PC CD-ROM

The Settlers II
(10TH ANNIVERSARY)

UBISOFT

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A very small percentage of individuals may experience epileptic fits when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic fit in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior fits or epilepsy.

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1. Introduction

1.1 Foreword

Why have we produced "The Settlers®II – 10th Anniversary"?

The answer to this question is quite simple: because so many fans of the series approached us with the request to re-release the classic 1996 game in a version with up-to-date graphics. In addition, it is now exactly 10 years since the release of "The Settlers II", and Ubisoft is celebrating its 20th company anniversary.

Surveys held by the German PC press showed that "The Settlers II" was the most popular of the series. "The Settlers II – 10th Anniversary" is a modern conversion of the original game, presented in state-of -the-art 3D graphics and enhanced with lovingly animated actions, features, and details.

We hope you have a lot of fun in The Settlers' world of the 21st century!

1.2 Installation

To install "The Settlers II – 10th Anniversary", place the CD in your CD-ROM drive and follow the onscreen instructions.

Once the installation is completed, you can view the "ReadMe" file, which contains important technical information about the game, visit our website on the Internet – or simply exit the installation program and launch the game.

If at a later point you wish to remove the game from your PC, select "Uninstall The Settlers II – 10th Anniversary" in the Start Menu.

2. The Settlers

2.1 Who are the Settlers?

In several respects, The Settlers are every employer's dream, as they embody many attributes that would make them very popular in the job market:

FLEXIBLE:	They can handle any tool given to them straight away.
HARD-WORKING:	They work tirelessly, and don't need to take any breaks.
EFFICIENT:	They work as fast as you like and are extremely thorough at the same time.
UNDEMANDING:	Wage negotiations with Settlers are completely unnecessary. Mine workers do demand pay in kind for their labour (bread, fish, ham), but all others work for free.
OBEDIENT:	Settlers always do exactly as they are told.

This last attribute can, however, prove to be one of the few (yet decisive) weaknesses of the Settlers: they do only what they are told to do.

They perform their tasks exactly as they are instructed, so they need someone to manage their outstanding skills in a purposeful manner and think for them.

2.2 What is the objective of The Settlers?

Players of a peaceful nature can concentrate on building up a flourishing settlement in a "Freeplay" game.

Those who wish to pit their strength against others, on the other hand, can choose "Single Player" and take on up to five computer-controlled opponents.

"Campaign" mode, finally, is the best choice for players with a thirst for adventure and an urge for discovery.

In multiplayer-mode, you can explore the world of the Settlers together with friends and either fight as allies or battle against each other over a LAN or the Internet.

The game also contains a map editor that you can use to create your own maps, or load and edit maps from the classic 1996 game "The Settlers II - Veni, Vidi, Vici."

2.3 What additional features does the 10th Anniversary have to offer?

We've made numerous enhancements and improvements compared with the original 1996 version to transport the world of the Settlers into the 21st century and bring the game up to the state of the art:

3D GRAPHICS

The game graphics have been updated using the latest technology. All in-game elements were created using an all-new game engine. And, of course, you can zoom in and out, and view everything from any camera angle

IMPROVED USER INTERFACE

In this version of the game we've integrated a number of helpful functions which improve the game comfort considerably. One example of this is the game screen, which can now be scrolled by dragging it with the mouse. In addition, many game elements have context-sensitive help in the form of tooltips.

MULTIPLAYER MODE

The classic version of "The Settlers II" did in fact support two-player mode, but only on the same PC with a second mouse and in split-screen mode. "The Settlers II – 10th Anniversary" has a multiplayer mode which supports up to six players on multiple computers over a LAN or the Internet.

BUILDING COST REIMBURSEMENT

A significant innovation in the gameplay is the building cost reimbursement. Now if a building is destroyed, half of the resources that were used for its construction are reimbursed.

REPORTS

All important reports (for example the completion of a building, the discovery of a mineral resource, or an enemy attack), are automatically displayed in the upper left corner of the screen, accompanied by an acoustic signal. This means that you don't overlook anything, without having to constantly keep an eye on the post box.

ADDITIONAL FUNCTIONS FOR MILITARY BUILDINGS

Military buildings, which are used for territorial expansion, have been given two new functions in the Buildings Menu:

• Firstly, the new button "Extend Building" allows you to upgrade an existing military building by one level. This means that a barracks, for example, can be replaced by a guard house on the same spot, without having to tear down the barracks first. Normal building costs for the guard house are incurred nevertheless, but in the vicinity of enemy borders this function can be very useful.

• Secondly, the button "Evacuate Soldiers on/off" has been integrated in the military building menu. This allows you, for example, to redeploy soldiers from buildings far away from borders to other places where they are needed more urgently than in their present location.

