

The Settlers II

VENI, VIDI, VICI



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It was over two years ago that the Settlers began to lead their busy lives on an ever increasing number of hard disks and monitors. An ever growing number of computer users began to intervene in the fate of lots of little people in order to watch them at their puttering about and hammering, their tree-felling and their waging of war. It soon became clear that this first episode could never have been the end of the Settlers. The calls of impatient Settlers' fans were too insistent to be simply ignored, which of course we really didn't want to do anyway!

That's the reason for this sequel, but not the only one. Because, of course, it was also up to us to make use of the technical possibilities that have evolved since then. To be perfectly honest, there were still two or three (or was it more than that...?) little things that we really didn't like in that first version of the game and we wanted to improve them.

So "The Settlers II" offers graphics that are significantly richer in detail, and there is more movement on the screen than there was in the (already dynamic) first version. In contrast to the first version, you can now choose between four completely visually different cultures. You also have some new strategic elements available, such as remote reconnaissance and catapults.

The many carefully created sound-effects and the CD audio tracks that give the game its own atmosphere see to it that there is always something going on.

"The Settlers II" now provides the option for playing through a ten-chapter story in which you play the Romans, which is conveyed to you from a fictitious diary.

The features that made "The Settlers" one of the software industry's most successful titles have been retained in "The Settlers II". One of the many features included the building of an economic infrastructure, while trying to maintain its stability over long periods of time. It was this almost 'God' like role that gave the title its unique gaming appeal.

But why the big speech? You will shortly hear, see and - above all - experience all of this for yourself. Because that was our greatest goal; to make "The Settlers II - Veni, Vidi, Vici" into your own first-hand experience!

Have fun!

The "Settlers II" Team

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Technical Requirements

You'll need a 486DX/2 66 MHz processor or higher, 8 MB of RAM, 30 MB of free hard-disk space and at least a double-speed CD-ROM drive.

The game supports General MIDI; MPU 401; Gravis Ultrasound; Creative Labs Sound Blaster Pro, 16, and AWE-32; Media Vision Pro Audio Spectrum Plus and 16; Adlib; Tandy and IBM internal speaker for sound.

The game supports all SVGA resolutions between 640x480 and 1280x1024 pixels, in 256 colors.

Memory Requirements

"The Settlers II" requires 7 MB of XMS memory. If you have more than 8 MB of RAM and are running the game from DOS you can reduce loading time and improve performance by using the SMARTDRV program (see your DOS manual for installation). If your computer gives you a message to the effect that you have too little XMS memory see the Appendix.

In addition, you must make sure that you have a mouse driver and a VESA driver for your graphics card installed. If you're not sure if you have these loaded see the Appendix.

Installing "The Settlers II"

The Settlers II Installation program is started differently depending on the operating system you are using. Please follow the appropriate instructions below:

Windows 95...

Put the game CD into your CD-ROM drive. If the game is not installed the Installation screen will come up automatically. Now skip ahead to *The Install Program*.

Windows 3.x...

Windows 3.x does not run DOS games very well. For best results, exit Windows (select File/Exit in the Windows Program Manager) and follow the DOS installation instructions.

DOS...

1. Insert the CD into your CD-ROM drive.
2. Change to your CD-ROM drive by typing the appropriate drive letter. (For example D: if your CD-ROM drive is drive D.)
3. Change to the S2 directory by typing: CD\S2.
4. Type Install and press Enter.

The Install Program

1. Once at the main Installation program menu, click "Install Settlers II".
2. Select a target drive by clicking on the letter of the drive where you want the program installed.



3. Specify the directory into which you want "Settlers II" installed—the default is C:\BLUEBYTE\SETTLER2—and press Enter. Files are now copied to your hard drive.
4. You should get a message stating that "Settlers II" was installed successfully. Click "OK". The next step is to configure your sound hardware.

Configuring Sound

1. Click on "Setup sound".
2. Click on "Select and Configure MIDI music driver", and specify your sound card and settings.
3. Click on "Select and Configure digital audio driver", and specify your sound card and settings.
4. Select "Done" from the menu and proceed back to the installation menu.

Additional information?

Here you will find a few small items that may have changed in the program since this manual was printed. (It is always wise to read what's here.)

Starting the Game

Like the Installation program, The Settlers II program itself is started differently depending on the operating system you are using. Please follow the appropriate instructions below:

Windows 95:

1. Insert the CD and the Autorun screen will come up automatically. (If you have problems in Windows 95 with the Autorun option, please read the AUTORUN.TXT file. There you will find a list of possible fault sources.)
2. Select "Start" from the autostart menu and the intro to "Settlers II" will start, you can press the Esc key to bypass the intro sequences.

DOS:

1. Insert the CD into your CD-ROM drive.
2. Switch to the hard drive where you installed "Settlers II", the default is the C: drive.
3. Change to the "Settlers II" directory, the default is BLUEBYTE\SETTLER2.
4. Now type START. The intro video will start to play. If you wish, you can press the Esc key to bypass the intro and get right to the "Main Menu".



Main Menu

Campaign: "The Settlers II" contains a short story divided into as many as ten missions, the first of which is intended to be an introductory chapter and training mission. If you click the "Campaign" button, the story begins. If you wish, you can replay a chapter you've previously completed... there's more than one way to skin a cat! There are branches built into subsequent chapters, which can take you into completely different chapters, depending on how you finish the earlier ones.

Resume last game: As the name suggests, this button loads your last saved game automatically.

Load game: Loads the selected game.

