



CONTENTS

1. Introduction	2
2. Installation	3
3. The Campaigns	4
4. The Random Map Generator	5
5. The Map Editor	6
5.1 Technical Instructions	6
5.2 Recommended Sequence for Creating Maps	6
5.3 The Menus	10
5.3.1 The File Menu	10
5.3.2 The Edit Menu	11
5.3.3 The View Menu	12
5.3.4 The Help Menu	12
5.4 Tools Settings	12
5.5 Tools Selection	13
5.6 The Dialogs	17
5.6.1 Create New Map	17
5.6.2 Map Settings	17
5.6.3 Party Settings	18
5.6.4 Victory Conditions	19
5.6.5 Create Random Map	20
5.6.6 Fractalize Elevation Contour Lines	20
5.6.7 Occupation of the Buildings	21
6. Error Messages and Warnings	21
6.1 Error Messages	21
6.2 Warnings	23

INTRODUCTION

1. Introduction

Welcome to the Mission CD for THE SETTLERS IV!

This CD contains over 30 new, exciting missions for single players, and 18 new maps for thrilling multiplayer parties. Hours more of gaming fun for every fan of SETTLERS, guaranteed!

The CD also contains a random map generator. With this generator, the creation of your own exciting maps becomes child's play. Simply enter the general orientations for the map, i.e. lots of or little land, lots of or few raw materials, etc., and in seconds the map generator will create a completely playable map featuring the characteristics selected.

But that's not all! The CD also contains a complete editor that you can use to create your own maps. Let your fantasy take the reins—be creative!

You can use all the buildings and objects in the game in your own map. Of course this includes the Dark Land, the Dark Houses, and other Dark objects. After you have created an exciting mission, of course you can share the map with your friends and acquaintances and blow them away with your ideas.

Have fun!



2. Installation

You have to already have the complete version of THE SETTLERS IV on your computer to be able to install the Mission CD.

Place the CD in your computer's CD-ROM drive.

If you have activated the autostart function, the installation will start in a few moments.

If you have not activated the autostart function, you will have to start the installation manually.

To do this, double-click the file "Autorun.exe" in the main directory of the CD.

Now follow the instructions on the screen.



3. The Campaigns

A few single-player maps have been put together into five campaigns. Click on the “Mission CD” button in the start screen to get to the campaigns. They are:

a) Cleaning Up

Fall in with the Romans against the survivors from the Dark People.

b) Conquering the Ancient World

Explore the ancient world of the Mediterranean Sea as a Viking. The search for fertile land will take you to strange islands on which you can build new settlements.

c) Montezuma’s Revenge

As a Mayan, defend your home continent against invading foreigners who want to rob you of your gold and treasure.

d) Settler Campaign

This campaign focuses less on achieving military objectives with military units, and more on creating a well-thought-out settlement.

e) Conflict Campaign

This campaign will test your military skills. Its goal is to survive unforeseen attacks and terrific battles.



4. The Random Map Generator

The random map generator will create new maps according to your prerequisites. You just specify general conditions that determine the appearance and type of map, and the generator will take care of the rest for you.

Each random map has its own key that provides a unique description of this map. You can pass this key on to friends or acquaintances so that they too can have a chance to play exactly the same map.

You can access the random map generator by clicking on the "Single Player" item in the start screen. In the next screen, please select the "Own Map" option. On the right side of the following screen, you will then be able to call up the random map generator.

The individual options of the random map generator are:

a) Map Size

Specify how large the map to be created should be.

b) Mirroring

When you use mirroring, you get a symmetrical map which will, for example, ensure for multiplayer maps that all players enjoy the same starting conditions.

c) Land Mass

With this function, you can specify what percent of the available space on the map should be covered by land.

d) Mineral Deposits

This option sets the amount of mineral deposits to be found on the map..

e) Random Number

The generator calculates the appearance of the map using this number and the settings specified above. So you can get different maps if you choose another number but do not change the other specifications.

f) Map Key

Each random map has its own map key. After you have set the specifications, this key is generated. If you want to pass your random map on to friends, it will suffice to just tell them the key, which can then simply be entered into this field to create exactly the same map. The key will be displayed once again in the statistics at the end of the party.

