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INTRODUCTION

1. Introduction

Dear friends and fans of THE SETTLERS!

A very warm welcome to THE SETTLERS IV GOLD EDITION.

This edition combines all three parts of the successful series THE SETTLERS IV, offering to you bundled, never-ending gaming fun featuring exciting single- and multiplayer maps plus a random map generator as well as a map editor. Take the challenge, go on a journey through unexplored countryside, and settle!

Enjoy!



2. Installation

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

If your Autoplay function is disabled, simply double-click the file "AUTORUN.EXE" in the main directory of the CD-ROM. Now follow the on-screen instructions.

At the end of the installation process you will be asked to register as a Blue Byte customer, which naturally is left up to you to decide.



3. A first glance...

Four tribes, the Romans, the Mayans, the Vikings and the Trojans, who live in constant competition with each other, inhabit the world of the settlers. You will be the leader of one of these cultures and have to accomplish certain tasks. These include occupying land, securing resources or simply building the most beautiful settlement. There is more than one way to success: you may trade, forge alliances or lead your army to battle.

THE SETTLERS IV GOLD EDITION, just like its successful predecessors, is a strategy game. The fate of the settlers depends on your skill only: how well you plan, maintain and guard your settlement. Taking care of a tribe means facing various challenges. You have to ensure a constant supply of resources for the production of important goods. You have to build houses to shelter your settlers. Keep the gods happy with the right sacrifices and build a punchy army to guard your thriving village. Increase the quality of life for your people by building eyecatchers, that also have an interesting side effect: they raise the fighting power of your soldiers on enemy soil! Educate specialists, have your priest perform wonders and trade with friends and foes...

As you see you have numerous possibilities to play the game according to your own likes! But be careful: the enemy does not sleep. All tribes are going for their own goals.

THE SETTLERS IV GOLD EDITION offers a number of game modes: Try the exciting missions of each tribe, play alone or against one or more computer players, play network games with friends [against each other or in teams] or, via the Blue Byte Game Channel [BBGC], with players from all over the world.

You may set the conditions for victory [except in the missions] and are thus able to always focus on the part of the game, which you enjoy most.

If you like to fight, you may try to capture the enemy settlement. If you rather enjoy building a magnificent settlement, you may do that in competition with others. Or maybe you prefer playing in teams? No problem! Forge alliances with other players and try to complete all missions together...

A mysterious enemy will appear posing a very special challenge: The Dark Tribe! This enemy does not only threaten your own people, but the whole universe of THE SETTLERS. Morbus, god of the Dark Tribe, wants to rid the planet of all green things and tries to make it a gray and barren place. You will need all your resources and skill in order to stop his evil intentions.

Have a good look around the world of THE SETTLERS IV GOLD EDITION and learn about all the functions of the game in the extensive tutorial. Choose the level of difficulty, which provides you with maximum fun and use the extended help-function to immediately learn about all interrelations.

Not long and you will find that you really warmed to these little guys busily humming through the settlement.

Have a lot of fun!

4. Quick Start

This chapter is intended for all those impatient players who do not want to spend time browsing the manual, because they just cannot wait to start the game. Here you find a general overview of the basic gaming principles of THE SETTLERS IV GOLD EDITION. Obviously, it is not possible to cover all aspects of this complex game in a single chapter; all players are strongly advised to take a closer look at the entire handbook as soon as they have the time [...] I put in a lot of effort after all. . . — the author].

4.1 What is THE SETTLERS IV GOLD EDITION all about?

The main goal is to build a flourishing settlement with a healthy economy able to withstand all kinds of threats from the outside world. First, you should try to understand the economic relations within your settlement. It is important to collect resources, to occupy land in order to have enough space for all the important buildings and to start several production cycles. You will also build military units. Their fighting power depends on the value of your settlement. Without an efficient economy you will never be able to build an army that can overcome a wealthier enemy.

The better you understand the links, the better you will be able to use them in your favor. And pretty soon your enemies will be cowering at your feet.

4.1.1 Construction Industry

Your settlement is based on an effective construction industry. Without this fundamental basis, the development of the village will soon come to a halt, mainly because the whole economic cycle is being controlled by the buildings. For example: you do not order one of your settlers to cut down a tree, you need to put up the appropriate building (woodcutter's hut). After the building is finished, one of your settlers will take an axe and move in. Now you have a woodcutter, who automatically starts felling all trees within his area of work. Putting up the respective building also collects all other resources.

Additionally, the construction industry consists of the following buildings:

- Sawmill [planks are made out of the felled trees, tool: saw]
- Stonecutter's Hut [stonemasons cut stones out of large boulders, which can be found all over the map, tool: pick axe]
- Forester's Hut [a forester plants new trees, no tools necessary]



QUICK START

Tips:

- A forester is able to plant sufficient trees for more than one lumberjack.
- The separate buildings should be placed relatively close to each other to keep short transport distances.
- The supply of stones, other than wood, is limited.
- The stonecutter should be very close to areas with boulders to keep short distances.
- Remove the working area of the stonemason to use up all stone resources available on your territory.
- As soon as all stones within the surrounding have been collected, you may tear down the building and rebuild it at a different place if needed. When dismantling a building, you receive half of the original building costs!

4.1.2 Production

Additional to the construction industry, THE SETTLERS also have other branches of economy. They need metals, coal, food and alcohol respectively sunflower oil. Coal and metal are used to make tools and weapons, alcohol or sunflower oil are sacrificed to the gods and the food is for the miners. Metals and coal are produced in the mines. Coal can be used straight out of the earth; metals are mined as ores and need to be processed in the smelting works, where they are turned into metal bars. Only then the tool- respectively weapon smith are able to use the metal. In order for the miners to be able to do their hard job in the mines, they need a constant supply of food. Each miner has a favorite kind of food depending on the type of mine he works at. One helping of this food gives the miner enough energy to go down 10 times, one helping of a different food will only make him go down twice.

