

A cartoon-style illustration of a wizard. The wizard has a blue, wrinkled face with large, dark eyes and a long, flowing white beard. He is wearing a brown, textured robe with a simple cord tied around his waist. In his right hand, he holds a dark, curved staff. In his left hand, he holds a large, dark red book with a gold-colored cover. The background is a light, textured surface with a decorative gold border on the left and right sides.

# ON NATIONS

GAME GUIDE



**JoWood Productions Software AG**  
**Technologiepark 4a**  
**A-8786 Rottenmann**



Homepage JoWood: [www.jowood.com](http://www.jowood.com)  
Homepage „The Nations“: [www.thenations-game.com](http://www.thenations-game.com)

Copyright © 2001 by JoWood Productions Software AG

Software, graphics, music, text, names and manual are copyrighted.

Software and manual may not be copied, reproduced, translated or reduced to any electrical medium or machine readable form, in whole or in part, without prior written consent from JoWood Productions Software AG.

Most hard- and software labels in this manual are registered trademarks and need to be handled as such.

### ***HEALTH WARNINGS***

Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience epileptic seizures while watching TV pictures or playing computer games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing computer games if you, or someone of your family, have an epileptic condition. Immediately stop the game, should you experience any of the following symptoms during play: dizziness, altered vision, eye or muscle twitching, mental confusion, loss of awareness of your surroundings, involuntary movements and/or convulsions.

### ***LATEST INFORMATION***

Visit our website where you can find the latest information about all our games:

[www.thenations-game.com](http://www.thenations-game.com)

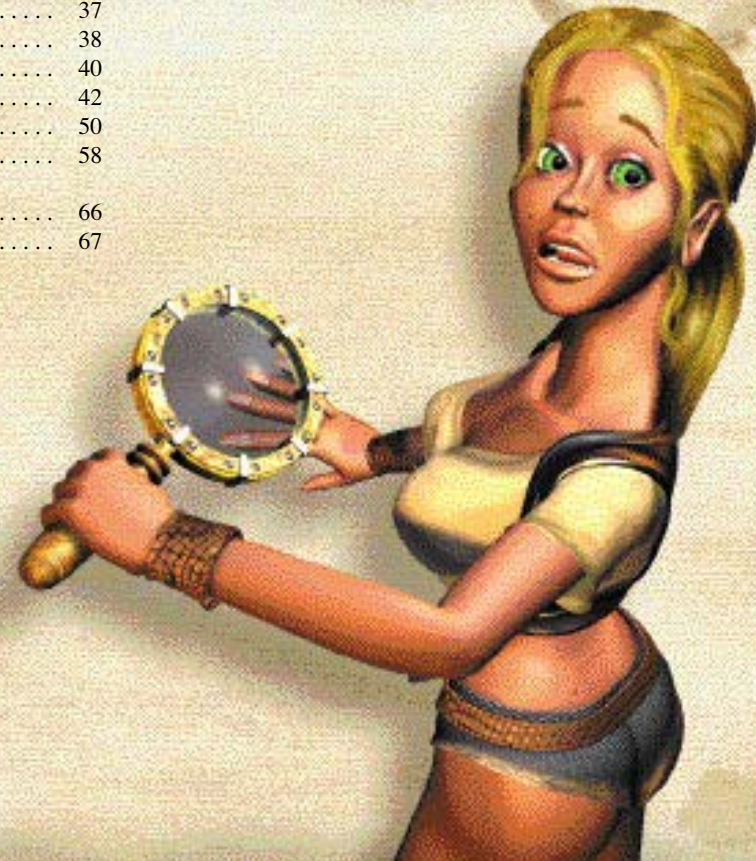
[www.jowood.com](http://www.jowood.com)



<b>Credits</b> .....	6
<b>Installation</b> .....	7
<b>Programs in the Background</b> .....	7
<b>Welcome</b> .....	7
<b>Starting the Game</b> .....	8
<b>Main Menu</b> .....	8
Single-Player Mode .....	10
Multi-Player Mode .....	12
LAN (Local Network) .....	12
Internet .....	12
Select Player .....	12
Load Game .....	12
<b>Game Play</b> .....	14
Control .....	14
Extraction of Raw Materials .....	14
Production .....	14
Research .....	15
Consumption .....	16
Mood .....	16
Constitution .....	17
World of the Gods .....	17
Military .....	18
From the Cradle to the Grave .....	19
Daily Routine .....	19
Trade .....	20
Diplomacy .....	20
Crime .....	21
Animals .....	21

<b>Game Menu</b> .....	22
Development Menu .....	24
Building Construction Dialog .....	24
Training Dialog .....	25
Research Dialog .....	26
Economy Menu .....	27
Trade Dialog .....	27
Diplomacy Dialog .....	28
Stock Dialog .....	28
Chat Dialog .....	29
Government Menu .....	29
Citizens Overview .....	29
Buildings Overview .....	30
Knights and Researchers Dialog .....	30
Mood Dialog .....	31
Statistics .....	31
Gods Dialog .....	31
Overall Statistics .....	32
Mission Goals .....	32
<b>Game Dialogs</b> .....	33
Messages .....	33
Information Dialog .....	34
Person Information .....	34
Resource Information .....	35
Building Information .....	35
Knight Information .....	36

<b>Research Tree</b> .....	37
<b>Keyboard Shortcuts</b> .....	38
<b>The Nations</b> .....	40
The Pimmons .....	42
The Sajikis .....	50
The Amazons .....	58
Troubleshooting and Technical Support .....	66
<b>Index</b> .....	67





## ***JoWood Wien***

### ***Game Development:***

#### **Development Manager**

Michael Paeck

#### **Art Director**

Thomas Schleisnitz

#### **Senior Programmers**

Bernhard Gruber, Andreas Meissl, Rafael Ubl

#### **Programmers**

Thomas Alten, Nikolaus Gebhardt, Jürgen Königstätter, Sebastian Posch, Martin Weber

#### **Senior Animator**

Arnold Blüml

#### **Senior Artists**

Alexander Fukari, Christof Stanits

#### **Digital Artists**

Navid Firoozbakhsh, Steffen Gölles, Stefan M. Halegger, Simon Kaiser, Miguel Marn, Gloria Neumann, Andreas Werner

#### **Mission Designer and Texter**

Stefan Papp

#### **Additional Mission Designer**

Martin Kremecek

#### **QA**

Martin Gosch

### ***Manual:***

#### **Texter**

Stefan Papp

#### **Manual Designer**

Arnold Blüml, Stefan M. Halegger, Alexander Fukari, Sabine Schmid (JoWood Rottenmann)

#### **Illustrators**

Stefan M. Halegger, Alexander Fukari, Christof Stanits

#### **Cover Designers**

Thomas Schleisnitz, Stefan M. Halegger

#### **Text Editors**

Christina Grabner, Gabriele Sammer

## ***JoWood Ebensee***

#### **Producer**

Michael Kairat

#### **QA-Manager**

Norbert Landertshamer

#### **Testers**

Reinhard Gollowitsch, Jürgen Maier

## ***JoWood Rottenmann***

#### **Vice President of Publishing**

Reiner Machauer

#### **Production Director**

Fritz Neuhofer

### ***Music & SoundFX:***

Jesper Kyd

## ***Installation***

**The Nations** requires at least a Pentium II 350 MHz processor with 32 MB RAM memory, a 3D-accelerated graphics adapter, a 4x CD-ROM drive, 300 MB free hard-disk space, a DirectX 7.0 compatible system, a Windows compatible mouse and a Windows compatible keyboard.

In order to listen to sound effects and music while playing the game you need a Windows compatible sound card and speakers.

To install the game start your computer and close all other programs. Then place The Nations CD-ROM in the CD-ROM drive. Installation of the game begins after a few seconds.

If the Plug&Play feature is not activated, click the CD-ROM icon on your desktop. Click The Nations in the window that opens.

In order to install **The Nations** click the ‘Install The Nations’ button. Follow the instructions on your screen while installing the game.

## ***Programs in the Background***

Please close all other programs before starting **The Nations**.

Some screen savers may cause temporary problems with regard to screen display. If the game does not run properly when a screen saver is activated, we recommend disabling the screen saver before starting the game.

## ***Welcome***

Welcome to Lukkat, the home planet of the nations! Even if you are already familiar with the life and habits of Pimmon & Co, you should take a look at this manual: since the arrival of the three nations – whose

nature could not be more different – quite a lot of things have changed. Whereas the easy-going Pimmons would prefer to sit back and indulge in a life of comfort, the two other nations spare no efforts to prevent them from doing so.

The proud and nature-loving Amazons, in particular, put a bit of life into the three nations’ coexistence on Lukkat. Although these beautiful ladies are famous for their somewhat excessive feasts, a certain need for order is also characteristic of their mentality.

Order, however, is a word that leaves a nasty taste in the mouth of a Sajiki, who is fond of life and enjoys doing spiteful things from time to time. For it is the chief aim of these insectoids to stir up as much trouble as possible and enjoy themselves. If this is at the expense of others – all the better!

Although the three nations never miss a chance to play a joke and ‘get one over on the others’, they are nothing but great big babies, and their petty squabbles are soon forgotten. Their populations are growing and before long, the three nations will have evolved into several tribes.

It is your task as a player to ensure that the co-existence of the three nations, complicated as it is, does not get totally out of control. You will be amazed at the problems the three nations have in store for you. Because in some cases it is not only about creating a sound economy or teaching an irksome neighbour a lesson. Rather, you will act as a father/mother figure, responsible for making good the chaos wreaked by one of your big babies.

We hope you have a whale of a time playing **The Nations**!



## Starting the Game

After **The Nations** has been installed successfully, you can start the game either by clicking the 'START' button under Programs/JoWood/**The Nations** or by placing the original The Nations CD in the drive. The original CD must remain in the CD drive during the whole game.

The intro, which can be aborted by pressing the left mouse key or ESC, is followed by the main menu.

## Main Menu

In the main menu P. Pimmon awaits you. Left-click the objects in the window and this friendly Pimmon, who wouldn't hurt a fly, will choose the individual menu items for you.

If you are playing **The Nations** for the first time, you must create a player when starting the game for the first time.

In the dialog box that appears type your user name and click the 'Confirm' button. See the 'Select Player' menu item for more information on selecting players.

**Single-Player Mode** (single house on the map): Choose this game option if you prefer to play alone. Click the single house on the map!

**Multi-Player Mode** (two houses on the map): If you choose this mode, you can play with, or against, up to seven friends via a LAN network or the Internet.

**Load Game** (two books): You can continue a game which was saved in a previous session by clicking the books on the Pimmon's table.

**Select Player** (picture frame): Choose a player profile by clicking the picture frame.

**Intro** (picture of stork): For re-running the intro click the stork picture with your mouse!

**The Team** (picture of Pimmons): If you are interested in the developer team of **The Nations** click the picture of the Pimmons with your mouse.

**Exit Game** (candle): You can exit the game and return to Windows by clicking the candle with your mouse.

## Main Menu



Intro

The Team

Load Game

Exit Game

Single-Player Mode

Multi-Player Mode

Select Player



## Single-Player Mode

### Tutorial:

In the tutorial you can acquaint yourself with **The Nations**. In every tutorial mission several strategic moves are explained to you. It is recommended to play these missions one by one, even if you are familiar with similar games.

### Campaign:

In order to start a campaign click the portrait of your nation in the nation selection before choosing a mission. A campaign consists of nine chronologically structured missions in the course of which it is your task to help the respective nation with several problems. There is a campaign for each nation.

The sequence of the missions and the tasks which are to be carried out are characterized by the nature and mentality of the individual nation. The Pimmons are regarded as good-natured and will try everything to 'skip work' as often as possible. Things are quite different with the industrious Amazons, to say nothing of the Sajikis, who have basically nothing but nonsense on their mind.

### TIP:

*Start with the Pimmon campaign, continue with the Amazon campaign and finish with the Sajiki campaign.*

### Continuous Game:

As with the campaigns, first select your nation and then adjust the required settings.

## Continuous Game Settings

### Map:

The maps determine the maximum number of players. Please take this into account when choosing your map.

### Number/Type of Opponents:

You can select up to seven opponents. Please make sure that the selected map supports the desired number of players. You can determine the nations, tribes and the banner of your computer opponents.

### Evolutionary Stage:

You can set a maximum evolutionary stage. The players in the game cannot exceed the limit you set.

### Goal of the Game:

**You can choose between the following three objectives:**

#### Time Game:

Select the number of game days you want to play. The game ends with the last game day.

#### Death Match:

In this mode it is your objective to destroy your opponents in military terms.

