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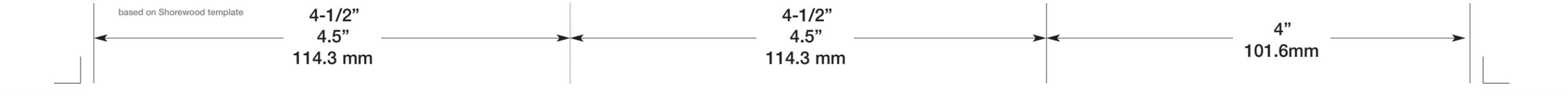
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BACK COVER

5783 FRONT COVER

Note: This file should be common to all PC Manuals without a perfect bound spine—any changes other than the file name must be updated on the template.



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Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

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Replacement Fees: Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

Warranty Address and Contact Information

Phone: 919-460-9778

Hours: 9am–9pm (EST), M–F

Address: Ubisoft Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubisoft.

To order Ubisoft products in the United States, please call toll free 888-824-7038.

FRONT COVER

TECHNICAL SUPPORT

Before contacting Ubisoft’s Technical Support Department, please first read through this manual and the README file (on the game CD). Also browse through our FAQ listings or search our support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game’s release.

Also please make sure that your computer meets the minimum system requirements, as our support representatives will be unable to assist customers whose computers do not meet these criteria.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Complete product title (including version number).
- Exact error message reported (if applicable) and a brief description of the problem you’re encountering.
- Processor speed and manufacturer.
- Amount of RAM.
- Operating system.
- Video card that you are using and amount of RAM it has.
- Maker and speed of your CD-ROM or DVD-ROM drive.
- Type of sound card you are using.

Support Over the Internet: This is the best way to find answers to common issues seen with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com>.

Contact Us by Webmail: Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone: You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec, we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail: If all else fails you can write to us at:

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BACK COVER

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HERITAGE OF KINGS THE SETTLERS™

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Country/Pays/País Date of birth (Month/Day/Year)

Gender/Sexe/Sexo M F Date de naissance (Jours/Mois/Année)

Fecha de nacimiento (Día/Mes/Año)

Game title purchased/Titre du jeu acheté/Título del videojuego comprado

Game systems you own/Quelle console possédez-vous ?/¿Cuál es su consola?

PlayStation®2 computer entertainment system PSP™ portable game console Game Boy® Advance PC Nintendo GameCube™ Nintendo DS™ Xbox® video game system

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6”
 152.4mm

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*Heritage of Kings: The Settlers is dedicated to our colleague,
Jan Brockmann.*

INTRODUCTION



The Old Empire, once united under King Keron the Wise, had been shattered under King Mordred's iron fist. It felt as though a dark, mournful shadow had descended upon the land. The people strove for harmony, scratching what they could from the war-torn land just to survive. Meanwhile, Mordred's troops were feverishly scouring the land for Keron's heir; yet they could find neither hide nor hair of him. Many years have slipped into the mists of time since then.

But now, as a mother lies dying, a young man hailing from a small village called Thalgrund learns of his destiny and his past: a great task is before him, because only he, the rightful heir to the throne, can reunite the Old Empire and release it from Mordred's rule. On his travels, he will encounter a host of trusty allies, willing to give their lives to help the young hero in his quest to recover all the fragments of the Orb...

GETTING STARTED

SYSTEM REQUIREMENTS

Supported OS: Windows® 98 SE/ME/2000/XP (only)

Processor: Pentium® III or AMD Athlon™ 1 GHz

RAM: 256 MB (512 MB recommended)

Video Card: 32 MB DirectX® 9.0c-compliant graphics card (64 MB recommended) (see supported list*)

Sound Card: DirectX 9.0c-compliant card

DirectX Version: DirectX 9.0c (included on disc)

DVD-ROM: Required to install and play game

Hard Drive Space: 1.5 GB free

Multiplay: Broadband with 64 Kbps upstream to play

Accessories: Mouse and keyboard

***Supported Video Cards at Time of Release:**

- NVIDIA® GeForce™ 2/3/4/FX/6 series
- ATI® RADEON® 8500 and 9000-X series

Laptop models of these cards are not fully supported. These chipsets are the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, please visit the FAQ for this game on our support website at: <http://support.ubi.com>.

NOTICE: This game contains technology intended to prevent copying that may conflict with some DVD-RW and virtual drives.

INSTALLATION

INSTALLING HERITAGE OF KINGS: THE SETTLERS

Insert your *Heritage of Kings: The Settlers* DVD into the DVD-ROM drive. Now simply follow the instructions on the screen!

If the installation does not begin automatically, proceed as follows:

1. Insert your *Heritage of Kings: The Settlers* DVD into the DVD-ROM drive.
2. Open My Computer and double-click on the DVD-ROM drive.
3. Open the autorun.exe file.

Follow the instructions that appear on the screen to complete the installation.

UNINSTALLING HERITAGE OF KINGS: THE SETTLERS

There are two ways to uninstall *Heritage of Kings: The Settlers*.

1. Go to Add/Remove Programs in your control panel.
2. Select "Remove a Program."
3. Select *Heritage of Kings: The Settlers* from the list to uninstall the game.

Alternately, you could use the shortcut in your Start menu at Start/Programs/Ubisoft/Blue Byte/*Heritage of Kings: The Settlers*/Uninstall *Heritage of Kings: The Settlers*.

