CONTENTS

1. Introduction

Welcome back to the land of the Settlers!

You are invited to let yourself be captivated by SETTLERS IV: THE TROJANS AND THE ELIXIR OF POWER!

This time, the Settlers are bringing along some new friends: the Trojans! A tribe famous in legends, lore, and tales of yore. Discover the secrets that await you. And of course you will be joined by your friends from SETTLERS IV and the SETTLERS IV MISSION CD! But can you hold your own against the Trojans, with all their technical finesse? You might even make some new friends, perhaps?!

Forty-one challenges await you in new maps for single players and thirteen exciting multiplayer parties.

And we certainly don't want to deprive you of the popular random map generator introduced in the SETTLERS IV MISSION CD. You must decide whether the land masses are large enough, whether or not the SETTLERS discover rich deposits of raw materials, and much, much more. Your choices will then form the basis of the completely playable map created by the map generator in mere seconds.

But that's not all! The map editor beloved by SETTLERS fans invites you to create your friends' world for them. Let yourself be inspired by the many and diverse possibilities available to you. Let your fantasy take wings and soar!

Join the SETTLERS as they embark on their journey into undiscovered countries! And have fun!

2. Installation

You must have already installed the complete version of SETTLERS IV on your computer to be able to install the SETTLERS IV: THE TROJANS AND THE ELIXIR OF POWER Add On.

Place the CD in your computer's CD-ROM drive. If you have activated the autostart function, installation will begin in a few moments.

If you did not activate the autostart function, you will have to start the installation manually. To do this, double-click the "Autorun.exe" file in the CD's main directory.

Then follow the instructions on the screen.

3. The Campaigns

Five campaigns with a total of twenty-eight single-player maps are practically begging you to play them! Click the "Add On" button in the starting screen, and the journey will begin…

a) The Elixir of Power

No sooner did the Trojans set out for new shores, than they were faced with their greatest challenge ever. For Morbus has developed a craving for the Elixir of Power…

b) The Battle for Troy

Teach those foolish Trojans what happens when you mess with battle-hardened Roman veterans. Those fools dared to kidnap our beautiful Livia!

c) Treasure Hunt

A legendary treasure has awakened the brave Mayans' thirst for adventure, despite all the dangers!

d) Loyal Friends

Prove your valour as courageous Vikings, and protect your friends in their hour of need!

e) Settlers Ho!

Show us what a clever Settler you are, and discover your hidden talents…

4. The Trojans

A new people welcomes you!

In addition to its own traditional buildings and ornamental objects, this new tribe also has technical tricks that know no equal!

4.1 Military
No flies on those Trojans ! They have made great discoveries, particularly in the area of military technology…

a) Backpack Catapultist
The backpack catapult carrier is the SETTLERS' first fast artillery unit! This unit can successfully do battle against large enemy units. Its firing range is about the same as that of a bowman. This unit is divided into up three levels, depending on striking power. But it has an Achilles' heel: Backpack catapultists cannot defend themselves! The unit MUST be given protection!

b) Balista
This mighty Trojan war machine shoots exploding arrows! Arrow makers will need Coal, Sulfur, and Wood to manufacture their projectiles. So make sure you provide the arrow factory with adequate supplies of these raw materials!

4.2 Magic
The Trojans are not just well-versed in military technology alone. No enemy of the Trojans should underestimate the power of their magic spells!

a) Gift of the Gods
The Trojans are showered with useful goods.

b) Goods Conversion
Sulfur can be transformed into iron bars.

c) "Delicacies"
All the mines within a certain radius of the priests will be supplied with their favorite food.

d) "Shortcut"
These magic powers can turn meadows into mud.

e) "Gateway of Fear"
A mighty defensive spell. The portals to all the towers become indestructible for several seconds!

f) "Attack from the Void"
This wily attack spell will render a set number of soldiers invisible for several seconds. But as soon as the invisible soldiers start to attack, the spell loses its power!

g) "Wage Peace"

This sophisticated magic spell will turn enemy warriors back into carriers! They drop their weapons and run away back to their own country.

h) "Oracle of Delphi"

A special magic spell that you can use to explore the map at a specific site. The spell can be used in the overview map or directly in the game world.

4.3 Goods

Unlike the Romans, Vikings, and Mayans, the Trojans do not have a favorite alcoholic beverage! They have specialised in sunflower farming and use their oil presses to make sunflower oil that is filled into oil containers. The oil is very important for this highly technological tribe! Trojans are also experienced geese farmers.

5. New Magic For Everyone

The battle against the Dark People cost us a great deal of power, but it also paved the way for a powerful magic spell for the Romans, the Vikings, and the Mayans. In the new missions on the Add On, these peoples have learned to use the "Turn Land Green" spell to make the lands contaminated by the Dark People cultivatable again, within a certain radius…

But the SETTLERS' magic powers have developed even further. Now, in addition to their old ability to melt snow magically, the Romans, Mayans, and Vikings have learned how to transform land! The Romans are thus able to convert swamps into meadows. Mayans can turn meadowlands into desert, and the Vikings can conjure up fields out of desert wasteland…

6. More game options means more fun for gamers!

We have added some new and remarkable functions to our SETTLERS game that should make settlement more comfortable than ever!