Free game: In this mode you can choose from 18 different scenarios and determine your enemies as well as various other options:

- *Scenario:* Select a map. The size and maximum number of players is also displayed here. You can reduce the number of players by unchecking the box next to the opponents you do not want to play.
- *Alliances:* Here you indicate which players are allied to each other.
- *Game objective:* When is a game won? This is determined here.
- *Merchandise in the H.Q.:* Here you can set the initial value for raw materials and workers for each player. In the "free game" mode the same starting conditions apply to all players.
- *Exploration:* If you set this switch to "Off", all players can see the entire playing area and all the buildings each player has. "On" is the initial setting, which also applies in the Campaign.
- *Start position:* If you choose "according to sequence", the start positions of all players are the same each time the scenario is started.

If you wish to play out large scenarios in "free game" mode and do not have sufficient free memory, reduce the number of participating peoples. Choose all members of one race as opponents. Some of the large scenarios are only accessible to users with more than 8 MB memory.

Here you can start the two-player mode as well. A second mouse is needed to play the game in two-player mode. It should be noted that Player One (the player on the left of the screen) uses the mouse which is supported by the mouse driver. Typically, this mouse will be connected to a PS/2 port, COM 1 or COM 2. The second mouse must be connected to a free COM port. This must be either COM 1 or COM 2. Two-player mode is only possible in the "Free game" mode.



Options: Enables you to change the screen resolution.

Intro: Did you like the intro? Have another look if you like!

Credits: You must be dying to know who these weirdos are that give up years of their lives just to give you a little fun (and rob you of your few remaining hours of sleep). Now at last you can meet them.

Quit program: WARNING! Use this button only in the most extreme situations. It leads to an immediate intrusion of reality into your life.

Even if you don't yet know how to play "The Settlers II" properly, now is the time to start the first mission in campaign mode. You will find yourself on a green meadow, in the middle of which a tent has been pitched. This tent, modest though it may be, will serve as the headquarters for the first mission. The first time you play a new game it is always a bit awkward, but follow along as we explain. For best results, we recommend that you sit back and relax for a moment and read the next couple of pages, you should find them quite enlightening.



A part from what the encyclopedia says, the Settlers are the little busily bustling people on your screen, who are just waiting for you to tell them what to do next. Or more to the point, you command and the Settlers obey and take the consequences.

Of course, for this reason, it's not a good idea to rule haphazardly. Your subjects really do everything that you order them to, even when it's complete nonsense. So perhaps the question should not be: "Who are the Settlers?" but rather "What is The Settlers?".

"The Settlers II" once again presents you with the opportunity to test your economic management skills, while offering you a number of alternative ways to achieve a position of prosperity.

The new settlers you have under your authority include scouts, donkey breeders, geologists and shipbuilders, all requiring their own specific type of buildings.

The settlers now have the ability to build ships and chart the unknown seas. This gives your settlers the opportunity to search for new islands and establish new settlements there.

You can observe every one of your subjects (many thousands of them) at work, whether a geologist or miner, a fisherman or smith, a warrior or farmer. When he runs out of work, it's up to you to think of something for him to do.

And if you yourself ever feel like a little rest, then "The Settlers" is the game for you. Sit back and quietly watch your people rushing busily around your screen. And all that is your doing!

However, until things get that far, we feel obliged to prepare you thoroughly for your future role as king, president, chancellor (or whatever title you may choose to give yourself) of a country. Therefore the question is: how does the "Settler" economy actually function?

Imagine a net. When you spread a net and then pull on one strand, not just this one strand moves, but the whole net. The economy in this game behaves in a similar manner.

One example: Let's assume that you have built a fully functioning settlement in which all 32 professions have found their place. Then at a location your woodcutter and forester use for trees, gold is discovered. You abandon the logging operation and set up a gold mine. Consequently you extract a lot of gold, which you send to the mint to be coined into gold pieces, so you can pay and train soldiers. With these soldiers you conquer more land later on. So far, so good. But is it all so simple?

On the other hand, you may no longer have enough wood to produce the boards that you need for building more fortresses. Perhaps your shipyard is no longer able to build ships with which you can reach the neighboring islands. Perhaps you cannot even build a farm to provide food for the growing number of miners.

A simple intervention in your system's economy can have far-reaching consequences. And there is often a narrow dividing line between a well-functioning equilibrium and a real economic crisis. It's your job to avoid the latter. Naturally, there are some basic rules, and if one adheres to them the job is more than half done.

How do I build a road?

Does your tent still stand all alone on the meadow? Now it's time to learn how to build a flag. Press the space bar. Now if you double-click on one of the golden flags, you have a new blue flag. (The golden ones disappear once more when you press the space bar again.) Now click on the blue flag in front of your HQ, choose the "build road" button in the window that has popped up and then click on the flag you just built. The computer now automatically finds the shortest possible connection, taking the lay of the land into consideration. A connection that appears simple may require considerable detours, or could be completely impossible. In this case you can search out another destination flag or select the second road building method.

Click on a blue flag and select the "build road" icon again. Symbols now appear around the flag and show you in which direction you can build a portion of the new road. The colors of the symbols tell you whether the terrain is favorable (green), moderately suitable (yellow) or difficult (red). Directions in which no symbol appears cannot be built on. Select the favorable direction and repeat this procedure until you have reached your goal. By the way, you can also build paths across water in the same manner, but they can be of only limited length. To cross these you naturally need boats.



What do I have to watch out for when building roads and houses?

