

The Settlers II

VENI, VIDI, VICI



© 1997 Blue Byte Software, Inc. All rights reserved. Manual, text, graphics and names are copyrighted. No part of this publication may be reproduced in any form, broadcasted, transferred or translated into any foreign language without written permission from Blue Byte Software, Inc. Rental of this product is prohibited. "The Settlers II- VENI, VIDI, VICI" is a trademark of Blue Byte Software, Inc. Mac and the Mac OS logo are trademarks and Power Mac and Macintosh are registered trademarks of Apple Computer, Inc. All other product names used in this publication are registered trademarks of their respective companies.



BLUE BYTE SOFTWARE INC.

870 E. Higgins Rd., Suite 143 • Schaumburg, IL 60173 • USA • Tel.: (847) 995-9981

Fax: (847)995-9956

<http://www.bluebyte.com>

BLUE BYTE SOFTWARE GMBH

Eppinghofer Strasse 150 • 45468 Mülheim-Ruhr • Germany • Tel.: +49 (0)208 - 450880

Fax: +49 (0) 208 - 4508899

BLUE BYTE SOFTWARE LTD

22 Billing Road • Northampton • NN1 5AT • Great Britain • Tel.: +44 (0)1604 - 259090

Fax: +44 (0)1604 - 24553

Preface



Once upon a time, on an island far, far away a brave people known as the Settlers began their great adventure. Lead the Settlers on a journey which is rich in graphic detail and full of wonderful sound effects.

Play through a ten-chapter story as the leader of a group of Romans. This is told to you on the basis of a fictitious diary narrated throughout your quest. Or you can try conquering the world continent by continent. During your conquest, you'll enjoy a wide variety of terrain and landscapes!

We hope The Settlers II brings you as many hours of enjoyment as the rest of the Settlers dynasty has brought to thousands of gamers around the world. If you have any questions or comments please contact us! We would love to hear from you.

Have fun!

The Settlers II Team

Table of Contents



Preface	3
Installation	6
Starting The Settlers II	7
Leadership Training	9
<i>Economy</i>	10
<i>Military</i>	12
<i>Windows</i>	14
Local windows:	
<i>Production</i>	15
<i>Inventory</i>	15
<i>Activity</i>	16
Administration windows:	
<i>Map</i>	17
<i>Main selection</i>	18
<i>Construction aid function</i>	18
<i>Post Office</i>	19
The Main selection:	
<i>Goods distribution</i>	20
<i>Transport priority</i>	20
<i>Tool production</i>	20
<i>General statistics</i>	21
<i>Merchandise statistics</i>	21
<i>Statistics on buildings</i>	22
<i>Stock</i>	22
<i>Productivity</i>	22
<i>Military</i>	22
<i>Ship register</i>	22

Table of Contents



Buildings	24
<i>Production sites</i>	25
<i>Ships</i>	31
<i>Mines</i>	32
<i>Military buildings</i>	33
<i>Storehouses</i>	35
General Keyboard Layout	36
General tips	37
Warranty	38
Credits	39

Installation

TECHNICAL REQUIREMENTS

Minimum Configuration: You'll need a 68030 Macintosh® with system 7.1 with Quicktime™ 2.0, 16 MB of RAM, 10 MB of free hard drive space, along with a 2X speed CD-ROM drive.

Recommended Configuration: Any Power PC-based PowerMac® with system 7.6 or higher, 24 MB of RAM, 40 MB of free hard drive space, along with 4X speed CD-ROM drive.

MEMORY REQUIREMENTS

The Settlers II requires 16 MB memory on your Macintosh.

INSTALLING "THE SETTLERS II"



NOTE: Throughout this document the word "Select" refers to either highlighting text and pressing [ENTER] or clicking on the text with the mouse button.



NOTE: To run Settlers II you need to turn "virtual memory" off. To do this, simply go to "Control Panels" in the Apple menu and select "Memory". Click "Off" on the Virtual Memory box, and restart your machine.



NOTE: If you only have 16MB of RAM on your Mac, we seriously recommend turning off any system extension except Quicktime and Apple CD-ROM prior to playing Settlers II.

INSTALLATION AND STARTING

1. Insert Settlers II into your CD-ROM drive.
2. Double-click on the CD graphic with Settlers II underneath it.
3. Double-click on the Settlers II icon.
4. Sit back and enjoy the animated introduction.

NOTE: If you wish to skip the introduction, press esc or the spacebar.

5. Click once at the big title screen.

NOTE: If you have a 2X speed CD-ROM, you'll probably notice some slowdown during the introduction.

Starting Settlers II

Game Menu

Roman Campaign: "The Settlers II" contains a short story divided into ten missions, the first of which is intended to be an introductory chapter and training mission. If you click the "Roman Campaign" button, the story begins.

Resume last game: This button loads your last saved game automatically.

Load game: Brings up the "Load game?" box where you can click and load a saved game.

Unlimited play:

In this mode you can choose from 17 different scenarios and determine your enemies as well as various other options.