#### Economy Game:

In this game mode the player who first earns a certain amount of gold is the winner. You can determine the amount of gold required for winning the game.

## Single-Player Mode





## Multi-Player Mode

If you prefer to play with several users, you have to determine first whether you want to play the game via a LAN network or via the Internet.

### LAN (Local Network)

**Important:** Before starting 'The Nations' make sure that your network is properly configured. Please follow the instructions of your system administrator.

If you have opted for 'Network', a dialog appears. You can either enter this dialog or create a new game by clicking the 'Create' button.

When creating a new game you have to make the same settings as in the continuous game. You can also decide whether you want to play against computer or human players.

### Internet (FSGS-Server)

**Important:** Make sure that you are connected to the Internet before starting The Nations. Follow the instructions of your Internet provider.

Connect to the FSGS server in order to start an Internet game. If you already have an FSGS account and a password, enter your data and press the 'Continue' button.

If you do not have an FSGS account yet, please click the 'New' button to start a player.

Once you are connected to the FSGS server, the procedure that follows is the same as in the LAN game.

## Select Player

Every player has a user profile. This user profile comprises a name and any saved games. This allows several users to play the game at different times and save their personal data.

## Load Game

The Load Game option allows you to continue 'old' games, which were saved in a previous session.

The 'Autosave' and 'Quicksave' games are generated by the program and cannot be named by you. 'Autosave' is stored every few minutes. You can store the 'Quicksave' game while playing without going to the save menu: just press the F12 key.

## Multi-Player Mode





## Gameplay

### Indirect Control

In **The Nations** you have indirect control over your subjects. In other words, instead of giving orders to individual units you simply determine the tasks that are to be carried out in your village.

#### Example:

*You cannot order your lumberjack Gork to fell a certain tree. However, you can issue a directive to the effect that a certain tree is to be felled. One of the lumberjacks in your village, be it Gork or another, will then execute this order. Of course, you can also decide that a certain tree must not be felled.*

The knight is the only unit that is excluded from indirect control.

### Extraction of Raw Materials

Several kinds of raw materials are spread out over the playing field: stones, trees, shrubs, etc. Some of these raw materials can be extracted and utilized by your nation. Timber and stones, for example, are used for constructing buildings. Gathered fruits serve as food and are eaten in the village tavern.

Generally, the villagers extract these raw materials on their own. This presupposes, however, that one of them is trained to do this work.

#### Example:

*A lumberjack fells trees, but he does not knock down stones – this is the stonemason's job.*

#### TIP:

*You can order the training of workers at any time, provided that there are enough youths or untrained adults.*

### Production

Later in the game it will also be possible to process the raw materials. For this purpose you must build an appropriate production facility and train the operator accordingly.

#### Example:

*Poor carrier Huzzlak struggles away with delivering his goods. One day the carpenter's workshop is invented, which facilitates the production of wheelbarrows. You train a carpenter and build a carpenter's workshop. This allows you to produce wheelbarrows in the new workshop and allocate one of these vehicles to the carrier via the Information Dialog. The new tool not only makes Huzzlak's work easier, it also enables him to transport larger amounts of goods.*

Please note that you can only construct buildings that have already been researched. Similarly, your subjects can only be trained in jobs that you have already researched.

#### TIP:

*In order to make your carrier's life even easier you can also order the construction of roads, which allow your people to move more quickly. For the building of roads stones are required.*

## Research

Carrying out research work requires the services of a researcher. The researcher is a special unit that enters your service only on condition that there is room for him in your laboratory. One laboratory offers room for one researcher.

**You can choose among research in the fields of military, civil life or production.**



Military



Civil Life



Production

#### TIP:

*Make sure that your researchers are busy working all the time. You can only do research work in one of the three areas at a time. After completing one research project, however, you can commission a new research project in another area.*

Your nation passes through several evolutionary stages, which reflect its current technological stage of development. All in all there are three evolutionary stages.

As soon as you have completed a certain number of research projects and built the necessary infrastructural facilities, you can progress to a new evolutionary stage via the Research Dialog.

When you have reached a higher stage both the town hall and the castle are extended with new buildings. At the lowest evolutionary stage your

nation lives in a settlement, at the second evolutionary stage in a village and at the third and highest evolutionary stage in a town.

A higher evolutionary stage means that the demands of your citizens increase: they want more luxury goods that can be collected at the market. And last but not least, the gods expect your people to pray more often and they will make their displeasure clear if the citizens do not go to mass.

### There are three Categories of Researchers:

- Bachelor
- Master
- Doctor

#### Bachelor

The bachelor has finished his basic training. He only possesses average research skills, but he also demands little pay.

#### Master

The master has had a better training and finishes his research projects more quickly. For this reason he gets paid more than the bachelor.

#### Doctor

This genius deserves his title: he possesses legendary research skills. Consequently, he demands high pay.

*Please note that you can only research areas typical of the current evolutionary stage of your nation.*



## Consumption

Reaching a new evolutionary stage also entails some disadvantages. In view of the fact that your nation is now more 'advanced', your subjects are more demanding and show more courage in expressing their needs. The further your nation develops, the more important the consumption of luxury goods becomes, in particular.

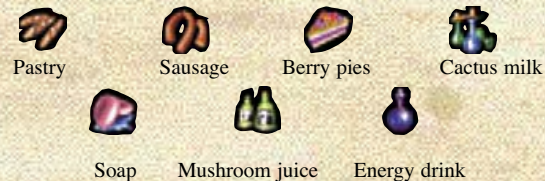
Consumer goods are divided into basic foodstuffs and luxuries.

### Foodstuffs:



Food is essential for life and eaten at the village tavern. Each basic food has a certain nutritional value, which indicates the number of food units provided by it. Click the village tavern with your mouse for ascertaining the nutritional values.

### Luxury Goods:

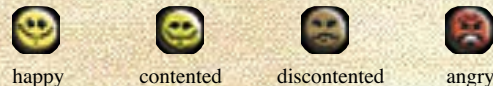


Luxury goods are consumed on the marketplace. Insufficient supply of consumer goods has negative effects both on the mood and the health of the people.

## Mood

Every family has a certain mood level, which is indicated in percentage points from 0 to 100 and influenced by the situation in the village. Low mood levels can cause an extremely discontented family to emigrate. In some cases, the head of the family becomes a criminal.

### There are four states of mood:



You can see the mood level of a family and the factors that influence it in the Person Information Dialog of the head of the family.

### The mood of a family depends on the following factors:

- Has the head of the family got a job?
- Has the family got means of accomodation?
- Has the family had enough to eat?
- Is a wild animal raging in the town?
- Is your nation at war?
- Are luxury goods available on the market place?
- Has the unit slept well?
- etc.

## Constitution

A person's constitution consists of two components whose levels are indicated in percentage points from 0 to 100.



### Vitality

A unit's vitality decreases only as a result of attacks by enemy units, criminals or beasts of prey. Every night which the person spends sleeping increases its vitality level again.

### Health

A person's health is influenced by two factors: hygiene and vitality. High vitality causes the health level to increase, low vitality causes it to decrease. In addition, taking healing potions also helps to improve the health level.

If the health level is lower than 50%, the person is regarded as ill. Ill units do not go to work. A vitality or health level of 0 % means that the person dies.

A low level of hygiene has negative effects on the health of the citizens. The level of hygiene is influenced by the availability of water and soap.

### TIP:

*Hygiene becomes important at higher evolutionary stages only.*

## World of the Gods

At times when the gods are well disposed towards their nation it is possible to pray to them for divine gifts.

There are three types of miracles for which your nation can call on the gods:



divine wrath

gold shower

divine healing

### Divine Wrath

The gods vent their holy wrath on an enemy chosen by you. As a result, this enemy suffers high losses.

### Gold Shower

The gods double your gold holdings.

### Divine Healing

Both the health and the vitality level of the citizens reach the highest possible value.

If your citizens do not worship the gods sufficiently, they can direct their holy wrath not against your enemies, but against your nation!

The mood of the gods returns to neutral following their intervention.



## Military

The knight is the offensive military unit of the game. With his liegemen he can attack enemy units and buildings, patrol roads and protect your buildings.

Like the researcher, the knight is a mercenary who offers his services to your nation, provided that an appropriate workplace (i.e. a castle) is available to him. A castle offers room for a knight and his liegemen.

The knight demands a one-off hiring fee and daily pay. This pay consists in gold or luxuries. Its level differs from knight to knight. If a knight does not get paid for two days, he quits his job.

### TIP:

*Make sure that your knight is paid regularly. Although he will not hand in his notice if he does not get his pay for one day, this will affect the reputation of your nation negatively.*

When a knight is hired he moves to a free castle. As soon as he has taken up his quarters there he is at your disposal.

The knight is the only unit that can be controlled directly. Select the knight as an active unit. Click on the playing field with your right mouse button and the knight will try to reach this point.

### TIP:

*As long as the knight is on board a cargo-boat you can control the ship in the same way as you can control the knight. If the knight wants to cross a river and none of your cargo-boats is available, make sure that the*

*knight is an active unit. Then click on the water surface with your right mouse button: the nearest cargo-boat will come and fetch the knight.*

There are three categories of knights who differ in their fighting strength, the number of their liegemen and their pay level. What kind of knights offer their services to you depends on the evolutionary stage of your nation. Apart from this, a good reputation helps to attract stronger knights.

### There are three types of liegemen:

- Close Combat Specialists
- Long-range Fighters
- Siege Weapon Carriers

Close combat specialists and long-range fighters attack enemy units, but they do not damage buildings. The siege weapon carrier does enormous damage to buildings, but he cannot attack enemy units.

If one of the knight's liegemen is killed, you can ask for a substitute in the knight's castle. Go to the Castle Information Dialog to find out what is required for obtaining a new liegeman. If you click the 'Start production' button, the necessary goods are taken to the castle and the new liegeman will be available as of the next day. You cannot allocate more liegemen to a knight than he had with him on entering your service.

### TIP:

*Make sure that your knight is not killed. In the case of his death all his liegemen will show their loyalty by following him.*

**According to the Lukkit Law of Ethics, knights are prohibited from attacking the following units:**

- Kings
- Women (men with the Amazons)
- Children
- Youths
- Ships
- Criminals

The knights of the individual nations differ. Amazon knights have more effective weapons, but their bodily strength is lower. Pimmons are quite strong fellows, but their attacks are slower. Sajiki knights attack quickly, but they do less damage.

### Guards:

Guards are the defensive military units of the game. It is their task to defend the town against attackers. You can train a guardsman in a barracks, provided that there is a weapon available to him.

Guards work in towers. The maximum number of guards per tower is six. You can reserve a place for a guardsman in a tower or cancel such a reservation at any time. After finishing his training the guardsman takes the reserved place. If there are no reservations, he will choose his workplace on his own.

If there are ramparts bordering on the tower, the guardsman patrols these ramparts. Otherwise he patrols around the tower.

### TIP:

*Ramparts offer the guardsman protection against close combat specialists and reduce the amount of damage done to him by long-range weapons.*

*Because the guardsman lives in the tower where he works, he does not need accomodation.*

### From the Cradle to the Grave

The children have no duties whatsoever – they enjoy life while playing their games. Not until adolescence do the young men get to know the serious side of life – at that time they can be ordered to take up training.

Men who did not undergo training in their adolescence are regarded as untrained persons. Their mood deteriorates because they cannot find a job.

As soon as a unit has completed training, it attempts to find a job and a place to live nearby. Untrained persons only search a place to live.

When a unit has found an appropriate accomodation, it moves in. It tries to marry a woman who then moves in with him. From this date on the two can have children. The maximum number of children per family is two.

**Note:** *With the Amazons, where women are the stronger sex, things are reversed.*



## Daily Routine

The daily routine of a unit starts at 8 am and ends at 6 pm.

**8 am:** Units who have a job go to work. Women start gathering fruit.

**11.30 am:** Lunch break. Heads of the family go to the tavern where they eat and drink. The number of people who can take their meals there is limited by the capacity of the tavern and the food available.

**12.30 am:** Lunch break is over. The women go to the market place to buy luxuries. The number of women who can go shopping is limited by the capacity of the market place and the supply with luxury goods.

**4.30 pm:** The women go the temple in order to pray. Their number is limited by the capacity of the temple.

**5.30 pm:** The citizens stop working and return home.

**6 pm:** The day is over and the citizens go to bed.

***Note:** With the Amazons, where women are the stronger sex, things are reversed.*

## Trade

Your nation can trade with friendly tribes and the flying salesman. The exchange of goods is always effected through the flying salesman, even if you do not buy the goods from him. It is up to you to determine the goods and quantities to be traded. After submitting an offer, your trading partner will either accept this offer or make a counter offer, which you can accept.

