invest in one improvement per region.

OR

1. From any map, click on a region you control.
2. In that region's panel, click on the **upgrade** button for the infrastructure you want to improve.
3. Select upgrade. Note that you can invest in only one improvement per region.

Resource Producers



Resource producers fuel your nation's industry. Coal mines, metals foundries, and oil wells supply the goods your cities need. When you increase resource production, you reduce your reliance on trade. Also, you can produce resources to sell on the World Market.

From the Operational map, click on the icons for oil wells, metal foundries, and coal mines to view resource producer panels. There you can see output capacity (how much that resource producer can make), base output rates, transportation bonuses, skilled labor requirements, and maintenance costs.



There are two ways to increase resource production. You can maximize production or you can invest in transportation infrastructure (see Regions). When you maximize, you quickly increase production, but at great expense. If you stop maximizing, production returns to its regular rate. Transportation investments take longer to achieve, but they cost less than maximizing and increase production permanently.

To see all resource producers at once, from the Economy panel you can click on the **Infrastructure** button and then the **Resource Producers** tab. There you can maximize production capacity. You cannot improve transportation infrastructure in this panel, though the Bonus Output column does show how much transportation upgrades can increase production. To improve transportation, click on the Regions tab or click on a region. (See Regional Infrastructure → How to improve regional infrastructure)

How to maximize resource producers

1. From the Economy panel, click on the **Infrastructure** button.
2. Click on the **Resource Producers** tab and choose a resource producer to improve.
3. Click on the **maximize** button.
4. Choose **Start Maximizing**.
5. The status box will change from Normal to Maximizing.



OR

1. From any map, click on a resource provider you control.
2. In the resource provider's panel, click on **start maximizing**.
3. Choose maximizing.

MONEY



In MAKING HISTORY, you need money to build your military, purchase goods, develop research, improve city production, and invest in infrastructure. You can have a budget deficit and still run your nation, but this deficit will hurt your financial score, which will lower your total World Power score.

In the Economy panel, you can review your finances. The Net Balance number is the difference between National Income and National Spending. The Treasury figure is how much your government has saved—or is in debt.

National Income



Your nation gains income from several sources:

- Domestic purchase of food you produce or import.
- Domestic purchase of goods you produce or import.
- Exports of resources, food, goods, and arms.

National Spending



You will need to spend your income on:

- Purchase of imports.
- Maintenance of armed forces.
- Research programs.
- Construction and maintenance of your nation's industrial, transportation, and defense infrastructure.

7. VICTORY CONDITIONS & WORLD POWER SCORES

World Power points are the key to victory in MAKING HISTORY. Before starting the game, you can choose your victory conditions by clicking on the **Scenario Options** button.

There are three victory options:



- Alliance victory: the alliance with the most World Power points wins. (The default victory condition.)
- Ideology victory: the ideology (Authoritarian, Communist, Democratic, or Fascist) with the most World Power points wins.
- Nation victory: the nation with the most World Power points wins.

Your World Power score is the sum of the following four metrics:

- Manpower: The number of workers at your command (MPUs).
- Industrial: The strength of your nation's industry.
- Resource: The goods and resources your nation produces.
- Financial: Your economic power.World Power scores are always on display in the bottom right corner of the map and detailed scoring can be found in the Scenario Scoring box.

How to view scoring details

1. Click on the globe icon to see the Turn Summary panel.
2. Click on the **Victory Conditions** button.

8. MULTIPLAYER GAMING

Multiplayer games allow you to play with—or against—your friends. You can test your skills against humans along with MAKING HISTORY's historically researched Artificial Intelligence. In a multiplayer game, you can chat with with players or, from the host computer, observe others as they play.

A multiplayer game must be played on multiple computers; you cannot run a multiplayer game on a single computer. (To learn how to setup and join a multiplayer game, see Starting a Game.)

CHAT

In multiplayer games, you have the option to chat with friends and enemies. You can create private one-on-one chats or all-nation chats.

You can participate in multiple chats simultaneously, but only one chat at a time is displayed. When invited to join a chat, the chat window pops up automatically. If you are in the Book, you cannot see if someone starts a chat.

How to start a chat

1. Click on the **Contact Leaders** bar, highlight your nation's flag "tab," and select players to chat with from the list on the right.

How to enter text

1. Make sure the flag tab is highlighted for the correct discussion.
2. Click the brown text bar along the bottom, type your message, and click **Enter**.

How to start additional chats

1. Select the **New** button to display a new tab with your nation flag. Choose countries to chat with from the list on the right.
2. To move to from chat to chat, click on the different tabs. The flags at the top of the chat pulse when someone has added a message to the chat.

How to minimize a chat

1. To minimize the chat panel, click on **Minimize Chat**.

How to minimize or close a chat

1. To close a chat, select a chat tab and click on **Close**.

OBSERVER MODE

In Observer mode, you can monitor players' decisions from the host/server computer, without controlling a country yourself. Why do so? Observing from within the game gives you a unique perspective. You can view player actions and, with in-game chat, ask questions and give suggestions.

The game looks similar to the player's view, but an observer cannot change anything. The observer can only participate in chats.

How to use Observer Mode

1. Double-click the MAKING HISTORY icon.
2. In the lobby, click on OPTIONS to set system options. When finished, click SAVE CHANGES.
3. Back in the lobby, click MULTIPLAYER.
4. Click on GAME SERVER.
5. Select CREATE NEW GAME
6. Choose your scenario.

7. Click LOAD SCENARIO.
8. Click SCENARIO OPTIONS to change options.
9. When finished, click SAVE CHANGES.
10. Have players join and choose countries.
11. When all are ready, click START GAME.
12. The game will start. You can then click on WATCH.

