Age of EMPIRES III
The War Chiefs

ENSEMBLE
STUDIOS

Microsoft
game studios

Table of Contents

Colony Screen

Age Advancement Bar

In-Game Menu

I: Discovery Age

Home City
Icon

Experience
Progress Bar

Villager

Build

Commands

Mini Map
Displays the entire
game map.
• Chat
• Send Alert Flare
• Find Explorer
• Filters

Command Panel
Displays available:
• Units
• Buildings
• Commands
• Improvements

Resource Panel
Displays stockpiled resources and population.
• Current Population and Upper Limit
• Fire Pit
• Food
• Wood
• Coin
• Villagers

Current Unit

Stats Tab

Command Tab

Getting Started

Brave, proud, and wise, the war chief symbolizes the spirit of courage and leadership of Native peoples throughout the Americas during the tumultuous eighteenth and nineteenth centuries.

Age of Empires® III: *The WarChiefs* lets you glimpse these turbulent times through an immersive gameplay experience inspired by the historical events surrounding the American Revolution and the rise of a new nation.

Installing

To install *The WarChiefs*, you must have the original *Age of Empires III* already installed.

Insert the *The WarChiefs* installation disc into your disc drive, and then follow the on-screen instructions.

If Setup doesn't start automatically, complete these steps on Microsoft® Windows® XP:

1. On the **Start** menu, click **Control Panel**.
2. In the **Category View**, under **Pick a Category**, click **Add or Remove Programs**.
3. Under **Pick a Task**, click **Add a Program**.
4. In the **Add or Remove Programs** dialog box, click the **CD or Floppy** button, and then follow the on-screen instructions to install the game.

Getting Help

To get additional information while playing the game, use the tooltips feature by placing your mouse pointer over an icon or unit to display a brief description of that item and its capabilities.

For updates and to interact with the *Age of Empires III* community, visit: **http://www.agecommunity.com**.

Saving, Loading, and Quitting a Game

Saving On the **In-Game** menu, click **Save**. In the **Save File** dialog box, type a name in the **Filename** box, and then click **Save**.

Loading On the **In-Game** menu, click **Load**. In the **Open File** dialog box, select the filename of the game you want to play, and then click **Open**.

Quitting To leave a game while playing, you must first resign from your current game. On the **In-Game** menu, click **Resign**, click **Yes**, and then click the **Quit** button in the upper-right of the screen.

Civilizations and Units

Age of Empires III: The WarChiefs introduces three new playable civilizations:

- Aztec
- Iroquois
- Sioux

Each civilization provides different strengths and challenges. The Aztec were known for assembling powerful armies, the Iroquois for leveraging European technology, and the Sioux for developing superior horsemanship.

Aztec

At their height, the Aztec represented the most powerful civilization in Mesoamerica. The Aztec constructed great cities, most notably Tenochtitlan on the site of modern-day Mexico City. Described by some early Spanish as grander than most European cities, Tenochtitlan's advanced infrastructure included temples, markets, and canals.

In Aztec society, membership in the calpulli established each individual's religious and secular schooling, as well as warfare training. The men of a calpulli served together in battle and on the numerous public works projects.

The in-game Aztec civilization is based around a strong infantry consisting of several units, including elite infantry troops.

Iroquois

The Haudenosaunee, or Iroquois, formed a League of Five Nations long before Europeans arrived in North America (a sixth Nation joined later). The Iroquois Confederacy had a constitution with rules for the selection of war chiefs, guidelines for council meetings, and even suggestions for proper oratory at funerals.

Benjamin Franklin expressed great respect for the Iroquois Confederacy. During the American Revolution some tribes sided with the British while others sided with the colonists, effectively dismantling the once-powerful Confederacy.

Equipped with artillery and siege weaponry, the in-game Iroquois civilization can mount a powerful, but slow-moving assault.

Sioux

With the discovery of gold in their sacred Black Hills, the Sioux had sporadic conflicts with the new immigrants, leading to the Indian Wars and eventually the Battle of the Little Big Horn.

The Sioux Nation consists of three geographically distinct divisions of peoples who speak a Siouan language: the Lakota, Dakota, and Nakota. In the language of the Sioux, the names Lakota, Dakota, and Nakota mean "friends." The Sioux were famed for breeding and training horses.

Military advantages of the in-game Sioux civilization are primarily cavalry based. The Sioux strike hard and fast.

Common Units, Buildings, and Powers

The in-game Native civilizations have several buildings, units, and powers in common.