PLAYING THE GAME

MAIN MENU

- **Single-Player:** Select a single-player map or campaign, or load a previously saved game.
- **LAN Game:** Find available games on the network, or invite someone else to play the game with you.
- **Ubi.com™:** To play online, just log on to our server. You will need a valid ubi.com account to do this. You can set up a free account from within the game or at www.ubi.com.
- **Options:** Set up your graphics options, your keyboard layout, and sound. You can also use this menu to set up a network connection and to create and edit your player profile.
- **Extras:** Access the extra features of the game.
- **Quit:** Quit your current game.

Tool Tips: To find out more about an icon, simply move your cursor over it.

HELP

IN-GAME HELP

The Mentor will offer you invaluable assistance during gameplay. He will tell you when a building is completed, when new technologies are discovered, when disagreements arise, or when anything else of note comes to pass. In a way, he is also the voice of your people and will impart their concerns to you, so you can devote all your energy to completing your mission.

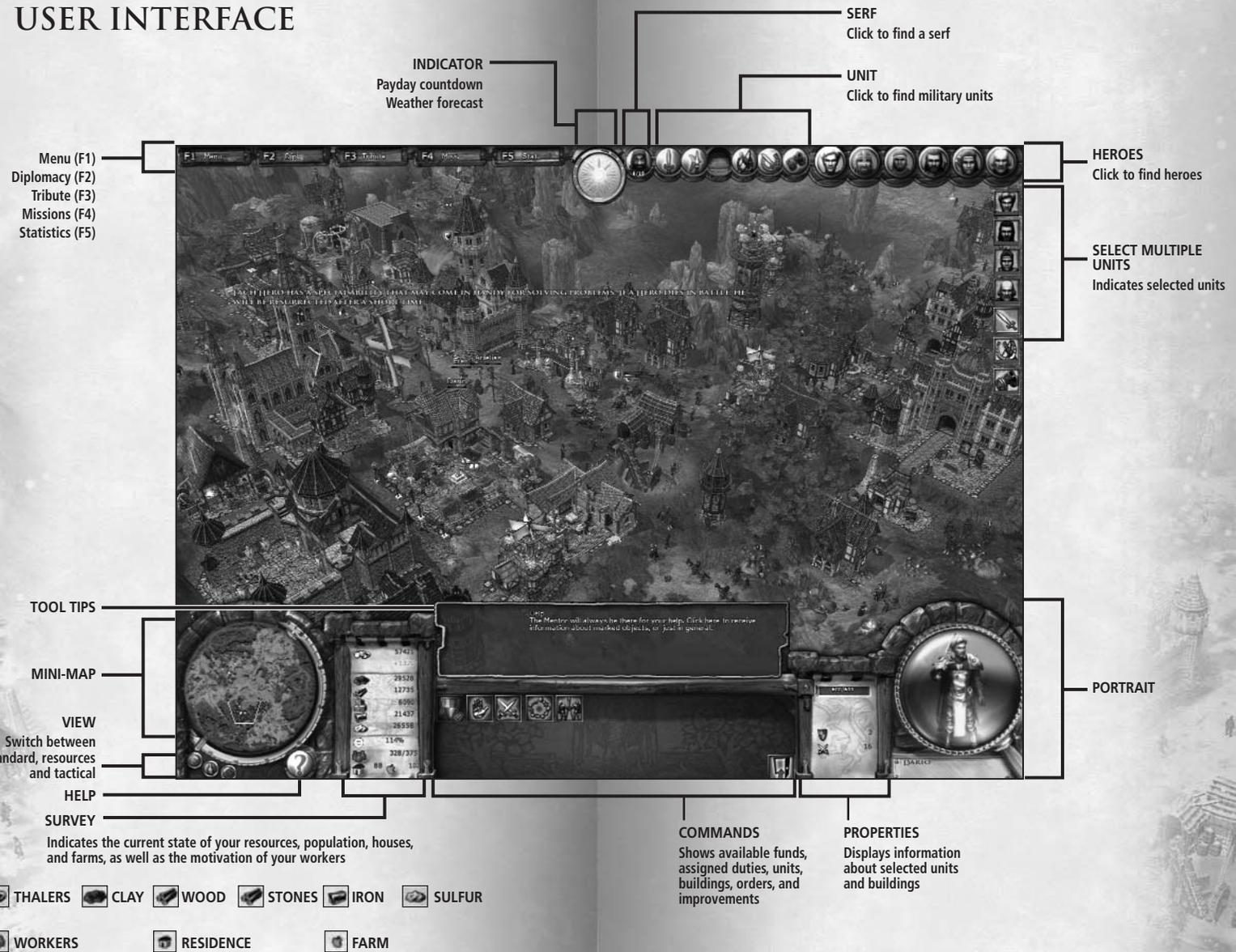
To obtain more detailed information about buildings or units from the Mentor, select the appropriate item and click the question mark next to the mini-map.

HELP ON THE INTERNET

For information and advice, visit www.thesettlers.com, the official *Heritage of Kings: The Settlers* community website. It also contains a link to the Support Center, where you can access technical support.



USER INTERFACE



SETTLING

RESOURCES

The resources at your disposal are wood, stone, iron, clay, and sulfur.



Wood can be found wherever there are trees. You should always let your serfs fell the trees; they are the only ones capable of the task.



Consult the map if you are in search of stone, iron, clay, or sulfur. The humble serfs will excavate any small amounts of these resources lying around, although if you spot a shaft, it would be wise to build a mine and allow skillful miners to excavate large amounts.