5. The Map Editor

5.1 Technical Instructions

To help you understand how the editor operates, it will be necessary for you to become familiar with some of the program's characteristics.

a) File Formats

Fundamentally, each map for the game THE SETTLERS IV is saved in its own file. There are however two formats in which a map can be stored.

A file in .edm format is only suitable for use in the editor, and .map files can only be used in the actual game. If, therefore, 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 function is called "exporting."

b) Standard Directories

To be able to load a map in THE SETTLERS IV, it must be located in the directory "[Installation directory for THE SETTLERS IV]\map\User." When you export an .edm file, the newly created .map file will automatically be saved there.

The standard directory for the .edm files that you can edit in the editor is "[Installation directory for THE SETTLERS IV]\map\Editor".

c) Copyright

You are not authorized to sell the maps created in the editor or to benefit commercially from them in any other manner.

5.2 Recommended Sequence for Creating Maps

In designing the editor, our emphasis was to provide you with the most possible options for creating your own maps.

First, you should give careful consideration to what type of map you would like to create. Should it be especially suited for multiplayer parties or rather set the scene for an exciting mission for one player? Should the time duration of the game be short or long?

When you have a clear idea of what you want to achieve, you can start realizing the appropriate map.

a) Defining the Land Mass

In the "File" menu, select the item "New" and then specify the size of the map. You will notice right away that at first the map will only consist of a body of water. Now draw in the land mass using the "Grass" tool. Here, be sure that the continent produced has its final, definitive dimensions.

A small tip: Start out with a large tool width to draw the rough outlines. Then draw the coastline with a narrower width, after first activating the "Sprinkle" function. This will give the coast a more natural appearance.

b) Setting the Starting Points

When the land has its desired shape, you should set the starting point for all the parties. To do this, select the tool "Set Starting Position." Please keep in mind that you will always be influencing the starting position of the currently active party.

The "Party" button opens the "Party Settings" dialog in which you can edit the various players and teams.

c) Placing Mountains

In THE SETTLERS IV, the mountains have a very important function: The raw materials iron ore, coal, gold, stones, and sulfur can be found in the mountains. Because these raw materials are indispensable for a successful settlement, the players will take pains to expand their settlement areas in the direction of the mineral-rich mountains as quickly as they can.

Where you place the mountains thus allows you to exert a profound influence on the course of the game.

Please keep in mind that a mountain is not defined by the elevation contour lines but rather by the texture used. Set the subsoil to "Rock" and the editor will then interpret the areas drawn with that setting as mountains, even if you lower the rocky underground section later.

d) Ground

The editor understands "Ground" as the type of land, in other words grass, desert, swamp, etc. Here, you should define the various types of ground on your map because in doing so you can predetermine its playability in some ways. For example, it is not possible to build houses on all types of ground. Make sure you leave enough room for the players' settlements!

Specifying the ground will help give your map its own distinctive atmosphere, right from the start.

e) Lakes

Now you should distribute the lakes across your map. To do this, simply use the "Water" tool and draw in the corresponding areas.

Remember that all water areas that you define as lakes will have to be painted over with the so-called pond brush. All the water areas that are not identified as lakes or rivers will be considered an ocean by the editor (animated waves, seagulls).

f) Rivers

Once you have placed the lakes, you should add the rivers. In real life, rivers always flow from mountains to the ocean or to lakes. A natural-looking watercourse starts with a thin river width (Width 1) and finishes with the widest width (Width 4). Please keep in mind that you can only insert river mouths between River Width 4 and a lake or ocean.

g) Elevation Contour Lines

Now it is time to draw in the elevation lines on your map. You can do that in two ways, either by hand or with the help of the function „Fractalize Elevation Lines.“ We recommend that you touch up the contour lines by hand, since the fractalization will only result in an even distribution of the elevations across the entire map. It will look more real however if you clearly raise the mountains up higher than the grass landscapes. But you should not make the landscape too hilly in design, because that can result in serious increases in the length of time it takes to construct buildings during the game. Remember that construction sites first have to be leveled by diggers.

h) Setting up the Starting Conditions

What you define as the starting conditions for the individual parties will depend strongly on the type of map that you intend to create.

On a symmetrical multiplayer map, it can make sense to not set any other prespecifications. Each player will then start with a small tower and the standard quantity of settlers and raw materials. These will be automatically placed on the map at the start of the game, if nothing else has been specified.

