

**Manual**



**THE  
SETTLERS<sup>®</sup>  
FOURTH EDITION**

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## Technical Support

Technical Hotline USA & Canada: +1 (919)460-9778  
open Monday to Friday, 9:00 a.m. to 9:00 p.m.  
eastern standard time excluding public holidays

E-mail-Address: [support@ubisoft.com](mailto:support@ubisoft.com)

Ubi Soft Entertainment  
625 Third St. 3rd Floor  
San Francisco, CA 94107



[www.bluebyte.net](http://www.bluebyte.net)

## TABLE OF CONTENTS

<b>1. An Overview</b> .....	<b>7</b>
<b>2. Guide to Installation</b> .....	<b>8</b>
<b>3. Quick Start!</b> .....	<b>9</b>
3.1 So What's THE SETTLERS IV All About? .....	9
3.1.1 The Construction Industry .....	9
3.1.2 Mines and Miners .....	10
3.1.3 Food Production .....	10
3.1.4 Tool and Weapon Production .....	10
3.1.5 Widening Your Horizons .....	11
3.1.6 Acquiring New Settlers .....	11
3.1.7 The Military .....	11
3.1.8 Magic .....	12
3.2 Changes Since THE SETTLERS III .....	12
3.2.1 The Military .....	12
3.2.2 Specialists .....	13
3.2.3 Technical Changes .....	13
3.2.4 General Changes .....	13
<b>4. Getting Started</b> .....	<b>14</b>
4.1 Tutorial .....	14
4.2 Single-player .....	14
4.2.1 The Three Races .....	14
4.2.2 The Dark Tribe .....	14
4.2.3 Free Maps .....	15
4.3 Multiplayer .....	16
4.3.1 Multiplayer Game via LAN .....	16
4.3.2 Multiplayer Game on the Blue Byte Game Channel .....	17
4.4 Modes of Play in THE SETTLERS IV .....	18
4.4.1 Conflict Mode (single-player and multiplayer) .....	18
4.4.2 Ranking List Games (multiplayer only) .....	18
4.4.3 Cooperation Mode (multiplayer only) .....	18
4.4.4 Economic Mode (multiplayer only) .....	18
4.4.5 Settlefest (multiplayer only) .....	18
4.4.6 Free Settle Mode (single-player only) .....	18
4.5 Electronic Manual .....	19
4.6 Tips .....	19
4.7 Load Game .....	19
4.8 Exit .....	19



## TABLE OF CONTENTS

<b>5. The Command Center</b> .....	<b>20</b>
5.1 The Upper Section .....	20
5.1.1 The OPTIONS menu .....	20
5.1.2 The EXTRAS Menu .....	21
5.1.3 The Overview Map .....	21
5.2 The Lower Section .....	22
5.2.1 The BUILD Menu .....	22
5.2.2 The SETTLERS Menu .....	25
5.2.3 The PRODUCTION Menu .....	26
5.2.4 The STATISTICS menu .....	28
5.3 The Context Menus .....	29
5.3.1 The Context Menu for Building Sites .....	29
5.3.2 The Context Menu for Production Buildings .....	29
5.3.3 The Context Menu for the Castle and Towers .....	30
5.3.4 The Context Menus for Units .....	31
<b>6. Meeting Your First Settlers</b> .....	<b>33</b>
6.1 Basic Occupations .....	33
6.2 Other Occupations .....	34
6.3 Specialists .....	34
6.4 The Military .....	35
<b>7. Constructing Your First New Buildings</b> .....	<b>36</b>
<b>8. Expanding Your Settlement</b> .....	<b>38</b>
<b>9. Increasing the Population</b> .....	<b>39</b>
<b>10. Special Units</b> .....	<b>40</b>
10.1 Pioneers .....	40
10.2 Geologists .....	40
10.3 Thieves .....	40
10.4 Gardeners .....	40
10.5 Saboteurs (multiplayer only) .....	41
<b>11. Food</b> .....	<b>42</b>
11.1 Bread Production .....	42
11.2 Meat Production .....	43
11.3 Fishing .....	43
11.4 Hunting .....	43



## TABLE OF CONTENTS

<b>12. Metal Processing</b> .....	<b>44</b>
<b>13. The Military</b> .....	<b>45</b>
13.1 Directing Soldiers .....	45
13.2 Types of Soldiers .....	47
13.2.1 The Swordsman .....	47
13.2.2 The Bowman .....	47
13.2.3 The Squad Leader .....	47
13.2.4 The Special Unit .....	47
13.2.5 Priests .....	48
13.2.6 Instruments of War: War Machines and Warships .....	48
<b>14. Eyecatchers</b> .....	<b>49</b>
<b>15. Alcohol</b> .....	<b>50</b>
15.1 Romans .....	50
15.2 Vikings .....	50
15.3 Mayans .....	50
<b>16. Magic</b> .....	<b>51</b>
<b>17. Transport and Trade</b> .....	<b>52</b>
17.1 Transportation over Land .....	52
17.2 Transportation by Sea .....	52
17.3 Trade (Multiplayer only) .....	52
<b>18. The Dark Tribe</b> .....	<b>53</b>
<b>19. The Differences Between the Three Races</b> .....	<b>55</b>
19.1 Constructing Buildings .....	55
19.2 Alcohol .....	55
19.3 Military Special Units .....	55
19.4 Vehicles .....	56
19.5 Ships .....	56
19.6 Ammunition .....	56
19.7 Meat Preferences .....	56
19.8 Magic .....	57
19.8.1 Romans .....	57
19.8.2 Mayans .....	58
19.8.3 Vikings .....	58

20. Tables .....	59
20.1 Buildings and Construction Costs .....	59
20.2 Occupations .....	60
20.3 Ships and Vehicles .....	61
20.4 Tools and Weapons .....	62
20.5 Goods .....	62
20.6 THE SETTLERS IV: Keyboard/Mouse Functions .....	63

## 1. An Overview

A very warm welcome to *THE SETTLERS IV* world! You've arrived in a wondrous place populated with Romans, Vikings and Mayans competing or cooperating to reach a variety of goals. These goals include occupying land, ensuring the supply of raw materials, or simply trying to create the most beautiful settlement. There is more than one path which leads to success – you can engage in trade, forge alliances, or lead your army into battle.

*THE SETTLERS IV*, like its predecessors, is a combination of a civilization simulation and strategy game where your decisions and skill in managing and protecting your settlement will determine its fate.

A wide variety of tasks await you. Wood and stone will be needed for constructing new buildings, Residences will be needed to increase the population of your settlement, Farms and Ranches will have to be built to produce food for your Miners and alcohol for currying the favor of the gods. Mines and Smelting Works will be necessary for manufacturing tools and weapons. Donkey caravans and trade ships will be needed for transporting goods by land and sea.

You will not only be the chief planner and coordinator of your settlement, you will also command forces to ensure its safety, repelling enemy attacks with soldiers, war machines and warships. You should also find time to make your settlement as attractive as possible, constructing beautiful ornaments, which not only fulfill their primary function but also inspire your troops to greater heights on foreign soil. Your Priests should be given every opportunity to use their spiritual powers to your settlement's advantage. But watch out for your opponents – conflict may not be far away as they pursue their own aims.

*THE SETTLERS IV* offers a range of modes of play. You can try your hand at the exciting missions for each race, lining up on your own against one or more computer-controlled opponents. As for multi-player games, you can play with or against friends and colleagues via a Local Area Network (LAN) or against players from across the world on the Blue Byte Game Channel (BBGC).

With the exception of the missions, you can continue to determine victory conditions yourself, thus allowing you to concentrate on the specific aspects of *THE SETTLERS IV* that you enjoy most. So if aggressive settling is your style, you can aim to conquer your opponent's territory. If, on the other hand, you feel that settling is more about establishing the most magnificent settlement, then you can compete against other players in doing just that. Or you may prefer to play as part of a team – again, this is no problem in *THE SETTLERS IV*.

In addition to the three races available for you to control, a special fourth race – the ominous Dark Tribe, controlled by the computer – will greatly add to the richness of your gameplay. Morbus, the god of the Dark Tribe, is set on ridding the earth of everything green and transforming it into a gray and monotonous place. You must do everything in your power to thwart him in this quest!

Take a look around the world of *THE SETTLERS IV* and get to know the game's main functions in the extensive tutorial missions. Choose the level of difficulty that brings you the most enjoyment, and make the most of the extended tool tips to put you in the picture wherever you are in the game.

We're sure that you'll soon find a place in your heart for all your little settlers and that you'll take great pleasure in watching them building, baking, farming, fishing and doing everything that settlers do. Enjoy!

## 2. Guide to Installation

If Autoplay is enabled on your system, simply put *THE SETTLERS IV* CD into your CD-Rom drive and the installation menu will launch automatically. To install the game, simply follow the instructions on screen.

If your Autoplay function is disabled and *THE SETTLERS IV* menu does not appear, double-click the icon for your CD-Rom drive, then click on the file "AUTORUN.EXE" and follow the instructions on screen.

At the end of the installation process you will be asked to register your copy of the game. We really recommend that you do this, as you will then be entitled to take advantage of our extensive online support as well as the Blue Byte Hotline.



## 3. Quick Start!

This chapter is intended for all those impatient *SETTLERS* players who don't want to spend time browsing through the handbook, but instead want to get straight into the game. It contains a general overview of the basic principles in *THE SETTLERS IV*. Obviously, it's not possible to cover all the aspects of this complex game in one chapter alone, so we do advise you to take a closer look at the entire handbook as soon as you have time.

For the many Settlers veterans among you, the main changes made since *THE SETTLERS III* are listed in section 3.2 below.

### 3.1 So What's *THE SETTLERS IV* All About?

It is your job to build up a thriving settlement with a healthy economy and defenses which can withstand all attacks from outside your frontiers. This involves obtaining raw materials, occupying land to provide space for your buildings and establishing a series of production chains. You will need to form military units as well, either for attacking your enemies or to protect your own settlement. The strength of these units will depend on how effectively you have built up your settlement and paid attention to the economic relationships within it. To put it bluntly, you won't be able to create the sort of soldiers who can take on more powerful enemies without first establishing a productive economy. The more you put into getting your economy into shape, the greater the chance of showing your enemies who's boss!

Read on for a brief overview of the game's most important areas.

#### 3.1.1 The Construction Industry

One of the basic principles of *THE SETTLERS IV* is that in order to build up a settlement you must have a productive and efficient construction industry. This is because the main method of building up your economy is to construct buildings. What this means in practice is that you don't give your settlers the command, "Chop down a tree", but instead you construct a Woodcutter's Hut. Once the Hut is finished, one of your settlers will grab an axe and move in. Now you have a Woodcutter in your settlement who will automatically cut down all the trees in his working area. In the same way, you always need to construct buildings for all of the raw materials that you require.

Let's take a brief look at the other main buildings needed for the construction industry:

- Sawmill: logs are sawn up into planks. Tool: saw
- Stonecutter's Hut: Stonecutters hammer out stones from the lumps of rock scattered around the map. Tool: pickaxe
- Forester's Hut: Foresters plant new trees. No tool required.

## QUICK START

### A Few Tips:

- Bear in mind that a single Forester can plant enough trees to keep more than one Woodcutter busy.
- Build Woodcutters' Huts, Foresters' Huts and Sawmills as close to each other as you can to keep transportation distances to a minimum.
- The supply of stones, unlike that of wood, is limited.
- Build the Stonecutters' Huts as close as you can to the rocks.
- If all the stones have been used up, you can demolish the Stonecutters' Huts and get half of the construction costs back.

### 3.1.2 Mines and Miners

In case you were wondering, the settlers do have sectors of the economy other than the construction industry. You'll also need metals, coal, food and alcohol. Your settlers use coal and metal from the Mines to forge their tools and weapons. Alcohol is offered up to the gods in sacrifice, and food is needed to keep those hungry Miners working.

Metals and coal are both extracted from the Mines, and coal can be used in the form in which it emerges from below ground. Metals, however, have to be smelted down to ingots in the Iron and Gold Smelting Works before the Toolsmiths and Weaponsmiths can fashion them into something useful.

And as for the Miners, they have to be provided with food to keep them hacking away under the surface. They each have a favorite food depending on what sort of Mine they work in. One portion of a Miner's favorite nourishment gives him enough energy to go in search of raw material ten times. If he doesn't get his favorite, he'll only make two attempts at finding the raw material for you.

### 3.1.3 Food Production

"And where does the bread come from?" you may well ask. First, a Farmer using a scythe grows grain on a Grain Farm. This grain is then processed into flour in the Grain Mill. Then, in the Bakery, the flour is mixed with water from the Waterworker's Hut to bake bread.

To obtain meat, you'll first need to construct a Ranch. Bear in mind that this Ranch needs additional water from the Waterworker's Hut and grain from the Grain Farm to provide animal feed. The animals from this Ranch then go to the Slaughterhouse (tool: axe) to meet their maker. To obtain fish, all that's required is for a Fisherman's Hut to be built near the coast or a river and a fishing pole provided for the Fisherman to use.

### 3.1.4 Tool and Weapon Production

At the beginning of the game you're provided with a basic number of goods and tools which will help you to get your economy off the ground. It is worth thinking very carefully about how these resources should be used. As we've already discovered, some buildings require a specific tool in order to begin production. A trusty Toolsmith forges all these tools. You'll only be able to meet your ever-increasing need for tools if your Toolsmith has a steady supply of raw materials. And what goes for the Toolsmith also applies to the Weaponsmith, who can only arm your troops if you provide him with enough coal and iron to make the necessary weapons.

## QUICK START

### 3.1.5 Widening Your Horizons

In order to get hold of the raw materials required for all these goods, you're going to have to start looking further afield and expanding your territory. As Mines can only be constructed in the mountains and a Fisherman's Hut that's miles away from water isn't likely to bring in much fish, you'll need to make sure that your settlement has access to these important natural resources. In any case, the patch of land that you have at the start of the game will soon be far too small for all the building activity going on in your settlement.

In order to expand your settlement, you can either build Towers or a Castle, or you can choose to order your Pioneers to extend your border posts and thus push back the frontiers of your domain. But do keep in mind that both options are not without difficulties:

1. Every Pioneer requires a shovel. Land occupied by Pioneers is unprotected and can easily be recaptured by an enemy who builds a Tower of his own.
2. A Tower on its own is not enough to expand your settlement; you need to man it with a Swordsman or a Bowman. Logically enough, a Swordsman without a sword is not all that scary to your foes, so you need to ensure that he has this important weapon at his disposal. But if all your Swordsmen are stuck in their Towers, your defense won't be flexible enough if your settlement comes under attack.

