the Settlers 7

PATHS TO A KINGDOM™

- 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 doctor 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 doctor before resuming play.

- Contents -

- Introduction -

What is The Settlers 7 - Paths to a Kingdom?

The Settlers 7 - Paths to a Kingdom is a real-time strategy game about kingdom building in Europe, during the late Middle Ages and early Renaissance periods. You have become the ruler of a land that has fallen into deep decline, but you have set out to attract new settlers, revive the kingdom, raise the kingdom's prestige and compete with other growing kingdoms nearby.

To rise from the ruin that you have inherited and surpass your neighbours as the most glorious and successful kingdom in the area, you will need to build a productive economy and choose an overall strategy. Important strategic considerations include whether to be aggressive or defensive and whether to pursue expansion through military action, technology or trade.

A map is won by the player who destroys every opponent, or the first player to gain and hold a pre-determined number of Victory Points. You can review the points available on a map and then plan how to gain them. This requires you to commit very quickly to one of three branches for expansion: military, trade or technology. You may find it useful to put some resources into a second branch as well.

The military branch employs armies of soldiers to gain Victory Points from several sources, including capturing map sectors and defeating enemy armies. At the extreme, your military can destroy opposing kingdoms.

The trade branch employs traders to exchange goods on the game map and build a trading network on the map. Trading can fill in gaps in your economy or let you specialise in producing only a few goods while buying the others you need. Building a trade network provides more possible good exchanges, gains resource rewards, gains prestige and can gain Victory Points.

The technology branch employs clerics to do research at monasteries. This research can gain unique technologies that improve the efficiency of your economy and effectiveness of your armies. Research can also raise prestige and gain Victory Points.

Gameplay Overview

The gameplay of **The Settlers 7 - Paths to a Kingdom** involves attracting settlers to your newly growing kingdom, putting some settlers to work in productive ways, transforming the resources and goods produced by working settlers into further growth, increasing prestige to unlock important rewards, putting some settlers to work as specialists, and then applying goods and specialist settlers toward goals to win the game.

At the start of a new map you have some inhabitants, living space and resources already available. Use those initial resources to start attracting new settlers, constructing places for new settlers to work, and perhaps begin training some new settlers to be specialists that will work on your strategic plan. By the time the initial resources are exhausted, you should have settlers at work providing a steady flow of replacement resources to support continued expansion.

As the flow of incoming resources grows, branch out into more advanced goods production to support your strategic goals. If your strategy includes trade, for example, you must provide the buildings and goods required to recruit traders.

Expanding into more sectors may be useful in the early and middle parts of a game to gain access to important resources (including fertile land), increase living space, increase prestige and for military purposes (e.g. provide a defensive buffer or advance point for launching attacks). Sectors can be captured using specialists from the military, trade or technology branches.

By the late middle period of a game there should be a plan for winning the map. This requires an understanding of what is necessary to do so, and an economy that is building the goods and specialists to implement the plan. A large and efficient economy should require only a minimum of management, leaving you time to concentrate on gaining Victory Points and keeping them from opponents.

The end game is a race to achieve the Victory Points needed to win, hold onto those points once gained and deny points or take them away from opponents.

Play Options

The principal options for playing **The Settlers 7 - Paths to a Kingdom** are the single player campaign, single player skirmish games or multiplayer games. In addition, you have options for some map customisation, which provides extensive replayability. You can also personalise your game by gradually building up a magnificent castle.

+ **Campaign/Tutorial:** The single player campaign follows the story of Zoé, a princess of the age, who attempts to return a ruined kingdom to its former glory. The first half of the campaign also serves as a tutorial to **The Settlers 7 - Paths to a Kingdom**, gradually introducing you to most of the game mechanics and features. Having completed the campaign you will be prepared to explore other maps against your friends and computer controlled opponents.

+ **Skirmish:** These games are played against artificial intelligence (AI) opponents controlled by the computer. You can play games against 1 - 3 opponents.

+ **Multiplayer:** These games are played against one or more friends or randomly matched human opponents online. You can optionally include one or more AI opponents also. **The Settlers 7 - Paths to a Kingdom** has a website which will support online matchmaking, display records of player success and show rankings, including where you stand against other players.

+ **Castle Forge:** As you continue to play **The Settlers 7 - Paths to a Kingdom** you will be able to construct a personal castle, section by section and display this castle online.

+ **Map Forge:** This feature allows some map customisation. Before starting a map you can adjust a variety of factors including the amount of resources, the quests available at event locations, the placement of sector types and the type and number of Victory Points. Within sectors you can adjust fortifications, resources in mines, neutrality and player affiliation. With the map forge you can modify a map to create a new experience or one that better suits the style of game you and your friends want to play.

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Getting Started

We recommend that all players new to **The Settlers 7 - Paths to a Kingdom** begin by playing the campaign that follows the adventures of Princess Zoé. She is given the opportunity to restore the kingdom of Tandria back to the greatness it once enjoyed, but there are many obstacles and competitors that she must overcome. Zoé will learn to build an efficient and productive economy and carry out effective strategies against a series of opponents to reach her goal. By the mid-point of the campaign, you will have been introduced to most of the game play mechanics and features.