If, on the other hand, you want to create a sophisticated mission for a single player, it may be necessary to prespecify certain buildings and a certain amount of raw materials.

But because prespecifications have far-reaching consequences (no matter whether you are creating a single-player map or a multiplayer map), you should pay attention to the following hints:

- For each party, you should only place one building. This also allows you to specify which people they will belong to. The people setting cannot be changed later in the game.
- To be able to place buildings at all, you will first have to specify a settlement area. This can be done by putting in a foundation building. You will then immediately see the corresponding border of the settlement marking the area on which houses (and also settlers!) can be placed.
- When you delete a foundation building from the map, you automatically also remove all the houses and settlers that were in the area „protected“ by the building. This change is permanent and cannot be undone.
- Place the buildings on the map first, and then put in the trees, stones, and objects. This will help you avoid having to create extra space for the buildings later.



THE MAP EDITOR



If you want to have the computer take over one of the parties, you should keep the strengths and weaknesses of the AI (artificial intelligence) in mind. You should allocate rather advantageous starting conditions to the computer. This includes providing it with a bonus in raw materials and goods at the start of the game, or carefully locating the pre-existing buildings. In this way, for example, you could put woodcutters and sawmills close to each other and near a forest.

But make sure you give the computer the "right" sort of breaks. Give it extra goods and raw materials, rather than extra settlers and buildings. For example, if you want it to play aggressively and with great military strength, you should not just provide it with many soldiers. Immediately after the start of the game, it would march to your settlement and attack you. Instead, give it generous amounts of iron, coal, and gold so that it can quickly start military production.

i) Placing Settlers

After you have placed the buildings, you should of course also place settlers onto the map. They can then move into the houses and start working. Keep in mind that settlers with a profession cannot be converted back into carriers. Providing someone with a large number of bakers or smiths will therefore not be very helpful. A large number of carriers, diggers, and builders, on the other hand, will simplify the construction of the settlement remarkably.

You can also use the predefined settler teams, however. These teams consist of a mixture of settlers of different professions with which you will be able to build up a flourishing settlement every time.

j) Placing Raw Materials

Now is the time to distribute the deposits of raw materials on the map. You can distribute them by hand or have it done automatically by the computer. We recommend putting the raw materials into place by hand.

The automatic function will distribute a random quantity of a randomly selected raw material to each permissible field. This will ensure that the deposits are adequate for one game. On the other hand, it will be more pleasant for the players if they can find certain raw materials in large quantities in a single location.

Mines then will cover more fields with the same raw material and thus produce more ore. You should be very generous when distributing the raw materials iron and coal because they are of crucial importance. Gold, stone, and sulfur deposits can then by all means be somewhat smaller. Make sure you provide your map with ample fish supplies so that food shortages will not slow down the development of the metals industry too much.

In the case of multiplayer maps, you should place the most emphasis on a fair distribution of the raw materials. Imbalances in this area can quickly lead to a player's no longer being able to win the map.

k) Test...Test...Test

If you really want to create an excellent map, taking great pains while distributing the various objects is unfortunately not all that you need to do. You must also subject your map to a practice test to make sure that it functions the way you intended. This means that you must play the map yourself a few times, and, even better, have some friends play it, too. Pay attention to the other testers' criticism and adjust the grade of difficulty accordingly.

Always keep in mind that the people whom you provide with this game will have no idea what to expect. They will have to first take a careful look around, whereas you are already concentrating on the important moves that are necessary for winning.

l) General Tips in Brief:

- We recommend a symmetrical design for the multiplayer maps for conflict mode.
- Keep the AI's strengths and weaknesses in mind. To do that, it often is necessary to test how the computer player will react to certain contexts.
- Do not use the Fill function to distribute the raw materials. Instead, create areas dense with raw materials.
- Leave the players too much room for construction, rather than too little.
- Do not design the map with too many hills, because otherwise the construction times for buildings will be markedly increased.
- Shipping channels for boats should be too wide, rather too narrow.

5.3 The Menus

5.3.1 The File Menu

a) New

When you want to create a new map, you must first specify the size. For that reason, this menu item will call up the dialog "Set Map Size." As soon as you have entered a size, you will get a new, empty map.

b) New from Key

Here, you can enter the map key of a random map. The editor will then create this map. You will always be able to add details to the map, however.