6.1 The Observation Window

As soon as you select a resolution of 1280*1024, the new observation window will appear. It shows up as part of the menu on the lower left side of the screen. And it's like the name says: The observation window will allow you to plunge right into the world of the SETTLERS and observe your friends in fascinating detail!

We have designed it to be as easy as possible to use. When you start the game, the window will be focused on the starting position. It is set automatically to the medium zoom level, which corresponds to a one-to-one observation ratio. You can choose between a total of three zooming levels. You can also choose to maximize or minimize the image.

You can change the cursor by left-clicking the mouse on the cross-hairs in the observation window. If you then left-click again on an object in the main viewing screen, you have just selected a new target for the observation window. If you right-click on the cross-hairs, the observation window will centre the screen on the object you are currently viewing. You can observe all the units as much as you like. The camera will always follow the observation object selected. And of course you can also observe the landscapes, too, or e.g. watch woodcutters going about their work. But remember that objects that disappear into the "Fog of War" will immediately disappear from the observation area. Try the observation window out for yourself. It's as easy as falling down a well!

6.2 Extra Functions

A new function we have thought up for you is the power to check individual buildings. If you right-click on a selected building, the camera will jump to the next building of that type. This will allow you to click through your buildings. If, however, you hold down the CTRL key while right-clicking on a building, you will select that building and simultaneously open the corresponding context menu.

When building a residence now, you can also left-click on the building under construction to find out how many settlers remain in that house. That number will be displayed in the menu on the left side of the screen.

7. The Random Map Generator

The random map generator creates new maps according to your specifications. You set the general conditions that determine the map's appearance and type, and the generator will take care of the rest!

Every random map has its own key uniquely describing this specific map. You can pass the key on to friends so that they too can play exactly the same map!

To get to the random map generator, select the "Single Player" item in the starting screen. Then select the "Own Map" option in the next screen. You will be able to call up the random map generator on the right side of the screen that appears.

The individual options of the random map generator include:

a) Map Size

Specify the size of the map that you want to create.

b) Mirroring

You have the option of mirroring the map either diagonally or diagonally and vertically. This means that two or even four identical pieces of land will be created. This option is especially helpful for multiplayer games. In the interest of fairness, each player will be facing exactly the same starting conditions!

c) Land Mass

Specify what percentage of the map should be covered by land.

d) Mineral Resources

You can use this option to set the quantity of mineral resources present on the map.

e) Random Number

The generator will use the above-mentioned settings together with this number to calculate the appearance of the map.

You will thus get completely different maps if you choose a different number without changing the other items.

f) Map Key

Each random map has been assigned its own map key. This key is generated as soon as you have entered your specifications. If you would like to pass your random map on to friends (or enemies), all you have to do is tell them the key. They simply enter the key into the appropriate field to create an identical map. The key will also be displayed again in the statistics at the end of the game.

8. The Map Editor

8.1 Technical Hints

You will find it easier to understand how the editor works after you have become acquainted with some of the program's characteristics.

a) File Formats

Fundamentally, a SETTLERS IV game map is saved in one single file of its own. But there are two formats in which a map can be saved.

A file in .edm format can only be used by the editor, and a .map file is only suitable for use in the game itself. So if you create a map using the editor, you will get an .edm file. To be able to load this map into the game, you will first have to have the editor create a .map file. This is done using the "Export" function.

b) Standard Directories

If you want to load a map into SETTLERS IV, the map must be located in the "[Installation Directory of SETTLERSIV]\map\User" directory. Each time you export an .edm file, the newly created .map file will automatically be saved in that directory. And the standard directory for the .edm files that you can work on in the editor is "[Installation Directory of SETTLERSIV]\map\Editor."

c) Copyright

You are not authorised to sell maps created with the editor or to exploit them commercially in any other way.

8.2 Recommended Sequence for Creating Maps

In designing the editor, we felt it was important to provide you with the most options possible for creating your own maps.

The way the developers worked in creating maps should give you a guideline for taking your first steps with the editor. Of course, this is only a suggestion. Feel free to deviate from this sequence. There are lots of ways to get good, error-free maps!

First of all, you should plan out exactly what type of map you would like to create. Do you want it to be particularly good for multiplayer games? Or should it set the stage for an exciting mission for a single player only? Should the game be short or long?

Now you can start!

a) Define Land Mass

In the "File" menu, select the "New" item and then specify the size of the map. The map will start out as a single expanse of water. Now it's up to you! Draw in the land mass using the "Grass" tool. Make sure you give your continent its final outline as you do this. Here's a little tip: Start out by using a wide tool width to draw the rough outlines. Then redraw the coastlines using a smaller width. To do this, you will find it helpful to use the "Speckle" option. It will give your coastline a more natural appearance.

b) Set Starting Point

After your land has been shaped correctly, you should specify the starting points for all the parties. Select "Set Starting Position." Remember that you will be setting the starting position for the party that is currently active. Use the "Party" button to open the "Party Settings" dialog, where you will be able to edit the different players and teams.

c) Place Mountains

Mountains are very important in SETTLERS. The raw materials Iron, Coal, Gold, Stone, and Sulfur can be found in the mountains. Because these raw materials are indispensable for a prosperous settlement, each player will be rushing to expand his or her settlement toward the mountains, with their rich raw materials deposits, as quickly as possible. Where you place the mountains can therefore have a crucial impact on the course of the game.