- Once in the game, note the menu at the top center of your Map view. From here you can choose to observe any playable country.
- To chat, click the Chat box (from any country's point of view) and select **New**. A host icon appears instead of a country flag. Other chat controls work in the same way as they do when you are playing.
- Click the Save Game icon (diskette) to save the game.



9. THE BOOK



The Book contains data about your game world. You can see details of military strength, economic production, regional development, and more. You can also view an Encyclopedia, which contains definitions of game concepts, "how tos" and a timeline. Clicking on the folder icon takes you to the Book.



Scoring

View a graph of World Power scores for every nation, and track the values that determine your World Power score.



World

View detailed city, region, and nation information.



Military

Compare nations' military power and specific force levels. The Military Unit Types chart lists the basic characteristics of all military units (See Appendix B).



Diplomatic

Review diplomatic relations and see which nations share your ideology.



Domestic

Review data for your regions and cities. Track MPUs for each group of workers (Skilled, Unskilled, Military).



Economic

Compare nations' overall economic strength and track your nation's economic variables.



Archive

Review Notifications your nation has received.



Encyclopedia

Read glossary entries and "how to" advice. Look through a World War II timeline.

10. POST-GAME

Whether you've played all of a scenario's turns or stopped and saved part way through, there are post-play options that allow you to review your game experience. With Reports, you can produce a summary of your game to compare against others or your own games. Walkthrough mode allows you to look back at the choices playable countries made in a game.

REPORTS

With reports, you can summarize player decisions, game events, and chat transcripts. Report graphs allow for cross-country comparisons.

Student reports contain data on a selected country, while Teacher reports contain data for all playable countries.

How to create a report

1. Play some or all of a game.
2. Click on the diskette icon to leave the game.
3. Click on **REPORTS**.
4. In the left-hand column, choose **Student** or **Teacher Report**.
5. Click on **RUN**.
6. The report will take a few moments to build. When finished, the sentence "This report has been saved in:___" will appear.
7. To access the report you can either open the given address or, from your desktop, click on **MAKING HISTORY Reports**.
8. Click on the **index.html** file to open the report.

WALKTHROUGH

You can use Walkthrough mode to review a partially played or complete saved game. You can see the actions, chats, and scoring charts for each saved turn. Also, you can view the saved game from the perspective of any playable country.

To use Walkthrough mode, you must save some or all of a game's turns. Saving a game is not automatic. Before starting a game, you must switch on "Save Turn History" in the Scenario Options panel.

This gives you a complete record of the game, but can generate a large game file. If you're only playing a 30-turn game, then automatic save is a reasonable choice. If you're playing a 200+ turn game, you might not want to save everything. Instead, you can leave automatic save off, and, every few turns, save the game, just as you would back up a document. This will save those selected turns, not every single turn.

How to use Walkthrough

1. Play a Single or Multiplayer game and save the game at any point. (The game does not have to be finished.)
2. Start the game again by double-clicking on the MAKING HISTORY desktop icon.
3. In the lobby, choose **LOAD SAVED GAME**.
4. Click on **WALKTHROUGH**.
5. From the saved games list, choose a game and your starting load turn.
6. Click on **LOAD SCENARIO**.
7. Select a country. (You will be able to switch from country to country from within Walkthrough mode.)
8. Click on **START GAME**.
9. Click on **ENTER GAME**.
10. Once in the game, look for the Walkthrough menu in the top center of the map. By clicking on this the menu you can change countries and turns.

APPENDIX A: KEYBOARD SHORTCUTS

Keyboard Shortcuts	
CTRL+S	Make scoring list appear or disappear.
ESC	Clear all pop ups, quit any right click menus, deselect any selected objects.
CTRL+Q	Quit the game.
1	Open Operational map view.
2	Open World Summary map view.
3	Open Diplomatic map view.
4	Open Trade map view.
5	Open In Supply map view.
F1	Open Turn Summary panel.
F2	Open Military panel.
F3	Open Diplomatic panel.
F4	Open Domestic panel.
F5	Open Economic panel.
F6	Open Scoring box.
F7	Open Research box.
F8	Open Production box
F9	Open World Market box.
F10	Open Infrastructure box.

APPENDIX B: MILITARY UNIT TYPE

Military Unit Types Categories	
Attack	The number of shots the unit has each turn. If successful, each shot does one point of damage.
Hit Points	The hits a unit can take before being destroyed.
Land	The percentage chance the unit has of hitting a land unit.
Air	The percentage chance the unit has of hitting an air unit.
Sea	The percentage chance the unit has of hitting a sea unit.
City	The percentage chance the unit has of hitting a city or a resource producer. A successful hit will cause temporary damage and might lower the city's IPU rate or the resource producer's production rate.
Active	The arms consumed by the unit when active. Land units are active when in transit or battle. Air units are active when rebasing, running a mission, or fighting. Naval units are active whenever they are out of port.
Idle	The arms consumed by the unit when idle.
Speed	The miles per turn the unit can move, with ideal terrain and season conditions.
MPUs	The Manpower Units needed to build the unit.
Maint. Cost($)	The cost of maintaining the unit.
Range	The distance an air unit can travel from its base.
Fighter HP	The damage a carrier ship's fighter planes can receive.

TECHNICAL SUPPORT

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Also, check out the Support page on our web site listed below. When you call, please be at your computer and have the following information available:

Computer make and model; Windows version; Total system RAM; Total Hard Drive space; Video card make and model

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Fax: (514) 844-4337, Attn: Support

Internet e-mail:
For prompt technical support via email, please fill out our online form at

http://www.strategyfirst.com/en/support

For any other technical support questions or concerns, contact us at support@strategyfirst.com

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