Note: The changed map will no longer have a map key, because after editing it is no longer a random map! To share this map, you will have to give people the file.

c) Open/Save/Save as...

Here you can open maps that already exist as an .edm file, or save your creations as an .edm file

d) Export Map for the Game

With this option, you will create a .map file from the .edm file you just opened. Only .map files can be used in the THE SETTLERS IV game. The ".edm" file format is intended for the editor only.

e) Exit

You can use this option to close the editor.

5.3.2 The Edit Menu

a) Undo/Redo

This function helps you undo changes or cancel the undo.

b) Map Settings

Calls up the "Map Settings" dialog, which you can use to specify the map type, game mode, and game settings.

c) Party Settings

Calls up the "Party Settings" dialog. You can use this dialog to manage 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 is only available for Type B maps.

e) Place Raw Materials Randomly

When you have the raw materials placed randomly onto the map, each field on the map that is permitted to contain raw materials will receive a random quantity of an arbitrarily selected raw material. Note: This function will overwrite all raw materials previously manually placed onto the map, and cannot be undone!

f) Remove Raw Materials

This function will let you remove all the raw materials from the map, including those that you have manually put into place.

g) Create Random Map

This function calls up the "Create Random Map" dialog.

h) Fractalize the Elevation Contour Lines

This function will call up the "Fractalize Elevation Contour Lines" dialog for you.

i) Check Map

This function calls up an overview in which you can see a tabular list of all the things that you have placed onto the map so far.

It also checks whether the map can be used in its current state. You will be notified about any errors or problematic settings (warnings). If an error message is displayed, that means that the map cannot be played without changes. If you receive a warning, that means that although the map is playable, some of the settings might nevertheless cause some problems.

5.3.3 The View Menu

The settings in this menu influence the appearance of the editor on the monitor screen. It will have no effect on the map itself.

a) Display Tools Selection; Display Tools Settings.

Switch the windows on or off. We recommend that you open both windows.

b) Display Objects, Buildings, Settlers, Stacks of Goods, Starting Positions, Raw Materials

Depending on your stage of map creation, it might make sense to switch these displays on or off.

c) Display Animations

If you zoom your view very far out, we recommend switching off the animations during the editing phase in order to save computing time and to be able to design the procedures more fluidly.

d) Landscape Hardware, Objects Hardware, Textures Filter

Using these functions, you will be able to use the hardware of your 3D accelerator to achieve faster and more detail-rich calculations of your graphics (shadows in particular). Please keep in mind that you must have activated "Landscape Hardware" to be able to switch on "Objects Hardware." Only when both options are switched on will you be able to use the textures filter.

5.3.4 The Help Menu

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

5.4 Tools Settings

In the "Tools Settings" window, you can specify the characteristics of the paintbrush you will use to add land mass, objects, buildings, etc. to the map.



THE MAP EDITOR

a) Tool Width

To make map editing more comfortable, you can change the width of the paintbrush. You can choose a width between 1 and 25, or use the prespecified settings Point, Thin, Medium, and Wide.

Airbrush: This function prevents the paintbrush from drawing completely straight lines. Using this option can help you give your map a natural look.

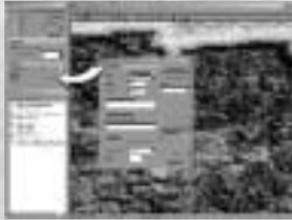
b) Fill

The "Fill" function ensures that an area with about twice the diameter of the selected paintbrush will be filled in with the selected object. The objects are placed irregularly and leaving many gaps. Select a filling density between 1 and 25.



c) Party

Here you can select which party should be active. All buildings and settlers must always be assigned to a party.



The "Party" button will open the "Party Settings" dialog.

5.5 Tools Selection

The tools selection includes types of landscapes, buildings, objects, raw materials, and much more. The cornucopia of possibilities will allow your fantasy to take flight. The tools have been organized into different groups and subgroups. You can place the selected objects onto the map simply by clicking the left mouse button. (Remove them with the CTRL button pressed down.)

THE MAP EDITOR

a) Determining the Type of Terrain

In this group, you will find all the ground, water, and river types, as well as two specialized paintbrushes. Please keep in mind that some of the tools in this group have special characteristics:

- No buildings can be built on certain types of ground.
- River mouths can only be placed between rivers of Width 4, and lakes or oceans.
- The pond brush changes any body of water into a lake (no waves, and ducks instead of seagulls).
- The Dark Paintbrush will turn pre-existing land into Dark Land. There is no Dark Water.