3. GETTING STARTED

3.1 Main Menu

The Main Menu contains the following items:

SINGLE PLAYER: This menu item contains the following submenus:
- • Continue: Loads the last saved game.
- • Load Game: Allows you to select and continue a saved game.
- • Tutorial: Starts the tutorial, which teaches you the basics of the game.
- • Campaign: Starts Campaign mode, which offers you ten exciting missions.
- • Freeplay: Offers you numerous maps for free settling.

MULTIPLAYER: Offers online action via LAN or Internet with other players

SETTINGS: Adjust the game settings, for example graphics and sound.

CREDITS: Displays a list of the creators of "The Settlers II – 10th Anniversary"

EXIT GAME: Exits the game and returns to the Windows Desktop.

3.2 Game Modes

"The Settlers II – 10th Anniversary" can be played in four different game modes:

3.2.1 Tutorial

The tutorial can be regarded as a kind of guided tour of the Settlers world. It is designed primarily for new or inexperienced players, and serves as an interactive introduction to the fundamentals of the game.

The tutorial is divided into four lessons covering the following:

BASIC PRODUCTION: Founding a settlement
MINING: Mineral resources and processing
MILITARY: Territorial expansion and troops
SEAFARING: Seafaring and expeditions

We recommend completing the lessons in the above order, as each lesson builds on the last and the steps shown represent the normal sequence of events in a game.

The tutorial will guide you through each lesson step by step, teaching you all you need to know in order to play the other games modes later on by yourself.

3.2.2 Campaign

The Campaign consists of several separate missions. In the Campaign Menu, you will see small banners on the world map. Each banner represents an available mission. At the beginning of the Campaign, therefore, you will see only one. Another one is added each time you complete a mission successfully.

3.2.3 Freeplay

In freeplay mode, nothing is pre-determined; you are free to choose the parameters you wish. This means that you can select, for example, which Settler nation you wish to command (Romans, Nubians or Chinese), the map on which you wish to play, and the objective of the game.

3.2.4 Multiplayer

The game offers a true multiplayer mode, which means that several players can play at the same time by connecting multiple computers via a network. The players are connected either via an existing LAN or over the Internet.

JOIN LAN GAME: Join a game played via Local Area Network (LAN).

HOST LAN GAME: Create a game which other players can then join.

JOIN INTERNET GAME: Play a game via Internet with others. Players are connected over the Internet with a game server defined by the host.

HOST INTERNET GAME: This is basically the same as the option "Host LAN Game", except that connections to the game are not made through a LAN, but over the Internet.

SETTINGS: Clicking this button opens a window in which each player can set his player name, and the type of connection used for the game.

Once all players have confirmed that they are ready by ticking a checkbox, the game starts automatically after a few seconds. Here too there is a "Back" button, which takes you back to the Main Menu and resets all changes made to the settings to their default values.

4. GAMEPLAY

This chapter introduces you to the basics of the Settlers world. However, if you can't wait to get started on your settlement and want to dive in straight away, we recommend that you go through the tutorials first to learn the most important points of the game before tackling a campaign, a freeplay game, or a multiplayer game.

A general hint: The left mouse button is used to select a function, the right mouse button closes a window or cancels an action. This means that, if you wish, you can play the entire game with the mouse without having to use the keyboard at all.

4.1 Beginning the game

At the beginning of the game you have exactly one building: the **headquarters**. The first thing you need to do is lay the foundations for the economy of the settlement. For this you need buildings and roads. To construct **buildings**, you need **planks** and **stone blocks**. No resources are needed for **building roads.**

A stock of goods to get started with is given to you at the beginning of the game. It's stored in the headquarters and includes planks and stone blocks. However, to avoid running out of stocks, you'll need to build up a functioning **building industry.** The first thing you should build is a **woodcutter's hut**, around which a woodcutter fells trees, and a **sawmill** where the logs are made into planks. Always take care to keep transport routes as short as possible!

The next step is to build a **quarry** near an outcrop of rock. The stonecutter hews **stones** into blocks, which are used for building. And already you have the basics for constructing buildings.

However, all of this only works if your buildings are connected to the headquarters by roads.

To learn more about how to construct roads and buildings, read on.

4.2 Construction and road building

The construction of buildings and roads is inseparably linked, because only when a building site is connected with the road system of your settlement can building workers start construction.

At the beginning of the game especially, the so-called "Construction Site View" is very useful, as it displays all sites on which buildings can be erected. The following explains the connection between building and road construction in detail:

1. *Giving a construction order:* Select a construction site for the building you wish to build and click the building symbol. Then select the type of building you want to build by clicking it with the mouse.