4.1.3 Food

You may obtain bread by growing grain [building: grain farm, tool: scythe], which is afterwards ground in the grain mill to get flour. The baker uses flour and water [building: water worker's hut] to bake the bread.

In order to feed meat to your settlers, you need to build an animal ranch, which will ask for water and grain as animal fodder. The full-grown animals are delivered to the slaughterhouse to be butchered [tool: axe].

If you want to add fish to the diet, all you need to do is erect a fisherman's hut [tool: fishing pole].



QUICK START

4.1.4 Weapons and tools

At the start of the game you have a certain amount of resources and tools at your disposal, which enables you to start of your economy. These resources need to be used with great care. Some of the buildings, as you probably already realized, require a special tool in order to start their production. The tool smith manufactures all of these tools. You will only be able to satisfy the growing demand for tools if the tool smith always has a constant supply of the resources he needs. This principle also applies to the weapon smith. Only if he has enough coal and iron he will be able to provide sufficient weapons for a strong army.

4.1.5 Enlarging your settlement

In order to get hold of the raw materials required for all these goods, you are going to have to expand your territory. As mines may only be constructed in the mountains you should make sure that your settlement has access to one. A fisherman on the other side should be close to the coast or a river. In any case, the patch of land that you own at the start of the game will soon be far too small for all the buildings that need to be constructed. In order to expand your settlement, you can either build towers or a castle (fortress), or you may choose to order your pioneers to move your border posts.

You should always keep in mind that both options have their difficulties:

1. Every pioneer requires a shovel. Land occupied by pioneers is not protected and may easily be captured by enemies building a tower of their own.
2. A tower will only expand your territory if manned by a swordsman or bowman. But each military unit needs a weapon. And if all your warriors sit in the towers, your defense becomes very inflexible.

Since both options are rather costly you need to ensure that your settlement grows at the same speed as your economy does.

4.1.6 New Settlers

In order to build a thriving settlement, you do not only need buildings and land, you mainly need settlers! If you want more people moving into your village, you can just build a residence. Residences come in three different sizes, the biggest one naturally being more expensive than the smaller ones. A small residence sleeps 10, a medium 20 respectively 25 and a big one sleeps 50 settlers. Keep in mind that you do not need to build shelter for all of your settlers:

a] Basic professions: Carriers, diggers, builders – accommodation is necessary;

b] Other professions: Baker, miner, woodcutter etc. – no extra shelter necessary, these workers sleep in their own buildings;

c] Military: Swordsmen, bowmen etc. – no accommodation needed, since they have a cot waiting in the barracks;

d] Specialists: Pioneers, thieves, geologists, saboteurs, gardeners – no shelter necessary, these people like to live under open skies;

4.1.7 Military

Even if THE SETTLERS IV GOLD EDITION is not primarily about armed conflict, you should still build a punchy army. As already mentioned, you will need swordsmen and bowmen to capture new territory using your towers and castles.

The following military units are also at your disposal:

- The squad leader [same for all races]
- The military special unit [different for each race]
- The war machine [different for each race]
- The war ship [different for each race]



At the beginning of the game, the fighting power of your soldiers on home soil is considerably higher than on enemy territory. But: the more valuable and splendourous your village becomes, the more power your warriors will have abroad. Decorative constructions (eye catchers) have proved to be especially beneficial for enlarged fighting spirit. Since they really look so gorgeous, their value is doubled during calculation of the fighting power for your armies.



STARTING THE GAME

4.1.8 Magic

But there is much more to discover in the world of the settlers. Since the inhabitants have a very close connection to the gods, a multitude of extraordinary opportunities arises: The priests are able to work magic!

In order to do that, they need a certain amount of Mana. Mana is a very valuable substance given to the settlers by their gods. But the gods are not very generous and demand something in return.

By sacrificing alcoholic beverages respectively sunflower oil in the small temples you can significantly raise the willingness of the gods to provide Mana. Now all you have to do is build a large temple to educate priests and ...hocus-pocus... you are able to perform magic!

5. Starting the game

As soon as you start the game THE SETTLERS IV GOLD EDITION, you will see the main menu. If you want to choose an option, left-click on the respective button. You have the following choices:

5.1 Tutorial

If you are new to the world of THE SETTLERS, it may be a good idea to play the tutorial first. The tutorial is a step-by-step guide through all important functions the game has to offer. Take your time to understand the interrelations, which make the game such extraordinary fun. Pretty soon you will start to appreciate the multifaceted possibilities of the game, which enable you to develop an individual style.

5.2 Single Player

In single player, you may choose between three different game variations. First you need to set the level of difficulty.

5.2.1 Campaign: The three races

This campaign challenges you with three missions for each race, but in order to play the second and third mission, you first need to complete the previous one.

5.2.2 Campaign: The Dark Tribe

In the 12 missions of this campaign you need to save the world of THE SETTLERS from the mysterious dark tribe!



STARTING THE GAME



5.3 The campaigns of the Mission CD

Some of the single player maps have been combined to form 5 campaigns. To play the campaigns, click the button "Mission-CD" on the start screen. The campaigns are:

- a] Clearance works** - You are the leader of the Romans and compete against the survivors of the Dark Tribe.
- b] Conquest of the ancient world** - The Vikings explore the ancient world of the Mediterranean. Your search for new land leads to foreign islands where you found new settlements.
- c] Montezuma's Revenge** - The Mayans need to protect their country against invading strangers who want to steal their gold and treasures.
- d] Settling Campaign** - This campaign is mainly about achieving mission goals by cleverly planning the settlement rather than using military units.
- e] Conflict Campaign** - This campaign asks for great military talent. It is all about surviving surprise attacks and great battles.

5.4 The campaigns of the Add On

Five campaigns with a total of 28 single player maps are only waiting for you! On the start screen, simply click the button "Add On" and the journey begins...