### TIP:

*As the flying salesman's products are surcharged, it is advisable to take the offers of other players into account. The prices offered by the flying salesman are also influenced by supply and demand. If you frequently sell the same product, prices will decrease. On the other hand, prices of products bought frequently will increase.*

## Diplomacy

**There are two diplomacy statuses between the tribes:**



War



Peace

### War

In case of war military units attack all enemy units within range. It is not possible to trade with the enemy.

**You have three options for offering peace to your opponents:**



- unconditional peace



- demand goods for peace



- offer goods for peace

### TIP:

*It is advisable to base your conduct on the military strength of your enemy. If the other nation is weaker than yours, they will be willing to pay for peace. Otherwise they will probably demand gold from you.*

### Peace

In periods of peace you can make gifts to friendly nations and tribes.

You can also attack a friendly party without declaring war. However, this damages your reputation, and the diplomacy status changes to war.

### TIP:

*Gifts have the same effect as development aid. You should give your friend goods if you want his strength to improve in the face of a common enemy.*

## Reputation

The reputation of your nation is indicated in percentage points from 0 to 100.

Your reputation influences the quality of the knights and researchers who want to enter your services. It also influences the effectiveness of your peace proposals.

**Among other things, your reputation is affected by the following factors:**

- attack on a friendly party without declaration of war
- a knight or researcher was not paid
- existence of Wonders of the World
- war/peace.

### TIP:

*Take care who you choose to be at war or at peace with. Attacks on nations or tribes with a bad reputation improve your standing.*

## Crime

The possibility exists that a subject in an angry mood can become a criminal. A criminal loses his family and occupies a house.

**Criminal citizens commit the following crimes. They**

- damage buildings
- injure other citizens
- rob the stocks.

Only the police can fight criminals. A policeman who catches a criminal in the act tries to arrest him. If there is a police station he will take the criminal there and prepare him for re-integration into society. If there is no police station, the criminal is executed. A re-socialised criminal is regarded as untrained and leaves the police station.

## Animal

You can hunt animals and catch fish for food.

Apart from this, there are also beasts of prey (the wolf and snake), which attack your citizens. Make sure that there is a hunter who catches these animals for you, because their attacks can cause the mood of your subjects to deteriorate.



Game Menu

Main Menu

The Main Menu contains the map, zoom function and options menu. It consists of several submenus where you can make the most important moves.

**Development Menu**

- Building Construction Dialog
- Training Dialog
- Research Dialog

**Economy Menu**

- Trade Dialog
- Diplomacy Dialog
- Stock Dialog
- Chat Dialog

**Government Menu**

- Citizens Dialog
- Building Dialog
- Knight & Research Dialog
- Mood Dialog

**Statistics Menu**

- Gods Dialog
- Overall Statistics
- Mission Goals

Map

Left-click the ‘Show map’ button to open the map and obtain an over-view of the playing field. Left-click on the map to scroll to a certain position.

Zoom Function

Left-click the ‘Plus’ or ‘Minus’ button to zoom in or out of the playing field. To return to the standard view, left-click the ‘Magnifying glass’ button.

Options Menu

Left-click the Options Menu to pause the game. You can also use the Options Menu to save and load games and adjust the display and sound settings. And, last but not least, you can finish your current mission or exit the game in the Options Menu.

Day and Time on Lukkat

Here the game days and time are displayed. The time is updated at intervals of 15 minutes. Use the ‘Game speed’ button to determine game speed.

Messages

This section gives you messages containing important information on the game play.

Information Dialog

The Information Dialog provides detailed information on units, buildings, resources, building sites, etc.

Mini Camera

Use the mini camera to keep an eye on individual units.

Playing Field

The playing field shows the landscape where the actual game takes place. Left-click a unit, building, animal, plant, etc. to open the Information Dialog.

Game Menu



# Building Construction Dialog (Development Menu)

## Requirements for the successful construction of a building

- The building must already have been invented.

## Procedure

Click one of the three buttons in the Building Construction Dialog to select a buildings category (military buildings, civil buildings, production buildings). All buildings of the chosen category that have already been researched are listed.

1. Left-click the building you want to construct. Choose an appropriate location on the map with your mouse. If parts of the building positioner light up red on the background you cannot build on this spot.
2. Use your left mouse button to select the site for building.

## Result

You have ordered the construction of a certain building on a certain site. It may take some time before the building process is completed. You can view the construction progress at individual building sites in the Building Site List. A message on the left side of the screen informs you when the building is finished.

## TIP:

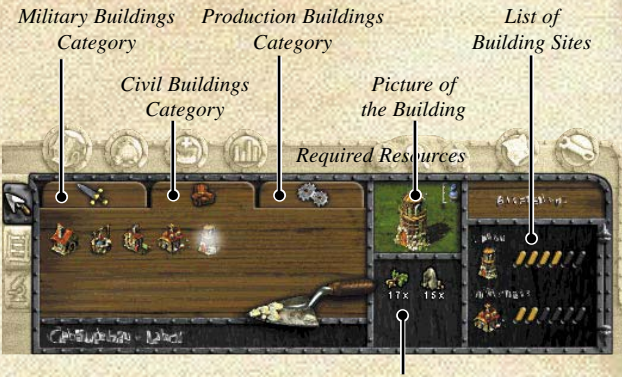
You can invent new buildings by commissioning new research projects via the Research Dialog.

Left-click on a building site to scroll to this building site.

**Note:** For more information on an icon, keep the mouse pointer on the icon without clicking.

If you want to undo your decision after you have chosen a building, click with your right mouse button to stop the positioning of the building.

The completion of a building requires both a foreman and sufficient supplies of raw materials to the building site.



# Training Dialog (Development Menu)

## Training Requirements

- You need a school building.
- You need at least one free student.

## TIP:

If there is no school, you can order its construction at any time in the Building Construction Dialog.

## Procedure

1. Move the mouse pointer over a job icon! If you keep the mouse pointer on the icon of the respective unit without clicking, a line of text appears with information on the job.
2. If you have chosen a job and want a unit to be trained in it, left-click the icon.

## Result

A unit is now being trained. However, this process takes some time. You can assess the period required for training with the help of the progress bars in the Students List. You can train as many units at a time as there are free students.

Students can be young men (young women with the Amazons) and untrained persons.

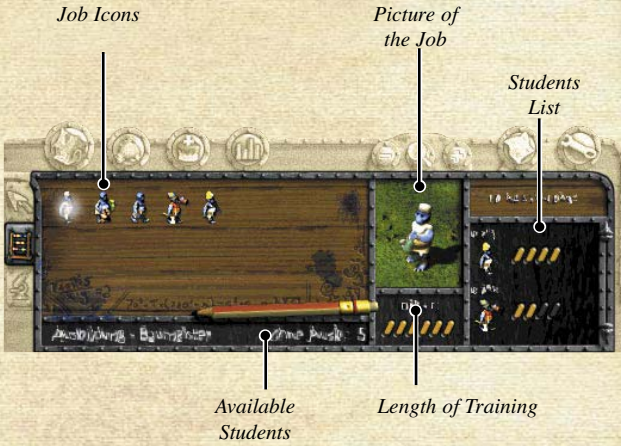
## TIP:

You should make sure that there is a sufficient reserve of free students available at any one time.

Left-click on a student in the Students List to scroll to this student.

If there are no free students, wait until the children are old enough to receive training.

**Note:** If an occupational group is not included in the Training Dialog, your tribe has not yet invented this trade. Go to the Research Dialog to order a new research project in the course of which new trades will be invented.





**Research Dialog** (Development Menu)

**Requirements for Research**

- At least one laboratory.
- A researcher has entered into your service.

**Procedure**

1. Left-click one of the three category buttons to order a research project!

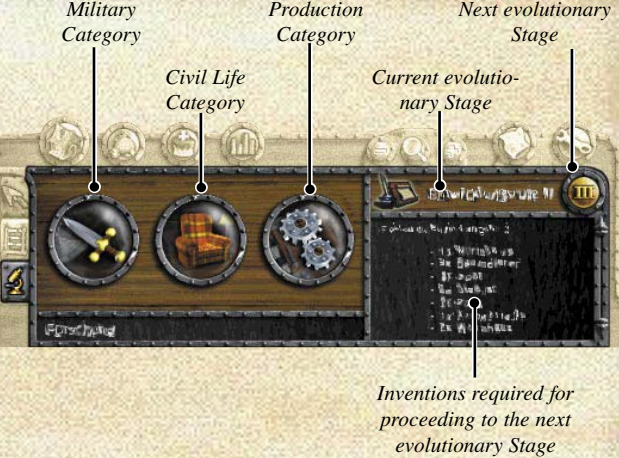
**Result**

You have commissioned a research project. See the progress bar in order to establish the developmental state of the project. It is not possible to order more than one research project at a time.

**TIP:**

*You should not proceed to a new evolutionary stage unless you are sure of fulfilling the requirements of the new stage.*

***Note:** If all of the inventions belonging to a certain evolutionary stage have been made, you can rise to the next evolutionary stage by pressing the 'Next evolutionary stage' button.*



**Trade Dialog** (Economy Menu)

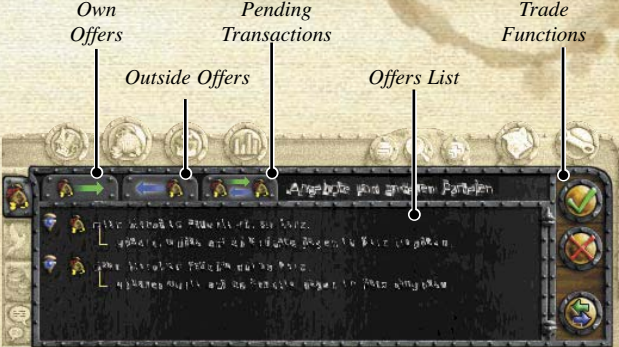
**Procedure for submitting an Offer:**

1. Activate the 'Own offers' button and click the 'Submit offer' button! The Offer Dialog appears containing a list of all the commodities.
2. With the first mouse click on a commodity you select the goods to be offered. By clicking again on a commodity you can choose the goods which you want to acquire.
3. Use the Plus/Minus buttons to determine the quantity of goods to be exchanged, i.e. how many units of a certain commodity you want to exchange for a certain amount of another commodity.
4. Click the 'Confirm' button to send the offer! Your offer will be submitted to all players.

**Procedure for accepting another Player's Offer:**

1. Choose the 'Outside offers' button in the Trade Dialog!
2. Choose the offer that suits you in the Offers List!
3. You can either accept the offer by clicking the 'Confirm' button or use the 'Submit counter offer' button if you prefer to haggle over the goods.

Use the 'Pending transactions' button to view offers that have not yet been accepted or refused by the other players.



Trade Dialog



Offer Dialog



**Diplomacy Dialog** (Economy Menu)

The listing of players consists of their affiliation to a certain nation, the name of the tribal chief, the diplomacy status and the tribal name of the other players. Select a player with your left mouse button to view further information in the Diplomacy Status Window.

Depending on diplomacy status you can choose among the following diplomatic actions:



**In Times of Peace:**

You have the opportunity to either strengthen friendly relations by making gifts or declare war on another player.



**In Times of War:** There are three options for offering peace.



Unconditional peace



Demand goods for peace



Offer goods for peace

**Stock Dialog** (Economy Menu)

This dialog comprises a listing of the goods owned by your nation. For ascertaining the amount of raw materials stored in individual stocks left-click one of the warehouse icons in the Warehouses List.



Diplomacy Dialog



Stock Dialog

**Chat Dialog** (Economy Menu)

If you want to send a message you can determine whether this message is to be received by friendly players, enemy players or all players. Please select the desired addressees by clicking the ‘To friends’, ‘To enemies’ or ‘To all’ category buttons.

Type your message and press ‘Enter’ (return key) to send it.

The Chat Dialog is available in the Multi-Player Mode only.

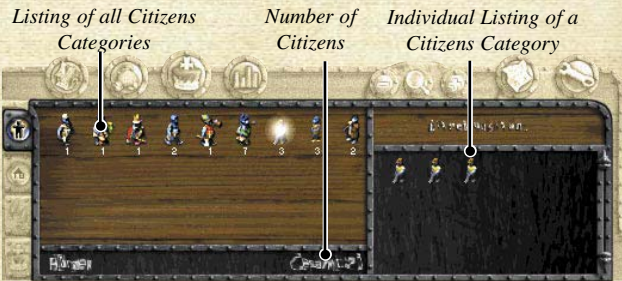


Chat Dialog

**Citizens Dialog** (Government Menu)

This dialog contains a list of your citizens sorted according to citizens categories. Left-click a citizens category for a listing of the relevant individual persons.

