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THE SETTLERS



10 YEARS OF
EXCELLENCE!

ULTIMATE STRATEGY - ON LAND, ON SEA, ON-LINE

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III THE SETTLERS III

MANUAL

THE SETTLERS III HAS ARRIVED AND WITH IT EXCITING ADDITIONS AND IMPROVEMENTS. NEW GAME ANIMATION SHOWS THE THIRD GENERATION OF SETTLERS, THEIR HOMES, WORKPLACES, TEMPLES, SHIPS AND INSTRUMENTS OF WAR IN NEW 3D DESIGN. THE GAMEPLAY IS NOW MORE DYNAMIC, BUILDINGS CAN BE CONSTRUCTED MORE QUICKLY, AND BATTLES ARE FOUGHT IN REAL TIME. NAVIGATION HAS UNDERGONE A MAJOR REVAMPING WITH AN INCREASED NUMBER OF SHIPS FOR EACH OF THE THREE COMPETING RACES. WAR IS BEING WAGED ON LAND AND AT SEA, CAN THE HEAVENS BE FAR BEHIND? NO, OF COURSE NOT. THE SETTLERS ARE AS INDUSTRIOUS AND LIVELY AS EVER BEFORE, BUT WITH THE OCCASIONAL DIVINE INTERVENTION OF JUPITER, HORUS OR CH'IH-YU, A LITTLE RELIGIOUS FERVOR MIGHT BE JUST WHAT YOU NEED TO LIGHTEN THE SETTLERS LOADS.

THE SETTLERS III OFFERS MASSIVE MULTIPLAYER FEATURES OVER THE INTERNET. NOW YOU CAN PIT YOUR RACE OF SETTLERS AGAINST YOUR FRIEND'S TRIBE ON A LOCAL AREA NET OR AGAINST MORE THAN 10 SETTLERS FANS FROM ALL OVER THE WORLD ON THE **BLUE BYTE** SETTLERS III SERVERS. AN ENTIRELY NEW LOBBY SYSTEM AWAITS YOU WHERE YOU CAN GET THE MOST RECENT INFORMATION ON THE SETTLERS, CHAT WITH OTHER SETTLERS FANS, EXCHANGE TIPS, AND JOIN IN ONE OF A VARIETY OF GAMES OFFERED THERE OR EVEN CREATE YOUR OWN.

THE SETTLERS III USES A BUILDING BLOCK CONCEPT FOR GIVING YOU THE INFORMATION YOU WANT AND NEED, IN A FORM WHICH IS FLEXIBLE AND CONVENIENT. FOR THOSE OF YOU NOT WANTING TO BE SPOON-FED WITH DETAILS THAT ONLY DAMPEN YOUR ZEAL FOR EXPLORATION, ON AND OFF THE MAP, THIS PRINTED HANDBOOK WILL NOT SPOIL YOUR

START WITH UNWANTED EXPLANATIONS. FOR THOSE OF YOU WHO PREFER MORE SECURE FOOTING BEFORE SETTING OFF INTO NEW SETTLERS WORLDS, A SPECIAL, SUPPLEMENTARY ONLINE HANDBOOK IS AVAILABLE WHICH YOU CAN ACCESS AT ANY TIME, EVEN DURING BATTLE. HERE YOU WILL FIND ALMOST, IF NOT ALL THE INFORMATION YOUR HEART DESIRES ABOUT THIS OR THE OTHER FEATURE.

WE WANT TO THANK ALL THE SETTLERS FANS WHO HAVE CONTRIBUTED SO MUCH IN THE WAY OF SUGGESTIONS, SELF-MADE MAPS, BETA-TESTING, AND EVEN A COUPLE MASTERPIECES OF CRAYON ART SENT IN BY THE YOUNGEST OF SETTLERS FANS. WE WISH YOU ALL HOURS AND HOURS OF ENJOYMENT PLAYING THE SETTLERS III, WHETHER MORN-INGS WHEN ALL THE OTHERS ARE SLEEPING IN, ON THOSE COLD WINTRY EVENINGS WITH A HOT CHOCOLATE NOT TOO NEAR THE KEY-BOARD, OR DURING THE LUNCHBREAK AT WORK.

HAVE FUN WHEREVER AND WHENEVER!

YOUR SETTLERS III TEAM



THE SETTLERS III

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GUIDE TO INSTALLATION

IN ORDER TO BE ABLE TO PLAY THE SETTLERS III, YOU MUST HAVE WINDOWS® 95, WINDOWS® 98, OR WINDOWS® NT 4.0 INSTALLED ON YOUR PC. THE MINIMUM INSTALLATION REQUIRES 250 MBYTES OF FREE SPACE ON YOUR HARD DRIVE. YOU MUST ALSO HAVE DIRECTX 6.0™ INSTALLED ON YOUR COMPUTER. IN CASE YOU HAVE NOT YET INSTALLED DIRECTX 6.0™ ON YOUR COMPUTER, WE HAVE INCLUDED IT FOR YOUR CONVENIENCE ON THE SETTLER III CD UNDER THE DIRECTORY DIRECTX™. FOR MORE INFORMATION ON INSTALLING DIRECTX™, PLEASE READ THE SECTION BELOW ENTITLED INSTALLING DIRECTX™.

TECHNICAL REQUIREMENTS

IBM PC OR 100% COMPATIBLE

MINIMUM REQUIREMENTS

-  PENTIUM® 100 MHZ
-  32 MB RAM
-  MOUSE
-  2MB GRAPHIC CARD (DIRECTX®-COMPATIBLE)
-  250 MB FREE HARD DRIVE SPACE
-  4X CD-ROM DRIVE
-  WINDOWS® 95, WINDOWS® 98, OR WINDOWS® NT 4.0
-  DIRECTX®6.0 (INCLUDED ON CD)
-  28.8 MODEM FOR INTERNET GAMING

RECOMMENDED CONFIGURATION

-  PENTIUM® 166 MHZ
-  32 MB RAM
-  SOUND CARD (DIRECTX®-COMPATIBLE)

SUPPORTS

-  LOCAL AREA NETWORK LAN
-  SETTLERS III INTERNET SERVER
-  TCP/IP AND IPX/SPX PROTOCOL
-  CIRCLE SURROUND™
-  CD-AUDIO

SETTLERS III WILL ALSO RUN ON SLOWER COMPUTERS, AS LONG AS WINDOWS® 95, WINDOWS® 98, OR WINDOWS® NT 4.0 AND DIRECTX 6.0 IS INSTALLED AND YOU HAVE AT LEAST 32 MB RAM. BLUE BYTE CANNOT GUARANTEE, HOWEVER, THAT THE QUALITY OF THE GRAPHICS WILL BE SATISFACTORY IN THAT CASE.