- *In game?:* Here's where you decide how many opponents will be in the game. By clicking on the check mark you can add or remove players.
- *Leader:* Mouse click on each leaders name repeatedly until you find one you like.
- *Mode:* Click on the box to toggle between human and computer.
- *Scenario:* Select a map (there are 17 to pick from).
- *Alliances:* Select from three different alliance modes.
- *Start Game:* Click here after your options are set the way you like.
- *Game Objective:* Select from three different styles of game objectives.
- *Merchandise in Headquarters:* Select the initial value for raw materials.
- *Exploration:* The default "On" setting lets you explore and find landscapes. "Off" shows you the entire playing area.
- *Start Position:* "In sequence" starts all players at the same position each time. "Randomly" is random.
- *Return:* Takes you back to the main setup screen.



NOTE: If you wish to play out large scenarios in "Unlimited play" mode and do not have sufficient free memory, reduce the number of participating cultures. Choose members of one culture as characters. Some of the large scenarios may only be accessible to users with more than 16MB main memory.

Starting Settlers II

Options: Enables you to change the screen resolution, art and animation options, and sound effect channels.

Intro: Did you miss anything? [Click here](#) to watch the animated introduction again.

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

Quit program: WARNING! Use this button only in an emergency. It leads to an immediate intrusion bringing you back to the reality of your life.

Enough text, lets get into the game. Click on "Roman Campaign", then the "Play chapter" button.

You will find yourself on a green meadow, in the middle of which a tent has been pitched. This tent, will serve as the command post for the first mission. The first time is always a bit tentative, but follow along as we explain. Oh, and since you still have no idea how anything is built, you can disregard what Captain Octavius suggests. So kick back and relax for a moment and read the next couple of pages, you should find them quite enlightening.



“Leadership Training”

Apart from what the encyclopedia says, the Settlers are the little bustling people on your screen, just waiting for you to direct them.

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

“The Settlers” when you build a hut for a Woodcutter who whistling happily, begins to cut trees in order to tie the logs together in a bundle, so they can be picked up.

....When you build a Sawmill so that you can process the logs into boards for building up the settlement.

....When a Carrier takes away the boards, so that the Metalworker can make tools out of them, in order to occupy more manual laborers.

....And when you can observe every one of your subjects (up to thousands of them) at work, whether it's a Geologist, Miner, Fisherman, Warrior or Farmer.

But don't get too stressed out. Remember to sit back, relax and quietly watch your people busily rush around the screen, following your commands.

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

Economy

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

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

Because on the other hand, you may no longer have enough wood to be able to produce the boards that you need for building more Fortresses. Perhaps your Shipyard is no longer in a position to build ships with which you can reach the neighboring islands. Maybe you cannot even build a Farm to provide food for the growing number of Miners.

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

HOW DO I BUILD A ROAD?

Does your tent still stand all alone on the meadow? Now its time to learn how to build a flag. Press the space bar. Now if you double-click on one of the golden flags, you have a new blue flag. (Press the spacebar again to turn off the flags and building options.) Now click on one of the two blue flags, choose the "Build road" button in the window that has popped up, and then click on the second flag. The computer now automatically finds the shortest possible connection. But of course it also has to take the lay of the land into consideration. A connection that appears simple may require detours, or could be completely impossible. In this case you can search out another destination flag or select the second road building method.

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

Economy

WHAT DO I HAVE TO WATCH OUT FOR WHEN BUILDING ROADS AND HOUSES?

When planning your distribution network you must take into account the site and occasionally the situation of your buildings. It would make little sense to build a bakery far away from the mines, since bread is an essential part of the miner's diet. It also makes sense to occasionally have multiple routes to any given area, to help prevent merchandise from moving too slowly when you need it most. (But be careful, too many roads spread about in remote locations can cause problems too.)

HOW DO I BUILD A HOUSE?

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

IN CASE OF EMERGENCY...

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

SET OUT AS MANY FLAGS AS POSSIBLE

The flags within each stretch of road designate the nodes of your pathway network. Between each two flags a carrier goes back and forth and transports the merchandise that is stored at one of the flags to the next one. The shorter this path is, of course, the faster the carrier is back again to take another bundle of goods.



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

- 1.) Check whether you could insert more flags into an existing stretch of road. That way the transport capacity of this road can be increased many times over!*
- 2.) Raise donkeys. Donkeys are automatically put to use on your heavily burdened transport paths to double the transportation capacity there. (Not available at the beginning of the game.)*

Always think over what belongs close together and what should lie farther apart. A Sawmill goes with a Woodcutter and later on, a Forester. The Farm does not need to be nearby, but it shouldn't be all too far from the Bakery. With a little thought, planning and building are not as difficult as they first appear. The tricky part is once your settlement starts to grow and become prosperous, others will want your wealth. Then it's time to think about your Military.

Military

To start with: It is possible to play "The Settlers II" without any fighting at all. To do so, choose "Unlimited play" in the game menu and create a world without computer opponents. In this case you only need the military buildings for the purpose of expanding your territory. Simply place new military buildings (i.e. Barracks, Guardhouse, Watchtower or Fortress) near the border. Because you are playing without opponents, the Barracks is usually fine. As soon as a soldier has occupied the finished building. Your borders will be extended and new territory will be available for settlement.