When planning your distribution network you must take into account both the site and the situation of your buildings. It would make little sense to build a bakery too far away from the mines, as bread is a staple part of the miner's diet. It also makes sense to have multiple routes to any given area, to help prevent merchandise from moving slowly when you need it most.

In case of emergency...

If you receive the message "The emergency program has been activated" in the message window, your remaining stores of wood have been reserved for building a woodcutter and a sawmill. You should build these immediately.

How do I build a house?

You remember how you built the flag? Exactly the same way, except that this time you simply have to click one of the golden houses. Then choose which type of house you want to build and create a road connection between this house and your headquarters or any other existing roads.

Set out as many flags as possible

The flags designate the nodes of your pathway network. The distribution of goods is performed by the carriers who transport merchandise between these two flags. The shorter this path is the faster the carrier is back again to take on another bundle of goods.



TIP: There are two ways to remove bottlenecks without having to build a bypass road.

Check whether you can insert more flags into an existing stretch of road. This way the transportation capacity of this road can be increased many times over.

Raise donkeys. Donkeys are automatically put to use on your heavily burdened transportation paths to double the transportation capacity there.

Always think over what belongs close together and what should lie farther apart. A sawmill goes with a woodcutter and later on, a forester. The farm does not need to be nearby, but it shouldn't be too far from the bakery either. With a little thought, things are not as difficult as they first appear. You could settle in peace without being disturbed, if it weren't for those who want to get their hands on your freshly acquired wealth. And that's why you need the military.

To start with; it is possible to play "The Settlers II" without any fighting at all. To do so, you only have to choose "Free Game" in the game menu and create a world without computer opponents. In this case you only need the military buildings for the purpose of expanding your territory. Simply place new military buildings (i.e. barracks, guardhouse, watchtower or fortress) near the border. Because you are playing without opponents, the barracks will usually suffice. As soon as a soldier has occupied the finished building, your borders will be extended and more territory will be available for settlement.

How do I best prepare myself against an attack?

First there's reconnaissance. The deeper you can peer into enemy territory, the more precisely you can plan countermeasures. The most suitable reconnaissance tool is the lookout tower. This will allow you to see where your enemy has placed its military buildings. It is precisely these military buildings that you too, will now need.

The more secure your military buildings are, the better protected they and their surroundings are. In a barracks, only two soldiers watch over their territory, but there can be as many as nine soldiers in a fortress. Of course that has its price. To recruit, train and motivate soldiers you need swords, shields, coined gold and beer. You therefore have to find iron and gold; erect an iron smelter, an armorer and a mint; plant grain and set up a brewery. Must we remind you that you need a well near a brewery..... ?



TIP: Think over carefully where you place each building. So long as there are no enemy nations in sight, one should think twice about investing the enormous resources that a fortress requires. On the other hand it would be absolute folly to set up just one little barracks against a massive border fortification of the enemy. In such a case you should build a fortress and a catapult immediately.

What do I need a catapult for?

The catapult is a very strong defensive weapon, since it is capable of reducing even a large enemy border fortification to rubble without having to risk the lives of your soldiers. With every hit that a catapult scores, the occupying strength of a building is reduced by one soldier. If the occupying strength reaches the value of zero, the building burns down. That has the positive side effect that the area around this building becomes free. Which means that your opponents can no longer attack as quickly. These territories also become free for you to settle.

Therefore one can use the catapult to prepare one's own attack by bombarding the enemy fortresses, so that they are ready for storming. However, you can also use it to prevent imminent enemy expansion.



And if I do get attacked?

Then the thing to do is to wait, since defense is automatic. You can of course modify the military settings for this purpose (see: "Military" Window on page 22), but it's too late for that when one of your military buildings is being attacked. Then the soldiers that are stationed there step in front of the door and take up combat positions. As soon as all the attackers have been defeated, your soldiers go back into the building. At least until the next attack.

If your soldiers should lose, then this military building falls into the hands of the attacker, and all the other buildings in the vicinity go up in flames. This territory is lost to you until you can recapture it. To do that, you have to take the offensive.

And how do I start my offensive?

Does your neighbor get on your nerves because he doesn't want to abide by a common border? Or because he's exploiting a couple of highly tempting gold mines right in front of your nose? Well, we have taken such cases into account. Simply click on the military building of your enemy that you want to attack, and you will be asked how you would like to attack it. Should you give the younger soldiers a little experience, or do the seasoned professionals need to be called up? Do you have to get every able-bodied man into the field or just a few of your soldiers? All can be determined here. Once you think you can't lose, give the order to attack.



The "Attack" window

1-4 = Rough estimate of the number of attackers

5-6 = Precise determination of the number of attackers

7 = Attack with the stronger soldiers

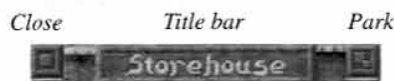
8 = Attack with the weaker soldiers

9 = Attack order



TIP: If you send the weaker soldiers to attack and they capture the enemy building, they will become more experienced.

Even though it's a DOS program, "The Settlers II - Veni, Vidi, Vici" uses a windowing technology very similar to Microsoft Windows®. You can move and open windows simply by clicking the title bar with the mouse and drag it somewhere else. You can also reduce it to its title bar and "park" it by clicking the upper **right** corner of the window, and you can also close it again. To close a window simply click the upper **left** corner or click anywhere in the window using the **right** mouse button.



HELP!?

In some windows, you will notice a button embellished with a blue "?". By clicking this button, you obtain a brief summary of that window.



Help button

How do I tell the difference between the various windows?