Left-click an individual person in the individual listing of a citizens category to scroll to this figure and obtain detailed information on them.



Citizens Overview

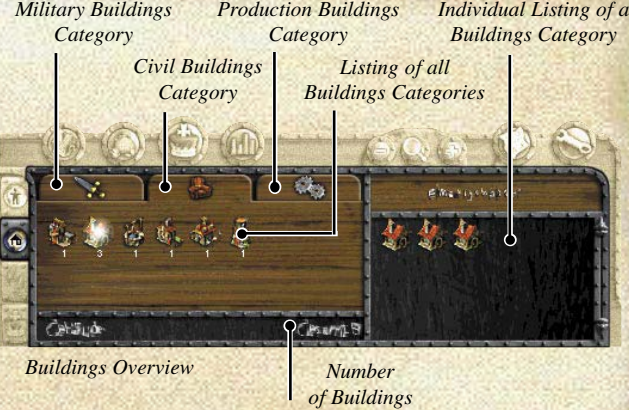


**Building Dialog** (Government Menu)

Click one of the three category buttons in the Buildings Overview to select a buildings category (military buildings, civil buildings, production buildings). You will obtain a list of buildings appertaining to the respective buildings category.

Left-click a buildings category for a listing of individual buildings.

Left-click an individual building in the individual listing of a buildings category to scroll to this building and open its Information Dialog.

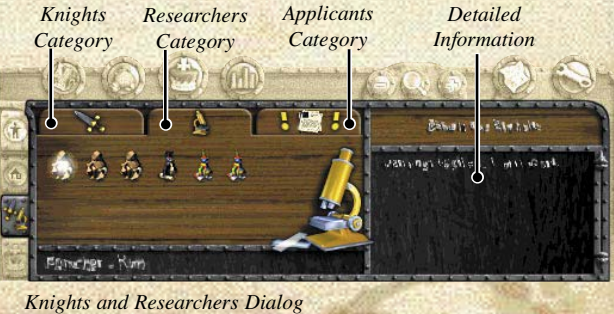


**Knight and Research Dialog** (Government Menu)

Via the Knights, Researchers and Applicants category buttons you can get an overview of all the knights and researchers in your service and others who would like to enter into your service.

Left-click the person icons in the 'Researchers' and 'Knights' categories to scroll to the respective unit and select it.

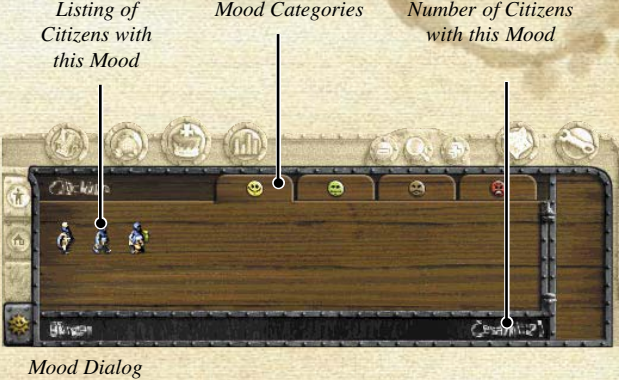
In the 'Applicants' category, by clicking your left mouse key you have the opportunity to employ the applicant with the help of an additional dialog.



**Mood Dialog** (Government Menu)

On the four buttons your citizens are listed according to their mood.

Left-click a unit to scroll to it and obtain further information.

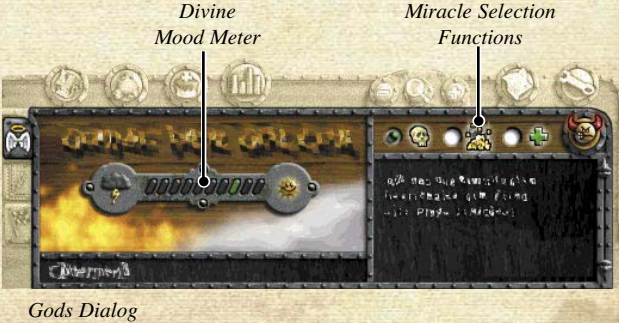


**Gods Dialog** (Statistics Menu)

The 'Divine Mood Meter' shows the current mood of the gods.

The further the mood meter moves to the right, the higher the spirits of the gods: they are more in the mood for working miracles. If the mood meter moves to the left, however, the gods are becoming increasingly discontented – epidemics and catastrophes are looming.

When the gods are willing to work miracles you can choose between three possible miracles. Use the 'Ask for miracles' button to make your request.



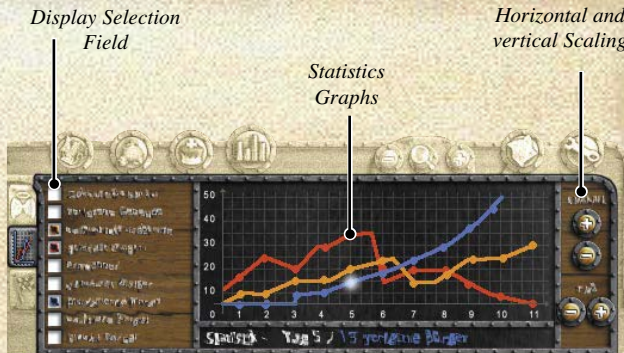


## Overall Statistics (Statistics Menu)

The Overall Statistics provides a day-by-day evaluation. This evaluation includes the goods produced, the number of citizens, etc.

You can hide/show individual displays in the Display Selection Field.

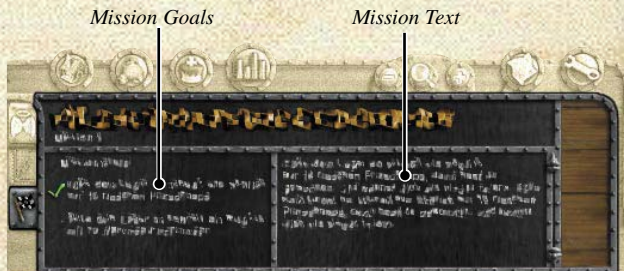
Values can be scaled on the horizontal and vertical axis.



Overall Statistics

## Mission Dialog (Statistics Menu)

The Mission Goals Dialog displays the mission goals and the mission text.



Mission Goals Dialog

## Game Dialogs

### Messages

On the left hand side of your screen various icons will drop down from time to time. These icons comprise information on events and occurrences in your village. Left-click the icons to view the messages.

After a certain period of time, these icons disappear automatically.

A listing of some messages:

	Audience		Peace for Goods		Citizen recovered
	Transaction accepted		Peace against Goods		Reputation has improved
	Counter Offer		Flying Salesman		Reputation has deteriorated
	Transaction declined		Children born		Marriage
	Trade Information		School Age reached		Citizen has become a Criminal
	Peace Proposal		Family has moved		Research completed
	Declaration of War		Beast of prey Attack		Knight Application
	Peace declined		Citizen died		Researcher Application
	Peace accepted		Citizen fallen ill		Knight resigns
					Researcher resigns



## Information Dialog

Click on an object (person, exploitable raw material or building) to display the relevant Information Dialog.

### Person Information

#### Physical Condition and Mood

To find out the mood, vitality and health level of the person, move the mouse pointer over the respective icon.

#### Mood Log

Here you can view the reasons for the person's changing moods.

#### Mini Camera

A special window allows you to keep an eye on the unit.

#### House

Left-click the 'House' icon to scroll to the person's house.

#### Workplace

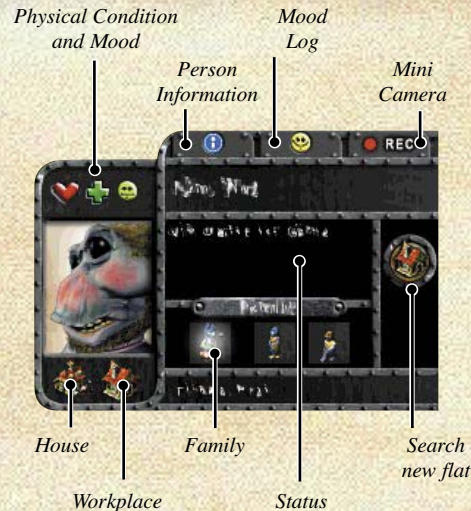
Left-click the 'Workplace' icon to scroll to the person's workplace.

#### Family

Left-click the icon of a figure to scroll to the figure.

#### Status

Describes the person's current activities.



#### Search new Flat

If you left-click the 'Search new flat' button, the unit and their family will move out of their flat and start looking for somewhere else to live. The unit will try to find accommodation which is as close to their workplace as possible.

### Resource Information

#### Raw Material Quantity

The raw material quantity shows the units of raw materials that can be extracted from a certain resource.

#### Exploitation Priority

Exploitation priority means that you can determine whether a raw material is to be exploited with high or standard priority or not at all.

### Building Information

#### Building Condition

To retrieve the condition of the building, move the mouse pointer over the heart icon.

#### Demolish Building

Left-click this button to order the demolition of the building.

#### Operator

Left-click the icon of the operator to scroll to this unit.

#### Supply Priority

Here you can determine the priority with which the building is to be supplied with goods.

#### Building-related Settings

Depending on the individual building you can view information on it (e.g. the quantity of goods stored or the construction progress at a building site).

As for production buildings, you can determine what kind of goods are to be produced.





**Knight Information**

**Vitality**

In order to retrieve the vitality level of a knight, move the mouse pointer over the heart icon.

**Combat Attitude**

Combat attitude allows you to determine the aggressiveness of a knight's attack. A more aggressive attack means that the knight causes more damage. At the same time he is also more vulnerable if he is attacked himself. This is reversed for a defensive combat attitude.

**TIP:**

*You should match the aggressiveness level to the individual fight situation. If you are forced to defend yourself, it is advisable to fight defensively. If you are superior in number, you can choose a more aggressive way of fighting.*

**Formation**

Use the 'Formation' buttons to determine the formation of the liegemen.

**Dismiss**

Click the 'Dismiss' button to get rid of a knight.

**Military Operation**

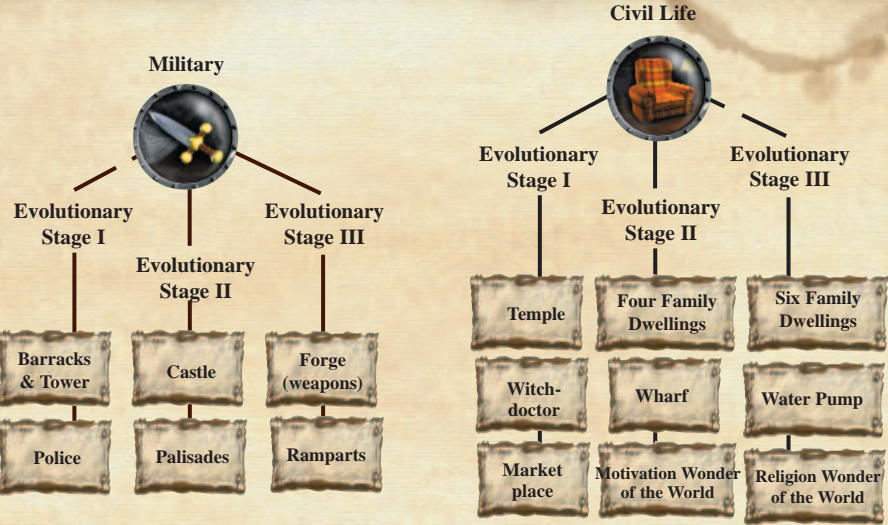
Use the 'Protect/Patrol' button to order the knight to patrol a certain place or protect a certain object by left-clicking on the playing field.

**Liegemen**

This field shows the type and number of the knight's liegemen.



**Research Tree**





*Keyboard Shortcuts*

Key	Function	Key	Function
F1	Help	ESC	Options
F2	Save Game	N	Open Next Message
F3	Load Game	B	Building Construction Dialog
F5	Normal Game Speed	S	Training Dialog
F6	Double Game Speed	F	Research Dialog
F7	Fourfold Game Speed	H	Trade Dialog
F8	Display Menu on/off	D	Diplomacy Dialog
F10	Exit Game	L	Stock Dialog
F11	Restart Mission	C	Chat Dialog
F12	Quicksave	I	Citizens Overview
Pause	Pause Game	V	Buildings Overview
Pos1	Maximum Zoom	K	Knights and Researchers Dialog
Ende	Minimum Zoom	M	Mood Dialog
+	Zoom in	G	Gods Dialog
-	Zoom out	O	Overall Statistics
*	Standard View (1:1)	Z	Mission Goals





## From the Doctoral Thesis of Doctor Bomp, a distinguished Pimmon Philologist:

“...as far as the language of the Sajikis is concerned, we Pimmon scientists are faced with many riddles. On the one hand, their language consists of numerous sibilants and seemingly prenatal forms of expression, which, despite all our efforts, we have not been able to realise in terms of phonetics. On the other hand, their formation of concepts basically resembles the corresponding processes in our language. First and foremost we would like to emphasize the astonishingly large number of Sajiki expressions in the field of epicurean pleasures. As for the act of eating alone, they have more than one hundred different terms, which serve to categorise the process in many different ways. ‘Morning munch, gobble feed, fast food, etc.’ are only a few examples selected for more detailed analysis in the next chapter...”