As an alternative, you may wish to try a skirmish or even multiplayer game immediately.
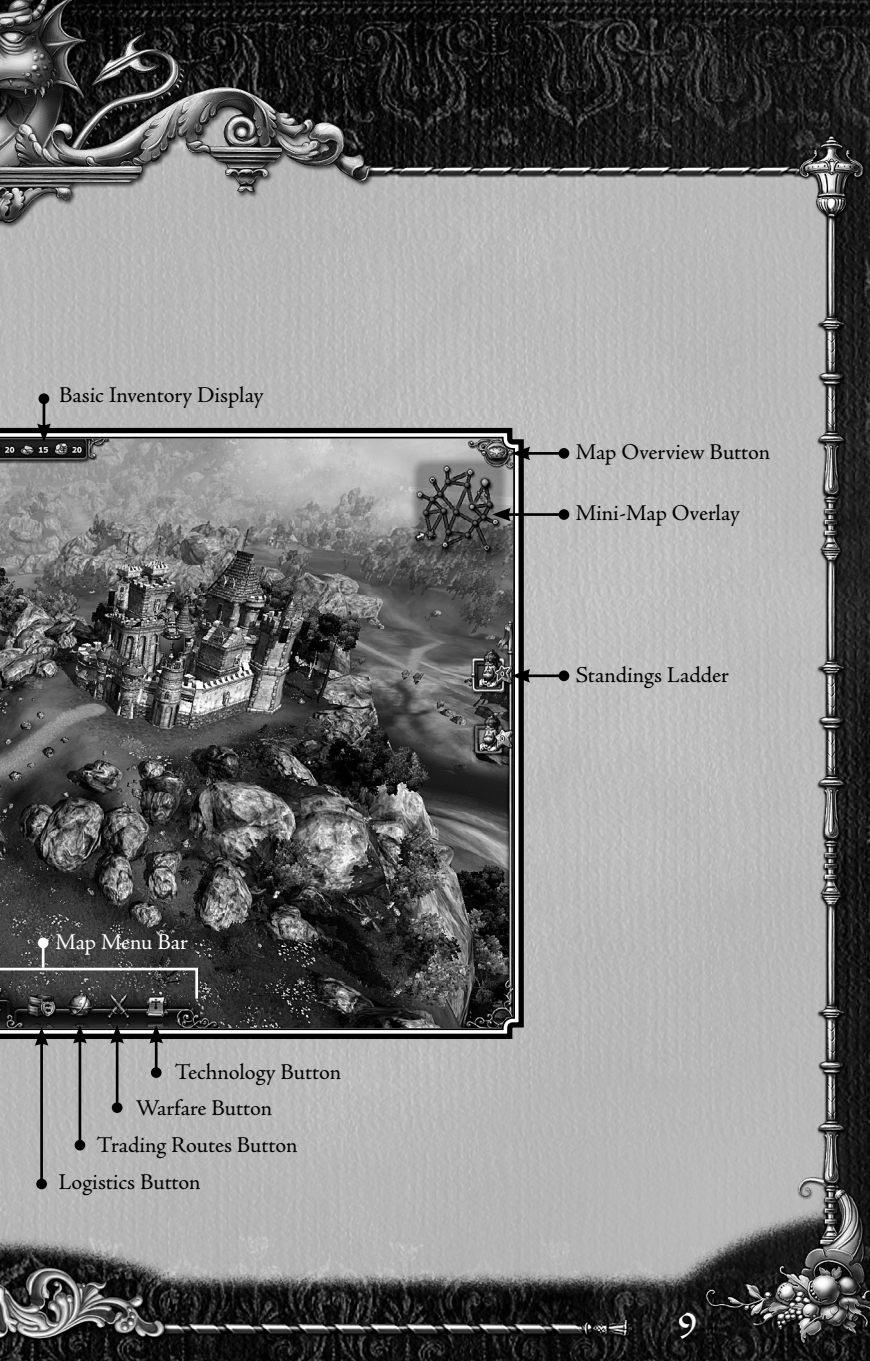
Keyboard Shortcuts

Action	Key
Pause game / resume game	P
Enter / leave overview	Enter
Jump to last message position	Space
Jump to home castle	Home
Reset camera angles	Backspace
Zoom camera out	Page up
Zoom camera in	Page down
Rotate camera left	Delete
Rotate camera right	End
Select General 1	1
Select General 2	2
Select General 3	3
Select General 4	4
Deploy Residence	Y
Deploy Noble Residence	X
Deploy Storehouse	C
Quick Save	F5
Quick Load	Ctrl+F5

- Main Interface -

You will spend most of your game time looking at the main map display, shown below. While most of the display shows what is happening on the map, there are a number of interface features available here to help you play.

Population Display

Main Menu Button

Build Button
Prestige Button
Rewards Button
Economy Button
Victory Points Button

Basic Inventory Display

`20  15  20`

Map Overview Button

Mini-Map Overlay

Standings Ladder

Map Menu Bar

Technology Button

Warfare Button

Trading Routes Button

Logistics Button

- Living Space and Population -

The kingdom you have inherited is in poor shape, with only a few settlers and resources. To grow more productive and powerful you must attract new settlers by increasing your kingdom's living space, or population limit. When your population has been increased, new settlers become available at your castle. When you construct work yards or storehouses, your new settlers walk from the castle to where they are to work. You can see how many settlers you currently have serving your kingdom and what your current living space limit is by looking at the population display on the left-hand side of the top central display shown on the main map display.

There are four ways to increase the living space, or population limit, of your kingdom.

    1. Add sectors to your kingdom.

    2. Construct buildings that increase living space.

    3. Upgrade buildings that increase living space.

    4. Research a technology that increases living space.

When the population limit does not increase as needed, newly constructed work yards and storehouses will not operate. You receive warnings when demand for workers exceeds current living space and when work yards have no-one available to work. Specialists will not be trained, and remain in the training queue if no living space exists for them.