Remember: Mountains are not defined by elevation contour lines, but by the texture used. Choose the "Rock" setting for the subground, and the editor will interpret the places you draw with it as mountains even if you reduce the rocky subground's elevation at a later time.

d) Ground

The editor understands "Ground" to be the type of land, i.e. grassland, desert, swamp, etc. Here is where you define the different types of ground on your map, which you can use to influence its playability because houses can only be built on certain types of ground. Make sure you leave enough space for the players' settlements!

When you set the ground type, you will be giving your map its own unique atmosphere right from the start!

e) Lakes

Now it is time to distribute the lakes across your map. To do this, use the Water tool and draw in the appropriate areas. Remember that you will have to paint over all the expanses of water that you would like to define as lakes with the so-called "pond brush." The editor interprets all water not identified as lakes or rivers as ocean water and it will display it with animated waves and seagulls.

f) Rivers

After placing the lakes on the map, you should add the streams. In real life, rivers start in the mountains and mostly flow towards an ocean or lake. Natural-looking watercourses thus begin with a narrow river width [Width 1] and finish with the widest width [Width 4]. Remember that a river mouth can only be inserted between River Width 4 and a lake or ocean.

g) Contour Lines

It's time now to draw in the elevation contour lines on your map. You can do that in two ways, either by hand or with the aid of the "Roughen Map" function. We recommend that you retouch the elevation contours by hand because the roughening function will evenly distribute the elevations across the entire map. It will look more real if the mountains are clearly higher than the grassland! In fact, you shouldn't make your grasslands too hilly because that will increase the time settlers take to construct buildings in the game. Remember that construction sites have to be leveled by diggers before building can start!

h) Setting Up the Starting Conditions

The starting conditions for each of the parties are heavily dependent on the type of map you create!

On symmetrical multiplayer maps, it can make perfect sense not to set any other preliminary specifications. Each player will then start out with one small tower and the standard quantity of settlers and raw materials, which is the automatic setting implemented at the start of the game if no other specifications have been made.

If, on the other hand, you want to create a sophisticated single-player mission, you may have to prespecify a certain quantity of raw materials or particular buildings.

Prespecifications always have wide-reaching consequences, no matter whether you are creating a single-player or multiplayer map! So you should keep the following tips in mind:

- Even if you only place one building on the map for a party, you have automatically specified that party's tribe! This setting cannot be changed later in the game.
- To be able to place buildings on the map at all, you will first have to specify a settlement area! Place a foundation building on the map. The border of the settlement belonging to it will then immediately appear marking the area on which houses and, above all, SETTLERS may be placed.
- If, however, you delete the foundation building from the map, you will automatically remove all the houses and settlers. The territory will then be "unprotected"! And this change cannot be undone.
- Next, place the buildings on the map, and only then add the trees, stones, and objects. This will prevent you from crowding out valuable construction space and having to create more room later for a building.
- If you want the computer to take over and play one of the parties, make sure you take the strengths and weaknesses of AI [Artificial Intelligence] into consideration. You should give the computer somewhat more advantageous starting conditions.

This includes providing it with a bonus of raw materials and goods at the start of the game and carefully locating some buildings on the map for it. For example, you could place woodcutters and sawmills very close to each other and a forest.

But remember to make it easy for the computer in the "right way." It's better to give computers more goods and raw materials than Settlers and buildings.

If the computer is supposed to play aggressively and with military strength, do not simply give it many soldiers. It will just attack your settlement immediately after the start of the game. It's better to give it generous quantities of Iron, Coal, and Gold so that it can start military production quickly!

i) Placing Settlers

After you have placed the buildings on the map, you should put in the SETTLERS!

They can then move into the houses and start working. Keep in mind that SETTLERS with a profession cannot be turned back into carriers. So giving someone a large number of bakers or smiths won't be very helpful. Lots of carriers, diggers, and construction workers, on the other hand, will noticeably simplify the construction of a settlement.

But you can also use predefined settler teams. The preset teams consist of a mixture of settlers with different professions guaranteed to build up a flourishing settlement, every time!

j) Place Raw Materials

Now it is time to distribute the raw materials deposits on your map. You can distribute them by hand or have the computer do it automatically. We recommend placing the raw materials by hand!

The autofunction will put a random quantity of a randomly selected raw material onto every field authorised for the purpose. Although this guarantees that the deposits will be adequate for a game, players will have more fun if they can find large quantities of raw materials in a single location. Mines will thus cover more fields with the same raw material and become more productive, and the economy will prosper!

You should be especially generous when distributing the raw materials Iron and Coal. They are of crucial importance for settlement prosperity. Gold, Stone, and Sulfur don't have to be present in such large amounts.

Make sure you put lots of Fish on your map so the creation of your metals industry will not easily be slowed down by food shortages and so your friends the SETTLERS will not have to go hungry!