THE SETTLERS III DOES NOT SUPPORT INSTALLATION UNDER MS-DOS™

THE SETTLERS III ONLY RUNS UNDER WINDOWS® 95, WINDOWS® 98, OR WINDOWS® NT 4.0. AN INSTALLATION UNDER MS-DOS IS NOT POSSIBLE.

INSTALLING UNDER WINDOWS® 95, WINDOWS® 98, OR WINDOWS® NT 4.0

TURN ON YOUR COMPUTER AND INSERT THE SETTLERS III CD INTO YOUR CD-ROM DRIVE. THE INSTALLATION PROGRAM STARTS AUTOMATICALLY. SETTLERS III WILL BE INSTALLED AUTOMATICALLY ACCORDING TO THE HARDWARE CONFIGURATION OF YOUR PC (FOR EXAMPLE: SOUND CARD, GRAPHIC CARD, ACCELERATORS, ETC.) IF AUTOPLAY IS DISABLED, DOUBLE-CLICK THE MY COMPUTER ICON ON YOUR DESKTOP, DOUBLE-CLICK THE ICON FOR YOUR CD-ROM DRIVE, AND THEN DOUBLE-CLICK THE S3.EXE ICON.

INSTALLING DIRECTX

DIRECTX IS NOT AUTOMATICALLY INSTALLED ON YOUR PC. IF YOU HAVE NOT YET INSTALLED DIRECTX ON YOUR COMPUTER, YOU WILL BE GIVEN THE OPTION TO DO SO IN THE SETUP MENU. DURING THE INSTALLATION, A BAR WILL APPEAR INDICATING THE PROGRESS OF THE INSTALLATION.

PROBLEMS

NOTE: IF YOU HAVE TECHNICAL PROBLEMS OR QUESTIONS CONCERNING THE SETTLERS III, PLEASE CONTACT US AT OUR HOTLINE NUMBER. OUR HOTLINE IS AVAILABLE TO YOU FROM MONDAY THROUGH FRIDAY (EXCL. PUBLIC HOLIDAYS) YOU MAY ALSO SEND US A FAX AT ANY TIME.

HOTLINE NUMBER

UK: (44) 1604 259090 (12.00 PM – 6.00 PM)
US: (512) 343-1099 (8.30 AM – 5.00 PM CST)

FAX NUMBER UK: (44) 1604 624553 (9.00 AM – 6.00 PM)
 US: (512) 343-1886 (8.30 AM – 5.00 PM CST)

BEFORE YOU CALL, PLEASE MAKE A NOTE OF ALL IMPORTANT SYSTEM INFORMATION (FOR EXAMPLE, SOUND CARD, GRAPHIC CARD, RAM , DIRECTX INFORMATION, AND ANY ADDITIONAL HARDWARE THAT MAY BE PRESENT LIKE GRAPHIC ACCELERATORS). IN ORDER TO IDENTIFY DRIVER RELATED PROBLEMS, PLEASE ALSO MAKE A NOTE OF SOFTWARE THAT YOU USE.

STARTING THE SETTLERS III: PRELIMINARIES

BEFORE YOU CAN START SETTLERS III, YOU FIRST HAVE TO INSERT YOUR SETTLERS III DISC INTO YOUR CD-ROM DRIVE. AFTER YOU DO THIS, THE GAME WILL START AUTOMATICALLY UNLESS YOU HAVE DISABLED YOUR AUTOPLAY FUNCTION. IF AUTOPLAY IS DISABLED, DOUBLE-CLICK THE MY COMPUTER ICON ON YOUR DESKTOP, DOUBLE-CLICK THE ICON FOR YOUR CD-ROM DRIVE, AND THEN DOUBLE-CLICK THE S3.EXE ICON.

AFTER THE SETTLERS III HAS LOADED, YOU WILL SEE THE START SCREEN. FROM THE START SCREEN, YOU CAN CHOOSE ONE OF FOUR WAYS TO PLAY THE SETTLERS III BY CLICKING ON THE APPROPRIATE BUTTON. THE FIRST TWO BUTTONS, THE CAMPAIGN BUTTON AND THE START GAME BUTTON, OFFER TWO OPTIONS FOR PLAYING ALONE ON YOUR COMPUTER. THE SECOND TWO BUTTONS, THE MULTIPLAYER GAME: LAN BUTTON AND THE MULTIPLAYER GAME: INTERNET BUTTON OFFER TWO OPTIONS FOR PLAYING AGAINST OTHER PLAYERS ON A LOCAL AREA NET OR THE INTERNET. THE LAST BUTTON, THE EXIT GAME BUTTON, WILL RETURN YOU TO YOUR WINDOWS DESKTOP.

GETTING YOUR FEET WET

IN THE SETTLERS III, YOUR MOUSE WILL TAKE CARE OF NEARLY ALL THE NECESSARY ON-SCREEN CONTROLS. WHEN YOUR POINTER RESTS A SHORT WHILE OVER A BUTTON IN THE CONTROL CENTER OR AN OBJECT IN THE PLAYING AREA, A "TOOL" TIP OR "OBJECT" TIP WILL APPEAR GIVING YOU A SHORT DESCRIPTION. IN THIS WAY ALL BUILDINGS, TOOLS AND RAW MATERIALS ARE CLEARLY DESIGNATED. THIS MEANS THAT YOU DON'T HAVE TO SPEND TIME LOOKING THROUGH THE MANUAL TO FIND OUT WHAT THIS SYMBOL MEANS OR WHAT THAT OBJECT DOES. THE ANSWER IS ONLY A MOUSE-GLIDE AWAY.

WHEN YOU CLICK ON THE COMPUTER ICON IN THE LOWER LEFT-HAND CORNER OF THE CONTROL CENTER, YOU ENTER THE MENU FOR LOADING AND SAVING GAMES. HERE YOU WILL ALSO FIND A BUTTON THAT LEADS YOU DIRECT TO OUR DETAILED ONLINE DOCUMENTATION.

NO MATTER WHICH TYPE OF GAME YOU HAVE CHOSEN TO PLAY, OFFLINE OR ONLINE, YOU WILL EVENTUALLY ARRIVE AT THE SETTLERS III OPENING SCREEN.