Tribal Council

Instead of a Home City, the Iroquois and Sioux civilizations have a Tribal Council. When you build your Home City Deck, you'll choose Cards that correspond to the powers and insights of the Tribal Council members.

Chief	Economic units such as villagers, Coin, Food, Timber, and Covered Wagons.
War Leader	Military units and upgrades, such as infantry, cavalry, or artillery units.
Shaman	Building upgrades to enhance your civilization's economic and military capabilities.
Wise Woman	Economic upgrades to more quickly grow your civilization's financial resources.
Messenger	Specialized military units and upgrades, such as naval units and mercenaries.

You manage your Card Decks and use the Tribal Council to acquire technologies and resources in the same way you would for a European civilization that has a Home City.

Fire Pit

The Fire Pit is where your villagers perform different ceremonial dances, each providing its own specific benefit. If you direct a villager to the Fire Pit, the villager will automatically begin a ceremonial dance.

For example, a Gift dance increases the rate at which your civilization accumulates Experience. The more villagers you have dancing, the more effective the dance.

Some dances spawn military units over time. The Alarm dance (Aztec, Sioux, and Iroquois) spawns Warriors—a militia-like unit that slowly degrades. The Aztec and Sioux have dances that spawn Skull Knights and Dog Soldiers.

Native Embassy

Available to all civilizations, the Native Embassy is enabled when you first ally with a Native tribe. Warriors from allied tribes can be trained at the Native Embassy, allowing you to train allied warriors near your Town Center.

Stealth

Stealth makes some units (such as Spies) invisible to most enemy units when moving. With the Stealth ability, you can see things without being seen.

Nature Friendship

War Chiefs for each civilization have the power to convert Treasure Guardians (such as bears and cougars) into allies that you can add to their forces.

Trade Monopoly

When you acquire over half the Trading Post sites on a map (Trade Routes or Native settlements), a Trade Monopoly button appears in the Command panel. To win the game, click the button to start the Trade Monopoly countdown, and then maintain control of at least half of the Trading Post sites before the countdown ends. (Trading Posts that you start building after the countdown begins do not count toward your win.)

Aztec Buildings and Units

House

For life in their relatively dry climate, the Aztec built their homes as simple structures made from adobe, with a thatched roof.

War Hut

The War Hut is where you train Aztec warriors. These warriors will likely make up the majority of your army.

The War Hut is also a defensive building that fires at nearby enemies.

Macehualtin

The Aztec Macehualtin is an infantry unit with a good attack and decent range. The Macehualtin is best used for ranged attacks and is most effective against heavy infantry such as Musketeers and Pikemen.

Wearing simple cotton armor and armed with slings and shields, the Macehualtin is the Aztec's cheapest and weakest unit. Available upgrades are Elite and Champion.

Coyote Runner

The Coyote Runner is an agile, fast armored warrior able to perform some of a true cavalry unit's duties at lower cost. He is good against skirmishers and artillery.

Because the Coyote Runner does his damage in melee combat, he is vulnerable to ranged attacks as he closes in. In the later Ages, you can upgrade the Coyote Runner to Elite and Champion.

Puma Spearman

The Puma Spearman is a spear-bearing infantry unit with decent hitpoints and damage, but no range. He does all of his damage in melee combat. Puma Spearmen are good against cavalry or buildings. You can upgrade the Puma Spearman to Elite and Champion.

Nobles' Hut

The Nobles' Hut is a more powerful version of the War Hut, with extra hitpoints and a higher attack. It is also where the military units of the Aztec ruling classes are trained— the Aztec Knights. You can access these warriors in the third Age.

Arrow Knight

The Aztec Arrow Knight is a relatively slow infantry unit with a good attack, a lot of hitpoints, and a medium range. The Arrow Knight fires flaming arrows at long range and is particularly effective against buildings and artillery. You can upgrade this unit to Champion.

Eagle Runner Knight

The Eagle Runner Knight is an infantry unit with a good attack and decent range. The Eagle Runner Knight flings javelins from an atlatl, and is good against cavalry.

Jaguar Prowl Knight

The Jaguar Prowl Knight is an infantry unit with a big attack, a lot of hitpoints, and no range. Armed with an obsidian knife, the Jaguar Prowl Knight is good against cavalry and heavy infantry. He also has Stealth ability.