## From a Speech of the High Priest Mariella on the Religion of the Amazons:

“We Amazons serve the Mother Goddess. To be more precise, we do not serve her – rather, we are one with her, for she loves us and we love her. We honour her in our eight Feasts of Nature, which are feasts of love, fulfilment and bliss and which must never be disturbed by emotions such as hatred, destruction or envy. The Mother Goddess is the origin of life. In the beginning there was only she, but by means of her love she gave birth to Lukkat and, afterwards, to her first creation: the Amazons. The Mother Goddess is perfect beauty, and every Amazon is part of this beauty, every Amazon is a part of her perfect countenance...”

## Zlazz, Master of Orgies of the Sajikis: From his inaugural Address at Zechane:

“I will be brief. It has always been and still is a mystery to me why the Amazons find their feasts and their hopping about so amusing. I suppose we Sajikis will never be able to understand what is so special about this odd music without aggression, which causes our feelers to ache. But the worst thing about their feasts is that they try to be ‘nice’ to each other. ‘Nice’: the word alone calls for long tirades of hatred to be showered upon it. After all, we would ‘tweak the feeler’ of any Sajiki who used this word. On the other hand, we Sajikis also have a horror of the lazy hanging around typical of Pimmon feasts. I can only repeat it over and again: the only proper way of holding a feast is to drink cactus milk until you become a raging pig!”

*From the Lukkat Daily, the daily Paper of the Nations:*

## Divine Miracle for a Witch-doctor!

**Mushroomville.** – As we have learnt only recently, the witch-doctor Korn has worked a real miracle. After making numerous sacrificial offerings to the gods he was rewarded with a shower of mushroom juice! Unconfirmed rumour has it that even before this incident the witch-doctor had succeeded in persuading the gods to transubstantiate water into mushroom juice. “However, many sacrificial offerings are required to induce the gods to work miracles”, says Korn, who showed himself willing to beseech the deities in lonely seclusion for miracles which benefit all nations. Please send the offerings required for this directly to the witch-doctor.



## A Potion that lends superhuman Strength?

It is not just Pimmon witch-doctors who are scoring successes. The Sajiki witch-doctor Flixx told us that he has concocted a power drink which is said to bestow superhuman strength. Flixx rejected the accusations of a man dressed in strange white clothes saying that the witch-doctor had stolen his recipe, and declared “In reality, everybody knows that, in a little village full of uncompromising Sajikis, there is only one witch-doctor who knows the secret of this potion.” Flixx then announced that he would not only be filing an action for copyright infringement, but also a libel suit.

## The ‘Devil’s wort’ Mystery

Today we would like to present a particular better known as devil’s wort. The name of the plant refers to its hotly the whole planet that lends a hotter taste. grated wort are enough to make a meal so doctors often use the devil’s wort as a medicine helps to unblock stuffed-up noses.

**The Nobel Prize was awarded**  
to the Pimmon researcher Bomp. The gifted scientist received the much sought-after prize for his famous drinking vessel, which is fastened to the head so that you can drink from it through tubes.



# THE PIMMONS



The Pimmons are good-natured creatures who get great pleasure from sipping mushroom juice, their traditional beverage, while enjoying the company of good friends.

But as a result of their hedonistic culture, the act of eating is also treated almost as a ritual. There is a proverb among the nations which says that a good Pimmon eats whenever there is room for food in his stomach. A Pimmon only feels good when there is a lot of prattling and laughing during the evening. A representative of this idle nation who has the time and room to stretch out his legs and take a rest will never ever complain. But woe betide anyone who takes advantage of the Pimmons' good-naturedness! Then it is over

and done with the Pimmons' proverbial friendliness – it's hard to believe how furious a Pimmon can get if you give him good reason.

## The Customs

As far as the Pimmons are concerned it suffices to say that they content themselves with eating as their only ritual and that they voluntarily do without other ceremonies.

## Pimmon Marriage

Many Pimmons choose their husband or wife depending on the

dowry he or she gets from his parents. This is why some parents need a large stock of food in order to find a partner for their child. This Pimmon custom is particularly problematic in the case of tribal chiefs, as it considerably limits the number of potential spouses.

## On the other Sex

Officially it is the Pimmon men who rule the roost. Yet, in spite of all their bragging at the tavern, the moment these 'heroes' set foot in their dwellings, everything changes.

However, the Pimmon women cannot be regarded as Xanthippes clobbering their husbands when they stagger home drunkenly. These loyal wives know their husbands' desire for a leisurely life. They also know that Pimmon men are like great big babies who stumble clumsily from one mishap to the next. If it were not for their sensible wives, who are used to clearing up after these 'accidents', many a Pimmon would live in chaos.

Although it is true that Pimmon men tend to knock back to many drinks, their wives love them the way they are and try to make them happy. A Pimmon man who returns home usually abandons himself to chattering. His wife will then serve him a good meal and run her fingers tenderly through his hair – and before long, calm rules: peaceful as a little child, the Pimmon man closes his eyes and falls asleep in his wife's lap.

## The Pimmon Settlement Areas

The Pimmons prefer deep valleys with marshy areas where they can cultivate mushrooms for their favourite juice. Is it any wonder then that they suffer from vertigo and that 'under no circumstances will they climb a mountain'?

## On the Religion of the Pimmons

The Pimmons believe in several gods. Every tribe has a main god. In

the case of the Stjus it is Hamm, the god of food. The Magnats worship Gats, the god of affluence, and the deeply religious Murlochs mainly believe in Drunk, the god of prophecy.

## On the Pimmons' Ideal of Beauty

While the Amazons do their best to keep their bodies perfectly slim, the Pimmons' ideal of beauty is to look well-fed. In the Mushroom Text, one of the Pimmons' holy scriptures, it is written that "only a plump belly actually proves that the Pimmon enjoys the pleasures of life".

## On the Gastronomic Culture of the Pimmons

The Pimmon culture sets great store by feasting, and accordingly the daily routine is focused on their meals. If a Pimmon talks about the time of day he will give the hours remaining before the next delicious meal is served.

Although there can be no doubt that the Pimmons enjoy eating, it is said that they are gourmands rather than gourmets. There are five main meals. And between these meals they have solid snacks, so that they frequently eat more than fits into an ordinary stomach.

## Proverbs

"There is only one mystery of anatomy which science will never be able to solve – the stomach of a Pimmon."

# MAIN FIGURES

## KORN THE WITCH-DOCTOR

Even the Pimmon witch-doctors regard Korn as a particularly gifted visionary. He explains his talent for 'second sight' and his mastery of the art of prophesying as being thanks to his mother thinning the milk bottle with mushroom juice when he was a little baby.

For many years, Korn's visions have enjoyed a legendary reputation. He is held in high regard – not only because of his prediction that the Pimmons will not lack in the pleasures of the flesh in the coming years. Wherever Korn goes he can read the Pimmons' wishes in their eyes and frequently tells his admirers exactly what they want to hear.

## GONK, THE TRIBAL CHIEF

Gonk devotes himself with abandon to the tasks of his difficult position. No tribal chief before him has opened so many buffets, and he also copes with the tribal chief's enjoyable duty to taste the new vintages of mushroom juice in a masterly manner.

All in all, this good-natured chief is loved by his subjects, although there are only a few occasions on which he shows himself outside his dining hall.





# THE PIMMON TRIBES

## The Stjus

### General Information

Stju tribe members are considered the most good-natured of all Pimmons. They still live in their original settlement areas because they overslept and so missed the migration of the peoples.

These pleasant fellows are often likened to bears whose only aim is to pinch a bit of the honey pot and take a nap under the nearest tree. A Stju who has enough to eat and drink will never make trouble, and he would certainly never let himself be carried away into committing acts of war.

But woe betide anyone who threatens a Stju. If their carefree existence is at stake, it is over and done with their good-naturedness: a Stju can really go berserk.

### Important Figures

- Tribal chief Gonk the Glutton

## The Murlochs

### General Information

Once the deeply religious Murlochs carried out the orders of their witch-doctor and wandered to the north of Lukkat, hoping that they would find better vegetation there. However, they never reached the promised land, where milk and honey are said to flow.

As these Pimmons believed in the visions of their witch-doctor they regarded their new settlement area as an act of fate, interpretable only by the gods. Hence they decided to stay in their new, somewhat barren and arid home.

In the new settlement area they were forced to lower their high standards a little bit in order to cope with the barren vegetation. The input of labour required for surviving left its marks on their mentality. They learned to manage with less affluence. Today they are considered the puritans among the Pimmons.

However, the Murlochs would not belong to the Pimmon nation had they not retained a certain sense of leisure and comfort. After a hard day's work they put their feet up and uncork the mushroom juice. And then nothing can prevent a Murloch from enjoying the evening in good company.

### Important Figures

- Tribal chief Mork the Modest
- Witch-doctor Korn

## The Magnats

### General Information

Whereas some would not dream of leaving their original settlement area and others moved to the north, the Magnats thoroughly analysed the question of whether it was advisable to move to a new region or not.

They rejected their witch-doctors' visions of fertile land and sent out scouts in order to explore the profitability of the neighbouring regions.

Having given more weight to the reports of their scouts than to the visions of their witch-doctors, they decided that in future too they would give precedence to rational convictions over intuitive prophecies.

Today the Magnats are known as the capitalists among the Pimmons. Their negotiating skills and economic thinking have resulted in an expansionist policy. They adhere to the principle that conflicts are to be avoided only as long as their interests are not at stake.

### Important Figures

- Tribal chief Bilg the Miser



*The Murlochs*



# The Pimmon Buildings

## Town Hall



The main building of the town also functions as a warehouse. It is from this building that the whole life of the town is controlled. At higher evolutionary stages it evolves into a castle or palace.

## Dwellings



Here the families of the town live.  
There are:  
- two family dwellings  
- four family dwellings  
- six family dwellings

## Tavern



At the tavern, the people abandon themselves to the culinary joys of life, in other words, it is the only place where the Pimmons eat and drink.

Operator: landlord

## Well



The town-dwellers get their water supplies from the well. The water is carried to the tavern by the carriers.

## Castle



The knights and their liegemen live in the castle.  
At higher evolutionary stages the castle is reinforced into a fortress.

## Palisade



Palisades protect the town from wild animals and attackers. These protective structures are hard to destroy.

## Compost Silo



The compost silo produces fertiliser. Fertiliser helps the corn on the farms grow better.

Operator: compost worker

## Wharf



Cargo-boats are built at the wharf. They serve to transport units to regions that can be accessed by water only.

## School



The school serves to train young or untrained persons in many different jobs.

## Laboratory



In the laboratory research work is done in order to decipher some of the many secrets which can help make the people's lives easier.

Operator: researcher

## Barracks



Here young and untrained persons can be trained as guards.

## Tower



The towers serve to defend the town and increase safety.

Operator: guardsman (or several guards)

## Pimmon Monument



The pimmon monument was erected in memory of Gonk the Glutton, who robbed ten Sajiki villages in order to satisfy his hunger – and who was still hungry afterwards. Gonk's example helps to motivate the Pimmons.

## Fisherman's Hut



From here the fisherman sets off with his boat for the bordering fishing grounds.

Operator: fisherman

## Ranch



The livestock is kept and reared in this building before it is butchered and processed at the butchers.

Operator: farmer

## Butchers



This is where the livestock is taken for slaughter. It is processed into sausages or meat.

Operator: butcher

## Police station



The police station helps to establish law and order and includes a prison. Criminals are arrested and re-integrated into society.

Operator: policeman

## Market place



On the market place the population is supplied with luxury goods.

## Witch-doctor's hut



Here the witch-doctor concocts his healing potions from various herbs in order to treat various diseases.

Operator: witch-doctor

## Temple



The people go to the temple to seek spiritual salvation and religious fulfilment. This makes the gods merciful and is responsible for many miracles.

Operator: priest

## Quarry



Here large quantities of stone are extracted. This is more profitable than quarrying individual rocks.

