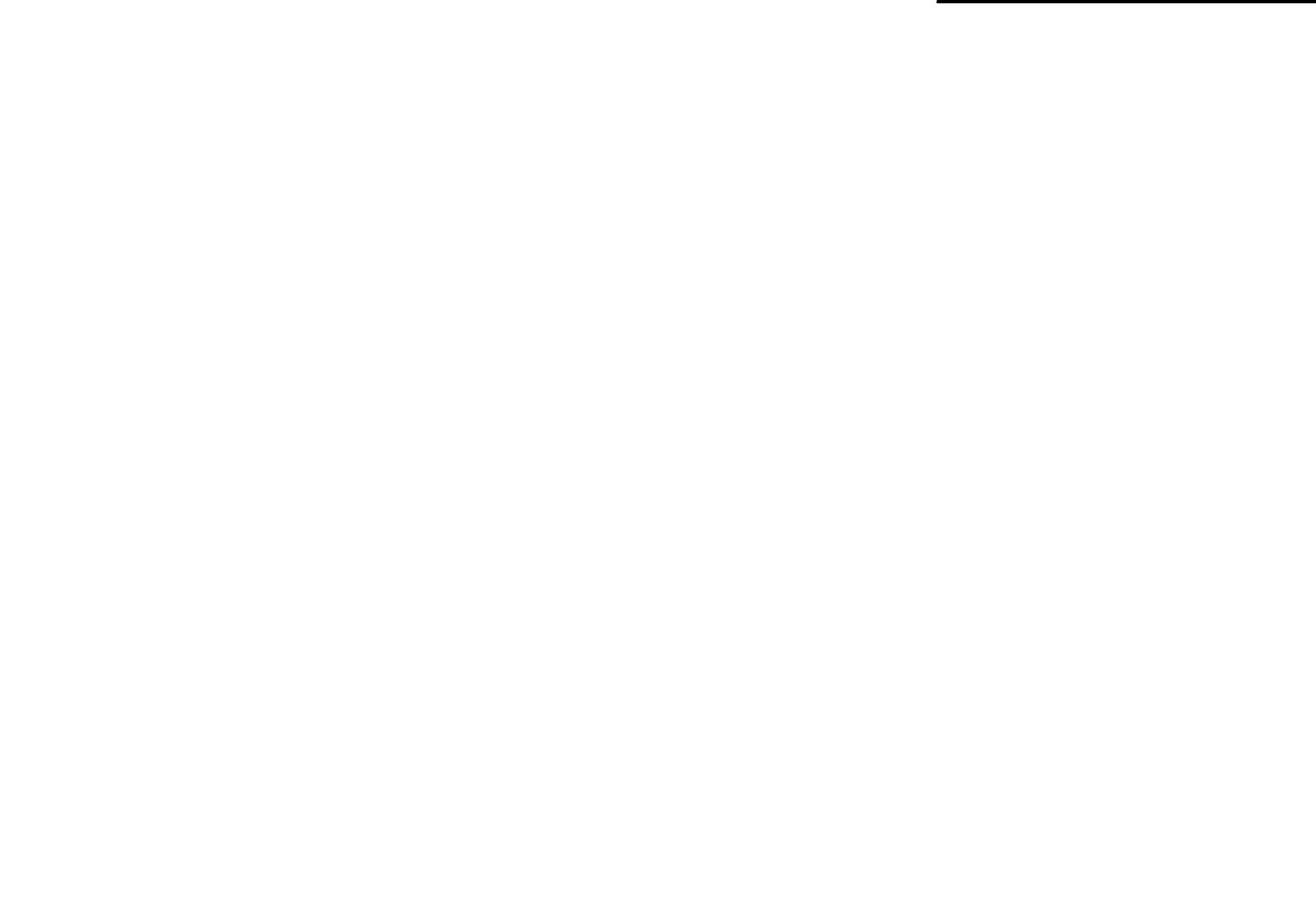


# The Settlers

Instructions Manual







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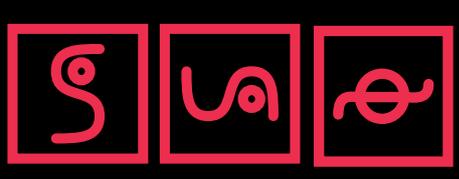
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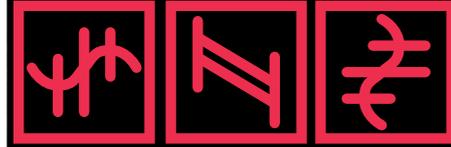
## 0. Preface

Dear Blue Byte client. What you have in your hands is not simply a game manual. It is an adventure guide that will become an epic and that will probably lastingly change your life in the coming months, along with your attitude towards entertainment.

"The Settlers" is a program that you can play as often as you like and that will teach you new things.

After playing for a few hours, you will agree with us when we say that this game has no equal in terms of style or graphics.

For the first time, users can enter a world so complex, so detailed, that they will literally want to plunge themselves into the game. With The Settlers, we have achieved the goal that programmers have set for themselves since the beginnings of video games: create a new world for the player, where the adventure never finishes and can continue, based on the desires of the players, to grow for years to come. The text in the box is very clear: if you have had enough of daily life and you would like to forget about it for a while, you no longer have to save up to buy yourself a new State. The Settlers will allow you to construct your own refuge, one that you can modify and enlarge as you like. We will be pleased if you can find the peace and calm in your realm that is missing from your daily existence. In fact, we are sure that you will. This manual has been written to help you achieve this freedom; it will:



1. - allow you to install The Settlers on your computer.
2. - familiarize you with the basic principals that... (see 3).
3. - you can apply and try for the first time.
4. - give you general information.
5. - allow you to understand how the game functions.
6. - teach you new things if necessary.
7. - help you understand any areas that are not clear.
8. - address itself to users who want to know everything about the game, right down to the last detail.

At the end of this manual, we have included a troubleshooting guide along with an index that will be extremely useful. Don't be intimidated by the bulk of information. We have designed this manual to be clear. You don't need to be a student in economics in order to understand it. You can always find the information you need. The Settlers is a game that will provide you with an enormous amount of pleasure and entertainment.

The Blue Byte team. October 1993.

## 1. On the right path...

### 1.1 Computer specifications

The Settlers requires an Amiga or an IBM PC or compatible (386 minimum) with a hard disk. As this program will exploit each computer to the best of its capabilities, you do not have to worry about your configuration, especially if you are using a PC. Based on your computer's memory capacity, the program will automatically use this memory as needed. If you have more than enough memory, the game will be even more enjoyable to play because you can play with the sound effects, music and other new possibilities of the game.

### 1.2 The Settlers - Presentation

Congratulations! By purchasing The Settlers, you have just acquired an extraordinary program that will fully exploit the capabilities of your Amiga or PC. This is true whether you are using an Amiga 500 with 1 MB, an Amiga 4000 with 10 MB and a hard drive, or a PC 386 or DX2 486. The Settlers is an "intelligent" program that thinks for you and a game where you are not required to take care of everything yourself.

The Settlers is a "linear timing" program: no matter what you do or what calculations are made by the computer, the settlers will always work or fight at the same speed. This is a new feature that does not exist for programs as complex as this one. You will decide where





## 1. On the right path...

you want your settlers to construct buildings, how the roads will be made, where to search for raw materials, and where they will attack the enemy. You can also modify numerous parameters that will affect the behaviour of your settlers.

The computer will handle the execution of your decisions and it commands your numerous settlers. The men will build houses, cut down trees, work in the mines, construct weapons and tools, dispatch construction materials in the places where they are needed, defend their castles against enemy knight attacks, provide the miners with food, and many other things!

The Settlers will allow you to play in several ways: alone, in teams or in training mode. Alone or in a team against the computer, alone or in a team against opponents controlled by the computer that you have chosen yourself, in 2 player mode and against opponents controlled by the computer, or just with players controlled by the computer in order to watch the world evolve without you having to intervene.

The goal of the game is to build a prosperous and well organized city and to gain control of the enemy cities. This might initially seem simple to do, but in reality it is much more complex. If you consider all the game's problems inversely, that is from the end of the game first, you will understand better:

In order to conquer the enemy castles, you will need many knights. To keep their moral up, you will need gold, and for the weapons, you



## 1. On the right path...

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will need iron and coal. These raw materials are found in mines. The mines must be provided with food and the raw materials must be melted in a foundry.

The food supply is insured by the fishermen and the farmers, but they need tools, as do all other workers. These tools are made by smiths. To build huts, houses, castles you will need construction materials and workers...

But don't worry, you won't have to remember all this for the moment; everything will be explained along the way. We hope that you will enjoy this game.

The Blue Byte team

### 1.3 Configuration

This paragraph concerns the Amiga version only.

The program will try to use all the capabilities of your computer. We recommend that you read the following paragraphs carefully to insure its proper functioning. If you are not familiar with computers and the words "Chipram" and "Fastram" don't mean anything to you, do not read chapters 1.3 and 1.5.



a) General remarks about the configuration

Do not forget that any program already loaded when the game is launched will take up memory space; memory space that might be needed by the Settlers game in order to run properly. We recommend, therefore, that you do not load other programs into memory if you are going to use the game. If several programs are automatically loaded when the computer boots up, use another startup-sequence for The Settlers.

b) Configuration for 512 KB of Chipram or 1 MB of total memory only.

If you have 1 MB of Chipram and at least 1.5 MB of RAM total, you can skip this paragraph. The program uses Chipram memory for the screens, the animation, the sound effects and the music. If you have only 512 KB of Chipram, you will have to sacrifice something: you will hear only part of the sound effects, and no music at all. The sound effects are loaded based on the available memory. You can increase the available memory by:

- disconnecting unnecessary disk drives
- not activating the hard disk (if it contains Chipram)
- avoiding to launch other programs

The rest of the available memory is used by the program for the

## 1. On the right path...

data, the scenery, and the graphics. In order to use the scenarios with only 1 MB of memory, we recommend that you reread the points mentioned above.

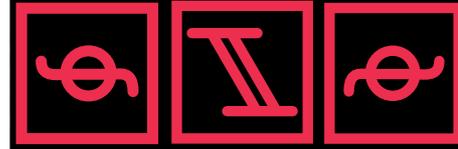
### 1.4 Hard disk installation

If you want to use the game from floppy disks, you can skip this paragraph.

PC:

**WARNING!!!** Before using the original floppy disks, we recommend that you make a backup copy of them.

- 1) Turn your computer on as usual
- 2) When the system is operational, insert the first game disk into one of the drives
- 3) Enter the letter of this drive followed by a colon (:) and press the Return key. For the internal drive, for example, enter the letter a:. If you have a second drive, this is usually designated by the letter b:.
- 4) Enter the installation program's name (INSTALL), then press the RETURN key.



5) When the program has been launched, you will have to specify the path for the installation. If you want to change the path proposed by the program by default, enter the new path and confirm by pressing the RETURN key. The installation of the program will begin. To quit the installation program before the end of the installation procedure, press the ESCAPE key.

6) When the installation program is finished, enter (SETTLERS) to launch the game.

AMIGA:

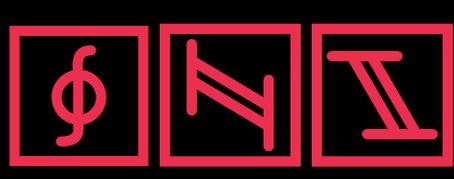
**WARNING!!!** Before using the original floppy disks, we recommend that you make a backup copy of them.

1) Start up your AMIGA as usual from the hard disk. When the Workbench screen appears, insert the first disk (with the installation program) into one of the drives.

2) Open the disk by double clicking on its icon. A window will open containing other icons. One of these icons, "Install", represents the installation program for Blue Byte games.

3) Launch the installation program by double clicking on its icon.

4) In the installation program's window, you will see two dialogue boxes. Enter the name of the drive where the installation program is



## 1. On the right path...

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located in the upper dialogue box. This will normally be the internal drive "DFO:" and this is the drive indicated by the program by default. If the installation floppy disk is located on the external drive, enter the corresponding letter (DF1-DF3). Confirm by pressing the RETURN key.

The lower dialogue box is only used for the target drive. As this disk normally carries the name "DHO:3", it is the drive selected by default. If you want to install the program in another directory, enter the path corresponding to your configuration. As you have probably created a special folder for your games, you can also specify the directory in which you want to install the game, for example:

dhO:games/bluebyte/

If the specified directory does not exist, it will be created automatically by the installation program.

## 1.5 Status screen

As the PC version differs in terms of the utilisation of the system's capabilities, PC users can skip this chapter as the status screen will be of no use for them. When you launch the program, the status screen is displayed. It will tell you how the program is using your computer. It displays the following information:



1. Workbench

Indicates whether the workbench has been deactivated (which allows the user to free up memory), if the workbench has not been deactivated, if start-up programs have been loaded, or if the workbench has not been opened.

2. Program

Indicates if the program is stored in Fastram. If this is the case, the program is much faster because it can work in tandem with the Blitter.

3. Data

Indicates, as for the program, if the data is stored in Fastram (thereby further increasing the speed of the program).

4. Sounds

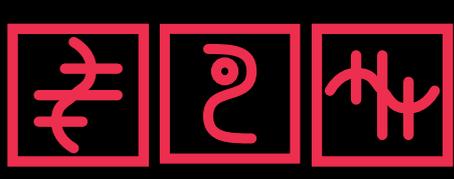
Indicates if the sound effects (none or a part) are loaded or not into memory (based on the size of the Chipram memory available).

5. Music

If you have 1 MB of memory, the music must be loaded into memory.

6. The game worlds

The number indicates the maximum size of the game's world. This will depend on the size of the available memory and can be limited by the storage device (see 9) or the processor (see 8). You will find more precise information in the table at the end of this chapter.



## 1. On the right path...

### 7. Missions

You can undertake missions beginning with a size three world.

### 8. Processor

Indicates the type of processor(s) installed in your Amiga.

### 9. Storage device

The games are saved on hard disk or floppy disk. The size of a game's world is limited to 5 for floppy disks (size 7 represents 1.6 MB). Moreover, a size 5 world is already immense.

If you play on a PC, do not worry about all this information. As indicated above, your computer will load all necessary data into its memory based on your system's configuration .



## 2. To get started...

### 2.0.1 Copy protection

When the program is launched, the computer will ask you to enter a code. You will be presented with 16 different symbols. For example, if the program asks you which combination of symbols is found at the top of page 18, look on the page in question and click with the mouse on the corresponding symbols in the correct order. If you click on the correct symbols, the program will continue.