You can convert Dark Land back by painting over it with the Dark Paintbrush while holding down the "CTRL" button.

b) Setting the Starting Positions

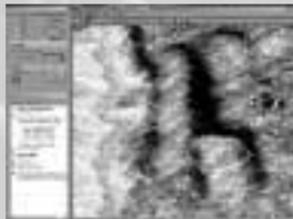
You can use this tool to specify the starting position of the currently active party.



c) Change Elevations (Not for Water)

You can use the tools in this group to raise or lower the terrain. When you do it, you must also select how steep the mountainsides should be (gentle, medium, sheer).

d) Placing Buildings



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

THE MAP EDITOR

Please remember that buildings labeled with the letters (R,M,V) can only be used by the particular people.



e) Place Objects

Although all objects improve settlements, some are urgently necessary for settlements to function (e.g. construction material for houses, in other words trees and stones for building). Bushes and grasses, coastal and pond objects, plants, etc., and also desert objects will only improve your settlement optically. Keep in mind that, as a rule, larger objects will take up space that could have been used for construction (this especially applies for large stones).



There are also a number of different objects for the Dark People: from Dark Trees and Bushes, to Stones for the Dark Land, to various other objects such as Dark Ivy or Dark Ponds, for example. Under Autogenerate, you can select what objects you would like to have placed on your map in random order.

For example, you can use it to add in a forest with varying types of trees, or a field of stones with different types of rock, instead of having to individually select each object of a group.

f) Placing Settlers

You can use the tools in this group to place the different settlers on your map. You can place the settlers individually or as complete settler teams.



g) Placing Raw Materials

A variety of raw materials is necessary to build up a flourishing settlement. You can place raw materials on your map by selecting the corresponding tool under "Place Raw Materials" and putting it into the water (fish) or on the mountains (coal, iron, gold, sulfur, stone). The tool "Specify Quantity of Raw Material" will let you reduce or increase deposits of raw materials that you have already placed.



Note: Don't be shocked if suddenly no objects are visible on the map as soon as you've selected a raw materials tool. To provide a better overview, the display automatically stops showing the objects. Of course the objects are still there, they are just not being shown. Later on, you can switch back the display type in the View menu by clicking off the "Display Raw Materials" item.

h) Placing Stacks of Goods

You will need a starting quota of goods and raw materials to be able to build up a flourishing settlement. If you would like to simplify construction for the players, you can make extra stacks of goods available to them at the start of the game.



The standard goods stacks include construction materials (boards, tree trunks, stones), raw materials (iron, coal), tools (hammers, picks, saws), and food (grain, bread, meat). These raw materials should not be confused with the underground raw materials (Item g). As stacks of goods, these raw materials have already been through one or two manufacturing steps: Iron is poured into bars, tools have been forged, etc. One stack of goods can contain a maximum of eight units of a specified good.

i) Placing Ships and War Machines

You can use these tools to place ships and war machines. You can choose between merchant ships, ferries, and warships. Ships are particularly important when the map consists of several separate continents.

The type of war machine available depends on which people each party belongs to.

5.6 The Dialogs

5.6.1 Create New Map

This allows you to specify the size of your map. The selection runs from 256x256 to 1024x1024.



5.6.2 Map Settings

a) Map Type

Map Type A:

If you select Map Type A, you can create up to 10 different combinations for your map – see Party Settings Dialog. Please keep in mind that no victory conditions are definable for Map Type A.



Map Type B:

On maps of Type B, you can define victory conditions. That means that you decide that the game on the map in question will be won when a certain enemy has been defeated, a certain building taken over, or a preset number of goods produced – see Victory Conditions Dialog. The victory conditions will always only apply to Team 1. Please remember that for Type B maps no combinations are possible.

b) Game Mode

Here you can specify whether you and the other players want to compete against each other or will try to cooperate to achieve the mission objective. Keep in mind that the economic mode can only be played as a conflict.

c) Game Settings

Here you can decide whether the alliances you have preset can be changed by the players, a preview of the map can be displayed, and whether the map can only be started with the maximum number of players allowed.