HOW DO I BEST PREPARE MYSELF AGAINST AN ATTACK?

First there's reconnaissance. The deeper you can peer into the enemy territory, the more precisely you can plan your countermeasures. The most suitable reconnaissance tool is the Lookout Tower. It affords you a far-reaching overview of the proximity of enemy military buildings. And it is precisely these military buildings that you too will now need.

Sending scouts is also a good way to see what's up with enemies. Click on a flag, and move the cursor over to the forth icon called "Send Out Scout". You'll then have a soldier out walking beyond your borders, checking things out.

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



TIP: Think over carefully where you put which building. So long as there is no enemy nation in sight, one should think twice about investing the enormous resources that a Fortress eats up. On the other hand it would be useless to set up just one little guard post against a massive border fortification by the enemy. In such a case you should build a Fortress and a Catapult.

WHAT DO I NEED A CATAPULT FOR?

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

Therefore one can use the Catapult to prepare one's own attack by shooting at the enemy Fortresses so that it is ready for storming. However, you can also use it to prevent imminent enemy expansion.

Military

AND IF I DO GET ATTACKED?

Since defense is mostly automatic, you'll watch your units and planning, but not direct them individually. You can of course modify the settings for this purpose (see: The Military Window), but it's too late for that when one of your military buildings is being attacked. The soldiers that are stationed there step in front of the door and take up combat positions. As soon as all the attackers have been defeated, your soldiers go back into the building (at least until the next attack).

If your soldiers should lose, then the military building falls into the hands of the attacker, and all the other buildings in the vicinity go into flames. This territory is then lost, and must be reconquered. To do that, you must take the offensive yourself.

AND HOW DO I START MY OFFENSIVE?

Does your neighbor get on your nerves because he doesn't respect your border? Or because he's exploiting a couple of highly tempting gold Mines right in front of your nose? Well, it may be time to attack! Simply click on the military building of your enemy that you want to attack, and you will immediately be asked how you would like to attack. Is it enough to give the younger soldiers a little experience, or should the seasoned professionals be called up? Do you send every able-bodied man into the field or just a few of your soldiers... all can be determined here. And when you think you can't lose, give the order to attack.



The "Attack" window

The first number represents the minimum amount of soldiers that can attack, and the second represents the maximum.

1 = Click to decrease attacking soldiers by one.

2 = Click to increase attacking soldiers by one

3-6 = Shortcut buttons to attack with that amount of soldiers

7 = Attack with the stronger attackers

8 = Attack with the weaker attackers

9 = Attack!

Windows

Dou'll notice that clicking on objects brings up information windows. You can move an open window simply by clicking the title bar with the mouse and dragging it somewhere else. You can also reduce it to its title bar and "collapse" it by clicking the upper *right* corner of the window and, of course, you can also close it again. To close a window simply click the upper *left* corner or press the esc key.

Close

Title bar

Collapse



HELP!

In some windows, you will notice a blue "?" button. Pressing this will give you more information about the window you currently have open.



Help button

HOW DO I TELL THE DIFFERENCE BETWEEN THE VARIOUS WINDOWS?

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

- 1.) The gameplay windows provide information about particular buildings and their functions. You can reach these windows just by clicking on the building in question.
- 2.) The administration windows located at the bottom center of the screen are for checking your general economic and military data.

Windows

1.) THE GAMEPLAY WINDOWS

THE "PRODUCTION" WINDOW

Title bar = type of production

1 = Summary

2 = Demolish on/off

3 = Production on/off

4 = Go to place of production

How well does a particular operation really function? The top left and right you see symbols for the occupation and the product of this building. Underneath are two or three lines giving the required means of production that this building needs in order to stay operational. The number near the items that are only weakly lighted indicates the stock required in order to assure optimal operation. The number at the brightly lighted items indicates how much is currently in stock.



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

THE "INVENTORY" WINDOW

Title bar = storage location

1 = Next page

2 = Go to headquarters (or storehouses)

3 = Start expedition (only at the harbor)

4 = Taking out of store

5 = Stop storage

6 = Select all



3

Suppose you have built a Bakery, there is enough grain and water available, and still the shop doesn't start up operation. What has happened? Perhaps the trouble is that you don't have a baker. To check this, simply take a look into your Headquarters.



Windows

Click onto the book icon to turn to the next page, and the number under the pretzel icon will reveal to you how many bakers are available. You don't find a baker? It won't take long, one will arrive automatically after the Bakery is completed. Now click the book icon again, twice.

The number under the rolling pin will tell you whether you can make a helper into a baker at all. If you have no more rolling pins, then we recommend that you give the production of rolling pins a higher priority for a little while. To do that, however, you will have to open the "Tool window". (see page 20)



NOTE: Remember that every place of manufacture requires someone qualified to do the job. In order to work they need to have tools. So pay attention to adequate tool production! All goods are transported into the Headquarters or nearest Storehouse. However, it is still possible that a needed tool may only be found faraway. In this case, the baker may already be on his way. Unfortunately he needs a bit of time to get his tools at the Storehouse and make his way back to his Bakery.