### 2.1 The main menu

This is where all the preliminary parameters are displayed before the launching of the game. A maximum of 4 groups of settlers can participate in the game. A group of settlers is controlled by the player, by the computer or by two players working as a team. To choose a game mode, click on the second icon from the left. The icon's graphic and the text will indicate the game mode chosen among the following modes:



Mission: Orders fixed; opponents controlled by the computer (1 player), or 2 players in a team, with blue settlers.



Training: Orders fixed for new players (1 or 2 players in a team with blue settlers).

## 2. To get started...

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1 player: Opponents that can be modified at will and game for 1 player or 2 players in a team with blue settlers.



2 players: Opponents that can be modified at will and game for 2 players against each other. One of the players plays with the blue settlers, the other with the red settlers.



Demo mode: Here you are only an observer. You watch the computer colonize itself.



In the lower half of the screen, you see the participants of the game. In the left part of the screen, you will see an image. On this image, you will see a friendly settlement (if this is the group of settlers that you control) or a less-friendly adversary (the computer). If you do not see an image, this group of settlers does not exist in the game. The different opponents controlled by the computer have their own personalities, and can be aggressive or reserved, ready to take risks or preoccupied by their own security. You will find further on indications concerning the personality of these opponents. On the right side of the image, you will see three bars having the colours of blue, green and red. These indications are very important. The blue bar indicates the state of the stocks of a settlement (city) at the beginning of the game. A large stock allows for rapid expansion and procures certain advantages. A small stock creates problems when the city begins to expand.



If you are a novice, make sure that the blue bar is always above the



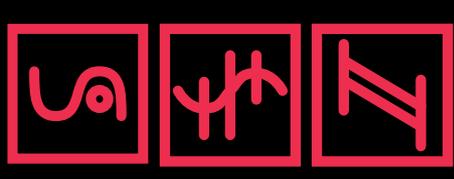
50% level. The green bar indicates the intelligence level of the players controlled by the computer. This level affects the rapidity of their actions and reactions. For the players, the green bar is always at its maximum (we assume that you are extraordinarily intelligent...) and has no other signification.

The red bar represents the growth rate. The higher it is, the faster your settlements will reproduce, and the faster you can expand. Novices should try to keep this bar above the 50% level.

According to the game mode chosen, you can modify certain other parameters. To start off, we recommend that you try the training game No1.

**Mission:** You will see, in the middle of the screen, the current level (beginning 1), the password (at the beginning "START") and two arrows. When you accomplish a mission, the program will display the password that allows you to restart the game at the same level. Click on the password and enter the new password. Do not forget to press the Return key to confirm. If the password is incorrect, the message "FALSE" will be displayed. If the password is correct, you will see the level to which you will have access.

With the arrows displayed to the right of the password, you can  return to the levels already completed. You can also activate  the team mode by clicking with the mouse in the left frame.  You will see two mice. We recommend that you do not try the



## 2. To get started...

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mission orders right away.

- Training game: there is no password for training. You can directly select each available training game by using the arrows. As for the missions, you can activate the team mode by clicking with the mouse.

- 1 player, 2 players and demo mode: You can modify numerous parameters for these game modes. The size of the world is displayed in the centre. To modify it, click on the small or the large planet. Novices should probably not play with worlds with a size greater than 3, as they will be quickly submerged by the train of events... You can modify all data concerning a group of settlers:

- the blue bar for the state of the stocks
- the green bar for the intelligence (when the opponents are controlled by the computer).
- the red bar for the growth rate
- the button to activate or deactivate the opponents controlled by the computer 
- the image of the adversary controlled by the computer, to choose another.

The initial data is chosen randomly. If you are a novice, we recommend that you change the parameters to your advantage, especially where the stocks are concerned, because a large stock is very important. If you want to see the game in demo mode, you can increase the intelligence level of the players controlled by the computer,



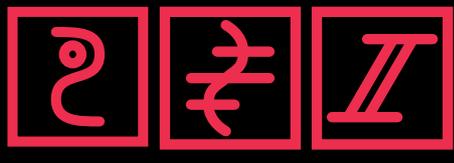
but reduce their stock. The combination of numbers displayed to the right is a randomly chosen number for the creation of a world. This number decides the location for the mountains, lakes, deserts, forests, etc. in this world. The same combination of numbers will produce, therefore, the same world. To change worlds, click on the icon to the left with the question mark and another combination of numbers will immediately be chosen. The icon remaining in  the middle of the screen and the turning star, that you have perhaps already noticed, will be explained in the following section.

In 1 player, 2 player, or demo mode, you will want to set the values of each participant at the same level. In the middle of the frame to the right, you will see a small arrow. Click on the icon and the data for the player (or the adversary controlled by the computer), which is located to the far right, will be the same for all the other participants. The player situated furthestmost to the right is always used, because the only players that have modifiable levels of intelligence are those controlled by the computer.



To launch the game, click on the "START" icon. The screen will fade to black and the computer will calculate the game's world. A red bar will inform you of the progression of the calculations.

To reload a previously saved game, select the "LOAD" option. A few seconds later a window will appear with a list of files saved on disk or floppy disk. If you want to change floppy disks, insert the new disk



## 2. To get started...

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and click on the change disk icon. Click on the name of the saved game and then on "load" to load the game, or on "Exit" to cancel. When a game is loaded, a message appears on the screen to tell you if the loading procedure went well or if there were any errors encountered. Click on "Exit". If the game was correctly loaded, a new screen will be displayed and you will see all the opponents and all the values of the beginning of the game. This is important if you do not remember against whom you played, or the strength of your opponents. With the exception of the title, only the "Start" and "Cancel" icons remain activated. The "Start" icon allows you to continue the game, the "Cancel" icon to return to the main menu. To quit the game, click on the EXIT icon in the upper left corner of the screen.

The additional options icon is discussed in paragraph 6.5.

### 2.2 The game - The commands

You can play alone or with two players, with all functions being identical. The only differences are that in 2 player mode the screen is divided in two, the image of the world is smaller and the icons are closer together. As no additional explanation is generally required for the 2 player mode, it will only be rarely discussed in the information that follow. After launching the game, you will see a part of the world on the screen: perhaps some grass with some trees or a lake. To simplify future explanations, this part of the world will be called the

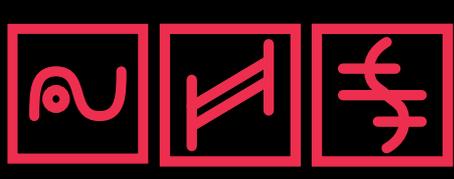


"screen" from now on. At the bottom of the screen are 5 different round icons that have different functions. They will be called the "Menu" from now on.

As we have already mentioned, you will only see a part of a world on the screen. According to the size of the screen, the world can range from 10 to 1200 times this size for giant worlds. To move around in a world, press the right mouse button and drag it in the desired direction. When you arrive at the desired destination, release the mouse button. Look at the scenery for a moment. You will see deserts, lakes, forests, mountains, and many other things.

Perhaps you have noticed your pointer in the middle of the image when you launched the game. It is made of a central symbol and 6 surrounding points. You position this pointer where you want to activate one of the game options. If, for example, you want to construct a house or a road somewhere, you must first place your pointer on this area. To place the pointer on the desired area, just click on the screen with the left mouse button. The pointer's central icon, which is also displayed in the lower left of the menu, will probably change. We will discuss this in the following paragraphs.

**SPECIAL CLICK:** further on in this manual, we will often use the term "Special Click". This means that you do not click only on the left button as usual but you must additionally press the right button. Therefore, a click on the left button while pressing the right button



## 2. To get started...

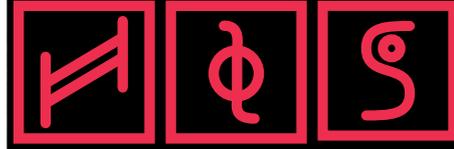
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is called a "special click". Why? Certain functions in the game are very powerful! For example, an accidental click on the mouse could destroy an important building. This special click is moreover often used for additional functions.

### 2.3 The map

In the middle of the menu, you will see a "map" icon. Click on this icon with the mouse. A new window will appear above the game's world. You will see a geographic map with different icons. On this map, the prairies are indicated in green, the deserts in yellow, the lakes in blue and the mountains (according to their height) in brown and white. If you click somewhere on the map, your screen will move to the corresponding area and the world and map will disappear. Try clicking on a lake or a desert: it will immediately appear on the screen. You can similarly select a faraway area very quickly by scrolling through the world until you reach the area, as explained in chapter 6.

A world is "endless", which is to say that if you continue moving to the left you will eventually return to your point of departure. The world does not have, therefore, any „edges“. You will understand this better if you select the map again and click on the icon located next to the magnifying glass in the lower right area. You will see slanted and horizontal lines that define the size of the world.  For example, if you have selected size 3, you will notice that the world



is represented 4 times on the map, and 16 times for a size 1 world. The different sections are connected to each other and this is why the game's terrain has no limits. The size 5 world will fit perfectly in the map section. The size 8 world is enormous. You will only see one eighth of the world on the map! With size 3 and larger worlds, you can move both the map and the screen: press the right mouse button and drag in the desired direction. Do not forget that this movement is not possible for smaller worlds (as they adapt themselves to the section of the map).

With the magnifying glass icon, you can zoom in on the map. The other icons displayed at the bottom of the map are discussed further on in paragraph 3, because it is first of all necessary to have constructed something to see their utility.

## 2.4 The castle

At the beginning of the game, you begin by constructing your castle, which will serve as headquarters. The area where you place this castle is of utmost importance for the rest of the game. If you are a novice and you have a large amount of stocks, you will not run into any immediate problems and the location of the headquarters does not have an extreme importance. However, if you have limited stocks, a poorly placed castle can entail fatal consequences if you should lack certain materials when the enemy is already constructing weapons. To illustrate the most

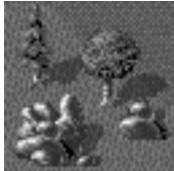
## 2. To get started...

important aspects, we have established a list of conditions that are favourable to the construction of your castle:

- avoid narrow valleys in the mountains. Look for a relatively flat area.
- choose an area with raw materials that are close to the castle for the construction of new houses (trees and grey granite).
- choose a terrain that has a large amount of underground riches.

The first two points can easily be verified on the screen. If there are a few trees and some granite, and if the environment is not too inhospitable, these conditions will be fulfilled. The underground riches are also very important. The underground riches are: gold, iron, coal and granite. They are found only in the mountains. To see how much underground riches are in the zone displayed on the screen, you can ask the geologist who will give you an overall estimation of the area's riches. The second icon to the left on the menu represents the geologist. Click on this icon to obtain the desired information. You will know what riches are present and where they are located, from top to bottom: gold, iron, coal and granite.

All the values do not need to be at a maximum, but if there is no coal, iron or gold, or only small quantities of the three, look for another area. Click on the Exit icon to back up a step. The importance





of the underground riches also depends on your strategy. You will understand this as you read this manual. Often with the size 1 worlds, it is possible that certain riches do not exist at all, or that there are no mountains (and therefore no riches). In this case, do not look desperately for another area and forget about the riches. With the friendly geologist, you only have an estimation of the riches in the area, but you do not know exactly in which mountains they are to be found, or if you are going to find them. Your settlers will have to find them for themselves, later in the game.

You have at last found a good place to construct your castle. The castle is a large structure that must be placed on a relatively flat and grassy area. To do this, click anywhere on the screen with the left mouse button and the pointer will be placed on this area. If a castle appears in the centre of the pointer, the choice of area has been good. In the lower left of the menu you will see the icon. If, after several tries, you



will be placed on this area. In the lower left of the menu you will see the icon. If, after several tries, you

have not found an area to construct your castle, use the „Construction help“ icon: special click on the left menu icon (it does not matter what is displayed), the construction help function will become active. All areas where a castle can be constructed will be indicated on the screen. By clicking on one of these areas, you will cause the



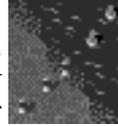
„Construct a castle“ icon to be displayed in the lower left. Click on this symbol and your castle will be constructed in a few seconds. A flag with the player's colour will be flown in front of the castle. The castle will be the only



## 2. To get started...

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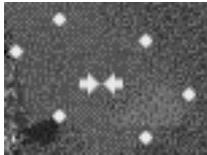
building that will be "freely" given to you. All the other houses will be built by your settlers. At a certain distance from the castle, you will see a barrier of black and white poles, or of red posts in the water. They indicate the limits of your property and, therefore, where you have the right to build other buildings.



The geologist's help will be available to you only at the beginning of the game. Once your castle is built, you will have to manage by yourself.

### 2.5 Constructing buildings

You have taken the first step. Your castle has been constructed. You can now have your settlers build other houses. If you place your pointer somewhere within the limits around your castle, the central icon will tell you the type of buildings that you can construct:



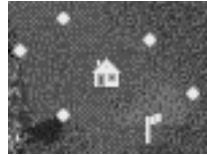
Two arrows: you cannot construct here.

Flag: You can only place a flag here.



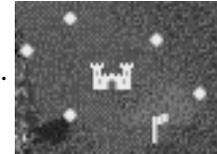
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Hut: you can construct any of the different types of huts (= small buildings).

Castle: you have enough space for all the buildings.



Mine: you can build a mine (only in the mountains).

How do you decide which type of building can be built and where it can be placed?

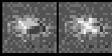
First of all, all buildings must be build on your land and there must not be trees or boulders on the area. All houses, huts and castles must be built on a green surface and the mines only in the mountains (but not in the snow). The type of building that can be constructed also depends on the slope of the terrain. For the large buildings, the ground must be level; their construction is impossible on steep slopes. If you are looking for an area that is well adapted for a large building, the "Construction help" option will help you to avoid clicking all around the screen to find a good location, as we explained



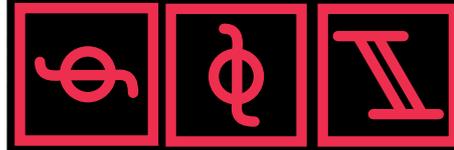
## 2. To get started...

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for the castle. Special click on the left menu icon. You will immediately see the areas where you can construct a building on the screen. You can now choose an area. To deactivate the construction help, special click again on the left menu icon.

Depending on which icon is in the centre of the pointer, you will also see other icons in the lower left of the menu: "Place a flag", "Construct a hut", or "Construct a large building". When you click on these options, a star appears above the construction symbol in the menu, along with a new window with a choice of buildings. To construct a large building, you have a choice among 20 buildings. As they do not all fit into one window, you can scroll through them by clicking on the "change page" icon. All the buildings are discussed in more detail further on in this manual. For the moment, chose one of them and click on it to give the order to construct. The window disappears and you will see the first  stone of the construction or a cross on the screen. The first stone means that a house will be built in this place. The cross has the same meaning, but the ground must be levelled first so that it can provide a solid foundation for the large building that you have chosen.