The title bar usually gives you an indication of the function. In principle, however, we distinguish two types:

The local windows provide information about particular buildings and their functions. You can reach these windows by clicking the building in question.

The administration windows in which you can check and influence your general economic and military data. The starting point for these windows is the icon bar that you find permanently on the bottom middle edge of your monitor.



The local windows

The "Production" window

Title bar = place of production

1 = Demolish house

2 = Production on/off

3 = Go to place of production



How well does a particular operation really function? Click on it and see! On the top left and right you see symbols for the occupation and product of this building. Underneath are two or three lines showing what resources are required for this building to make its product. The items that are only dimly lit indicates the stock required in order to assure optimal operation. The brightly lit items indicates how much is currently in stock.



TIP: If you press the "C" key, you get constantly updated information on every single operation in your realm. When a building shows a percentage value, the operation starts up. Pressing "C" again turns this help off.

The "Inventory" window

Title bar = storage location

1 = Next page

2 = Go to storeroom

3 = Start expedition (only at the harbor)

4 = Take out of store

5 = Stop storage

6 = Select all



3



Suppose you have built a bakery and supplied it with grain and water, but it's still not operative. What has happened? Perhaps the trouble is that you don't have a baker. To check this, simply take a look into your storehouses. Click on your base camp, the harbor building or a storehouse.

In the window that now appears, click the book icon, and the number under the pretzel icon will reveal to you how many bakers are available in this storehouse. You don't find a baker? It won't take long, one will arrive automatically after the bakery is completed. Now click on your book again!

The number under the rolling pin will tell you whether you can make a helper into a baker at all. If you have no more rolling pins, then we recommend that you give the production of rolling pins a higher priority for a little while. To do that, however, you will have to open the "Tools" window on page 21.

NOTE: Remember that every place of manufacture requires someone qualified and equipped with the tools of that particular profession. So pay attention to adequate levels of relevant tool production.

All goods are transported into the nearest storehouse. However, it is still possible that a required tool may only be found in a faraway storehouse. In this case, the baker may already be on his way. Unfortunately he needs a bit of time to get his tools at the storehouse and make his way back to his bakery.



The "Activity Window"

Every time you click somewhere on your playfield where there is still no building, an activity window appears. Depending on where you click, this can look quite different. For example, if you click on the free box, all you get in the activity window is the option to enlarge this section of the playing field. If you click a golden flag or a golden house, then you can erect a flag or house. On the

other hand, if you click on a flag that already exists, the window asks you whether you want to build a road there, take the flag down, or whether you want the vicinity of this flag to be investigated by a geologist or a scout. If you click an existing road, then you get the option to tear up this road. What happens if you click an enemy military building? You can find out in the chapter called "The Military", on page 12.



The administration windows



In the icon bar at the bottom edge of your playfield, you will find four symbols that have the following functions:

- 1 = Opens the "Map" window.
- 2 = Opens the "Main Selection" window.
- 3 = Activates the "Construction Aid Mode".
- 4 = Opens the "Post Office" window.

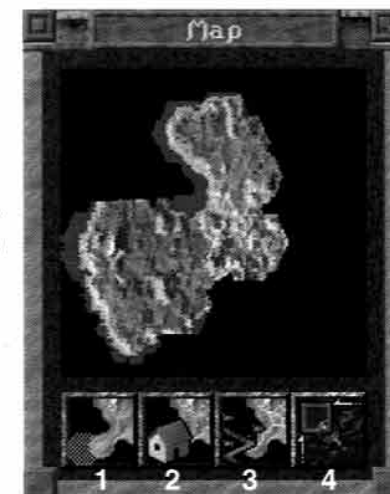


How the "Map" window works

Click once on the "Map" symbol. A window appears that gives you an aerial view of the areas that you have already explored. With the four buttons on the lower edge of the window, you can get an overview of:

- 1 = the land that you have already settled
- 2 = the locations of your buildings
- 3 = your road network
- 4 = enlarge the map window.

You can also jump to any particular point on the map. Simply click the place you want to view with the mouse pointer





What's the story on the "Main Selection"?

Just treat the main selection window as if it were your office door. You step into your office and take one of the ten file binders off the shelf, and with that you get an overview of what's going on in your realm. These binders have the following titles:



- 1 = Distribution of goods
- 2 = Transport
- 3 = Tools
- 4 = General statistics
- 5 = Merchandise statistics
- 6 = Buildings
- 7 = Stock
- 8 = Productivity
- 9 = Military
- 10 = Ship register
- 11 = Go to game menu

Consult the chapter entitled "The Main Selection" on page 20 for the precise function of these windows and all the possibilities of intervening in the game.



What is the construction aid mode and what's it for?

If this function is activated, gold colored symbols of houses and flags appear where buildings or flags can be erected. With this, you save yourself a lot of tedious searching, since the construction options are normally shown only when the mouse pointer is directly over a particular location.

You will notice different types of house symbols. These distinguish the three types of buildings because no building is the same size, nor is there room for large buildings at every location. This way it is clear that changing the environment also changes construction possibilities; where you have already built a road, there may no longer be any room for a house. But for that purpose, perhaps clearing a forest can create valuable building land. You will find more on the subject in the chapter "Buildings" on page 24.



What do I need a "Post Office" window for?

Whenever a military building is finished or something is discovered, a foreign tribe attacks, or natural resources run out somewhere, you will be informed. If a pigeon appears at the very right in your icon bar, this means you have received mail. A small number under the pigeon tells you how many messages are waiting for you. If you click on the pigeon, the "Post Office" window opens and in it you can read the individual messages.