THIS SCREEN IS DIVIDED INTO THREE AREAS:

- THE OVERVIEW MAP
- THE CONTROL CENTER
- THE PLAYING AREA





IN THE UPPER LEFT-HAND CORNER OF THE SCREEN, YOU WILL SEE YOUR OVERHEAD MAP IN THE FORM OF A PARALLELOGRAM. WITHIN THE OVERHEAD MAP YOU WILL NOTICE A SMALL-EXPLORED AREA ENCIRCLED BY A DOTTED WHITE LINE. THIS LIGHTENED AREA REPRESENTS THE PORTION OF LAND YOU OCCUPY AT THE BE-GINNING OF THE GAME. WHAT IS LEFT IS THE FOG-OF-WAR, WHICH WILL REMAIN BLACK UNTIL YOU HAVE EXPLORED OR COLONIZED IT, YOU CAN GET STARTED EXPLORING IMMEDIATELY.

COLONIZING MEANS BUILDING UP YOUR TERRITORY SO THAT YOU CAN ESTABLISH A FUNCTIONING SOCIETY FOR THE SETTLERS. THIS MEANS, IN TURN, DECIDING WHAT TOOLS AND WEAPONS ARE NEEDED, WHO YOU WANT TO TRADE WITH, AND WHO MIGHT BE GOOD ALLIES. ALL OF THESE OPERATIONS, AND A LOT MORE, CAN BE PERFORMED FROM WITHIN THE CONTROL CENTER, FOUND BELOW THE OVERVIEW MAP.



CLICK ON THE HOUSE ICON (FIRST ROW, ON THE LEFT) AND YOU WILL ENTER THE CONSTRUCTION MENU WHERE YOU CAN FIND ALL THE BUILDINGS AVAILABLE FOR YOUR COLONY.



CLICK ON THE GRAPH ICON (FIRST ROW, IN THE MIDDLE) AND YOU WILL ENTER THE STATISTICS MENU. THERE YOU CAN CHECK UP ON A VARIETY OF THINGS TO FIND OUT WHY SOMETHING IS NOT HAPPENING THE WAY YOU THINK IT SHOULD. MAYBE YOU'D LIKE TO SEE HOW MANY SAWS YOU HAVE ON HAND, OR HOW YOUR WOOD SUPPLY IS DOING, HERE YOU CAN FIND OUT WHAT YOU WANT OR NEED TO KNOW TO MANAGE YOUR COLONY.



CLICK ON THE SLIDER PANEL ICON (FIRST ROW, ON THE RIGHT) AND YOU WILL ENTER THE OPTIONS MENU WHERE YOU CAN PERFORM ALL THE FINE ADJUSTMENTS THAT ARE NECESSARY FROM TIME TO TIME FOR SUCCESSFUL COLONIZATION. HOW MANY CARRIERS DO I NEED? WHICH TOOLS SHOULD BE PRODUCED NEXT? SHOULD I GARRISON MORE SOLDIERS TO MY CASTLE? THESE ARE ALL MATTERS THAT YOU CAN DEAL WITH IN THE OPTIONS MENU.

A THRIVING COLONY REQUIRES A NUMBER OF THINGS THAT MUST BE PRODUCED. THE SETTLERS NEED BUILDING MATERIALS TO CONSTRUCT THEIR HOMES AND WORKPLACES. TO ENSURE THAT YOU HAVE THE NECESSARY BUILDING MATERIALS AFTER YOUR INITIAL SUPPLY IS EXHAUSTED, A HUT FOR YOUR WOODCUTTER, STONECUTTER AND FORESTER AS WELL AS A SAWMILL WILL ALLOW YOU TO REALIZE YOUR FURTHER BUILDING PLANS. AS YOU EXPAND AND SOPHISTICATE YOUR COLONY, YOU WILL CERTAINLY WANT TO HAVE IRON AND COAL SO THAT YOU CAN PRODUCE ADDITIONAL TOOLS AND WEAPONS. YOUR INITIAL SUPPLY WON'T LAST FOREVER. FOR THIS YOU NEED TO BUILD MINES, SMELTING WORKS, A TOOL SMITH'S WORKS AND A WEAPON SMITH'S WORKS. THEN THERE IS THE QUESTION OF FOOD. YOUR HARDWORKING MINERS WON'T WORK TOO LONG ON EMPTY BELLIES. THIS MEANS BUILDING GRAIN FARMS, PIG FARMS, GRAIN MILLS, SLAUGHTERHOUSES AND BAKERIES.

IF YOUR SETTLERS WANT TO ENGAGE IN TRADE, THEY WILL NEED SHIPS AND CARAVANS. FOR THIS, SHIPYARDS AND HARBORS AS WELL AS DONKEY RANCHES AND MARKET PLACES MUST BE BUILT. AS YOU CAN SEE, YOUR

COLONY IS BECOMING INCREASINGLY MULTIFACETED. BUT THERE IS STILL MORE. FOR ALL THESE NEW WORKPLACES, THE POPULATION OF YOUR COLONY MUST GROW AS WELL. THIS IS ONLY POSSIBLE WHEN YOU BUILD ADDITIONAL HOUSING. IN ORDER TO PROTECT AND EXPAND YOUR TERRITORY, OR TO CONQUER ENEMY TERRITORY BY TAKING OVER ENEMY MILITARY BUILDINGS, YOUR COLONY WILL NEED TO RECRUIT ADDITIONAL SOLDIERS. TO REALIZE THESE AMBITIONS, YOU WILL HAVE TO BUILD WATCHTOWERS, BARRACKS, AND MAYBE EVEN A CASTLE OR TWO.

YOU CAN FIND A MORE DETAILED DESCRIPTION OF THESE MENUS IN OUR ONLINE DOCUMENTATION. MOST OF WHAT YOU SEE, THOUGH, IS PRETTY SELF-EXPLANATORY. JUST GIVE IT A TRY!

THE ACTUAL PLAYING AREA IS THE BIG MAP IN FRONT OF YOU, WITH THE LITTLE SETTLERS SCURRYING AROUND. THE FOG-OF-WAR ON THE PERIMETER WILL REMAIN BLACK UNTIL YOU SEND YOUR SETTLERS OUT EXPLORING, UNCOVERING THE VAST WORLD THAT SURROUNDS YOU.