- a] The elixir of power** - Just as the Trojans sally forth to new borders, they have to face their greatest challenge yet: Morbus is greedy for the elixir of power...
- b] The battle of Troja** - The battle tested Romans show the Trojans that they take a challenge seriously, and especially that nobody should kidnap the beautiful Livia!
- c] The treasure hunt** - In spite of all dangers a legendary treasure wakes the courageous Mayans' lust for adventure!
- d] True friends** - Prove yourself as a gutsy Viking and help your friends in times of trouble!
- e] Settlers ahead** - Show everybody what a clever settler you are and wake your sleeping talents...

5.5 Free maps

Choose the map, which you would like to play. On the right side you set which maps are to be presented to you. You can choose between ready-made single- and multiplayer- or self-designed maps. Now you need to enter the appropriate settings for each player. To start the game, simply click the arrow on the bottom right and the journey begins...

5.6 Multiplayer

THE SETTLERS IV GOLD EDITION also offers another option: the multiplayer game!



STARTING THE GAME

5.6.1 Multiplayer via LAN

If you choose the option LAN [Local Area Network], the game will automatically display a list of all games found in the local network. Now click the game that you wish to join. You may also directly enter the address of the host. Click on the button "Search host", to display the detected games. If you would rather create your own game, click on the respective button.

5.6.2 Multiplayer via Blue Byte Game Channel [BBGC]

BBGC enables you to chat, exchange tips and tricks and obviously play with fans of THE SETTLERS from all over the world. Furthermore you can find downloads, support and the most recent info about Blue Byte and THE SETTLERS.

Enter your profile and become part of THE SETTLERS-community! Just visit the Blue Byte Game Channel at www.bluebyte.net. If you already entered your profile, simply enter nickname and password.

5.7 Game modes in THE SETTLERS IV GOLD EDITION

5.7.1 Conflict Mode [Single- and Multiplayer]

All players are aiming at one goal: Victory! It is also possible to compete in teams.

5.7.2 Ranking List Games [Multiplayer only]

Compete for ranking points in BBGC! Ranking games are possible on maps especially licensed for this purpose. In BBGC you will find rankings for single players as well as for clans.

5.7.3 Cooperation Mode [Multiplayer only]

All human players try to jointly reach a previously set target. The computer controls the enemy.

5.7.4 Economic Mode [Multiplayer only]

Settle against other player. In this mode, the military serves a protective purpose only, as the fighting power of the units outside their own borders is dramatically reduced. The game is won by the player / the team, that at the end of the period obtained the most units in at least 4 of 7 goods categories.

5.7.5 Settlefest [Single Player only]

Neither mission goal nor enemies disturb your plans. Just build your village and watch THE SETTLERS do their work.



6. Game Menu

When starting a game of THE SETTLERS IV GOLD EDITION, you will find that the screen is separated into two sections: on the right side you find the game screen, where your settlers build their houses, fight, trade etc. The game menu is on the left. It offers several options to influence the game.

Please refer to THE SETTLERS IV manual for a detailed description of the game menu.

7. Really get to know THE SETTLERS...

Now we want to give you a more detailed introduction to your future dependants.

If you start a free game of THE SETTLERS IV GOLD EDITION, you will see a small number of little guys mostly wearing plain clothes. They are joined by a couple of swordsmen and bowmen. Additionally you will find a small tower and a few piles of goods.

7.1 The basic professions

The little guys without tools are so-called "free settlers". They do not have a profession yet, but that condition will probably change. As soon as you order the construction of a new building, some of them will move to one of the piles of goods and pick up a shovel [a small number of shovels is included in your starting gear!]. These settlers automatically chose to be diggers and will immediately start to level the ground at the building site.

During the course of their work some of the other settlers will walk to another pile to pick up stones and boards. These settlers chose to be carriers, who deliver the necessary building materials to the site. The carriers form the backbone of your settlement!

They take care of delivering the resources to the places where they are needed. That is the only way for all other buildings to keep up their production. But back to our first building: Since everything that is needed for the construction is ready, some other settlers will go and pick up a hammer [a small number of hammers is also included in your starting gear!]. These guys chose to be builders, the third basic profession which is vital for building any kind of settlement. That is another reason for why we took care of always providing a sufficient amount of safety gear [leather vests, gloves], which is free for all builders to use.

The settlers working in the basic professions cannot be controlled directly! You are not able to order a builder to work at a specific building site. You just give the general order; the workers independently take care of doing the job, leaving you with enough time to take care of the really important tasks!



REALLY GET TO KNOW THE SETTLERS...



7.2 Additional professions

As soon as a building is ready, a free settler will move in and take the corresponding job. If, for example, you build a bakery, a free settler will move in, dress in the appropriate work clothes and live as a baker from that moment on. There are jobs that require a special tool, though, like the miner. Even the most ambitious settler needs a pickaxe to be productive as a miner. In case you erected a mine and have no pickaxes in store, nobody will start working there.

In this case the game will inform you immediately. You may then easily solve the problem by giving a few orders. As soon as the required tool has been produced, a settler will pick it up and start work.

The longer the game lasts, the more buildings and different professions will be found in your village. Keep in mind that your settlers chose their jobs with great consideration. Each of them puts his heart into his work, meaning that once a settler chose a job he will always be in that profession. E.g. a stonemason, who is not able to find any more stones in his area of work, will be jobless. The only way to help him is to dismantle the building and build it up in another area. The stonemason will happily move house!

The miners are a little more flexible; they can work in any kind of mine. If, for example, the coal deposits in the vicinity of a mine have been exhausted, you may just tear down the mine and the miners will start work in a different one. If there are no jobs available, they will patiently wait until you open a new mine.

Settlers that have a job may not be controlled directly. You may influence them by setting the area of work or by stopping respectively starting the production in a building.

7.3 Specialists

There are some occupations that your settlers may not take up automatically. These include the pioneers, geologists, gardeners, thieves and saboteurs. If one or more of your settlers are to take up one of these occupations, you have to make a special entry in the specialists' menu. Naturally you will have to provide the required tools, too.