But how do these resources make their way to your storehouses? Worry not: they are for your own use and, once extracted, are allotted to you directly. With careful treatment, some workers, known as refiners, can even multiply these resources as if by magic.

Now you must be wondering: "How can I pay for all of this?" Your workers pay taxes, which fill the public coffers with thalers. You can read more about this in the Taxes and Wages section.

WEATHER

The weather is a mighty force that affects your city, its citizens, and even the wars themselves. Snow hampers your settlers' progress, whilst rain impairs visibility, rendering archers, cannons, and bastilles less effective. Be sure to bear this in mind when you send your troops off to battle. However, the weather tower is extremely useful for predicting the vagaries of the heavens, so you can plan your strategies accordingly. And someday, you may even be able to master the weather with a weather plant and its resident engineers.

UNITS



SERFS

The serf is ever at your service. Protected by your sword and your integrity, he repays you by working unceasingly, asking nothing in return. He does not require lodgings in a residence or even a free stool in the farmer's parlor to procure his food and drink; naturally, this means he doesn't pay any taxes either.

SERF



Serfs construct buildings and keep them in good order, are knowledgeable in matters relating to wood, and are responsible for extracting resources.

BUILDINGS: Headquarters

MILITIA



Many a serf under your command will take up arms to protect the city. To do this, he will hasten to the nearest military building or to the city's headquarters. When you wish, he will then lay down his weapons and resume his normal daily tasks.

WORKERS

Every city needs its tradesmen, merchants, and scholars. If serfs build the appropriate workshops, these folks will soon be enticed from the village center to your city, where they will offer their services.

Workers contribute to your coffers in the form of taxes, although they are keen to keep a substantial amount for themselves. You cannot tell them where to go or what to do, but you can appeal to their hearts and minds. If you let them spend the night in a residence and eat at a farm conveniently close to their workshops, they will repay you with increased motivation and stamina.



ALCHEMIST

Works in the alchemist's hut, refining sulfur and studying the weather.



MINER

Works in pits, extracting resources.



TRADER

Works in the marketplace, processing orders.



PRIEST

Works in the chapel, blessing the settlers to increase motivation.



TREASURER

Works in the bank, managing the city's funds.



STONEMASON

Works in the stonemason's hut, refining stone.



SMITH

Works in the smithy, refining iron and improving weapons and armor.



BRICKMAKER

Works in the brickmaker's hut, refining clay.



ENGINEER

Works in the weather plant, preparing the weather-changing equipment.



FORGER

Works in the foundry, producing cannons.



SAWMILLER

Works in the sawmill, refining wood and improving weapons.



FARMER

Works in the farm, producing food.



SCHOLAR

Works in the college, researching new technologies.

MILITARY UNITS

A fearless army is essential if you are to defend your city and uphold its glorious reputation. Recruit captains in the barracks, on the shooting range, and in the enclosure, where they can be trained to lead soldiers (see the Raising an Army section). Build some mighty cannons, if your city has a foundry to produce them. You may familiarize yourself with the army's wage requirements in the Taxes and Wages section.

SWORDSMEN

SHORT SWORDSMAN	BROAD SWORDSMAN	LONG SWORDSMAN	BASTARD SWORDSMAN
Requirement Barracks	Requirement Barracks and smithy	Requirement Garrison	Requirement Garrison and fortress

SPEARMEN

LONG SPEARMAN	LANCER	WARLANCER	HALBERDIER
Requirement Barracks	Requirement Barracks and sawmill	Requirement Garrison	Requirement Garrison and fortress

ARCHERS

SHORT BOWMAN	LONG BOWMAN	CROSSBOWMAN	ARBALEST BOWMAN
Requirement Shooting range	Requirement Shooting range and sawmill	Requirement Archery	Requirement Archery and fortress

LIGHT CALVARY

	
MOUNTED SHORT BOWMAN	MOUNTED CROSSBOWMAN
Requirement Enclosure	Requirement Calvary

HEAVY CALVARY

	
MOUNTED SHORT SWORDSMAN	MOUNTED BATTLEAXEMAN
Requirement Enclosure	Requirement Calvary

LIGHT CANNONS

	
BRONZE CANNON	IRON CANNON
Requirement Foundry	Requirement Cannon factory

HEAVY CANNONS

	
BOMBARD	SIEGE CANNON
Requirement Foundry	Requirement Cannon factory

HEROES

Up to six shining heroes, each with their own particular abilities, are waiting to enter your service. Many of these abilities may be of great use to you, but take heed: Once a skill is used, the hero requires a short rest before using it again, and whereas some abilities only have to be triggered, others must be assigned a target before they will work. Left-clicking on the desired skill and again on the target initiates the process. Dario has been fighting for you since the beginning of time; others will join you as you make your way through the story. If several of you are playing, select your heroes from the headquarters. The number of heroes you can call upon to serve you (there are nine altogether) depends on the map.

DARIO: THE HERO

	Cared for by his mother and the noble Helias, Dario grew up in the abbey of Thalgrund, unaware for many long years that he was the rightful heir to the throne of the Old Empire. Now, as his mother lies on her deathbed, he learns the truth and demands his due.	
	Eye of the Falcon	Dario's falcon explores the area for you.
	Protect Units	Enemy units flee from Dario's supremacy.
	Sentinel	The Dario button lights up when enemies are close by. Click on it to call on Dario.

PILGRIM: THE WEAPONS SPECIALIST

	Pilgrim came from a simple mining family and was a gunpowder expert even as a young lad. Although he generally hates to follow orders, he loyally fights for the Old Empire alongside his friend Dario.	
	Plant Bomb	Explosions help uncover resources and other items.
	Spring Cannon	Fires a limited number of shots.