The population limit will drop if you lose sectors or if buildings that support population are lost.
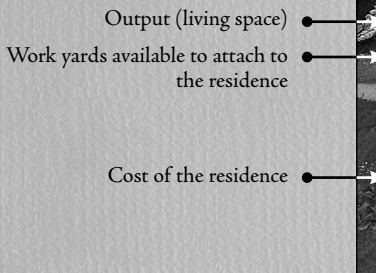
- Buildings and Construction -

The infrastructure of your economy and kingdom are the buildings that you construct. Some buildings raise your population limit and act as base buildings to which work yards are attached. Once a work yard is constructed it creates demand for a settler. The settler walks from your castle to the work yard and begins gathering or producing. Storehouses and constructors are buildings that also require living space to operate. Some special buildings and all prestige objects are buildings that require no population.

Stages of Construction

Construct buildings by clicking on the build icon on the map menu bar or on open ground. This opens three tabs. The first is for standard buildings, the second for branch and special buildings and the third is for prestige objects. For each building you see a note about what the building does, what it costs to build, and what work yards can be attached to it, if any.

Open the build display and have the residence selected.

Output (living space)

Work yards available to attach to the residence

Cost of the residence

Click on a building icon to select it for construction and then move the building footprint to the location on the map where you want it to appear. All buildings must be attached to a road or street to be built and operate. Once building construction is ordered, carriers begin moving the resources needed to construct the building to the nearest storehouse. Once the storehouse holds the required resources, a constructor walks to the storehouse, picks up the required resources, carries them to the building site and begins construction.

The campaign tutorial explains in more detail how to place buildings, add work yards and delete unwanted buildings.

Building Operation

As soon as a working building is complete, it creates demand for a settler and a tool. If living space is available, a new settler will walk from the castle to the work yard. When a tool is available at the nearest storehouse, he will walk to the storehouse, pick up the tool and return to his work yard. At that point the settler begins working and the work yard can begin producing.

There are three modes of work yard operation. These may be changed by clicking on the work yard and pressing the button for the mode of operation you want.

    1. Idle: worker does not work; stands outside work yard waiting for orders.

    2. On Demand: works only when another building or order creates demand for his goods.

    3. Always: works continuously when all raw materials are available.

The rate of work yard production can be changed by the provision of food. See Food below.

Construction Queue

Buildings that you have ordered but are not yet built are arranged in a queue on the logistics menu. You can open the logistics menu from the map main menu. You can drag and drop buildings in the queue to rearrange their order or pause construction, or take the building out of the queue to cancel the construction order.

Buildings that are delayed because not all required resources are available will sit in the queue until the resources arrive or the build order is cancelled. Such a blocking building may slow down the queue but not block it entirely.

Logistics Panel

The construction queue is the first row of the logistics panel when play begins. There are other queues in the panel for training specialists and trading. Resources are sent to the top queue first and to items in the queue from left to right. You may move queues up and down to adjust their priority. Use the mouse to drag and drop queues as you wish.

- Resources -

There are a variety of raw material resources found on maps that your settlers can convert into more valuable goods. Depending on whether you pursue military, trade or technology strategies, you may not need all of these resources to win a game. These are the resources available, with the work yard that gathers each one (its base building), followed by details of which buildings use the resource.

+ **Animals:** Wild animals found in forests can be gathered by Hunter's Hut (Lodge); Butcher's Shop.
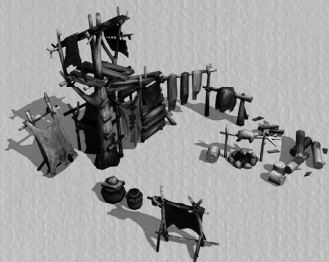
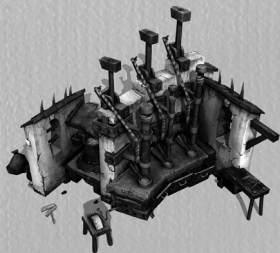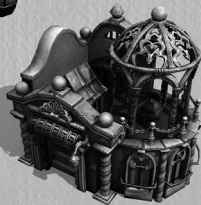+ **Coal:** Mined by Coal Miner's Hut (Shelter) and made by Coking Plant (Shelter); Iron Smelter and Stronghold.

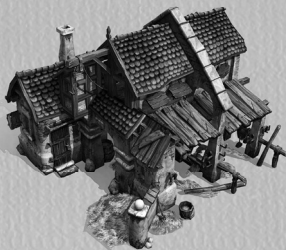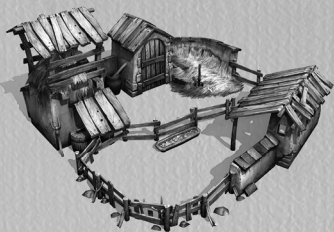- **Fertile Land:** Grain Barn, Shepherd and Forester can only produce on fertile land.

- **Fish:** Fisherman's Hut (Lodge). Fish is plain food that can be used by all work yards.

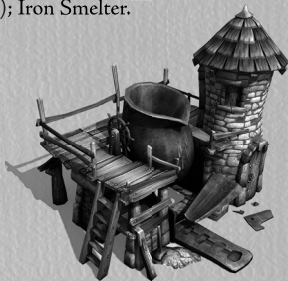- **Gold:** Mined by Gold Miner's Hut (Shelter); Mint, Goldsmiths Shop.