Because both options have cost implications, it's important to ensure that your economy can keep pace with your plans for capturing new territory.

### 3.1.6 Acquiring New Settlers

In order to build up a thriving settlement, you need to ensure that there's not just a steady supply of buildings and sufficient land to construct them, but also that you have enough settlers to get all the work done. You increase your population by building Residences. These come in three sizes, which not only differ in price but also in the number of settlers they can house. A Small Residence accommodates ten, a Medium Residence twenty and a Large Residence accommodates fifty settlers.

*Keep in mind that not all settlers require accommodation:*

- a.) Basic occupations: Carriers, Diggers and Builders all require accommodation.
- b.) Other activities: Bakers, Miners and Woodcutters etc. do not require accommodation, as they live at their place of work.
- c.) Military activities: Swordsmen, Bowmen and their comrades in arms do not require accommodation – they bed down in the Barracks.
- d.) Specialists: Pioneers, Thieves, Saboteurs, Gardeners and Geologists do not require accommodation – they sleep out under the stars.

### 3.1.7 The Military

By now, you've probably gathered that engaging in armed conflict isn't really your first priority when playing *THE SETTLERS IV*. Nevertheless, you should still build up a powerful army. As we've seen, you require soldiers – Swordsmen or Bowmen to be precise – to capture new territory using Towers and Castles.

Why The Need To Expand?

How Do I Acquire More Land?

Residences

Soldiers And Towers

Extracting Metals

Food For Miners

Bread

Meat And Fish

Tools And Weapons

The other military units at your disposal are as follows:

- Squad Leaders (the same for each race)
- Military special units (specific to each race)
- War machines (specific to each race)
- Warships (specific to each race)

At the start of the game, the military strength of your soldiers is considerably greater on your own territory than on that of your opponent's. But remember that the more you put into developing your settlement, the greater your soldiers' motivation will be. The Eyecatcher monuments will prove particularly useful in this regard. Although they will cost you a pretty penny to construct and don't actually produce anything, they really do look stunning. And if their beauty alone isn't enough to encourage you to have some of these built, Eyecatchers contribute a value double that of their construction costs when calculating the military strength of your army. As we've mentioned already, this calculation is based on the value of your settlement – a sound economy will ensure you possess strong soldiers!

### 3.1.8 Magic

There is a lot more to discover in the settlers' world than just building, manufacturing and strengthening your army. You may not realize it at first, but the settlers are in close contact with the gods, and this opens up a whole range of exciting opportunities.

You would be unwise to ignore the fact that your Priests have magic powers, as these make all sorts of weird and wonderful things possible. To use their powers, the Priests must have a certain amount of manna, an extremely valuable substance bestowed on the settlers by the gods. That's not to say that the gods are especially generous with the stuff – it may be no surprise to hear that they expect something in return. If you produce alcohol and offer it up to the gods in a Small Temple, you'll find that the gods are more willing to supply you with really useful quantities of manna. And once you've built a Large Temple to train the Priests, you'll be ready to work wonders!

## 3.2 Changes Since THE SETTLERS III

For veterans of THE SETTLERS series, here's a brief overview of the main changes since the third version. Probably the most significant difference is that *THE SETTLERS IV* places a greater emphasis on building up an effective economy rather than on military conflict with the enemy.

### 3.2.1 The Military

- The military strength of your army is now dependent on the value of your settlement. That means that you have to pay far more attention to the interdependency of the various parts of your economy.
- You decide which level your soldiers should have at the training stage, and they can no longer be promoted under normal circumstances.
- From the very beginning you have military units from levels one to three at your disposal, though bear in mind that higher-ranking units are more expensive.
- Each race has its own unique special unit.
- You can build warships now.

### 3.2.2 Specialists

- You can now change special units back into Carriers, though only on your own territory.
- New unit: the Gardener. He alone can rescue land ruined by the Dark Tribe.
- Pioneers now need a shovel, thus making their training more expensive.
- New unit (multiplayer only): the Saboteur. A Saboteur can attack and destroy ALL enemy buildings.
- Geologists now need a hammer.

### 3.2.3 Technical Changes

- Completely new graphics engine! Seamless zooming (*THE SETTLERS IV* now supports 3D acceleration) lets you almost peer over your settlers' shoulders as they go about their daily business. You can also zoom out for a bird's eye view of what's happening in your settlement.
- Resolution of 800x600 up to 1280x1024.
- Artificial intelligence (AI) has been significantly enhanced.
- More detailed graphics.
- Voice Chat incorporated.
- Rendered cut scenes.
- System messages can now be configured to your preferences.

### 3.2.4 General Changes

- New occupation: the Hunter. As you would expect, we've also included animals for him to pursue.
- The Dark Tribe marks a major new challenge.
- Extended tool tips for more precise in-game help.
- New single-player mode: Free Settling.
- New multiplayer modes: Settlefest and Cooperation Settling.
- Eyecatchers needed to make your settlement more beautiful and to improve your military strength.
- Colors and start positions can now be selected.
- User Interface completely redesigned.
- Trade with other players in multiplayer mode.
- Donkey Carts for founding a new settlement.
- You can now choose a coat of arms to decorate your Towers and Castles.
- Free Internet gaming on the Blue Byte Game Channel (BBGC), located at [www.bluebyte.net](http://www.bluebyte.net).
- You can now say exactly how many Diggers and Carriers you would like to train.

## 4. Getting Started

When you start *THE SETTLERS IV* you will see the main screen at first. This is where you enter your basic preferences for playing the game – simply left-click on the button required. The following options are available:

### 4.1 Tutorial

If you are new to the world of *THE SETTLERS IV*, it's a good idea to play through the twelve tutorial missions, which take you through the game's functions step by step.

Make sure you give yourself time to get a grasp of the relationships between the various settlers, the goods and raw materials, the buildings and their environment which all combine to make the game so rich and enjoyable. You will discover the many and varied opportunities available to develop your own unique style of play.

Remember that within the game itself you can always make use of the extended tool tips for extra help and information.

### 4.2 Single-player

In single-player mode you have three basic game varieties to choose from. Before you make your choice, you can start by entering the level of difficulty you require.



#### 4.2.1 The Three Races

The first option is "The Three Races", with three missions available for each race. There's just one catch, though: to be able to play the second and third missions you'll have to complete the previous mission successfully.

#### 4.2.2 The Dark Tribe

The second option takes you to the campaign against the menace of the Dark Tribe. Can you defeat the mysterious Mushroom Farmers and their leader Morbus in the course of the twelve missions?

#### 4.2.3 Free Maps

The third single-player option involves creating your own map. In order to start a free game, you have to select a map to play on. On the right-hand side of the screen you can enter which maps you wish to choose from. You have the choice between ready-made single- or multiplayer maps and maps which you or other players have created.

Every map in *THE SETTLERS IV* has its own characteristics – determined by the map designer – which permit or exclude certain types of game. As every map has up to ten different setups, there are generally plenty of options to select from.

The individual map features are displayed in a table onscreen and include the following information:

- The map size
- Number of players' possible
- Possible game types

Beneath the table, you can see a preview of the selected map and a number of boxes for you to enter your own preferences:

- Game name. Here you can type in a name for the game you are about to play.
- Mode of play. Toggle between the various modes possible for this map.
- Players/teams. You can enter the desired number of players/teams.
- Resources. Select the amount of resources that you would like to have available at the start of the game by using the setup options. Choose from small, medium and large quantities. Starting the game with more materials means that you will be able to build up your settlement more quickly.
- Setup. This option is only for multiplayer maps. Select from the various pre-defined settings.

Once you are happy with your settings, click on the arrow pointing to the right at the bottom of the screen. A menu will then appear in which you can make the following choices (please note that not all options are available on every map):

- a.) Your starting point
- b.) Your team
- c.) Your race
- d.) Your color in the game
- e.) Your flag

The table shows the settings for each player. To start the game, click on the arrow pointing to the right at the bottom of the screen.



### 4.3 Multiplayer

*THE SETTLERS IV* provides you with a number of opportunities to put your settlement-building skills to the test against other players. When you click on the multiplayer option, you will come to a screen where you have the choice between playing via a Local Area Network (LAN) and on the Internet on the Blue Byte Game Channel (BBGC) located at [www.bluebyte.com](http://www.bluebyte.com).

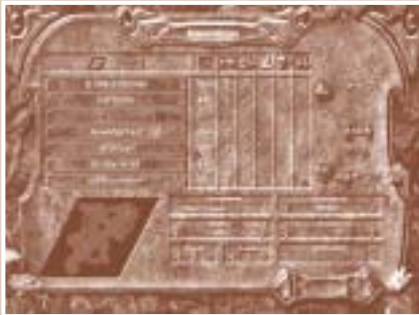
#### 4.3.1 Multiplayer Game via LAN

If you choose to play using a LAN, a list will be displayed of all games found on the local network. Simply click on the game that you would like to join. You can also type in the host's address directly. Click on the button SEARCH HOST to display a list of the games found. If you would like to create a game yourself, press the appropriate button at the bottom of the screen. You will then arrive at the following screen:

##### a) Creating a multiplayer game

In a multiplayer game there is always a "host", which is the computer on which the game is created. The settings for the game are also determined on this computer. Other players can only join the game when these settings have been established.

First of all you need to choose from ready-made single-player, multiplayer or self-made maps using one of the three icons to the right of the screen. The maps available are then displayed in the table to the left.



This table shows you the characteristics of the individual maps. You can click on the buttons at the top of the table to rearrange the order of the maps according to criteria such as map size and the mode of play.

To help you make your selection, you can see a preview of the map marked in the table in the lower left of the screen. Please note that the options available vary according to the map selected. Once you have decided which map you would like to play, you can then enter the following options for the game:

- Game Name: click in the box and type in a name for the match. We're sure you'll think of a good one.
- Mode of play. Toggle between the various modes possible for this map.

- Players/teams. You can enter the desired number of players/teams.
- Resources. Select the amount of resources that you would like to be available at the start of the game.
- Setup. Select from the various pre-defined settings.
- Password. Enter a password for the game. Players who would like to join you will then require this.

When you are happy with all your choices, click on the arrow pointing to the right at the bottom of the screen and your personal game will be created.

Now you will see the list of players, containing the names of all players who have logged into the game. For a detailed description of the functions, see the next section (4.3.2).

##### b) Joining a multiplayer game

Before you can take part in a multiplayer game you'll first have to make a few settings (providing that the host agrees, of course!).

- a.) Your starting point      b.) Your team
- c.) Your race                      d.) Your color for the game
- e.) Your flag

You can see all the players' choices in the table. The host can also determine how strong any computer-controlled opponents should be. A yellow monitor indicates a weaker opponent, a red monitor a stronger one. The host can also exclude ("kick") unwanted players from the game.

#### 4.3.2 Multiplayer Game on the Blue Byte Game Channel

If you click on the Internet button on the left of the screen, your browser will appear and you will be connected to the Blue Byte Game Channel online. The BBGC has been designed to bring together Blue Byte gamers from all over the world. Not only can you arrange games with other players, but you can also get involved in discussion forums, enter online tournaments and register to take part in online beta testing. Furthermore, the BBGC is the best place to get the very latest information on all Blue Byte products, not to mention downloads, updates and support. Create a profile for yourself on the BBGC and you can count yourself part of the online SETTLERS community!

Once you have created a profile for yourself, simply enter your nickname and password.



When you start or join a multiplayer game on the BBGC you basically make the same settings as on the LAN screens. You should also be aware of these two important differences, however:

- a.) The “ping” shows you the connection speed with other players. Green indicates a good connection, orange means an average one and red a poor quality connection.
- b.) The ranking list position. This shows you where other players are in the ranking list, giving you a rough idea of your opponents' strength.

You can find a description of the other game setup options in section 4.3.1.

## 4.4 Modes of Play in THE SETTLERS IV

### 4.4.1 Conflict Mode (single-player and multiplayer)

The players have only got one thing on their minds: victory! It is possible to square up against each other individually or in teams.

### 4.4.2 Ranking List Games (multiplayer only)

Play for ranking list points on the BBGC! Ranking list games are only available on specific maps. The BBGC has ranking lists for clans as well as for individual players.

### 4.4.3 Cooperation Mode (multiplayer only)

All human players try to achieve a pre-determined goal together against a computer-controlled opponent.

### 4.4.4 Economic Mode (multiplayer only)

Settle competitively against other players within a certain time limit. The army's only function in this game is to protect your own settlement, as its military strength outside your own territory is a lot lower than normal. The winner is the player or team that has produced the most units in at least four out of a total seven goods categories.

### 4.4.5 Settlefest (multiplayer only)

Settle away on a single-player map where there are no human enemies (you may have a computer to contend with, though). Your human opponents are also building up a settlement on an identical map. The winner is either the first player to achieve the game's objectives (these vary from map to map), or is decided after a pre-determined time limit has elapsed.

### 4.4.6 Free Settle Mode (single-player only)

There is no given goal and there are no opponents. The only thing to worry about in this mode of play is how to build up a really good settlement. And as for how to do just that, read this manual . . .

## 4.5 Electronic Manual

Clicking on the Manual button will display an electronic version of the document you are now reading. Please note that because of printing deadlines this document may include some information which is different from the printed version. You do not need an Internet connection to access this manual.

## 4.6 Tips

Click here for a few handy hints on managing your settlers.

## 4.7 Load Game

The Load Game button allows you to return to previous games. All you need to do is to select the category of the saved game (Dark Tribe mission, Three Races campaign etc.) and a screen will appear from which you can load the game.

## 4.8 Exit

If you really, really have to leave the settlers' world, pressing the exit button will return you to Windows.



## 5. The Command Center

When you begin play, you will see that the screen is divided into two parts. The area on the right of your screen is the playing area, where your settlers construct their buildings, transport goods and raw materials, engage in battle and generally get on with all the jobs you give them in the game.



In this section, we're going to take a look at the Command Center, which you will find on the left of your screen. You will guide a significant portion of the development of your settlement from the Command Center, and you will also have access to information enabling you to make informed decisions about your economic, military and religious strategies.

### 5.1 The Upper Section

At the top of the Command Center you will see buttons that adjust the overview map, alongside the overview map itself and the EXTRAS and Options menus.



#### 5.1.1 The OPTIONS menu

In this menu you will find four submenus with which you can adjust some of the game's basic settings.



- a.) The options in the Graphics menu influence the quality of your view of the game. You can also use this menu to set the resolution of the game and decide whether it should make use of a 3D accelerator. Some settings can place major demands on your computer. Therefore, depending on your hardware configuration, not all options may be possible.