2. *Building roads:* Roads can only be built between two flags. You'll find a flag in front of the headquarters, and one in front of every other building once a construction order has been given. To increase transport capacity on a long road, it's a good idea to divide it into sections by erecting a second flag so that another carrier can use the additional section.

3. *Completing construction:* Only when a building site is connected to the headquarters via a road can the actual construction work begin. Carriers transport the raw materials needed to the building site, and builders erect the building. Once construction is completed, for example of a woodcutter's hut, a woodcutter makes his way there from the headquarters and starts work.

If a building is demolished, the workers inside it make their way to the next production building or go back to the headquarters. When they leave, they take with them half of the building materials used for the construction of the demolished building, and these can then be re-used elsewhere.

4.3 Economy and management

The economic structure in The Settlers' empire is a rather complex one, however it can be broken down into four main areas: Building industry, mining, tool production, and food supply chain.

Building industry

It is a good idea to build a forester's hut near a woodcutter's hut, because the forester plants new trees, thus averting the danger of the woodcutter having no more trees to fell.

Sooner or later, a stonecutter will have used up all of the stone in his quarry. However, if a geologist discovers stone deposits underground, a stone mine can be built on the location of the find which also produces stone blocks for building.

You should make sure that buildings which work together closely are also situated near to each other to prevent transport routes becoming too long. Every production building is dependent on one or more of the other build-

ings, or supplies other buildings with the goods they need.

Closely connected with this is the exploration of territories outside the borders of your settlement. These areas are blacked out to begin with, but they can be made permanently visible by sending out a scout to explore them. To improve the scout's effectiveness, you can build a lookout tower near a border. This significantly extends the scout's range, as he can see much further, even over hills and water.

Roads are automatically improved in the course of the game when the volume of transported goods reaches a certain level. Using pack donkeys increases the transport capacity.

As your settlement grows, you should build storehouses to reduce traffic congestion and keep transport routes short.

Mining

Finding and exploiting mineral resources plays an important role in the world of the Settlers.

The geologist can help here. If he discovers a mineral resource, a corresponding mine can be erected on the location of his find which then yields the mineral resource.

There are four mineral resources: Coal, iron ore, gold und stone:

• The **gold mine** serves military purposes, because only with the help of gold coins from the **mint** can soldiers be promoted to higher ranks.

• The **iron smelting works** extracts iron from the ore from the **iron mine**, which in turn is used to make shields and swords in the **smithy**, and tools in the **metalworks**.

• Coal mined in the **coal mine** is the most important mineral resource, as it is needed as a second resource at the mint to produce gold, in the iron smelting works to extract iron from ore, and in the smithy and the metalworks to forge iron. In other words, without coal no gold coins, weapons or tools can be produced.

• The **stone mine** yields stone from underground deposits, which is then used to construct buildings and as ammunition for the **catapult.**

The geologist also reports on water found underground. In this case, a **well** can be built near the place where it is found.

Tools production

Tools form the backbone of every settlement, because without them hands cannot become skilled workers who work in buildings.

At the beginning of the game, a certain number of skilled workers and tools are already in the headquarters. However, these will be used up quite quickly if you expand your settlement and erect buildings. It is important, therefore, to lay the foundations for tool production at an early stage of the game.

You cannot get your tool production going just like that, though, because

– as in most areas of a settlement – certain conditions must be met first.

You need raw materials for production (planks and iron) and several production buildings:

• Planks are made by the carpenter from the logs supplied to him by the woodcutter, so the first things you need to produce tools are a **woodcutter's** hut and a **sawmill.**

• Iron is unfortunately not quite so easy to come by. It can only be produced by the **iron smelter** who needs coal and iron ore for his work, so in order to make tools you need an **iron smelting works**, an **iron** mine and a **coal mine** – quite apart from the mineral resources, which have to be found and mined first, of course.

• Once you have all of these things, you can build a **metalworks** (as near as possible to the iron smelting works and the sawmill) and start producing tools.

The menu "Global Economy Settings" allows you to define what types of tools are produced.

Food supply chain

For most Settlers, the food supply chain is if no importance. Miners, however, need food in order to keep their strength up in their strenuous job.

Three foodstuffs form the basic diet of the mine workers: Fish, bread and ham. The more varied the diet of the miners, the better they will work. Ideally, they should be supplied with all three foodstuffs.

• The fish supply is the least problematic. The **fisherman** catches fish and supplies them to the miners without further processing.

• Making bread is a little more complicated. The **baker** needs water and flour to bake bread. He gets water from the **well,** and flour from the **mill.** To ground grain to flour, the mill is dependent on the supply of grain, which is grown on the **farm**.