AT THE BEGINNING OF THE GAME, YOU HAVE ONLY A GUARDTOWER, A HANDFUL OF SOLDIERS AND SOME CIVILIAN SETTLERS BUSTLING AROUND. IF YOU HAVE STARTED WITH THE TUTORIAL MISSION WHICH IS INCLUDED AMONG THE SINGLE PLAYER MAPS, AS WE RECOMMEND, YOU HAVE ALREADY RECEIVED INSTRUCTIONS ABOUT WHAT YOU HAVE TO DO. IN CASE YOU DIDN'T, NO PROBLEM, JUST CLICK ON THE "HOUSE" ICON IN THE CONTROL CENTER. RIGHT BELOW IT IS A SECOND ROW OF ICONS. CLICK ON THE "RESOURCES" ICON (THE ONE ON THE FAR LEFT). BELOW THIS ICON YOU'LL SEE THE MENU FILL WITH BUILDINGS. FIND THE WOODCUTTER'S HUT IN THIS GROUP AND CLICK ON IT. THE TOOL TIPS CAN HELP YOU OUT HERE. JUST GLIDE YOUR POINTER OVER THE BUILDINGS.



AFTER YOU HAVE CLICKED ON THE WOODCUTTER'S HUT, YOU WILL SEE GREEN, YELLOW AND RED DOTS AS WELL AS A DARKENED SYMBOL OF THE WOODCUTTER'S HUT ALMOST ALL OVER THE PLAYING AREA. THIS SHOWS YOU ALL THE POSSIBLE SITES FOR BUILDING THIS HUT. THE DOTS INDICATE HOW FAVORABLE THE SITE IS FOR BUILDING, GREEN DOTS MEAN THE SHORTEST

BUILDING TIME, YELLOW DOTS MEAN INTERMEDIATE BUILDING TIME AND RED DOTS THE LONG-EST BUILDING TIME. WHEN YOU HAVE DECIDED WHERE YOU WANT TO BUILD THE WOODCUTTER'S HUT – NEAR SOME TREES MIGHT BE A GOOD IDEA – SIMPLY CLICK THERE IN THE PLAYING AREA.

THE RELATIONSHIPS BETWEEN THE BUILDINGS AND HOW THEY DEPEND ON ONE ANOTHER IS EXPLAINED IN THE TUTORIAL MISSION. IN ADDITION, YOU CAN FIND MORE DETAILED INFORMATION IN THE ONLINE DOCUMENTATION. BUT A SHORT OVERVIEW OF THE INTERDEPENDENCIES OF YOUR COLONY MIGHT BE HELPFUL.

AT THE BEGINNING YOU ARE, OF COURSE, INTERESTED IN GETTING YOUR COLONY OFF TO A GOOD START. YOUR INITIAL SUPPLY OF MATERIALS IS LIMITED. YOU'LL NATURALLY WANT TO MAKE SURE THAT YOU HAVE A FURTHER SUPPLY SO THAT YOUR COLONY DOESN'T COME TO AN ABRUPT HALT AFTER YOU HAVE BUILT FIVE GUARDTOWERS AND DISCOVER YOU HAVE NO BOARDS OR STONE FOR CONSTRUCTING ADDITIONAL BUILDINGS! INITIALLY, IT IS A GOOD IDEA TO MAKE SURE YOU HAVE A THRIVING CONSTRUCTION INDUSTRY BECAUSE WITHOUT BUILDING MATERIALS,

THERE CAN BE NO BUILDINGS AND WITHOUT BUILDINGS, NO COLONY. YOU WILL DISCOVER THAT, DEPENDING ON WHICH RACE YOU HAVE

CHOSEN, THE MATERIALS NEEDED FOR BUILDING WILL VARY. THE ROMANS USE ABOUT EQUAL PROPORTIONS OF WOOD AND STONE FOR THEIR BUILDINGS, THE EGYPTIANS USE A HIGHER PROPORTION OF STONE THAN WOOD, AND THE ASIANS USE A HIGHER PROPORTION OF WOOD THAN STONE.

A PROSPEROUS CONSTRUCTION INDUSTRY ALSO REQUIRES AN ADEQUATE SUPPLY OF LABOR. THIS LABOR FORCE DOES NOT COME INTO BEING AUTOMATICALLY AS IT DID IN THE SETTLERS 2. RESIDENCES HAVE TO BE BUILT FOR YOUR SETTLERS. AS SOON AS YOU HAVE BUILT A NEW RESIDENCE, YOU HAVE AN ADDITIONAL SUPPLY OF LABOR AT YOUR DISPOSAL. IF YOU WISH, YOU CAN EVEN DETERMINE YOURSELF WHETHER YOUR NEW LABORERS ARE TO BE EMPLOYED AS CARRIERS, BUILDERS OR DIGGERS. FOR MORE DETAILED INFORMATION ON THE POSSIBILITIES FOR FINE-TUNING, PLEASE CONSULT YOUR ONLINE DOCUMENTATION.

AFTER YOU HAVE GOTTEN YOUR CONSTRUCTION INDUSTRY OFF THE GROUND AND HAVE ERECTED YOUR FIRST FEW BUILDINGS, YOU WILL BECOME AWARE THAT SPACE IS BECOMING TIGHT. YOU NEED MORE LAND. AND JUST ACROSS THE BORDER, IT LOOKS AS IF THERE'S LOTS OF FREE SPACE CALLING OUT TO YOU, "COME, PUT ME TO USE, COLONIZE ME". TO BE ABLE TO COLONIZE THIS TERRITORY, YOU FIRST HAVE TO OCCUPY IT. THIS WILL BE YOUR FIRST MILITARY ACTION. BUILD A GUARDTOWER OR CASTLE AS CLOSE AS POSSIBLE TO THE BORDER (AT THE BEGINNING A GUARDTOWER IS PREFERABLE AS THIS SAVES ON BUILDING MATERIALS). AS SOON AS THE GUARDTOWER IS FINISHED, IT WILL BE AUTOMATICALLY OCCUPIED BY A SOLDIER, AND THE SURROUNDING AREA WILL COME UNDER THE CONTROL

OF YOUR COLONY. NOW YOU WILL HAVE ENOUGH SPACE TO BEGIN BUILDING UP THE SECOND INDUSTRIAL PILLAR OF YOUR COLONY, THE FOOD INDUSTRY.

