THE SETTLERS

HERITAGE OF KINGS

— EXPANSION DISC —

- NEW HEROES
- NEW MISSIONS
- NEW BUILDINGS
- MAP EDITOR

12+

www.pegi.info

UBISOFT

PC CD-ROM

Dear fans of The Settlers!

Right now, you are holding the manual for our add-on in your hands. But today, nobody reads manuals anymore, or do they? And forewords to manuals are absolutely not to be read.

But stop: your eyes are actually focusing on these words. Praise to you! And worth it, too. Because all those who open their eyes to the welcoming lines from the Realm of Fog will receive a present from us. Something like a reward for your efforts. And all the ignorant and illiterate colleagues will go empty-handed. Bad luck!

And this is how you receive your gift:
On the second map of the campaign "The Great River", you can use a secret code. Simply press "Ctrl + Alt + G" immediately after the map has started. And the treasure will be yours.

Now we wish you a lot of fun playing the add-on with new units, buildings and a campaign as well as single- and multiplayer maps. And as a special feature, we offer you the editor, with which you will be able to create your own scenarios.

Let's play! And may the lazy colleagues that recklessly ignored the manual rest peacefully in their ignorance.

Farewell,
your Settlers-Team

WARNING: READ BEFORE PLAYING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.
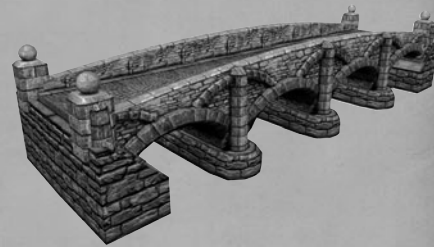
If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer game -- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions -- IMMEDIATELY discontinue use and consult your physician before resuming play.

CONTENT

INSTALLATION

In order to play **THE SETTLERS®: Heritage of Kings™ - Expansion Disc**, you first have to install the main program THE SETTLERS: Heritage of Kings. Then you can insert the AddOn CD into your drive and follow the onscreen instructions. If the installation does not automatically start:

1. Insert the THE SETTLERS®: Heritage of Kings™ - Expansion Disc into your CD-ROM drive.
2. Open My Computer and double-click the CD-ROM drive.
3. Open the file autorun.exe

MAIN MENU AND INGAME-HELP

In the "Single Player" menu, you can start the campaign by clicking the button "AddOn Campaign". The new maps for free play can again be found in the Single Player Menu, and you can reach the new multiplayer maps via the button "LAN-Game".

And naturally, there still are the well-known tool tips and the irreplaceable mentor, who will always be there for your support.

The official community website

www.thesettlers.com

offers further info and current news.

WHAT IS IT ALL ABOUT...

Ever since the victory over Kerberos and his dark minions, the Old Realm had been blossoming under the righteous rule of King Dario. The dream of peace and prosperity had finally come true. But for how long?

Far in the east of the Old Realm, right on the banks of the Nhern, busy hands are working day in, day out, in order to erect a bridge across the river. They want to create a connection to the provinces of Hen Brugh – the legendary country of old.
But the fear of the workers grows with the size of their building: mysterious, unsettling and shadowy creatures are roaming on the other side of the river, watching the proceedings. The fog surrounding them is eerily cold and dense.

When King Dario decides to follow up on the situation, the events unfold rather hastily...

A fallen hero,
A foreign country,
A power-hungry governor,
A shady sharpshooter,
And threatening shadows,
led by an ancient
creature.

The more Dario and his companions try to straighten things out, the deeper they are drawn into a war that could mean the annihilation of a whole nation.

NEW HEROES

DRAKE, the Bounty Hunter
Drake works as a bounty hunter in Hen Brugh. He is in his early 30s and grew up as an orphan on the streets of the small village. Ever since he was little, he has been on his own and quickly learned that the only person he can really trust is himself. He is amongst the best of his profession, his bullets never miss their target.

Master Shot
An extremely long shot inflicting percentage damage on the target.
Precision
All marksmen close to the hero receive a damage bonus.

YUKI, the Mercenary
Many years ago, Yuki decided to dedicate her life to the order. After the death of her companion, she remained in Imrhain, where she now works as a mercenary.
Thanks to her truthfulness, patience and always wise guidance, she is valued highly in the town.

Fireworks of Fear
Enemy units, heroes excluded, panic and flee.
Fireworks of Joy
Increases the stamina of allied workers so they can work longer.
Shurikens
Throwing stars do radial damage to the target area.

KALA, the Witch of the Shrouded People
For many years the simple folks have been telling a story about a scary woman who seems to have been granted the gift of everlasting life. Once pushed into a position much too big for a young girl, she is now probably the most powerful leader of the Nephylim ever.

Poisoned Arrows
Kala shoots a rain of arrows into the designated direction.
Poisonous Fog
All units surrounding Kala are damaged.

STUDIES

New technologies in College:

Mathematics
With the help of Mathematics you can erect Bridges and Architect's Parlours.