- b.) In the Sound menu you can set the desired volume for music, sounds and for voice chat. In order to save bandwidth in Internet multiplayer gaming, it's a good idea for players with analog modems to switch off voice chat. If you would like to make use of the voice chat option, hold the TAB key down and you can speak to other players.
- c.) The third menu allows you to turn the extended tool tips on and off. The extended tool tips can be found at the bottom right of the screen and provide explanatory information of particular use to those new to THE SETTLERS. Here you can also see what level of difficulty has been selected for the current game.
- d.) You can use the Message Filter to determine which types of message should actually be displayed.

#### 5.1.2 The EXTRAS Menu

This menu contains four submenus:



- a.) The first of these can be used to save the game. You can also use this to delete games that are no longer required.
- b.) With the second, you can look at your current scenario briefing with the mission description for the game.
- c.) The third submenu allows you to determine which players you want to swap information with in a multiplayer game. You have the options of either talking with all of the other players, only with your opponents or only with allies. You can also make a separate entry for each player as to whether you wish to have contact with them. In this case it is irrelevant whether this player is an ally or an opponent. The settings you enter here also apply to voice chat.
- d.) Pressing the fourth button allows you to quit the game and return to the start screen.

#### 5.1.3 The Overview Map

The tabs on the right hand side of the overview map are there to turn on/off the following displays on the overview map itself.

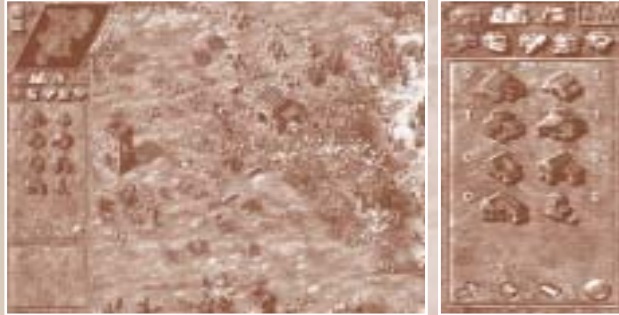
- Buildings
- Warriors
- Settlers
- Different colors for the various territories

You have three options for zooming in and out. Your first option is to use the slide bar above the overview map for seamless zooming. Secondly, if you have a mouse-wheel you can change the camera distance by simply turning the wheel. Finally, you can keep both the left and right buttons depressed and move the mouse backwards and forwards to zoom out and in.

### 5.2 The Lower Section

The bottom area of the Command Center is used for controlling what happens in the playing area itself – you can use this menu to influence your settlers directly. You can commission the construction of buildings, determine the distribution paths for goods and raw materials in your settlement, and generally direct its development here.

The bottom part of the Command Center is thematically divided into the following areas:

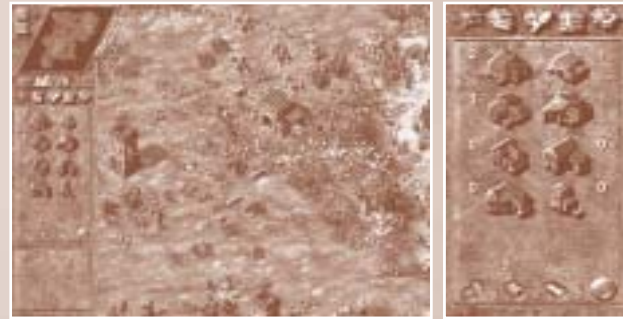


- a.) The **BUILD** Menu. Here you can find all of the buildings which you can have your settlers build. The buildings are divided into five sub-groups according to their function (see section 5.2.1).
- b.) The **SETTLERS** Menu: You use this menu to give your settlers particular occupations. You can train specialists such as Pioneers, Geologists and Thieves here. You can also find out how many settlers you have already trained in the various occupations (see section 5.2.2).
- c.) The **PRODUCTION** Menu: Use this menu to determine where your raw materials are delivered. For example, should iron be made into weapons or tools, and how are you allocating your transport priorities? (see section 5.2.3).
- d.) The **STATISTICS** Menu. This is where you can find all the statistics which show if your settlement is running efficiently (section 5.2.4).

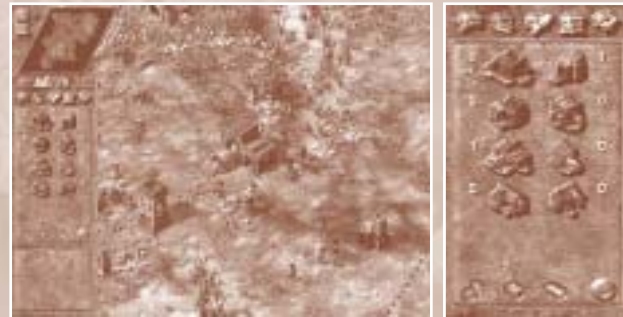
#### 5.2.1 The BUILD Menu

The **BUILD** Menu is divided into the following five areas: Basic Buildings, Metal Buildings, Food Buildings, Town Buildings and Military Buildings. When you let your mouse pointer hover over a building, its construction costs will be displayed in the bottom part of the menu.

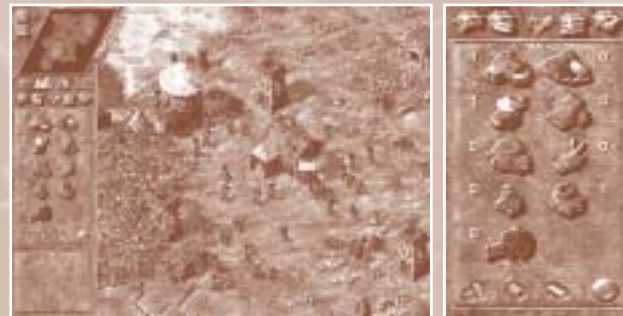
- a.) In the **Basic Buildings** menu, you'll find all the buildings you need to get your settlement off the ground. These include all of the buildings in the construction industry (Woodcutter's Huts, Sawmills, Forester's Huts, Stonecutter's Huts and Stone Mines) and your settlers' Residences in the three sizes – Small, Medium and Large.



- b.) In the **Metal Buildings** submenu you'll find the Coal, Iron, Gold and Sulfur Mines; and the Smelting, Tool and Weaponsmiths' works.



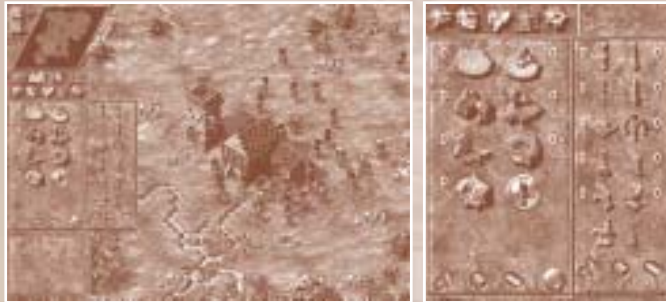
- c.) In the **Food Buildings** area you'll find all the buildings required to prevent your Miners from going hungry. These are the Pig, Goat and Sheep Ranches, the Slaughterhouse, the Fisherman's Hut, the Hunter's Hut, the Waterworker's Hut, the Grain Farm, the Grain Mill and the Bakery.



Metal Buildings

Food Buildings

d.) Click on the Town Buildings submenu and you'll find all of the buildings that are not part of a particular production chain. These buildings fulfill important special requirements. The Marketplace, the Donkey Ranch and the Harbor allow trade and the transport of goods to take place beyond your frontiers. The Temples are where your Priests are trained (Large Temple) and the location for holy rituals where sacrifices are made to the gods (Small Temple). You can also find the Shipyard, the Storage Area and a sidebar with the available Eyecatchers here.



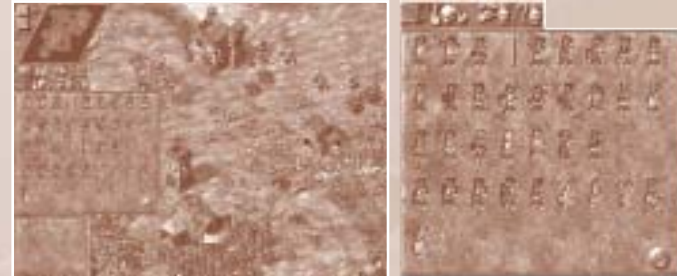
e.) Use the Military Buildings menu to locate the buildings you need to expand and protect your settlement. These include buildings where your soldiers will be stationed (Towers and the Castle), and also those which you will use for creating and training your combat units. A battle can turn nasty, so don't forget the Healer's Quarters where your wounded soldiers can be reinvigorated.



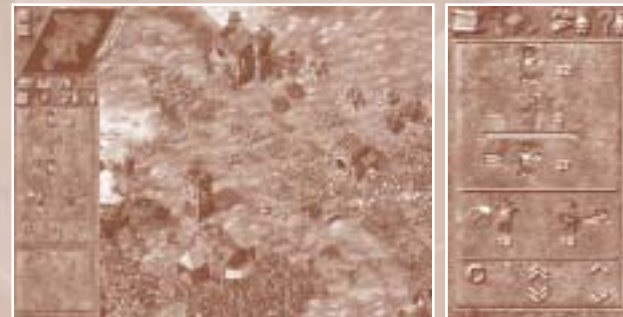
### 5.2.2 The SETTLERS Menu

The Settlers menu contains four submenus:

a.) Job Overview allows you to see the number of your settlers in the various occupations at a glance. Select whether you wish to see the overview just for the economic sector currently visible, or for the whole map.

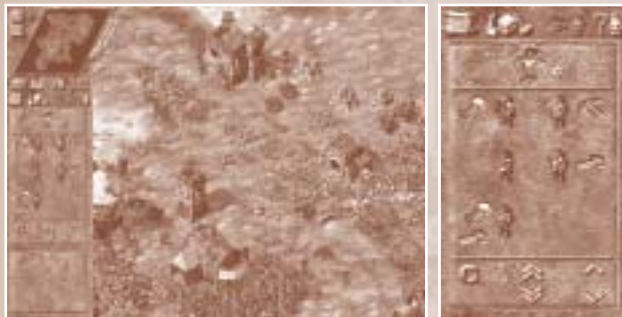


b.) The Basic Occupations area is where you can train additional free-roaming settlers in the basic occupations of your settlement – as Carriers, Diggers and Builders. The choices you make in this menu have major implications for your economy, determining how effectively your construction industry and transport system will run. These two areas can be seen as the backbone of your settlement.

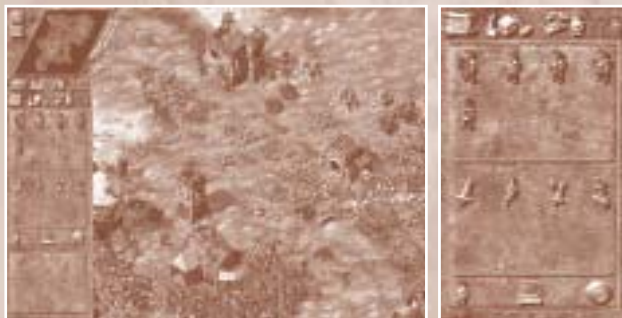


c.) In the Specialists menu you can train the special units you'll require for your settlement. Specialists are Pioneers, Geologists, Saboteurs (multiplayer only), Gardeners and Thieves. Your own style of play will determine the number and type of specialists you decide to train, but the specialists give you a wide variety of options whatever you decide to do. In order to train settlers in a particular occupation, simply click on the desired occupation and use the arrow keys to enter the number required. Remember that to train specialists you will need to have a sufficient number of free-roaming settlers at your disposal.

## THE COMMAND CENTER



d.) The Find Settler menu allows you to locate and select particular occupations. Once the economy of your settlement is really thriving, you may find it difficult to locate a particular type of settler amidst all the hectic activity. This is exactly where this menu comes in useful – simply click on the desired occupation and the area required in order to select the settlers. The screen will then be centered on your specialists and you can enter your instructions in the playing area.



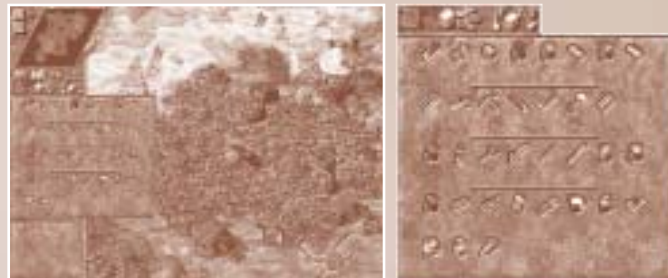
### 5.2.3 The PRODUCTION Menu

The Production menu allows you to mastermind how goods and raw materials are used in your settlement with the aid of three submenus:

#### a.) The Goods Menu

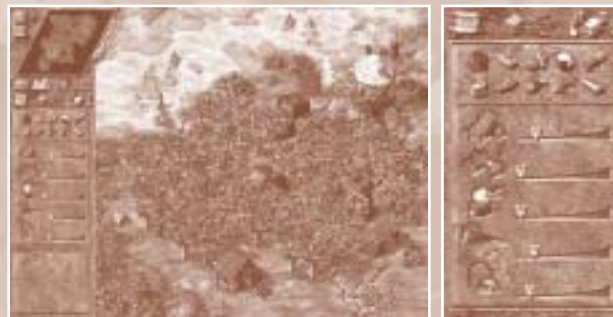
This gives you full details of the quantities of raw materials, tools and goods in your settlement. You can switch between displays for the whole map and for the sector currently on screen.

## THE COMMAND CENTER



#### b.) The Distribution Menu

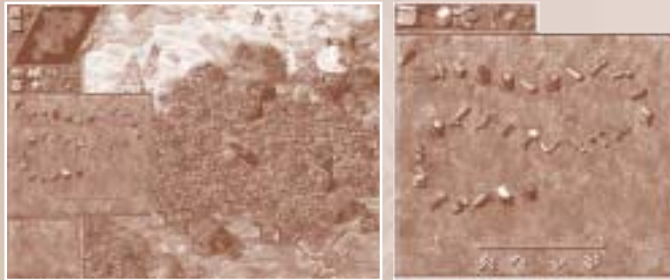
This allows you to determine how the raw materials in your settlement should be put to use. You decide how they are allocated to the various production areas. Let's say that you want to train a large number of soldiers: it would be a good idea to deliver more iron to the Weaponsmith's Works so that the weapons required are available. If, on the other hand, tools are what you really need, then you should make sure that more supplies find their way to the Toolsmith's Works. To carry out this procedure, first select the raw material that you would like to distribute in the upper part of the menu. A list of all the buildings that can process this material will then appear. You can then use the slide bar to enter your distribution requirements.