AT THIS POINT, IT MAY BE WISE TO BUILD A GRAIN FARM, A WATERWORKS, A GRAIN MILL AND A BAKERY. THE FOOD THAT BECOMES AVAILABLE AFTER YOU'VE DONE THIS WILL BE NEEDED BY YOUR MINERWORKERS.

SO FAR YOU HAVE TAKEN CARE OF BASIC NUTRITION OF YOUR MINERWORKERS, BUT THE MINERS HAVE DIFFERENT TASTES. GOLD MINERS PREFER FISH AND IRON MINERS PREFER MEAT. TO PROVIDE THE MINERS WITH MEAT, FOR EXAMPLE, GRAIN FROM THE FARM HAS TO BE DELIVERED TO A PIG FARM, AND PIGS FROM THE PIG FARM HAVE TO BE DELIVERED TO THE SLAUGHTERHOUSE SO THAT MEAT CAN BE PRODUCED. AND DON'T FORGET THAT PIGS NEED WATER TO DRINK. PROVIDING THE MINERS WITH FISH IS A BIT SIMPLER. IF YOUR COLONY HAS A COAST, YOU NEED ONLY BUILD A FISHERMAN'S HUT THERE. THE MINERS ARE NOT THE ONLY SETTLERS WHO HAVE THEIR SPECIAL WISHES. THE SPECIAL WISHES OF THE SOLDIERS, THOUGH, ARE NOT DIETARY, BUT MERCENARY. GOLD AND GEMS WILL WORK WONDERS FOR THEIR MOTIVATION.

NOW YOU ARE READY TO DEAL WITH THE THIRD AND FINAL PILLAR OF YOUR SETTLER COLONY, THE HEAVY METAL INDUSTRY. THE MINES ARE THE BASIS FOR THIS INDUSTRY AND MINES CAN ONLY BE BUILT ON OR ALONG MOUNTAIN CHAINS. SOMETIMES A SMALL HILL IS ENOUGH. YOUR GEOLOGIST IS RESPONSIBLE FOR EXPLORING AND DISCOVERING NATURAL RE-SOURCES. THERE ARE IRON ORE MINES, COAL MINES AND GOLD MINES AND THE ASIANS ALSO HAVE SULFUR MINES AND THE EGYPTIANS GEM MINES. FROM IRON ORE AND COAL, THE IRON SMELTING WORKS CAN PRODUCE IRON BARS. WHEN THESE IRON BARS ARE BROUGHT TO THE TOOL

SMITH OR WEAPON SMITH, TOOLS AND WEAPONS CAN BE PRODUCED. THE TOOLS THAT ARE PRODUCED ARE OF CRITICAL IMPORTANCE. A SAWMILL WITHOUT A SAW IS NOT ESPECIALLY PRODUCTIVE. WEAPONS ARE A NECESSITY FOR THE MILITARY. A SOLDIER WITHOUT A SWORD WILL PROBABLY NOT

INTIMIDATE TOO MANY OF YOUR ENEMIES. THE MILITARY REQUIRES NOT ONLY WEAPONS, BUT ALSO BARRACKS. THESE ENABLE THE RECRUITMENT OF SOLDIERS. THE GOLD MINES AND GEM MINES ALSO HAVE A SPECIAL IMPORTANCE FOR THE MILITARY. YOU WILL DISCOVER SOON ENOUGH THAT THE SOLDIERS HAVE A DECIDEDLY MERCENARY STREAK. IS THE MILITARY REALLY WORTH ALL THE TROUBLE? SOMEWHERE ALONG THE LINE, THE FEW SOLDIERS YOU HAVE AT THE BEGINNING OF THE GAME ARE NOT GOING TO BE ENOUGH TO COVER THE NEEDS OF YOUR GROWING COLONY. EACH OF THOSE WATCHTOWERS THAT EXPANDS YOUR TERRITORY REQUIRES A SOLDIER TO MAN IT. AND THESE FEW SOLDIERS ARE ALSO NOT GOING TO COUNTER ANY MASSIVE ATTACKS FROM ENEMY TROOPS, OR TO BE ABLE TO TAKE OVER AN ENEMY WATCHTOWER. IF YOU CAN'T TAKE OVER AN ENEMY WATCHTOWER, YOU CAN'T TAKE POSSESSION OF ENEMY-HELD LANDS.

YOU WILL DISCOVER SOON ENOUGH THAT YOU ARE NOT ALONE IN THE SETTLER WORLD. AND YOU WILL ALSO DISCOVER THAT YOU HAVE TWO WAYS OF DEALING WITH YOUR NEIGHBORS. THE PEACEFUL SOLUTION INVOLVES TRADING WITH THEM. FOR THIS YOU WILL NEED TO BUILD MARKET PLACES AND DONKEY RANCHES, SO THAT YOU CAN FORM CARAVANS. YOU CAN ALSO CROSS THE SEA TO TRADE. IN THIS CASE, YOU WILL NEED SHIPYARDS TO PRODUCE MERCHANT SHIPS AND HARBORS WHERE THE SHIPS CAN DOCK. THE SECOND, AND LESS PEACEFUL, ALTERNATIVE OF DEALING WITH YOUR NEIGHBORS IS WAR. YOU MAY BE ATTACKED BY YOUR NEIGHBORS OR YOU WILL HAVE TO BEGIN AN ATTACK

YOURSELF AT SOME POINT. YOUR TASK IS THE COMPLETE CONQUEST OF THE SETTLER WORLD. IN ORDER TO CONQUER ENEMY TERRITORY, YOU HAVE TO OCCUPY OR DESTROY THE BUILDINGS FROM WHICH YOUR ENEMY CONTROLS THIS TERRITORY - THE GUARDTOWERS AND CASTLES. AND BECAUSE THE SETTLERS III NOW HAS GODS, THE POWER OF PRAYER CANNOT BE LIGHTLY DISMISSED. A WELL-DEVELOPED CULTURE WITHOUT A HEAVENLY BENEFACTOR CAN EXPERIENCE THE JEALOUS RAGE OF THE GODS. BUT THE SETTLERS ARE NOT HELPLESS; THEY HAVE TEMPLES AND PRIESTS THAT CAN AVERT THE WORST. YOU REALLY SHOULDN'T IGNORE THEIR HELP, BECAUSE EVEN THOUGH THE GODS MAY AT FIRST APPEAR A BIT CLUMSY, THEY HAVE A GENEROUS PORTION OF MAGIC AT THEIR DISPOSAL. YOUR PRIESTS WILL HELP YOU THROUGH TIMES OF TROUBLE BUT KEEP IN MIND THAT THEY NEED A LOT OF LIQUOR TO CURRY THE FAVOR OF THE GODS.

