

# BEGINNERS GUIDE

# MARCH OF THE EAGLES™



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# 1 INTRODUCTION

Hello and welcome. If this is your first foray into the world of Grand Strategy video games, then we the creators congratulate you on your purchase of **March of the Eagles [TM]**. The name [if you are wondering] is taken from the eagle-adorned standards of the armies from which their recognizable flags of war flowed from, such as units of the Prussian army or the French Imperial Guard. These could be seen on the distant horizon marching ominously closer, striking fear into the hearts of opponents, as they neared the front-line of battle.



## 1.1 BACKGROUND

As with previous **Paradox Development Studio** titles, **March of the Eagles [TM]** has been a labour of love, one which we hope you will all enjoy playing for many months and years to come. The game is based on a period of human history rich in character, encapsulating numerous military conflicts, contested by the great military powers of the era. It was a period in history that saw countries enter coalitions of necessity and convenience, to fight alongside one another one day, only to switch sides and fight against each other, under a different coalition another day.

For the powerful few their aim was to conduct wars to gain dominance over rival nations. For others their goal was merely to survive...

## 1.2 ABOUT THIS GUIDE

As the title suggest this guide is provided for novice strategy gamers and those players new to Grand Strategy games based on the **Clauswitz Engine [TM]**, the same technology used to develop other games such as: **Europa Universalis 3**, **Hearts of Iron 3**, **Victoria 2** and **Crusader Kings 2**.

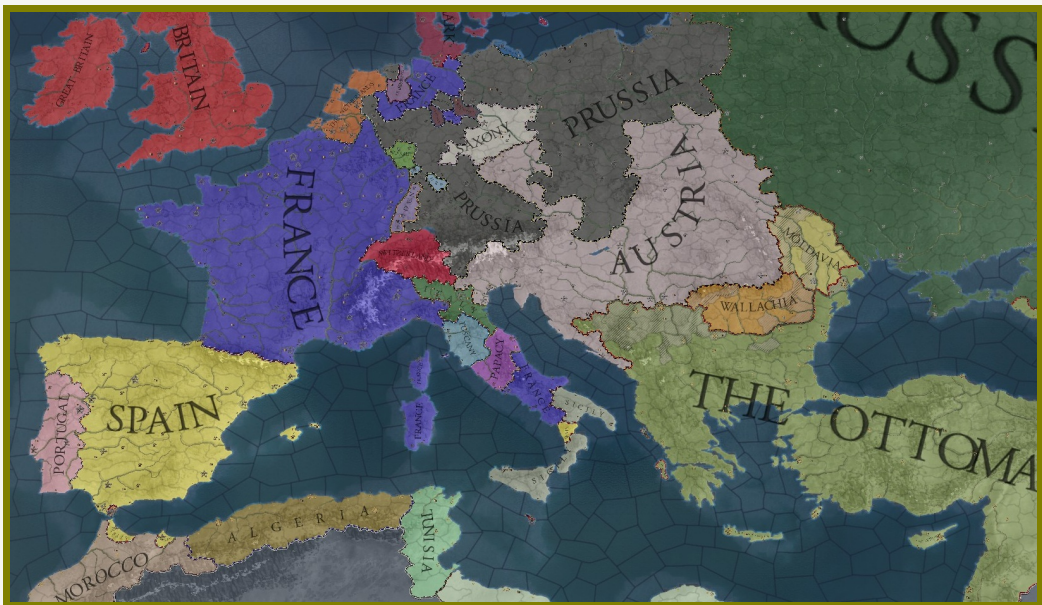
The guide uses the following conventions throughout:

- Text in **BOLD** indicates important concepts.
- Text in *ITALICS* indicates game components.