War Chief

The War Chief is an infantry unit with a big attack, a lot of hitpoints, and no range. Because the Aztec War Chief does his damage in melee combat, he is vulnerable to ranged attacks as he moves in close. But the primary bonus for the War Chief is that all units near him earn extra Experience Points for kills.

Warrior Priest

The Warrior Priest is an infantry unit with a good attack. He can dance to heal nearby units, and he counts as two units when dancing at the Fire Pit.

Skull Knight

The Skull Knight is a slow-moving, elite infantry unit with a lot of hitpoints and no range. A powerful melee fighter, the Skull Knight is vulnerable to ranged attacks.

Iroquois Buildings and Units

Siege Workshop

The Siege Workshop is a special-purpose longhouse used by the Iroquois to produce siege weapons such as the Mantlet, Ram, and Light Cannon. These are some of the deadliest units available to the Native civilizations, so it's critical to protect your Siege Workshop once you build it. And if you see an enemy Siege Workshop, destroy it!

Mantlet

The Mantlet is an infantry unit with a weak attack, but it has plenty of hitpoints and good range—use it at the front of your army to provide a shield against damage. Because Mantlets can withstand enemy fire, they are good at attacking towers and other buildings. They do their damage at range, so maintain a good range whenever possible. Mantlets can be upgraded to Champion.

Ram

A land based siege unit with short-range and a high-building attack. Slow and lumbering, the Ram is quite effective at reducing an enemy town to rubble.

Light Cannon

The Light Cannon is available from the Siege Workshop in the fourth Age; you can also obtain it from the Tribal Council. It has a long range and can do peripheral damage to units and objects near its target.

Use the Light Cannon against artillery, infantry, and buildings.

War Hut

The War Hut is the home of infantry units and the improvements they use to increase the amount of damage they can take and inflict.

War Huts have an Attack ability. Building several of them in an area increases its defense and allows you to build more units simultaneously.

War Chief

The War Chief is an infantry unit with good speed and attack. The War Chief can be given the ability to heal, as well as attack multiple enemies at once, greatly increasing hitpoints. But the primary bonus for the War Chief is that all units near him get a boost in hitpoints.

Aenna

Aennas are a ranged infantry unit that is cheap to produce and available early. You can upgrade them to Elite and Champion.

Aennas are best fielded against slow, non-ranged units, so that they have time to fire a deadly barrage of arrows before they are forced to flee or fight hand to hand.

Tomahawk

The Tomahawk is an infantry unit that is good against cavalry, with a good attack and short range. The Tomahawk does his damage at range; and it is good to maintain this range whenever possible.

Forest Prowler

The Forest Prowler is a light infantry unit armed with a rifle. He has a long range, Stealth ability, and is good against slow, heavy infantry. Usually at a disadvantage in hand-to-hand fighting, you can upgrade him to Champion.
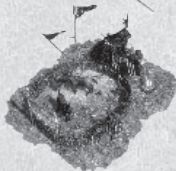
Corral

The Corral is the home for cavalry units and the improvements that increase the amount of damage they can sustain and inflict. Train as many units as you can afford, but each additional group stacks up behind the first.

Kanya Horseman

The Kanya Horseman is a cavalry unit with a big attack, good speed, and no range. Armed with clubs and axes, the Kanya Horseman does his damage in melee combat. He is vulnerable to ranged attacks as he moves in close; though as a cavalry unit, he doesn't spend as much time closing. He can be upgraded to Elite and Champion.

Musket Rider

Musket Riders are a fast, ranged unit. They are effective at raiding and chasing down enemy cavalry. Their range is short and they can be vulnerable to longer-ranged warriors. As a third Age unit, you can only upgrade Musket Riders to Champion.

Musket Riders have a good measure of everything that makes a unit effective: speed, some range, and hitpoints. They do cost more population space than infantry, but infantry can't catch them.

Travois

The Travois is similar to the Covered Wagon, except that you can use a Travois to immediately create (for free) any building available to the Iroquois during the current Age, other than Trading Posts or Town Centers. This lets you create a variety of buildings on demand. Or you can save your Travois until later Ages, and then create more expensive and powerful buildings (such as Plantations) without expending resources.

Sioux Buildings and Units

Teepee

Unlike Houses, Teepees do not increase your population limit. (The Sioux start with a 200 population limit.) Sioux military units close to a Teepee get additional hitpoints. Build them around your town to strengthen your warriors on defense.

War Chief

The War Chief is a light cavalry unit with good speed and attack, but no range. This means the War Chief is vulnerable to units until he closes in on them. As one of the faster units in the game, this happens quickly.