#### c.) Transport Priorities

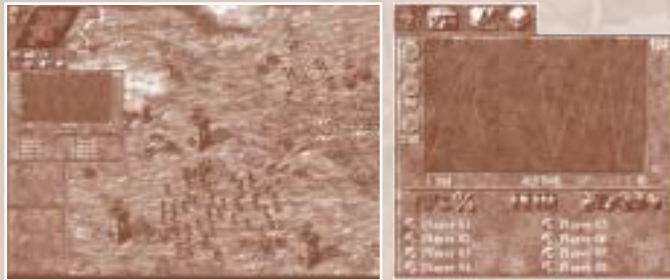
Finally we come to Transport Priorities. This is where you decide the order in which your Carriers should move materials around your settlement. As a general rule, your goods will be transported more quickly the higher they are on the list. Let's take another example. If you're in desperate need of tools, then it would make sense to prioritize the distribution of iron and iron ore, thus providing your Toolsmiths with the raw materials they need as quickly as possible.

To make changes to the list, select the good required and move it up or down the list of priorities using the arrow keys.



### 5.2.4 The STATISTICS menu

The statistics provide you with valuable information about what's going on in your settlement. In all diagrams, the horizontal axis shows the time and the vertical axis the amount concerned. All statistics screens give you the option of adjusting the time period to be covered.



There are three areas for which you can draw on a statistical breakdown:

#### a.) Warrior Statistics

This is where you can obtain information about how many soldiers you have, or in certain cases how many soldiers you once had in your army. This may well come in useful for estimating the time it took to build up your battalion.

You can also take a look at your enemy's losses as well as your own. This is useful for establishing whether or not your battle tactics were successful.

#### b.) Land Statistics

Land statistics provides you with information about how successfully you are expanding your settlement. The details which can be displayed include the area of land covered, the value of raw materials used in constructing buildings, and the total number of inhabitants in your settlement.

#### c.) Goods Statistics

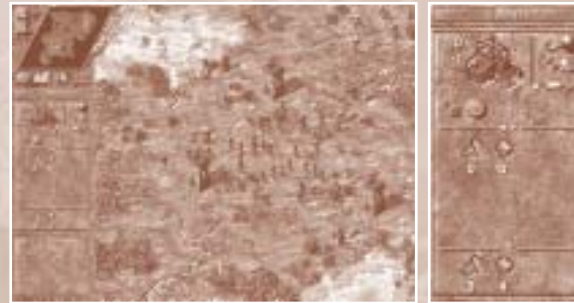
Goods statistics shows how stocks of goods are developing. This is an easy way to check which raw materials you're going to need in the future.

### 5.3 The Context Menus

You can mark a building or a selectable unit (like a soldier or a specialist) in the playing area by left-clicking on it. When you do this, a context menu will appear on the left hand side of your screen. Context menus provide you with all the options relevant to that particular unit. They can be divided into four groups and are explained in detail in the following sections.

#### 5.3.1 The Context Menu for Building Sites

When a building is being constructed, you will initially see a building site displaying the progress of the construction. If you left-click on this building site, the following context menu will appear:



The buttons fulfill the following functions:

- Demolish the building site (if you choose to do this you will get back half of the materials used to construct the building)
- Stop/resume construction
- Select the next building site
- Give this site a higher priority
- Set the working area for the building under construction

The bottom part of the menu has two sections: you can see the materials that have been delivered already, and also the materials that are still required. If the numbers are displayed in red, this indicates that you do not currently have the required materials in your settlement.

#### 5.3.2 The Context Menu for Production Buildings

A context menu can be displayed for every building. The context menus for production buildings contain the following elements:



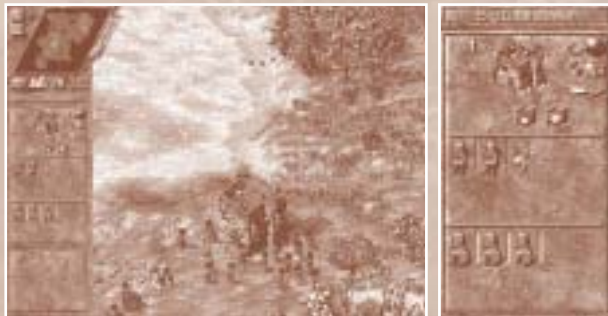
The buttons function as follows:

- a.) Pull down the building (half the construction costs will be refunded)
- b.) Stop/resume work
- c.) Select the next building of this type
- d.) Open/close the sidebar
- e.) Set the working area for this building

As with the building site menu, the lower part of the context menu has two additional sections. One shows the goods that have been delivered to the building; and the other displays the goods that have been produced by the building. Since not all of the buildings process raw materials, some only display goods ready to be transported onwards. Note that production will stop as soon as eight units of the good are waiting to be taken away.

### 5.3.3 The Context Menu for the Castle and Towers

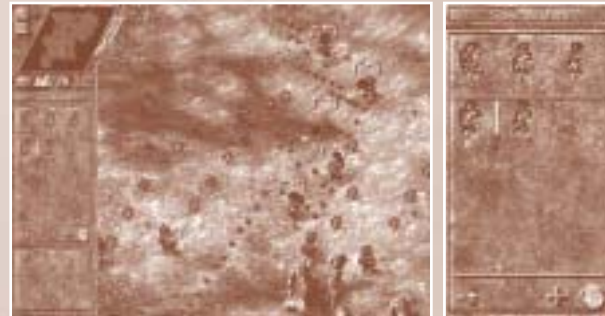
This menu includes a number of the basic options listed above as well as two additional buttons. With the first button you can occupy the building with the maximum possible complement of soldiers. With the second you can occupy it with the minimum number of soldiers possible. The bottom part of the menu includes the option to make adjustments to the building's personnel. By clicking on the types of soldiers displayed, you can withdraw individual units from the Tower or Castle.



### 5.3.4 The Context Menus for Units

All units that can be selected have a context menu. The menus differ from one type of unit to the next:

#### a.) Specialists

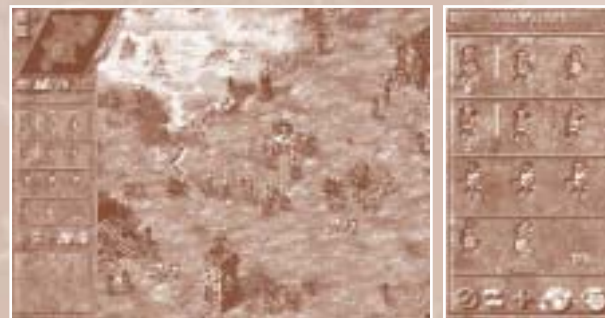


In the Specialists context menu you can see what type and how many units are currently selected. The buttons have the following functions:

- Transform specialists. All of the specialists selected will be converted back into Carriers. Note that this can only take place on your own territory.
- Select wounded. Military units can attack all of your specialists. You can use this button to mark all units in your current selection that have less than 50% of their original hit points. You should get these units to your Healer as quickly as possible.
- Group menu: opens a sidebar from where you can easily select the groups you have already formed.

#### b.) Soldiers

If you select one or more soldiers, this menu will appear:



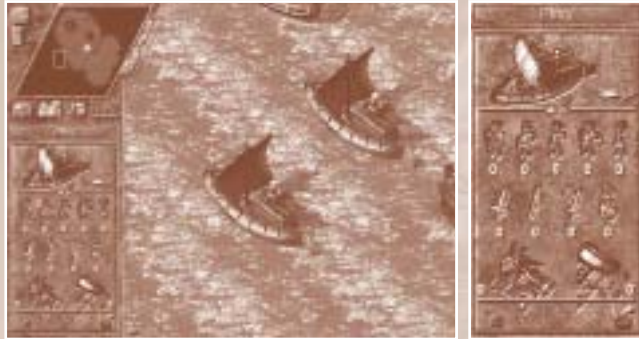


You'll see an overview of the units selected. In the bottom part of the menu you'll see the following buttons:

- Hold position: Your soldiers will defend their current location.
- Patrol: Your soldiers will move up and down between two points and attack all enemies who approach them.
- Select wounded: Marks all wounded soldiers in the group currently selected.
- Spells: Opens a sidebar in which the Priest's spells and their cost in manna are listed.
- Group menu: Opens a sidebar with which you can select the groups you have formed.

*c.) Ferries*

If you select a single ferry, its cargo will be displayed in a context menu. The menu contains a button to unload the ship completely. Clicking on the arrow selects the next ferry.



If you select a number of ferries, a group menu will be displayed.

*d.) War Machines and Warships*

If you select one of these units, a context menu will appear showing the amount of ammunition currently on board. The warship's menu also contains a button with which you can arrange for the warship to provide an escort. To do this, first click on the button and then on the ship that is to be escorted.

Again, if you select more than one of these units, a group menu will appear.

Unloading Cargo

Escorts

## 6. Meeting Your First Settlers

### 6.1 Basic Occupations

When you start a free game of *THE SETTLERS IV*, you may think that apart from a few Swordsmen and Bowmen, the rest of the little men you can see look pretty similar. But there are a wide variety of characters! Some of them never stray beyond the immediate vicinity of their buildings, some of them move further away, usually those in search of raw materials, and finally there are the free-roaming settlers who are not associated with a particular building and simply go wherever they are needed.

The settlers who are chiefly involved in the construction of buildings – Carriers, Diggers and Builders – belong to the latter category. They do not have a building of their own where they work, but rather go wherever buildings are assigned for construction.

Before a building can be constructed, the construction site that has been chosen must be leveled. This is a job for your Diggers. As soon as the construction site has been selected, available Diggers automatically go to this site and begin leveling the land. Your Diggers need shovels to do their work. Your initial supply of Diggers will already have shovels at their disposal. Later, additional shovels will have to be produced to increase the number of Diggers available for leveling new construction sites.

Your Carriers are responsible for the bulk of the transport within your settlement, especially in the early phases of the game. Like the Diggers, Carriers who are not currently at work on a project automatically go wherever they are needed, first getting whatever materials are required and then delivering them to the appropriate place. Carriers do not need any tools to do their work, but don't be fooled into thinking that makes them unimportant. Quite the opposite – it won't take long for your production to dry up if raw materials don't arrive in the right place, so you'll be in trouble if you neglect your Carriers!

When a construction site has been leveled and the Carriers have delivered the necessary materials (generally wood or stone, but sometimes also gold), the Builders can then begin with the actual construction of the building. Builders carry out the third basic activity in the settlement without which it would be impossible for your settlement to grow. As they're so important, we've made sure that they're provided with a free supply of protective clothing throughout the game. As for hammers, though, your first Builders will already be supplied with these, but more hammers will have to be produced to employ additional Builders.

Please keep in mind that you are not able to control settlers who carry out the basic occupations directly. What this means in practice is that you don't tell a particular Builder to build something, but instead give a general instruction for its construction. The appropriate laborers will then get on with the job automatically, leaving you to turn your attention to other matters.

Who's Who?

Carriers, Diggers  
And Builders

## 6.2 Other Occupations

As soon as a building has been completed, a free-roaming settler will move in and automatically take up the corresponding occupation. Let's say you've had a Bakery built. A free-roaming settler will move into the Bakery, put on his work gear and set about his career as a Baker. Do keep in mind, though, that there are also occupations for which a particular tool is essential. Miners are a case in point. However eager he is, a settler hasn't much chance of making it as a Miner if he doesn't have a pickaxe. If you have built a Mine and are in the unfortunate position of not having any pickaxes left, none of your settlers will be able to start mining for you. If this should happen, a message will inform you of the fact and you can then take the appropriate action. If you do have the tool required in stock, the settler in question will snap it up and get on with the job in hand.

As the game progresses, you'll find that your settlement has a large number of different buildings and therefore also a variety of occupations. It's worthwhile to remember that your settlers have not just picked their professions at random – quite the opposite, they are 100% committed to the cause. The downside of this is, however, that an occupation cannot be changed once it has been chosen. Let's take another example. If a Stonecutter has extracted as much stone as he can from the rocks within his working area, he'll have nothing left to keep him occupied. Unless, of course, you demolish his house and build another Stonecutter's Hut by a different rocky area, in which case he'll be back to work in a jiffy.

The Miners are a little more flexible in this regard because they have the advantage of being able to work in any Mine. So if a Miner from a Coal Mine, for example, finds that he has nothing left to do because all the coal has been Mined away, you'll be able to employ him in an Iron Mine without any difficulty. All you have to do is to pull down the Coal Mine. Your Miner will dust himself off and make his way to a different Mine. If there isn't one available at that moment, he'll wait patiently for a new Mine to open and then head off to start work there.

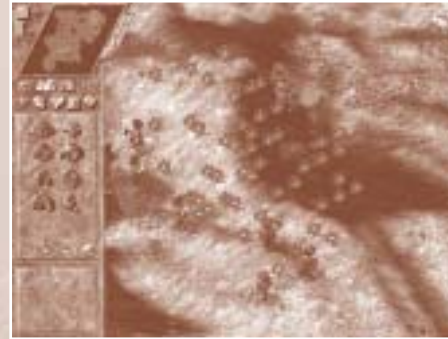
Please remember that you cannot directly control settlers who carry out one of these occupations. You can, however, influence what they do by determining the working area of a Woodcutter or a Waterworker, for example. You can also stop and start production at the building by using the appropriate button in its context menu.

## 6.3 Specialists

There are some occupations in *THE SETTLERS IV* that cannot be taken up automatically. These include the Pioneers, Geologists, Gardeners, Thieves and Saboteurs of your settlement. If one or more of your settlers are to take up one of these occupations, you'll have to make a special entry for this in the Specialists menu. It goes without saying that you must make whatever tools available that are required by your specialists.

Your specialists are special in a number of other ways, too. You can select and control them directly as follows. To select a specialist, simply click on him with your left mouse button. Specialists can also be formed into groups, for more information on this see section 13.1. When you send a specialist to a particular place on the map by right-clicking on that location, he will take himself off there and start doing what comes naturally to him. In other words, a Geologist will start looking for raw materials, a Thief will start stealing and a Saboteur will start attacking buildings. If you simply want your specialist to go to a particular place on the map without putting his special talent to use, then hold down the ALT key when you make your right-click.

As we have seen from the above, in contrast to the other occupations we have met already, specialists are able to leave their own settlement. Let's go back to that Geologist again. If you wish, you can send him off to neutral territory to look for some of those precious raw materials. Of course, he could begin his quest on enemy ground, but would then become a target for the enemy's soldiers.