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

d) Quantity of the Goods Stack

This function only works when you are creating maps without buildings and units. Specify the size of the stock of goods and decide whether or not the quantity of goods can be changed at the start of the game.

5.6.3 Party Settings

a) Party Data

Here you can specify for each player whether their type of people is preset or can be chosen freely.



You cannot place any buildings for a party that you have set to "Free Selection" because by placing the building you would prespecify the people. The coordinates of the starting positions are also displayed here. If a party is being played by the computer, you can enter a name here.

Using the buttons on the right, you can add and delete new parties. The number of the currently active party is also displayed there.

b) Combinations (Only Available for Map Type A)

You cannot set any victory conditions for Map Type A, just define the team combinations of the players. You can form teams of human players, computers, or both. To do this, specify for each player what team they should belong to and whether this position should be taken over 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 each Type A map, it will help give everyone keep things straight if you give each combination a distinctive, somewhat informative name.

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 set the third and fourth party in Team 2 as Roman/Human and Viking/Human. Accordingly, in Combination 1, one human and one computer will play against two humans.

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

5.6.4 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 players. Please remember that all the active victory conditions have to be met to achieve the win.

For example, you specify that, for Party 2 to win, Party 3's gold mine must be destroyed and the product Gold must be available in the quantity of 50. The game cannot be won until all three victory conditions have been fulfilled.



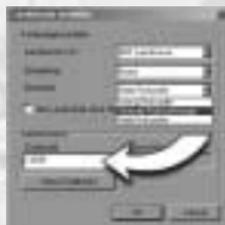
Possible settings are:

- Enemies
Specify which parties have to be defeated.
- Buildings
You decide what buildings belonging to what party will have to be destroyed.
- Territory
Enter the coordinates of the locations that have to be settled.
- Time
Specify how long one or more parties must survive.
- Goods
Choose up to three products that have to be produced in certain quantities.
- Description in the Local Language/Description in English

If you would like to share your map, a description of the mission will be helpful for the other players. In the top field, you set the mission objective. Give the players additional information that is important for the game, e.g. "Following the destruction of their temple, the Mayans are planning a revenge campaign – train as many soldiers as possible!" In the lower field, you can enter tips & tricks, e.g. "Make sure you have enough iron ore!" Whenever possible, please also provide a description in English.

5.6.5 Create Random Map

The computer will create a random map for which you prespecify the framework conditions. Of course you can then touch up this random map by hand. It is even possible to have the computer create a map without objects to use as a basis for your own creations.



a) Map Characteristics

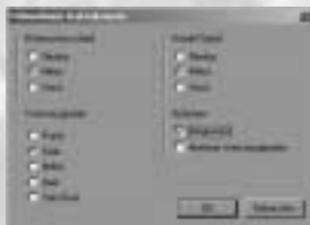
Enter what percent of the available map space should be covered by land, and specify the mirroring and the quantities of raw materials. The computer will generate a map using these data and a random number.

b) Map Version

Here, you can enter a random number, or have one be generated, and read the unique map key.

5.6.6 Fractalize Elevation Contour Lines

This function will help you add variations in elevation to the land mass on the map. Please remember that all differences in elevation that you have already entered by hand will be overwritten and lost forever. The hillier the landscape, the longer the settlers will take to dig the construction sites. This can create serious delays in the construction of a settlement.



a) Differences in Elevation

This is where you can decide how steeply you want to raise or lower the ground.

b) Number of Mountain Peaks

This lets you specify the number of mountain peaks.

c) Tool Width

Decide in what tool width you want to draw the hills onto the map.

d) Options

In Mountain Mode, the editor creates the steepest hillsides possible.

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

5.6.7 Occupation of the Buildings

In the game, the so-called foundation buildings serve to protect each settlement's territory. The more soldiers you have in a foundation building, the more difficult it is going to be for enemies to conquer that building. When you place a foundation building onto the map in the editor, the standard setting is to provide it with the minimum occupancy (one Level 1 swordfighter).

If you select the "Place Guardtower or Castle" tool and click on the foundation building to be occupied, you can change the occupancy.



6. Error Messages and Warnings

6.1 Error Messages

The error messages help by drawing your attention to possible sources of error, since error-filled maps are not playable. You can have the map checked in the Edit menu. The map is also automatically checked before every export. If one of the following errors is discovered, you will receive a corresponding message. You will then be unable to export the map unchanged.