He also increases the speed of movement for nearby allied warriors. So putting him with a group of cavalry units makes the entire group move faster than normal.

War Hut

The War Hut is the home of infantry units and the improvements that will increase the amount of damage they can take and inflict.

War Huts are relatively inexpensive, so you may want to build an additional War Hut to produce units faster, or have one on hand that focuses on improving your soldiers.

War Club

The War Club is an inexpensive Sioux hand infantry unit with decent hitpoints and damage, but no range. This infantry unit does all its damage in melee combat.

War Clubs are best fielded against cavalry or buildings. They are cheap to train and cost no Coin and may be trained in the Colonial Age. You can upgrade War Clubs to Elite and Champion.

Cetan Bow

Cetan Bows are an inexpensive, ranged light infantry unit. Available early, their range starts out very poor, but increases dramatically with their first upgrade. Available upgrades include Elite and Champion.

Cetan Bows are best fielded against slow, non-ranged units so that they have time to fire a deadly barrage of arrows before they are forced to flee or fight hand to hand.

Wakina Rifle

The Wakina Rifle is an infantry unit with excellent range and damage, but relatively few hitpoints and a poor melee attack. They cannot stand long against tougher infantry or the cavalry units that close in on them.

Wakina Rifles tend to do well against non-ranged infantry because they can cause a lot of damage while the enemy infantry close in. They are effective against other infantry, but cavalry will mow down Wakina Rifles if they can get close.

Axe Rider

The Axe Rider is a cavalry unit that is good against artillery. He has a big attack, good speed, and no range. Because the Axe Rider does his damage in melee combat, he is vulnerable to ranged attacks as he moves in close; though as a cavalry unit, he doesn't spend as much time closing in. You can upgrade the Axe Rider to Elite and Champion.

Bow Rider

The Sioux Bow Rider is a cavalry unit with a dangerous ranged attack, good hitpoints, and excellent speed. He can move in and out of combat quickly and is good against cavalry. Because he's armed with a bow, however, he isn't very effective in melee combat.

Rifle Rider

The Rifle Rider is a Sioux cavalry unit with good speed, hitpoints, and a solid ranged attack. Unlike other ranged cavalry units, they are actually quite effective against ranged infantry and artillery. You can upgrade the Rifle Rider to Elite and Champion.

Tashunke Prowler

The Tashunke Prowler is a special cavalry unit with Stealth ability, a big attack, and good speed, but no range. First available in the second Age, the Tashunke Prowler gains strength through numbers—the more of them you have, the tougher they get. A melee fighter, they are primarily armed with coup sticks.

Dog Soldier

The Lakota Dog Soldier is a cavalry unit armed with a spear that is good against light infantry and artillery. Dog Soldiers can only be obtained from Fire Pit dances or from the Tribal Council.

New European Civilization Units, Abilities, and Buildings

Although the new American Indian civilizations are the primary focus of *The WarChiefs*, the European civilizations aren't neglected. New units and upgrades will significantly enhance your gameplay experience.

New Military Units

More military units are now available to help you emerge victorious.

Horse Artillery

Costing more than a Falconet, this horse-drawn artillery unit offers good speed and mobility. The Horse Artillery unit enables you to position Cannon easily and quickly during a battle.

Spy

With his Stealth ability and a bonus against mercenaries, explorers, and War Chiefs, spies are useful in military campaigns, particularly as a relatively low-cost infantry unit. Another plus—Spies can also see other Stealth units.

Petard

The Petard is armed with a small explosive device, primarily used at close range to break down walls and other defensive structures.

Saloon

The Saloon not only provides a great place to hang out and discuss current events, but it also generates mercenaries and outlaws that you can use to build up your forces. *The WarChiefs* includes new mercenaries to further augment your military options.

Fusilier

A light infantry unit armed with a flintlock musket, the Fusilier offers a fairly inexpensive way to round out your army.

Elmeti

Primarily known for their roles in the Italian military, these heavy cavalry units are armed with lances and offer a useful counterpunch against infantry.

Ninja

Invisible, deadly, and mysterious, these formidable warriors of historic Japan can turn the tide in any battle. The Ninja are mercenary Spies. With their Stealth ability and bonus versus mercenaries, explorers, and War Chiefs, you'll find their swift, silent attacks powerfully useful.

Li'l Bombard

The Li'l Bombard is a mercenary artillery unit. It is the second biggest cannon in the game, making it very useful on any battlefield.