Binoculars (required: Stronghold)
Because you now know how to produce Binoculars, you are able to build Taverns in order to recruit Scouts

New technologies in University:

Matchlock
The Matchlock allows you to construct a Gunsmith's Shop and to upgrade the Tavern, where you can now also recruit Thieves.

Rifled Barrel (required: Fortress)
In order to upgrade the Gunsmith's Shop, you need the technology Rifled Barrel.

VENAL PEOPLE

With a bit of luck you will find a Mercenary Camp every once in a while. Here you can hire all sorts of controllable units without having to own the respective building yourself. This includes military units, serfs, thieves and scouts.

But always remember that these units require space and are counted as part of your population.
Every Mercenary Camp inhabits a different number of people. The costs and the amount can vary from camp to camp.

BRIDGES

In General
Only a few years ago, a crazy old man finally managed to think of a construction that would make it possible to erect a bridge. And who else could it have been but our old friend Leonardo? After numerous unsuccessful attempts he finally constructed a small bridge able to withstand the weather and other forces of wear and tear.

Bridges enable you to cross waters independent from the weather and are thus of great strategic value. Also, water with fog hanging over it does not freeze during winter. This is where a bridge comes in especially handy.

How to erect a bridge
In order to erect a bridge, you first need a neutral Bridge Building Site, as the ground is not always suited to carry the load of such a construction. And no building site is alike, so you need a unique plan for every bridge.

This is created by the Bridge Architect. After he has finished his task, your serfs can start building the bridge at the prepared site, which works in the same way as the construction of any building.

Always remember the following, though:
It is possible that the architects of different players work on the same neutral building site. As soon as one of them is finished, the others retreat and look for the next neutral building site. But even if your Bridge Architect has done everything in his power to prepare the building site, it does not necessarily mean that the site is yours. No, every player is able to erect a bridge on a prepared building site!
The building sites, and the bridges themselves, are always neutral and can be used by every player – whether friend or foe. Thus you should always guard a bridge well, if you want to reserve it to yourself.

The Bridge Architect
Draws the plans for the construction of a bridge on a bridge building site.

The Architect's Parlour
Working place of the Bridge Architect.
required: Technology Mathematics

Stone Bridge
Can be erected on any prepared building site.
required: Technology Mathematics

Destroying a bridge
A bridge can only be destroyed by a Thief. He is the one who exactly knows about the weak points of the construction and is thus able to effectively sabotage it with the help of his explosives.
It can't ever be attacked by military units, towers or canons like a regular building.

SCOUTS AND THIEVES

Tavern
In the Tavern you are able to recruit Scouts and later also Thieves. Workers can use the building to eat just like a Farm. Research different technologies in order to supply your Scouts and Thieves with special skills.

Bartender
Works in the Tavern and provides the workers with food and drink.

required:	Tavern Binoculars	Inn Matchlock
Technologies:	Find Resources	Sabotage Tinder Boxes
Units:	Scout	Thief

Find Resources
Enables the Scout to use the skill "Find Resources".

Tinder Boxes
Enables the Scout to use the skill "Torches".

Sabotage
Enables the Thief to use the skill "Sabotage".

The Scout
The Scout is a master of exploration. He can explore the surroundings and discover resources.

Exploration
As long as the scout does not move, he is able to monitor a large area.

Find Resources
Shows the direction to the next resource shaft.

Torches
Places torches on the map in order to be able to monitor a certain area for a set time.

The Thief
The Thief is able to sabotage bridges and buildings with his explosives and is invisible to enemy units.

Sneak
Appears as a serf to his enemies, as long as he is not attacked and acts passively.

Steal
Steals resources from enemy buildings.

Sabotage
Destroys buildings with his explosives and is able to defuse enemy bombs.

HAND-GUNS

The Gunsmith
Researches various improvements for Sharpshooters and processes sulphur.

	Gunsmith's Shop	Gun Factory
requires:	Matchlock	Rifled Barrel
enables:	Fleece Armour	Lead Shot
	Fleece-lined Leather Armour	Gun Sights

Fleece Armour
Improves the armour of Sharpshooters.

Lead Shot
Increases the damage inflicted by Sharpshooters.

Fleece-lined Leather Armour
Reinforces the armour of Sharpshooters.

Gun Sights
Increases the range of Sharpshooters.

Sharpshooters

Sharpshooters fight with hand-guns that are stronger than a bow or crossbow, but can not be reloaded as fast. They are very effective against long rage units and the Shrouded People. They do not fight that well against Swordsmen or Heavy Cavalry.