If you decide not to construct a building on the chosen area, click on the turning star and quit the construction mode. To transform a construction site into a finished building, you must construct a road between the castle and the site. We will discuss this in the following paragraph.



## 2.6 Constructing roads

The settlers need roads so that they can access the different areas of their city. These roads always run from one flag to another. Your network of roads is very important. A good network ensures the rapid transfer of goods and, when there are problems with the transportation, allows you to more readily find other solutions. The flags serve as intersections. 6 roads can begin at each flag to lead to other flags. There is a flag in front of each one of your buildings.

In the beginning, you must construct a road when you want to build your first house. You will see a flag in front of the construction, just like the flag in front of your castle. Click on one of the two flags and a symbol for the construction of roads will appear in the pointer and in the lower left of the menu. Select the icon in the lower left of the menu. A turning star will appear and the pointer will contain two new symbols. You are now in "Road construction" mode.

The different symbols around the pointer have the following significations:

 - zone hatched in red and yellow: you cannot construct roads in this direction.

- different slope symbols that range from red (very steep ascents and descents) to green (flat) and passing by the yellow: you can 

## 2. To get started...

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construct roads in this direction.

 - "UNDO" symbol

If you click on this icon, you destroy the last part of the road made. If you click on one of the slope icons and a part of the road appears, the pointer contains new symbols. Repeat this operation until the road meets the other flag. The star in the lower left disappears and the pointer takes its initial form. The road is constructed and you will quit the construction mode. The first settlers will begin to leave your castle. Do not worry about them for the moment. We will discuss them in the following paragraph. The meaning of the different slope icons is very simple: when you look from left to right, the icon indicates the slope of the terrain: a rapid ascent will be indicated, for example, by a slope on the icon that climbs from left to right. The colour is an additional help. It allows you to see at a glance the slope of a road. Red indicates a steep slope, yellow a moderate slope and green a flat terrain. The flatter the terrain, the faster the merchandise can be distributed, because the settlers will tire much more quickly on slopes than on flat ground. It is often preferable to make a small detour if you can avoid a red, or very steep, slope. Novices will not have to worry too much about slopes. If you construct a road and then decide that you no longer want it, click on the turning star. You will quit the "road construction" mode and the road will be erased.

If you want to branch off from an already existing road, you must place a flag on the road. Click on the desired area. If it is possible to





place a flag there, a flag will appear in the pointer and in the left of the menu. If it is not possible to place a flag there, use the "construction help" function. It is possible that placing another flag in a road is impossible because there is already a flag on this road that is very short, right next to the chosen spot, or because there are trees in this spot. If you can create a new intersection, you will see the "Place flag" icon in the menu. Click on this icon to construct the new intersection. You also can prolong an existing road or complete the road with a special click and, if possible, a flag will be placed simultaneously.

You can also construct water ways. Two flags must be on the banks of a lake for a water way to be built. Construct a water way between the two flags in the usual fashion. Do not forget to connect this water way with your network of roads. The water way serves as a guide for the navigator who will use it later to transport merchandise. It is clear that the other settlers cannot use a water way! This is why the water ways are used only for the transport of merchandise and are not very important for novices. When constructing your roads, make sure that a road runs on the land OR on the water, but not both at the same time!

## 2.7 The first settlers

When the road leading to the first construction site is built, the first settlers will begin to leave your castle. This paragraph will



## 2. To get started...

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explain what they are doing.

The first settler who leaves the castle is a transporter. He takes 100  steps on the new road and looks and sees if there is some merchandise that needs to be transported. As soon as he sees some merchandise on the road to transport, he will take it to the next flag.

At the beginning of the game, you will have 20 settlers. Some of them already have jobs, others are waiting for jobs.

If you want to build a large building, a settler with a orange helmet  and a shovel (the leveler) will arrive and begin walking towards the construction site. Once there, he will begin to level the ground. When he has finished, the cross on the site will become the first stone and the settler will return to the castle.

If you want to build a small building, a settler with a yellow helmet  (construction worker) will arrive looking for his work area. He will then wait for the construction material to arrive so he can begin building the house.

Another settler will distribute the construction material from the castle to the construction site: this will always be wood and, eventually, stones (according to what type of building is being built). The transporter will take the merchandise and carry it to the construction site. The construction worker will



immediately begin working and soon you will see scaffolding and, eventually, the building itself. The small huts will be built very quickly; a castle takes longer.

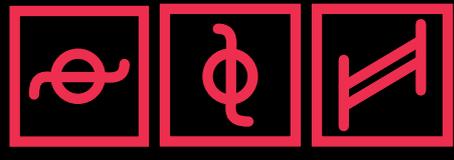
A worker returns to the castle as soon as he finishes his job. A worker will then arrive to start working in the new house. The occupation of the worker who moves in depends on the type of house that you built for him. The functions of each worker and of each building are explained further on.



If you construct a water way, a settler with a boat will leave the castle and walk towards the new water way and wait for merchandise.

You do not have to wait for the construction of your house to be finished before doing other things. You can give orders to construct other things (houses, roads, etc.).

Your settlers will go about their tasks automatically, which is to say that they will do their best to do the work with what they have at their disposal. This is true not only for the transporters and the construction workers that we just saw, but also for all the people that you will see later on in the game, such as the forest rangers, the lumberjacks, the carpenters, the quarrymen, the miners, the fishermen, the farmers, the pig farmers, the millers, the bakers, the butchers, the different knights, the casters, the locksmiths, the blacksmiths and the armorers.



## 2.9 Demolition

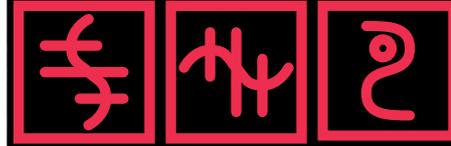
You may want to demolish a building, a road or a flag for a number of reasons. This operation is discussed in this paragraph. To avoid demolishing something by inadvertently pressing a mouse button, a special click is required when demolishing something.

**Demolishing buildings:** Click on the desired building. The second menu icon from the left will transform into a ruin. Special click on this ruin to set the building on fire and burn it down. If a settler is living in the building, he will return to the castle and wait for a new job.



**Demolishing roads:** Click anywhere on a road and the "demolish road" icon will appear in the menu. Special click on this icon to remove the road. The transporters that worked on this road will return to the castle and wait for a new work. The other settlers on this road will run towards the next flag and continue on their way.

**Demolishing flags:** You can demolish a flag only if it does not belong to a building and if it is not yet connected to something else by a road, or if there are exactly two roads leading to the flag. The reasons are simple: if one road leads to the flag, it would lead suddenly into nothing, whereas three or more roads can intersect without needing a flag. When there are two flags, the flag can be removed and the two roads will merge into a single road. Click on the



flag that you want to remove and a ruin will appear in the menu (if the flag's demolition is possible).

New construction: If you want to construct a new building in the place of another, you do not have to demolish the old building, wait for it to burn down and then give the order to construct. You can directly give the new order to construct in the desired location by placing the pointer on the old building and selecting the construction function as usual. For security reasons, you will have to choose the building with a special click to avoid accidentally destroying an important building. The old building will be burned down and you can order the construction of a new building.

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## 2.9 Saving and ending the game

In 2 player mode, these options can only be activated by the player  on the left. Click on the right menu icon and new options will be displayed. For now, do not pay attention to the upper icons, but only to the "SAVE" options  and "END" at the bottom of the screen.

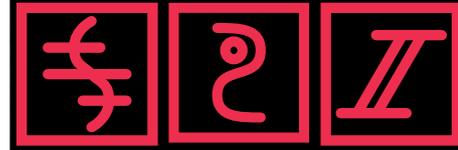
To quit the current game, click on the "End" option. The program will ask you to confirm. If you have been playing for more than one minute or if you have not saved the game for more than one minute, the program will ask you to confirm a second time. You will then return to the main menu.

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The "SAVE" option allows you to access the saved file menu. The list of saved files will be displayed on the screen. If you want to change floppy disks, insert the new and click NEXT on the "Change Disk" option. To save the current game, click on one of the 10 areas and then on the "New name" option to enter a new name. You can also enter the date when the game was saved to avoid any confusion. If you want to save a game with the same name as a game already saved, you don't have to enter a new name. Be careful! The game already saved will be erased by the new game. Click on the SAVE option to save the current game. Always read the floppy disk's message to see if the game has been correctly saved. If you save onto floppy disk, we recommend that you format several floppy disks and that you put labels on them before beginning to play. We also recommend that you save the game onto two different floppy disks for additional security. If one of the floppy disks is defective, you will have only lost an hour or so of the game.

If you want to load (save) from a floppy disk, insert the new floppy disk and click on the change floppy disk icon. The list of files on the new floppy disk will be displayed.



### 3. Training

You now know the game's basic principals and can begin with the first training games. Each building will be explained to you and the program will tell you where you should be careful. Each training game contains orders that will be specified in the instructions. You can then play and follow the game's progression on the screen. The paragraphs contain the corresponding explanations and you will quickly learn how to play and the game will become more interesting.

In the training games, you have a large stock that allows you to obtain tools, food, construction materials and large quantities of settlers.

Do not hesitate to save training (or other) games from time to time. If, in the instructions for advanced players, you find some useful information, you can use the saved games (which already contain many buildings) to test this information. When certain important events occur, you will be directly informed. You will hear a noise  and a small blinking piece of paper will appear in the bottom left of the menu. The different events about which you will be informed will be discussed in detail in this manual. If you click on the piece of paper, a message will be displayed on the screen and the computer will move the screen to the place where the event is taking place. If you click on the hook in the window, the message will disappear.

### 3. Training

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#### 3.1 Game 1 - rural property

Guard huts, watch towers, castles and the geographic map.



Orders: have your settlers construct a guard hut, a watch tower and a castle.

Explanations: After beginning the game, you will choose a location to build your castle. You don't need to worry about the fertility of the soil or the trees. Give the order to construct the 3 required buildings and wait (use the help

functions for construction if you cannot find a good location right away). For the watch tower and the castle, a leveler will begin by levelling the ground. You will have to have the construction materials transported. While the hut requires only one delivery of wood and stones, the castle will require at least 10. A second transporter will



leave the castle to help his colleague. As soon as the guard hut is built, a knight will leave your castle in order to occupy it. When the first knight arrives in a guard hut, a watch tower or a castle, your rural property will grow. Look and you will see its limits move. So that you will be informed of this growth (if you were looking elsewhere in the world), you will hear a noise telling you that you have received a message. Click on the piece of paper and you will learn that another building has been occupied by a knight. Next, some gold will be brought to the hut,



but we will look at this a little later. A white flag will be flown in front of the guard hut. Later, flags will also be flown on the watch tower and on the castle towers. These flags have the following significations:

- The flags' height indicate the building's occupation rate. A hut can contain 3 knights, a watch tower 6 knights and a castle 12 knights.

- the icon on the flag indicates the enemy's distance. The white flag signifies that there is no enemy colony and that you will not be attacked in the immediate future. If, later, you play against opponents controlled by the computer or another player, you will see other symbols.



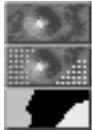
When the enemy is closing in, a black stripe will appear on the flag and, when the enemy approaches, the stripe changes to a black cross. When the enemy is right outside your door, the flag has a very thick black cross. In the latter case, you will have to prepare for an attack. Your settlers are probably still in the process of constructing the watch tower and the castle. This is a good time to familiarize yourself with the geographic map. Click on the map icon and the map will be displayed. Outside the scenery, you will see several blue dots where your buildings (finished or still under construction) are located. To better see the size of the world, click on the right icon under the map. The left icon activates the presentation mode in one of the 3 following modes:

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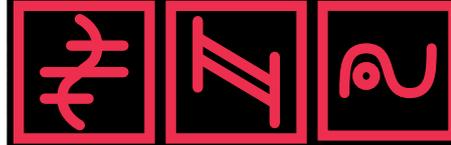
- scenery
- scenery + property
- property

Click on this icon. After the first click, the map's image changes just a little. Around the blue dots (your buildings), you will now see a surface with dots that indicate the size of your property. If you click again on this icon, the scenery disappears completely. Only your property is still displayed in blue, and the buildings are represented by little white dots. If you click a third time on this icon, you will return to the mode that you started with. If you are playing against other players or against the computer, their property will be hatched in their colour. Return once again into "Property" mode (in which we no longer see the scenery) and click on the second icon from the left.



You will see your network of roads on the map. It is not important to see a road in great detail, but only to have a glimpse of it. If you click again on this icon, the roads will disappear. The third icon from the right allows you to activate or deactivate the buildings on the map. Quit the map by clicking on the turning star. The map allows you to access two other special functions that we will discuss further on.

Let's see what your settlers are doing. When the buildings are completed, a window will appear to let you know that the order was executed. You can now decide to continue your experiments or to move on to the next exercise.



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### 3.2 Game No 2 - Construction materials

Forest house, a lumberjack's hut, a saw mill, and a quarry



Order: Fabricate new construction materials. At least 5 units of wood and 5 units of stone.

Explanation: This time, you will have to watch the scenery very closely. Choose an area with trees and (especially) a few slabs of granite (the large grey boulders) and place your headquarters next to it.

You must obtain stones and wood. These materials are necessary for the construction of buildings and are generally the first things that you must take care of in a new settlement. The stones come from the slabs of granite that a worker will look for in a quarry. The wood is a little more complicated. You need a lumberjack to cut down trees and a carpenter to transform the trunks into boards. The wood can then be used. The forest ranger is described in this chapter because he is the one who plants the new trees.

Place a lumberjack's hut near the trees, preferably in the middle of a small forest, and a quarry somewhere near the slabs of granite.

### 3. Training

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Look for an appropriate location for the saw mill (which is a large building) and place the forest house where there are not too many trees. Connect the buildings with roads. If you have done everything correctly, your work is finished. The rest will be done by your settlers!

They will progressively build huts, level the ground for the saw mill, and the workers will arrive after the construction.

The lumberjack will go to his hut and leave it a little while later to  find a tree to cut down. After cutting it down, he will lop off the branches and bring the trunk to his hut. He will then rest a while before returning to work. A transporter will see the trunk and will come and take it. As your saw mill is probably still under construction, the trunk will be temporarily stored in the castle.

The quarryman will climb on a slab of granite and hammer it with  his pickaxe until he extracts a few stones. He will put them in front of his hut where, as for the lumberjack, a transporter will come and take them to the castle (if the stones are not needed on a construction site).

The forest ranger is constantly in the process of planting new  trees. After a while, the trees will grow and can then be cut down. If you cut the trees down without planting new ones, you will quickly find yourself confronted with a shortage of wood. You can directly place a forest ranger next to a lumberjack. The two complement each other very well. If there is no lumberjack next to the forest



ranger, you will soon have a new forest.