Revolution

This is a new option for all European civilizations. Once you reach the fourth Age, you can revolt and become a new nation. Choosing Revolution completely restructures how your civilization operates, essentially putting you on a total war footing.

When you choose Revolution, your Home City and Flag change to mark your allegiance to your newborn country. All your villagers stop gathering resources and instead become Colonial Militia.

Also, your Card Deck changes to a Revolution Deck, which contains the following four cards only:

Gatling Gun

The precursor to modern machine guns, the Gatling Gun is a rapid-fire artillery unit that can chew up opponents at a brisk pace.

Colonial Militia

Instead of villagers, your Town Center now produces Colonial Militia. These Infantry units are similar to Minutemen who can fight for extended durations.

Ironclads

These powerful ships combine firepower with superior armor, allowing them to inflict and take on significant damage.

Fort Wagon

The Fort Wagon is a mobile unit that lets you build Fortresses to defend your territory. You can continue to send Fort Wagons indefinitely.

Single-Player Campaign

The WarChiefs single-player Campaign continues the story of the Black family begun in *Age of Empires III*, as two new generations confront fresh challenges in the New World.

It is a tale of two men—Nathaniel Black and his grandson Chayton Black—whose European and Native American heritage fosters deep introspection as they witness the birth of a new nation.

Nathaniel Black

Raised by his Iroquois mother Nonahkee and uncle Kanyenke, Nathaniel helped unite several Iroquois villages into a cooperative of shared interests and economy. But the rising conflict between the colonists and the British forces him, and other Iroquois, to choose sides. As the continent descends into war, under whose banner will Nathaniel's wits and courage be tested?

Colonel Sven Kuechler

Colonel Sven Kuechler prides himself on his strict adherence to Hessian military virtues. Discipline. Obedience. Ruthlessness. There's nothing "soft" about Kuechler's leadership. His job is to extinguish this traitorous rebellion firmly and decisively. And none shall stand in his way for long.

George Washington

The only unanimously elected president, George Washington stands tall in history as one of America's greatest presidents. A Virginian landowner and farmer, General Washington understood well both the sword and the plowshare. During the French and Indian Wars, Washington survived many battles, even having two horses shot out from under him. As commander in chief of the Continental army, one of Washington's greatest challenges was maintaining his troops' morale during the bitter winter at Valley Forge.

Chayton Black

Nathaniel's half-Lakota grandson, Chayton Black, seems to have inherited his family's tendency to wind up smack dab in the middle of opposing forces. When gold is discovered in the Black Hills, tensions between the Sioux Nation and settlers erupt. Against a backdrop of greed, fear, and prejudice, Chayton discovers that taking the convenient side can cost everything—even his own identity.

General George Armstrong Custer

Impulsive. Proud. Witty. Tragic. While he'll always be remembered for that fateful day at the Little Big Horn, Custer's life was paradoxical. A fierce warrior who thrived on conflict; a devoted husband adored by his wife; a failed leader who led his men to destruction.

Custer clearly loved the western frontier and reveled in his role in shaping it. Nevertheless, as with any historical figure, the drama of his life and its final act remain clouded in legend.

Sheriff Billy Holme

Sworn to preserve and protect, Sheriff Holme sees this territory as a land of conflict and opportunity. He's a survivor—a tour of duty during the Civil War has given him a gruff, sometimes jesting, view of life. With his long-time friend Chayton by his side, Holme is not a man to let events simply unfold for themselves.

Multiplayer

For a great multiplayer experience, Ensemble Studios Online (ESO) is a quick and easy way to find other *Age of Empires III* players. (You must have an Internet connection to use ESO.)

ESO provides a variety of options that let you host games, join games, configure Home Cities, chat with other players, and participate in ladders and clans. You can create and manage different Home Cities that persist across multiple online game sessions, as well as choose new Cards and build multiple Decks to experiment with different in-game strategies.

If you experience any problems connecting to ESO, review the readme file included with *The WarChiefs* for possible solutions.

You can also find useful information at our community Web site: **www.agecommunity.com**. Visit the site often for news, forums, and game updates.

Playing *The WarChiefs* on ESO

You don't need to create a new ESO account for *The WarChiefs*. Instead, simply log in using the same ESO account you set up for *Age of Empires III*. When you log in, ESO will automatically enable the *Age of Empires III* account to play on ESO (as long as no one has previously used CD key included with *The WarChiefs*).