+ **Grain:** Grown by Grain Barn on fertile land; Brewery, Piggery, Stable, Windmill.
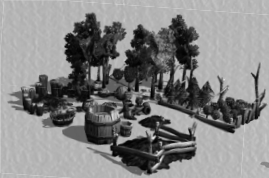

+ **Iron:** Mined by Iron Miner's Hut (Shelter); Iron Smelter.

- **Trees:** Planted on fertile land by Foresters (Lodge); Gathered by Woodcutters creating logs; Sawmill, Wheelwright, Papermaker, Toolmaker, Blacksmith.

- **Stone:** Quarried by Quarry (Shelter); Constructor.

- **Water:** Accumulates at Well; Brewery, Piggery, Shepherd, Stable, Papermill.

- Transport -

Roads, streets and storehouses are the transport system of your economy, storing and moving resources and goods from their sources to where they are needed.

Roads and Streets

Roads are already placed on a map when play begins and they connect sectors. Players can build additional streets at no cost. Settlers move on roads and streets at the same speed. Click on a road to open the build street panel. Click on the build street icon and drag the mouse to position the new street as you want it to appear. Click the mouse again to complete the street. You can continue dragging and clicking to continue the street. Or right click to cancel street construction.

Upgrading Roads and Streets

The ability to upgrade roads and streets to paved roads and streets can be obtained as a prestige reward. These upgrades cost stone. Settlers move significantly faster on paved roads and streets. Once you have the prestige reward for street upgrades, click on a road or street section you wish to upgrade. Note the amount of stone required for the upgrade. If you have sufficient stone, click on the upgrade button.

Deleting Streets

Roads cannot be deleted but streets can be. To delete an unwanted street, click on the street and then click on the demolish button (bomb symbol).

Storehouses and Carriers

When items are produced or gathered they are dropped off by workers at the nearest storehouse. Mouse over a storehouse to see what is currently held there. Items remain in the storehouse until demanded by another work yard or building. For example, animals gathered by a hunter accumulate at the storehouse near the hunter's lodge. However, if a butcher's shop - which turns animals into fancy food - is working, demand for animals is created by the shop, and that demand orders the transport system to move animals from the hunter's storehouse to the butcher's shop's storehouse.

Each non-upgraded storehouse has two settlers working as carriers, and offers living space for one settler. Carriers move along roads and streets to the next storehouse carrying up to 3 goods each trip. In the example above, carriers in a chain will move animals from the hunter to the butcher's shop, storehouse by storehouse.

Upgrading Storehouses

The ability to upgrade storehouses can be obtained as a prestige reward. Storehouses can be upgraded twice, with each upgrade putting an additional carrier to work (up to a maximum of four carriers). Each carrier costs living space. Each non-upgraded storehouse has a limited storage capacity which increases at level one and becomes unlimited at level two.

Fully upgraded storehouses have the ability to pull resources. Click on a level two storehouse to open its inventory and then click on the goods you wish to pull. The up arrow marks the goods to be pulled to that storehouse. Demand for those goods will override the pull order. The pull order is useful early when most of your storehouses are not yet upgraded with limited storage capacity or when you wish to pull a valuable resource from a distant sector that might be at risk of being attacked. When a storehouse is full of a particular type of goods, the nearby work yards supplying those goods stop working because they have no place to deposit their production.

- Economic Production -

Fundamental to the success of your strategy for winning a map is the production of goods and the training of settlers by your economy. The player with the most productive and efficient economy is likely to be the most successful at implementing a strategy for winning. Production follows these general steps.

1. **Construct residences and other buildings that create living space for additional Settlers.**

2. **Identify the raw materials you need and build work yards to gather those materials.**

3. **Overtake additional sectors to bring sources of necessary raw materials under control.**

4. **Build additional work yards to convert raw materials into goods needed to implement your strategy.**

5. **Build special buildings to create specialists in the military, trade or technology branches.**

Basic Raw Materials and Goods

A new kingdom requires many new buildings and the construction of these costs planks and stone. You begin most maps with a reserve of these materials but they can be quickly exhausted. To continue construction you need to set up production chains for planks and stone.

Stones are gathered at stone piles found in some sectors on a map. Build a shelter and quarry close to stone piles to gather stone. Stone may also be obtained through trade, through certain rewards (explained in the rewards section below) and by geologists (unlocked as a prestige reward).

Wood is a raw material that is converted into planks at sawmill work yards. Wood is gathered by woodcutters who cut down trees. Foresters can replant trees that will gradually grow to the point that they can be cut down for wood. Planks are placed in storehouses until needed for construction and then carried to the site of the new building where they are consumed in order to put the building up.

Failure to set up production chains for planks and stone can dramatically slow down the construction of new buildings and building upgrades, possibly putting your economy at a big disadvantage versus your opponents.

Wood, planks and stone may also be obtained by trade and certain rewards.

Production Chains

The making of planks described above is an example of a simple production chain where there is only one required input (wood) and the resulting goods (planks) are ready for use in construction. Planks don't go into other production chains.

Complex production chains make a variety of goods for different purposes. Some become raw materials for a higher level of goods. Some are required to train specialist settlers, such as soldiers or traders. For example, coal and iron ore are raw materials found in mines on the map and gathered by miners. Both can be carried to an iron smelter where they are converted into iron. The iron can then be carried on to different work yards to make additional goods like weapons (blacksmith), tools (toolmaker), and wheels (wheelwright). The additional production steps may require more than one type of goods or material as an input. The blacksmith, for example, requires both iron and wood to make weapons.