For multiplayer maps, your main goal should be to ensure that the raw materials are distributed as fairly as possible. Imbalances here will quickly mean that one of the players will no longer be able to win the map!

k) The Trojans

A new tribe means new additions to the editor! After all, we want to be sure that you get to know the Trojans well! So you will find that it even is possible to place the new people, the Trojans, onto empty maps. Of course, the Trojans have their own, quite gorgeous ornamental objects. And of course you can also create pre-edited maps with Trojan SETTLERS, buildings, and goods piles.

So go for it! Try and tussle with the Trojans…

l) Testing… Testing… Testing…

If you really want to create an incredible, absolutely stunning map, careful distribution of the different objects will not be enough. You must also put your map through a trial run! That way you can be sure that it functions the way you intended. In other words, you are going to have to play the map through yourself a few times. Even better: Have your friends test-play it! Listen to the other testers' criticism and adjust the level of difficulty accordingly!

Always remember that the person about to play this map will have no idea what awaits him or her. They will first have to take a careful look around, while you are already concentrating on the important steps necessary to win!

m) General Tips in Brief:
- It's better to give the players too much building room than too little.
- Don't make your map too hilly or it will seriously increase construction time for buildings.
- Do not use the Spray function to distribute raw materials. Instead, create dense individual deposits of raw materials.
- It is better to make shipping channels too wide than too narrow.
- Keep AI's strengths and weaknesses in mind. To do this, it might be necessary to test how the computer player reacts to certain contexts.
- We recommend making multiplayer maps in conflict mode symmetrical, for the sake of fairness.

And now, have fun creating your own SETTLERS world!

8.3 The Menus
8.3.1 The File Menu
a) New
When you want to create a new map, you must first enter the size. That is why this item calls up the "Specify Map Size" dialog. As soon as you have entered a size, you will get a new, empty map.

b) New Map By Key
Here is where you can enter the map key of a random map. The editor will then create this map. You can always change the map later, however.

But remember: The changed map will not have a map key, because after you have touched it up it will no longer be a random map! To share this new map, you will need to give people the file.

c) Open/Save/Save As...
You can use these functions to open pre-existing maps already in .edm format or to save your results as an .edm file.

d) Export Map for the Game
You can use this option to create a .map file from the .edm file currently open. Only .map files can be used in the SETTLERS IV game. The "edm" file format is only for the editor.

e) Exit
This option closes the editor.

8.3.2 The Edit Menu
a) Undo/Repeat
This function will cancel changes or undo the cancellation.

b) Map Settings
Calls up the "Map Settings" dialog in which you can specify the map type, game mode, and game settings.

c) Party Settings
Calls up the "Party Settings" dialog. With this dialog you can govern the number and type of players and their alliances. For Type A maps, you will also find the so-called "Combinations" here.

d) Victory Conditions
Calls up the "Victory Conditions" dialog. This option can only be used for Map Type B.

e) Randomly Place Raw Materials
When you randomly place raw materials, the computer will distribute a random quantity of an arbitrarily selected raw material onto each field of the map that is allowed to contain raw materials. Watch out: This function will overwrite all the raw materials you have previously placed by hand, and it cannot be undone!

f) Remove Raw Materials
With this function you will remove all the raw materials from the map, including those you had placed manually.

g) Create Random Map
This function will call up the "Create Random Map" dialogue.

h) Roughen Map
This function calls up the "Roughen Map" dialogue.

i) Set Object Brush
You can use this function to open the new "Configurable Landscape Object Brush" dialogue.

j) Check Map
This function will call up an overview showing you a table listing all the things you have placed on the map at this point. It also checks whether the map in its current state can be used in the game. It will let you know if there are any errors or problematic settings [warnings]. If an error message is displayed, that means that the map cannot be played unless some changes are made. If you get a warning, that means that the map is playable but some of its settings may cause problems.

8.3.3 The View Menu

The settings in this menu will influence the appearance of the editor on your monitor. They do not affect the map itself.

a) Display Tool Selection; Display Tool Settings

Switches the windows on or off. We recommend opening both windows.

b) Display Minimap

You now have the possibility to view a miniature version of the entire map in one window. The miniature map is constantly updated, which means that all changes to the actual map will be displayed synchronously. In addition, the current scrolling cross-section will be displayed in the miniature viewing window to give you a better overview.

c) Display Objects, Buildings, Settlers, Goods Piles, Starting Positions, Raw Materials

Depending on what stage of map creation you have reached, it may make sense to switch that stage's display on and off.

d) Display Animations

If you zoom your view very far out, we recommend switching off the animations while editing to save computing time and improve process flow.

e) Landscape, Objects, Texture Filter Hardware

With these functions, you can use your 3D accelerator's hardware for faster and more detail-rich calculation [particularly of shadows] in your graphics. Please keep in mind that you must have activated "Landscape Hardware" to be able to switch on "Objects Hardware."

The texture filter will only be available when both these options have been switched on.

8.3.4 The Help Menu

Here you can call up a .pdf version of the printed manual.

8.4 Tool Settings

In the "Tool Settings" window, you can specify the characteristics of the brush you use to insert land mass, objects, buildings, etc. on the map.
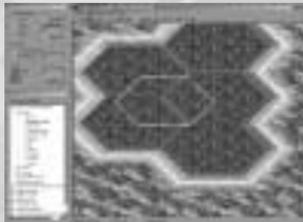
a) Tool Width

To make map editing more comfortable, you can change the width of the brush. You can select freely between widths ranging from 1 to 25 or use the preset widths Point, Narrow, Medium, and Wide.