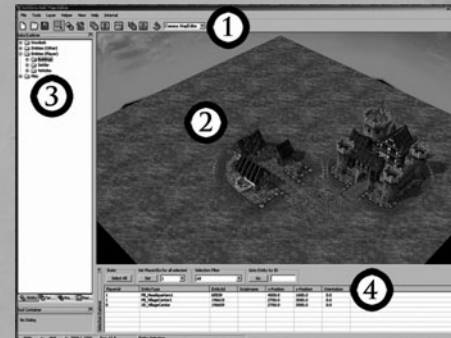|	Light Sharpshooter	Heavy Sharpshooter
requires:	Shooting Range	Archery

MAP-EDITOR

The Map-Editor utilises the same engine as the game itself, so you can always see the end result in front of your eyes while editing.

You can create simple missions with the help of the Script-Tool. If you want to create more complex missions, you will need knowledge of LUA, a very effective and easy to learn script language.

With the SmartBrush, an "intelligent" brush, you can lift, lower or texture the terrain and place objects and units. Thanks to the import of texture- and altitude-maps, you are able to edit a map in no time. In order to give you a perfect view, the map is divided into different levels that can be either activated or deactivated.

The User Interface
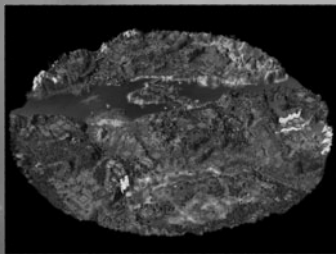The User Interface is divided into four main areas.

1. The Tool Bar offers you all the editor features sorted in menus. Frequently used features can also be activated via buttons.
2. The Editing Area is where you work on your map.
3. The Data-Explorer shows the available objects and textures according to the mode.
4. With the help of the Selection-Explorer you can edit your set objects and sort them.

How do I create a map?

Select the button New and follow the instructions; define the name of the map, its size etc. Set up the Headquarters (PB_Headquarters1) for the player as well as a Village Centre (PB_VillageCenter1 on XD_VillageCenter) and other buildings, just as you like. The number following the names shows the level of the upgrade.

In order to not have the map look like the Great Plains, you can lift, lower, smooth and level the terrain. Textures make the map come alive. There are similar tools for the depth and texture of the water.

By pressing Ctrl + G you can activate the Grid. All places where the grid is dark-blue are accessible to units during the game. Water, steep cliffs and stone textures on the other hand are blocked and are not accessible. These areas are coloured in red.

Another texture with a blocking effect is EdgeColor01_AT. This is used for the circular black map surroundings. In order to generate this automatically, you have to select the feature Black Circle in the Helpers menu

The height- and texture map importer is another useful tool. For this you require a paint program that can save images in greyscales resp. indexed colours in 8-bit format as a .bmp. The image must also have the same pixels as the map plus an extra pixel in height and width.

Further useful information for the use of the editor can be found on the internet at www.thesettlers.com.

HOTKEYS

Map Editor:

Place entity-mode:

Left mouse button	Place entity
Right mouse button	Pick up entity
Shift + mouse wheel	Rotate entity

Select entity-mode:

Left mouse button	Select entity
Right mouse button	Replace selected entity
Shift + mouse wheel	Rotate entity
Backspace	Erase entity

Texturing landscape-mode:

Left mouse button	Place texture on terrain
Right mouse button	Pick up texture from terrain

Modelling landscape-mode:

Left mouse button	Lift terrain
Right mouse button	Lower terrain
Shift + Left mouse button	Smooth terrain
Ctrl + Left mouse button	Dig up terrain
Alt + Left mouse button	Level terrain

Texturing water-mode:

Left mouse button	Paint water texture
Right mouse button	Pick up water texture

Modelling water-mode:

Left mouse button	Lift water
Right mouse button	Lower water

Others:

Mouse wheel	Zoom in and out
Ctrl + Mouse wheel	Modify SmartBrush-size
Ctrl + Y	Undo
Ctrl + Z	Repeat
Ctrl + G	Toggle grid
Ctrl + R	Recalculate blocking
Ctrl + 1	Select entity-mode
Ctrl + 2	Place entity-mode
Ctrl + 3	Copy/Paste-mode
Ctrl + 4	Texturing landscape-mode
Ctrl + 5	Modelling landscape-mode
Ctrl + 6	Vertex colour-mode
Ctrl + 7	Texturing water-mode
Ctrl + 8	Modelling water-mode

TECHNICAL SUPPORT

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Simply go to www.ubi.com/uk/ and visit the UBISOFT Frequently Asked Questions first! By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7!

If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us an email, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time. Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, our support representatives can assist you from 9:00 am until 7:00pm, Monday – Friday (excluding Bank Holidays) on Telephone: 0905-482-0109 calls cost 30p per minute. Please be at your system when calling UBISOFT for support.

Australian technical support

Technical Support Info Hotline
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(calls are charged at $2.48 per minute including GST. Higher from public and mobile phones).

HINTS & TIPS

Looking for cheats to go up to the next level? Call us for Hints and Tips Telephone Number: 0906 643 0200, available hours 9.00 am until 7.00 pm Monday – Friday (excluding Bank Holidays) to speak to one of our representatives. Calls cost £1.50 per minute, please ask permission from the person who pays the phone bill.

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