- 1 = Go to first letter
- 2 = Go to previous letter
- 3 = Go to next letter
- 4 = Go to last letter
- 5 = Go to the site of an event
- 6 = Delete the letter
- 7 = Binder containing all letters
- 8 = Military messages binder
- 9 = Geological messages binder
- 10 = Economic messages binder
- 11 = Various messages binder
- 12 = Current mission



NOTE: The post office binder can hold 20 messages at most. If your binder is full, the newest message replaces the oldest one.

The Main Selection



"Distribution of Goods"

- 1 = Foodstuff
- 2 = Grain
- 3 = Iron
- 4 = Coal
- 5 = Boards
- 6 = Water
- 7 = Default button



For all goods needed at more than one location, you can set up a sequence that determines how they should be distributed. Simply click the button that symbolizes the merchandise to be distributed. Immediately there appears a list of all the operations that are dependent on this merchandise.

Example: the food supply in the granite mines could be improved by simply pressing the + key at the right of the "granite mine" line a couple of times. This will cause the granite mines to receive a larger share of the food produced.

We have taken great pains to set these distribution values to start with so you should not have to change them. However, special situations may call for unique settings. Once the situation has past, you need only press the default button, which will reset the values to the original settings.



The "Transport" window

An item that is not normally needed may suddenly be in great demand. In these cases, you can decide which of two items lying near a flag will be transported first. The higher the symbol for an item in the button queue, the sooner that item will be transported. If you need logs urgently, because your sawmills have run out, you simply click the "wood" symbol and then press the up arrow several times. The higher the symbol moves, the sooner your logs will be transported. Here too we have taken the liberty of predefining a sequence that normally avoids bottlenecks and can be reset very easily with the default button.



Default button



Raise priority



Lower priority



The "Tools" window

Somehow, the metalworker has to find out what tools are currently needed. This window gives you a way of determining which ones are most important now and which ones less so. If, for example, you need a rolling pin urgently, then you set the corresponding value to its maximum and all the others to zero. Then when you have your rolling pin, you can set the individual settings to the default again with a simple press of the button.



Default button

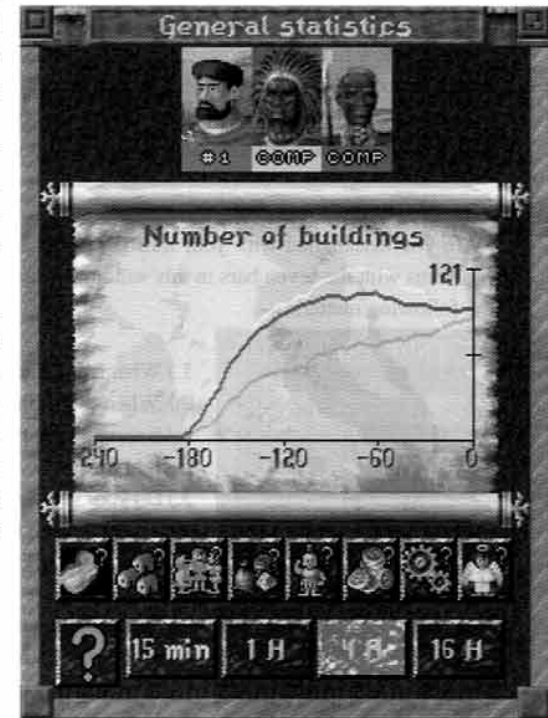


The "General Statistics" window

Below the scroll you will find the symbols for size of country, number of buildings, size of population, quantity of goods, military power, wealth, productivity and vanquished enemies. You can find out about all these things, which concern your country in general, in graphs that appear on the scroll. Values are displayed in comparison to those of other nations; where the color of your bar matches the color of your flags.

With the time buttons, you can determine the time frame of the graph, depending on whether you are interested in short or long-term development.

As soon as a player attacks an ally, then they become his enemy. At the same time, the allies of the people attacked become the attacker's enemies. Players can also check which computer enemy is currently allied with whom here. The colors of the allies are shown as small rectangles in the players portraits.



The "Merchandise Statistics" window

This window functions like the "General Statistics" window. The only difference is that you do not see the other nations here. Click the symbol of the item you want to be informed about and a graph will appear.



The "Buildings" window

You would like to build another windmill, but you no longer know exactly how many you already have because your country has become so big? No problem, open this window. Under the symbol of each building type, you will find two numbers. The left one tells you how many buildings of this type you have already built, the right one how many buildings of this type are under construction. You can therefore see very quickly whether it is worthwhile to build another windmill, or whether a new farm might be more important.



The "Stock" window

Here you will find a list of your entire stores of merchandise and all the inhabitants of your realm.



The "Productivity" window

This window lists all the possible types of production. Next to the buildings you have the average productivity of the operations of that nature. So you can see very quickly when something goes amiss. Bear in mind that if your production appears to be standing still, it may be that you have not yet constructed the required buildings.