Speckle: This function prevents your brush from drawing completely straight lines. Using this option, you can give your map a natural-looking appearance.

b) Spray

The "Spray" function will fill an area of about twice the diameter of the selected brush with the object in question. The objects will be placed on the map irregularly and with gaps. Select a spraying density between 1 and 25.
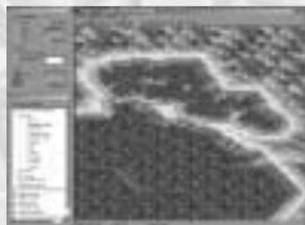
d) Party

Here you can select which party should be active. All buildings and settlers must always be assigned to a party. The "Party" button opens the "Party Settings" dialog.

8.5 Tool Selection

Tool selection includes landscape types, buildings, objects, raw materials, and much more. Thanks to the wide range of possibilities, your imagination will know no bounds!

The tools have been arranged into various groups and subgroups.

With a simple left-click of the mouse, you can place the selected objects onto the map [remove them by left-clicking while pressing down the CTRL key].

a) Set Terrain Type

In this group, you will find all the types of ground, water, and streams, as well as two special brushes.
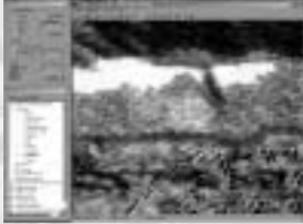
Remember that some of the tools in this group have special characteristics:

- Buildings cannot be placed on some of the ground types.

- River mouths can only be placed between Width 4 rivers and lakes or oceans.

- The pond brush will change water expanses into a lake [no waves, and ducks instead of gulls].

- The Dark Brush will turn pre-existing land into Dark Land.

There is no Dark Water.

You can convert Dark Land back into normal land by painting over it with the Dark Brush while holding down the CTRL key.

b) Set Starting Positions

With this tool, you can specify the starting position of the currently active party.
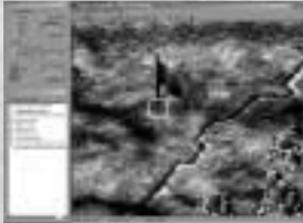
c) Change Elevations [not for water]

With the tools in this group, you can elevate or lower terrain. While doing so, select how steep the slopes should be [gentle, medium, steep].

17
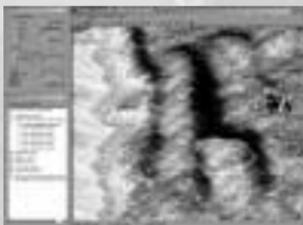
d) Place Buildings

You can only place buildings onto the settlement area of a player. A settlement area is defined by foundation buildings.

Please keep in mind that the buildings labeled with letters [R, M, V, T] can only be used by that people.

e) Place Objects

Although all objects beautify a settlement, some are absolutely necessary for it to function [e.g. construction materials for houses, i.e. trees and stones for building]. Bushes and grasses, coastline and waterline objects, plants, and other things such as desert objects are just optical improvements for your settlement. Remember that larger objects generally take up space that could be used for construction, and that particularly applies to large stones.

There are also many, many different objects available for the Dark People, from Dark Trees and Bushes to Stones for the Dark Land, all the way to a variety of other objects such as Dark Ivy and Dark Ponds.

Under Autogeneration you can select what objects you want to place on the map in a random mixture. For example, you can use autogeneration to put in a forest with different types of trees or a stony field with different stones, instead of having to select each object of a group individually.

f) The new, improved brush function "Configurable Landscape Object Brush"

To provide you with the greatest possible ease in creating your own maps, our developers have added a new tool to the tool selection. You now can select the configuration of eight fully adjustable landscape brushes. Within each brush, you can set eight different landscape objects with eight different frequencies each. This tool is very helpful in creating your own individual, typical landscapes, such as steppes, wasteland, and much more.

You can also use these brushes in Spray mode so that the user-defined landscape objects are distributed randomly, and not in well-defined areas.

g) Placing Settlers

You can use the tools in this group to place the different Settlers on your map. You have the possibility to place the Settlers individually or as complete Settler teams.

h) Place Raw Materials

It takes a variety of raw materials to build up a flourishing settlement. You can place raw materials on your map by choosing the appropriate tool under "Place Raw Materials" and then placing them into water [Fish] or onto rock [Coal, Iron, Gold, Sulfur, Stone].

Using the "Determine Raw Material Quantity" tool, you can reduce or increase the size of previously placed raw materials deposits.

Watch out: Don't be afraid if all the objects suddenly disappear from the map after you select a raw materials tool. The display automatically hides these objects to give you a better overview. Of course the objects are still there; they are just hidden from view. Later, you can change the viewing mode in the View menu by selecting the "Display Raw Materials" item.

i) Place Goods Piles

You will need a starting amount of goods and raw materials to be able to build up a prosperous settlement. If you'd like to simplify development for your players, you have the option of providing them with extra goods piles at the start of the game.