SALIM: THE VISIONARY

So many legends have been woven around Salim the Saracen, yet nobody knows just how true they are. Although he can indeed be somewhat odd, he is well-versed in battle strategy. And should fate deal a cruel blow, as is so often the case, he always knows exactly what to do.

**Heal**

Heals friendly units around him.

**Lay Trap**

The traps are triggered as soon as an enemy approaches.

ARI: THE ROBBER KNIGHT

Ari was a foundling who grew up amongst outlaws and mastered the art of archery. Although she bears the mark of kings, an unfathomable mystery surrounds her origins...

**Camouflage**

Becomes invisible to enemy units.

**Call Bandits**

Summons a group of bandits to her aid.

EREC: THE KNIGHT OF THE OLD EMPIRE

Erec, a knight to the very core of his being, learnt swordsmanship with Dario, the companion of his youth. Having fought many a battle in distant lands, he has now returned home to stand faithfully by his friend's side.

**Aura of Strength**

Strengthens the soldiers under Erec's command.

**Maelstrom**

Powerful vortex that devastates all units around him.

HELIAS: THE SAGE

In the dim and distant past, King Helias took holy orders, leaving the throne of the Old Empire to Keron, his younger brother. Nowadays, an imposing yet inscrutable man, he does all he can to make the Old Empire rise again.

**Persuasion**

Persuades enemy units to convert.

**Blessing**

Strengthens friendly soldiers and heroes and makes them more resistant to attack.

If you are fighting against other players, you may choose from three other heroes. Their abilities are no less powerful, but they are also corrupt and depraved.

KERBEROS: THE BLACK KNIGHT

Kerberos' sole aim in life is to take the throne of the Old Empire relinquished by his father Helias many years ago, and he cares not how he does it. As King Mordred's commander, he spreads fear and terror throughout the land in his attempts to seize the throne for himself.

**Aura of Fear**

Reduces the motivation of enemy units in Kerberos' vicinity.

**Hellshout**

Enemy military and civil units flee from Kerberos.

MARY DE MORTFICHET: THE DECEIVER

The despicable countess rules Kaloix Castle with a keen eye and a firm hand. Although she is allied with the foul Mordred, she never loses sight of anything that could be of use to her.

**Demoralizing**

Decreases the attack strength of affected enemy units.

**Poison**

A surface poison devastates all enemy units within range.

VARG: THE FEARLESS

Varg is the leader of the Barbarian tribe from the far north. His men are infallibly loyal and would give their lives for him, knowing full well that he has the tribe's best interests at heart. He is a stranger to both fear and cowardice.

**Wolf Pack**

Summons a pack of wolves, which fight for Varg.

**Berserk Rage**

Affected units acquire an attack bonus, although their defense is impaired.

Even if a hero falls in battle, this does not mean that you must battle on without him. Keep the enemy from the fallen hero and he will eventually regain consciousness. If one of your heroes should drown, fear not, as you will soon find him back at your headquarters.

MOVING UNITS

Hurry your serfs, soldiers, or heroes on their way! Select a unit, and then right-click on the spot where you want to assign it with all haste. To select a unit, simply click on it. To select all units of a particular type, double-click on one of these units. To select several different units at once, hold down the left mouse button and drag the mouse to form a border around the units. The selected units are shown on the right of the screen.

CREATING GROUPS

To create a group, select the desired units and press Ctrl + 1-0. To select the group you have assembled, simply press the relevant number.



EXPLORING THE MAP

Do not hesitate to explore the area around your growing city; this is the only way you can discover enemy settlements and warriors, available sites for building, and natural resources to use for your purposes. This is vitally important, as it goes without saying that your settlement will not always be built in the best location. Moreover, when you explore, you are more likely to meet non-player characters who may have quests for you.

CONSTRUCTING BUILDINGS

TO CONSTRUCT BUILDINGS

Select one or more serfs. Move the cursor over the icon in the Building menu that represents the building you want to construct. This gives you a short description of the building and, more importantly, details of how much it will cost. Left-click to select the building and drag it onto the map. The outline of the building will now appear, and you can position it on the map. If you cannot build on a particular site, a red outline will appear.

TO REPAIR A DAMAGED BUILDING

Select one or more serfs and right-click to send them to the building, where they will then get to work.

TO DEMOLISH A BUILDING

Select it, click on Knock Down in the Building menu, and confirm your choice. Some of the resources invested in the construction process will be returned to you.

At any sign of danger, the bell will ring in the headquarters and the citizens will seek shelter in the nearest building.

ALCHEMIST'S HUT: Refining Sulfur, Researching Weather

	
ALCHEMIST'S HUT	LABORATORY
<i>Required technology</i> Alchemy	<i>Required technology</i> Metallurgy

SHOOTING RANGE: Recruiting Archers

	
SHOOTING RANGE	ARCHERY
<i>Required technology</i> Standing army	<i>Required technology</i> Chain-block

BANK: Managing City Funds

	
BANK	TREASURY
<i>Required technology</i> Printing	<i>Required technology</i> Libraries

BARRACKS: Recruiting Swordsmen and Spearmen

	
BARRACKS	GARRISON
<i>Required technology</i> Conscription	<i>Required technology</i> Chain-block

SMITHY: Refining Iron, Improving Weapons and Armor

		
SMITHY	BLACKSMITH	FINISHING SMITHY
<i>Required technology</i> Alchemy	<i>Required technology</i> Alloying	<i>Required technology</i> Metallurgy