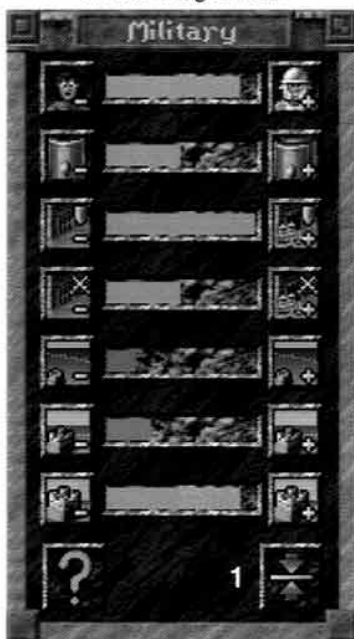


The "Military" window

Are you dissatisfied with your military performance? You may be able to reduce the problems with the seven bars in this window. From top to bottom, you make decisions on the following matters:

- 1.) What is the rate of recruitment?
 - 2.) When a building has to be defended, are the weaker soldiers called in first, or do the strong ones have to move in right away?
 - 3.) Do your soldiers react defensively or offensively to the attacks of foreign nations?
 - 4.) How many soldiers from each hut are mustered for the attack?
 - 5.) How strongly manned are the military buildings in the interior of the country?
 - 6.) How strongly manned are the military buildings in the middle region?
 - 7.) How strongly manned are the military buildings in the vicinity of the border?
- And, of course, here again we have a button for the recommended default values!

1 = Default button



The "Ship Register" window



- 1 = Go to the first ship in the register
- 2 = Go to previous ship
- 3 = Go to next ship
- 4 = Go to the last ship in the register
- 5 = Look at ship
- 6 = Look at destination harbor

In the "ship register" window, you can check all your ships, as well as their cargo, course and port of destination. All this data is called up via the symbols on the scroll, or they can be checked via the button bar.



For everything that you want to produce, you need the appropriate building. In order to be able to construct a building, first you need a site. The quickest way to see whether you have the required site is to use the construction aid mode, see page 18. When this is active, you see at a glance which type of building can be put where. Just click the symbol and then decide in the "Activity" window which building you want to erect. The buildings you can construct are detailed on pages 25 onwards.

TIP: If you press the "C" key, the designations appear under all the buildings that you have already constructed and, when the building is in operation, the extent to which its capacity is being used.



The "Activity" window



Production sites

Woodcutter



Inhabitant: woodcutter	
Tool: axe	
Product: logs	
Structural material: boards	
Building size: small	

Remark: A woodcutter naturally makes sense only where there is sufficient forest.

Forester



Inhabitant: forester	
Tool: shovel	
Structural material: boards	
Building size: small	

Remark: By planting trees, the forester sees to it that your woodcutters are kept busy.

Quarry



Inhabitant: stonemason	
Tool: pick-axe	
Product: stones	
Building material: boards	
Building size: small	

Remark: The stonemason naturally needs a granite outcrop in his vicinity. Granite is found everywhere where the landscape is rocky.

Fishery



Inhabitant: fisherman	
Tools: rod and line	
Product: fish	
Building material: boards	
Building size: small	

Remark: A fishery is only worthwhile next to water rich in fish. However, only a fisherman can establish whether water is rich in fish.

Hunter



Inhabitant: hunter	
Tool: bow	
Product: meat	
Structural material: boards	
Building size: small	

Remark: Put a hunter where there are plenty of wild animals running around in the area. Only there will the hunter find sufficient prey. Hint: animals love trees.

Well



Inhabitant: assistant	
Product: water	
Structural material: boards	
Building size: small	

Remark: Just as the geologist can find raw materials, he is also able to discover underground water, which is the prerequisite for a functioning well.



Sawmill



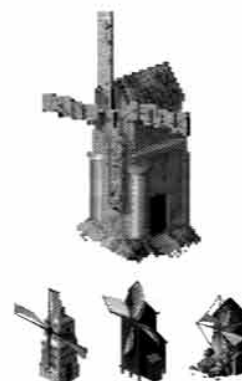
Inhabitant: sawyer	
Tool: saw	
Product: boards	
Fundamentals: logs	
Structural material: stones, boards	
Building size: medium	

Slaughterhouse



Inhabitant: butcher	
Tool: cleaver	
Product: ham	
Fundamentals: pigs	
Structural material: stones, boards	
Building size: medium	

Mill



Inhabitant: miller	
Product: flour	
Fundamentals: grain	
Structural material: stones, boards	
Building size: medium	

Bakery



Inhabitant: baker	
Tool: rolling pin	
Product: bread	
Fundamentals: water, flour	
Structural material: stones, boards	
Building size: medium	

Iron Smelter



Inhabitant: iron founder	
Tool: crucible	
Product: iron	
Fundamentals: iron ore, coal	
Structural material: stones, boards	
Building size: medium	

Metalworks



Inhabitant: metalworker	
Tool: tongs	
Product: tools	
.....	
Fundamentals: boards, iron	
Structural material: stones, boards	
Building size: medium	



Armory



Inhabitant: armorer	
Tool: hammer	
Product: swords, shields	
Fundamentals: iron, coal	
Structural material: stones, boards	
Building size: medium	

Mint



Inhabitant: minter	
Tool: crucible	
Product: gold coins	
Fundamentals: raw gold, coal	
Structural material: stones, boards	
Building size: medium	

Brewery



Inhabitant: brewer	
Product: beer	
Fundamentals: water, grain	
Structural material: stones, boards	
Building size: medium	

Buildings

Farm



Inhabitant: farmer	
Tool: scythe	
Product: grain	
Structural material: stones, boards	
Building size: large	

Pig Farm



Inhabitant: pig-breeder	
Product: pigs	
Fundamentals: grain, water	
Structural material: stones, boards	
Building size: large	

Donkey Breeder



Inhabitant: donkey breeder	
Product: pack donkeys	
Fundamentals: grain, water	
Structural material: stones, boards	
Building size: large	

Buildings



Shipyard



Inhabitant: shipwright	
Tool: hammer	
Product: boats and (on command!) ships	
Fundamental: boards	
Structural material: stones, boards	
Building size: large	



REMARK: You can build a shipyard without having a harbor. But then the boats don't do much good. So always bear in mind that it is a good idea to build a new harbor as soon as you build your first ship. Do we need to say that both the shipyard and the harbor need to be built on larger stretches of water.....?