ONCE MORE BRIEFLY SUMMARIZED, THE STEPS TO ESTABLISHING A THRIVING SETTLER COLONY.



SET UP YOUR CONSTRUCTION INDUSTRY WHICH WILL SUPPLY FURTHER BUILDING MATERIALS.

BUILD RESIDENCES TO ENSURE AN ADEQUATE SUPPLY OF LABOR.

EXPAND YOUR TERRITORY WITH GUARDTOWERS OR CASTLES.

BUILD UP YOUR FOOD INDUSTRY WITH FARMS, BAKERS AND SLAUGHTERHOUSES, NOT FORGETTING FISH OR ALCOHOLIC BEVERAGES



HAVE YOUR GEOLOGIST FIND NATURAL RESOURCES. THERE YOU CAN BUILD THE MINES AND SMELTING WORKS TO SUPPLY YOUR TOOL AND WEAPON SMITHS.



BUILD ONE OR MORE BARRACKS TO RECRUIT SOLDIERS.



EXPAND YOUR TERRITORY, CARRY OUT TRADE AND CONQUER ENEMY-HELD LAND BY TAKING OVER ENEMY GUARDTOWERS AND CASTLES. CONTROL THE SEAS AND CONQUER OTHER ISLANDS WITH YOUR SHIPS.

KEEP YOUR PRIESTS ACTIVE BY BUILDING TEMPLES AND STORING PLENTY OF ALCOHOL FOR THE GODS.

THE SETTLERS, THEIR TOOLS, AND ACTIVITIES

CARRIER

NO TOOL

THOSE GOODS HAVE TO GET FROM WHERE THEY'RE MADE TO WHERE THEY'RE NEEDED. SO DON'T PLACE YOUR BUILDINGS TOO FAR FROM EACH OTHER – THE CARRIERS ALREADY HAVE A BIG ENOUGH BURDEN TO BEAR!

DIGGER

SHOVEL

BEFORE THE BUILDINGS GO UP, THE LAND MUST BE CLEARED. AND THE ROUGHER THE TERRAIN, THE LONGER IT TAKES FOR THE BUILDING TO BEGIN. A DIGGER WITHOUT HIS SHOVEL IS REALLY HARD TO MOTIVATE!

WOODCUTTER

AXE

IF THERE ARE ENOUGH TREES, YOUR WOODCUTTER WILL DO HIS BEST TO ENSURE THAT THERE IS ENOUGH LUMBER FOR ALL NECESSARY BUILDING PROJECTS. ALL HE NEEDS IS AN AXE TO SWING!

FORESTER

NO TOOL

YOUR WOODCUTTERS DON'T HAVE ENOUGH TO DO? LET YOUR FORESTER PLANT NEW SAPLINGS, BUT KEEP AN EYE ON THIS INDOUS-TRIOUS FELLOW OR YOU'LL SOON BE OVERWHELMED BY TREES. THE FORESTER CAN'T SEE THE FOREST FOR THE TREES!

WOODWORKER

SAW

THE WOODWORKER DOES HIS SHARE TO GET THOSE BUILDINGS UP. WITH A SAW IN HIS HAND AND ENOUGH LOGS TO MAKE BOARDS, HE'LL GET DOWN TO BUSINESS!

STONECUTTER

PICK

BUILDINGS ARE NOT MADE OUT OF WOOD ALONE. IF YOUR STONECUTTER HAS ACCESS TO GRANITE AND HAS HIS TRUSTY PICK AT HIS SIDE, HE'LL SEE TO IT THAT THE BUILDERS CAN DO THEIR JOB!

BUILDER

HAMMER

THE BUILDER HAMMERS AWAY FROM DAWN TO DUSK WHEN ENOUGH WOOD AND STONE ARE AT HAND.

GEOLOGIST

HAMMER

TAP, TAP, HMMM. ANY WATER HERE? IS THAT A GOOD SPOT FOR A GOLD MINE, OR IRON MINE? AND WHAT ABOUT THE COAL? RELY ON YOUR LEARNED GEOLOGIST FOR PLANNING SUITABLE LOCATIONS FOR MINES AND WELLS. HE CAN SAVE YOUR MINERS A LOT OF FRUSTRATION!

MINER

PICK

DOWN, DOWN, DOWN INTO A BLACKENED PIT. THE MINERS MAKE SURE THERE IS ENOUGH METAL AND GOLD FOR THE SMELTERS, AND COAL FOR THE TOOL AND WEAPONS SMITH. GIVE HIM A PICK AND PLENTY TO EAT! WITH THEIR FAVORITE FOOD, THE MINERS TUMMIES REMAIN FILLED LONGER BEFORE THEY BEGIN DEMANDING THEIR NEXT MEAL. FOR THE GOLD AND GEM MINERS, FISH IS THE FAVORITE. FOR THE ROBUST IRON MINERS, A PORTION OF HAM IS JUST RIGHT. THE COAL MINERS ARE QUITE SATISFIED WITH BREAD AND THE SULFUR MINERS HAVE JUST A BURNING DESIRE FOR RICE.

IRON SMELTER

NO TOOL

GOT A SUPPLY OF IRON ORE FROM THE IRON MINE? BE SURE THE IRON SMELTER HAS COAL TO FIRE HIS FURNACE, THEN HE'LL GET THE NEEDED IRON TO THE SMITHS.

GOLD SMELTER

NO TOOL

IF THE GOLD SMELTER GETS ENOUGH GOLD FROM THE MINES AND ENOUGH COAL FOR HIS FURNACE, HE'LL MAKE SURE THERE IS ENOUGH BULLION TO GO AROUND.

TOOL SMITH

HAMMER

THE TOOL SMITH LOVES ALL KINDS OF TOOLS! MAKE SURE HE HAS HIS HAMMER AND ENOUGH WOOD, COAL AND IRON, AND HE'LL SEE TO IT THAT THE OTHERS HAVE THE TOOLS THEY NEED TO GET THE JOB DONE!

WEAPONS SMITH

HAMMER

UNFORTUNATELY, SOME OF THOSE SETTLERS OUT THERE AREN'T SO PEACE-LOVING, AND YOU'LL NEED A WEAPONS SMITH TO HELP OUT WITH THE SECURITY. HE'S GOING TO NEED WOOD, COAL AND IRON, AS WELL AS A GOOD, STURDY HAMMER!