The saw mill will certainly be the last building to be completed as  it is the largest of the four. The carpenter will go to the saw mill and wait for the tree trunks. They will be brought from the castle or directly by the lumberjack. He will cut them up and put the boards in front of the mill. These boards will be stored in the castle until they are used.

You would like to know how you can have regular supply of granite? You can plant new trees, but this does not work for stones. However, even when you have used all the slabs of granite there will still be some deposits of these extremely hard stones under the ground. We will discuss the mines later, in another scenario...

As soon as you have fabricated the materials asked for, you will have accomplished your mission.

### 3.3 Scenario 3 - Food

Fisherman's hut, farm, wind mill, bakery, farm, butcher's shop and pipes for the construction of houses and roads.

Objective: Fabricate 5 units of each of the following foods: fish, meat, and bread.

### 3. Training

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Explanation: This time, you will need a lake for your fisherman that is located close to the castle. You will also need a large area for the farm, so that the farmer can grow his wheat. On the other hand, you will not need any underground riches or other raw materials.

To allow your settlers to work during the following explanations, construct the 6 required buildings:



- the farm (a large building), preferably with a lot of free space, as the farmer needs land to plant the wheat.



- the fisherman's hut, as close as possible to the lake,

- the pigsty, the bakery, the butcher's shop and the windmill in the locations of your choice.



If you connect the buildings with roads, be careful not to build roads on the banks of the lake because the fisherman will not stay on the roads as he does not want to hinder the transportation of



merchandise. While your settlers start to work, we will give you some details on the food.

You have 3 possibilities to make the foods:

- the simplest method is by fishing. A fisherman goes fishing and his fish can be used directly as food. One drawback: you need a lake, and when there are too many fishermen on a little lake, it is quickly devoided of fish. As long as there are fish, they will reproduce. It is recommended not to "over fish" if you want to continue fishing for a long time.

- the second method is by making bread. The farmer grows the wheat. When the wheat is mature, it will be harvested and a transporter will take it to the miller, who will transform it into flour. The sacks of flour are then taken to the baker who will use them to make bread. You will note that this method requires much more patience, but its return is better and all you will need is some farmland.

- The third method takes as much time as the previous method, but requires less space. The farmer will also provide the pig farmer with wheat, who will then use it to feed his pigs. When the pigs reproduce, the farmer will remove a pig from his farm. It will be taken to the butcher who will use it to make meat.

But what is all this food for? It is used in other places, the mines, for example, to feed the miners who work in the mountains. They will

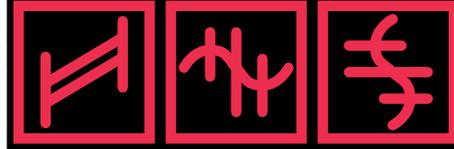
### 3. Training

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strike if they don't have anything to eat and will stop extracting raw materials. The miners eat fish, bread or meat. You will therefore provide the food that is easiest for you to fabricate. Looking at the game once again, your fisherman is already in action and the other buildings are still under construction. Be patient: cultivating wheat and raising pigs takes some time. Let's use this occasion to look at some useful information concerning road construction. This is not very important for your current settlement, but it will be when you will have built 20 or more houses.

Take a look at your settlement. There is often a lot of circulation in front of the castle. Later on, when you have constructed several buildings, you will have to place them strategically and build roads in a practical manner. For example, the transportation of wheat on a road between the farm and the mill that passes in front of the castle will likely slow down the transportation of construction materials. We recommend that you group all related buildings together and to build a system of roadways that does not pass in front of the castle. You can put a sawmill near a lumberjack's hut, for example. As you did not know this when you were building your city, the screen will show you what you should not do. It is also very important to have a good network of roads.

To accomplish this, you need to take several factors into account. The construction of an additional small connecting road can considerably improve the transportation of merchandise. It is difficult to give you precise advice about this because each method has its

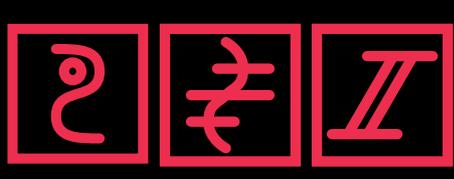


advantages and disadvantages. The experience that you will acquire after a few games will help you. But we will nonetheless give you a few tips:

- Avoid dark or light red (steep slope) sections of road; it is better to make a detour by using two other road sections because: the speed with which the merchandise is transported on a road always depends on the SLOWEST section of the road.

- Do not clog up a flag's 6 possible branches with a road (that, for example, goes only half way around the flag). You will otherwise have a hard time enlarging your network of roads. In this case, try to construct a straighter road.

- It is possible to construct two parallel roads between two flags. When one of the roads is crowded, the other one will be used to transport the merchandise. This solution is not necessary if you construct several cross-over roads, but it is very important to have a good network. If certain lanes of transport are crowded and the merchandise begins to pile up, your settlers will be intelligent enough to transport the merchandise on another, less crowded, road - as long as it exists! The least efficient type of network is the one in the shape of a star beginning at the castle. In this case, all merchandise will be transported on one of the star's branches and will have to pass in front of the castle in order to access another branch. An efficient network is a "grided" network that looks like a piece of graph paper. There are many ways to go from one point to another. To simplify



### 3. Training

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things: construct several connections between the buildings and your city will grow more quickly and with less effort. If you display the roads on the map in "Property" mode, you will clearly see the places where the "cross-over" connections are missing.

Let's look at our game again and the men at work:

- The fisherman sits on the bank of the lake and begins fishing.



Depending on the number of fish living in the lake, he will fish more or less rapidly. He might not catch anything. The fish are then taken to the castle and stored (before the construction of a mine) to feed the miners.

- the farmer spreads his wheat seeds, lets them grow and then



harvests the wheat which is then taken to the windmill or to the pig farmer.

- As soon as the wheat is received, the miller will grind it and deliver the flour in sacks to the baker.



- The baker kneads the dough and makes bread. A thick smoke pours out of his chimney.



- The pig farmer uses the farmer's wheat to feed his pigs, and he will soon be able to sell some of the pigs to the butcher.



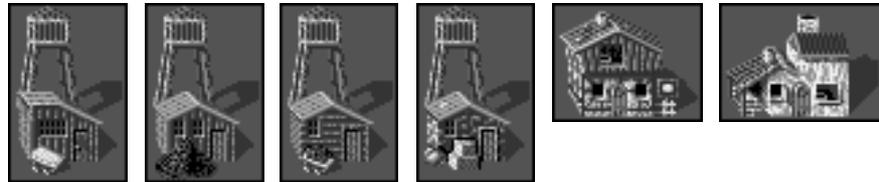
- The butcher cuts up the meat and hangs it up for storage.



As you have seen, the farmer provides the pig farmer and the miller with wheat. His production might at times be insufficient and he will not be able to deliver his wheat to both of them, even though they are continually awaiting a new delivery. In this case, demolish the farm or the windmill, after ensuring that the quantity asked for will have been produced and used. Wait for all the foods to be fabricated before moving on to the next game.

### 3.4 Scenario 4 - The riches of the earth and their exploitation

Gold mine, coal mine, iron mine, granite mine, gold foundry, iron foundry



Objective: Search for the underground riches and find at least 5 units of gold and of iron.

Explanation: the underground riches are extracted from the mines in the mountains. Gold and raw ores will be transported from the mines to the foundries. You will then have iron and unrefined

### 3. Training

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gold. Iron is the most important raw material because it will allow you to forge new weapons and tools. Gold is also very important because it raises the moral of the knights. When the knights think about their future fortune, they will fight with more vigour. Coal is also very important. You will need coal for the foundries and to extract the gold and iron. The blacksmith will also need coal to forge the weapons. Granite is the least important raw material. However, if there are no more slabs of granite on the surface, the situation could change and a granite mine might become extremely important. You will always need stones for all the large buildings. As we have already explained, the riches are found in the mountains. Put your headquarters in a mountainous region and do not forget to ask for the geologist's help. Place your castle close to the area where you will find coal, iron AND gold. Immediately construct guard huts in the area in order to expand your rural property and prospect in more mountains to find underground riches. We can now move on to the first geological prospections. You must place a flag somewhere in the mountains. Connect this flag to the rest of the network and special click on it. A window with a few symbols will be displayed. Disregard them all except for the geologist's head, at the bottom.

Click on the geologist and he will tell you that he has received his mission orders. He will then leave the castle and head off towards  the mountains. Once there, he will examine the ground and take a few samples. If he finds any riches, he will jump for joy and  plant a sign in the ground to indicate what he has found. This sign shows a small circle if there are small quantities of underground

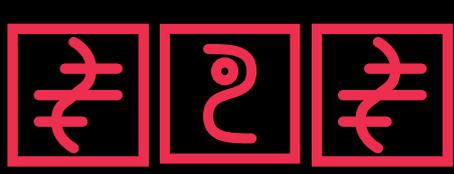


riches and a large circle if he had detected a large quantity of underground riches. The circle can be one of several colours: yellow  for gold, red for iron, black for coal, and light grey for granite. If the geologist does not find anything, he will plant a blank sign. When he finds underground riches for the first time, you will receive a message, because you will not always be there to watch him work.

You can send the geologist towards any flag (as long as it is connected to the network of roads) and even towards the flags in front of buildings. The geologist will examine the area and return home if he does not find any mountains. To accomplish the goal of your training mission, you must find coal, gold and iron. Do not hesitate to send several geologists into the mountains and to expand your property by constructing guard huts if underground riches are not nearby. You have certainly noticed already that the guard huts cannot be constructed in the mountains. You will have to „surround“ the large mountains with guard huts if you want to find a maximum of underground riches.

Begin constructing a mine as soon as you have found a likely location. As soon as the mine is connected to the network of roads, a mason will arrive and go to work.

If you have given the order to construct at least one mine for the exploitation of gold, one for iron and one for coal, you must now begin thinking about building some foundries. Select a location near the castle and have your settlers construct the gold and iron foundries.



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Your settlers will construct the mines and the foundries while the  miners are looking for the necessary raw materials. They will be fed by the castle. The raw materials that you find will be taken to the foundries where the unrefined gold will be transformed  into gold and the iron ore into iron. As you don't need either of these raw materials for your city, they will be stored in the castle. We will give you some additional information while the game progresses.

If your network of roads has been poorly constructed, you will see it in this training scenario. The mines will produce too many raw materials and if you have set up only one road (which will also be steep!) between the mines and the foundries, you will have trouble with the merchandise.

Build other roads if your settlers cannot transport these raw materials on such a steep road. You will see that the new roads will be used and that the merchandise will get to its destination much more quickly. Underground riches are, naturally, not unlimited. When a deposit starts to run low, the miner will find fewer raw materials. The mine will become unproductive because: the miners that work in the mountains must be fed from the valley. You will receive a message as soon as a mine has been devoided of raw materials. If your food stocks are also low, demolish the mine. A miner who doesn't receive food will strike and begin marching in front of the mine to show his anger.

The geologist's signs will progressively disappear. You can, however,



ask for a prospection at any time to see if there are any remaining underground riches in the areas surrounding a mine.

If you are not in a hurry to build the mines, wait until the geologist plants several signs so that you can be sure to find a profitable deposit. On the other hand, if you are playing against other players or against opponents controlled by the computer, you should construct the mines as soon as you think a deposit might exist because each minute counts. Naturally, the chances of barking up the wrong tree are greater, and you will have fewer geologists and workers at your disposal. If the program denies your request for a geologist this means that you do not have any more workers or tools available. You must, moreover, wait for 2 seconds before asking for another geologist. We will discuss this topic further on. To conclude, here is a tip to better place your flags in the mountains. When you place a flag for a geologist, it is because you plan to construct a mine in this location later on. If there are underground riches, click on the construction help function and choose a location to build your mine. Next place the flag next to this location, in the lower right. Later, you will construct a mine next to the flag, and you will not need a new road or a new transporter and the mine will be built more rapidly.

### 3. Training

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#### 3.5 Scenario 5 - Making tools and weapons

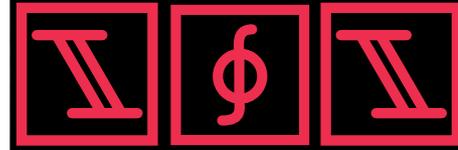
Blacksmith, iron worker, Ship maker and Warehouses



Objective: Make at least 10 weapons, 10 tools and 5 boats.

Explanation: This game will allow you to see 5 new buildings. You will learn how to fabricate objects with the materials that you have extracted in the preceding chapter. The blacksmith will fabricate weapons with iron but he will also need coal. The iron worker will make diverse tools from wood and iron that will be used by the other settlers. The ship maker only needs wood to construct his boats. He is the least useful worker and is generally needed only in worlds containing large expanses of water. The warehouse is the last building discussed in this chapter. It will be used to store merchandise. It is also the place where the workers wait for new work (as at the castle). This is why the warehouse is, with the castle, the most important building.

This time, you can choose a location without worrying about the richness of the ground because you already have the necessary materials stored in your castle at the beginning of the game. Choose any location that provides enough space for several large buildings.



Construct a forge, a shop for the iron worker, a naval shipyard and a warehouse. While the men are working we will give you some useful information.

The ship maker will receive wood and deliver the first boats shortly after. The workers will then take these boats to the banks of the lake and transport their merchandise on this water way. This method of transportation is often quicker than the land routes.

The blacksmith will be supplied with coal and iron. He will forge swords and shields that you will need for the knights that guard your castle and attack the enemy. The weapons will be delivered to the castle where each new knight will be able to take what he needs.

The iron worker will receive wood and iron to make 9 different tools: hammer, saw, hatchet, shovel, scythe, pick, fishing pole, pliers and butcher's knife. These tools will be delivered to the castle and used by the workers. According to their professions, they will need different tools. Some will not need any tools and others will need two:

-  - the leveler : shovel
-  - the fisherman - fishing pole
-  - the butcher - butcher's knife
-  - the farmer - scythe

### 3. Training

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-  - the lumberjack - hatchet
-  - the woodworker - saw
-  - the miner - pickaxe
-  - the quarryman - pickaxe
-  - construction worker - hammer
-  - the ship maker - hammer
-  - the geologist - hammer
-  - the iron worker - hammer and saw
-  - the blacksmith - hammer and pliers

You might wonder why you must make the tools when the workers will automatically leave the castle with their tools in hand. It is because at the beginning of the game, you have a certain stock of construction materials, food and tools. For the training scenarios you will have a large stock to start off with and will therefore not have to fabricate tools or merchandise. We will explain this in detail later on.