## 1.3 WHY WILL I ENJOY PLAYING THIS GAME?

If you have already purchased the game then you already know the answer to this question. However if you are still unsure there are several reasons why many PC, Linux and Mac gamers choose to play Grand Strategy games developed by **Paradox Development Studio** and published by **Paradox Interactive**. Perhaps the biggest reasons are that we players:

- wish to be taken back to a certain time in history.
- enjoy replaying through key events from the past to see how we may fair compared to great leaders of the past.
- like to be challenged to achieve victory against a capable artificial intelligence engine OR other human players.
- like to have fun.



## 2 GETTING STARTED

### 2.1 WHERE SHOULD I START?

- Go to **Steam** and launch the game from the list of games shown.
- Refer to the **Quick Start Guide** to get going.
- Choose your preferred game type: **Singleplayer** or **Multiplayer**.
- Go to **Game Settings** and configure your preferred **Message Options**.
- Through the same panel set-up **Hints** and **Advanced Hints** to show up.
- Play through the ten chapters of the interactive **Tutorial**.



### 2.2 WHAT SHOULD I DO IF I AM UNSURE ABOUT AN ASPECT OF THE GAME?

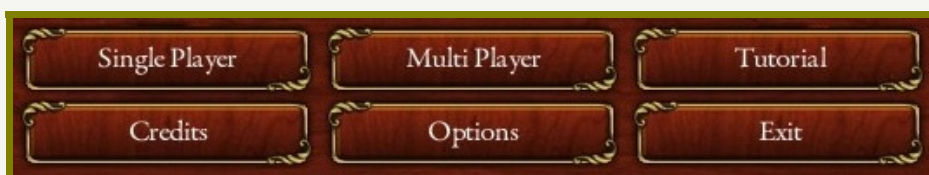
- It is strongly recommended you read through the **Game Manual**.
- Consult the **Players Guide** for a more in-depth analysis on game concepts.
- Go to the **Paradox Interactive forum** and read the various player made threads there. You may find one on the subject you require.
- If no **thread** exists covering the topic you are still unsure of, start one of your own. Many experienced gamers will be on hand to help you out.

### 3 GAME SETUP

#### 3.1 WHICH TYPE OF GAMES CAN I CHOOSE TO PLAY?

You can choose to play one of two types of game:

- **SINGLEPLAYER:** These games are played against a computer opponent controlling the other factions involved in the game.
- **MULTIPLAYER:** These games are played with other human opponents controlling other factions and a computer opponent, to play those factions without a human controller.



#### 3.2 HOW DO I CHOOSE WHICH SCENARIO TO PLAY?

There is only one starting scenario in **March of the Eagles** – played from 1805 to 1820 which is defined as:

- **THE GRAND CAMPAIGN:** In this scenario the **Third War of the Coalition** has been rising in tension for two years and sees France and Great Britain at war, as the two dominant powers of the moment.

#### 3.3 HOW DO I RELOAD/REPLAY A PREVIOUSLY SAVED GAME?

Choose the game you wish to load from the *Scenario Screen* by clicking on appropriate entry in the **Bookmarks & Saved Games**. Then select whichever faction it is you wish to play.

#### 3.4 HOW DO I CHOOSE WHICH SIDE TO PLAY?

You can choose to play one of several different European nations that existed during the particular era of history portrayed in the game. These are split into two categories as described below:



- **MAJOR POWERS:** There are eight nations capable of achieving victory in the game. The military flags of these nations are shown below.
- **MINOR POWERS:** In addition there are over two dozen smaller nations that can be played for fun to see what sort of impact they can have on a game. Though they are unable to vie for victory like **Majors**.



### 3.5 WHAT SORT OF CHALLENGE CAN I EXPECT?

There are two types of difficulty setting which can impact the type of challenge you experience during play. These can set before a game and changed during a game. Click on the **Normal** button on the *Scenario Selection* screen to set:

- **GAME DIFFICULTY:** Certain ratings and modifiers are applied so performing certain actions is harder and takes longer to achieve.
- **AI AGGRESSIVENESS:** Makes the AI more or less cautious when declaring war. A higher setting will see more declarations of war and a lower setting will see less.