## Ore Mine



Here valuable iron ore is extracted and processed into iron, which serves as a raw material for the smith.

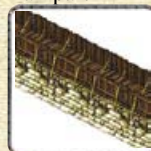
## Forge



The forge is used to process iron into structured steel or weapons.

Operator: smith

## Rampart



The ramparts are more solid than the old palisades. Guards can patrol them to protect the town more efficiently.

## Warehouse



The warehouse allows temporary storage of commodities.

## Carpenter's Workshop



The carpenter's workshop produces boards or wheelbarrows. Boards are used for constructing buildings; wheelbarrows allow faster transportation of goods.

Operator: carpenter

## Farm



Around the farm corn is cultivated. Corn is the basis for different kinds of bread.

Operator: farmer

## Bakery



The bakery supplies the population with fresh and nourishing bread. For this purpose corn is required.

Operator: baker

## Pump



A water pump can extract more of the water required for supplying the town than a well. As with the well, the water is supplied to the tavern by the carriers.

## Mushroom tower



The mushroom tower symbolises the greatness and wisdom of the Pimmons, which is based on mushrooms. Thanks to this religious monument the gods are even more favourably disposed towards the Pimmons.

## Gold Mine



Valuable gold is extracted from the gold mine. This precious metal is an important commodity on Lukkat.

## Mushroom Distillery



Mushroom juice is the Pimmons' favourite beverage. Shortage of mushroom juice can easily cause displeasure among the people.

Operator: distiller



## the pimmons units

King



The king is the supreme ruler of a tribe. As he is the most important person in the village, it is his duty to do everything to stay in good health in his town hall, castle or palace.

Carrier



The carrier is responsible for many different kinds of transport operations. Later he can be equipped with a wheelbarrow, which enables him to carry out his work even more quickly.

Foreman



It is the foreman's job to construct buildings. He carries out this task with passion and commitment as long as the building site is supplied with enough raw materials.

Lumberjack



The lumberjack goes into the forests to fell trees with his axe. The wood is used for constructing buildings or processed at the carpenter's workshop.

Hunter



The hunter not only provides the village with game; it is also his task to protect the people against wild animals.

Carpenter



This industrious workman produces boards and wheelbarrows. The latter facilitate better and faster transportation of commodities by the carriers. Boards are used for constructing buildings.

Farmer



The farmer can be employed either on a farm, where he produces corn, or in breeding livestock, where he rears animals.

Baker



The baker supplies the people with fresh bread. Small wonder that he is welcome everywhere.

Stonemason



It is the stonemason's job to extract useful chunks of stone from huge rocks. This solid material is used for constructing buildings.

Landlord



The landlord not only offers beverages and meals, he is also a very sociable fellow with whom the Pimmons like to chatter about many things.

Researcher



He roams about the world and settles wherever he is hired. In a laboratory he can devote himself completely to his passion: research. Of course, some researchers are more gifted than others.

Woman



She is the backbone of the family. She gathers fruits and goes shopping in the market place. Of course, she is also responsible for bringing up the little babies.

Criminal



Many a citizen strays from the straight and narrow and only has evil in mind. He injures other citizens, robs warehouses and damages buildings.

Knight



This brave man roams about until hired by a tribe, which he then defends with all his honour and strength. He is accompanied by a certain number of liegemen.

Close Combat Specialist



The specialist for close combat fights among the knight's liegemen.

Axe Thrower



This brave fighter is especially useful for fighting enemies over long distances.

Baby



The babies are the only villagers who live a carefree life without duties and who can abandon themselves to their play instinct. But before long, they grow into adolescents...

Female Teenager



This radiant beauty lives a free and carefree life until one day she marries a man and becomes responsible for a family.

Male Teenager



The Mmale teenager has left his childhood behind him and is now eager to be trained in a job.

Untrained Person



Untrained persons can either be young people who did not enjoy training, or former criminals who were led back to the path of virtue.

Rammer



Even reinforced structures can barely withstand this powerful weapon and its user.

Silo Worker



He operates the compost silo. The fertiliser produced there helps to improve the growth of corn on the farms.

Cargo-boat



This seaworthy vessel is used for transporting goods to regions that can be accessed by water only. Many an adolescent dreams of becoming a sailor.

Fisherman



Early in the morning the fisherman sets off to hunt tasty aquatic animals. He uses his fishing boat for reaching remote fishing grounds.

Guard



The guard is trained in the barracks and can defend the town from the tower. If there are ramparts, he can also patrol there, of course.

Policeman



He protects the town against criminals. He can hold them at a police station (provided that there is one) until they are re-integrated into the society.

Witch-doctor



The witch-doctor communicates with the spirits of his ancestors and has visions. His main task, however, is the production of healing potions from the herbs he has grown.

Priest



He says mass in the temple. Religious ceremonies without his presence are inconceivable. It is the practice of religion which puts the gods in a merciful mood.

Butcher



It is the butcher's job to slaughter animals from the ranch. It can be processed either into sausages or meat.

Smith



This powerful workman produces either solid structured steel from iron, which is used for the construction of buildings, or dangerous weapons that make it easier to defeat the enemy.

Distiller



Mushroom juice is the favourite beverage of the Pimmons. It is no wonder that, apart from the king, the distiller is considered one of the most important men in the village.

Flying Salesman



These salesmen, who do not belong to a specific nation, are responsible for the logistics of trade with other nations and tribes. It is their task to make sure that the flow of goods does not come to a standstill.



# THE SAJIKIS



Being a Sajiki is equivalent to always enjoying oneself and, in particular, at the expense of others. Sajikis derive particular pleasure from playing mean pranks on other nations. Whether they 'season' the snack of an unsuspecting Pimmon with the extremely hot devil's wort or cover the comb of an Amazon in glue— whenever one of their victims gets angry at their little jokes, the Sajikis split their sides laughing in the background. The daily routine of the Sajikis is completely different from that of other nations. At a time when the Pimmons are unhurriedly starting their drinking and the

Amazons are beginning their lovely dances, the roaring drunk Sajikis are already under the table.

## The Customs

One of the popular customs of the Sajikis is called 'spitting into the wind'. Everyone lines up and the loser is the one who ducks too slowly.

## Sajiki Marriage

The Sajiki wedding ceremony is extremely short. The groom buys the bride's father a cactus milk – and that's the whole ritual.

## On the other Sex

The methods of this patriarchal nation are quite brutal. Although nobody speaks openly of the oppression of women, one thing is clear: the Sajikis know only the law of the jungle, and so many women find themselves at the bottom of the tribal hierarchy. However, this does not mean that Sajiki women do not do silly things. On the contrary: many a Sajiki man cannot compete with the sharp tongue of a woman, and there is a proverb saying that behind every mean Sajiki man there is a meaner Sajiki woman.

## The Sajiki Settlement Areas

When it comes to choosing their settlement areas, the Sajikis refer to an old proverb: "As long as there is enough booze, a Sajiki never moves!" It soon became clear that the ideal settlement area for this hard-drinking nation is the desert where the cacti required for producing cactus milk grow.

## On the Religion of the Sajikis

The Sajikis are convinced that the gods only have one thing in mind: to be as nasty as possible and take great pleasure in teasing their subjects. The Sajikis' world of gods comprises thousands of deities, most of which belong to the field of intoxication and ecstasy. Sajikis who have performed special deeds in their lives are rewarded by being allowed to take part in the divine orgy when they die.

## Beauty

Sajikis do not give a damn about their appearance. "You can neither eat beauty, nor can you buy something with it", a famous Sajiki once said. Rather, they set great store by developing the art of persuasiveness in order to talk others into doing silly things.

## The Energy Drink

To this day, nobody really knows whether the claims of the Snake charmer are true and the energy drink of the Sajikis does indeed enhance fighting strength. Anyway, those who have tried it are convinced that it tastes so disgusting that it can only have this effect. Thanks to its high price, only a few knights can afford to buy the energy drink. Consequently, and to the delight of wealthy knights, anybody who can afford to knock this beverage back is regarded as someone special. And to the even greater delight of the Snake charmer, who concoct this vile muck, the demand for the drink is increased by its exquisite reputation.

## Proverbs

"I also love the mushroom juice, if I can pinch it, it comes in handy!"

"If somebody jumps on your toes, bite him quick on the nose."

"Chatterboxes have less time for stuffing their faces."

# MAIN FIGURES

## ZLAKK

Zlakk enjoys a reputation for special nastiness, even among the Sajikis. As early on as his school-days, he distinguished himself by the fact that no other child was made to stand in the corner as often as he. Zlakk was the only one who could make his hard-baked teachers see red.

The respected rebel evolved into a shining example to all Sajikis who were mean or wanted to become mean.

Many Sajikis wonder how one single mind can produce so many brilliant pranks. Although Zlakk is not willing to divulge his secret, this much is certain: he has mastered the art of nastiness like nobody else, and so the Sajikis predict a bright future for him.

## ZLISCH

As far as this knight is concerned, it is advisable to exercise special caution.

Zlisch, who belongs to the Brakari tribe, does not stand for any nonsense.

It is to be hoped that this ambitious fighter will never find enough followers to carry out his highly dangerous plan to subjugate the other nations on Lukkat.





## The Brakaris

### General Information

Even the other Sajikis regard the Brakari-Sajikis to be particularly quarrelsome. It is not surprising that nobody wants to settle in the vicinity of people who tend to raid neighbouring villages when they feel bored.

But these squabbles are not restricted to other nations. Frequently, heavy rivalry fights take place within the tribe too. Fights which usually end with the strongest Brakari-Sajiki 'kicking up a fuss'.

However, as soon as the Brakaris are united under a strong leader nothing can stop them, particularly in view of the fact that they have one professed aim: they want to rule Lukkat.

### Important Figures

- Tribal chief Azzlu the Repulsive
- Knight Zlisch the Butcher

## The Fukaris

### General Information

The Fukari-Sajikis may not be as aggressive as the other Sajiki tribes, but they are particularly noisy. Their convivial life mainly centres on getting drunk, feasts and ecstasy. They are proud to be so noisy and never miss out on an opportunity to kick up a row.

Their boisterous life begins and ends with the tribal chief. He justifies his demand to remain drunk twenty-four hours a day by claiming it's necessary in order to make the right decisions for his tribe: "in cactus milk veritas – in wine, there is truth" is his (only) philosophy. In general, the Fukari with the loudest voice or the greatest ability to hold his drink is elected tribal chief.

When their supply of mushroom juice threatens to run out serious conflicts are looming. In this case, the Fukaris can pose a grave threat to neighbouring settlements. But in general they content themselves with bothering the good-natured Pimmons with their permanent din and chasing about.

Political problems for the tribal chief of the Fukaris mainly consist in the necessity to correct wrong decisions made by drunken town planners, or the fact that a Fukari feast has resulted in the devastation of one of the tribe's villages.

### Important Figures

- Tribal chief Fuki the Depraved

## The Vikaris

### General Information

There is a proverb on Lukkat which goes as follows: "Whenever the political situation is so intricate that everybody is at loggerheads with everybody else, when even the elders do not remember who started the fight and when even close friends cannot trust each other, then a Vikari has had a hand in it."

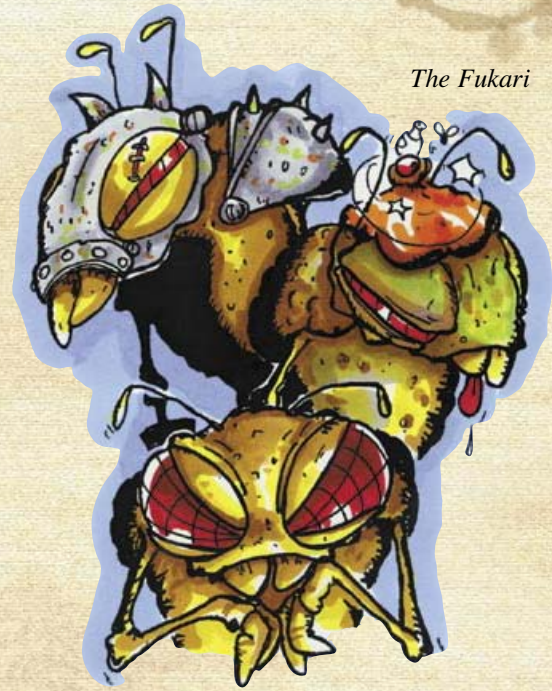
The Vikari-Sajikis have a reputation for taking pleasure in hatching nasty intrigues and causing untold damage. It is astonishing how much they enjoy spreading lies, stirring up disputes and making false accusations. Some even think that the Vikaris regard the personal advantage ensuing from their wicked activities as merely a handy side effect and that the real pleasure for them lies actually in the act of concocting intrigues.