You can review all the production chains available by opening the economy button on the map menu bar. This shows an inventory of all the materials and goods in the game, and how many are currently available in your economy. Click on any type of goods to open a display of the production chains for them. This display shows where the goods come from and where they can go, as well as how many of each related work yard you have in operation.

Inventory

Production chain
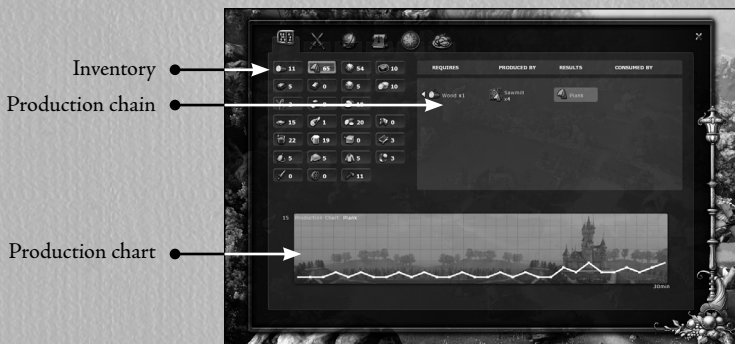
Production chart

Playing **The Settlers 7 - Paths to a Kingdom** well requires that you foresee what goods you will need in the future and that you plan accordingly. Have the raw material sources and production chains in operation in advance of when you will actually need them. These chains take time to set up, and your transport system takes time to move everything to where it is needed.

Tools

In most cases, each new settler you set to work requires a tool. You begin each map with a limited inventory of tools available but these will be used up quickly. It is usually necessary to set up a chain to produce tools so additional settlers can be put to work. Tools are made at the toolmaker, requiring one wood and one iron to make one tool. So, in addition to the toolmaker you need sources for iron (iron smelter), coal (coal miner or coking plant), iron ore (iron miner) and wood (woodcutter).

You may also obtain tools as rewards (see rewards below), by buying them at the Tavern or possibly by trading for them.

Failure to have a source for tools is another severe handicap for your economy.

Food Boosts

Food is required by some work yards in order to work, and can boost the production of goods at some work yards. There are two types of food: plain food and fancy food. Plain food is either fish or bread. Fish is found on the map and can be gathered by a fisherman. Bread is produced from flour at a bakery. Fancy food is produced from animals at a butcher's shop. Animals can be found on the map and gathered by a hunter or produced at a piggery from grain and water.

Click on a residence, shelter or lodge to apply a food boost to attached work yards. Push the plain food or fancy food button to boost production, or the no food button to leave production at the normal rate.

Name

Upgrade status

Food option buttons

Knock Down Button

Work Yard Button

Upgrade Button
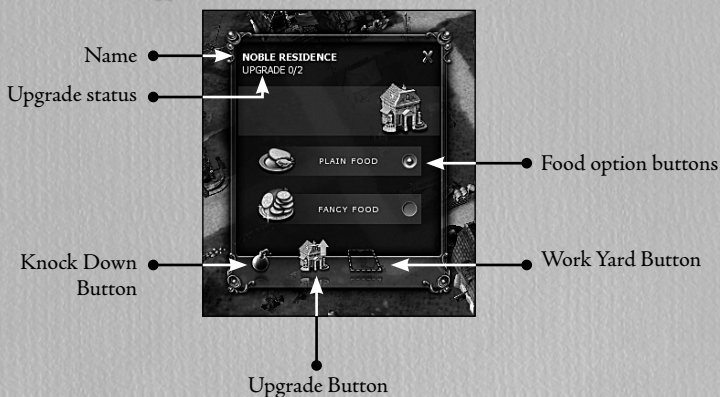
If you turn on plain food, all work yards attached to that base building now require plain food as an additional raw material to work. Plain food must be provided in addition to all other raw materials. For example, an iron smelter requires coal and iron ore to make iron. If the attached mountain shelter is assigned plain food, the iron smelter will also require plain food, plus coal and iron ore to work. Residence, shelter and lodge work yards given plain food double production. The iron smelter, for example, now takes one coal, one iron ore and one plain food to make two iron, rather than the one iron it would make without the plain food. These same standard buildings triple production when given fancy food.

Noble residences require plain food for standard production (one output for one set of inputs). No work yard attached to a noble residence will operate unless given at least one plain food for each production cycle. Noble residence work yards double production when assigned fancy food.

Any economy that is producing high end goods at noble residences must provide at least plain food. Carefully selecting where and when to provide food boosts can make a big difference in the rate of your kingdom's growth and the speed and quantity of its production.

Repositioning Workers

There may be cases where you wish to direct a worker to gather in a particular area of the map. For example, you may prefer that a woodcutter not gather trees where you are also hunting animals, because they need trees to reproduce. You can reposition a worker by opening the work yard, clicking the centre of work area button, moving the mouse to where you wish the worker to gather and clicking once more to centre the new work area.

The Geologist

Coal, iron ore, gold and stones are resources found on the map at certain locations and in limited quantities. It is possible to extend the life of mines or find additional stone by converting miners to geologists. When a geologist worker goes into a mine one of three things can happen:

1. **The geologist can find nothing and return to the work yard to start over.**

2. **He can find stone and carry it out, adding one stone to your inventory.**

3. **He can find additional ore, increasing the amount in the mine by one.**

Normally operating mines on a map will eventually become exhausted. With the help of geologists, however, a mine can continue to produce at least some ore throughout a game. As a bonus, the geologist will occasionally find stone in any mine. Geologists cannot be put to work at stone piles.