## 4 PLAYING THE GAME

In order to play the game and be successful at it, a good grasp of the following gameplay aspects is required. If not initially then at least after numerous replays.



### 4.1 HOW DO I PLAY THE GAME?

The game is played using several central game components, the most important of which are touched upon here:

- **GAME MAP:** This is the centre-piece of the screen, where nearly all the action takes place. It is separated into **Provinces** that hold the key to victory. The movement and management of all things occurs here.
- **INTERFACE:** These are the **Buttons** and **Objects** that can be selected or clicked in order to accomplish an action. Most of these are arranged in logical groups within **Toolbars** and **Windows**.
- **FEEDBACK:** **Tooltips**, **Alerts**, visual **Messages** and a **Game Log** are the engine's way of providing feedback to communicate important options and events that have taken place. It may also use audio signals as well, so listen out for these.



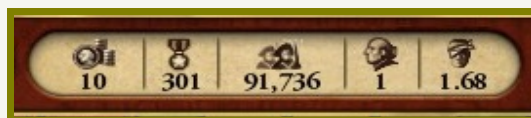
- **GAME CLOCK:** Being a real-time game, the clock emulates the hours in a day. It is found in the top corner and can be **Speeded up**, **Slowed Down** or **Paused** as and when you need to deal with anything.
- **MAPMODES:** There are ten basic mapmodes which will filter and show important strategic information depending on an aspect of gameplay.
- **THE OUTLINER:** This is a *special toolbar* which contains a huge amount of important information from your current game. Always keep an eye on this and consult it often to get an appreciation for what needs your attention. (An excellent example of the Outliner in action can be seen on the left.) Note: That the Outliner can be configured to add and remove certain sections of information by right-clicking on button (top of example).

#### 4.2 WHAT GAME COMPONENTS ALLOW ME TO PERFORM BASIC ACTIONS?

There are two types of game component that help with your ability to achieve things. These are:

- **Resource Pools**
- **Game Assets**

Most indicators for **Resource Pools** are found in the *Main Toolbar* at the top of the screen. A few (such as Idea points) are found within appropriate windows.



### 4.3 WHAT ARE RESOURCE POOLS AND HOW DO I ACQUIRE THEM?

**Resource Pools** feed your ability to perform certain actions in the game. Generally speaking the more of these resources one has, the greater number of actions can be performed and with a greater frequency. These are best kept as high as possible which is accomplished by capturing and upgrading provinces and if you are lucky triggering key **Game Events** and choosing a favourable option.

- **DUCATS:** This is the historical equivalent of money. This is used to purchase assets and upgrade provinces in order to attain victory, as well as funding the war-efforts of other nations.
- **PRESTIGE:** This is the measure of a nation's standing amongst its peers. It is gained mostly through winning battles, negotiating a favourable peace and in some cases through **Game Events**. It also takes on a whole new importance in that in the case of a tie (at the end of the year 1820,) the nation with the highest **Prestige** is declared the winner.
- **MANPOWER:** Is the measure of recruits available to fill the ranks of your armies. Whether building new brigades or sending replacements to those which have taken casualties in battle, this is a most vital resource.
- **DIPLOMATS:** These are the individuals sent to other nations to perform any number of **Diplomatic Actions**. They are acquired monthly and only a maximum of five can be kept from month to month. They are a scarce resource so use them wisely.
- **IDEA POINTS:** These inspire your nation to develop certain elements of the nation. Collect enough (200) and you can adopt a new **Idea** to help the war-effort. **Idea Points** are gained monthly but can also be gained through fighting **Battles** and in some cases from **Game Events**.
- **WAR EXHAUSTION:** While it doesn't quite fulfil the definition of a resource, if it were it would be more like an anti-resource. War Exhaustion reduces your capacity to perform actions and increases or decreases the time taken to complete, in a bad way. This one is best kept as low as possible. It reduces automatically when not fighting wars.