THE "ACTIVITY WINDOW"

Every time you click somewhere on your playfield that doesn't have a building, a Activity window appears. Depending on where you've clicked the window, it can look quite different. For example, if you click on an empty area the activity window may only allow the enlarging of this section of the playing field. If you click on a golden flag or a golden house, then you can erect a flag or house. On the other

hand, if you click on a flag that already exists, the window asks you whether you want to build a road there, take the flag down, or have the area investigated by a geologist or an scout. If you click onto an existing road, then you get the option of tearing up this road. And what happens if you click onto an enemy military buildings? You can find out in the chapter called "Military". (see page 22)

Tip: Pace of the game a bit too slow? Press "V" on the keyboard to bring up the time accelerator (with clock logo). The building and development pace of the game will be faster now. (Press "V" again to return to normal speed.)

Windows

THE ADMINISTRATION WINDOWS



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

1 = Opens the "Map" window.

2 = Opens the "Main selection" window.

3 = Activates the "Construction aid function" (same as pressing the space bar).

4 = Opens the "Post office" window.



HOW THE MAP WINDOW WORKS

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

1 = the land that you have already settled

2 = the locations of your buildings

3 = your pathway network

4 = enlarge the map.

You can also jump to any particular point on the map, simply click on the place with the cursor.



Windows



WHAT'S THE STORY ON THE "MAIN SELECTION"?

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



- 1 = Distribution of goods*
- 2 = Transport priority*
- 3 = Tool production*
- 4 = General statistics*
- 5 = Merchandise statistics*
- 6 = Statistics on buildings*
- 7 = Stock*
- 8 = Productivity*
- 9 = Military*
- 10 = Ship register*
- 11 = Go to game menu*

Consult the chapter entitled "The Main Selection" on page 20, for the precise function of these windows and how they can affect the game.



WHAT IS THE CONSTRUCTION AID FUNCTION FOR?

If this function is activated, gold colored symbols of houses and flags appear everywhere a building or a flag can be erected. With this, you save yourself a lot of tedious searching, since the construction options are normally shown only when cursor pointer is directly over a particular location. To activate this function, simply press the [Space bar]. To deactivate, press the [Space bar] again.

You will notice the different kinds of house symbols. These distinguish the three types of buildings, since the size and space available for construction varies. The changing environment also changes construction possibilities: where you have already built a road, there may no longer be any room for a building. But for that purpose, perhaps clearing a forest can create valuable building land. You will find more on the subject in the chapter "Buildings". (see page 22)

Windows



WHAT DO I NEED A "POST OFFICE" WINDOW FOR?

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



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



NOTE: The Post office binder can only hold up to 20 messages. If your binder is full, the latest message replaces the oldest one.

Windows

THE MAIN SELECTION

THE "DISTRIBUTION OF GOODS" WINDOW

- 1 = Foodstuff
- 2 = Grain
- 3 = Iron
- 4 = Coal
- 5 = Boards
- 6 = Water
- 7 = Basic setting

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

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

We have set the distribution values to start at levels that usually work well. However, a special situation may call for special distribution. Once the exceptional situation is past, you need only press the default button (located in the lower right corner of the window) which will reset the original values.



THE "TRANSPORT" WINDOW

An item that is not normally needed may suddenly be in great demand. In these cases, you can decide which of two items lying near a flag will be transported first. The higher the symbol for an item in the button window, the sooner that item will be transported. If you need logs because your Sawmills production is low, click the "log" symbol and then press the up arrow several times. The higher the symbol moves, the sooner your logs will be transported to the Sawmills. The arrows with the dash on them take the logs directly to the top or bottom depending on which way it's pointing. As always, the defaults takes the settings back to their original values.