The warehouse is, along with your castle, the most important building because in a relatively large city, the castle will quickly reach its capacity without an additional warehouse. As soon as the warehouse is built, a settler will leave the castle and go to the warehouse. You will thereby have a sort of "second castle". If the



expansion of your city continues, it will be difficult to control if you only have a castle. The workers will need too much time to go from the castle to the construction site, or they will produce so much merchandise that it will start to pile up on the road to the castle and the transporters will no longer be able to do their job. Evenly distribute the warehouses to avoid all this. The warehouse offers practically all the same benefits as your castle:

- When you receive new men, they will be divided up between the castle and the warehouse.
- Useless merchandise was brought to the castle up until now. It will now be taken to the nearest warehouse thereby cutting down on return trips.
- merchandise (on a construction site for example) will be ordered from the nearest warehouse having the required materials. The distance to the site will thereby be reduced.
- A worker will no longer return to the castle after his work is finished but will go to the nearest warehouse and wait for his next job. The trip for your workers to their worksite will therefore be reduced.
- If a building requires the presence of a new worker, he will be hired from the nearest warehouse. His trip will thereby be shorter.

These various points demonstrate that an even distribution of

### 3. Training

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warehouses is essential. As soon as your warehouse is built, you will receive a message displaying the new warehouse.

## 3.6 Scenario 6 - Attack

Objective: The conquest of several enemy buildings

Explanation: The objective of this scenario consists of conquering certain buildings with your knights. Click on the geographic map and examine the locations of the enemy's buildings. Choose your location close to the enemy so that you will not have to travel very far to attack. Construct several castles, watchtowers and guard huts around your castle. While your settlers are working (the castle is the largest building and needs the most time to build), we will take a look at the knights.



There are 5 kinds of knights in the game, and they are all different and of differing strength. When you receive a new knight, he will start at the lowest level. He can, however, receive training in the castle (or later in a warehouse) and change levels. A knight can also receive training in a guard tower or in the castles, but he will progress very slowly as he will have to work at the same time. However, during his service (when he goes onto duty in a castle or another building, for example) he will not improve his skills if he sits down and does



nothing in the guard hut. The advantages and disadvantages are clear: if you leave the knights in the castle, they will be well trained but your city will be poorly guarded. If you send your knights outside, your buildings will be well guarded but the enemy will perhaps have more powerful knights that could pose problems for you. As you have built several castles and guard huts, your knights will rapidly go to them. In this training scenario, however, your opponents are still defenseless. Don't worry though...

You will only attack castles, guard towers or guard huts belonging to the enemy. A knight must not attack a farmer or a fisherman. When you attack, your knights will leave their castles etc... and march towards the enemy buildings where they will prepare for battle. A knight will come out of the enemy building and the combat will begin. One of the two knights will be victorious. After a while, either the attackers or the defending knights in the enemy building will be eliminated. If there are no longer any knights in the enemy building, the attacker is victorious and will take control of the building. The frontiers of your city will be consequently modified. The enemy will burn any other building that it can. Such a defeat can be devastating for a city. If, for example, your only coal mine or warehouse is in flames, your will have problems.

When you have built your first huts and they are occupied by knights, you will see flags with a thick cross. All guard huts that are located near the enemy's territory and that can be targeted for attack are marked by this cross. Special click on any enemy building having



### 3. Training

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a thick cross on its flag. A new window will appear allowing you to enter the number of knights that will attack it. The 4 numbers in the middle indicate the number of available knights: in the surrounding areas, far away, or very far away. The distance is not an essential factor but the knights will need more  time to reach the enemy. If all the numbers are zeros, there are not enough knights in your buildings. You should know that all the knights that enter a castle cannot be sent into battle because some of them will be needed to defend the castle should it be attacked by enemies. Later on, we will explain how you can influence the outcome of the combats. Hold on a little and launch a new attack. The two arrows will allow you to modify the number of knights that will attack the enemy. Watch the battle to see the eventual outcome.

If you have sent all your available knights into combat, you cannot launch other attacks. You will see, however, other knights immediately leave your castle to replace those who have left for battle. When you seize an enemy building, you will receive a message. A little  later, your victory over the enemy will most likely be definitive.

If, in the course of a game, an enemy counter attacks and the knights meet at a specific place, you can expect a furious combat because each enemy knight will be attacked. We will see later how to send a troop of knights off to intercept the enemy and how to efficiently defend a guard hut with only 3 knights. Lastly, a final point that does not directly concern the knights, but rather your rural property: do not construct buildings (especially large ones, because



of the long delays) near the enemy frontier. For example, if the enemy constructs a guard hut at the same time as you near the frontier and he finishes before you do, the frontier will be modified and you will have to burn down your construction. A castle situated near the frontier will be of no help to you because its construction will take much too long. You can construct a guard hut and try to finish it before the enemy or place your buildings in a safer location. You can naturally do the same thing to your enemy if he or she had the bad idea of constructing a warehouse too close to the frontier... This chapter, consecrated to the training scenarios, is now finished.

You now know the basic principles of the game, the different buildings, the various professions and merchandise, you know how to prospect for the underground riches and attack the enemy. We hope that you have begun to enjoy the game and we guarantee that it will provide you with hours of entertainment to come and that you will continually find new ways of doing things and new strategies. The following chapters address themselves to more experienced players who already know the game well. Have fun!



## 4. The economy

### 4.1 The economic system

From now on, we will no longer give you precise instructions on how to solve certain levels, just explanations, advise and many, many tips and new ideas. It is essential to know the economic context of each building to rapidly ascertain its needs and its production. Here is a brief summary:

The food chain:

... production of fish, meat and bread to feed the miners.

The fisherman fishes for fish that can be eaten directly. The farmer plants and harvests wheat that is taken to the pig farmer who feeds his pigs with it, or ground by the miller in his windmill and transformed into flour. The pigs reproduce and can be slaughtered. The baker makes bread with the flour. In both cases, you will have food at your disposal.

Merchandise:

... fabrication of tools, weapons, boats, gold and construction of buildings.

The tools, weapons and boats will be stored in the warehouses.



The gold will be guarded in the castle, the watchtowers and the guard huts. The tool maker needs wood and iron. The wood comes from the sawmill where the tree trunks furnished by the lumberjack are cut up. The iron will be worked on in a foundry. The caster needs ore and coal for the forge. These two materials are extracted from the mines. To fabricate weapons, the blacksmith needs iron and coal. The ship maker needs wood for his boats. For the construction of your buildings, you will need (in most cases) wood and granite. The use of iron, coal and wood for the fabrication of tools has already been discussed. The granite is found either above ground, in a quarry, or in a mine. The gold is refined by a goldsmith from unrefined gold. The unrefined gold is extracted from the mines. Did you get all that? What follows will allow you to better understand the numerous factors that affect the game.



During the first training scenarios, you undoubtedly thought that you could possess an unlimited number of settlements and merchandise, and that you could influence the game's progression. All the parameters are defined so that you will have no difficulty in completing the required missions. More experienced players will want to influence the game's progression more directly and know everything about the game, from the

#### 4. The economy

stocks at their disposal to the production capacities. All these aspects will be discussed in the manual.

### 4.2 Your first large city

You now know about all the buildings. You should be able to find a good location for each building and choose the right time to build it. A large stock will allow you to build the little buildings first as you will have enough materials to expand later on. If you have a small stock at the beginning of the game, however, be very cautious right from the beginning.

It is essential to build an "active" city. To do this, you will need all the buildings (except for rare occasions). Your stocks will not be as important as in the training scenarios. You will be responsible for the exploitation of the necessary raw materials and buildings. Choose the first scenario. You will play against a player controlled by the computer. You will experience an exciting adventure. Your level of intelligence is rather low and you do not have large stocks. You will have to be careful right from the start of the game. We will tell you how to build a functioning city in the rest of this chapter. Or you could try to build a city all by yourself...

The first thing to do is to find a good location for your castle. We have already discussed this in detail. Try to expand your rural property because if you see that you don't have enough space when



you are cultivating your land, you will have to wait before annexing new land. Place 2 or 4 guard huts near the frontier. The construction of watchtowers and castles requires more time and will slow down your expansion. Take everything you can without having to go into combat. Make sure that you have a good stock of construction materials because you will have big problems if you cannot build the necessary buildings. Place a lumberjack, a sawmill and a quarryman's hut in appropriate locations.

After completing these three tasks, the game will become more complex. Depending on the layout of your land, you can do certain things that we will discuss in general terms. As soon as possible, send the geologists into the mountains. Based on their findings, construct mines in the appropriate locations. Construct a gold or iron foundry, a forge or a tool factory (based on the underground riches found). If you can rapidly fabricate weapons, you will have the advantage during combats. As soon as the geologists start prospecting in the mountains, think about how you are going to feed the mine workers. If there is a lake in the area, build a fisherman's hut. The fish he catches can be stored before the first mines are built. Meat production and the fabrication of bread take some time. When the castle's wheat reserves (for the pigs and the windmill) run low, you will have to wait for a farmer to plant and harvest more wheat. If no lake is in the area, build a farm as quickly as possible. You will prefer meat or bread, depending on the situation. If the enemies are still far away and you possess a lot of land, choose the bread. Place windmills and bakers close to the farmlands. The bread is the most productive food. If you

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don't have enough space, we recommend pig farming. You will need one farmer to supply the pig farmers with wheat. Don't forget that the lumberjacks will cut down all the trees and that you might realize this too late. Try to plant trees as soon as possible by using the forest rangers.

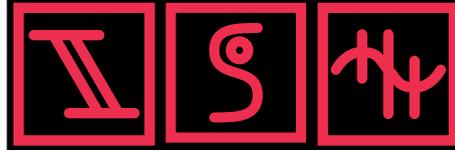
If the region contains large lakes, take advantage of the speed of the water ways. You will eventually need a ship maker if you are short on boats.

Above all, do not forget to build warehouses. They will alleviate congestion on the roads and you will progress more rapidly.

The guard towers and castles will be used essentially to protect important buildings, especially the warehouses. Depending of the progression of the game, a mine or a tool maker could also be very important (especially if you only have one of them!). Place your castles in these areas and don't let the enemy destroy your economic system because of a small victory!

Watch the enemy closely! Find a free moment in your schedule to see what your adversary is doing. Is he already in the process of making weapons? How far away is he? Which lands should you occupy before the enemy annexes them? Which locations are poorly protected where an attack could be successful?

Your first attempt to construct a city with several huts and different



houses will perhaps not be entirely satisfactory. Don't be discouraged. The next time, you will better plan your city and you will not make the same mistakes. Experience will help you to resolve many problems. Read the following chapters while playing at the same time.

You will learn many new things in this way.

## 4.3 About statistics

### 4.3.1 The first statistics

The statistics about a person, buildings and warehouses. In this chapter, we will look at these first statistics. They will allow you to quickly get an idea about all important areas. At the beginning of the game, the statistics will not be very interesting; you will, however, have to look at them regularly during the course of the game to see, for example, when you will be short on wood or food. We will first of all look at the statistics concerning people, buildings and warehouses.

To see the statistics, click on the second icon menu from the right.  8 other icons will be displayed. Each icon corresponds to specific statistics. By activating one icon, you can move from one statistic to another and from one menu to another. If you click on the middle icon, the buildings' statistics will be displayed. They will indicate the number of buildings that you have at your

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disposal. All the buildings cannot be displayed on one page and the bottom icon allows you to scroll through the pages and see the other types of buildings. If the number is followed by a + and another number, these buildings are still under construction.  2 + 1 means therefore: two buildings completed and one under construction. These statistics will also allow you to foresee certain difficulties: if you have, for example, 10 lumberjacks, they will cut down a large quantity of trees and one sawmill will not be enough to cut all the wood. To quit the statistics and return to the 8 icons, click on "Exit".

Click on the right icon, in the centre. You will see various heads and numbers. The statistics concern your settlers. Each head represents a profession, with the number of persons practising this profession. You will not recognize all the heads at the beginning, but you will quickly understand their signification. The head with a question mark (in the lower right) indicates the number of settlers that do not have a profession yet. A good player will try (if the game's progression allows for it) to have a minimum of unemployed settlers in order to increase production and yield. The last number in the lower right indicates the total number of your settlers. To quit these statistics, click anywhere in the window. Then click on the left icon, in the centre. These statistics represent your stocks. You will recognize the different types of merchandise more easily than the heads corresponding to the diverse professions. These statistics indicate the type and quantity of merchandise stored in your warehouses. The merchandise stored in the warehouses are 



not immediately important. But a large stock of wood and stones is a good sign because you will have enough materials for your constructions projects. On the other hand, if you have a lot of iron ore in your warehouses, this means that you do not have an iron foundry, or no coal, in your city... You must always stay one step ahead.

#### 4.3.2 The statistic curves

The statistics of comparison and of production

These statistics will show you different values over a long period.

In the selection of statistics, click on the bottom icon in the centre.



You will see the comparison statistics. Above, the colour of the curves corresponds to the different players. Your colour will be sky blue, the same as your settlers. The scale to the right contains percentages that range from 0 to 100%, the scale at the bottom represents time. The curve changes over time, from left to right. The unit used is the hour (.5 hour = 30 minutes). You can choose the display mode for the statistics in the lower left of the screen: upper left = overall comparison; upper right = comparison of rural properties; lower left = comparison of the buildings; and lower right = combat power. The comparison of the rural properties will only indicate the size of your land compared to that of your opponents. The buildings will be evaluated according to their size and type, and not just according to

#### 4. The economy

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their quantity. The combat power depends on the number, type and motivation of your knights. The overall comparison allows you to obtain average curves based on these three values. This is not all, however! In the lower right, you will see 4 other icons that correspond to the time. The 4 positions correspond to .5 hours, 2 hours, 10 hours and 50 (!) hours. You will see that a large and energetic combat between different groups of settlers can become a long and exciting adventure...

These statistics are the only way to obtain precise information about your adversary. You will know who has the most powerful army and who possess the most land. If the curves rise very quickly at the beginning of the game, do not worry. It is not an error, because the player who places his castle first will be momentarily the only person to possess land and a building (100%). This has no importance for the progression of the game. An icon will moreover allow you to see the  statistics concerning the opponents in the game. To see the production statistics, click on the lower left icon. They will indicate the type and quantity of merchandise produced by your settlers. The scale to the right corresponds to the quantity, in units. The horizontal scale represents the time. In these statistics,





the time counted is around 2 hours. At the beginning of the game, these statistics will be at zero (you have not produced anything yet). Later on, however, you can choose at the bottom of the screen the merchandise that your settlers produce. From trees to tools, you will find all the different types of merchandise. If you have, for example, selected the trees at the bottom and the red surface of the vertical scale stays at 1, this means that your lumberjacks will cut down around 1 tree per minute. This might seem rather uninteresting, but you will progressively learn how to better interpret these statistics. For example, if the tree curve descends, there will soon be no more trees to cut down. As this statistic is very important, look at it from time to time. It will save you from being unpleasantly surprised. These production curves are moreover „smoothed“ to be clear and more readable.