Your specialists differ from the other settlers in a number of ways. You may select and control them directly. To select a specialist, simply left-click on the desired unit. Specialists can also form teams. After a specialist arrived at a location, where you send him by right-clicking on the map, he will start his job. In other words, a geologist will start looking for raw materials and a pioneer will start extending your borders. If you do not want the specialist to start his job upon arriving, simply hold the ALT key when making your right-click.

As you can see, it is absolutely possible for the specialists to move off their own territory. The geologist could be sent to neutral terrain to look for precious resources. Naturally he could also start his search on enemy soil, though he might be attacked.



REALLY GET TO KNOW THE SETTLERS...



This leads us to another characteristic of the specialists: they may be attacked, but they cannot defend themselves! You should keep them as far away from enemy units as possible. Should one of your viperish enemies try to infiltrate your village with a group of thieves to steal your goods [something YOU would never ever try, right?], it will be fairly easy for you to protect yourself with a few military units.

Specialists also have a flexible personality, because they are able to learn new jobs, e.g. all of your specialists may be turned back to carriers again.

7.4 Military

Just like with the other professions already mentioned, military units can only be trained if your settlement provides the tools required. For the army itself that means the various weapons, or, for the squad leader, his armor. If you produced sufficient weapons and have enough free settlers, you will be able to request the desired units at the barracks. Free settlers will immediately report for training. Unlike the other civilian occupations, you directly control your military units just like the specialists. You can instruct them to attack a particular enemy military installation, or to occupy one of your own forts. Order your troops to patrol a certain area or simply stand guard. To make directing soldiers easier and also to simplify tactical plans, you can team them up. Just like the specialists, your soldiers may leave their own territory. They should not only be used for combat purposes, but also for reconnaissance missions. That enables you to have a look at what the enemy is up to. Maybe you can stop thieves and saboteurs before they have a chance to wreak havoc in your settlement.

8. Put up the first buildings

Prior to addressing the links within a settlement you should know some basics about constructing buildings! To build a house, simply select it from the game menu with a left-click. Colored dots will appear in the game screen. Now left-click on the area in the game screen, where you desire to erect the building. You may only put up buildings in areas, where at least one dot is shown. In some narrow areas you may only build small houses, in some areas [e.g. mountains or dense forests] none at all. The colors of the dots indicate the amount of work necessary to finish the selected construction. Ideally, all dots of the location should be green, which indicates level ground. The diggers will need less time for the operation as when the dots are red, which indicates very uneven ground and thus a lot of effort and time. Since the whole evolution of your settlement slows down you should always try to keep the effort as little as possible.



REALLY GET TO KNOW THE SETTLERS...

At the beginning of a new game you only have a little supply of resources and tools. As useful as these things might be, they are definitely insufficient for building a complete settlement. You need more materials. First, you should focus on the construction industry. An effective construction industry is the backbone of the whole settlement, since you have to build a production site for each good you want your settlers to have. The construction industry mainly needs two resources: stones and planks. These are needed for any building. A few buildings also require gold, but those will come later in the game. First concentrate on gaining a sufficient amount of the first two resources.

To acquire stones, all you have to do is build a stonecutter's hut close to a few boulders. The stonemason will immediately start to cut stones within his area of work. As an alternative you could place a stone mine, though it would not be very useful at the beginning because a geologist would have to find the resource first.

Boards are not that easy. First of all you need a woodcutter, who fells the trees. The logs are then carried to the sawmill, where they are cut into planks. If you want to make sure that you always have a sufficient amount of wood, you should construct a forester's hut. The forester plants new trees, which again ensures constant work for the woodcutter.

Here is a hint for all players lacking experience: the forester plants enough trees for more than one woodcutter and the sawmill is capable of processing more logs than one lumberjack may produce. This example shows your main tasks in THE SETTLERS IV GOLD EDITION: to build your settlement as efficiently as possible and to create smooth production cycles.

9. Expanding your settlement

Soon after the start of the game you will be faced with a new problem: lack of space! You will notice that you need a lot more than you originally have. You need to expand. But how do you do that?

There are two ways to acquiring new land:

1. You may educate pioneers, who are able to move your border posts and thus enlarge your territory.
2. You can construct a tower or a castle and occupy it with a swordsman or Bowman. The second one sure is the safer method, but unfortunately also more expensive and labor-intensive. Towers do not only expand your territory, they also protect it. If an opponent wants to invade your land, he has to occupy your guard towers. You have the choice between small and large guard towers, the large tower giving you more land. The castle provides the biggest land gain, but it is also very expensive. It does have the additional plus that it can hold more soldiers than the towers, which also makes it a harder target. Should your enemy have acquired new land only by using his pioneers, you may take it over simply by building a tower. If a tower protects the land, a border right in the middle of the two towers will separate the territory.



EXPANDING YOUR SETTLEMENT



Keep in mind, that a tower is only activated the moment a swordsman or archer moves in. You should only build towers, if you have sufficient units to be able to man all of them. On the other hand you could surprise your enemy by placing one of your own units in one of his yet unmanned towers. That would lead to a territory gain for you and not for your enemy. Undermanned towers are a very popular target since you do not only gain territory, but also take some away from the enemy. Enemy buildings are destroyed if you take over the territory and they leave behind resources, which you can use for your own settlement. For this reason it does make sense to protect the central areas of your own settlement with more than one military building to make sure that loosing a tower does not result in the collapse of your economy.

10. Increasing the population

Naturally you do not only need more land for a thriving settlement, but also further inhabitants. You can add settlers to your village simply by building a new residence. Residences come in three sizes, for 10, 20 or 25 respectively 50 new settlers. The bigger the residence, the higher the cost!