The geologist is not available at the start of a game but can be unlocked as a prestige reward (see below).

- Prestige -

Prestige is a measure of the glory that your kingdom has acquired. Increasing prestige makes possible new and very useful abilities that will be critical to winning a map. Prestige may also lead to a Victory Point.

Prestige Benefits

The principal benefits from increasing prestige are rewards that are unlocked at certain levels. Prestige rewards are explained in the Rewards section below.

In addition, the player with the highest number of prestige levels (minimum 5 levels) may earn the Sun King Victory Point. This is a dynamic point that can change hands if another player reaches a higher level of prestige.

Prestige Points and Levels

You begin each map with a few prestige points and can earn more for various actions. Each five prestige points acquired establishes a new prestige level. You can see how many levels and points you have reached on the prestige button of the map menu bar. There are five green lights, one for each point to reach a level. The number on the button tells you how many levels you have reached.

Each prestige level triggers a prestige reward, explained in the rewards section below. It would be very difficult to win a map without the help of abilities you can receive from prestige rewards.

Prestige points can be earned in the following ways:

  + **Overtaking neutral sectors.**

  + **Building free standing prestige objects.**

  + **Building prestige extensions that are attached to special buildings (church, export office and stronghold).**

  + **Establishing trading outposts at prestige places on the trade map.**

  + **Acquiring a prestige related technology on the technology board.**

Prestige Objects

Free standing prestige objects can be built, and each one adds one prestige point to your kingdom. To build a free standing prestige object, click on the build button of the map menu bar or on open ground, and select the prestige tab. Here you can see the three categories of objects that you can build, what they cost in resources, and how much prestige they add. There are small but expensive objects, medium-sized and moderately prized ones and objects that cost less but take away more space.

Click on the category you wish to build, then move the mouse to a site for construction. Free standing prestige objects must be built in open terrain adjacent to a road or street. If the site is acceptable and you have the resources available, click to immediately place the object. Free standing prestige objects are usually costly but take limited space.

Once you have constructed a branch building (stronghold, church or export office), you may attach prestige extensions to it. Mouse over the building to see green arrows that indicate space is available for prestige extensions. Click on the space to open the build prestige extension panel. This shows the cost of the extension and how much prestige it adds. If you have the resources available, click to place the extension and increase your prestige. Branch building prestige extensions are relatively inexpensive but take up a lot of space.

- Rewards -

During play you can trigger several different types of rewards. Rewards can be raw materials or finished goods or prestige rewards that unlock new capabilities for your kingdom.

Material Rewards

You can receive material rewards for overtaking neutral sectors (Conquest), reaching population thresholds (Population), establishing certain trading outposts (Trade), fulfilling quests at event locations (quest) or if you fall behind in Victory Points (Loser). When you receive one of these rewards, the reward button (treasure chest) on the map menu bar opens. Click on the button to reveal which reward types are available. Click on a reward to open it and then click on the actual reward you wish to take.

Prestige Rewards

When your prestige points reach a new level, you may unlock a new option on the prestige chart. Click on the prestige button on the map menu bar to open this chart. Options that are available are highlighted. You choose one option for each level attained. You can work across the chart from left to right. For example, the first option on the bottom row allows you to upgrade streets.

Once you have obtained that option, further rewards in that chain allow you to upgrade storehouses and employ geologists.

PRESTIGE

PRESTIGE OPTIONS   1

Available Prestige options

Prestige options tree

- Maps -

The Settlers 7 - Paths to a Kingdom includes different maps for campaign, skirmish and multiplayer games. The maps have been designed to provide a variety of experiences in terms of how fast a map plays to the finish, map geography, difficulty of play and style of play best suited to win. To achieve this variety, maps differ in a number of ways, including number of players, number of sectors, sector connections, size of sectors, amount and placement of resources, number and placement of event locations and economy buildings like the tavern, and the victory conditions. Most of these attributes can be adjusted in the map forge, providing endless possibilities for new experiences.

Playing **The Settlers 7 - Paths to a Kingdom** well requires being able to see where important resources and choke points exist and using that information to create a strategy for winning. For example, if you notice that iron and coal are both abundant and nearby, that might suggest a military strategy. A nearby trade sector and open land for sheep grazing might suggest a trade strategy. The road network may suggest which sectors to hold and fortify as part of either a defence or attack strategy. Depending on the available quests and their rewards, a nearby event location may suggest training either soldiers, clerics or traders.

Sector Types

Town sector: Each player starts in a town sector with a fully upgraded storehouse, a fully upgraded constructor, a castle and a tavern. Town sectors can be upgraded with a palisade and a stone rampart (unlocked with a prestige reward).

Neutral sector: Held by no player but usually defended by some troops of varying strength; these may be captured by military conquest, proselytism or bribery. Click on or move your mouse over the camp in a neutral sector to see how heavily it is defended.

Player controlled sector: Either begins play under a player's control or has been captured by a player during play. Can only be captured by military attack.

Event location: Contains a special building where three quests are available. Click on the building to see the quests. Players who meet the requirements of a quest can get a reward, do damage to the player with the most Victory Points or receive a permanent Victory Point. You need to provide clerics (see Technology below), traders (see Trade below) or soldiers (see Military below) to complete quests. Every quest is unique: Once it has been fulfilled by a player, it is locked for everyone else. Event sectors can never be conquered by a player and can be passed through only by clerics unless the player fulfils a quest granting free passage. Note that the requirements to complete a quest depend on a player's number of Victory Points and thus can change during a game, generally getting more costly, especially for a player currently leading in Victory Points.