The standard goods piles contain construction materials [Boards, Logs, Stones], raw materials [Iron, Coal], tools [Hammers, Pickaxes, Saws], and food [Grain, Bread, Meat].

These raw materials should not be confused with underground raw materials [Item g]. As goods piles, these raw materials have already been through one or two manufacturing steps. Iron has been cast into bars, tools have been forged, etc. One goods pile contains a maximum of eight units of a certain product.

j) Place Ships and War Machines
Using these tools, you can place ships and war machines. You can choose between merchant ships, ferries, and warships. Ships are particularly important when maps contain multiple, separate continents. The type of war machines available depends on the currently active party's tribe.

8.6 Dialogs
8.6.1 Create New Map
This is where you specify the size of your map. The selection ranges from 256x256 to 1024x1024.

8.6.2 Map Settings
a) Map Type
Map Type A:
When you select Map Type A, you can create up to ten different combinations for your map; see the Party Settings dialog for more details. Please remember that no victory conditions may be defined for Map Type A.

Map Type B:

You can define victory conditions on a Type B map. That means you specify that the game on the map in question will be won when a certain player wins, a certain building is occupied, or a predefined number of goods are produced; see the Victory Conditions dialogue for more details. The victory conditions only apply for Team 1. Remember, no combinations are possible for Map Type B.

b) Game Mode

This is where you specify whether you and your co-players want to play against each other or whether you will try to cooperate to achieve your mission objective. Keep in mind that the economic mode can only be played as a conflict.

c) Game Settings

This is where you decide whether the alliances you have set can be changed by the players, whether a map preview will be displayed, and whether the map can only be started with the maximum possible number of players.

The map preview is always advantageous for beginners because it shows how the map looks and where the other parties' starting positions are located.

d) Quantity in the Goods Piles

This function only takes effect if you create a map without any buildings or units. Specify the size of the goods piles and decide whether the quantity of goods can be changed at the start of the game.

8.6.3 Party Settings

a) Party Data

Specify here for each player whether their tribe is preset or whether they may freely choose their people.

You cannot place any buildings on the map for a party you have set to "Free Choice" because in placing a building you would specify the people. The starting position coordinates are also displayed here. If the computer is to play a party, you can enter its name here. You can use the buttons on the right to enter or delete new parties. The currently active party's number is also displayed there.

b) Combinations [only available for Map Type A]

You cannot define any victory conditions for Map Type A; you can only define the players' team combinations. You can form teams consisting of human players, computers, or a combination of both. To do this, specify for each player what team he or she should belong to and whether this position should be played by a human or a computer or if both are possible. Players with the same team number are automatically allies. Since you can define up to ten combinations for every Type A map, it will help you keep things straight if you give each team a meaningful name.

For example: "2against2" could be the name of Combination 1 of your game. In Team 1, you define the first party as Roman/Human and the second as Mayan/Computer. You define the third and fourth parties as Roman/Human and Viking/Human in Team 2. The result is that one human and one computer will play against two humans in Combination 1.

If you click the Deactivate option, you will remove the current party from the active team combination.

8.6.4 Victory Conditions [only available for Map Type B]

In this dialog you can specify when a map should be considered to have been won by the human player(s). Please keep in mind that to do this all the active victory conditions must be fulfilled.

Say for example that you specify that Party 2 must be defeated, Party 3's gold mine must be destroyed, and the product Gold must be present in the quantity of 50. The game will not be won until all three victory conditions have been fulfilled.

Possible settings include:

• Opponents

Specify which parties must be defeated.

• Buildings

You decide which buildings belonging to which party have to be destroyed.

• Territory

Specify the coordinates of the locations that must be settled.

• Time

Specify the time that one or more parties have to survive.

• Goods

Select up to three goods that have to be produced in certain quantities.

• Description in the Local Language/Description in English

If you want to share your map, a description of the mission will be helpful for other players. In the top field you set the mission objective. Give the players extra information important for the game, e.g. "On the heels of the destruction of their temple, the Mayans are planning a revenge campaign. Train as many soldiers as possible!" You enter tips & tricks into the lower field, e.g. "Make sure there is enough iron ore!" If applicable, please also provide a description in English whenever you can.

8.6.5 Create Random Map

The computer creates a random map for which you have previously specified the basic framework. Of course, you can touch up this random map manually. It is even possible to have the computer create an object-free map for you that you can then use as a basis for your own inventions.
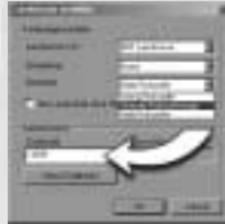

a) Map Characteristics

Enter what percentage of the available map area should be covered by land and specify the mirroring and the quantity of raw materials. The computer will use these data and a random number to generate a map.

b) Map Version

This is where you can enter a random number or have one generated; here is also where you can see the unique map key.