BRICKMAKER'S HUT: Refining Clay

	
BRICKMAKER'S HUT	BRICKWORKS
<i>Required technology</i> Construction	<i>Required technology</i> Alloying

CLAY PIT: Extracting Clay from Shafts

		
CLAY PIT	CLAY GALLERY	CLAY MINE
<i>Required technology</i> None	<i>Required technology</i> Gear wheels	<i>Required technology</i> Chemistry

FARM: Produce Food for Workers

		
FARM	MILL	ESTATE
<i>Required technology</i> None	<i>Required technology</i> Gear wheels	<i>Required technology</i> Architecture

FOUNDRY: Produce Cannons

	
FOUNDRY	CANNON FACTORY
<i>Required technology</i> Metallurgy	<i>Required technology</i> Chemistry

IRON PIT: Extract Iron from Shafts

		
IRON PIT	IRON GALLERY	IRON MINE
<i>Required technology</i> None	<i>Required technology</i> Gear wheels	<i>Required technology</i> Chemistry

STOREHOUSE: Store for Resources and Trading Emporium

	
STOREHOUSE	MARKETPLACE
<i>Required technology</i> Literacy	<i>Required technology</i> Trading

HEADQUARTERS: Recruit Serfs, Central Building

		
KEEP	STRONGHOLD	FORTRESS
<i>Requirement</i> Available from start	<i>Requirement</i> None	<i>Requirement</i> Three refinery buildings

CHAPEL: Blessings Increase Workers' Motivation

		
CHAPEL	CHURCH	CATHEDRAL
<i>Required technology</i> Literacy	<i>Required technology</i> Printing	<i>Required technology</i> Libraries

RESIDENCE: Lodgings for Workers

		
HUT	COTTAGE	HOUSE
<i>Required technology</i> None	<i>Required technology</i> Construction	<i>Required technology</i> Architecture

SAWMILL: Working Wood

	
SAWMILL	LUMBER MILL
<i>Required technology</i> Construction	<i>Required technology</i> Chain-block

ENCLOSURE: Recruiting Light and Heavy Cavalry

	
ENCLOSURE	STABLES
<i>Required technology</i> Tactics	<i>Required technology</i> Horse breeding

STONEMASON'S HUT: Working Stone

	
STONEMASON'S HUT	MASON'S SHOP
<i>Required technology</i> Gear wheels	<i>Required technology</i> Chain-block

STONE PIT: Extracting Stone from Quarries

		
STONE PIT	STONE GALLERY	STONE MINE
<i>Required technology</i> None	<i>Required technology</i> Gear wheels	<i>Required technology</i> Chemistry

SULFUR PIT: Extracting Sulfur from Shafts

		
SULFUR PIT	SULFUR GALLERY	SULFUR MINE
<i>Required technology</i> None	<i>Required technology</i> Gear wheels	<i>Required technology</i> Chemistry

WATCHTOWER: Guns and Increased Visibility Improve Defense

		
WATCHTOWER	BALLISTA TOWER	CANNON TOWER
<i>Required technology</i> Construction	<i>Required technology</i> Gear wheels	<i>Required technology</i> Metallurgy

WEATHER TOWER: Weather Forecast, Changing the Weather


WEATHER TOWER
<i>Required technology</i> Weather forecast (alchemist's hut)

WEATHER PLANT: Preparing and Activating Changes in Weather


WEATHER PLANT
<i>Required technology</i> Meteorology (alchemist's hut)

COLLEGE: Researching Technologies

	
COLLEGE	UNIVERSITY
<i>Required technology</i> None	<i>Required technology</i> Four out of eight technologies

VILLAGE CENTER: Workers Move from Here into the Settlement

		
VILLAGE CENTER	TOWN CENTER	CITY CENTER
<i>Required technology</i> None	<i>Required technology</i> Literacy	<i>Required technology</i> Trading

POPULATION

How many settlers will your city accommodate? That depends on the village centers. You can only set up your village centers on a vacant site. If a site is being used by another player, you will have to raze their village center to the ground before you can use the site. Sites cannot be destroyed.

Upgrading your village centers and increasing the number of village centers creates space for more people. All units except heroes count as your people. More important village centers need more space than less significant ones.

Always bear in mind that village centers are the only way of extending your population's borders. This makes it all the more important to keep an eye out for available sites.

You may dismiss serfs, soldiers, or workers at any time, simply by clicking Disband Unit in their menu.

NEEDS

Your workers, of course, covet a number of things. Keep them happy, and they will work more efficiently. A bed for the night will do a worker good, and meals at a farmer's table are also much appreciated. They will still perform their daily tasks without these assets, but with less diligence and enthusiasm. Be sure to construct lodgings close to the workshops, as your workers will not wish to trudge far.



BEDS: Peruse the overview next to the mini-map if you wish to check that the city has adequate sleeping quarters. To find out which area of the city is lacking in residences, check the condition of your settlers (see the Motivation and Stamina section).



FOOD: Similarly, you should pay heed to the number of places in your farms.

If your city lacks residences and/or farms, your workers will sleep around a campfire, work more slowly and with less enthusiasm, and spend some of their time, if not all, in idle pursuit. Surely you go to work with a greater spring in your step if you have a full belly and have spent the night in a comfortable bed. So make haste and build residences and farms near the workshops if the campfires are blazing.