• Ham is provided by two suppliers: The **hunter** cures game that he has brought down to make ham and can therefore, like the fisherman, supply his product directly without any subsequent processing. The **butcher** needs pigs to produce ham, which must be bred on a **pig farm.** A pig farm needs grain and water for its operation, so it can only make produce if you have a **farm** and a **well.**

There are two more products in the food supply chain which do not serve as foodstuffs for the miners, but do require resources produced in this cycle:

• The donkey farm breeds pack donkeys, which double the transport capacity of the roads in the Settler's empire. Like the pig farm, the donkey farm needs grain and water to operate.

• The **brewery** uses grain and water to brew beer which, besides shields and swords, forms the basic equipment of soldiers.

4.4 Territorial expansion and troops

To expand your territory, you must build a barracks, a guard house, a watch tower or a stronghold near a border. Once the building is completed and manned by your soldiers, your border is automatically extended outwards, i.e. you gain additional territory which can then be settled.

If you have to share the map with other parties, you may have to use your military not only to expand your borders, but also for defence and attack.

To equip/recruit soldiers you need three items: Swords, shields, and beer.

• **Swords** and **shields** are made by the weaponsmith in the **smithy**. For this he needs **coal** and iron. The latter is produced exclusively by the **iron smelting works**, which in turn requires iron ore and coal.

• **Beer** comes from the **brewery**, which needs **water** and **grain** for brewing. Grain can only be grown on the fields of a **farm**.

It is not possible to equip a soldier from the stocks of different storehouses, in other words all items (sword, shield and keg of beer) must come from the same storehouse or the headquarters!

The higher the rank of a soldier, the better he will fight. Soldiers can only be promoted with the use of **gold coins**. These are produced in the **mint** by smelting **gold** with the use of **coal**.

There are five ranks in all: private, corporal, sergeant, officer and general.

Please note that military buildings can only be built at a certain **minimum distance** from one another and from the headquarters.

In order to be prepared for a confrontation with the enemy, you should send out scouts, who can see far beyond the borders of your territory (especially if they are in lookout towers), and will gain you precious time to take preventive measures if need be.

If an enemy is sighted, the **catapult** can be of great service to you both as an offensive weapon and for defence, as it can destroy your adversary's military buildings.

An **attack** can also be mounted on enemy military buildings. If the attacker wins, he can occupy the enemy military building with his own soldiers and use it himself. In this case, the surrounding enemy production buildings and storehouses are destroyed. If the defending party wins, the victorious defenders return to their buildings.

In front of each of your military buildings you will see a white flag to the left of the entrance and a flagpole with small blue banners to the right. These signify the following:

• The white flag indicates the distance of the building to the enemy border. If it is completely white, the enemy border is far away. If it displays a diagonal black stripe, the building is within medium distance of the enemy border. Military buildings near a hostile border fly a white flag with a black cross.

• The number of blue banners on the flagpole shows how many soldiers are currently in the military building.

4.5 Seafaring

To navigate rivers and oceans, you need **boats** and **ships,** both of which are made in the **shipyard.**

As soon as a shipyard is built and operational, it starts producing boats. These can only be used to transport goods over short distances via waterways; they cannot transport passengers. Waterways can be established between flags situated on the coast, but their locations are limited.

To transport passengers, launch expeditions into unknown regions, and settle foreign islands, you need ships which can travel long distances across water. To be able to use ships, you need to build a **harbour.**

Harbours can only be built on construction sites which are marked by an anchor symbol and, of course, are situated on the coast. A harbour also serves as a storehouse.

As soon as a ship is equipped for an expedition, i.e. all goods and settlers are on board, it can put out to sea. If the ship discovers a suitable construction site for another harbour, the settlers from the ship can build one with the goods from the ship. Once it is built, goods are transported automatically between the two harbours. A ship can transport up to 12 different goods and/or settlers per journey.

5. Appendix

5.1 Hotkeys

Space Bar	**View Construction Sites on/off**
B	Open Buildings Menu
C	Open Stats
H	Go to Headquarters
I	Open Inventory (Goods)
L	Open Global Economy Settings
M	Toggle minimap on/off
N	Toggle reports on/off

P	Pause game on/off
S	Open Settings Menu
T	View mission objective
V	Toggle game speed
Y	Show/Hide User Interface
Insert	Rotate view right
Delete	Rotate view left
Home	Go to Headquarters
Page up	Zoom out
Page down	Zoom in
Arrow key up	Scroll screen up
Arrow key down	Scroll screen down
Arrow key left	Scroll screen left
Arrow key right	Scroll screen right
Enter	Start Chat
Right mouse button	Rotate camera
O (Cursor above Settler)	Follow Settler
Esc	Open Game Menu

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