### 4.3.3 The supply statistics

The food chain, the merchandise, the statistics about the professions.

In these 3 statistics, small pointers will indicate the state of your supply. The food chain and the merchandise are the most important

#### 4. The economy

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statistics if your city is relatively large.



Let's begin with the statistics about the professions. Click on the upper right icon. As with the statistics for the settlers, all the heads will be displayed, but with pointers. The pointers will indicate the number of settlers that you can use for the corresponding profession. If none are available, the pointer will stay in the red. It will be in the centre if you have 3 settlers, and to the right if you have 20 or more settlers. Before building a forge, look at the statistics. If the pointer is in the red part and you need a blacksmith, no settler is available. Perhaps no worker is available or the tools that he needs are not available in the warehouses. The number in the lower right indicates the number of settlers who are waiting for work. If this number is 10 or greater, and a profession's



pointer is in the red, this means that you lack tools for this profession. We will explain how to better control the fabrication of tools later on. Certain professions do not pose any problems as they do not require the use of any tools (bakers or transporters).

Let's look the food chain. You will see a diagram with heads, merchandise, pointers and arrows. Each head represents a profession. The merchandise is delivered by one



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profession to another profession, in the direction of the arrow. The diagram is presented as follows: the farmer (in the upper right) delivers the wheat to the miller and the pig farmer. The miller delivers the flour to the baker who, in turn, delivers the bread. The pig farmer delivers pigs to the butcher who delivers the meat. The fisherman (in the lower left) delivers the fish. The bread, meat and fish are the 3 foods that will be delivered to the 4 types of mines. The pointers are special in this diagram. There are two types:

 1. The supply pointer (for the farmer or the miners, for example).

The dial is, from left to right: red (no supply), yellow (good supply) and green (excellent supply). This dial indicates the supply of the professions: the more merchandise they receive, the better off they are. The pig farmer prefers having a lot of wheat to feed his pigs, rather than a meagre, or non-existent, supply.

 2. The activity pointer (for the miller or butcher, for example).

This dial is, from left to right: red (no work), green (a lot of work) and yellow (too much work). This means that the ideal situation for the person receiving the merchandise is to receive neither too much nor too little. If the miller does not receive enough wheat, he will have no work and his windmill will be useless. If he receives a normal delivery, his mill is active and he will be busy. If he receives too much wheat, however, he will not be able to keep up with the work. The mill will turn constantly, but the wheat will arrive too quickly and will begin to pile up. After a while, you will have to put this surplus in a

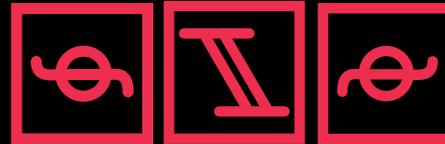
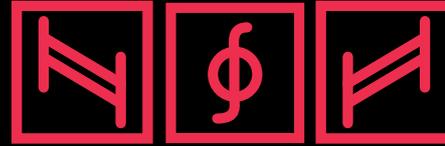
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warehouse. If you build another windmill, you can produce more flour. Later, when you will have 10 millers, you will be able to see the average activity rate for all the windmills. These statistics will indicate potential problems and the buildings that need to be built along with the buildings that are functioning normally. You will see if the mines are well supplied, and if the pig farmer is receiving enough wheat to feed his pigs. Chapter 6.1 will explain how you can influence the delivery of merchandise. Don't be surprised if you don't see a pointer at the beginning of the game, as the food supply for a mine cannot be indicated if it does not exist.

#### Merchandise

These statistics are identical to those for food, except that they represent all merchandise except for food. The suppliers of raw materials are indicated to the left (miners, lumberjacks and quarry workers). The intermediate professions are in the centre (workers at the forge and the mill). The users are to the right (knights, blacksmiths, iron workers, ship makers and masons). The arrows indicate the direction of the delivery, as explained above. The others function as for the food chain. The only difference is that certain professions (casters, blacksmiths, iron workers and masons) cannot do anything if there is iron but no coal... These statistics will also help you to foresee any difficulties.



## 4.4 The warehouses

You already know how to build a warehouse. But there are also other ways of receiving information about the warehouses and of giving orders. If you special click on a warehouse (if there are none, use a castle), a window will appear indicating the state of the stock in this warehouse. By changing the page with the arrow, you will see the settlers that are in this warehouse. The third page contains two icons having different symbols. The upper icon concerns the merchandise, the lower icon concerns the settlers located in this warehouse. The hook can be located in three places. Look at the merchandise first: in the beginning, the hook is at the top. The merchandise will be stored in this warehouse. When the hook is in the middle, no more merchandise can be stored in the warehouse; it can only be delivered. When the hook is at the bottom, the warehouse will be emptied of its merchandise and nothing else can be stored there. For the settlers, the signification is practically the same: when the hook is at the top, they must go to the warehouse after work. If it is in the middle, no



other settler will be accepted. If it is at the bottom, all the settlers must leave the warehouse. You can determine the state of the warehouse. With a special click you can activate the two lower options. What are these options for? If the enemy approaches your warehouse and you can no longer defend your position, you will lose all your merchandise in the ensuing fire. Only certain settlers will be able to escape. You will have to be able to retreat and fight if you want to minimize your losses. Don't forget that you will need time to empty a warehouse or evacuate

#### 4. The economy

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the settlers. If you fight back too late when retreating, you will save only a few settlers. The warehouses are, moreover, crucial for your economy. If a warehouse no longer accepts merchandise or settlers, the others will be overstocked. The evacuation of the merchandise and settlers will have a negative effect. Think before deciding if it is better to retreat and fight. Do not build your warehouses too close to the enemy, or protect them with castles. If a warehouse appears not to be safe, stop the reception of merchandise in time so that you don't accumulate it for no reason, and to be able to save it in time.

You will sometimes have problems when the unemployed settlers are in the warehouse and the weapons and tools are stored elsewhere. In this case, your settlers will automatically go to a warehouse where tools are stocked and wait there for work. You will have similar problems with the tools when the pliers are in a warehouse and the hammers in another. No blacksmith can set up shop, as he needs both tools. This holds true for the iron worker (saw and hammer) and for the knights (sword and shield). In this situation, the tools and weapons will automatically be taken to the other warehouse.

#### 4.5 Information concerning the buildings and the flags

The statistics will give you an overview of your total development. You might, at certain times, want to know specific things about the state of the stock in a particular building, etc... You will see the available information for the buildings. This information is always



activated with a special click.

If you special click on a construction site, you will see the building that you are in the process of building. Questions like "Where am I going to place my windmill?" or "I don't remember where I built the farm..." become extraneous because they don't carry much importance at the beginning of the construction phase, and you can therefore forget about what you wanted to construct and where. Special click on one of your mines. You will immediately see the mine's yield. The calculation will be made in function of the number of trips the miners made into the mine (with merchandise). Remember that it will require several trips into the mines before you can use this information. It is useful essentially in the future demolition of these mines, because if a mine no longer has a yield, the miner will eat the food (which can become rare, depending on the progression of the game) that will be needed in other mines. You will also see the food stock that a mine has at its disposal. As the miner will accept fish as well as bread or meat, this quantity is indicated by the meat icon. If nothing is indicated, there is no food in this mine and the miner will strike. If you special click on the castle, a guard tower or a guard hut, you can see the position of your knights. Most importantly, you will see the strength of the castle to be defended.

As for the mines, you will also see the state of the stocks, but this time it concerns the gold. The guard huts receive a maximum of two units, the guard towers can receive a maximum of four units and the castles can receive a maximum of eight units.

#### 4. The economy

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You will see the state of the stock for all of the following buildings:

Naval shipyard (wood)  
Sawmill (tree trunks)  
Farm land (wheat)  
Butcher's shop (pigs)  
Mill (wheat)  
Baker (flour)  
Iron foundry (iron ore and coal)  
Gold foundry (unrefined gold and coal)  
Forge (iron and coal)  
Iron worker (iron and wood)

You will not have to learn all that by heart. It just means that all the buildings need merchandise. The woodcutter huts, the forest houses, the fishermen huts, the huts for the quarrymen and farmers do not provide the same information because they deliver merchandise, they don't require or store any. You will also know if a settler is already working in a building. To conclude, special click on any intersection. You have already seen the geologist's window. In the upper section you will see a flag. In each direction, when a road branches out from the flag, you will see a hook or a line. If everything is normal, you will see a hook. If you click on a flag where large quantities of merchandise are being transported, you could experience traffic problems. They will be indicated by a line. In other terms, there is a lot of merchandise to distribute in this direction, but the settlers cannot get by, and the traffic jam will disappear after they have distributed all the



merchandise that is blocking the road. You are not required to immediately alleviate a traffic jam, but you can find other solutions so that the settlers can distribute the merchandise by making a detour. In locations that are often busy, take a close look at the network of roads and think about constructing a new warehouse. Do not wait until several flags are blocked up by the merchandise.

Furthermore, you can construct a road that passes directly in front of the flag with a special function. An extra icon will be available when this is possible.

This chapter covered how to obtain a multitude of information about your city. You learned how to access the various informative statistics, foresee eventual problems, or simply to watch the evolution of your kingdom. In this game, observing and learning are two important factors. If you expand and construct without understanding what is happening around you, you will not achieve your objectives.

#### 4.6 The distribution menus

In the next 3 chapters, we will discuss the menus in detail. These  menus allow you to modify various parameters and to influence the life of your city. To activate the menus, click on the lower icon. As with the statistics, you may activate several menus and return to the main selection.

#### 4. The economy

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In each menu, a Default button allows you to reset all the parameters back to zero.

The first 3 menus are distribution menus for merchandise. There are several types of merchandise (food, wood, iron, coal and wheat) which will be delivered to the different professions. The tree trunks will only be delivered to the sawmills, but iron will be delivered to the blacksmiths and iron workers. Your iron stock will sometimes be low, and you will want to fabricate weapons rather than tools, and vice versa. You can modify these parameters in the distribution menus.

Click on the top left icon. You will see the different foods displayed at the top of the screen, with the mine below, each with  a "supply bar". These bars show the food supply received by each mine. If you have a very small stock of food and you want to supply the iron and coal mines in order to continue fabricating weapons, lower the supply bar for the other mines to zero (left), and raise the supply bar of the iron and coal mines to the maximum (right).

The second menu allows you to organize the wood and iron deliveries. Wood is used for construction sites, tools and boats. If you  have a ship maker, stop delivering wood to him if you don't want him to construct any unnecessary boats. You will need more wood for the two other professions. The iron will be delivered to the blacksmith and iron worker. If you are short of iron, priorities will be established according to your evaluation of the



situation and the condition of your stocks.

The third distribution menu concerns coal and wheat. The coal  will be delivered to the foundries and the blacksmiths. There too, the distribution will depend on the situation of the game. If you are short of coal, decrease deliveries to the gold foundry. The wheat will be delivered to the pigsties and the farms. Your preferences will depend upon your city and your plan of distribution.

If you set one of the parameters at zero, the type of building selected will not receive any merchandise. If a bar is two times longer than another one, it means that the building receives twice as much merchandise as the other one. But your settlers are also thinking a lot, too. If the merchandise is very rare, they will only deliver it to the most important building concerned. If the stock is somewhat higher, they will deliver a small amount of merchandise to the other buildings. If your stock is large enough, they will also deliver to the less important buildings.

## 5. Rules of combat

### 5.1 The knight menus

Two menus allow you to modify various parameters for the knights. Click on the lower left icon in the menu. A new window will be displayed with 4 icons on the left, and 2 texts relating to each icon. The left image shows the castles in various positions based on their distance from the frontier:



- on the front line: your castles, watchtowers and guard huts located right on the frontier with the enemy are indicated by a thick black cross on their flag.

- on second line: The castles, etc... located behind the front are indicated by a normal black cross on their flag.

- on third line: The castles, etc... located far from the frontier are not threatened directly. Their flag bears a black stroke.

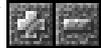
- in the hinterland: The enemy is not visible, and the castles flag is white.

In each case, you will have to decide how many knights will be placed in these buildings (castles, watchtowers and guard huts). The optimal occupation rate will be indicated next to the 4 images. The buildings located on the front line should be full, the ones on the second line should be well occupied, the ones on the third line moderately full, and the castles in the hinterland should be rather



empty. Your buildings will thus be better protected, and you will avoid a situation where most of your knights are located in the hinterlands, while there is only one in your castle located on the front line. The second word indicates the maximum acceptable drop of the occupation rate of the building should you decide to use knights to attack the enemy: "good" for the front line, "average" for behind the front, "weak" for the third line and "minimum" for the hinterland.

Here are some examples: if you read "full/good", this means that all buildings must be occupied to the maximum. If your troops attack the enemy, you will only send out a few knights, keeping enough of them inside to maintain a "good" occupation rate. If you choose "full/full", the knights will occupy the buildings equally, and none of them will leave for this attack. Your front-line will thus be protected to the maximum. But in this case, the knights remaining in remote buildings will need more time to get to the front-line, as the road to travel is longer. With "full/minimum" settings, all knights will leave the building to attack the enemy, except one. Of course, this means that your building will be poorly guarded. You can use such settings for the buildings located in the hinterland if you have many knights available. This will allow you to have more knights available in the event of an attack. But don't forget that your knights will be better trained if they stay inside the building...

Do not use settings that could be too straining. If you don't have enough knights, your guard huts, etc... will be too empty  sooner or later. To change these settings, click on the + and

## 5. Rules of combat

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- signs. The upper setting (ideal number of knights) logically cannot be smaller than the following one (number of remaining knights). Change the second setting. It is very important to IMMEDIATELY change these parameters. If you change the occupation rate setting from "full" to "minimum" in the castles located on the front-line, all your knights will leave, except one. Think first, and click later. When your knights leave the castle to attack the enemy, they will immediately be replaced by new knights coming from the warehouses, as long as there are knights waiting for a job there.

The second knight menu will allow you to change several other parameters. Click on the lower central icon. The „knights rate“ will be displayed in the upper left corner of the screen. The default rate is 30% and you can modify it as you like. This rate shows the number of settlers that could become knights, provided that you have enough swords and shields. If you choose a medium setting (bar in the middle), half of your settlers will become knights. If you set the bar to the left, you will not receive any knights.