Select individual settlers to check their needs. This will help you establish which settlers are happy and which ones are in need of tender, loving care.

TAXES AND WAGES

From time immemorial, a city's inhabitants have paid their dues to ensure that the city flourishes, trade prospers, and the people are safe from danger. It is just the same here: only taxes can bring more thalers (coins) into your treasuries. Every worker pays his share on payday. At first, the tax rate is dictated to you from higher authorities, but once you have acquired literacy, you set the amount of tax to be collected:

- **No taxes:** All will hail you as a benefactor and labor willingly and diligently, yet your coffers will remain empty.
- **Low taxes:** Again, not one citizen will have a word to say against you, but your paltry income will ensure your cupboard remains bare.
- **Moderate taxes:** This will strike a good balance between poverty and an angry mob.
- **High taxes:** Now and again (when war is threatening, for instance), you will have no choice but to demand more money of your citizens. Bear in mind, however, that they will then be more reluctant to work for you!
- **Very high taxes:** Only in cases of dire need should you consider bleeding your people dry, as discontent will spread as rapidly as your waistline.

Your workers' motivation rises or falls in every month in which the tax rate is not set to moderate. The money earned is not only required to build up your city: your soldiers will expect their wages every payday. Each of your captains will demand his salary, regardless of how big his troop is. Visit your headquarters to view the public coffers and check your income and expenditure.

MOTIVATION AND STAMINA

Always pay close attention to your settlers' motivation, because if they are railing against their fate or lacking what they need to survive, they will be afflicted with lethargy, which is not conducive to business and could even cause trade to grind to a halt. Monitor the percentage indicator below the resources overview to see the general degree of motivation in your settlement.

Move the mouse arrow over your settlers and important information will appear above their heads:



-  Settler is going to bed.
-  Settler is eating.
-  Settler is at work.
-  Settler is leaving the settlement.
-  Settler has nothing to do.
-  Settler is annoyed.

Thought bubbles above settlers' heads indicate mood. The two bars below the unit name indicate health points and stamina. Does the worker have a bed? Does he have a place to eat at a farm? Both factors affect his stamina, i.e., how long he can spend toiling at a job. To find out how workers in the buildings are faring, click on the Settler menu for the selected building.

Build places of worship and enhance the city with ornamental items, which can be obtained through research! Employ priests to nurture your subjects' souls! Noble gestures such as these will improve your settlers' motivation immeasurably.

In times of need and sacrifice you may have no choice but to urge your workers to work longer hours, although their discontent will increase. You can arrange overtime in any workshop, but remember to call a halt to it again one day.

KEEPING THE WORKERS MOVING

A worker will look after himself in as many ways as he can, provided you allow him to do so. He welcomes victuals and a good night's sleep after his daily toil, so he must be able to make his way to a residence and a farm fairly quickly.



Workers employed as refiners must journey from the storehouse, marketplace, mines, or headquarters to their workshops day after day, transporting resources to process. Do not make this journey too long; time spent traveling is time that could be spent working.

RESEARCH AND DEVELOPMENT

A multitude of technologies is waiting to be discovered, from building upgrades improving productivity to military advances increasing the troops' strike power, as well as many other innovations. Every building and unit is accompanied by a description that will tell you which technologies are required for each level (see the Units and Constructing Buildings sections).

Every building has to be attended to individually. As the saying goes: "Whilst one storehouse may become a marketplace, the rest are still but storehouses." Moreover, while you are converting a building, labor goes to waste and residences cannot be used.

Also remember that military innovations stand soldiers and captains, even future ones, in fine stead.

TECHNOLOGIES DEVELOPED AT THE COLLEGE

**Construction**

This unlocks sawmills, brickmakers' huts, and watchtowers. Huts can be upgraded to cottages.

**Alchemy**

This unlocks alchemists' huts and smithies.

**Literacy**

This unlocks chapels and storehouses. Village centers can be upgraded to town centers, and tax levels can be fixed.

**Conscription**

This unlocks barracks.

**Gear Wheels**

This unlocks the stonemason's hut. Farms, pits, and watchtowers can be upgraded.

**Alloying**

Smithies and brickmakers' huts can be upgraded to blacksmiths and brickworks.

**Trading**

Storehouses can be upgraded to marketplaces, and town centers to city centers.

**Standing Army**

This unlocks the shooting range.

**Chain-Block**

Shooting ranges, barracks, stonemasons' huts, and sawmills can be upgraded to the second level.

**Metallurgy**

This unlocks the foundry. Blacksmiths, ballista towers, and alchemists' huts can be upgraded.

**Printing**

This unlocks the bank. Chapels can be upgraded.

**Tactics**

These unlock enclosures and combat formations for military units.

**Architecture**

Mills and cottages can be upgraded.

**Chemistry**

Galleries can be upgraded to mines, and foundries to factories.

**Libraries**

Banks and churches can be upgraded to treasuries and cathedrals.

**Horse Breeding**

Enclosures can be upgraded to stables.

TECHNOLOGIES DEVELOPED IN THE
ALCHEMIST'S HUT**Gunpowder**

This enables cannons to shoot further and with greater accuracy.

**Heated Shots**

These increase the damage inflicted by cannons.

**Weather Forecast**

This unlocks the weather tower.

**Meteorology**

This unlocks the weather plant.

TECHNOLOGIES DEVELOPED IN THE SMITHY



Leather Mail

This improves the armor worn by swordsmen and heavy cavalry.



Chain Mail

This improves the armor worn by swordsmen and heavy cavalry.