You only need accommodation for those settlers, who work in the basic professions, which are carriers, diggers and builders. The other settlers sleep where they work, the barracks have a cot for each soldier and the specialists sleep under open skies. If you build a small residence [10 settlers] and afterwards order 5 to work as lumberjacks, 3 as soldiers and 2 as pioneers, the residence will be empty. You could dismantle the building without a problem and would receive half of the original building costs in return. If some of your settlers stand around shaking their heads it does not mean that you came across some lazy bums. All they are telling you is that they need shelter and until then they are on strike [understandably]. If you do not want these guys to be a nuisance, just build a residence. You could also educate a few specialists or enlarge your army. Just remember that you might be lacking residential space because the enemy captured some of your territory that enclosed residences! You might have lost some buildings and it could well be that some of your carriers are now without shelter. If you choose to give them other jobs, it would result in a lack of carriers, which would in turn slow down all production cycles. . . .

11. Special units

In your village you will not only find the aforementioned carriers, diggers and builders but also a number of special units.



SPECIAL UNITS

11.1 Pioneers

The pioneer may leave the village territory and is thus able to take over important reconnaissance missions. He can move your border posts and as a consequence enlarges your territory. He is also able to enclose new sectors in neutral territory and he may push back enemy borders unprotected by a tower. If you only have one pioneer working, the territory gain is not really impressive, but you will be surprised at the speed, if you put a whole group to work...

Tool: shovel

11.2 Geologist

Geologists are experts in discovering valuable resources. You should always send one to roam the surrounding mountains on a search for those raw materials. As soon as a geologist strikes an occurrence, you receive a message. And if it is sufficient to build a mine, you also get notified.

Tool: hammer

11.3 Thieves



The thief is a very versatile special unit. You may use him as a reconnaissance unit to find out about the state of your opponents' villages. Since he may disguise himself as an enemy worker, it is easy for him to obtain all kinds of interesting information. 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 soldiers will immediately attack.

Actually, the thief's main function is to go off and steal all those goods that you [and your enemy...] so desperately need. You do not only weaken your opponent but also boost your own production because the thieves carry the goods back to your settlement, making them double as valuable than normal.

Tool: -

11.4 Gardener

The gardener is the only character that is able to recover the soil wasted by the Dark Tribe. First, you have to conquer the land using your military, and then you need to order the gardener to re-cultivate its soil. Without this important specialist unit the spoiled land would be lost forever.

Tool: shovel

11.5 Saboteurs [Multiplayer only]

A saboteur is a very costly unit, because it needs two tools [a shovel and a pickaxe]. But the investment can really pay off if you find yourself at war with other settlements. Because of his ability to attack and destroy ALL enemy buildings, you are able to undermine the enemies' production cycles. You could try disrupting the weapon production in order to break the replenishment of the opposing army. But there are plenty of other options. As far as the enemy is concerned, the saboteur will appear like one of his own workers unless you:

- get to close to an enemy soldier or tower/castle.
- start attacking an enemy building.

Tools: shovel and pickaxe

12. Food

Your settlers do not only require accommodation, they also need food. Most of the inhabitants are well capable of supplying themselves, others, like the miners, have to work so hard that they are not able to also take care of their provision. The miners have different preferences according to the mine they work at.

The settlers at the coalmines and quarries prefer bread, those in the sulfur and iron mines like meat and those working in the goldmines want to eat fish. If you are not able to provide a certain mine with a sufficient amount of the preferred kind of food, the miners will naturally also eat something else, though their efficiency will suffer a dramatic drop. If a miner gets his favorite food, one helping will make him go down the mine 10 times. If he has to eat the 'wrong' food, he only goes down twice. This is so costly, that it is definitely worth building up the production cycle needed to produce the wanted food.

<u>Mine</u>	<u>Favorite Food</u>
Coal	Bread
Stone	Bread
Iron	Meat
Sulfur	Meat
Gold	Fish

12.1 Bread production

The miners in the coal- and stone mines work at their best if they are provided with bread. In order to produce bread you need several buildings. First of all you need a grain farm to grow the grain. As soon as it is harvested, it is delivered to the grain mill, where it is ground to get flour. Flour and water are then used by the baker to bake bread.

Buildings necessary: water works, grain farm, grain mill, bakery

12.2 Meat production

The four races have different desires when it comes to meat. The Romans prefer sheep, the Mayans goats, the Vikings pigs and the Trojans geese, which they breed on different ranches. Each race also needs a slaughterhouse, where the animals can be butchered.

Buildings necessary: animal ranch, slaughterhouse

12.3 Fishing

To catch the fish needed by the workers in your goldmines, you need to build a fisherman's hut close to the shore. As soon as a fishing pole becomes available, one of your free settlers will take it and move into the building. He will automatically choose the closest suitable area [coast, river] where he will start fishing.

Buildings necessary: fisherman's hut

12.4. Hunting

The hunter will look for game within his area of work and thus support the meat provision of your settlement. The meat delivered by the hunter is perfect food for the village miners. To get access to this extra source of food, you need to build a hunter's hut. One of your free settlers will pick up a bow and move in. Pretty soon he will start stalking deer.

Necessary buildings: hunter's hut



13. Metal processing

Metals play a central role in your settlement's economy. To begin with, almost the entire food production industry is there to support the miners. Secondly, your tool- and weapon smith's works are dependent on the raw materials provided by the mines. There are a total of five types of mines, only three of which are directly related to metal processing, being gold, iron and coalmines. The other two mines produce sulfur and stone. Stones are needed for the construction industry and sulfur is needed by Mayans and Trojans to produce ammunition. It is entirely possible to run your settlement successfully without setting up these two mines, but please remember that goods not required for your own settlement may be very useful for trading with other races.

The gold and iron mines extract the precious ores, which are then processed to obtain the metals. This is where the coalmines come in, because they provide the coal required for melting the ore in the smelting works. Gold is made in the gold smelting works and iron in the iron smelting works. The ore and coal from the mines is delivered to the smelting works, where they are turned into metal bars (ingots). The smiths use these bars to manufacture tools and weapons. Obviously, weapon- and tool smith mainly require iron, while gold is mostly used as means of payment. For example, you have to pay a certain amount when constructing temples or eye catchers or educating high-ranking officers.