Trade sector: Contains either a Port or Marketplace; they have no defence, can be passed through by clerics and traders, and cannot be attacked or conquered. Click on the Port or Marketplace to see which trades are available. You must train traders (see Trade section below) to trade.

Fortifiable sector: Most, but not all, neutral sectors can be fortified. These are marked with the stone foundations of towers or walls. Sectors with no foundations cannot be fortified.

Fortifications

Fortifications are defences that can be built around or at the entrance to a sector, by upgrading the sector's camp, to prevent or slow down an enemy attack. They have an intrinsic ability to take damage and fire at attacking armies. If the attacking army is able to do sufficient damage to the fortification, it stops firing and the army can advance into the sector.

Construction: Fortifications are built by constructors like any other building and cost either wood or stone. Smaller sectors can be fortified with wood towers and then stone towers. Town sectors can be fortified with wood palisades and then stone ramparts. Wood fortifications are available at the start of a map; stone fortifications must be unlocked as a prestige reward.

Strengthening: The strength and fighting ability of fortifications can be enhanced by obtaining a certain technology.

Repairing: Damage caused by battle can be repaired by a constructor as a normal construction project once the battle is over.

Economy Buildings

Economy buildings are buildings already placed on a map when play begins. They offer players different options to supplement their economy or substitute certain production lines. Economy buildings are not operated by workers, but are directly handled by carriers, thus they have to be in a player controlled sector to work.
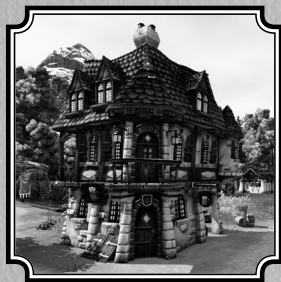
Tavern: Taverns are usually situated in the starting sector of each player. A tavern offers players the option to exchange goods (beer for coins, coins for tools). Once you have built a Stronghold or Export Office, generals can be recruited at the Tavern. Furthermore, Pikemen and Musketeers can be recruited in exchange for coins and food. This is an alternative to training at the Stronghold that may be useful in an emergency or when no Stronghold yet exists (see military below).

Watermill: Like the tavern, the watermill offers players the option to exchange goods. Players may exchange wood for planks, coins for planks or wood for coins, and thereby supplement their wood production.

Foundry: In the foundry, players have the option to buy cannons in exchange for coins, garments and jewellery. This is an alternative to training cannons at the Stronghold that may be particularly useful for traders (see military below).

Map Views and Overviews

There are a number of map overviews available as you play, that are intended to help you gather information quickly. To open these overviews, click on the overview button at the top right of the map and then choose the overview you wish to examine. Here are the overviews available and what they show.

Warfare: All sectors, fortifications in sectors, resources in sectors, who owns each sector, sector related Victory Points and the location and movement of all generals.

Work Yards: Zooms in on your sectors and shows which work yards you have constructed.

Food: Shows which work yards are assigned food; you may quickly reset food assignments from this overview by pushing the Reset all Food Settings button.

Geologist: Shows where you have geologists at work and can help you decide where to put more to work or change some to normal mining.

Construction: Shows where your constructors are working or moving to work, plus which building resources you have available.

Map Names and Descriptions

- **Amber Coast:** 3 players
- **Badland Ridge:** 4 players
- **Blazing Heat:** 4 players; limited fertile land
- **Boiling Point:** 2 players
- **Glacier Vale:** 4 players
- **River Town:** 2 players; fast play
- **Swampland-River mouth:** 2 players
- **Thunder Peak:** 4 players (2 vs. 2)

- Military -
The Stronghold and Soldiers

You can train armies of soldiers to expand your kingdom, conquer enemy sectors, engage enemy armies and take Victory Points. Military units can be trained at a stronghold by providing some combination of weapons, food, coal, horses, wheels and coins. There are five types of soldiers:

- **Pikeman:** basic close combat unit
- **Musketeer:** basic long-range unit with limited close combat capabilities
- **Cavalry:** strong mounted melee unit
- **Cannon:** powerful long-range weapon without close combat capabilities
- **Standard Bearer:** does not participate in combat, but boosts the attack of all units

The stronghold is a branch building. You must unlock the ability to build the stronghold as a prestige reward. Click on the build button of the map menu bar or on open ground and select the special building tab. Then select the stronghold icon and move the mouse to the location you have chosen for the placement of the stronghold.

The basic stronghold must be upgraded once to train cavalry and once again to train cannons and standard bearers.
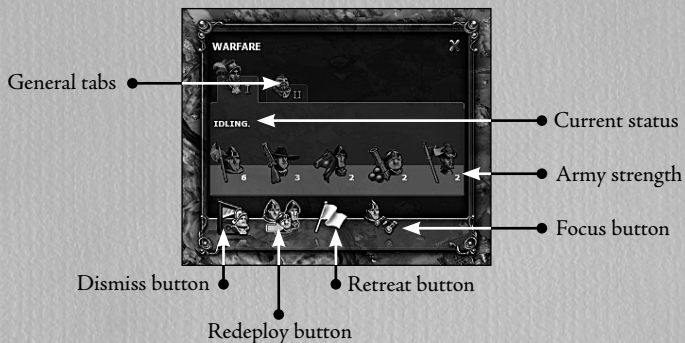

Generals and Armies

Generals are special military units that command armies. All soldiers must be assigned to a general. You move armies by moving a general; all soldiers assigned to a general move with him. You begin each map with one basic general with no special abilities.