#### 4.4 WHAT ASSETS DO I HAVE AND HOW DO I USE THEM?

In addition to **Resources** there are a number of **Assets** which will help you achieve your goals. Assets should be thought of **Resources** but with a big difference, these cannot be used to create anything directly, but are required in order to achieve some aspect of gameplay such as a goal, or to help you take a step closer to achieving it. These are detailed below:

Country				Relation
 Algeria	0%	0%	0	35
 Austria	28%	14%	350	5
 Baden	0%	0%	0	35
 Bavaria	0%	0%	0	35
 Brunswick	0%	0%	0	-49
 Denmark	0%	0%	150	35
 Egypt	0%	0%	0	-49

- **RELATIONS:** These are a measure of how friendly or unfriendly a nation is held in regards by another nation. You can view the state of relations between one nation and all other nations in the game by clicking its **Flag** and examining the *Diplomacy window*. **Relations** can be influenced or sabotaged, though every attempt uses up a **Diplomat**.

7th War of Austrian Aggression Started 1807		82%	 2k
	<b>Austria</b> War Capacity <b>100%</b> War Exhaustion <b>0.92</b> Manpower <b>242.16k</b> Blockade <b>0.000%</b>		<b>The Ottomans</b> War Capacity <b>0%</b> War Exhaustion <b>20.00</b> Manpower <b>16.59k</b> Blockade <b>43.800%</b>

- **WARSCORE:** When a conflict is begun every battle that is won or lost counts towards the warscore. It is a percentage value that reflects how well you have been conducting the war. It is essential to get this as high as possible before **Peace Negotiations** can begin, as each point will count towards the **Spoils of War** that can be claimed such as: **Ducats**, the cancellation of treaties, taking possession of **Provinces** or the creation of new states.

- **ARMIES:** These are the groups of soldiers that are used to attack the armies of opposing nations, defeat them and take control of their territory. They are also used to defend your own territories from aggression. Without strong and large armies you will be unable to achieve the necessary goals to attain victory.



- **NAVIES:** These are the group of ships that perform a similar function to armies, but on the ocean. For many nations these will play a secondary role in terms of fighting a war. However they are very important in ferrying armies from land mass to land mass, as well as being able to blockade enemy ports and restrict the movement of enemy fleets.



- **PROVINCES:** These are the cornerstone of the war-effort, population centres depicted on the map. Collectively they form the lands by which your nation is defined. They provide the basis for most resources and for the **Production** of other **Assets**. They can be upgraded to increase their output or capacity to produce. Some of the more vital **Provinces** are **Strategic Targets** and must be protected from enemy armies.

## 5 GAMEPLAY FUNDAMENTALS

### 5.1 WHAT ASPECTS OF GAMEPLAY WILL I NEED TO MANAGE?

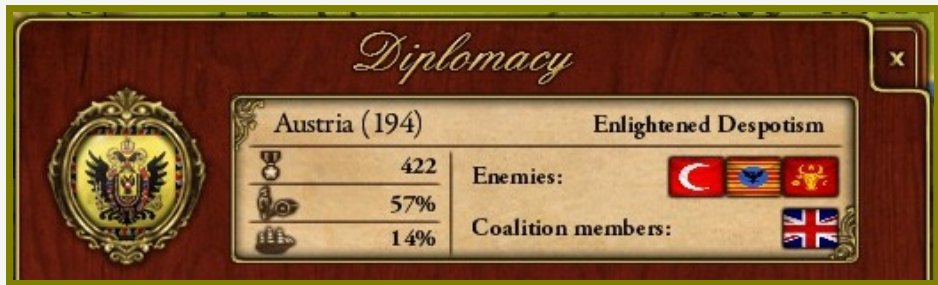
There are several key aspects of gameplay you would do well to know and understand. These are:



- **DOMINANCE:** This determines the winning side. It is classed in terms of two types; the nation most dominant on **Land** and the nation most dominant at **Sea**. It can be increased or decreased by capturing or losing possession of **Strategic Provinces**. These are different for each **Major Power**. A list of provinces are shown in the *Overview* and *Victory* windows.