WATERWORKER

NO TOOL

NOTHING GROWS WITHOUT WATER. IF YOU WANT TO FEED YOUR HOUSEHOLD YOU NEED SOMEONE WHO SUPPLIES THE FARMERS AND OTHERS WITH WATER.

FARMER

SCYTHE

CLOSE TO MOTHER EARTH! SWINGING THAT SCYTHE TO AND FRO, OUR LITTLE FARMER HARVESTS THE CROPS TO BE SENT TO THE MILLER, THE DISTILLER, THE BREWER AND ANIMAL FARMER. HE'S AN INSTANT FOOD FACTORY. JUST ADD WATER.

MILLER

NO TOOL

BIG MILL WHEELS TURNING, YOUR MILLER IS AT WORK TAKING THE WHEAT FROM THE FARMER AND MAKING THE FLOUR THAT YOUR BAKER WILL NEED. NO WHEAT, NO FLOUR, NO BREAD, AND HUNGRY SETTLERS ARE NOT HAPPY LITTLE TROOPERS!

BAKER

NO TOOL

PAT A CAKE, PAT A CAKE. HERE'S YOUR MAN. GIVE HIM FLOUR AND HE'LL HAVE THE LOAVES RAISING LICKETY SPLIT!

PIG FARMER

NO TOOL

KEEP THE PIGS WELL-FED WITH GRAIN AND ENOUGH WATER, THEN YOUR SLAUGHTERHOUSE CAN MAKE HAM FOR YOUR HUNGRY SETTLERS.

DONKEY BREEDER

NO TOOL

IF THE DONKEY BREEDER WANTS TO AVOID VERY STUBBORN ANIMALS, HE WILL SEE THAT HIS DONKEYS GET GRAIN TO THEIR HEART'S CONTENT. NO RESPECTABLE CARAVAN CAN DO WITHOUT DONKEYS!

BUTCHER

AXE

HE'S NOT GOING TO WIN ANY POPULARITY CONTESTS AMONG THE PIGS, BUT WITH AXE IN HAND HE'LL SEE TO IT THAT THOSE HARDWORKING MINERS GET SOME MEAT IN THEIR BELLIES!

FISHER

ROD

LET THE FISHER GET ON WITH HIS CASTING AND SOON HE'LL HAVE HIS BUCKET FULL OF CATFISH, COD, AND MAYBE A FLOUNDER OR TWO FOR THE HUNGRY SETTLERS.

RICE FARMER

NO TOOL

THE RICE FARMER PLAYS AN IMPORTANT PART IN FEEDING THE ASIAN SETTLERS AND MAKING SURE THAT CH'IH-YU IS KEPT IN FESTIVE SPIRIT. RICE GROWS BEST, OF COURSE, IN SWAMPY TERRAIN.

WINE-GROWER

NO TOOL (R)

WINE, THE ELIXIR OF LIFE. THE ROMAN VINTNER WILL SEE TO IT THAT JUPITER REMAINS WELL-DISPOSED TO HIS COLONY.

DISTILLER

NO TOOL (A)

THE ASIAN DISTILLER IS A CONSCIENTIOUS FELLOW AND CHECKS THE QUALITY OF HIS WORK OFTEN. DON'T LET THOSE GLAZED EYES FOOL YOU - HE ALWAYS KNOWS WHETHER HE HAS ENOUGH RICE AND WATER FOR HIS SPIRITED WORKERS!

BREWER

NO TOOL (E)

HORUS IS CERTAINLY NO EXCEPTION AMONG THE GODS REGARDING A SMALL MEASURE OF LIQUID AMUSEMENT. THE BREWER KNOWS THIS ALL TOO WELL, AND WHEN HE HAS ENOUGH GRAIN AND WATER, HE'LL HELP KEEP THE FALCON-GOD CONTENT!

SHIPBUILDER

HAMMER

TRANSPORT SHIPS AND MERCHANT SHIPS - THE SHIPBUILDER REALLY HAS A FULL DAY GETTING ALL THOSE SEAWORTHY VESSELS READY FOR SERVICE.

NAVIGATOR

NO TOOL

THE NAVIGATOR SETS A COURSE, RAISES UP THE SAILS, AND CASTS HIS FATE TO THE WINDS! THE SETTLERS ON BOARD, WHETHER CIVILIAN OR MILITARY, CAN ONLY HOPE THAT THE WINDS OF THE GODS ARE FAVORABLE AND THAT THE NAVIGATOR CAN READ THE STARS!

CHARCOAL MAKER

NO TOOL (R)

ALL THE ROMAN CHARCOAL MAKER NEEDS IS A LITTLE WOOD TO KEEP HIM ON THE GO. HE'LL BURY IT, BURN IT AND WHEN THE TIME IS RIPE, THERE'LL BE NOTHING LESS THAN TOP-NOTCH CHARCOAL.

GUNPOWDER MAKER

NO TOOL (A)

POW!, BAM!, POP! THE ASIAN GUNPOWDER MAKER IS TRYING OUT NEW MIXTURES. MAKE SURE HE HAS ENOUGH CHARCOAL AND SULFUR TO KEEP HIM BUSY. HIS WORK COULD PLAY A DECISIVE ROLE IN THE UNFOLDING OF YOUR MILITARY POTENTIAL!

SPY

NO TOOL

WELL, WHAT HAVE WE GOT HERE? BETTER MAKE A REPORT ON THIS. YOUR INTREPID SPY COLLECTS VALUABLE INFORMATION ABOUT THE POSITION AND ACTIVITIES OF POSSIBLY HOSTILE NEIGHBORING SETTLERS. KEEP AN EYE ON THOSE NASTY DEVILS!

SWORDSMAN

SWORD

SPEARMAN

SPEAR

BOWMAN

BOW

THE SWORDSMEN PARRY AND THRUST THEIR SWORDS; THE SPEARMEN HURL THEIR SPEARS; AND THE BOWMEN RELEASE FLOCKS OF ARROWS – THE STUFF WHICH STRATEGISTS' DREAMS ARE MADE OF. THE HIGHER THE RANK OF EACH OF THESE SPECIALISTS, THE MORE SKILLS THEY POSSESS. PUT THESE SKILLS TO USE WISELY!

HEALER

NO TOOL

AFTER A BATTLE WITH HOSTILE NEIGHBORS, YOUR HEALER WILL SURELY HAVE HIS HANDS FULL TREATING THE WOUNDED. DON'T WORRY ABOUT HIM FINDING WHAT HE NEEDS, HE IS AN ENTHUSIASTIC HERB HUNTER!