Military buildings

Barracks



Inhabitant: up to 2 soldiers



Structural material: boards



Building size: small



Remark: Like all military buildings except the lookout tower, the barracks serve not only as an extension of your settlement area but also to secure your borders. When you erect a military building near the border, your territory is automatically extended as soon as the first soldier enters the building. Make sure you have enough gold coins to promote your soldiers.

Guardhouse



Inhabitant: up to 3 soldiers



Structural material: stones, boards

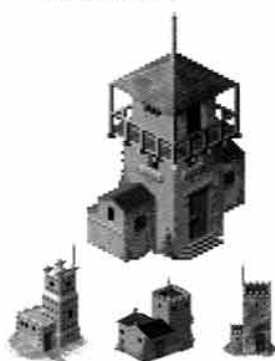


Building size: small



Remark: See "Barracks"

Watchtower



Inhabitant: up to 6 soldiers



Structural material: stones, boards

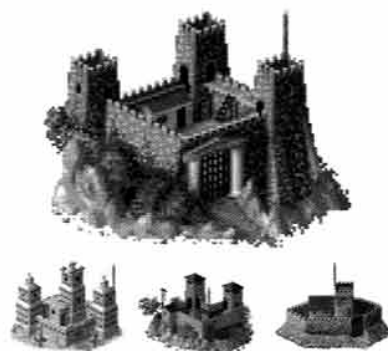


Building size: medium



Remark: See "Barracks"

Fortress



Inhabitant: up to 9 soldiers



Structural material: stones, boards



Building size: large



Remark: See "Barracks"

Lookout Tower



Inhabitant: scout



Fundamentals: bow



Structural material: boards



Building size: small



Remark: From a lookout tower, you can see far into previously uncharted territory. It is therefore ideal for reconnaissance, but it is not suitable for territorial expansion.

Catapult



Inhabitant: assistant



Fundamentals: stones



Structural material: stones, boards



Building size: medium



Remark: The catapult is a long range fighting weapon that is well suited for defense. To see how it works, read the chapter "The Military", on page 12.

The Storehouses

Storehouse



Inhabitant: variable

Structural material: stones, boards



Building size: medium



Harbor Building



Inhabitant: variable

Structural material: stones, boards



Building size: large



Remark: Harbor buildings only make sense on large stretches of water (see "shipyard").



Headquarters



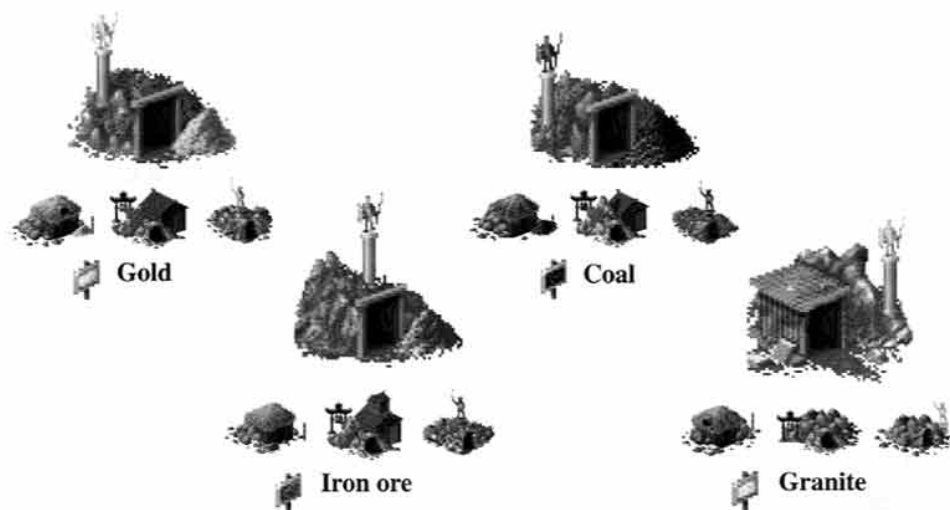
The headquarters is your first building and therefore does not need to be built by you. It has the same function as a storehouse and must be protected from the attack of enemies. When you lose your headquarters, you have lost the game. Players can choose how many soldiers are to protect the headquarters. These will then leave only to defend the HQ.



REMARK: Storehouses have great significance in the expansion of your realm. The further away the nearest storehouse is, the longer the goods need for their transportation. This impairs the growth of population and recruitment of your soldiers, because all this takes place in your storehouses. Delays can be very costly when the going gets tough. Therefore build storehouses regularly and in sensible locations!

In the headquarters and storehouses it is possible to decide for all merchandise and workers individually whether they may be stored in this warehouse or not. Players can also choose individually which goods are to be taken out of each storehouse.

4.) The mines



Inhabitant: miner	
Tool: pick-axe	
Product: gold, iron ore, coal, granite (depending on the kind of mine)	
Fundamentals: ham, bread or fish	
Structural material: stone, boards	
Building size: Mines can be erected only at places where the construction aid mode displays two crossed hammers.	

REMARK: There is no point in constructing just any kind of mine on one of the hammer symbols. The probability that you hit just the right type of mine is relatively low. Get your geologist to check first whether raw materials are hidden at this spot, and if so, which type.