Income		Expenses	
Province Tax	117.49	Recruitments	192.64
Harbour Fees	61.50	Military Maintenance	124.76
Agreements	0.00	Interests	8.58

- **ECONOMY:** This is 'what makes the war go round.' **Ducats** are the form of currency used in the game. These are mainly generated by **Provinces** and can be enhanced in several ways including: the **Spoils of War**, **Loans** and **Events**. The Economy is separated into **Income** and **Expenses** and can be viewed through the *Budget* window.
- **COALITIONS:** These are forms of alliances which can only be initiated by the two dominant **Major Powers**. These two groups will then look to fight each other until one side wins or peace is negotiated. Coalitions are created and maintained through the *Diplomacy* window.



- **DIplomACY:** All manner of actions that can be initiated with another nation are performed through the *Diplomacy window*. Whether it is **Increasing Relations** with a possible ally or **Sabotaging Relations** between an enemy nation and another state. This is as useful an asset, as any army or navy.



- **PRoduction:** If the **Economy** is the back-bone of the war-effort, then this is the muscle from which assets are built. It covers areas such as the construction of brigades and squadrons used to conduct **Warfare** and defend the **Provinces** in your territory. It also covers the ability to build and upgrade infrastructure in **Provinces** such as: **Ports, Forts** and **Depots**, used to increase your **War Capacity**.



- **IDEAS:** These are the equivalent of all manner of advances that became available during the time-period of the game. There are nine to ten categories that enhance many aspects of game, up to five levels for each. Fighting battles accumulates **Idea Points** which allows specific **Ideas** to be adopted. The *Ideas window* is where these can be chosen.

- **MILITARY MANAGEMENT:** This includes managing both army and navy units. It requires you to recruit brigades and commission squadrons and form them into groups of armies or fleets. To assign these groups the best generals and admirals available. To give them **Operational Orders** through the *Operational toolbar* as these units move across the map to protect your interests or seize those of your opponent. Armies can also be organised by sorting **Brigades** into **Flanks**. **Battle Tactics** can then be set for specific flanks depending on the composition of units contained within, to inflict a crushing volume of casualties on their opponents.



- **WARFARE:** Once you have managed your armies and navies it is time to manoeuvre them into battle. Move them across the **Game Map** to their objectives, whether it is to defend a province or attack it, or **Blockade** a port, the other nations will send their own **Military Forces** to attack yours. When they do you must be ready to respond in kind.
- **PROVINCE MANAGEMENT:** As you have already read these are the cornerstone of everything you will be able to do and achieve in the game. These must be managed and their elements upgraded when there is enough money and time to do so. Upgrading these precious locations will ensure that your **War Capacity** continues to grow and grow throughout the duration of the game.
- **REVOLT RISK:** Though this is not the most significant aspect of gameplay it is nonetheless one that must be observed and dealt with where necessary. **Revolt Risk** grows as you conquer the territories of other nations. Especially in those **Provinces** that contain the **Cultures** of different **Social Groups**. Left to fester **Revolts** can turn into armed **Rebellions**. If unattended, Rebellions can turn into **Revolutions**.

## 6 ACHIEVING VICTORY

### 6.1 WHAT ARE MY AIMS?

There are two types of goal in **March of the Eagles**. These are:

- **VICTORY CONDITIONS:** Concrete goals necessary to win the game. Essentially they are **Strategic Provinces** on the game map. Access the *Victory Conditions window* to examine what these are.
- **INTERMEDIATE GOALS:** These are essentially the stepping stones that enable securing **Victory Conditions** that much more easier.