14. Military

During the course of the game you will have to build up a strong army, which is necessary for protecting your settlement against enemy attacks. Some of the missions also require an army to accomplish all tasks. And a gardener will not be enough when fighting the Dark Tribe! Remember that it is impossible to attack civilian buildings of the enemy. If you attack, go for military constructions and units, not for his bakery...

Now, how do you build an army?

Basically the warriors are recruited in the barracks. In order to educate a free settler to be a fighting unit, the barracks need to have weapons in store. Make sure that you have sufficient resources to be able to produce the needed weapons.

14.1 Control

Before giving you a detailed description of the military units, we would like to tell you about a few general facts with respect to controlling your army.

In order to control a military unit, e.g. send it to a certain spot on the map, you first have to select the unit. Simply left-click on the unit on the game screen (playing area). The unit should now show a clearly visible frame. Now you can order the unit to move by right-clicking on the desired target. If you right-click on an enemy unit or building, you order your unit to immediately attack.

As soon as you build a whole army it will be impossible to order each soldier individually. You also have the option of directing several units at once. To select more than one unit, use the so-called "elastic band". Left-click on the game screen and hold the button. If you now move the cursor, a rectangle will appear. You can choose several units by placing a rectangle around the group. As soon as you let go of the button you will see, that all units that were inside the elastic band are now selected. You can direct the group by right-clicking on the desired target. If you want to order an attack, it is done the same way as when giving orders to a single unit.

If it comes to battle, however, this method has its weaknesses. Imagine that you have teamed up some swordsmen using the elastic band and now you would like them to go to battle. Moreover you would also like to send a group of bowmen as support. When in battle, you will find it difficult to place the elastic band to select just swordsmen. For this reason you have the option of selecting soldiers of a certain type only, for instance swordsmen. To do this, hold SHIFT and click on a swordsman. This method selects all swordsmen visible on the screen.

Maybe you want to operate with several groups which are not made up from identical units. To do this you may save as many as ten groups. First team up the group you would like to save – the elastic band method is ideal for this purpose. If you want to add further soldiers, hold CTRL and then left-click on the soldier desired. Once you have finished your selection, you can save your choice by pressing a number while holding CTRL. If you want to label the group as number "5", hold CTRL and press 5. If you want to call up the group later in the game, you simply have to press 5.

14.2 The units in detail

14.2.1 The swordsman

The swordsman is your standard unit. They come in three different levels of strength, the strongest one also being the most expensive. Swordsmen like to fight in close combat. They are not only required for battle but also for manning your military buildings. Towers and castles will only extend your territory if manned by at least one swordsman.

14.2.2 The bowman

The bowman is a long distance fighting unit. They also come in three levels of strength, the strongest again being the most expensive. If you use your bowmen wisely you may do great damage to an enemy army! On the other hand, they are basically useless in close combat. You should always make sure that they stay out of the heat of the action. A bowman may naturally also be used to occupy a tower. This enables him to attack the enemy army from a safe position without the immediate danger of close combat.

14.2.3 The squad leader

The squad leader is a unique unit. He proves valuable in close combat, though his main function is influencing the other soldiers. If a squad leader joins a group of soldiers, the following effects will occur:

- You may command the whole group by simply giving orders to the squad leader. If he is sent to a target on the map, the group will follow.
- The group sticks closely together. The fighters reach the battle at the same time, which makes attacking much more effective.
- The squad leader raises the fighting spirit of the group, which results in increased fighting power.

14.2.4 The special units

Additionally to the mentioned units, each race also owns one special unit. Because these units are very different from each other, the armies of the three races also call for different battle strategies.

- The Roman medic is pretty weak in close combat, but is able to heal his wounded comrades during battle. They will only receive 75% of their original hit points, but the medics considerably boost the overall stamina of the Roman army.
- The Mayan blowgun warrior is a long distance attack unit. He does not really damage enemy units but paralyzes them for a certain period of time, making them an easy target for close combat units.
- The Viking axe warrior is a horrible opponent in close combat and does great damage to his enemies. Since he forgets about his defense he only has a small number of hit points.
- The Trojans are pretty hip, especially when it comes to war-technology... The backpack catapultists are the first fast artillery units in THE SETTLERS! This unit may be successfully used against any enemy unit. Its shot range is comparable to the bowman. This unit has one weakness: it cannot defend itself! It has to be protected by other units!

All four special units come in three different levels of strength.

14.2.5 War machines and -ships

All we talked about until now was infantry. But you also have the possibility to strengthen your army with war machines and warships.

- The Vikings war machine "Thor's Hammer" is named after the Nordic god of thunder. The machine consists of a large hammer that strikes a magic flint, producing an immensely destructive spark. The "ammunition" needed for this magic weapon is quite expensive though, since each flash costs a certain amount of Mana. The Viking warships use the same weapon. Since this thing of magic is not a regular weapon, it may also destroy ALL enemy buildings.
- The Romans rather go for the tried-and-true catapults. Their function is clear: large rocks are hurled at the enemy and do a great deal of damage if they hit. The ammunition is far less special than what the Vikings use. Roman war machines and warships are simply loaded up with regular rocks, which are flung at the enemy.
- The Mayans mastered firepower for their warships and war machines. They use gunpowder, which they make out of sulfur and coal. The warship and the so-called firepitters shoot fireballs that may do a great deal of damage to the enemy.
- The Trojans favor a ballista. This powerful war machine shoots explosive arrows! To make the projectiles, the arrow maker needs coal, sulfur and wood. Make sure that you provide him with a sufficient amount of these resources. The process of loading this machine is the same as with the other war machines: you need to direct it close to an ammo pile, where they get loaded. Ships need to reach a harbor to load ammunition, which may seem like a lot of effort at first. Since the ships are repaired when in the harbor, it is definitely worth the trip.

All instruments of war, no matter if machine or ship, may be attacked. A single bowman does not really pose a threat to these giants, though a group of soldiers should be taken seriously. Never forget to escort your war machines with a sufficient amount of troops to have protection against enemy forces!