Plate Harness

This improves the armor worn by swordsmen and heavy cavalry.



Soft Leather

This improves the armor worn by archers, light cavalry, and spearmen.



Padded Leather

This improves the armor worn by archers, light cavalry, and spearmen.



Reinforced Leather

This improves the armor worn by archers, light cavalry, and spearmen.



Master Smith

He increases the damage inflicted by swordsmen and heavy cavalry.



Iron Casting

This increases the damage inflicted by swordsmen and heavy cavalry.

TECHNOLOGIES DEVELOPED AT THE SAWMILL



Fletching

This increases archers' and light cavalry's range and attack strength.



Bodkin Arrow

This increases the damage inflicted by archers and light cavalry.



Wood Hardening

This increases the damage inflicted by spearmen.



Turnery

This increases the damage inflicted by spearmen.

TECHNOLOGIES DEVELOPED IN THE STONEMASON'S HUT



Masonry

This increases buildings' resistance to attack.

TECHNOLOGIES DEVELOPED AT THE HEADQUARTERS



Tracking

This increases serfs' range of sight.

TECHNOLOGIES DEVELOPED IN THE VILLAGE CENTER



Loom

This allows improvement of the armor worn by serfs and workers.



High-Quality Shoes

Workers and serfs can move more quickly.



City Guards

This increases range of sight from buildings.

TECHNOLOGIES DEVELOPED IN THE FOUNDRY



Improved Undercarriage

Cannons can move more quickly.

TECHNOLOGIES DEVELOPED IN THE BARRACKS



Marching

Swordsmen and spearmen can move more quickly.

TECHNOLOGIES DEVELOPED AT THE SHOOTING RANGE



Archery

Archers fire further and with greater accuracy.

TECHNOLOGIES DEVELOPED IN THE ENCLOSURE



Horseshoeing

The warhorses move more quickly.



DIPLOMACY AND TRADE

Cast an eye over the map. Do you find you are not alone any more? Well, reflect a while and consider wisely: how well disposed are you to your neighbors? Just consult the Diplomacy menu (F2):



Single-Player Friendly: You have entered into an alliance; your soldiers will refrain from attacking one another. The land you discover can be seen by the whole alliance.



Single-Player Neutral: A tacit agreement urges soldiers of both sides to abstain from attack. You cannot see things from the other side's point of view.



Single-Player Hostile: Any encounter results in an attack. In multiplayer games, you may also send wares to your allies in this way. Now and again, a forfeit may be demanded of you.

Rewards for admirably fulfilled tasks and the like may also be conferred in the Diplomacy menu.

You conduct your trade at the marketplace, where you can buy and sell all manner of resources. To do this, select the marketplace, and then cast your eagle eye over the menu and select the quantities. Your traders will see to it that the thalers are taken from your coffers. They will also take care of processing the transaction, so that you can avail yourself of the relevant wares as soon as possible.



Pay particular heed: Wares that are in greater or lesser demand can gain or lose value over time, so anyone with a large quantity of a product to sell on the market will push down the price for other players.

WAGING WARS

RAISING AN ARMY

Soldiers will sacrifice their lives to protect your city and its citizens. Recruit them in the barracks, on the shooting range, and in the enclosure.



To rally your regiment of heroic fighters, first select the building, then the unit you desire from the menu. One soldier attaining the physical fitness of a dedicated fighter will embark on the training to become a captain. Now that he is ready to leave the building and go forth into battle, he will also have soldiers under his command who will swear loyalty to him to the death. The number of soldiers depends on his rank. A captain's rank and strength will depend on his experience (see the Experience Points section) and on your settlement's current level of technological development.

Do you lament the loss of one or many brave and true soldiers in battle? Turn around, make haste, and spur back to the building with your captain and select Recruit Soldier from his menu. New soldiers will immediately appear and join your captain.

Soldiers can also be grouped into divisions, as described in the Units section. If you wish to disband a unit, select Disband Unit in the Captain's menu.

Cannons are produced in the foundry. They can be controlled in the same manner as all military units.

BATTLE

With your splendid army of new recruits you are now ready to enter the battlefield. You need only issue commands to your captains, cannons, and heroes; the soldiers receive their orders from their leaders. If you encounter an enemy, select your troops and right-click on any enemy unit or building as the target for your attack. As long as a captain has soldiers under his command, he is invulnerable, so while you have soldiers you must not be afraid of using them. Never forget in the heat of battle that your units vary in their strengths and weaknesses; these can also be affected by upgrades.



SWARDSMEN

Swordsmen fight particularly well against spearmen and archers, but inflict hardly any damage on buildings.

SPEARMEN

Spearmen take advantage of their long range and are extremely effective in combat against cavalry units, but they cannot withstand the heavy blows inflicted by heroes and are virtually useless against buildings.

ARCHERS

Archers are a good choice when up against the fast cavalry and spearmen, but they inflict minimal damage on buildings and heroes.

LIGHT CAVALRY

The light cavalry is quicker and more maneuverable than the heavy cavalry and can even attack at long range, but this unit is not very effective against heroes or buildings.

HEAVY CAVALRY

This swift, heavily armored, and mounted close-combat unit not only performs well against other cavalry units and swordsmen, but also has the advantage of being higher up! They represent an outstanding fighting force against almost all the other units.

LIGHT CANNON

Their maneuverability, impressive shot accuracy, and rapid firing rate make light cannons effective on the battlefield.

HEAVY CANNON

In a siege situation you should always have a few heavy cannons in reserve. There is no better artillery against buildings than bombardors or siege cannons.