### 6.2 WHAT ARE MY INTERMEDIATE GOALS?

These are not as concrete to define as **Victory Conditions**. The nature of intermediate goals will depend on the nation being played and the circumstances of the game. However most of the time your goals should be to:

1. Use diplomacy to get as many nations into your coalition.
2. Use diplomacy to ensure other nations stay out of your wars.
3. Use diplomacy to manipulate others nations into attacking your rivals.
4. Protect your own provinces by building forts and placing armies in them.
5. Blockade the ports of the dominant naval power (if at war with them).
6. Fight as many battles to raise your warscore, prestige and idea points.
7. Reduce your war-exhaustion by winning not losing as many battles as possible.
8. Gain as many ducats as possible through your provinces, events and when negotiating for peace.
9. Upgrade the infrastructure of your provinces to increase the generation of all resources and to raise the efficiency of production.
10. Ensure any ideas selected will affect the aspect of gameplay that you require most. Don't select naval ideas if building a large land army.

### 6.3 HOW DO I ACHIEVE THOSE AIMS?

Achieving both **Victory Conditions** and **Intermediate Goals** is easier said than done. It is a final balance between all the things we have covered previously:

- Managing resources and assets.
- Knowing what aspects of gameplay are handled by the appropriate portion of the interface and how to use them.
- Identifying any threats that are likely to stop you from winning.
- Understanding the fundamentals of the game and knowing when to execute them.
- Planning your campaigns of war and knowing when to sue for peace.

If you can balance all of these, then victory will be yours!

### 6.4 A FEW LAST WORDS OF ADVICE

When push comes to shove, you may not succeed in your first few games of **March of the Eagles [TM]**. If you do not understand some aspect of the game, try not to get frustrated. Re-read this **Beginners Guide**, the **Players Guide** or **Game Manual**. Try the **Tutorials**, enable the **Hints** or ask a question on the forum.



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## **ABOUT PARADOX DEVELOPMENT STUDIO - STRATEGY IS OUR GAME**

Paradox Development Studio has been a leading developer of globally renowned, PC-focused strategy games since 1995. Today the Stockholm-based studio is the center of a vast community of fans and modders both, with a reach that spans the entire globe and a strong presence in the United States and Europe.

One of the first developers to coin the term "Grand Strategy", Paradox Development Studio is the creative force behind successful franchises Europa Universalis, Crusader Kings, Hearts of Iron & Victoria. Their latest game release Crusader Kings II is one of the highest rated games 2012 according to Metacritic.

The development studio is currently working on Europa Universalis IV, the next installment in their empire building series, March of the Eagles and East vs. West: A Hearts of Iron Game.

Continuing to re-invent and advance each of these, as well as create all-new titles, is just one way the studio keeps it's 400,000+ member community coming back for more. Just as important is the studio's passion for rich strategy, shared by their fans, and their legacy of providing games so deep and challenging that each offers hundreds of hours of gameplay.

## **WANT TO KNOW MORE?**

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## **ABOUT PARADOX INTERACTIVE**

Since 1999, Paradox Interactive has been a leading global publisher of PC-based strategy games. World-renowned for its strategy catalog, the company holds a particularly strong presence in the United States and Europe.

Its steadily-growing portfolio includes firmly established PC franchises such as the critically acclaimed Europa Universalis, Crusader Kings, Victoria and the Hearts of Iron series created by Paradox Development Studio.

2013 will be Paradox Interactive's most ambitious line-up of titles to date with such anticipated releases as March of the Eagles, Empire, Dungeonland, The Showdown Effect, East vs. West: A Hearts of Iron Game, Cities in Motion 2 and Europa Universalis IV. It is also expanding its presence in the free-to-play arena with the upcoming game Salem: The Crafting MMO.

For more information, please visit [www.paradoxplaza.com](http://www.paradoxplaza.com), join our forum at <http://forum.paradoxplaza.com> and follow us at [www.facebook.com/ParadoxInteractive](https://www.facebook.com/ParadoxInteractive) and [www.twitter.com/pdxinteractive](https://www.twitter.com/pdxinteractive)

Our offices are located in New York, USA and Stockholm, Sweden. We work with renowned distributors world wide and are present on all major digital download portals. We share a passion for gaming and gamers and our goal is to provide deep and challenging games with hours of gameplay to our growing 400,000+ member community.

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