The lower icons allow you to directly recruit unemployed workers to form new knights. The number of settlers available for recruiting is displayed to the right. This number depends mostly on the number of weapons available in your warehouses. But you also need enough unemployed settlers, of course. Another icon allows you to choose the knights who will attack the enemy. With the default settings, the weaker knights will attack the enemy, while the stronger ones will stay in defence. But you can also send the

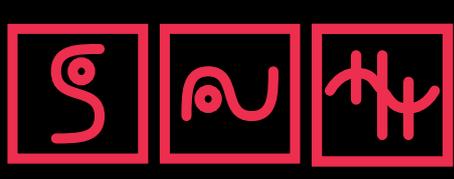


stronger ones on attack and keep the weak ones to defend your buildings. Both options have advantages and drawbacks. But it is usually better to send the weaker knights in combat and to maintain a good defence in your castles. You will decide which strategy is the best. An icon, to the right, allows you to organize your knight relief. When you click on this icon, one or more knights will leave your castles, etc... if the occupation rate is high enough (as explained earlier) and will go to the closest warehouses. New knights will replace them. The advantage of this is that the weakest knights will go back to the warehouses to receive some more training, while the stronger ones will take their place. When you use this option, you must consider the following factors:

- If you fear an attack in the upcoming minutes, wait. You will prevent a sudden drop in the occupation rate of your buildings during a short moment.

- Make sure you have enough well trained knights in your warehouses. If not, changing the settings is not useful.

- Your knights' strength depends not only on their training level, but also on the amount of gold stored in their city. Your knights strength will always be the same when they are defending, but it will depend on their motivation during combats. They will be very motivated if your city shelters a lot of gold. At the beginning of the game, it is extremely difficult to win a battle. You did not extract any gold yet, and your knights are not trained enough. If you want to stand a



## 5. Rules of combat

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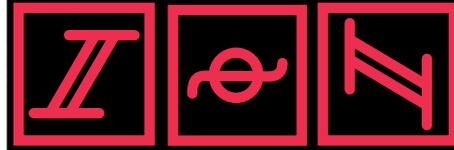
chance to win, the strength ratio must be 4:1. Your losses will of course be higher than your opponent's, and you must carefully choose the place of the attack. If your attack allows you to take control over an enemy gold mine or his (or her) only food producing building, it can be profitable even if you suffer heavy losses, because:

- 1) The enemy will suffer heavy damage, and
- 2) The enemy knights will be weak at the beginning of the game, and it will also be very hard for them to recapture their lost territory.

As soon as you have enough gold, your knights will be stronger, and they will be better in attack than in defence. You can then consider the complete destruction of your enemies. But be careful if you play against several opponents.

You can know the motivation level of the enemy knights in the attack menu. Each gold unit stocked in a castle, a watchtower or a guard hut will have a positive effect. While transported, the gold is not considered as being stored somewhere.

You have probably already noticed that the attack menu displays not only the combat strength, but also the total number of gold units owned by the player. The number of knights defending the castle is displayed at the bottom of the screen. You can change this number by clicking on the arrows. If you think that your situation is hopeless, you can click on the white flag to quit the game.



You can also attack an enemy castle. But don't forget that the enemy may have left more knights than usual in his castle. If you conquer the castle, it will be burned down. Just like the warehouses, the winner will strike a decisive blow on his opponent, causing him to lose the merchandise and settlers that were in the castle. Furthermore, your knights moral will strengthen, while the enemy knights are really down. If you think you can easily conquer a castle, launch an attack. But if you loose a castle, don't give up. If enough well trained knights are available, you can win the battle, but it will not be a piece of cake!

The attack menu allows you to specify the number of knights remaining in the castle to defend it. Don't forget that the castle is important not only for your troops' moral, but also because it is the only warehouse directly protected by knights, and thus much safer than the warehouses you constructed later in the game.

6. To continue...

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## 6. To continue...

### 6.1 The other menus

- Tool fabrication, merchandise priorities, and evacuation menu.

In the menu, click on the central left icon. The 9 different tools will be displayed with a bar showing the number of tools manufactured by your workers. The default settings are as follows: high rate of hammers and picks, low rate for scythes and pliers. Masons, geologists, blacksmiths and iron workers need hammers, but scythes are only needed by the farmers. You can modify the tool fabrication rate during the game. For example, if you urgently need a specific tool (you may have enough hammers, but you need pliers for a new blacksmith), you can speed up the manufacturing rate for the pliers while reducing that rate for the other tools. Don't forget to change these settings later on in the game. The length of the bars shows the number of manufactured tools. If the hammer bar is twice as long as the saw bar, this means that your workers will manufacture two hammers for each saw. But as long as you don't have a blacksmith, this menu is not useful. If you want to avoid having to set priorities for the tools, manufacture as many tools as possible and as soon as you can. This will allow to more easily control the warehouse statistics.

Click on the central icon to open the merchandise priorities menu. You will see a list of merchandise and icons. This menu allows you



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to define priorities for merchandise: some of them will be transported in priority by your transporters. The wood is the first priority in the default settings, because it is very important for construction works and must be delivered as soon as possible to the sawmills. Gold, inversely, has a lower priority level: even if it strengthens your troops moral, its transportation is less urgent, and this will have no negative effect on the game. But you may also have your very own idea, and you can change these priority settings. Click on the desired merchandise. The small arrows allow you to lower or raise the priority level, the large one to place the  merchandise directly at the top or bottom of the priority list.  The upper left icon allows you to return to the initial  settings. If you are fighting against the enemy, weapons should generally be transported in priority, before construction materials. The choice of the best strategy is up to you.

The most important menu allows you to evacuate merchandise, and is activated by the central right icon: If the enemy gets too close to one of your warehouses and you decide to evacuate it, it would be a pity to save more wheat than gold. In this menu, you will decide the evacuation priority of the merchandise. This option works like the delivery priorities menu.

## 6.2 Messages and preferences

During the game, you will always know what the important events

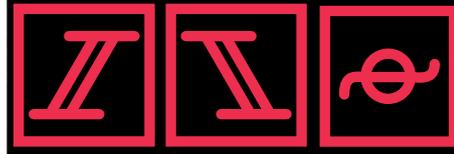
## 6. To continue...

are with the messages displayed by the program. But you can also use these messages for playing the game. This chapter is related to the various messages sent during the game.

You will receive a message for the following events:

- A new guard building is occupied for the first time by a knight. You will thus annex new territories and will be able to plan your city's expansion.
- A new warehouse has been constructed.
- A geologist discovered new underground riches.
- A mine yields no more ore and must be demolished as it consumes food for nothing.
- You are attacked.
- You conquered an enemy guard building and gained new territories.
- One of your buildings has been taken over by the enemy.
- The enemy placed a hut near your territory, and you lost some land.
- Same as above, but you lost land and one or more buildings.
- The construction materials stock in your castle is too low. An emergency program is started, and the only construction works to receive materials will be the woodcutter huts, the sawmills and the quarries.
- The emergency program is stopped, the construction works mentioned above have been provided with materials, and their delivery has been carried on.

You don't need to read all the messages when they arrive. The



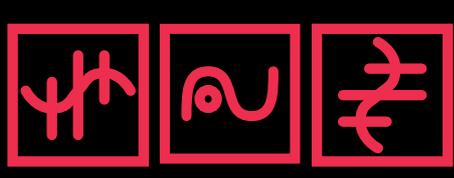
program will memorize more than 50 of them for you, so you will have time to finish what you are currently doing, if for example you are creating new routes. To view a message, click on the hook in the window. If the message displayed doesn't interest you and there are some more, click on the sheet to view the next message. An arrow also allows you to come back to the previous message.

"THE SETTLERS" also includes other options. For example, you can send yourself a message. How? The message will be delayed for several good reasons. This option is in fact a "recall" option, and you can use it in two ways:

a) It allows you to be called to a certain place after a specified length of time.

b) It allows you to be called in a menu or a warehouse after a specified length of time. The different watches allow you to specify the length of time with brackets of 5, 10, 20, 30 or 60 minutes. When this time has expired, you will receive a message and you will be automatically recalled to the desired place or menu. Here are a few examples on how to use this option:

- You urgently need a certain type of tool and you decide to halt the manufacture of other tools with the production menu. But if you forget to change the production settings later on, no other tool will be manufactured, and you can easily foresee the consequences... . Click on a watch in the tools menu. After the specified length of time, you



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will be informed that you still have something to do in this menu.

- Your mine workers are on strike and you urgently need food. You can modify the delivery priorities for the merchandise. Fish, meat and bread will be delivered in priority, before the construction materials. But when the problem is resolved, the recall option will allow you to change the settings again and set new priorities.

- You want to build new huts for fishermen in a certain place, but you have not yet annexed the land, and the guard huts are still under construction. Specify the desired length of time after which you will be recalled to this place. The situation may be different later on.

- You realize that the enemy is suddenly constructing many castles, and you want to keep an eye on him. You just have to precise the length of time after which you will be recalled to a certain place to see how the situation evolved.

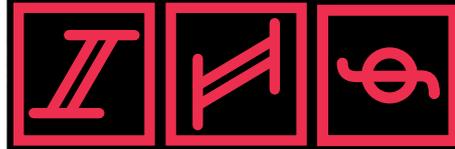
- It is sometimes useful to use the recall option if you want to change the merchandise and/or settlers settings again later on in the game.

- You must also consider this: if you play in team mode with another player (blue settlers), the right player on the screen may not use the watches, and all the messages also arrive to the left player. But you're playing in team, right?

### 6.3 Renewable games



Back to the main menu. In 1 & 2 player mode and in demo mode, an icon will be displayed in the centre of the screen. We did not



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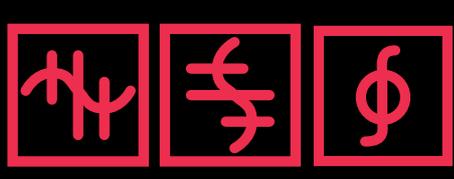


discuss this icon earlier in this manual. As you already know, the 16 digit number affects the world's appearance. Thus, the same number always produces the same world. If you click on this icon, the same combination will be used for your opponents. The turning star at the bottom of the screen indicates that the world AND your opponents are derived from the same combination of digits.

What is the real advantage of this? For example, say you choose the 6355174823325876 combination and a size 4 world. At the end of the game, if you consider that it was interesting and challenging, you can give that combination and the world size to a friend. He will be able to play the same game using the arrow icon, because the world AND opponents data is always based on the digits combination and the world's size.

The 16 digits (between 1 and 8) allow about 270.000 billion combinations, but some are not interesting. Examine carefully your opponent's abilities, and decide if you want to accept this game or not. If you want to play another game, click on the arrow to obtain a new combination, and click again on the bottom arrow. You can do this as many times as you want. If another player gave you a combination, click on the dialogue box and enter the combination, which must include 16 digits. Don't forget to note the world size and the combination if you want to pass the game to another player.

If you find a fantastic combination, please feel free to send it to us. Here at Blue Byte, we also like to colonize, when we have some rare



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free time.

## 6.4 Demo and team mode

In demo mode, you can watch a game entirely controlled by the computer. Even if you only watch the game, "THE SETTLERS" is an entertaining and interesting game. In demo mode, the statistics, the menus, the map and the usual buildings information are available like in a normal game. You may change some menus and statistics options, but you cannot change the settings or construct buildings or roads.

Relax and watch the opponents fight for the control of the land.

The team mode has been developed to allow 2 players to play together against computer controlled opponents. As both players control the same settlers group (the blue ones), the scenarios are identical. Team play has an advantage: you will have more time to think and decide. But there is also a drawback: you might experience some coordination problems from time to time... In team mode, the game is slightly different. Both players CANNOT activate the menus, the attack option and the geologist simultaneously. But this is not a real constraint, as the players are supposed to inform each other of any change in the settings.



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## 6.5 The options



Experienced players want to rapidly activate the options and avoid long mouse controls. "THE SETTLERS" allows you to define several extra options for each player. These options are activated when clicking on the icon on the main menu or the play menu.

You can toggle the music on or off with the corresponding icon. You can also assign the sound effects to 2 different channels when playing in 2 player mode. The left player will hear sound on the left channel, the right player on the right channel. In that case, no music will be available in the game.

Messages: the game includes 4 different message display modes.

- 3) All messages are displayed.
- 2) All messages are displayed, except the messages concerning newly constructed buildings and geologists.
- 1) Only important messages are displayed (attacks, victories, defeats, building losses and emergency program).
- 0) No message displayed.

Scrolling when building roads: if you get close to the edge of the playscreen while building a road, the world will scroll automatically and you will hear a sound.

Fast construction click: If you click twice on the pointer, this will

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have the same result than clicking on the construction icon. Click twice on a flag to build a road, or on an empty place to construct a building.

**Fast map click:** Double click on the right mouse button to display the map. Double click again to close it. If your right mouse button does not work properly, do not use this function, you could activate the map display while trying to scroll the playscreen.

### 6.6 Special functions for the map

The map includes a special option: display the map and special click on the buildings icon. A new window with buildings will be displayed. This window is identical to the statistics window.

The change page icon allows you to see the other buildings. Choose a building and click on it. The buildings will disappear and the map will be displayed.



A new icon is displayed at the bottom of the screen. The map will only display the selected building. This option allows you to quickly see where your warehouses, etc... are located. In very large worlds, this option is very useful. The buildings currently under construction will also be displayed for your convenience, allowing a better planning. For example, if you look for the right spot to place a new baker, you can see where your windmills are located. When you



close the map, the option is still activated, and the selected buildings will still be displayed on the map when reactivated.

To return to normal mode, click "normally" on the icon. To select another type of building, special click again.

You can also use the flag to select the type of buildings displayed on the map. Click on the flag. A new icon will be displayed below the  map. But all flags will not be displayed, only the ones where all roads are not used. This allows you to see where your network is jammed by the transport of merchandise. Also, when a road is not used, there might be two reasons:

1 - No worker has arrived on this road. Or you just built it, and you have to wait a while. Or you do not have enough workers.

2 - There has been a traffic jam at this crossroad (read the corresponding chapter in this manual). With this option, you can immediately see where the transportation of merchandise is posing problems.

Another special option will soon be essential for playing the game: the magnifying glass icon, next to the map icon, which allows you to zoom in on the game map.

## 7. Hints

### 7.1 The most important rules: be observant...

You have already understood that "THE SETTLERS" is a very special game. As soon as you change one of the settings, your settlers (small groups or hundreds of them) will act differently in order to follow your new instructions. A small change may have profound effects. It is wiser to carefully plan your construction schedule and your strategy, instead of building things haphazardly and constantly attacking your enemies. You should examine the situation carefully and analyze it before making a decision. The winner of the game is not the one who clicks quicker on the icons, it's the one who develops the best tactics and strategies. In this chapter, we will give you some more hints to play the game.

Look at your statistics from time to time, analyze your development mistakes or the negative results of an operation, and find the best solution. You can solve a problem in many ways. Let's take an example: your construction works are halted because your wood supply is exhausted. Your analysis could be as follows: first you take into consideration the number of woodcutters chopping down trees, then you construct a new sawmill if enough carpenters are available.