The warships may only attack buildings and other ships. If your ship is too close to the coast, it is likely to be a target for enemy bowmen.

14.2.6 Priests

Since the priest is able to cast powerful battle magic one should also consider him a military unit. Naturally he has more options open to him through magic. . . .

15. Eyecatcher

THE SETTLERS love their eye catchers. Eye catchers are buildings, which mainly serve as decoration for your settlement. These little pieces of art help the general contentment of your settlers, which also boosts the moral of your warriors. The fighting power of your soldiers on enemy soil basically depends on the value of your settlement. Since the eye catchers also have artistic value, they count double! You can build eye catchers just like any other building simply by selecting the desired object in the menu and then clicking on the spot on the game screen, where you want the construction to be.

16. Sacrifices

Your settlement does not only produce a number of goods for the everyday life but also liquor and sunflower oil for the gods. First of all you need to build a small temple. A servant of the temple will soon hold a little ceremony in order to sacrifice the delivered beverages respectively the oil. The gods are kept happy with these small gifts and offer Mana in return. Your priests may then use the Mana to do magic things. Each race has its own specialty...

16.1 Romans

In order to produce wine for the Romans you have to build a vineyard. The vintner will plant wine inside his area of work. You should ensure that this area is on the sunny side of a hill because that way it would be much more productive.

16.2 Vikings

Mead is made from honey. First of all you will have to build up a honey production. The beekeeper gains honey from the beehives. Build a beekeeper's hut and have him place his hives in a nearby meadow. This is where you will be able to get the best yields. Now all you need is a mead maker's hut, where the honey is turned to mead.

16.3 Mayans

Tequila production is also divided into two steps. Since tequila is made out of agaves, you first need to plant these. Build an agaves farm to grow the fruit. The harvest is then delivered to the tequila maker, who turns the plants into liquor.

16.4 Trojans

Other than Romans, Vikings and Mayans the Trojans do not have a preferred alcoholic beverage. They specialize in growing sunflowers. They use an oil press to make sunflower oil out of the seeds, which is afterwards filled into oilcans. The oil is very valuable for this technically advanced nation!

17. Magic

Temples are not only available as the small ones used for the sacrifices, but also in a larger version. The large one is inhabited by your priests. Since the priest is in very close contact to the gods, he may perform miracles or in other words, work magic, but he needs Mana to do it. Mana is a gift of the gods, which they provide in return for the sacrifices in the small temples. Each race has a certain supply of Mana, which the priests use each time they perform magic.

To cast a spell, you first need to select a priest or a group including at least one. Afterwards go to the game menu, where you will find a list of the spells you may cast. Select the spell, then the area on the game screen.

Use your Mana carefully; the costs for the different spells vary. Each time you cast a spell it becomes more expensive, even though it will cost a maximum of five times the original price. There are a number of spells that have slightly different effects according to the nation. The spells always mirror the character of the respective race. Each culture has a number of magic spells at its disposal...

17.1 Romans:

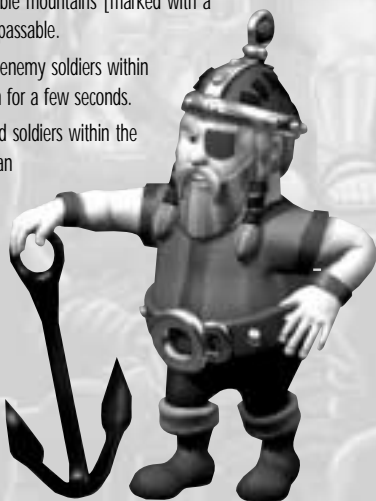
- Godly Gift: You receive a few precious goods.
- Transformation of Goods: "Fish to Stone": Some of your fish supplies are transformed to stone.
- Food: "Flood of Fish" — the seas will swell with fish.
- Terrain: "Shortcut": Otherwise impassable mountains [marked with a snowcap] are lowered and thus made 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 its duration.
- Attack: "Jupiter's Lightning Bolt": If you use this spell you will draw a lot of hit points from all units within reach.
- Soldiers: "Convert Barbarians": Up to ten enemy soldiers within the close vicinity of the spell switch sides.
- Special: "Replenish resources": This spell refreshes the resources under the mines within the radius of the spell.

17.2 Maya:

- Godly Gift: You receive a few useful goods.
- Transformation of Goods: "Wood to Gold": Some of your wood supplies are transformed to gold.
- Food: "Gorgeous Growth": Grain and agaves will grow faster.
- Terrain: "Shortcut": Otherwise impassable mountains [marked with a snowcap] are lowered and thus made passable.
- Defense: "Banish Foes": 20 enemy soldiers within the radius of the magic spell are sent off to where you would prefer them to be.
- Attack: "Punish Bowmen" — Ten enemy bowmen within the radius of the magic spell are turned into butterflies.
- Soldiers: "Promotion" — Your own/allied soldiers within the radius of the magic spell are promoted. This spell does not effect level three soldiers or squad leaders.
- Special: "Curse of Stones" — Stones fall down on the selected area [usable].

17.3 Vikings:

- Godly Gift: You receive a few useful goods.
- Transformation of Goods: "Stone to Iron": Some of your stone supplies are transformed to iron.
- Food: "Absolutely Animals" — More game for your hunter.
- Terrain: "Shortcut": Otherwise impassable mountains [marked with a snowcap] are lowered and thus made 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 a short period of time. This spell only works for close-combat units.
- Soldiers: "Festering Fear" — Enemy soldiers flee in random directions and cannot be directed by your opponent for a few moments.
- Special: "Thor's Hammer": This spell destroys any enemy buildings with one blow.