6.1.1 At least one continent must be present

You haven't created any land mass yet.

6.1.2 The maximum number of continents is 1024

Please remember that even the tiniest amount of land mass surrounded by ocean will be defined as a continent. One possible source of this error message can be that you have created terrain while using the Fill or the Airbrush option.

6.1.3 Party 1 has to be a human player

This is an indispensable condition.

6.1.4 There can be no mixed setups

This means that buildings and settlers must be placed either for all the parties or for none of them. Mixed forms are not allowed.

Please remember that the decision to place people-specific buildings and settlers, to edit in other words, also applies for the other parties.

6.1.5 Error Messages Associated with Victory Conditions

a) None of your own and no undefined parties can be entered in the victory conditions under “Defeat Party”

Please check that and change it if necessary.

b) None of your own and no undefined parties can be entered in the victory conditions under “Destroy Building”

Please check that and change it if necessary.

c) Only your own parties can be entered in the victory conditions under “Time”

Please check that and change it if necessary.

d) In the “Points” section of the victory conditions, places can only be entered that do not lie within your own territory

Please check that and change it if necessary.

6.1.6 Starting positions cannot be placed on water, snow, rock, swamp, or on foreign territory

The fields on which a starting position can be placed must meet certain conditions.

The field on which the starting position is located must be grass. Mayans can also start in deserts. If buildings are already standing on the map, the starting position can be influenced neither by them nor by objects.

If the party has no buildings, you will have to ensure that a circle of about 70 fields in area around the starting point has been set to grass, does not belong to another party, and contains no buildings or objects.

All the starting positions must be separated from each other by a radius of at least 50 fields.

6.1.7 Computer opponents and selectable opponents (all nonhuman players) cannot be spread over multiple continents or economic sectors

Players without human intelligence need a continuous economic sector.

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

Naturally, Morbus's henchman would refuse to take orders from anyone else.

6.2 Warnings

Warnings are given to you when the program recognizes that some of the settings you've made could create problems during the course of the game. This does not necessarily mean, however, that the map is impossible to play. The warnings just draw your attention to problematic settings that may or may not have been made intentionally on your part.

6.2.1 No descriptive text available (for Map Type B only)

As a rule, you will inform the players about what they have to do while on or in the map. You may however have intentionally decided to leave them in the dark.

6.2.2 No text available for the tips & tricks department (for Map Type B only)

You certainly are not required to do the players a favor and give them any hints.

6.2.3 No trees on the map

Keep in mind please that nothing can be built without wood. But if you have previously placed enough wood on the map, in the form of stacks of goods, to construct at least one forester's hut, one woodcutter's hut, and a sawmill, this setting will not make the map unplayable.

6.2.4 No building stones on the map

There are no above-ground stone deposits on the map from which stone could be quarried for construction purposes.

6.2.5 No resources placed

You won't be able to build any settlements without raw materials.

6.2.6 No computer opponents placed (for Map Type B only)

You won't be able to prove yourself on the battlefield this way. Your goal is obviously peaceful settlement.

6.2.7 No victory conditions defined (for Map Type B only)

Please keep in mind that the standard victory conditions will be set if you have not defined any victory conditions yourself.

This warning is also displayed when you have selected the victory conditions with "Activate Victory Condition" but have not defined any.

6.2.8 One player has fewer settlers or goods than is recommended

This won't make the map unplayable; it will just put someone at a disadvantage. This may be intentional, if your idea is to provide that player with a particular challenge in this map.

**You are having a problem and cannot figure out a solution?
Our hotline will be glad to help you, at ++49-208-4502929
Ubi Soft and Blue Byte wish you great fun in settling!**

CREDITS

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

Nurlalli „ELIY“ Legimin

Jörg „Abaddon“ Niesenhaus

Ulrich „Brain“ Rees

Markus „Magnesium“ 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

Localization 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“ Klab

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 Puppentmaster“ 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“ Geister

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

Besonderen Dank an alle Familien, Freunde und Bekannten des Blue Byte Teams, die durch Ihre Unterstützung und Ihr Verständnis unser Projekt mitgetragen haben. Ohne diese Rückendeckung wäre unsere Arbeit nicht was sie ist.