This brings us to another of the specialists' specialties – they can be attacked, but they can't defend themselves. This means that you would be wise to keep your specialists well away from enemy military units. Looking at this situation from a different perspective, if some (underhand) opponent of yours is low enough to have a group of Thieves encroach on your territory with stealing on their minds, (something that you'd never do, of course!), you'd be well advised to call on your soldiers to protect your settlement.

Personality-wise, your specialists are a flexible lot, since they are able to embark on a new career. You can turn them back into Carriers and thus make them available for other duties.

## 6.4 The Military

As with the other professions already mentioned, military units can only be trained if your settlement can provide the tools required. As far as the army itself is concerned, that means the various weapons, or, in the Squad Leader's case, his armor. If you've been planning carefully and have built up a suitable contingent of both these weapons and of available settlers, then you'll be able to make a request for the required units at the Barracks. Your settlers can then report for training.

Unlike civilian occupations, you can give your military units direct commands. You can instruct them to attack a particular enemy military installation, or to occupy one of your own buildings. In the same way, you decide if your troops should roam around on patrol or simply stand guard over a specific area. In order to make directing the soldiers easier and also to simplify tactical plans, you can form your soldiers into groups – for more information, refer to section 13.1.

As with specialists, your soldiers can leave your own territory to go on combat or reconnaissance missions, thus having a look at what the enemy is up to. Soldiers can also perform the very useful function of rounding up Thieves and Saboteurs before they have a chance to make themselves really unpopular in your settlement.

## CONSTRUCTING YOUR FIRST NEW BUILDINGS

## 7. Constructing Your First New Buildings

Before going on to explain the precise interdependencies within your settlement, we should first have a look at buildings and the construction industry.

The settlers who are responsible for ensuring that the settlement has enough building materials for the construction of new buildings are the Woodcutter, the Sawmill Worker, the Stonecutter and the Forester.

Each of these settlers needs a building for performing his task. Since the work of all these settlers is closely related, particularly for those involved with the processing of wood, it is good to position them near trees or sources of building stone. In order to keep transportation distances as short as possible, it is also a good idea to position them near one another.

After you have found a suitable place for them on the playing area, go to your Command Center and open the Build/Basic Buildings submenu.

You will notice that as your mouse hovers above the individual buildings, a tool tip will appear with the name of the building. Starting construction of the building is then simply a matter of left-clicking on the appropriate building and dragging it to the playing area. The building will attach to your cursor and as you move it over the playing area, you will notice an array of dots appear. These dots indicate how favorable a particular terrain is as a construction site. Hilly and uneven sites take longer to level and prolong the time needed to construct a building. Green dots mean relatively short construction time, red dots a considerably longer period of construction. Because delays in construction can hold back the development of your entire settlement, you should try and make sure that your building sites are as even as possible.

At the beginning of a new game you only have a small quantity of raw materials and tools. Useful as these are to begin with, there is no way of building up a complete settlement with these alone. So you have to find ways of producing new materials, and this is where the construction industry comes in. As all of the goods that your settlers are to produce themselves require a place of production, your construction industry lays the foundations on which your entire settlement is based.



## CONSTRUCTING YOUR FIRST NEW BUILDINGS

The construction industry is based on the two key raw materials planks and stones, both of which are needed for every building constructed. One or two buildings also require gold, but they only become of interest later in the game. So your first priority should lie in ensuring a steady supply of both these materials.

In order to get hold of stones, your settlers must construct a Stonecutter's Hut near a rocky area. The Stonecutter will then get on with hacking away at the raw material for you. You could choose to build a Stone Mine, but this doesn't make much sense at the beginning of a game, as a Geologist first has to be dispatched to find a suitable site.

Planks are not quite as easy to get hold of. First you need a Woodcutter to chop down trees into logs. These logs are then made into planks in a Sawmill. To make sure that you don't run out of wood, you should also have your settlers build a Forester's Hut. The Forester will then plant new trees and thus ensure a fresh supply of wood for the Woodcutter and the Sawmill.

A quick tip for less experienced players: the Forester will plant enough trees to keep more than one Woodcutter occupied. Additionally, a Sawmill can process more logs than a single Woodcutter can deliver. To summarize, one of your main jobs in *THE SETTLERS IV* is to establish smooth production flows and thus build up your settlement as efficiently as possible. But don't worry – you'll soon get to know plenty of tricks for doing just that.



## 8. Expanding Your Settlement

Soon after constructing your first buildings, you will notice that things are getting a little crowded in your settlement.

*There are two ways in which you can acquire new land:*

1. You can train Pioneers, who have the handy knack of moving your border posts and thus pushing back the frontiers of your territory bit by bit.
2. You can construct a Tower or a Castle and then occupy this fortress with a Swordsman or a Bowman.

The second of these is the safer method, but sadly also the more expensive and labor-intensive one. Towers not only expand your territory, they also protect it. If an opponent has taken a fancy to your land, he has to occupy your guard Tower. You have the choice between Small and Large guard Towers and the larger the Tower, the more land you will capture. The only downside of the Large Towers is that they are more expensive. If you've got even more resources burning a hole in your pocket, then you can construct a Castle, thus bringing you an even greater increase in the size of your territory. A further advantage of the larger structures is that they can accommodate more soldiers and are therefore all the more difficult for enemies to capture.

If your opponent has managed to acquire land with the help of his Pioneers, you can win it back by simply building a Tower. But if this land is itself protected by a Tower, the new border will run between the two Towers.

Please remember that a Tower can only help to protect your settlement if a Swordsman or a Bowman occupies it. So you should only construct additional Towers or Castles if you have enough Swordsmen to take care of them.

On the other hand, you can take careless opponents by surprise by sending your Swordsmen to occupy unoccupied Towers. This would result in you acquiring that piece of territory instead of your opponent.

Undermanned Towers make a popular target for enemy units, since capturing them represents a double victory: taking land away from the enemy and at the same time acquiring land yourself. Enemy production buildings are destroyed when the land is captured, leaving behind valuable raw materials that can be put to good use in your own settlement. It may be a good idea to protect the central areas of your settlement with more than one military building. If you don't, the loss of a single Tower may cripple your entire economy, so do think very carefully about your defenses.

## 9. Increasing the Population

Naturally enough, simply widening your horizons is not going to be enough to build up a thriving settlement. New settlers are also required to get all the work done in your ever-increasing colony. You can increase the number of your settlers by simply building a Residence. Residences come in three sizes, for ten, twenty and fifty new settlers. As we saw in the case of Towers, the bigger the Residence, the more it will cost you to construct. You should always ensure that there is sufficient accommodation for your settlers. By way of example, if you lose a piece of land with a Residence on it, your settlers will down tools and stop work, with predictable consequences for the rest of your economy.



Accommodation is only required for those settlers who carry out the basic occupations – the Carriers, Diggers and Builders. Settlers in other jobs (see section 6.2) can live at their place of work, the specialists sleep out under the stars and the soldiers can bed down in the Barracks. If you build a Small Residence (which produces ten settlers) and go on to employ five Woodcutters, three soldiers and two Pioneers for example, the Residence will no longer be required. That means that you can demolish it with a clear conscience, receiving a refund of half of your building costs as a result.

If you find some of your settlers hanging around, scratching their heads and refusing to get on with constructing a particular building, don't fall into the trap of thinking that you've got a few lazy-bones on your team. The point is that the poor things are not working because they haven't got a roof over their heads. Rather than letting them just hang around doing nothing, you can build a Residence. Another option is to train a few specialists or strengthen your army with some new recruits. Keep in mind that the reason you haven't got enough accommodation may be because the enemy has captured land of yours that was once home to Residences. If this is the case then some of your Carriers will have lost their accommodation. If you then send these Carriers off to do other jobs, you may find that your settlement is short of Carriers, causing long delays in production processes.

## 10. Special Units

Remember the specialists we met in section 6.3, the Geologists and Pioneers of *THE SETTLERS IV* world? As we said, these guys are different from settlers with ordinary occupations such as Builders and Carriers in that you can control them directly and they are not limited by your settlement's boundaries.

### 10.1 Pioneers

A Pioneer can leave your territory and go on valuable reconnaissance missions. His most significant ability is, however, that he can move your border posts and thus push back the frontiers of your settlement. He can also establish new economic sectors on neutral land or push back enemy border posts not protected by a Tower. If you just use a solitary Pioneer for these tasks, you won't gain that much land. But you'll be surprised at how much you can widen your horizons if you let a whole group of Pioneers loose.

Tool: shovel

### 10.2 Geologists

Geologists are experts in discovering the earth's treasures, and so you should always send one of these guys into the surrounding mountains to search for those precious raw materials. You'll receive a message when a Geologist has found what he's looking for. And if there's enough of the stuff to warrant building a Mine, you'll get another message informing you of the fact.

Tool: hammer

### 10.3 Thieves

There's more to a Thief than meets the eye. Because he's a master of disguise, he's great for gathering information about life over in your opponent's settlement. Do keep in mind that his cover is blown as soon as he moves into the vicinity of an enemy military unit or building. If this happens, the enemy's soldiers will be clamoring to attack him.

The Thief's main function is to go off and steal all those goods which you so desperately need. And if he's successful, you'll not only boost your own supplies, but also weaken your enemy. Pretty good deal, eh?

Tool: none required

### 10.4 Gardeners

The Gardener is the only character who can return land ruined by the Dark Tribe to its former glory, making it fruitful and thus of use to your settlement. Firstly, you must conquer the land with your army and then have the Gardener cultivate its soil. Without the Gardener, this land would be lost forever.

Tool: shovel

## 10.5 Saboteurs (multiplayer only)

A Saboteur will set you back a large chunk of your resources because he requires two tools (a shovel and a pickaxe). But don't give up on him yet – the investment can really pay off if you find yourself coming to blows with other settlements. Because of his ability to attack and destroy ALL enemy buildings, you can undermine the enemy's production flows. You could try disrupting his weapon production, and then watch as the enemy's army runs out of firepower! Or there are plenty of other options to use the Saboteur to make yourself extremely unpopular with the enemy.

As far as the enemy is concerned, the Saboteur will look like one of his own laborers unless you:

- move him near an enemy soldier or Tower/Castle.
- mount an attack on an enemy building.

In either of these cases, your Saboteur will lose his disguise and thus become identifiable to the enemy. He may not have the stamina to escape!

Tools: shovel and pickaxe



## 11. Food

Your settlers aren't exactly demanding when it comes to their needs, but as well as having somewhere to live (see chapter 9), they also have to eat. Most of your settlers are quite capable of looking after themselves in this regard. But your Miners will be working away so hard under ground that they won't be able to sort out their own food. So that means that the other settlers have to provide for them. One word of warning, though – Miners are quite choosy when it comes to their eating habits!

Coal and Stone Miners prefer bread, Sulfur and Iron Miners go for meat and the Gold Miners are crazy about fish. If you don't have a sufficient quantity of the preferred foodstuff available, you can feed your Miners with an alternative. Remember how we said they were choosy, though? Well, if a Miner doesn't get his favorite food, his productivity will drop dramatically. He'll set off in search of raw material for you ten times if he has his favorite, but he'll only make two attempts if he has to put up with something else.

Mine	Favorite Food
Coal	Bread
Stone	Bread
Iron	Meat
Sulfur	Meat
Gold	Fish

When the "wrong" food has to be used it is consumed far more quickly, so it may well be a good idea to make an additional investment into the production of the appropriate foodstuff rather than wasting so much money on the extraction of raw materials.

### 11.1 Bread Production

The Miners in the Coal and Stone Mines are at their most productive when they have bread to eat. So it makes sense to give them just what they want, and to do this you'll require a number of buildings.



First you'll have to build a Grain Farm. When harvest time arrives, the grain is transported to the Grain Mill, where the Grain Miller prepares the grain, grinding it into the finest flour a Baker could wish for. The Baker then mixes this flour with water from the Waterworks to bake bread.

Buildings needed: Waterworks, Grain Farm, Grain Mill, Bakery.

### 11.2 Meat Production

The three races have different preferences in the meat department.

The Romans prefer sheep, the Mayans enjoy goats and the Vikings use pigs to satisfy their carnivorous desires.

Obviously, each race also has to set up a Slaughterhouse where the animals are... well, you can imagine the rest, can't you?

Buildings needed: Sheep/Goat/Pig Ranches, Slaughterhouse.



### 11.3 Fishing

In order to catch fish to feed the Miners in the Gold Mines, simply build a Fisherman's Hut near the coast or a river. As soon as a fishing pole becomes available in your settlement, one of your free-roaming settlers will snap it up and move into the Fisherman's Hut. The Fisherman who emerges will then take himself off to the nearest stretch of coast (or the nearest river bank) in his working area and get on with the job.

Buildings needed: Fisherman's Hut.

### 11.4 Hunting

The Hunter is another new character in *THE SETTLERS IV*. He hunts down game that can then be consumed by your carnivorous Miners. Don't worry about their choosy eating habits – the meat will be transformed into the same stuff being produced in your Slaughterhouse. To make use of this extra food source, you will first have to build a Hunter's Hut and ensure that a bow is available so that one of your free settlers can move in and take up his new profession. As with all the other settlers who are tied to a particular building, you can determine the Hunter's working area.

Buildings needed: Hunter's Hut

## 12. Metal Processing

Metals play a central role in your settlement's economy. To begin with, almost the entire food production industry is geared towards providing for your Miners. Secondly, your entire Tool and Weaponsmith's Works are dependent on the raw materials provided by the Mines.

There are five types of Mines in all, only three of which are directly related to metal processing. These are the Gold, Iron and Coal Mines. The other two Mines produce sulfur, used by the Mayans to produce ammunition, and stone, which is required in the construction industry and which can also be obtained by building Stonecutter's Huts. So it's entirely possible to run a successful settlement without setting up these two Mines. Before you ignore them completely, please remember that goods not required for your settlement can come in very useful in trade with outsiders.

The Gold and Iron Mines are where the ores are extracted, which are then processed to obtain the metals themselves. This is where the Coal Mines come in, providing the coal required for this process carried out in the Iron and Gold Smelting Works. First, coal from the Mines is delivered to the Smelting Works. After a while metal bars (ingots) emerge which can then be used for other purposes in your settlement's economy – making tools and weapons in Smiths' works, for example. Please note that Smiths' works also require coal to carry out their work, which mostly involves fashioning tools and weapons out of iron. Gold comes into play more as a means of payment rather than a component in production processes. Constructing Temples and Eyecatchers will put a dent in your gold reserves, as will training higher-ranking soldiers. So don't say we didn't warn you...