CAST OF CHARACTERS

RELIGION PLAYS A BIG PART IN SETTLERS III, WITH THE INTRODUCTION OF GODS AND DEMI-GODS. HOW YOU ACT AND REACT TOWARDS YOUR TRIBE'S DEITY COULD MEAN THE DIFFERENCE BETWEEN SURVIVAL AND EXTINCTION.

RESPECT THEM AND THEY MAY REWARD YOU WITH GIFTS, IGNORE THEM AND FACE THE CONSEQUENCES.

CHARACTERS

(IN ORDER OF APPEARANCE)



MINERVA: GODDESS OF WISDOM, AND CROSSWORD SPECIALIST. A WOMAN IN HER MID-THIRTIES, A LITTLE WORN OUT; WEARS READING GLASSES.



CUPIDUS: SON OF VENUS. A CONCEITED BODYBUILDER WITH JUST ONE THING ON HIS MIND: HIMSELF.



JUPITER: LORD OF THE ROMAN GODS, MASTER OF THUNDER AND LIGHTNING - THOUGH DUE TO GLUTTONY AND HEAVY DRINKING HE'S A BIT OUT OF SHAPE NOW. (IN MIND, BODY AND BEHAVIOR HE COULD PASS FOR JERRY GARCIA.) DURING THE GAME HE MUTATES FROM AN ATHLETICALLY CHALLENGED PERSON TO ONE WHO CAN SURMOUNT ANY OBSTACLE, BUT HE'LL ALWAYS HAVE EATING ON HIS MIND. IF ANYTHING MOTIVATES THIS CHANGE, IT'S HIS CRUSH ON Q'NQÛRA (IN WOMAN-FORM).



HORUS: THE FALCON-HEADED SUN GOD OF ANCIENT EGYPT. HE'S MIGHTY PROUD OF THE PYRAMIDS, WHEN HE'S NOT TOO BUSY CELEBRATING. A HEAVY DRINKER AND A CHARACTER WHO TENDS TO ADDICTIONS. DURING THE GAME HE CHANGES FROM AN ALCOHOLIC TO A WORKAHOLIC, AND BY THE END HE'LL BE WORKING SO HARD HE'LL HAVE ALMOST FORGOTTEN HIS BELOVED PYRAMIDS.



CH'IH-YU: THE DRAGON-LIKE MONSTER OF ANCIENT CHINESE LEGENDS, HE'S BEEN NEGLECTING HIS HISTORICAL ROLE OF MARAUDER, EXCEPT WHERE LARGE BUFFETS ARE CONCERNED. BRINGS DOWN THE HOUSE WITH HIS SPECIALTY: SWALLOWING AN OX IN ONE PIECE. HE LOOKS AND SPEAKS VERY MUCH LIKE THE CUTE DRAGONS WE'VE SEEN IN CHILDREN'S MOVIES - EXCEPT FOR HIS

CHINESE „LOOK“ AND HIS PUDGY BODY - AND IN THE BEGINNING HE EVEN ACTS VERY CUTE. LATER, HIS NAIVE BEHAVIOR AND CUTE ATTITUDE STAND IN HARSH CONTRAST WITH THE DAMAGE HE WREAKS, BUT CH IH-YU HIMSELF IS NOT AWARE OF THE CONTRADICTION, BECAUSE CH'IH-YU IS CUTE AND HE IS NAIVE. HE'S JUST PLAYING THE „GOD OF TERROR“ TO MAKE Q'NQÛRA STOP LAUGHING ABOUT HIM, BUT HE REMAINS INNOCENT.

SEVERAL OTHER PERSONS PRESENT: NAMELESS GODS AND GODDESSES. VENUS IS THE ONLY ONE WHO IS STILL BEAUTIFUL, BUT HER BEHAVIOR IS EMBARRASSING. SHE'S A LOUD, SLOPPY DRUNK, AND WHEN SHE'S NOT SLAMMING BACK ANOTHER BELT SHE'S GRABBING FOOD WITH HER FINGERS WHICH WAS NOT MEANT TO BE FINGER FOOD. WHATEVER EROTIC CHARISMA SHE HAS IS ECLIPSED BY HER REPULSIVE HABITS.



Q'NQÛRA: A SCORNFUL FEMALE CHARACTER WITH SHAPE-CHANGING ABILITY WHO WAS BORN TO SNEER. SHE SCHEMES IF SHE HAS TO, AND ALWAYS ACTS SUPERIOR TO EVERYONE, EXCEPT HE, THE UNKNOWN GOD, WHOM SHE WORKS FOR AS A KIND OF EXECUTIVE OFFICER. IF SHE WERE TO ACT THE WAY SHE DOES ON BEHALF OF THE JUDEO-CHRISTIAN GOD, SHE WOULD HAVE BEEN THROWN OUT OF HEAVEN. BUT HE IS A BIT MORE RELAXED, AND POSSESSES AN IRONIC SENSE OF HUMOR, SO HE TOLERATES HER EVIL CHARACTER AND USES IT FOR HIS OWN ENDS. WHICH QUITE OFTEN INVOLVES HER DOING HIS DIRTY WORK FOR HIM.

HE: THE UNKNOWN GOD ALL THE INFERIOR GODS (ARE SUPPOSED TO) PRAY TO. HE'S A KIND OF COMPANY BOSS, WHOSE EMPLOYEES ARE GETTING ON HIS NERVES BECAUSE HE PERCEIVES THEM TO BE INCOMPETENT AND TOADY. UNFORTUNATELY, THERE AREN'T ANY OTHERS BETTER QUALIFIED, EVEN IF IT'S TRUE. HIS BASIC BELIEF CENTERS AROUND A HIGH AESTHETIC CONSCIOUSNESS, WHICH LEADS HIM TO SEARCH FOR THE TRUE, GOOD AND BEAUTIFUL. THIS EXPLAINS WHY HE'S SO REPULSED BY OBESITY.



AS HUMANS:
SEPTIMUS MARIUS - MERCHANT
AND CAPTAIN.
RAMADAMSES - GENIUS SCULPTOR
AND DISCOVERER OF THE BEST
PROFILE MODEL IN EGYPT.
TSU-TANG - RICE FARMER WITH A
BLACK BELT.

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**A SPECIAL WORD OF
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