In case of a grave crisis, demolish a few roads to reduce merchandise deliveries to certain areas in your city. Some workers are using the wood needed for your construction works? Reduce deliveries to the





ship makers or iron workers wood until the crisis is over. Do you have enough tools to allow this, or do you have more urgent problems to solve in this area? How will you do to have a sufficient stock of wood rapidly enough? Did you train enough forest rangers? Will you be able to solve the crisis more rapidly by cutting the trees down in a new forest? If there is no forest around, a new guard hut will allow you to annex new lands if you need one. Several factors play an important role in the game, and you will always find new tasks in "THE SETTLERS", because each game is different.

Carefully examine your opponent's territory to determine what he is preparing and his level of strength. Determine his weak points so that you will be able to attack him. Has he built only one iron mine, which will allow you to deprive him of his raw materials? Is one of his warehouses easy to take, or lacking food, and can you interrupt the production of the enemy? The problems posed by a city are the same for your opponents. There are several ways to freeze up his economy.

Depending on the size of the world, the number of settlers is limited to the following number (sizes 1-8):

500/1000/2000/4000/8000/16000/32000/64000.

4 players, for example, face off in a size 5 world will each receive additional settlers, fairly distributed. The birth rate does not influence the total number of settlers controlled by each player, but only on the frequency at which new settlers arrive.



## 7. Hints

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### 7.2 The behaviours of your opponents

Adversaries have very different behaviours, as you will notice during the various events. Here is a brief presentation of the principal character types:



1) Lady Amalie

An inoffensive lady, reserved, who goes about her work peacefully.



2) Kumpy Onefinger

A very hostile character, who loves gold above all else.



3) Balduin, a former monk

A very discrete character, who worries chiefly about the protection of his lands and his important buildings.



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4) Frollin

His unpredictable behaviour will always take you by surprise. He will "pilfer" away lands that are not occupied.



5) Kallina

She is a fighter who attempts to block the enemy's food supply by using strategic tactics.



6) Rasparuk the druid

His tactics consist in amassing large stocks of raw materials. But he attacks slyly.



7) Count Aldaba

Protect your warehouses well, because he is aggressive and knows exactly where he must attack.

## 7. Hints

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### 8) The King Rolph VII

He is a prudent ruler, without any particular weakness. He will try to check the supply of construction materials of his adversaries.



### 9) Homen Doublehorn

He is the most aggressive enemy. Watch your buildings carefully, otherwise he might take you by surprise.



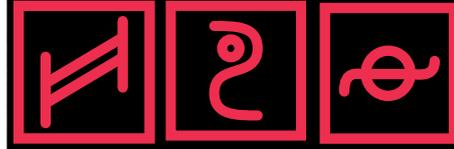
### 10) Sollok the Joker

A sly and repugnant adversary, he will try to stop the supply of raw materials of his enemies right from the beginning of the game.

## 7.3 Hints and tips: professions

This chapter contains other tips concerning the choice of location for buildings.

Demolition: when you demolish a road, you interrupt the transport of merchandise passing in this direction. Try to figure out a way to



always leave a road, and do not destroy the only important connecting road. Merchandise has to wait for the arrival of a new transporter before being transported on a new road. Any modification of your network affects the transportation of merchandise. Construct, therefore, right from the start, a well organized network.

Castle: you already know how to choose a good location for your castle, but observe also the positions of your opponent's castles. Do not place yourself too close to a powerful adversary. The opponents controlled by the computer can fight among themselves and consequently destroy themselves.

Large buildings: the land for the construction of large buildings is rare, and consequently, expensive. Do not construct huts and small roads on land where you could construct a larger building.

Ship maker: For the large lakes, a short cut by using a water way is very efficient to quickly transport merchandise.

Fishermen: A lake that is as big as the game screen will contain enough fish for 3 or 4 fishermen. Make sure that the fishermen are spread out on the lake. If they all fish in the same spot, they will finish by catching nothing.

Farmer: he needs unoccupied lands in order to transform them into fields. The roads cannot be considered as unoccupied lands. Do not construct too many roads around a farm. To avoid the farmer

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losing time travelling to his fields, do not have him use steep roads.

Miller and baker: One miller and one baker are enough for several farms. But make sure that the roads used for transporting their merchandise are not too long.

Butcher: he works quickly and in spite of his deliveries to the farmers, he generally does not have any problems with his work.

Lumberjack and forest ranger: they complement each other perfectly. The forest ranger can replace the trees cut down after the passing of the lumberjack. Wood is the raw material with the highest demand. Use several lumberjacks and forest rangers. The forest rangers cannot plant trees on the roads. Do not place them, therefore, in the general vicinity of the castle or near the warehouses that require several roads for the transportation of merchandise. Place them a little ways away, even in places that are not perfectly flat and that cannot be used for other things.

Miller: One miller is sufficient for several lumberjacks. But you will have to quickly construct several sawmills.

Ship maker: Make sure that the ship maker does not use up all your wood to build a fleet of boats. As soon as he has finished his work, do not give him any more wood.

Miner: If he can no longer find anything, burn the mine down so



you will not have to feed him. In the mountains, construct a network of roads with numerous branches to facilitate the transport of raw materials to the valley.

**Caster:** The cast takes a little while and the caster cannot cast the ore of several mines fast enough without falling behind. But he will be able to catch up as soon as the deliveries slow down. Depending on the size of his backlog, you can hold back on new constructions.

**Geologist:** When the geologists return home after their prospectings, they will stay in the warehouses without anything to do. From time to time, send them back in the mountains to look for new underground riches. You might discover a new vein of gold that you had missed before.

How do the settlers choose the road on which to transport the merchandise? It is a rather complicated procedure. It is important to know where the merchandise is needed. A mill can be very close and contains a lot of wheat, even though the stock of another mill that is further away will be dried up. Moreover, certain merchandise is distributed according to the menu parameters. When a destination has been found for the merchandise, the settlers take the shorter route. The essential element is the number of roads that the merchandise will have to pass by: a very long road between two flags is faster than a shorter voyage with an intermediate flag. The player has, therefore, a great advantage, because he can influence the choice of road chosen for the transportation. Here is an example:



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You have placed a flag on each side of a warehouse and a road to connect it to your network. All merchandise that must transit through the warehouse is already keeping the crossroad very busy, and the merchandise transported from one flag to the other, and in both directions, blocks traffic even more. On the other hand, if you create a new connection between the two flags (even if it makes an apparent detour around the warehouse), the traffic will no longer pass in front of the warehouse, but by the new road that allows you to avoid it. This principle allows you to construct complex networks around important warehouses or castles, which, in turn, allows you to transport merchandise more rapidly. Do not forget that any construction, demolition and transformation of road initially has negative effects on the transportation of merchandise. It is only when the settlers will be adapted to the new situation that the transportation of merchandise will proceed normally. Your workers will often have to cross over enemy land to cut down trees or harvest wheat. In the mines, you can take advantage of this situation and steal underground riches from the enemy.

### Other loading options

If you know the CLI for the Amiga, you can launch the program with different options:

-f: Save/Load to Floppy

The files will be loaded and saved from the floppy disk drive. If you do not use the -f parameter, the files will be saved in the "THE



SETTLERS\save\". directory.

-s: Single player

The game is limited to one player. This option is useful if you only have 512 KB of RAM, if you play alone and if you want to use the memory for the sound effects. The game for 2 players in a team is not available if this option is activated.

-mx: Force mapsize x

X is a number between 1 and 8. It indicates the size of the game's world. The program has a size 3 world by default, because this is the size of world used for the training scenarios.

-n: Force NTSC

If your system is in the PAL standard, the screen will be in NTSC mode. You will thereby save memory (the screen is smaller), and the program can load more sound effects if you have more than 512 KB of RAM.

-q: quickgrafix disabled

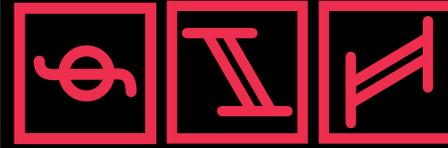
The rapid graphics (that are reserved for computers having 1 MB or more) take the priority over the music. This option allows you to give the priority to the music. If there is any space remaining, the program will use the rapid graphics.

### 7.4 Need help?

During the game, you can sometimes find yourself in a „no way out“ situation. For example, if you have lumberjacks but no more wood, the construction of a lumberjack’s hut can pose a serious problem. All is not yet lost, however, because you can always send your knights into combat. If you do not have any stocks at the beginning of the game, you might end up quickly lacking materials. If you do not watch your production closely, you will see that you lack one unit of wood for the sawmill too late... and you will have to restart at zero.

To avoid this, an "emergency program" is placed at the beginning of the game. This program is, in fact, a reserve of 2 units of granite and 7 units of wood that allow you to construct a lumberjack’s hut, a sawmill and a quarryman’s hut.

If you need materials, these construction sites will receive them in priority in order to ensure the minimal supply, because these three buildings will open all the doors. You can also find yourself in a dead end with the tool maker: if you don’t have a tool maker, and all the hammers have been distributed to the construction workers and to the geologists, you can no longer send an iron worker to work and the fabrication of tools becomes impossible. It is for this reason that at the beginning of the game, certain settlers take the necessary tools. Early in the game, you will not have too many problems. Everything has been foreseen. But, later on, you will be the sole person

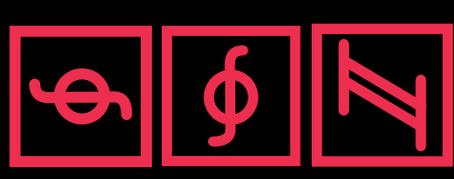


responsible for your mistakes. You now know everything about the program, and your knowledge is sufficient to be able to confront the computer or to challenge another player.

### 7.5 The end of the game

The game finishes when there is only one city remaining in the game's world. You can quit a game when playing by clicking on the white flag. If the adversary controlled by the computer decides to quit, you can decide whether or not to continue the game. There might be instances when several cities remain in the game. In this case, the game will be a draw. This situation can happen when no city has enough knights and all the deposits of ore and coal are dried up, prohibiting the fabrication of weapons. In this case, there is no winner.

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## 8. Annexes

### 8.1 If you have a problem...

Configuration problems concerning the Amiga-version:

Less than 20% of the sound effects were loaded!

Cause: You do not have enough memory. Before launching the game, deactivate the resident programs or unplug unused floppy disk drives. They use memory that is needed by The Settlers.

The music was not loaded, even though I have 1 MB of Chipram and more than 1 MB of memory!

Cause: see above.

The program or a part of the data does not go into Fastram as I would have liked.

Cause: Verify the size of the available Fastram. Your extension has, perhaps, a memory capacity of COOOOOO. These extensions have been integrated in the Amiga 2000, and can be obtained in several versions (512 KB, 1.7 MB) for the internal drive of the Amiga 500. These extensions are not REAL Fastram. But do not be discouraged; this only means that the program will function a little more slowly.



Only a part of the data is in the Fastram, even though the list says "yes".

Cause: a part of the Fastram is probably being used by other programs.

The size of the world indicated in the list has not been reached!

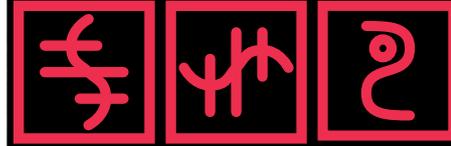
Cause: a part of the Fastram or Chipram is being used by other programs. You will find a complete list of possible configurations and of their effects on "The Settlers" on the following page.

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Configuration examples: This list allows you to see the different possible configurations and the performances of the program on the machine:

| Your Computer |         | Sound   |       | Size         | Fastram | Missions |     |
|---------------|---------|---------|-------|--------------|---------|----------|-----|
| Chipram       | Fastram | Effects | Music | (in Screens) | Program | Data     |     |
| 512 Kb        | 512 Kb  | ca.25%  | no    | 1-3 (37)     | yes     | yes      | yes |
| 512 Kb        | 1 MB    | ca.25%  | no    | 1-5 (150)    | yes     | yes      | yes |
| 512 Kb        | 2 MB    | ca.25%  | no    | 1-6 (600)    | yes     | yes      | yes |
| 512 Kb        | 4 MB    | ca.25%  | no    | 1-8 (1200)   | yes     | yes      | yes |
| 1 MB          | none    | ca.25%  | no    | 1-3 (37)     | no      | no       | yes |
| 1 MB          | 1 MB    | all     | yes   | 1-5 (150)    | yes     | yes      | yes |
| 1 MB          | 2 MB    | all     | yes   | 1-6 (600)    | yes     | yes      | yes |
| 1 MB          | 4 MB    | all     | yes   | 1-8 (1200)   | yes     | yes      | yes |
| 2 MB          | none    | all     | yes   | 1-5 (300)    | no      | no       | yes |
| 2 MB          | 1 MB    | all     | yes   | 1-7 (600)    | yes     | some     | yes |
| 2 MB          | 2 MB    | all     | yes   | 1-7 (600)    | yes     | some     | yes |
| 2 MB          | 4 MB    | all     | yes   | 1-8 (1200)   | yes     | yes      | yes |





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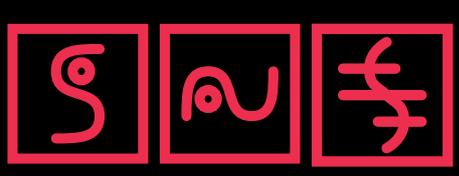
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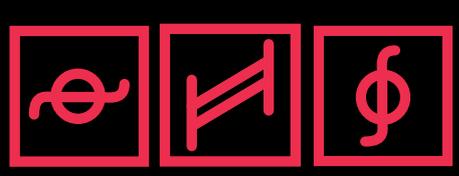
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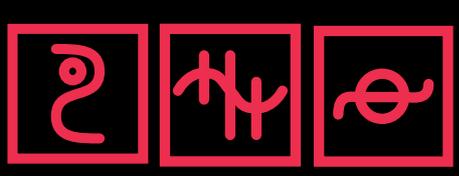
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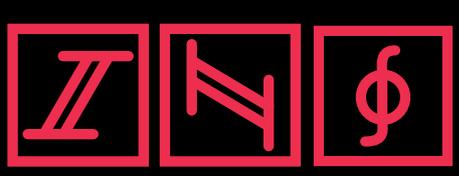
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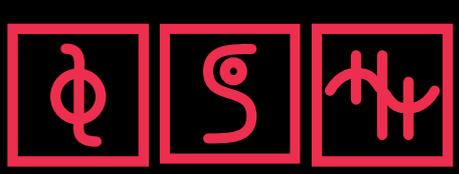
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