

QUICK START GUIDE

MARCH OF THE EAGLESTM





HIS SHORT GUIDE is intended to walk you through the opening steps of a game of March of the Eagles. So feel free to just jump right in. March of the Eagles is more streamlined and focused on warfare than Europa Universalis III or Crusader Kings II, but veterans of those games should be mostly at home.

If you are new to Paradox games, or have not had time to learn them in the past, here are the things you need to know about March of the Eagles.

1 Important information is kept at the top of the screen. By hovering your mouse over any numbers, you can learn what they mean and their rate of increase or decrease.

2 The brown tabs at the upper left will open the most important menus for your nation. You will learn about your ruler and objectives, your progress towards victory, your economy, the situation of your armies, your “ideas” and your diplomatic situation.

3 Important changes in your situation or diplomatic overtures will appear as **ALERTS** – sand colored tabs just below the top numbers.



4 You can pause the game at any moment and still give orders and instructions to units and diplomats. The **PAUSE** button pauses and unpauses the game, the + and – keys control the game speed.

5 Before you attack another country, check to see if it belongs to a coalition (or alliance) more powerful than you are. Denmark might look tasty, but if it is allied to Russia or France then you could be in trouble.

6 Watch your money carefully. You should try to run a surplus as long as you can, but the most important thing is to win the war. Sometimes going into the red is necessary.

7 Your armies will suffer more casualties than normal if they are fighting in a province with a low supply level or if they have to cross a river before entering battle.

Key things for everyone to keep in mind:

- 1 Unlike many other Paradox games, you can declare war on any nation that is not your ally or satellite. No “casus belli” is required.
- 2 Not all units come in equal sizes; some infantry will consume more manpower depending on their quality and character.
- 3 You can manage the details of your army organization by clicking the + tab on the lower right of army selection. This will let you decide where the artillery should go and which troops you want in reserve.
- 4 Only provinces with cities or forts need to be besieged in order for an army to take control of them. Provinces with neither belong can be captured by any enemy army that passes through them.
- 5 The first tab by the national shield at the upper right will show you what your target (or objective) provinces are. The more you control, the closer you are to earning victory.



A WALKTHROUGH OF WALKING THROUGH MECKLENBURG

If you are new to Paradox games or have struggled with learning them, hopefully this simple tutorial will help you get up to speed. Since this is a war heavy game, we will focus on military movement and conquest. **IF YOU ARE INVITED TO ANY COALITIONS DURING PLAY, REJECT THE OFFER.** For now.

After the starting the game:

- 1 CLICK ON SINGLE PLAYER.



- 2 SELECT PRUSSIA, THE WHITE OVAL WITH A BLACK EAGLE ON IT.

- 3 PRESS PLAY in the lower right. Wait for the game to load.

- 4 The game is paused at the start. At the top of the screen you will see THREE SAND COLORED ALERT TABS. CLICK THE ONE SHAPED LIKE A LIGHT BULB WITH A PLUS SIGN.



- 5 This is the Ideas menu, which lets you upgrade your army's abilities and national skills. **SELECT IDEA 1 IN THE LAND MOVEMENT TRACK (UPPER LEFT) – MARCH TO THE SOUND OF GUNS.**



- 6 **HOVER YOUR MOUSE OVER THE ALERT TAB SHAPED LIKE A TORCH.** You will see that your Polish provinces are at risk of revolting.



- 7 HOVER YOUR MOUSE OVER THE ALERT TAB SHAPED LIKE A GENERAL'S HEAD. You will be told how many generals in your country need jobs.



- 8 HOLD DOWN THE LEFT BUTTON ON YOUR MOUSE AND DRAG A BOX AROUND THE ARMIES BASED IN BERLIN (47.2 K MEN). In the upper left menu, CLICK MERGE ARMIES, to the right of the numerical information.



- 9 LEFT CLICK TO SELECT THIS ARMY. CLICK ON THE EMPTY PORTRAITS AND SELECT A GENERAL TO FILL THESE SLOTS.



- 10 With **THE BERLIN ARMY STILL SELECTED**, **RIGHT CLICK ON WITTENBERG TO NORTH TO MOVE IT THERE**. The game is still paused, so you will see animation, but there will be no movement.
- 11 **MOVE THE ARMY IN STETTIN** (by the sea) west one province to Neustrelitz, and **THE ARMY IN MAGDEBURG** (west of Berlin) north two provinces to Lauenburg. Fill both of these armies with generals as you did the Berlin army.
- 12 **CLICK ON THE RIGHTMOST BROWN TAB IN THE UPPER LEFT OF THE SCREEN**, the one with an eagle on it. This is your diplomacy menu.
- 13 **SCROLL DOWN THE NATION LIST UNTIL YOU SEE SAXONY**, your satellite. Select Saxony to open a list of options.
- 14 **CLICK INVITE TO COALITION**, the second option in the list. **PRESS SEND** at the bottom.



- 18 **MOVE YOUR WEST MOST ARMY INTO LUBECK.** Because this is a city, it will have to be besieged by your troops, meaning it will take time for the province to be captured. City and fort provinces have to have sieges.
- 19 Select your large southern army. **HOLDING THE SHIFT KEY, RIGHT CLICK ON THREE PROVINCES TO END IN ROSTOCK, AT THE TOP CENTER OF MECKLENBURG.** This is how you make specific paths for your armies. Note that rural provinces fall to you automatically – diagonal lines of your colour mark control.



- 20 **MOVE YOUR EASTERN ARMY** into the remaining provinces.
- 21 Select the large army in Rostock. At the lower left you can check the progress of the siege. You can see that you greatly outnumber the enemy. **PRESS ASSAULT.**
- 22 **ASSAULT THE CITY OF LUBECK NEXT.** You will notice that participating in these attacks gave skills to the leaders of the armies.



- 23 Once all of Mecklenburg is in your control, **CLICK THE MECKLENBURG SHIELD AT THE BOTTOM RIGHT OF YOUR SCREEN.** This is the war status menu.
- 24 Click on Mecklenburg in the war status menu to open the diplomatic options. **CLICK SUE FOR PEACE.**
- 25 In the peace negotiations, you can demand some of the provinces you captured or annex Mecklenburg outright (since you control the whole nation.) **SELECT ANNEX.**
- 26 Click on the province of Berlin. You will see a new province menu at your lower left. Click on the leftmost button, **RECRUIT BRIGADE.**
- 27 **BUILD AN ARMY OF 15 TO 20 UNITS.** Notice your gold and manpower numbers at the top of the screen decrease as you do this. Both values will change over time.



Congratulations! You are now master of Mecklenburg, Prussia is larger and you have a new army on the way. Feel free to pause or slow down the game and explore the rest of the menus and options. Or start a new game as a different power (hit ESC and then Resign to get to the main menu) and try what you have learned.

One important tool you have is your large variety of map options at the lower right. The top of the minimap has many different tabs that will reveal important information on the game map. Play with these buttons a little.



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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.

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