To do that, you must first build a path into the mountains. Please read about how to do this in the "Economy" chapter under "How do I build a Road?", on page 10. Then you click on one of the blue flags in the mountains and choose the button (in the pop-up menu) depicting the man with the white beard. He will set out immediately on an arduous alpine tour and look at the ground around the flag. If he finds something, you will get a message in the "Post Office" and he will put up a sign showing what he has found. To learn more about the "Post Office" window, see page 19.



What kind of ships are there anyway?

First there are the small boats with which short stretches of water can be traversed. Ship movement is done with the "build road" option similar to the way roads are created. Small boats are built automatically by your shipyard as long as you do not give the order to build a large ship.



Note: Boats are only able to carry merchandise, not men; you need ships to do this. As soon as you build a large ship, you will also need a harbor. The harbor must remain connected to your road network so that merchandise can be transferred back and forth. The harbor is managed as a normal storehouse.

And what purpose does such a large ship serve?

First, of course, for covering long distances across water. In this case, the ship even sails into unknown waters, if you give the order to do so. Press the "Start expedition" button in the "harbor" information window. Now your ship will be equipped. When the equipment is completed you have to prescribe one of the six directions in the "ship register" window and then give the sailing order. The ship immediately investigates all the waters lying in this direction.

As soon as your ship has discovered another island you will be notified by a message in the "Post Office" window. Build a harbor there (you need to give the order in the ship register), and the transportation of merchandise between the two harbors begins automatically. You don't have to bother about loading the ships. Your people recognize automatically what is needed by the other settlements in each case.

When doing this, your ship is capable of carrying 40 items or persons per voyage and can do so at exceptional speeds. So you see that the enormous resources that a ship consumes for construction can be paid back fairly quickly.





If you do not have enough XMS memory available, the program will first try to run in a memory-saving mode. This means that certain graphics will not be loaded. If this does not work either, you could try running the program without music. To do this, start with the NOSOUND.BAT batch file.

For memory related problems the quickest thing to do is to create a bootable system disk. To make a system disk:

1. Place a blank disk in your A: drive.
2. At the DOS prompt type "Format A: /S", the disk will now be formatted and the system files will be copied to the disk.
3. Copy your Autoexec.bat and config.sys files onto this disk.
4. Change to your floppy drive and type: edit a:\autoexec.bat
5. Look for the line which has Smartdrv.exe (e.g. "LH c:\windows\smartdrv.exe") and change the beginning of this line by typing "REM" at the very beginning of the line (this line will be skipped when booting now).
6. Save the changes and exit from the editor.
7. Type: edit a:\config.sys. Look for the line: Device = C:\Dos\emm386.exe.

NOTE: If NOEMS is at the end of this line, then leave everything as it is. But if instead a number or anything else appears there, then type NOEMS immediately after the HIMEM.SYS and delete everything else that follows on that same line.

From now on, always insert this disk into your floppy drive before turning on the computer if you want to play The Settlers II.

If this still does not correct the problem, you can try using Microsoft's Memmaker utility. This is supplied with MSDOS 5.0 and later. To start memmaker just type memmaker at the DOS prompt and follow the on screen instructions.

SETTLERS II supports the VESA VBE standard for the support of SuperVGA graphics. Many SuperVGA graphics cards are directly compatible with VESA VBE.

If you have problems with your graphics card, try the following procedures:

1. If you have received a VESA VBE driver with your graphics card, install this and then try running the game. Many VESA VBE drivers can be installed directly from DOS. Follow the instructions in your graphics card manual.

2. In case you do not have a VESA VBE driver for your graphics card or your VESA VBE driver does not function with this game, we have included the UniVBE VESA VBE driver on this CD. To install the UniVBE VESA VBE driver, you must only run the INSTALL.EXE program in the UNIVBE directory on the CD. Please note that the UniVBE driver is Shareware. Do not forget to register if the UniVBE driver is to help you further with this game. Follow the instructions during installation to register this copy of the UniVBE.

If you're not sure if you have a Mouse Driver installed try typing MOUSE at your DOS prompt. This will either install the mouse driver or give you a message that one is already loaded. If this does not work refer to the manual that came with your system.

What to do if something goes wrong?

Just call our hotline. In the US, it is manned from Monday to Friday from 10 a.m. to 5 p.m. Central Time. Every effort will be made to help you. Tel: (847) 534-7934, or email us at HOTLINE@BLUEBYTE.COM

In the UK it is manned from Monday to Friday from 2 p.m. to 6 p.m. UK time. Tel: +44 (0) 1604-259090.



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Michael Dreher: Layout of manual
Jurie Horneman: Additional programming
Thomas Friedmann: Special support

Bernhard Ewers, Thomas Hertzler, Thorsten Knop, Peter Okorn
and many others: Testers

Jonathan Failla: Narrator

The keyboard layout

>Space< (2nd player: Num-1): Construction-aid function
C (2nd player: Num-2): Name of buildings
H: Go to headquarters
L (2nd player: Num-5): Show map
N (2nd player: Num-4): Open messages window
P: Pause
S (2nd player: Num-3): Productivity of buildings
Z (2nd player: Num-6): Zoom
F1: Load game
F2: Save game
F8: Readme "Keyboard layout"
F9: Readme "What's new"
F10: CD Audio Player
F11: Midi Player
F12: Option window
Alt-Q: Exit from game
Alt-W: Close window
Esc: Close window/abort
Arrow keys: Scroll the main map

In the messages window:

Del: Deletes messages
G: Go to site of event
+/-: Next/previous message