8.6.6 Roughen Map

You can use this function to add elevation differences to the land masses on your map. Please keep in mind this feature will permanently overwrite all the elevation differences you have previously entered by hand. The more hills you add to your landscape, the more time the settlers will need to level their construction sites. That can create considerable delays in the construction of a settlement.
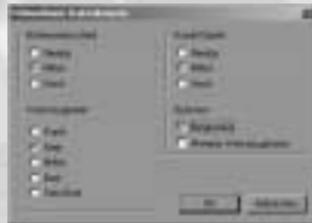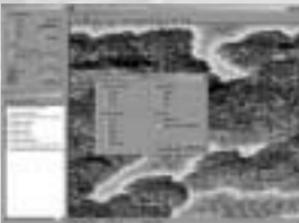
a) Elevation Difference
This is where you specify how steeply you would like to elevate or sink the ground.

b) Number of Peaks
You use this to determine the number of peaks.

c) Tool Width
Decide in what tool width the hills should be drawn in on the map.

d) Options
If you use Mountain Mode, the editor will create the steepest slopes possible.

If you activate the "Multiple Tool Widths" option, the editor will use a randomly selected mixture of widths to add the elevation differences on the map.

8.6.7 Building Occupancy
The so-called foundation buildings serve to protect a settlement's territory in the game. The more soldiers you have in a foundation building, the more difficult it will be for enemies to take it over.

If you place a foundation building on the map in the editor, the standard is for it to be filled with the mimimum occupancy [one Level 1 swordsman].

You can change the occupancy by selecting the "Occupy Guard Tower or Castle" tool and clicking on the building about to receive the occupants.

9. Error Messages and Warnings
9.1 Error Messages
The error messages serve to draw your attention to possible sources of error, since erroneous maps are not playable. In the Edit menu, you can have the computer check over your map. The computer will also check the map automatically before each export.

If it recognises one of the following errors, a corresponding message will appear. You will then not be able to export the map without making any changes.

9.1.1 At least one continent must be present
You have not yet placed any land mass.

9.1.2 There cannot be more than 1024 continents
Keep in mind that even the tiniest bit of land mass surrounded by ocean will be defined as a continent. One possible source of this error message can be the fact that you have drawn in terrain using the Spray or Speckling tools.

9.1.3 Party 1 must be a human player
This condition is absolutely mandatory.

9.1.4 No mixed setups
In other words, buildings and settlers must either be placed on the map for all the parties or for none of the parties. Mixed versions are not permitted. Please keep in mind that the decision to place or edit tribe-specific buildings and Settlers on the map for one party will apply to all the parties.

9.1.5 Error messages associated with the victory conditions
a) You cannot enter your own party or undefined parties in the victory conditions under "Defeat Party."
Please check this and change it if necessary.
b) You cannot enter your own party or undefined parties in the victory conditions under "Destroy Buildings."
Please check this and change it if necessary.
c) You may only enter your own parties into the victory conditions under "Time."
Please check this and change it if necessary.
d) In the "Points" item of the victory conditions, you can only enter locations that do not lie within your own territory.
Please check this and change it if necessary.

9.1.6 Starting positions may not be located on water, snow, rock, swamp, or other peoples' territory.
The fields on which starting positions may be placed must meet certain conditions.

Starting positions must be on grass fields. Mayans can also start in the desert as well. If buildings have already been placed on the map, the starting position cannot be touching them or other objects.

If the party has no buildings, you must make sure for a circle with an area of approx. 70 fields surrounding the starting point that there is grass on the ground, that the land does not belong to another party, and that there are no buildings or objects.

All starting positions must be at least 50 fields apart from each other, in every direction.

9.1.7 Computer enemies and selectable enemies [all nonhuman players] may not be distributed across multiple continents or economic sectors

Players lacking human intelligence require an economic sector that is in one piece.

9.1.8 There can only be one computer opponent playing the Dark People

Morbus's minions would quite naturally refuse to take orders from anyone else!

9.2 Warnings

Warnings will appear if the program recognises that one of your settings might be the source of problems during the game. That does not necessarily mean that the map is unplayable. The warnings simply alert you to possibly problematic settings (which you may have entered on purpose).

9.2.1 No descriptive text [Map Type B only]

Usually, you will want to give players some information about what they must do in the map. You may have intentionally left them in the dark, however.

9.2.2 No Tips & Tricks text [Map Type B only]

Of course, you are not required to do the players any favours by providing them with hints.

9.2.3 No trees on the map

Please keep in mind that no one can build anything without wood. If, however, you have placed enough wood on the map in the form of goods piles to build a minimum of one forester's hut, one woodcutter's hut, and one sawmill, this setting will not keep the map from being playable.

9.2.4 No building stone on the map

The map contains no above-ground stone deposits from which stone can be quarried for construction purposes.

9.2.5 No resources have been placed

Without raw materials, you won't be able to create any settlements.

9.2.6 No computer players have been set [Map Type B only]

You will not be able to prove your valour in battle this way! Apparently, your objective is peaceful settlement.

9.2.7 No victory conditions have been defined [Map Type B only]

Please remember that the standard victory conditions will be set if you do not define any other victory conditions. This warning will also appear if you select the victory conditions with "Activate Victory Condition" but then do not define any conditions.

9.2.8 A player has fewer Settlers or goods than is recommended

This will not make the map unplayable but it will put someone at a disadvantage. You may have done this intentionally in order to give that player a special challenge on this map.