However, this behaviour also has a major disadvantage for the Vikaris themselves: in view of the fact that they are nasty to everybody, hardly anyone trusts them.

### Important Figures

- Tribal chief Reizza the Underhanded

The Fukari



The Vikari



# the sajiki building

## Town Hall



The main building of the town also functions as a warehouse. It is from this building that the whole life of the town is controlled. At higher evolutionary stages it evolves into a castle or palace.

## School



The school serves to train young or untrained persons in many different jobs.

## Police Station



The police station helps to establish law and order and includes a prison. Criminals are arrested and re-integrated into society.

Operator: policeman

## Warehouse



The warehouse allows temporary storage of commodities.

## Dwellings



Here the families of the town live.

There are:  
- two family dwellings  
- four family dwellings  
- six family dwellings

## Laboratory



In the laboratory research work is done in order to decipher some of the many secrets which can help make the people's lives easier.

Operator: researcher

## Market Place



On the market place the population is supplied with luxury goods.

## Carpenter's Workshop



The carpenter's workshop produces boards or wheelbarrows. Boards are used for constructing buildings; wheelbarrows allow faster transportation of goods.

Operator: carpenter

## Tavern



At the tavern, the people abandon themselves to the culinary joys of life, in other words, it is the only place where the Pimmons eat and drink.

Operator: Landlord

## Barracks



Here young and untrained persons can be trained as guards.

## Witch-doctor's Hut



Here the witch-doctor concocts his healing potions from various herbs in order to treat various diseases.

Operator: witch-doctor

## Farm



Around the farm corn is cultivated. Corn is the basis for baking different kinds of bread.

Operator: farmer

## Well



The town-dwellers get their water supplies from the well. The water is carried to the tavern by the carriers.

## Tower



The towers serve to defend the town and increase safety.

Operator: guard

## Temple



The people go to the temple to seek spiritual salvation and religious fulfilment. This makes the gods merciful and is responsible for many miracles.

Operator: priest

## Bakery



The bakery supplies the population with fresh and nourishing bread. For this purpose corn is required.

Operator: baker

## Castle



The knights and their liegemen live in the castle.

At higher evolutionary stages the castle is reinforced into a fortress.

## Master of Meanness



No other Sajiki has tormented a comparable number of living things with evil tricks. His statue will help to increase the motivation of the Sajikis.

## Quarry



Here large quantities of stone are extracted. This is more profitable than quarrying individual rocks.

## Pump



A water pump can extract more of the water required for supplying the town than a well. As with the well, the water is supplied to the tavern by the carriers.

## Palisade



Palisades protect the town from wild animals and attackers. These protective structures are hard to destroy.

## Fisherman's Hut



From here the fisherman sets off with his boat for the bordering fishing grounds.

Operator: fisherman

## Ore Mine



Here valuable iron ore is extracted and processed into iron, which serves as a raw material for the smith.

## The holy Chest



It is said that the holy chest holds secret knowledge of the Sajikis. This belief helps to support the religiousness of the people and improve their relationship with the gods.

## Snake Pit



Although many a tax-collector has been 'escorted' there by the Sajikis, the main purpose of the snake pit is to produce the energy drink.

Operator: Snake Charmer

## Ranch



The livestock is kept and reared in this building before it is butchered and processed at the butchers.

Operator: farmer

## Forge



The forge is used to process iron into steel or weapons.

Operator: smith

## Gold Mine



Valuable gold is extracted from the gold mine. This precious metal is an important commodity on Lukkit.

## Wharf



Cargo-boats are built at the wharf. They serve to transport units to regions that can be accessed by water only.

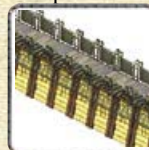
## Butchers



This is where the livestock is taken for slaughter. It is processed into sausages or meat.

Operator: butcher

## Rampart



The ramparts are more solid than the old palisades. Guards can patrol them to protect the town more efficiently.

## Cactus Distillery



The cactus distillery produces cactus milk from cacti. This beverage forms the basis of the Sajikis' boisterous feasts.

Operator: cactus distiller



## the sajik units

King



The king is the supreme ruler of a tribe. As he is the most important person in the village, it is his duty to do everything to stay in good health in his town hall, castle or palace.

Carrier



The carrier is responsible for many different kinds of transport operations. Later he can be equipped with a wheelbarrow, which enables him to carry out his work even more quickly.

Foreman



It is the foreman's job to construct buildings. He carries out this task with passion and commitment as long as the building site is supplied with enough raw materials.

Lumberjack



The lumberjack goes into the forests to fell trees with his axe. The wood is used for constructing buildings or processed at the carpenter's workshop.

Hunter



The hunter not only provides the village with game; it is also his task to protect the people against wild animals.

Carpenter



This industrious workman produces boards and wheelbarrows. The latter facilitate better and faster transportation of commodities by the carriers. Boards are used for constructing buildings.

Farmer



The farmer can be employed either on a farm, where he produces corn, or in breeding livestock, where he rears animals.

Baker



The baker supplies the people with fresh bread. Small wonder that he is welcome everywhere.

Stonemason



It is the stonemason's job to extract useful chunks of stone from huge rocks. This solid material is used for constructing buildings.

Landlord



The landlord not only offers beverages and meals, he is also a very sociable fellow with whom the Sajakis like to chatter about many things.

Researcher



He roams about the world and settles wherever he is hired. In a laboratory he can devote himself completely to his passion: research. Of course, some researchers are more gifted than others.

Woman



She is the backbone of the family. She gathers fruits and goes shopping in the market place. Of course, she is also responsible for bringing up the little babies.

Criminal



Many a citizen strays from the straight and narrow and only has evil in mind. He injures other citizens, robs warehouses and damages buildings.

Knight



This brave man roams about until hired by a tribe, which he then defends with all his honour and strength. He is accompanied by a certain number of liegemen.

Close Combat Specialist



The specialist for close combat fights among the knight's liegemen.

Bola Thrower



This brave fighter is especially useful for fighting enemies over long distances.

Baby



The babies are the only villagers who live a carefree life without duties and who can abandon themselves to their play instinct. But before long, they grow into adolescents...

Female Teenager



This radiant beauty lives a free and carefree life until one day she marries a man and becomes responsible for a family.

Male Teenager



The male teenager has left his childhood behind him and is now eager to be trained in a job.

Untrained Person



Untrained persons can either be young people who did not enjoy training, or former criminals who were led back to the path of virtue.

Rammer



Even reinforced structures can barely withstand this powerful weapon and its user.

Snake Charmer



The Snake Charmer knows the secret of concocting a valuable drink from snake poison, which lends strength and energy.

Cargo-boat



This seaworthy vessel is used for transporting goods to regions that can be accessed by water only. Many an adolescent dreams of becoming a sailor.

Fisherman



Early in the morning the fisherman sets off to hunt tasty aquatic animals. He uses his fishing boat for reaching remote fishing grounds.

Guard



The guard is trained in the barracks and can defend the town from the tower. If there are ramparts, he can also patrol there, of course.

Policeman



He protects the town against criminals. He can hold them at a police station (provided that there is one) until they are re-integrated into the society.

Witch-doctor



The witch-doctor communicates with the spirits of his ancestors and has visions. His main task, however, is the production of healing potions from the herbs he has grown.

Priest



He says mass in the temple. Religious ceremonies without his presence are inconceivable. It is the practice of religion which puts the gods in a merciful mood.

Butcher



It is the butcher's job to slaughter animals from the ranch. It can be processed either into sausages or meat.

Smith



This powerful workman produces either solid structured steel from iron, which is used for the construction of buildings, or dangerous weapons that make it easier to defeat the enemy.

Cactus Distiller



Due to the joy and pleasure he brings to the people, the cactus distiller enjoys a higher status than the king.

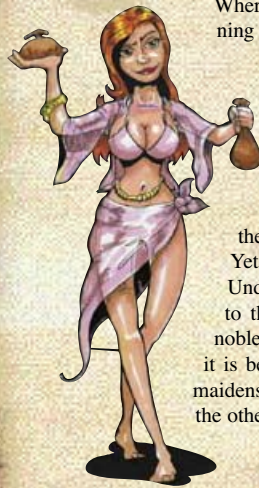
Flying Salesman



These salesmen, who do not belong to a specific nation, are responsible for the logistics of trade with other nations and tribes. It is their task to make sure that the flow of goods does not come to a standstill.



# THE AMAZONS



## The Customs

The Amazons are careful not to divulge their secrets to anybody. Therefore nobody knows what is actually going on during their nocturnal dances around the fire or at the eight feasts held in honour of the Mother Goddess.

Whereas a Pimmon likes to spend his evening drinking and eating, with his feet up on the table, an Amazon would certainly be bored at a Pimmon party. From the Amazons' point of view, a party without music and dancing is not a party. The only matriarchal nation on Lukkat is famous for its dissipating feasts and dances around the fire by the full moon.

Yet, the Amazons are also proud people. Under no circumstances would they submit to their enemies: these ladies pursue their noble aims to the bitter end. Quite often, it is because of their ambition that these fair maidens are a (sweet) hair's breadth ahead of the other nations.

## Amazon Marriage

The Amazons organise long and dissipated parties for lovers in the open countryside. These parties are also called 'farewell to the bachelor life': wistfulness at the loss of freedom mingles with the (predominant) joy at future togetherness.

## On the other Sex

Amazon men are considered to be extremely reserved, even shy. But they are by no means oppressed. Although they play the passive role in Amazon society, they do not like to wear the trousers anyway. In the evening Amazon husbands welcome their tired wives, who return from work, with a good meal and a little massage.

Amazon men adore their women almost like goddesses and go to great lengths to make them happy – and the women do appreciate this.

## The Amazon Settlement Areas

Like the Pimmons, the Amazons prefer to live in valleys rather than on mountains. But above all it is the forests where they feel at home. In forest clearings, where berries grow, they find the ingredients for their delicious berry pies, which are also much sought-after by other nations.

## On the Religion of the Amazons

The nature-loving Amazons worship the 'Mother Goddess'. Although the Mother Goddess is the supreme deity, the Amazons also honour Janit, her husband, who is depicted as a winged hunter and regarded as the protector of the Amazon nation.

## The 'beautiful' Nation

Amazons like to pride themselves on being the most beautiful nation on Lukkat. Some of them even interpret their beauty as a sign that they are chosen by the gods.

## On the Amazons' Principle of Cleanliness

While a Sajiki does not really feel at home unless his body odour is spread all over the house, Amazons are known for their exemplary behaviour in terms of personal hygiene. No other nation places so much store by taking a shower in the evening, and a shortage of water or soap has led to many a rebellion.

## Proverbs

"Live a happy life, and you will live long!"

# MAIN FIGURES

## ARABELLA THE BEAUTIFUL, MOTHER OF THE TRIBE

Arabella was admired for her extraordinary beauty from an early age. Therefore it is not astonishing that the vain Amazon had the government building equipped with numerous mirrors when she was elected mother of the Aristokas tribe. So far the Amazons have praised Arabella to the skies as for many years she has represented the Amazon ideal: pride and beauty united in one person. Arabella is an able mother of the tribe, although she tends to be arrogant from time to time, which is regarded as somewhat dangerous by many of her subjects.



## GABRIELLA THE CAT-LIKE, MOTHER OF THE TRIBE

Arabella the Beautiful is appalled by the thought that many Amazons consider Gabriella the Cat-like as the most beautiful of all Amazon women. Thanks to her sunny and playful nature, there is hardly anyone who is not enchanted with the charming mother of the Galadrian tribe.



# THE AMAZON TRIBES

## The Galadrians

### General Information

The Galadrians are a beautiful tribe of Amazons in the true sense of the word. Compared with their beauty and grace many of their Amazon sisters pale into insignificance. It is not without reason that they are called the 'gems of Lukkat'.

However, they not only have a lovely face; they also have a very sunny nature and take pleasure in the beautiful things of life. These fair maidens always celebrate their charming feasts by the full moon, which gives them the opportunity to express their love for nature and the Mother Goddess.

On account of their warm-hearted character they are also very popular with the other nations, above all the good-natured Pimmons, with whom they are on good terms.

### Important Figures

· Mother of the tribe Gabriella the Cat-like

## The Espadas

### General Information

While the Galadrians are famous for their openness, the proud Espadas are considered to be unapproachable because they usually view new acquaintances with scepticism.

But by no means can they be called hard-hearted: once you have managed to break through their rough exterior you are quickly taught otherwise. Anyone who has conquered the heart of these noble ladies will realise that they set great store by close and loyal friendship.