Default button



Raise priority



Lower priority

Windows

THE "TOOL" WINDOW

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

THE "GENERAL STATISTICS" WINDOW

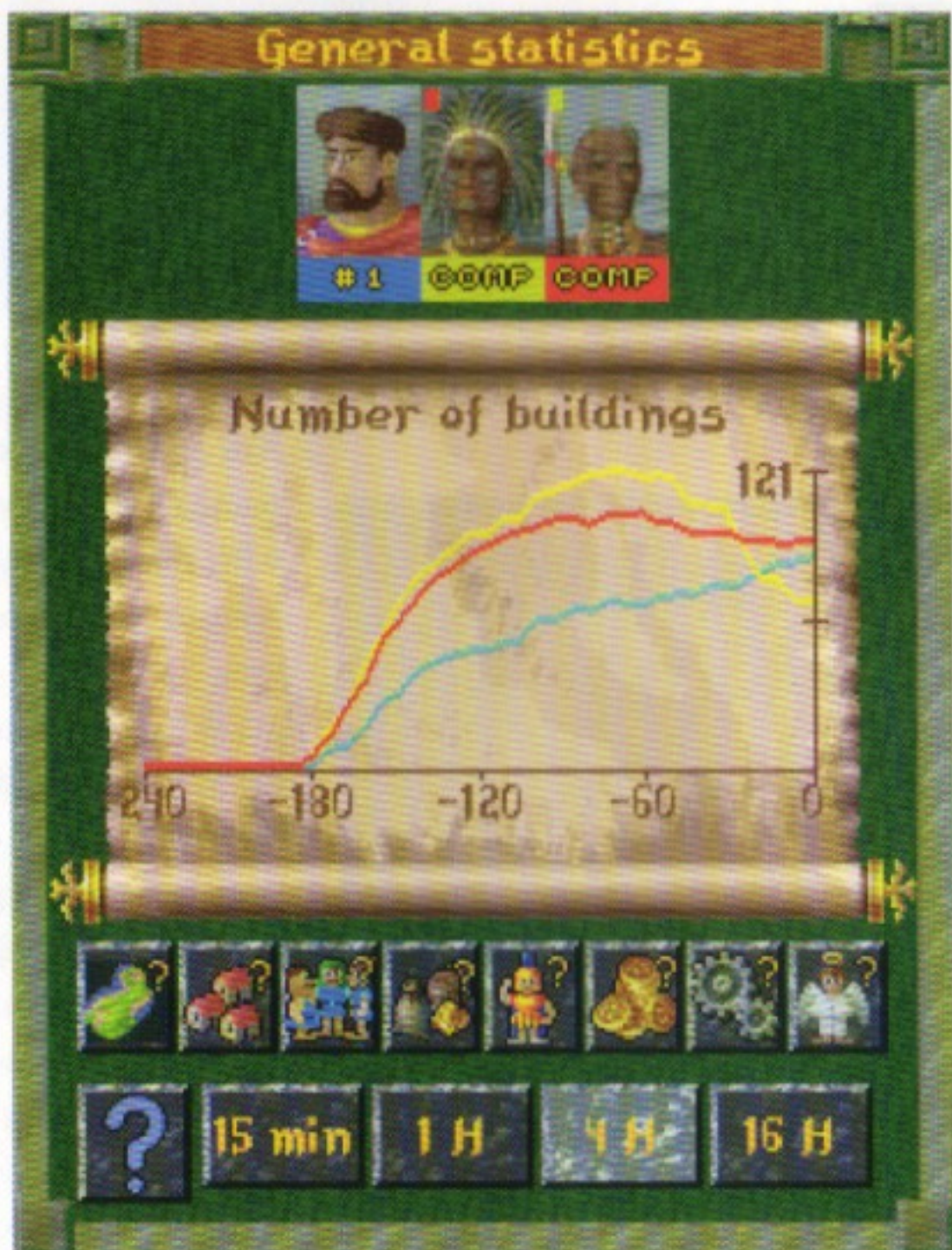
Default button



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

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

As soon as a player attacks his allies, these become his enemy. At the same time, the allies of the people attacked become the attacker's enemies. In this window players can check which computer enemy is currently allied with whom. The colors of the allies are shown as small rectangles in the players' portraits.



THE "MERCHANDISE STATISTICS" WINDOW

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

Windows

THE "BUILDINGS" WINDOW

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

THE "STOCK" WINDOW

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

THE "PRODUCTIVITY" WINDOW

This window lists all the possible branches of production. Next to the buildings you have the average productivity of your operations of that type. So you can see very quickly when something has low output. But also bear in mind that if your production appears to be standing still, it may be you have not constructed the required building yet.

THE "MILITARY" WINDOW



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

- 1.) What is the rate of recruitment?
- 2.) When a building has to be defended, are the weaker soldiers called in first, or do the strong ones have to move in right away?
- 3.) Do your soldiers react defensively or offensively to the attacks of foreign nations?
- 4.) How many soldiers from each hut are mustered for the attack?
- 5.) How strongly manned are the military buildings in the interior of the country?
- 6.) How strongly manned are the military buildings at an average distance from the border?
- 7.) How strongly manned are the military buildings in the vicinity of the border?
- 8.) *Default button*

Windows

THE "SHIP REGISTER" WINDOW



1 = Go to the first ship in the register

2 = Go to previous ship

3 = Go to next ship

4 = Go to the last ship in the register

5 = Look at ship

6 = Look at destination harbor (only if a ship has already been built and deployed)

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



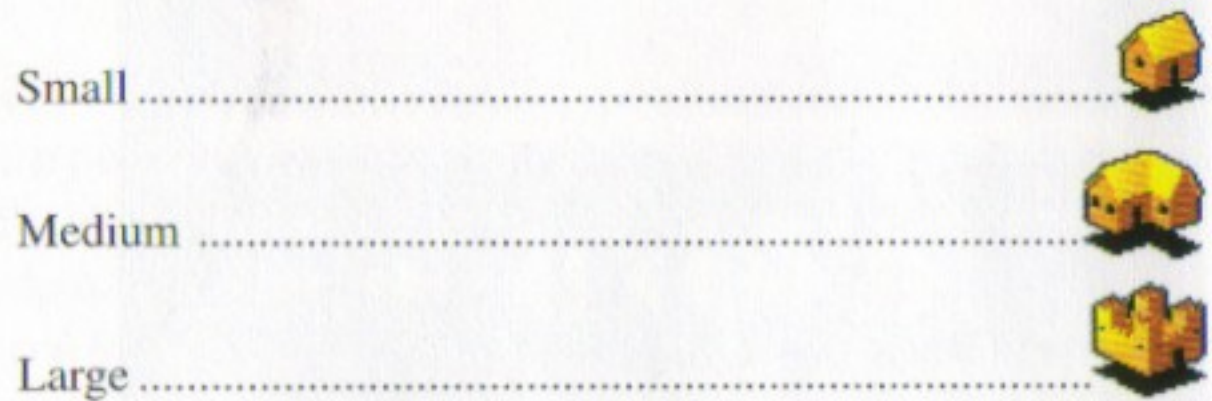
Buildings

THERE ARE FOUR TYPES OF BUILDINGS

For everything you want to produce, you will need the appropriate building. There are four types of buildings.