## 13. The Military

You will have to build up a powerful army in the course of the game. This is necessary to protect your settlement from attacks and also because some mission aims are not achievable without using military units. And you'll certainly need all the help you can get from your warriors, (as well as your Gardener, of course) when it comes to fending off the menace of the Dark Tribe.

But before we turn to the military aspects of *THE SETTLERS IV*, we would just like to point out that the enemy's civilian buildings cannot be attacked with ordinary weapons. After all, your soldiers are there to attack military units and installations, not your enemy's Bakery or Woodcutters' Huts. So how can you build up an army then?

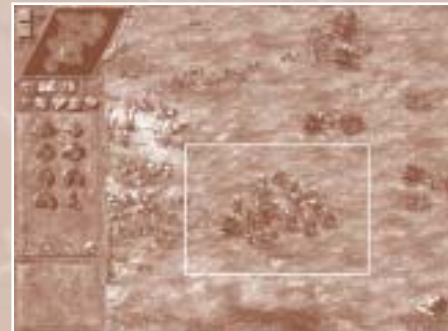
Your troops are recruited in the Barracks. In order to draft a free-roaming settler into the army, a weapon has to be available in the Barracks. You have two options: supply sufficient raw materials to be able to produce the weapons you need at a particular moment in the game, or have a stockpile ready for future training.

### 13.1 Directing Soldiers

Before we introduce you to the military units in detail, we would like to familiarize you with some of the finer points of handling an army of settlers.

In order to direct a soldier, to send him to a particular place on the map, for example, you first have to select him. To do this, left-click on the soldier in the playing area. You should then be able to see a frame around the soldier. You can then send the soldier you have selected to wherever you like on the map by simply right-clicking on the place where you would like him to go. If you right-click on an enemy building or soldier, this constitutes an order to attack. Your soldier will take himself off to the enemy and start attacking straight away.

Obviously, if you've spent precious time and resources building up an entire army, there's no way you're going to want to click on every individual soldier when you need your army to carry out a mission for you. The good news is that you don't have to!



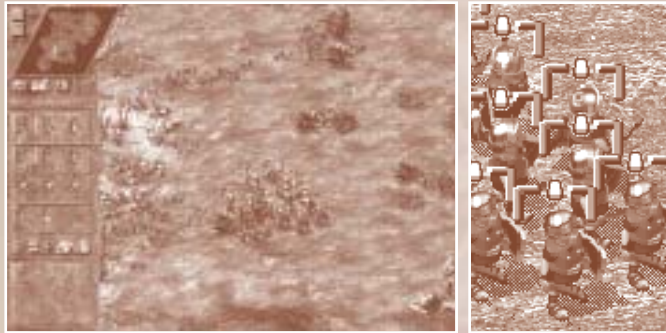
Why Do I Need An Army?

Some Basic Principles

Directing Individual Soldiers

Directing Groups

You can issue orders to more than one soldier by using the “elastic band” technique. Left-click in the playing area and keep the mouse button depressed. Now, when you move the mouse pointer, a rectangle will appear which you can move round a group of soldiers to band them together. Then, when you let go of the mouse button, you’ll see that all the soldiers that were in that rectangle have been marked. All that’s needed now is a right-click on the point where you’d like them to proceed, and off they’ll go!



Giving a group of soldiers an order to attack involves the same procedure as with a single soldier. If it comes to battle, however, there are a number of difficulties with this method of directing soldiers. Let’s say that you’ve banded a group of Swordsmen together and you’d like them to go into battle for you. What’s more, you’d also like to send along a group of Bowmen for moral support. If it does come to a battle, you’ll find it hard to center the elastic band so that you only select your Swordsmen. Because of this, you have the option of selecting soldiers of a certain type and not others, for instance Swordsmen only. To do this, keep the SHIFT key depressed and select a Swordsman. This selects all the Swordsmen that are visible on the screen.

You may find that you want to operate with several groups made up of a mixture of different types of soldiers. If this is the case, you can save as many as ten groups by taking the following steps. First you should put the group you would like together – the elastic band method is ideal for this purpose. If you want to add additional soldiers to this group, keep the CTRL key depressed and then left-click on the soldier desired. Once you’re through with choosing your soldiers, you can save your choice by pressing a number while keeping the CTRL key depressed. So if you want to label the group as number “5”, hold down the CTRL key and press 5. When you want to call on this group’s services later in the game, simply press the number 5 key again.

You’ll find a summary of all the options for directing soldiers in the “Keyboard/Mouse Functions” section of the tables.

Please note that although this section has focused on soldiers, the instructions given also apply to other selectable units. This means that specialists, priests, ferries, war machines and warships can also be directed in the same way.

## 13.2 Types of Soldiers

### 13.2.1 The Swordsman

The Swordsman is your standard military unit. He has three strength levels, the strongest of which is also the most expensive.

Swordsmen are soldiers for close combat, but you’ll need them not only for their prowess in battles, but also for occupying military buildings. Towers and Castles only expand your settlement if they are occupied by at least one Swordsman or Bowman.

### 13.2.2 The Bowman

Unlike the Swordsman, the Bowman fights his battles from a distance. Bowmen are also available in three strengths – at a price of course! If you know how to use the Bowman’s strengths to the full, you’ll be able to do an awful lot of damage to your enemy. The Bowman has little hope against a Swordsman in close combat, so it’s a good idea to keep him out of the center of the action.

A Bowman can also occupy a Tower on his own, but it’s a safer option if he is stationed as support for your Swordsmen. In this way, he can attack an oncoming army from a safe position without the risk of getting caught up in close combat.

### 13.2.3 The Squad Leader

The Squad Leader is a special unit. Sure, he is a good man in close combat, but his real value lies in his effect on the other soldiers.

If a Squad Leader joins a group of soldiers, you’ll notice the following changes:

- You’ll be able to give orders to a whole group by simply relaying commands to the Squad Leader. If you send him off to a particular point on the map, for example, the whole of the rest of the group will follow on behind.
- The group will stay close together, thus fighting the battle at the same time rather than one after the other.
- The Squad Leader improves his troops’ morale and in turn makes them into a more effective fighting outfit.

### 13.2.4 The Special Unit

The three races in *THE SETTLERS IV* – the Romans, the Mayans and the Vikings – all have a special unit as well. These units are very different from one another, leading to differing combat strategies for the three armies.

The Roman Medic is a real weakling in close combat. His real skill lies in healing his wounded comrades in the heat of battle. These soldiers will then only be able to achieve 75% of their original hit points, but you should notice a real improvement in a Roman army’s stamina if it can call on Medics for support.

The Mayans’ special unit is the Blowgun Warrior. Like the Bowman, he prefers to shoot from a safe distance. He doesn’t inflict direct damage on the enemy with his blowgun, but instead paralyzes them for a while. This makes those enemy soldiers into defenseless prey for your own troops to finish off.

Close Combat

Fighting From A Distance

The Boss

Special Agent

Selecting Units Of The Same Type

Forming Groups

Other Selectable Units



The Viking's Axe Warrior is a fearsome prospect for the enemy with his skill in close combat, inflicting severe damage on his foes with his axe. But he's so busy looking out for his next victim that he is prone to forgetting about defense. This means that he is an easy target for enemy attacks and therefore scores relatively few hits on the enemy.

Again, all three specialists are available in the three strength varieties.

### 13.2.5 Priests

Priests should be considered as military units because they can inflict damage on the enemy by casting powerful spells. For more details on Priests and their special talents, see chapter 16: Magic.

### 13.2.6 Instruments of War: War Machines and Warships

We have only met foot soldiers up until now. But you are also able to strengthen your army with war machines and warships. Again, these units differ from race to race. Both war machines and also warships have to be supplied with ammunition – no ammo, no war. Each race has its own preferences when it comes to ammunition as well.

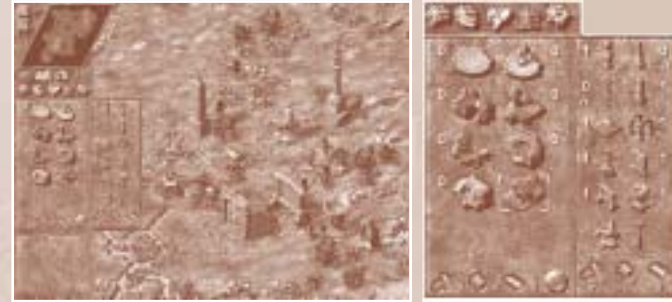
- The Vikings' war machine "Thor's Hammer" is named after the Nordic god of thunder. This machine consists of a large hammer that strikes a magic flint, producing a spark which is so destructive it has to be seen to be believed. Then again, the "ammunition" needed for this magic firework show is quite expensive, as a certain amount of mana is used up every time Thor's Hammer is fired. There are magic forces at work on the Vikings' ships as well, and Thor's Hammer can also destroy ALL enemy buildings.
- The Romans put their faith in good old-fashioned catapults. The system is pretty simple: large lumps of rock are hurled at the enemy and do a great deal of damage when they land. As far as ammo goes, it's a much simpler story than with the Vikings: Roman war machines and warships are simply loaded up with the appropriate boulders, which they then fire at the enemy.
- The Mayans add firepower to their warships and war machines by using the gunpowder they make out of coal and sulfur. The Mayan warships and firespitters shoot fireballs that can make a horrible mess of the enemy.

The process of loading ammunition is the same for all instruments of war: they drive close by a goods pile of ammunition and take the firepower on board (as long as this function has not been disabled in the vehicle's context menu). The goods pile can be inside a Storage Area, at a Marketplace or just lying around somewhere waiting to be picked up. As far as ships are concerned, they have to sail into Harbor to take ammunition on board. This may not be very convenient sometimes, but the advantage of this requirement is that ships are also fully repaired when in dock.

It will come as no surprise to hear that all war machines and warships can be attacked. A solitary Bowman isn't likely to bring one of the beasts down on his own, but a group of hardy foot soldiers are a force to be reckoned with, especially when you consider that war machines and warships can only attack buildings, not the settlers themselves. So it is in your own interests always to provide them with an escort, as they are completely powerless against foot soldiers! Although warships can also attack other ships, if they sail too close to the coast they could come under fire from some of those crafty Bowmen.

## 14. Eyecatchers

When you consider just how hard your settlers work for you, we're sure you'll agree that it's the least you can do to get your settlement looking as good as possible. If you invest in some of the Eyecatchers – one of the new features in *THE SETTLERS IV* – you'll spruce up your settlement and make your settlers feel at home. Your settlers' well-being isn't the only thing you can improve with Eyecatchers, though. You'll find that your soldiers will put a lot more into fighting the enemy if you've put more into making your settlement beautiful.



You might get a shock when you see how expensive Eyecatchers are. Don't let the cost prevent you from making the investment, though. As your soldiers' military strength on enemy territory is based on the value of your settlement, and Eyecatchers have an artistic as well as a material value, their worth doubles when calculating the total value of your settlement.

Eyecatchers are constructed in exactly the same way as buildings. Select the Eyecatcher you require from the Eyecatchers menu (a sidebar will appear from the Town Buildings menu) and drag it over to the playing area, then click on the location where you wish to have it built.



So Why Build Eyecatchers?

The Strong Unit...

Loading Ammunition

... Also Has Its Weak Points!

## 15. Alcohol

Your settlement isn't only concerned with producing the basic goods needed for everyday use, but also with liquor production. You may be surprised to hear that all of this liquor is offered up in sacrifice to the gods. To do this, you need to construct a Small Temple. A Temple servant will then offer up your settlement's precious drinks in a short ceremony.

"But where's the sense in that when my settlers could be putting the stuff to much better use?" These potent gifts are just what you need to make the gods favorably disposed towards you. You'll receive manna by way of thanks, which your Priests can then use to cast spells.

Each race has its own alcoholic specialty. The Vikings are partial to the full-bodied spirit mead, which is distilled from honey. The Romans have vineyards for their delectable wine and the Mayans sure know how to make good top shelf tequila!

### 15.1 Romans

To produce wine for the Romans you will need to have a vineyard constructed, which will be taken care of by a Vintner. You should make sure that your vines get plenty of sun and set them up on the sunny side of a slope, as this will make them far more productive.

### 15.2 Vikings

Mead is made from honey. So you will first have to ensure that there is a good supply of this golden nectar before you can set about making mead. Start with the basics and first build a Beekeeper's Hut. Then have the Beekeeper set up the hives in a nearby meadow (look out for the flowers), the best place for a healthy yield. And then you'll need a Mead Maker's Hut to turn the honey into mead.

### 15.3 Mayans

Tequila production is also divided into two parts. Since tequila is liquor made from agave plants, this would be a good place to start. You should build an Agave Farm where you can grow the fruits. The harvest will be transported to the tequila maker who then takes care of the rest.



## 16. Magic

As you may have noticed already, Temples are available in two varieties. We have the smaller model that is used for sacrificing alcoholic beverages, and then we have the Large Temple, which is where your Priests live. Why does your settlement need Priests, then? If you train a free settler to become a Priest, he becomes blessed with special powers, acquiring the ability to work wonders and perform magic.



In order to cast his spells, a Priest needs manna, a gift from above that he obtains from alcoholic sacrifices to the gods. There is a central stock of manna for each race, which is used by all the Priests each time they cast a spell.

In order to cast a spell, you must first select a Priest, or a group containing a priest. Once you have done that, you can open a menu in the Command Center with a list of the spells available. Choose the spell you would like to cast, then the location in the playing area where the spell should be carried out.

Make sure that you use your supply of manna sparingly, as you'll find that the more often you cast a spell the more expensive it gets! There is a limit to this magical inflation, you'll be pleased to hear – a spell can only cost you a maximum of five times its original cost.

There are different types of spells with slightly different effects from race to race. Take the spell "Godly Gift", for example. A certain amount of raw materials will be conjured up and the goods bestowed will be suitable for the particular race concerned. If you take a close look at the areas for which spells are available, you'll realize that there's a whole host of weird and wonderful things you can do with a little magic.

*The different types of spells are as follows:*

- a.) Godly Gift – You'll receive goods.
- b.) Transformation of Goods – Magically produces the things you really need.
- c.) Food – You can obtain specific foods more easily.
- d.) Terrain – Adjusts the landscape to your advantage.
- e.) Defense – Supports your troops in battle.
- f.) Attack – Causes some quite spectacular damage.
- g.) Special – For that exclusive magic moment.

You can find a detailed description of the individual spells in Chapter 19, which deals with the differences between the races.

## 17. Transport and Trade

Carriers will transport goods within your territory. Beyond this area, though, you will require special units to move your goods from one place to another.