Creating a Home City on ESO

You'll need to choose or create a Home City/Tribal Council for the session. If you haven't created one already, the **Create Your Home City** dialog box will appear. Enter the information needed to create your Home City.

Before you start your session, you can update your Home City's Cards and Deck from the Home Cities screen. When you are ready to start the game, click the **Play** button.

Your *Age of Empires III* Home Cities are available for play in *The WarChiefs*. And although the Card Decks that came with *Age of Empires III* will be read-only, you can make copies of them to modify and use in *The WarChiefs*.

Using the More Rules Menu

When you host a game on ESO, use the **More Rules** menu to select your gameplay mode: Classic, Standard, or Treaty.

- **Classic** is basic *Age of Empires III* rules. No Trade Monopoly is possible.
- **Standard** is *Age of Empires III* rules with the Trade Monopoly victory possible.
- **Treaty** is divided into games of 10, 20, 30, and 40 minutes, during which no combat is allowed until the time runs out and the Treaty expires. Treaty does not support the Trade Monopoly victory.

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Technical Support

In the U.S., visit *http://support.microsoft.com/games*.

In Canada, visit *http://www.microsoft.ca/support/*.

Outside the U.S. and Canada, visit *http://support.microsoft.com/international.aspx*.

On these Web sites, you can:
- Download the latest updates.
- Find Microsoft Knowledge Base articles that target specific issues.
- View "Show Me How" videos for solving common problems.
- Access other support services.

Microsoft support services are for technical issues only—please do not use them to request game hints, codes, or cheats.
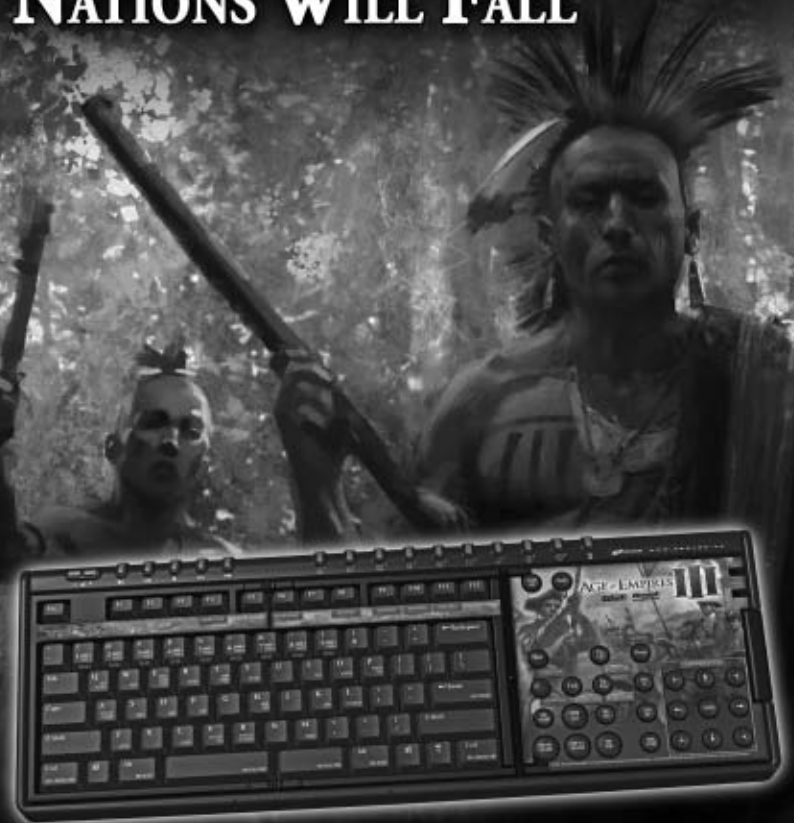
Chat & E-mail Support: To chat immediately with a Microsoft Support Professional, or to submit your issue by e-mail (e-mail responses may be delayed by several hours), visit the location-appropriate Web site listed above.

Phone Support: To speak with a Microsoft Support Professional (long hold times may be experienced), in the U.S. call (800) 537-8324, and in Canada call (905) 568-3503 (toll charges may apply). Outside the U.S. and Canada, visit *http://support.microsoft.com/international.aspx*.

TTY Support: To use Microsoft text telephone, in the U.S. call (800) 892-5234, and in Canada call (905) 568-9641 (toll charges may apply). Outside the U.S. and Canada, visit *http://support.microsoft.com/international.aspx*.

Conditions: Microsoft's support services are subject to then-current prices, terms, and conditions, which are subject to change without notice.