- 1). Production sites
- 2). Mines
- 3). Military
- 4). Storehouses

In order to construct a building, you just need to determine if your have adequate space. There are three different size buildings:

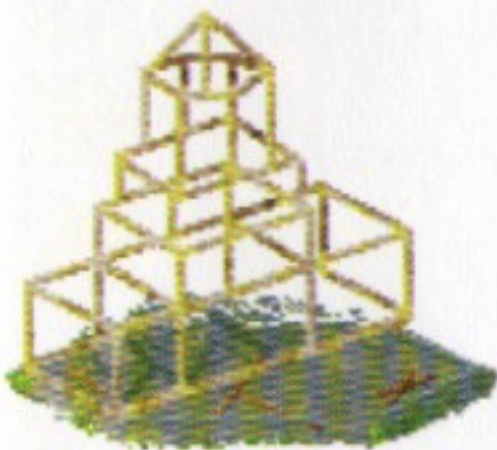


Tip: If you press the "C" key, the designations appear under all the buildings that you have already built or that are under construction.

The quickest way to determine where you may construct a particular building is to use the construction aid mode (see page 18 or just press the space bar), when the aid is active, you can see at a glance which size building can be built and where.

After you select the appropriate building site, click once to choose the building size icon. The building options will appear below the icon. Choose the building you wish to build, by clicking once again. Then don't forget to build a road to connect it.

Note: In early missions, not all building types are available.



The "construct" window

Buildings

PRODUCTION SITES OF THE SMALL BUILDING SIZE

Woodcutter: (Requires 2 boards)



Inhabitant: woodcutter



Tool: axe



Product: logs



Structural material: board



Building size: small



Remark: A Woodcutter's hut naturally makes sense only where there is sufficient forest.

Forester: (Requires 2 boards)



Inhabitant: forester



Tool: shovel



Structural material: board



Building size: small



Remark: By planting trees, the Forester sees to it that your Woodcutters don't do any clear-cutting.

Quarry: (Requires 2 boards)



Inhabitant: stonemason



Tool: pickaxe



Product: stones



Building material: boards



Building size: small



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

Buildings

Fishery: (Requires 2 boards)



Inhabitant: fisherman



Tools: rod and line



Product: fish



Building material: boards



Building size: small



Remark: A Fisherman's hut is only worthwhile next to water rich in fish. However, only a Fisherman can establish whether water is rich in fish. To do that he needs a hut.

Hunter: (Requires 2 boards)



Inhabitant: hunter



Tool: bow



Product: meat



Structural material: boards



Building size: small



Remark: Put a hunting lodge somewhere where there is plenty of game running around in the area. Hint: animals love trees.

Well: (Requires 2 boards)



Inhabitant: assistant



Product: water



Structural material: boards



Building size: small










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

Buildings

PRODUCTION SITES OF THE MEDIUM BUILDING SIZE








Sawmill: (Requires 2 boards, 2 stones)



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







Slaughterhouse: (Requires 2 boards, 2 stones)



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

Mill: (Requires 2 boards, 2 stones)



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

Buildings

Bakery: (Requires 2 boards, 2 stones)



Inhabitant: baker



Tool: rolling pin



Product: bread



Fundamentals: water, flour



Structural material: stones, board



Building size: medium



Iron Smelter: (Requires 2 boards, 2 stones)



Inhabitant: iron founder



Tool: crucible



Product: iron



Fundamentals: iron ore, coal



Structural material: stones, boards



Building size: medium



Metalworks: (Requires 2 boards, 2 stones)



Inhabitant: metalworker



Tool: tongs



Product: tools



Fundamentals: boards, iron



Structural material: stones, boards



Building size: medium



Buildings

Armory: (Requires 2 boards, 2 stones)



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

Mint: (Requires 2 boards, 2 stones)



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

Brewery: (Requires 2 boards, 2 stones)



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

Buildings

PRODUCTION SITES OF THE LARGE BUILDING SIZE



Farm: (Requires 3 boards, 3 stones)



Inhabitant: farmer 

Tool: scythe 

Product: grain 

Structural material: stones, boards  



Building size: large 



Pig Farm: (Requires 3 boards, 3 stones)



Inhabitant: pig-breeder 

Product: pigs 

Fundamentals: grain, water  

Structural material: stones, boards  

Building size: large 

Donkey Breeder: (Requires 3 boards, 3 stones)



Inhabitant: donkey breeder 

Product: pack donkeys 

Fundamentals: grain, water  

Structural material: stones, boards  

Building size: large 

Buildings

Shipyard: (Requires: 2 boards, 3 stones)

REMARK: You can build a Shipyard without having a Harbor, but then the boats don't do much good. So always remember it's a good idea to build a new harbor as soon as possible. However it is best to limit each island or continent to one harbor building.