17.4 Trojans:

- Godly Gift: You receive a few useful goods.
- Transformation of Goods: Sulfur supplies may be transformed to iron.
- Food: "Delicatessen": All mines in a certain radius of the priest are supplied with their favorite food.
- Terrain: "Shortcut": This spell may transform meadows to swamp.
- Defense: "Gate of Fear": A powerful defensive spell: for a short while the doors of all towers become impenetrable!
- Attack: "Attack out of Nowhere": some of your soldiers may be turned invisible with the help of this tricky attack spell, though it is broken upon first attack!
- Soldiers: "Making Peace": This spell turns enemy warriors into carriers! They drop their weapons and run back home.
- Soldiers: "The Oracle of Delphi": A special spell that enables you to view unexplored areas of the map. It may be used on the map or directly on the game screen.

17.5 Additional missions of the Add On

The battle against the Dark Tribe cost a lot of energy but also lead the way to a new, powerful magic spell for Romans, Vikings and Mayans: In the new missions of the Add On these nations learned to use the spell "Turn Land Green", which enables them to recover the land previously wasted by the Dark Tribe... But that is not all: the magic abilities of the nations have evolved even further. Next to being able to melt snow, Romans, Mayans and Vikings are now also able to transform terrain! The Romans are able to transform swamp to meadows, the Mayans meadows to desert and the Vikings make meadows out of deserts...

18. Transport and trade

Within you settlement the transport of goods is handled by carriers. Beyond your borders, you will need special units.

18.1 Transport over land

You can use donkeys or donkey carts to move goods beyond your settlement's boundaries. The donkey carts are manufactured in the vehicle hall. Additionally you need a donkey ranch. Generally, land transports always start at your marketplace, which you also have to construct. The menu of the marketplace enables you to select the goods for im- and export. Your donkeys will automatically start with the transport. The donkey carts have one special feature: they are able to found a new settlement! Just issue the appropriate order via the context menu and everything necessary is loaded on the cart. Now send the cart to the desired spot and click "Establish settlement".

18.2 Transport via Sea

To transport goods by sea, you naturally need ships. THE SETTLERS IV GOLD EDITION offers three different types of ships: warships, trade ships and ferries, all of which are built in the shipyard. A ferry is a selectable unit that is useful for transporting soldiers, specialists, and even donkey carts and war machines. It may load and unload units at any accessible stretch of coast. You can also transport goods between two of your own harbors. To do this, enter the goods required in the harbor's export menu. Once the carriers delivered the goods, trade ships in the area will automatically take care of the shipment.

19. The Dark Tribe

In this chapter we will warn you about the greatest threat to the settlers world, the Dark Tribe. First of all you should know that there is a place in their settlement, from where its power is exerted over the barren land. This place is called the Dark Temple. Morbus, a banished god, is leader of the Dark Tribe. He cannot bear the sight of lush meadows or thick forests and hates all green things. That would not be too bad if it was not for Morbus' sinister little helper, the dark gardener, who was ordered by his master to develop the so-called shadow-weed. Shadow-weed grows just like a normal plant to begin with. Once the weed is fully grown however, it begins to drain the energy from the surrounding land. Even the shadow-weed itself is unable to survive and withers away, leaving nothing but wasteland. This is how the Dark Tribe expands its territory, not by building towers or moving border posts. The transformation of the land is enough to capture it, because as soon as it is spoiled, no buildings of the regular nations can be constructed there anymore. Trees and stones are transformed and cannot be used. Animals flee the dark land, leaving behind only some disgusting sort of bug. If a piece of land is spoiled which was used for production, like farm land or the country surrounding waterworks, the work will have to stop...

The only production site, which may exist on the dark land, is a mushroom farm. But these dark mushrooms are not normal. Only because they are magic they may survive on the dark land. Mushroom farms are used by the Dark Tribe to produce Mana. Since the Dark Tribe does not really have any economic intentions, it only needs very few buildings. It may not even provide its own workers but rather kidnaps the settlers of the other tribes, which is done by Morbus' horrible shamans. These touch a normal settler with a magic scepter, who then falls under the influence of the Dark Temple and loses his free will. From that point on these settlers are used as servants on the mushroom farms, where they polish the mushrooms. This is how Morbus gets the Mana he needs for creating new military units in the Dark Temple. These creatures of dark magic do not know moral nor ethics. They only have one goal: total destruction!





THE RANDOM MAP GENERATOR



Now you know another reason for why the Dark Tribe does not hesitate to attack and tear down civilian buildings. In order to stop the Dark Tribe you need to set free all kidnapped settlers and destroy all mushroom farms. That is easier said than done, because these farms may not be attacked with regular military units. You first need to send one of your gardeners to the farm to kill all fungi. Afterwards he is able to re-cultivate the land, which is then available for buildings and production again. As soon as all the land surrounding the farm has turned green again, the farm will fall apart. In order to beat the Dark Tribe for good, you have to destroy the temple in the center of the Dark Land. This temple is protected by fire-pillars fueled by the mushroom farms. In order to be able to attack the temple, you first need to destroy all farms.

Destructing the mushroom farm does not merely interrupt the Mana provision of the Dark Tribe, it also increases your own number of settlers because all servants you set free become carriers of your tribe, no matter where they originate from. It also allows you to free servants, whose settlements have been destroyed completely. As soon as you have destroyed all mushroom farms, you should not waste any time and immediately launch your attack against the Dark Temple, because it will not take long before the next dark gardener walks out to open a new mushroom farm...

20. The random map generator

We do not want to leave you without the popular random map generator of THE SETTLERS IV MISSION CD and the Add On! It is up to you to determine, which size the world will be, whether there should be a lot or only a few resources etc.etc. The features you choose will all be integrated in a fully playable map, which will be generated within a couple of seconds.

21. The map editor

But that's not all! The map editor valued highly by all friends of THE SETTLERS invites you to create your own little world. Be inspired by a multitude of opportunities and let your imagination fly!

Dear friends! Please remember, that you may find a full edition of the manuals to THE SETTLERS IV, the MISSION CD as well as the Add On "THE TROJANS AND THE ELIXIR OF POWER" on your CD, the last two also including a detailed description of the map editor as well as the random map generator.

Ubi Soft and Blue Byte hope you have a great time with THE SETTLERS!

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