TOWERS

Towers are very useful for defending the settlement, but lack accuracy when firing at units storming the settlement and are extremely vulnerable if soldiers advance on them.

EXPERIENCE POINTS

As the battle rages, your captains will become richer in experience. The greater the captain's fighting force, the more experience he will gain; the same applies to each and every blow he manages to inflict on an enemy. A captain may rise up the ranks in five stages as follows:

ONE STAR: CORPORAL

The troops' battle tactics improve and every soldier has a better chance of striking a critical blow.

TWO STARS: STAFF SERGEANT

This increases the troops' instinct for battle, so archers and light cavalry can now both see and shoot further.

THREE STARS: CAPTAIN

The captain's resistance is increased and his rate of self-healing is greater, allowing him to recover his strength more rapidly.

FOUR STARS: COMMANDANT

The troops' attack strength increases, so each fighter can inflict a heavier blow.

FIVE STARS: GENERAL

The hit rate for archers and light cavalry is increased, along with the likelihood of close-combat fighters staving off attacks.

MULTIPLAYER GAMES

To test your skills against other players in *Heritage of Kings: The Settlers*, first select a LAN or an Internet game.

CREATING A GAME

Choose Map: Select the map you want to play on. You can play with up to six warriors, depending on the map.

Assign Positions: Assign other players their positions; select teams and player colors.

Cease-Fire: Players in a team share the same view and all the teams cease hostilities. They immediately resume hostilities once the cease-fire ends. The duration of the cease-fires varies as follows:

- **CF 0:** No cease-fire.
- **CF 1:** 15-minute cease-fire.
- **CF 2:** 30-minute cease-fire.
- **CF 3:** Cease-fire during research.

There is a clock in the top right-hand corner of the screen that shows the time remaining in the cease-fire. If you select Cease-Fire During Research, you have to develop a particular technology, depending on the map, to break the cease-fire. Please note that the cease-fire is not available in a Point Game.

Fast Game: You will be happy to know that when you select Fast Game, you start with more serfs, resources, and buildings.

Please note that all the settings, options, and available game modes can vary depending on the map you have chosen.

GAME MODES

CONQUEST

Destroy the headquarters of all the enemy teams. The team able to hold out until the bitter end wins the game.

TECHNOLOGY RACE

In a Technology Race each team has to research all the technologies from the college. You can check your and your opponent's progress in the top right-hand corner of the screen at any time during the game. Identical technologies will only be counted once. For example, if you and one of your team members both research construction, you only receive one point. The first team to finish researching all the technologies wins the game.

POINT GAME

A Point Game always lasts one hour. As in the Technology Race, you can check your and your opponent's score in the top right-hand corner of the screen at any time during the game. The team with the highest number of points wins. Once you have chosen your settings, click Start Game to begin playing.

Joining a game: Search for available games and wait for the player who created the game to invite you to join.

During the game: You can chat with other players before and during the game. Players in your team are your allies. You can share the same view, send each other wares, and communicate via team chat. You can also place markers on the mini-map to indicate a specific location to your team members.

An energy bar will appear at the weather plant when you have gained enough energy to change the weather. When one player changes the weather, all the energy bars in his alliance will be reset to zero.

Select the heroes in your headquarters who will fight for you during the game. The number of heroes you can select will depend on the map chosen.

KEY COMBINATIONS

MILITARY UNITS AND HEROES

A	Attack
S	Hold position
D	Defend
G	Guard
F	Patrol
Q	Recruit soldier

HEROES

Z	Activates first ability
X	Activates second ability
C	Activates third ability

SERFS

R	Build residence
N	Build mine
V	Build village center
C	Build college
O	Build chapel
M	Build storehouse
K	Build bank
B	Build barracks
S	Build shooting range
E	Build enclosure
F	Build foundry
W	Build watchtower
P	Build weather plant
T	Build weather tower
A	Build alchemist's hut
Y	Build smithy
U	Build sawmill
Z	Build stonemason's hut
I	Build brickmaker's hut
L	Build farm
X	Call to Arms
H	Select headquarters
Ctrl + Key	Select building

BUILDINGS

U	Upgrade building
A, S, D, F	Buy unit
Z, X	Upgrade unit
Q	First available technology
W	Second available technology
E	Third available technology
R	Fourth available technology
Q	Bless farmers and miners (ring the bell)
W	Bless smiths, stonemasons, alchemists, brickmakers, sawmillers, and forgers (letter of indulgence)
E	Bless scholars, treasurers, and priests (bibles)
R	Bless traders and banker (collect)
T	Bless all settlers (sanctification)
Q	Change weather (summer)
W	Change weather (rain)
E	Change weather (winter)

GENERAL

Ctrl + 1 to 0	Create group
1 to 0	Select group
,	Select next serf
.	Select next free serf
/	Select next military unit
Arrow keys	Scroll
Insert/Delete	Rotate Camera
Page Up/ Page Down	Zoom
Esc	Cancel
Pause	Pause
Spacebar	Jump to position of last message
F1 to F5	Menu
F6	Quick save
F7	Quick load
F8	Show clock
F12	Mute/un-mute game

MOUSE

Left mouse button	Select
Right mouse button	Context-sensitive action
Shift + left mouse button	Add/deduct from actual selection
Double-click	Select all units of same type on screen
Middle mouse button	Scroll
Cursor at edge of screen	Scroll
Mouse wheel	Zoom

Heritage of Kings: The Settlers™
Proof of Purchase



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