Inhabitant: shipwright.....

Tool: hammer

Product: boats and (on command!) ships

Fundamental: boards

Structural material: stones, boards

Building size: large

What kind of ships are there anyway?

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



Note: Boats are only able to carry merchandise, not men. You need ships to do this. As soon as you build a large ship, you need a harbor too. This harbor must remain connected to your road network so that merchandise can be transferred back and forth. In this manner it is managed as a normal Storehouse.



And what purpose does such a large ship serve?

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

As soon as your ships have discovered another island and built another harbor there (give order in the ship register), the transport of merchandise between the two harbors begins automatically. You don't have to bother about loading the ships. Your people recognizes automatically what is needed by the other settlements in each case.













When doing this, your ship is capable of carrying 40 items or persons per voyage, and can also do so at quite exceptional speed. The enormous resources a ship consumes can be paid back fairly quickly after discovering another island.

Buildings

PRODUCTION SITES OF THE MINES

Gold Mine Iron Mine Coal Mine
Granite Mine (Requires 4 boards)



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



REMARK: There is no point in constructing just any kind of mine on one of the hammer symbols. The probability that you hit just the right type of mine is relatively low. Get your Geologist to check first whether a raw materials are hidden at this spot, and if so, which one. (See activity window, page 16)

To do that, you must first build a path into the mountains. Please read about how to do this in the "Economy" chapter under "Road Construction". Then you click on one of the blue flags in the mountains and choose the button (in the pop-up menu) depicting the man with the white beard. He will set out immediately on the arduous alpine tour and look at the ground around the flag. If he finds something, you will get a message in the post office. Please consult the chapter "What do I need a Post Office for?" to find out how to call this up.




Buildings

MILITARY BUILDINGS

NOTE: All military buildings except the Lookout Tower serve to extend your settlement area and secure your borders. When you erect a military building near the border, your territory is automatically extended as soon as the first soldier enters the building. Remember to produce enough gold coins to promote your soldiers.





The Barracks: (Requires 2 boards)



- Inhabitant: up to 2 soldier 
- Structural material: boards 
- Building size: small 





The Guardhouse: (Requires 2 boards, 3 stones)



- Inhabitant: up to 3 soldiers 
- Structural material: stones, boards  
- Building size: small 

The Watchtower: (Requires 3 boards, 5 stones)



- Inhabitant: up to 6 soldiers 
- Structural material: stones, boards  
- Building size: medium 

Buildings

Fortress: (Requires 4 boards, 7 stones)



Inhabitant: up to 9 soldiers



Structural material: stones, boards



Building size: large



Lookout Tower: (Requires 4 boards)



Inhabitant: scout



Fundamentals: bow



Structural material: boards



Building size: small



Remark: From a Lookout Tower, you can see far into previously unknown land. It is therefore ideal for remote reconnaissance, but it is not suitable for territorial expansion. (ie. your territory does not automatically expand if you build a Lookout Tower on the border).

Catapult: (Requires 4 boards, 2 stones)



Inhabitant: assistant



Fundamentals: stones



Structural material: stones, boards



Building size: medium



Remark: The Catapult is a remote fighting weapon that is well suited as a defensive weapon. For the way it works, read the chapter "The Military" see page 12.

Buildings

Headquarters



The Headquarters is your first building and therefore does not need to be built. It has the function of a Storehouse and must be protected from the attack of possible enemies. When you lose your Headquarters, you have lost the game. Players can choose how many soldiers are to protect the Headquarters.



STOREHOUSES

Storehouses have great significance in the expansion of your realm. The further away the nearest Storehouse is, the longer the goods need for their transport. This causes more sluggish growth of population and recruiting of your soldiers because all this takes place in your Storehouses. Delays can be very costly when the going gets tough. Therefore build Storehouses regularly and in sensible locations! In the Headquarters and Storehouses it is possible to decide for all merchandise and workers individually whether they may be stored in this special warehouse or not. Players can also choose individually which goods are to be compulsorily transported out of the store. Note: Storehouses can not be built early in the game

Storehouse: (Requires 4 boards, 3 stones)