### 17.1 Transportation over Land

You can use donkeys to move goods beyond your settlement's boundaries. These beasts of burden aren't just hanging around waiting to be given something to carry, your settlement has to breed them first! You'll have to start by establishing a Donkey Ranch. That will in turn provide you with donkeys after a while. Once you have added a Marketplace, (the starting point for land transportation) and entered which goods are to be transported in the Marketplace's menu, your little donkeys will take themselves off to the destination you have decided for them.

Donkey carts are manufactured in the Vehicle Hall and come in especially handy if you are thinking of establishing a new settlement. Simply issue the appropriate order (click on the button provided in the context menu) and everything required will be loaded aboard. Then direct the Cart to wherever the new settlement should be established and click on the button "Establish settlement".

### 17.2 Transportation by Sea

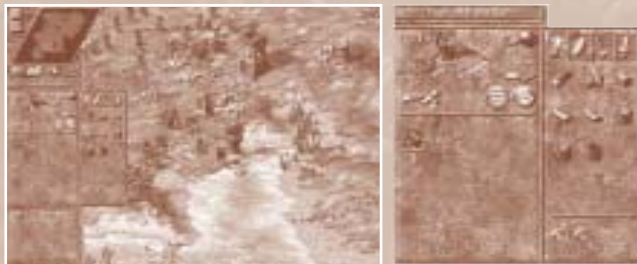
To transport goods by sea, you'll need ships. You have three types of ships at your disposal: warships, trade ships and ferries, all of which are built in the shipyard. For more details on warships, turn to Chapter 13 (The Military).

A ferry is a selectable unit that is useful for transporting goods, soldiers, specialists, and even donkey carts and war machines. You can load and unload units at any accessible stretch of coast.

It's worthwhile to remember that you can also have goods transported between two of your own Harbors. To do this, enter the goods required in the harbor's export menu. Once Carriers have delivered the goods, trade ships in the area will take care of the shipment automatically.

### 17.3 Trade (Multiplayer only)

Friend or foe, you can trade with anybody in *THE SETTLERS IV!* To engage in trade, enter your preferred trading partner and which goods you would like to import/export in the Harbor or Marketplace menu. If your choice matches that of another party, your trade ships or donkey caravans will set off to do business for you.



Please keep in mind that trade ships only travel between two Harbors and are not selectable.

## 18. The Dark Tribe

We would like to use this chapter to warn you about the greatest threat to the settlers' world, the Dark Tribe. The Dark Tribe has its headquarters in the Dark Temple, the unholy citadel from which it exerts its power over the barren empire of the dark land.

Morbus, the banished god, is leader of the Dark Tribe. He cannot bear the sight of lush meadows or thick forests and hates everything green. "Well, that's his problem," you might be tempted to think, but sadly it's not as simple as that. You see, Morbus has a sinister little helper known as the Dark Gardener. Under orders from Morbus, the Dark Gardener has developed an especially evil substance by the name of shadow-weed.

Shadow-weed seems harmless enough at first, growing just like a normal plant to begin with. Once the weed has grown to its full size, however, it begins to suck out the energy from the land around it. Even the shadow-weed itself is unable to survive and withers away.

Thus the Dark Gardener transforms fertile terrain into the barren wastelands that Morbus yearns for, expanding the Dark Tribe's territory in the process. You see, the Dark Tribe does not expand its territory like the other settler races by building Towers or moving border posts, but simply by turning fertile land into gray and unproductive soil. And whereas the other settler races use the land they capture for building up their settlements, the Dark Tribe has no interest in such constructive development. No buildings can be constructed on dark land, the trees and rocks needed for industry can no longer be put to use and buildings which require fertile land cease to operate. Animals turn away in fear and the scene is set for the next stage in the Dark Tribe's cunning master plan.



Once land has been transformed in this way, the Dark Tribe can set up a Mushroom Farm. The dark mushrooms are no ordinary plants. Due to their sinister origins, dark mushrooms can only grow on dark land. As for their purpose, these spooky toadstools provide the manna that enables the Dark Tribe to expand its army. The Dark Tribe's soldiers only have one aim in mind: destruction! Unlike ordinary settler military units, these antisocial warriors can destroy civilian buildings as well as military installations.

The Dark Tribe does not really have the sort of economy we know from the other races in *THE SETTLERS IV!* It only requires a small number of buildings and does not produce additional

Donkeys

Establishing  
A New Settlement

All Aboard!

Shadow-Weed

Dark Land

Mushroom Farms

workers itself. Instead it has its own methods for obtaining its workforce. The dark Temple produces Shamans who set off to enemy territory to recruit workers. When these Shamans touch enemy settlers with their scepters, the settlers drop any tools they may have in their hands and are transformed into servants. These unfortunate beings are then put to work as unwilling assistants on the Mushroom Farms. Once there, the poor things have to polish the mushrooms so that the magic spores they contain are released. Morbus then converts these spores into manna for producing new military units.



To set the slaves free again, you will have to destroy the Mushroom Farms. Which is easier said than done, as you cannot attack these buildings with military units. Instead, what you have to do is send a Gardener to the Mushroom Farm to destroy all the mushrooms. Once all of these nasty fungi are out of the way, the whole Mushroom Farm will collapse. Now your own Gardener can set to work on restoring the land to a beautiful, green and fertile place, which can then be protected with Towers.

To defeat the Dark Tribe completely, you'll have to destroy the Temple at the center of the dark land. The Temple is protected by magical pillars of flame fueled by the Mushroom Farms. So, in order to rid the world of the Dark Tribe's Temple, you will first have to obliterate all the Mushroom Farms. Destroying these not only cuts out the Dark Tribe's manna supply, it also increases your own settler population by transforming the newly liberated servants into Carriers. Even servants who originally belonged to another race will turn into Carriers of your own. Once all the Mushroom Farms have been swept away, the Temple will be open to attack and you should destroy it as soon as possible. If you don't succeed in doing this, the Mushroom Farmer will set up another Farm and start the whole dark cycle again.

## 19. The Differences Between the Three Races

When you play *THE SETTLERS IV*, you are able to control the fate of one of three races. In this chapter we are going to have a look at what makes each of these races special, so that you know exactly who you're dealing with.

The most obvious difference between the various settlers is that each race has its own taste in building and clothing. But there are much greater differences between the races that go far beneath the surface. What is much more important is that each race is also individual in the way it organizes its economy and plans its military strategy.

### 19.1 Constructing Buildings

The Mayans use stone for their buildings, whilst the Vikings are more comfortable in their log cabins. Hence, the Vikings use more wood and the Mayans more stone in their construction industries. The Romans, however, require almost equal quantities of both building materials.

### 19.2 Alcohol

Each race has its own preference when it comes to the hard stuff. They even have unique production methods for producing their divine potions.

The Romans love wine and you'll always find a Vintner in a Roman settlement. A smart Vintner will make sure that his vines are on the sunny side of the slopes, whereas less skilled practitioners of the art may try to grow wine elsewhere, only to be disappointed by the meager yields. Some people never learn, do they?

The Vikings love mead, a type of wine made out of honey. So Vikings will also have a Beekeeper and a Mead Maker in their settlements. The Beekeeper knows only too well that he can produce far more of the sweet stuff if he places his hives near a meadow – flowers are the secret here.

The Mayans invented the delicious drink that goes by the name of tequila, a spirit distilled from agave plants. An Agave Farmer starts off by growing the fruits, which are then processed into tequila in the Tequila Maker's Works.

### 19.3 Military Special Units

The three races all have their own ways of doing battle, and they each have a special unit unique to them.

The Vikings are the kind of rough, tough guys who let their fists do the talking. So that's why they always have a few Axe Warriors in their ranks. The Axe Warrior is a real giant in a battle, able to inflict considerable damage on the enemy with his battle-axe. Axe Warriors aren't exactly the smartest guys in the world, though, and they have a habit of letting their defenses slip, making them extremely vulnerable to attacks.

The Romans' special unit is not geared towards fighting, but the Medic's ability to tend to wounded comrades on the battlefield is of great value. Although he can't deal with every wound in the heat of battle, he is able to return soldiers to 75% of their original hit points.

The Mayans can call on Blowgun Warriors to do the dirty job of peppering the enemy with poisoned arrows. If an enemy soldier is hit by one of these, the poison will put him out of action for a short time, making him a sitting duck for Mayan attacks.

### 19.4 Vehicles

All three races in *THE SETTLERS IV* make use of vehicles. The Donkey Carts used for transporting goods are individually crafted by each race but do not differ in their cost or transport capacities.

As for their military vehicles, though, there are major differences between the races.

The Mayans use a firespitter, which attacks enemy buildings with a fireball – ouch! To make these great balls of fire, the firespitter first needs ammunition in the shape of gunpowder. This is manufactured from sulfur and coal in the Gunpowder Maker's Works. To reload ammunition, all the Mayans need to do is to drive by a goods pile of the stuff – it's then taken on board automatically.

The Romans' war machines are catapults with stones for ammo. Not just any old stones, though, the special stones required are formed out of ordinary ones in the Ammo Maker's Works.

For the Vikings, arming a war machine is a question of magic. Their war machine "Thor's Hammer", named after the god of thunder, can reduce any building to rubble with a single shot. Even civilian buildings are in danger when this machine is on the warpath. It goes without saying that you couldn't load up a beast like that with ordinary ammo: Thor's Hammer runs on manna. A certain amount of manna is taken away from the Vikings' stocks every time Thor's Hammer fires.

### 19.5 Ships

The three races' warships use the same weapons as their war machines, meaning that the warships also require the same type of ammunition. Loading ammunition can only take place in Harbors, where damaged warships are automatically repaired.

### 19.6 Ammunition

Each of the three races has its own type of ammunition, and this is reflected in the different processes used in manufacturing the stuff:

- a.) Vikings do not actually manufacture ammunition as such, but do use up an awful lot of manna in using their magical weapons.
- b.) The Romans need additional quantities of stone, which are then made into stones suitable for their catapults in the Ammo Maker's Works.
- c.) The Mayans use firespitting instruments of war and thus have the most intensive manufacturing process as far as ammunition is concerned. Since the fireballs are made using gunpowder, a whole industrial sector is required to produce and process the materials involved. First, coal and sulfur have to be extracted from Mines, and these raw materials are then made into gunpowder in the Gunpowder Maker's Works.

### 19.7 Meat Preferences

As we have already learned in chapter 11, all races need meat to feed their Miners. Each race has its own favorite type of meat. Romans love sheep's meat; Mayans enjoy goat's meat and Vikings go weak at the knees over pork. The three animal ranches are no different in their construction costs or in the amount of meat they produce.

If you make use of a Hunter to provide meat for your settlement, the carcasses he manages to bag will be taken to the Slaughterhouse in the same way as meat from the ranch.

### 19.8 Magic

Each race has a series of spells at its disposal. Some are the same for all races, but there are also some examples of individual wizardry. Here's the complete list:

#### 19.8.1 Romans

- Godly Gift: You'll get a mix of useful goods.
- Transformation of Goods: "Fish to Stone" – Part of your fish stocks will be transformed into stone.
- Food: "Flood of Fish" – the seas will swell with fish.
- Terrain: "Shortcut" – an impassable mountain range (you can tell by the snow-topped summit) will shrink and become passable.
- Defense: "Protective Shield" – Some of your own or allied soldiers within the spell's radius will be equipped with a protective shield which will repel part of the enemy's attacks for the duration of the spell.
- Attack: "Jupiter's Lightning Bolt" – If you make use of this spell, all enemy units in the immediate area will look on in dismay as they lose hit points.
- Soldiers: "Convert Barbarians" – Ten enemy soldiers from the surrounding area will join your side.
- Special: "Replenish Resources" – This spell replenishes the raw materials under the Mines within the radius of the spell.



19.8.2 Mayans

- "Godly Gift" – You'll get a mix of useful goods.
- Transformation of Goods: "Wood to Gold" – The Midas touch is at work here, as part of your wood stocks are transformed into gold.
- Food: "Gorgeous Growth" – Corn and agave plants will grow more quickly.
- Terrain: "Shortcut" – An impassable mountain range (you can tell by the snow-topped summit) will shrink and become passable.
- Defense: "Banish Foes" – Twenty enemy soldiers within the radius of the magic spell are sent off to where you would prefer them to be (you'll think of somewhere!).
- Attack: "Punish Bowmen" – Ten enemy Bowmen within the radius of the magic spell are transformed into butterflies.
- Soldiers: "Promotion" – Your own/allied soldiers within the radius of the magic spell are promoted by one rank. Note: this spell has no effect on level three soldiers or on Squad Leaders.
- Special: "Curse of Stones" – Stones rain down on a particular area (these stones can then be hacked away by a Stonecutter).

19.8.3 Vikings

- "Godly Gift" – You'll get a mix of useful goods.
- Transformation of Goods: "Stone to Iron" – stocks of stone are transformed into iron bars.
- Food: "Absolutely Animals" – More wild animals for your Hunter to pursue.
- Terrain: "Shortcut" – An impassable mountain range (you can tell by the snow-topped summit) will shrink and become passable.
- Defense: "Freeze Foes" – Twenty-five enemy soldiers within the radius of the magic spell are frozen for a few seconds.
- Attack: "Frenzy" – Your own and allied soldiers within the radius of the spell hit much harder than normal for the duration of the spell. This spell only works on close-combat units.
- Soldiers: "Festering Fear" – Enemy soldiers flee in random directions and cannot be directed by your opponent for a certain number of seconds.
- Special: "Thor's Hammer" – This spell destroys an enemy building with one blow.