10. UBI SOFT UK TECHNICAL SUPPORT

On-line Support Options

Ubi Soft offers several on-line support options for their software products. One of these is our website at: http://www.ubisoft.co.uk/support/

If you have a specific problem that is not addressed on our site, you can send your question to us via e-mail at: techsupport@ubisoft.co.uk

Please be as specific as you can be about the problem you are experiencing. Also include in the body of your e-mail: the name of the manufacturer of your computer system; the brand and speed of the processor; how much RAM you have, the version number of Windows you are using (if you aren't sure, right-click on the My Computer icon on your desktop and select 'Properties'), and the manufacturer name and model number of your video card, modem, and sound card.

Other Support Options

You can also contact Ubi Soft Customer Support by phone and fax. When you call, please have all of the above mentioned information ready.

Technical Support: 0870 739 7670- National Rate Call - Open from 8 a.m. - 11 pm

Hintline: 0906 906 0200- Premium Rate Call - open from 8am-11pm

Lines are open 7 days a week

Hours: Monday through Friday 8.00am – 11.00pm GMT

Mailing Address:

  Ubi Soft Entertainment,
  Chantrey Court,
  Minorca Road,
  Weybridge,
  Surrey.
  KT13 8DU.

President
Yves Guillemot

Editor
Serge Hascoet

Business Manager
Odile Limpach

Ubi Soft Marketing EMEA Marketing Management
Laurence Buisson-Nollent

EMEA Product Group Management
Axelle Verny

EMEA Product Management
Vincent Munoz

Product Management Germany
Andreas Balfanz

Production Department
Pierre Escaich
Emanuelle Brunot
Alexandre Bolchert

In-house Technology
Andreas Hildebrand
Peter Reincke

Project Manager
Dirk Metzenthin

Game Designer
Andreas Suika

Art Director
Thorsten Mutschall

Technical Manager
Hans-Jürgen Brändle

Programming Head
Dietmar Meschede

Map Editor
Marcus Pukropski

Random Map Generator
Axel Hau

GUI
Marcel Marré

Additional Programming /Tools
Daniel Wilke

BB Game Channel
Thomas Wiesinger
Stefan Guennemann

Michael Dreher
Ralf Röhn
Patrick Melchior

GUI Graphics
Joachim Walther

Additional Graphics
Marko Giertolla
Daniela Brinkschulte

Map Design
Andreas Suika
Thomas „eYe" Dumrauf
G.A.R „CC Dej" de Jong
Nurlaili „EllY" Legimin
Jörg „Abaddon" Niesenhaus
Ulrich „Brain" Rees
Markus „Margnesium" Segeth
Ralph „Spider Five" Spang

Data Wizards
Joachim Fleischer
Dogan Cinar

Manual
Oliver Silski
Adam Zaczek
Claudia Weier Gejic M.A.

In-game Texts
Oliver Silski
Adam Zaczek

Localisation Managers
Oliver Silski
Adam Zaczek

Quality Assurance & Customer Support Manager
Oliver Blanck

QA Assistant
Thorsten Stranegger

Lead Testing
Thorsten „BB Rocker" Stranegger
Christian „BB Bunsenbrenner" Johrden
Till „BB Brus" Boos

Inhouse Betatest-Team
Ralph „BB SabreWulf" Bethke
Marc „BB LoP" Bethke
Eike „BB Momma T" Böcker
Stefan „BB Cleaner" Chabrowski
Dogan „BB Flamesurfer" Cinar
Marco „BB Barbarossa" Haake
Dennis Alexander „BB Wolverine" Hillebrand

David „BB Mad Tom" Hopmann
Florian „BB Copi" Jacobi
Peter „BB Deep Thought" Klaß
Thomas „BB Calcium" Kudela
Dominik „BB Bela" Porten
Patrick „BB Pat" Stoica
Sebastian „BB Elminster" Tenbergen
Maik „BB Butch" Trawka
André „BB Greenart" van Leyen
Stefan „BB Puppetmaster" Völker
Sascha „BB Classic" Kohlmann
Frank „BB Rente" Rentmeister
Dirk Wihelmy
Philipp Wetzel
Frank „BB Rente" Rentmeister
Max Redekop
Eiko „BB red_Devil" Menzel
Akos Kuti
Sascha Kohlmann
Marcus Huendgen
Daniel Fengler
Sebastian Foik
Florian „BB Docco" Bützler
Daniela Nowak
Robert Schauer
Tobias Kirschstein
Dunja Mendack
Björn Kaninke
Heiko Borgiel
Yuro Kataoka

Hotline Team
Jonas „BB Zodiac" Asboe
Jan-Philipp „BB Lost Soul" Blessing
Robin „BB Erzkanzler" Chowdhury
Katrin „BB Khim" Eppinger
Björn „BB Burns" Fleischmann
Thomas „BB Tommy" Geistert

Tobias „BB Raven" Grimm
Stephan „BB Tantus" Illmer
Juri „BB Jop-" Kuprat
Benjamin „BB Dr_B" Reckmann
Michael „BB Vexator" Sichma
Jan „BB Legos" Westendorf

Community Managers
Waldemar „BB Contact" Lindemann

Special Thanks to all Families and friends of the Blue Byte Team who aided our project with their support and their understanding. Without their backing, our work would not be what it is.