Another outstanding feature of this chivalrous Amazon tribe is their sense of responsibility. Galadrians are concerned with spreading goodness, and in this connection they will not even shy away from conflicts with other, more aggressive nations. They have had many a fight, especially with the Brakari-Sajikis because the tribe does not respect the Law of Love and defies the will of the Mother Goddess.

### Important figures

· Mother of the tribe Gloria the Heroic

## The Aristokas

### General Information

Even among their Amazon sisters the Aristokas' behaviour is considered snooty, arrogant or, in fact, impossible. These Amazons are firmly convinced that they are something special, and this conviction is mirrored in their treatment of other nations.

They do their best to avoid diplomatic relations with the 'lazy blue bellies' or the 'disgusting beetles'. They are prepared to negotiate over temporary joint operations, but only if it is clearly to their benefit.

In view of the fact that no other nation is willing to accept the putative superiority of the Aristokas they try to manage without the help of other nations and tribes. Only the Vikari-Sajikis have good relations with them, although one might well suspect that their ingratiating behaviour is not entirely unselfish.

### Important Figures

· Mother of the tribe Arabella the Beautiful

## The Espadas



*The Galadrians*

*The Aristokas*



# The AMAZON BUILDINGS

## Town Hall



The main building of the town also functions as a warehouse. It is from this building that the whole life of the town is controlled. At higher evolutionary stages it evolves into a castle or palace.

## Dwellings



Here the families of the town live.  
There are:  
- two family dwellings  
- four family dwellings  
- six family dwellings

## Tavern



At the tavern, the people abandon themselves to the culinary joys of life, in other words, it is the only place where the Pimmons eat and drink.

Operator: landlady

## Well



The town-dwellers get their water supplies from the well. The water is carried to the tavern by the carriers.

## Castle



The knights and their liegemen live in the castle.  
At higher evolutionary stages the castle is reinforced into a fortress.

## Palisade



Palisades protect the town from wild animals and attackers. These protective structures are hard to destroy.

## Soap Refinery



The soap refinery produces soap, which is essential for the town-dwellers' hygiene.

Operator: soap maker

## Wharf



Cargo-boats are built at the wharf. They serve to transport units to regions which can be accessed by water only.

## School



The school serves to train young or untrained persons in many different jobs.

## Laboratory



In the laboratory research work is done in order to decipher some of the many secrets which can help make the people's lives easier.

Operator: researcher

## Barracks



Here young and untrained persons can be trained as guardswomen.

## Tower



The towers serve to defend the town and increase safety.

Operator: guardswoman

## Ferris Wheel



The ferris wheel is a real attraction – not only for babies. It makes many an Amazon happy and thus helps to motivate the people.

## Fisherman's Hut



From here the fisherwoman sets off with her boat for the bordering fishing grounds.

Operator: fisherwoman

## Ranch



The livestock is kept and reared in this building before it is butchered and processed at the butchers.

Operator: farmer

## Butchers



This is where the livestock is taken for slaughter. It is processed into sausages or meat.

Operator: butcher

## Police Station



The police station helps to establish law and order and includes a prison. Criminals are arrested and re-integrated into society.

Operator: policewoman

## Market Place



On the market place the population is supplied with luxury goods.

## Witch-doctor's Hut



Here the witch-doctor concocts her healing potions from various herbs in order to treat various diseases.

Operator: witch-doctor

## Temple



The people go to the temple to seek spiritual salvation and religious fulfilment. This makes the gods merciful and is responsible for many miracles.

Operator: priestess

## Quarry



Here large quantities of stone are extracted. This is more profitable than quarrying individual rocks.

## Ore Mine



Here valuable iron ore is extracted and processed into iron, which serves as a raw material for the smith.

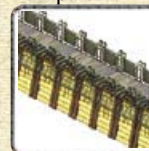
## Forge



The forge is used to process iron into steel or weapons.

Operator: smith

## Rampart



The ramparts are more solid than the old palisades. Guardswomen can patrol them to protect the town more efficiently.

## Warehouse



The warehouse allows temporary storage of commodities.

## Carpenters Workshop



The carpenter's workshop produces boards or wheelbarrows. Boards are used for constructing buildings; wheelbarrows allow faster transportation of goods.

Operator: carpenter

## Farm



Around the farm corn is cultivated. Corn is the basis for different kinds of bread.

Operator: farmer

## Bakery



The bakery supplies the population with fresh and nourishing bread. For this purpose corn is required.

Operator: baker

## Pump



A water pump can extract more of the water required for supplying the town than a well. As with the well, the water is supplied to the tavern by the carriers.

## Davidiana Statue



Her unique beauty delights not only the Amazons, but also the gods who, as a result, are very well disposed towards the people.

## Gold Mine



Valuable gold is extracted from the gold mine. This precious metal is an important commodity on Lukkat.

## Pastry Shop



The confectionery produces delicious berry pies. And it's not only the Amazons who love them: they are also a much sought-after commodity.

Operator: pastry-cook



## THE AMAZON UNITS

Queen



The queen is the supreme ruler of a tribe. As she is the most important person in the village, it is her duty to do everything to stay in good health in her town hall, castle or palace.

Carrier



The carrier is responsible for many different kinds of transport operations. Later she can be equipped with a wheelbarrow, which enables her to carry out her work even more quickly.

Foreman



It is the foreman's job to construct buildings. She carries out this task with passion and commitment as long as the building site is supplied with enough raw materials.

Lumberjack



The lumberjack goes into the forests to fell trees with her axe. The wood is used for constructing buildings or processed at the carpenter's workshop.

Huntress



The huntress not only provides the village with game; it is also her task to protect the people against wild animals.

Carpenter



This industrious craftswoman produces boards and wheelbarrows. The latter facilitate better and faster transportation of commodities by the carriers. Boards are used for constructing buildings.

Farmer



The farmer can be employed either on a farm, where she produces corn, or in breeding livestock, where she rears animals.

Baker



The baker supplies the people with fresh bread. Small wonder that she is welcome everywhere.

Stonemason



It is the stonemason's job to extract useful chunks of stone from huge rocks. This solid material is used for constructing buildings.

Landlady



The landlady not only offers beverages and meals, she is also a very sociable woman with whom the Pimmons like to chatter about many things.

Researcher



She roams about the world and settles wherever she is hired. In a laboratory she can devote herself completely to her passion: research. Of course, some researchers are more gifted than others.

Man



He is the backbone of the family. He gathers fruits and goes shopping in the market place. Of course, he is also responsible for bringing up the little babies.

Criminal



Many a citizen strays from the straight and narrow and only has evil in mind. She injures other citizens, robs warehouses and damages buildings.

Knight



This brave woman roams about until hired by a tribe, which she then defends with all her honour and strength. She is accompanied by a certain number of liegemen.

Close Combat Specialist



The specialist for close combat fights among the knight's liegemen.

Archer



This brave fighter is especially useful for fighting enemies over long distances.

Baby



The babies are the only villagers who live a carefree life without duties and who can abandon themselves to their play instinct. But before long, they grow into adolescents...

Male Teenager



This cheeky fellow lives a free and carefree life until one day he marries a woman and becomes responsible for a family.

Female Teenager



The female teenager has left her childhood behind her and is now eager to be trained in a job.

Untrained Person



Untrained persons can either be young people who did not enjoy training, or former criminals who were led back to the path of virtue.

Gunner



Even reinforced structures can barely withstand this powerful weapon and its user.

Soap Maker



The soap maker runs the soap refinery and produces soap, a very important task. Soap is essential to improve the people's hygiene.

Cargo-boat



This seaworthy vessel is used for transporting goods to regions that can be accessed by water only. Many an adolescent dreams of becoming a sailor.

Fisherwoman



Early in the morning the fisherwoman sets off to hunt tasty aquatic animals. She uses her fishing boat for reaching remote fishing grounds.

Guard



The guard is trained in the barracks and can defend the town from the tower. If there are ramparts, she can also patrol there, of course.

Policewoman



She protects the town against criminals. She can hold them at a police station (provided that there is one) until they are re-integrated into the society.

Witch



The witch communicates with the spirits of her ancestors and has visions. Her main task, however, is the production of healing potions from the herbs she has grown.

Priestess



She says mass in the temple. Religious ceremonies without her presence are inconceivable. It is the practice of religion which puts the gods in a merciful mood.

Butcher



It is the butcher's job to slaughter animals from the ranch. It can be processed either into sausages or meat.

Smith



This powerful craftswoman produces either solid structured steel from iron, which is used for the construction of buildings, or dangerous weapons that make it easier to defeat the enemy.

Pastry-cook



The pastry-cook provides the people with delicious berry pies, which are much sought-after by other nations, too. Therefore she is a welcome visitor to tea parties.

Flying Salesman



These salesmen, who do not belong to a specific nation, are responsible for the logistics of trade with other nations and tribes. It is their task to make sure that the flow of goods does not come to a standstill.



Troubleshooting and technical Support

DirectX 8.0 is delivered together with **The Nations**. Make sure that you have DirectX 8.0 or a more recent version installed on your computer. All programs running in the background should be closed while playing. Make sure that your hardware fulfils the minimum requirements described in the Installation chapter. Ideally, you should have the following system.

**Minimum Hardware Requirements**

- Windows 95/98,
- PII 350MHz Processor,
- 32 MB Ram,
- 3D graphic

**Recommended Hardware Requirements**

- Windows ME/2000,
- PII 500MHz Processor,
- 64 MB Ram,
- DirectX7/8 compatible 3D graphics card with 32 MB Ram,
- 20x CD-Rom,
- 300 MB free harddrive space

If you need to call the technical support department, please have the following information available:

- detailed description of the problem
- In what circumstances does the problem occur?
- the brand name of your PC (e.g. Dell, Gateway, Compaq, IBM, ...)
- the brand name and type of your processor (e.g. Pentium II 400MHz, AMD K7 500 MHz, ...)
- the brand name and type of your 3D graphics adapter as well as the version of your 3D graphics adapter driver (e.g. Righteous 3DFX, Matrox Mystique, ...)
- the brand name and type of your CD-ROM drive (e.g. Panasonic 562 2x, ...)
- motherboard (BIOS version and date)
- the brand name and type of your sound card as well as the version of your sound card driver (e.g. Soundblaster 32)
- the DirectX version installed on your system (e.g. DirectX 8.0)
- the Windows version installed on your system (e.g. Windows 95, Windows 98, Windows 2000 or Windows ME)

Of course, you can still call our technical support department if you do not have all this information available.



Please refer to the following links for obtaining information on the respective graphics adapter manufacturers via the Internet:

- Riva TNT-, Riva TNT2-, GeForce-graphics adapter: <http://www.nvidia.com>
- ATI graphics adapter: <http://www.ati.com>
- 3DFx graphics adapter: <http://www.3dfx.com>
- Matrox graphics adapter: <http://www.matrox.com>
- General collection of various drivers: <http://www.reactorcritical.com>

Index

Exploitation priority .....	35	Marriage .....	19	Tribe .....	7
Arabella the Beautiful .....	59	Hygiene .....	17	Stjus .....	44
Aristokas .....	61	Indirect control .....	14	Road .....	14
Length of training .....	25	Youth .....	19	Time of day .....	22
Building site .....	24	Campaign .....	10	Temple .....	20
Operator .....	35	Babies .....	19	Tower .....	19
Brakaris .....	52	Korn .....	41, 43	Tutorial .....	10
Castle .....	18	Galadrians .....	60	Untrained person .....	19
Direct control .....	18	Gonk .....	43	Vikaris .....	53
Doctor .....	15	Map .....	10, 22	Rampart .....	19
Village .....	15	Vitality .....	17	Tavern .....	20
Endless game .....	10	Lukkat .....	7	Miracle .....	17, 31
Dismiss .....	36	Luxury goods .....	16	Options Menu .....	22
Evolutionary stage .....	15, 37	Master .....	15	Zlakk .....	51
Espadas .....	60	Magnats .....	45	Zlisch .....	51
Flying salesman .....	20	Market place .....	20	Zoom function .....	22
Research area .....	15	Rampart .....	19		
Cargo-boat .....	18	Minimum requirements .....	7		
Fukaris .....	52	Mini camera .....	22		
FSGS account .....	12	Murlochs .....	44		
Gabriella the Cat-like .....	59	Food units .....	16		
Building, demolish .....	35	Reputation .....	21		
Liegemen .....	18	Quicksave .....	12		
Bachelor .....	15	Wheelbarrow .....	14		
Health .....	17	Settlement .....	15		
Gold shower .....	17	Playing field .....	22		
Divine wrath .....	17	Pay .....	18		
Divine healing .....	17	Aim of the game .....	10		
Basic foodstuffs .....	16	Town .....	15		