Inhabitant: variable

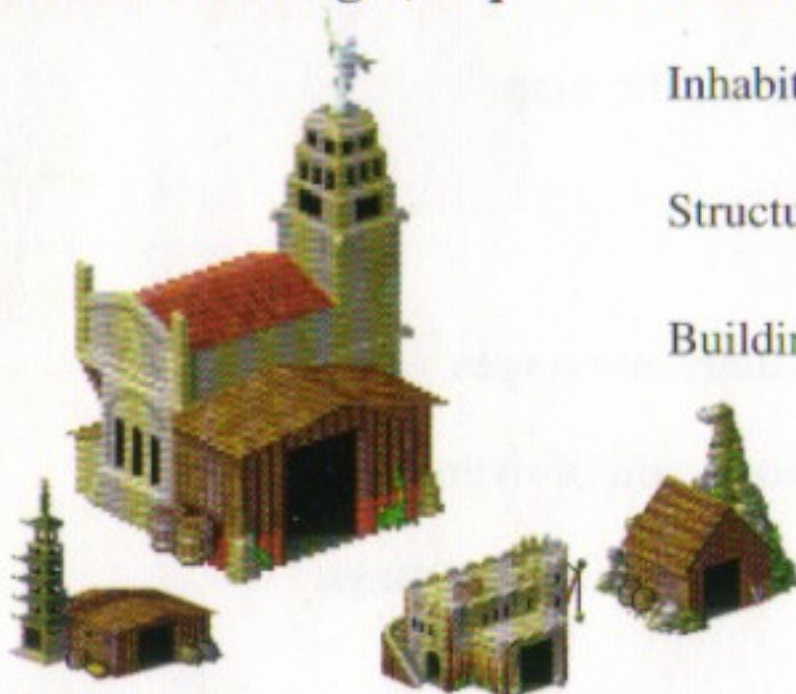
Structural material: stones, boards



Building size: medium



Harbor Building: (Requires 4 boards, 6 stones)



Inhabitant: variable

Structural material: stones, boards



Building size: large



Remark: Harbor Buildings are most efficient on larger stretches of water (see "Shipyard page 31").

General keyboard layout

The keyboard layout

[Space]: Construction-aid function

C: Name of buildings

H: Go to Headquarters

L: Show map

N: Open messages window

P: Pause

S: Productivity of buildings

Z or Y: Zoom

F1: Load game

F2: Save game window

F8: Readme "Keyboard layout"

F9: Readme "What's new"

F10: CD Audio Player

F12: Game Menu

Command Key Q: Exit from game

Command Key W: Close window

Esc: Close window/abort

Option Key and mouse

button together or Direction keys: Scroll the map

In the messages window:

Del: deletes messages

G: Go to site of event

+/-: Next/previous message

General Tips

GAMEPLAY HINTS:

- Roads are the lifeblood of your settlement. If you plan their layout carefully, they'll grow enough to be automatically upgraded to donkey trails (which carries twice as many goods).
- If you have a long stretch of road, make sure it has some flags on it. This way more goods can be carried along its path.
- Be careful when recreating roads in areas where buildings have been destroyed. A badly designed road will never get upgraded to a donkey trail, and move goods effectively.
- Plan your expansion carefully. Building a bunch of mines on a distant mountain makes no sense if you lack food supplies to feed your miners. Try to expand in a balanced manner.
- Don't exploit resources with overbuilding of mines and fisheries around one spot. The resources will get exhausted much quicker, and not provide a balanced goods structure.
- Use the "S" key to display building efficiency, and look out for red! Try to keep your buildings fully utilized. For example, if a mill is idle half of the time (50%), build another farm as near as possible.
- Choose the path of least resistance when building roads. It's usually better to build a road around a small hill than directly over it.

Warranty

90-DAY WARRANTY AND SOFTWARE LICENSE AGREEMENT

Blue Byte Software, Inc. warrants that the media on which this software program is recorded will be free from defects in materials and workmanship, under normal use for a period of 90 days from the date of original purchase. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness, may be returned during the 90-day period for free replacement—provided you have previously returned your product registration card to Blue Byte Software, Inc.

This computer software product (the "Software") and user manual are provided to the Customer under license from Blue Byte Software, Inc. and are subject to the following terms and conditions, to which the Customer agrees by opening the package of the Software and/or using the Software. Granting of this license does not transfer any right, title or interest in the Software or user manual to the Customer except as expressly set forth in this License Agreement. The Software and user manual may not be duplicated or copied for any reason. The Customer may not transfer or resell the Software or user manual. The remedies provided above are the Customer's sole and exclusive remedies.

In no event shall Blue Byte Software, Inc. be liable for any direct, indirect, special, incidental or consequential damages with respect to the Software or the user manual. Except as provided above, Blue Byte Software, Inc. makes no warranties, either expressed or implied, with respect to the Software or user manual, and expressly disclaims all implied warranties, including, without limitation, the warranty of merchantability and fitness for a particular purpose.

The Settlers II is a trademark of Blue Byte Software, Inc. All other product names are trademarks of their respective owners.

Credits

Thomas Hertzler: Producer

Thomas Häuser: Project manager

John Podlasek: U.S. Project Manager

Peter Ohlmann: Programming

Alexander Christof: Macintosh Programming (Similis)

Christoph Werner: Graphics

Adam Sprys: Graphics, Map design

Peter Okorn: Map design

Thorsten Knop, Erik Simon: Extra graphics

Wolfgang Walk: Story, texts

Michael Dreher, Suzan Simmons: Layout of manual

Haiko Ruttman: Music, in charge of recording and sound effects

Jurie Hornemann: Additional Programming

Thomas Friedmann, Mike O'Connell, David Howe: Special Support

Jonathan Failla: Narrator

Thanks to:

Bernhard Ewers, Rainer Reber, Thomas Friedmann, Beth Rodgers, Samantha Flint,

Paul Bartu.

ISBN 1-888533-15-3