20. Tables

20.1 Buildings and Construction Costs

Buildings	Romans			Mayans			Vikings		
	Wood	Stone	Gold	Wood	Stone	Gold	Wood	Stone	Gold
<b>Basic Buildings</b>									
Woodcutter's Hut	2	2	0	2	2	0	3	0	0
Stonecutter's Hut	2	3	0	2	2	0	3	2	0
Sawmill	3	4	0	2	5	0	5	2	0
Forester's Hut	3	1	0	1	3	0	3	0	0
Small Residence	2	3	0	2	3	0	4	1	0
Medium Residence	5	8	0	4	9	0	8	5	0
Large Residence	14	25	0	11	27	0	29	10	0
Stone Mine	4	1	0	3	2	0	3	2	0
<b>Metal Buildings</b>									
Coal Mine	4	1	0	3	2	0	4	1	0
Iron Mine	4	1	0	3	2	0	4	1	0
Sulfur Mine	3	2	0	3	2	0	3	2	0
Gold Mine	5	1	0	4	2	0	5	1	0
Gold Smelting Works	4	6	0	3	7	0	6	4	0
Iron Smelting Works	4	6	0	3	7	0	6	4	0
Toolsmith's Works	3	5	0	2	6	0	5	3	0
Weaponsmith's Works	5	7	0	3	8	0	7	5	0
Coal Maker's Hut (V)	--	--	--	--	--	--	4	2	0
<b>Food Buildings</b>									
Pig Ranch (V)	--	--	--	--	--	--	8	4	0
Sheep Ranch (R)	5	7	0	--	--	--	--	--	--
Goat Ranch (M)	--	--	--	4	8	0	--	--	--
Slaughterhouse	3	5	0	2	6	0	5	3	0
Grain Farm	5	7	0	3	8	0	8	4	0
Grain Mill	3	3	0	2	4	0	4	2	0
Bakery	4	5	0	3	6	0	5	3	0
Vineyard (R)	5	3	0	--	--	--	--	--	--
Agave Plant Farm (M)	--	--	--	3	3	0	--	--	--
Tequila Maker's Hut (M)	--	--	--	4	5	0	--	--	--
Beekeeper's Hut (V)	--	--	--	--	--	--	4	2	0
Mead Maker's Hut (V)	--	--	--	--	--	--	6	4	0
Fisherman's Hut	3	2	0	2	3	0	4	1	0
Waterworker's Hut	3	3	0	2	4	0	5	1	0
Hunter's Hut	3	3	0	2	4	0	4	2	0

TABLES

Buildings	Romans			Mayans			Vikings		
	Wood	Stone	Gold	Wood	Stone	Gold	Wood	Stone	Gold
<b>Town Buildings</b>									
Marketplace	1	5	0	1	5	0	2	4	0
Donkey Ranch	5	7	0	3	9	0	8	4	0
Harbor	2	4	0	1	4	0	4	2	0
Small Temple	7	6	1	4	8	1	8	5	1
Large Temple	10	11	2	7	12	2	14	7	2
Storage Area	2	2	0	2	2	0	2	2	0
Shipyards	3	5	0	1	6	0	5	3	0
<b>Military Buildings</b>									
Barracks	4	5	0	3	6	0	6	3	0
Small Tower	2	3	0	2	3	0	3	2	0
Large Tower	5	5	0	4	6	0	6	4	0
Lookout Tower	3	3	0	2	4	0	4	2	0
Castle	8	12	0	6	14	0	12	8	0
Vehicle Hall	5	6	0	4	7	0	7	4	0
Healer's Quarters	3	3	0	2	4	0	4	2	0
Ammo Maker's Hut (R)	4	4	0	--	--	--	--	--	--
Gunpowder Maker's Works (M)	--	--	--	3	5	0	--	--	--

20.2 Occupations

Basic Occupations	Tool
Carrier	None
Digger	Shovel
Builder	Hammer
<hr/>	
Other Occupations	Tool
Agave Farmer (M)	None
Ammo Maker (R)	None
Baker	None
Beekeeper (V)	None
Butcher	Axe
Coal Maker (V)	None
Donkey Rancher	None
Fisherman	Fishing Pole
Forester	None
Goat Rancher (M)	None
Grain Farmer	Scythe
Grain Miller	None
Gunpowder Maker (M)	None
Hunter	Bow
Miner	Pickaxe

TABLES

Mead Maker (V)	None
Pig Rancher (V)	None
Sawmill Worker	Saw
Shipbuilder	Hammer
Sheep Rancher (R)	None
Smelter	None
Smith	None
Stonecutter	Pickaxe
Temple Servant	None
Tequila Maker (M)	None
Vehicle Maker	Hammer/Saw
Vintner (R)	None
Woodcutter	Axe
<hr/>	
Specialists	Tool
Geologist	Hammer
Pioneer	Shovel
Thief	None
Saboteur	Shovel and Pickaxe
Gardener	Shovel
<hr/>	
Military	Weapon
Swordsman	Sword Levels 1 to 3
Bowman	Bow Levels 1 to 3
Blowgun Warrior (M)	Blowgun Levels 1 to 3
Medic (R)	Sword Levels 1 to 3
Axe Warrior (V)	Battle Axe Levels 1 to 3
Squad Leader	Armor
Healer	None
Priest	None

20.3 Ships and Vehicles

Ships	Weapon
Ferry	None
Trade Ship	None
Warship (R)	Catapult
Warship (M)	Firespitter
Warship (V)	Thor's Hammer
<hr/>	
Vehicle	Race
Cart	Romans, Mayans, Vikings
Catapult	Romans
Firespitter	Mayans
Thor's Hammer	Vikings

## 20.4 Tools and Weapons

Tool/Weapon	Used by
Hammer	Builder, Geologist, Shipbuilder, Vehicle Maker
Shovel	Digger, Gardener, Pioneer, Saboteur
Pickaxe	Miner, Stonecutter, Saboteur
Axe	Woodcutter, Butcher
Fishing Pole	Fisherman
Scythe	Grain Farmer
Saw	Sawmill Worker, Vehicle Maker
Sword	Swordsman, Medic
Blowgun	Blowgun Warrior
Bow	Bowman, Hunter
Battle Axe	Axe Warrior

## 20.5 Goods

Good	Origin
Agave Plants	Agave Farm
Ammunition	Ammo Maker's Works
Armor	Weaponsmith's Works
Axe	Weaponsmith's Works
Blowgun	Weaponsmith's Works
Bow	Weaponsmith's Works
Bread	Bakery
Coal	Coal Mine/Coal Maker's Hut
Fish	Fisherman's Hut
Fishing Pole	Toolsmith's Works
Flour	Grain Mill
Gold	Gold Smelting Works
Gold Ore	Gold Mine
Grain	Grain Farm
Hammer	Toolsmith's Works
Honey	Beekeeper's Hut
Iron	Iron Smelting Works
Iron Ore	Iron Mine
Logs	Woodcutter
Mead	Mead Maker's Hut
Meat	Slaughterhouse/Hunter's Hut
Pickaxe	Toolsmith's Works
Planks	Sawmill
Saw	Toolsmith's Works

Scythe	Toolsmith's Works
Shovel	Toolsmith's Works
Stones	Stonecutter's Hut/Mine
Sulfur	Sulfur Mine
Sword	Weaponsmith's Works
Tequila	Tequila Maker's Works
Water	Waterworker's Hut
Wine	Vineyard

## 20.6 THE SETTLERS IV: Keyboard/Mouse Functions

Key	Function
Esc	Quit Game/End chat message
CTRL-S	Quick save
Q, W, E, R, T	Correspond to the five submenus of the BUILD menu (Q=Basic Buildings; T=Military Buildings)
A, S, D, F	Correspond to the four submenus of the SETTLERS menu (A=Settler Statistics; F=Find Settler)
Z, X, C	Production menus (Z=Goods menu, C=Transport Priorities)
Return	Activates Chat line, press the key again to send the message. Esc cancels message.
Space	Jump to the current message
P, Pause	Switch pause on/off
H, Home	Jump to the start position
Arrow keys	Scroll in the corresponding direction
Page Up, Numeric Pad -	Zoom in
Page Down, Numeric Pad +	Zoom out
LMB + RMB	Zoom
F1, ?	Html help
F2-F4	Switch screen resolution (800x600, 1024x768, 1280x1024)
F6	Opens the team menu
F7	Show/hide clock
Print screen	Produces a JPEG Screenshot in the "Grab" directory
Tab	Hold the key down to speak via voice chat
1 to 0	Select the group designated with that number (pressing twice centers the screen on that group)



## TABLES

CTRL 1 to 0	Designate selected settlers to groups 1 through 0
Backspace	Exclude healthy soldiers from the selection
LMB	Select/deselect unit(s)
CTRL LMB	Add unit(s) to selection
Shift LMB	Select units of the same type in the vicinity
Alt LMB	Select units of the same type in the sector
RMB	Go to this location and carry out the default activity. In the construction menu: RMB on a building: jumps to that building
Alt RMB	Go to the location
CTRL RMB	Patrol between the current position and the new position where you click
Shift RMB	Set waypoint

LMB = Left mouse button  
RMB = Right mouse button

## CREDITS

### Producer

Thomas Hertzler

### Heads of Development

Hans-Jürgen Brändle  
Erik Simon

### Game Design

Hans-Jürgen Brändle  
Rainer Foetzki  
Torsten Hess  
Thorsten Mutschall  
Marcus Pukropski  
Erik Simon

### Programming

**AI**  
Stefan Maton  
Dietmar Meschede  
Volker Stang

**Graphics Engine**  
Marcus Pukropski

**GUI**  
Michael Haller

**Logic**  
Rainer Foetzki  
Dietmar Meschede

**Mainframe**  
Thomas Wiesinger

**Network**  
Jan Sebald  
Thomas Wiesinger

**Sound**  
Philipp Kursawe  
Stefan Pfafferoth

**Tools**  
Philipp Kursawe  
Stefan Maton  
Marcus Pukropski  
Thomas Wiesinger

### Additional Programming

Christian Jungen  
Frank Lucht  
Stefan Maton

### Graphics

**Art Director**  
Torsten Hess

**Buildings**  
Toby Charlton  
Michael Filipowski  
Joachim Walther

**Figures**  
Marko Giertolla  
Thorsten Mutschall  
Thorsten Wallner

**GUI**  
Joachim Walther

**Objects and Textures**  
Michael Filipowski  
Torsten Hess  
Thorsten Mutschall  
Marco Nagel  
Joachim Walther

**Scribbles**  
Joachim Walther

**Additional Graphics**  
Michael Haller

**3D-Sequences Story**  
Torsten Hess  
Thorsten Wallner  
Joachim Walther  
Wolfgang Walk

**3D Sequences**

**Studio**  
VCC Hamburg

**Direction**  
Prof. Markus Fischmann

**Animation Supervisor**  
Ariane Hedayati

### Compositing

Ralph Apfelbaum

**Music & Sound Effects**  
Haiko Ruttmann

### Speech Production

**Studio**  
Berliner Synchron

**Head of Production**  
Haiko Ruttmann

**Direction (German)**  
Rolf Klischewski  
Frank Turba  
Wolfgang Walk

**Direction (English)**  
Erik Hansen  
Rolf Klischewski  
Wolfgang Walk

**Speakers (German)**  
Thomas Danneberg  
Daniela Hoffman  
Joachim Kertzel  
Klaus Sonnenschein

**Speakers (English)**  
Albert Calvert  
Erik Hansen  
Shaun Lawton  
Marty Sander

**Data Wizards**  
Rolf Herzog  
Philipp Kursawe

**Map Design**  
Thomas "Eye" Dumrauf  
Marko Giertolla

Dennis "BB Wolverine" Hillebrand  
G.A.R. "CC Dej" de Jong  
Nurlaili "Elly" Legimin  
Jörg "Abbadon" Niesenhaus  
Erik Simon

Michael "Soc Moby Dick" Schmidt

*Tutorials*

Peter Klass  
Armin Strobl  
Andreas Suika

*In-Game Text*

Rolf Klischewski  
Oliver Silski

**Blue Byte Game Channel Team***Design*

Richard Lyle  
Haiko Ruttmann  
Melanie Voit

*Programming*

Boris Kravets  
Frank Lucht  
Richard Lyle  
Haiko Ruttmann

Jan Sebald  
Melanie Voit

*Web Design*

Michael Dreher  
Ralf Roehn  
James Ullrich

*Quality Assurance & Customer Support Manager*

Jens "BB Proteuss" Beler

*Lead Testing*

Till "BB Brus" Boos  
Darius "BB Luluman" Schippritt  
Thorsten "BB Rocker" Stranegger  
Andreas Suika

*In-House Beta Test Team*

Arif "BB Hemres" Aydogan  
Ralph "BB Sabre Wulf" Bethke  
Marc "BB LoP" Bethke  
Martin "BB Scotty" Brammer  
Eike "BB Momma T" Böcker  
Stefan "BB Cleaner" Chabrowski  
Dogan "BB Snoop" Cinar  
Joachim Alexis "BB Barracuda" Fleischer

Daniel "BB Zorro" Giebels  
Dennis Alexander "BB Wolverine"  
Hillebrand  
Marco "BB Barbarossa" Haake  
David "BB Mad Tom" Hopmann  
Christian "BB Bunsenbrenner"  
Johrden

Peter "BB Deep Thought" Klab  
Thomas "BB Calcium" Kudela  
René "BB Necrone" Kulka  
Dominik "BB Bela" Porten  
Markus Segeth  
Patrick "BB Pat" Stoica  
Sebastian "BB Elminster"  
Tennbergen  
Maik "BB Butch" Trawka  
André "BB Greenart" van Leyen  
Stefan "BB Puppetmaster" Volker  
Michael "BB 12vis" Unterhalt

*Community Manager*

Waldemar "BB Contact"  
Lindemann

*Manual*

Dale Collins  
Oliver Silski

*Project Manager USA*

David Lucca

*Translation to English*

Dale Collins  
Andrew Hayes

*Localization Manager*

Oliver Silski

*Public Relations*

John Coghlan  
Michael Domke  
Samantha Hertzler  
StewartMuir Communications (UK)

*Marketing*

John Coghlan  
Sabina Becker  
Daniela Brinkschulte  
Samantha Hertzler

Andreas Kahmer  
Manfred Kallweit  
Mike Nielsen  
Rike Poppe

*Sales*

David Bayliss  
Helge Borgarts  
Jim Harrod  
Nicole Stiefken

*Packaging, Manual Layout, Design and Production*

Sabina Becker  
Daniela Brinkschulte  
Samantha Hertzler  
Andreas Kahmer  
Manfred Kallweit  
Rike Poppe

*QA Assistant*

Oliver Blanck

*Hotline Team*

Jonas Asboe  
Katrin Eppinger  
Björn Fleischmann  
Thomas Geistert  
Tobias Grimm  
Stephan Illmer  
Juri Kuprat  
Peter Okorn  
Christian Pütz  
Benjamin Reckmann

*Special Thanks to*

Devon "Bosco" Farr  
Jason Habel  
Mark Hall  
Jeff Heyman  
Jürgen H. Krause  
Peter Reincke  
Marc Schroeder  
Peter Siedhoff

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real-time strategy games!



*Every Warrior  
has a Name*

# BATTLE REALMS

*You are about to win the war...  
they are about to spin it*

# CONFLICT ZONE

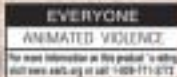
MODERN WAR STRATEGY



*Fleet-Based  
Real-Time Strategy*

# CONQUEST

FROTTIER WARS



610335-MNL

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