You may recruit additional generals who have strengths in one or more areas of combat (close combat, long-range attacks, attacking fortifications). You may control up to four generals (+ 1 general obtainable at an event location) and each may command up to 35 units. You may not train soldiers for which there is no room in an existing army, but they remain in the training queue until space exists for them.

Generals can be recruited at the Tavern once you have built a Stronghold or Export Office. Players can recruit one additional general per level of these branch buildings. If players have both branch buildings, only the higher level counts. Players can also dismiss a general to free a position. One general can be obtained by fulfilling a quest at an Event Location. In this case, the Stronghold and Export Office are irrelevant.

Giving orders to generals: Direct the movement and attacks of generals from the warfare panel, opened with the warfare button on the map menu bar or by clicking on the general's icon. Once a general is selected, you can order him to move to any sector you control or attack any neutral or enemy sector adjacent to one you control.

During attacks and fights you can also order your general to retreat to an adjacent friendly sector. From the warfare panel you can also order an automatic retreat, transfer soldiers from one general to another or dismiss a general. When a general is dismissed, all assigned troops are lost. If players dismiss their last and only general, the standard general will appear at their castle.

General tabs

Current status

Army strength

Focus button

Dismiss button

Retreat button

Redeploy button

ARMY VERSUS ARMY BATTLE: When opposing armies meet, they first deploy into ranks of different soldier types and then begin fighting. Each swing or shot does damage. When an individual soldier reaches his damage limit, he dies. Battles continue until one army is eliminated or one retreats. Generals and standard bearers survive all battles and retreat together if their army is destroyed.

ARMY VERSUS FORTIFICATION BATTLE: When an army attacks a sector, it must first defeat any fortifications that defend the sector before it can advance and engage any defending army. Only long-range units can attack fortifications. Fortifications have intrinsic defenders armed with ranged weapons that damage attacking soldiers. Fortification battles continue until the fortification is defeated, or the attacking army is defeated, retreats or runs out of ammunition.

ARMY ENHANCEMENTS: An army's fighting ability can be enhanced by the attributes of its general, certain technologies and standard bearers. Clerics deployed at camps provide protection for allied troops in that sector.

Ammunition: Each long-range attack consumes ammunition. If an army runs out of ammunition during a siege, it retreats to the nearest friendly sector to reload.

Army health and refit: A fight might leave some of your units wounded, increasing the risk of losing them in the next battle. Troops gradually regain their health by resting at a friendly sector camp. The speed of this refit can be increased by a technology.

Tavern Recruiting

Pikemen and Musketeers can be recruited at the Tavern in exchange for coins and food. This is an alternative to training at the Stronghold that may be useful in an emergency or when no Stronghold exists yet.

- Trade -

The Export Office, Traders, Ports and Marketplaces

The trade expansion is based at the export office, which is built in the same manner as a stronghold. Once you have built an export office you may train traders there by providing some combination of garments, jewellery, wheels and horses. There are three types of traders of increasing cost and effectiveness (trading capacity): Hawkers, Salesmen, and Merchants. Your basic export office must be upgraded to train Salesmen and again to train Merchants. A disadvantage of traders is that they may not move through enemy held sectors. There must be a clear path of neutral sectors or sectors you control between your export office and the destination of your traders.

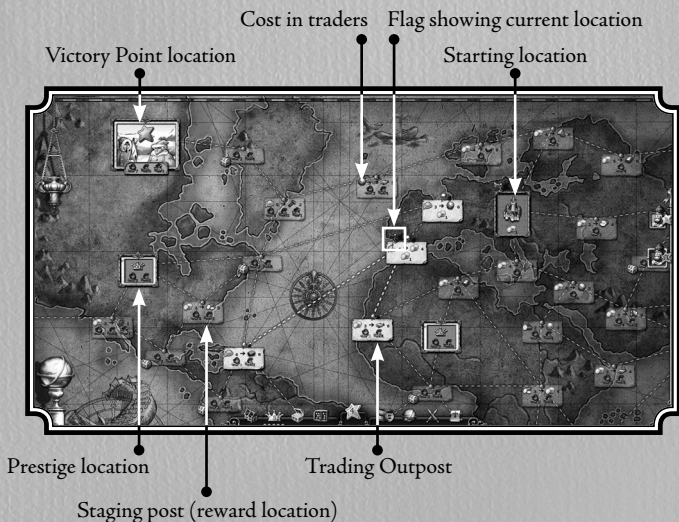## Trading with Ports and Marketplaces

Ports and Marketplaces are special sectors on the map where you can send goods in exchange for other goods. At the beginning of play there are only a few exchanges possible, but more can be unlocked on the trade map. Once you have at least one trader available, click on a Port or Marketplace to which you have a clear path.

Click on the number of trades you wish to make. You must have the required goods available. The goods you are sending will be transported to the export office, your traders will pick them up, carry them to their destination, drop off the goods they brought and pick up what they traded for, before carrying those goods back to the export office. Note that trades can always be started, but are only carried out when all conditions are met.

Hawkers can make one exchange each trip, Salesman three, and Merchants five.

The Trade Map

The trade map is accessed by clicking on the trade button on the map menu bar. On the map you can see all of the trading outposts in the game, what the trading outpost provides, which trading outposts (if any) have already been reached, where your traders are currently located, how trading outposts are connected to each other, how many traders are required to establish a new outpost and how many traders you have available. You may have to scroll the map to see all locations. Once a trading outpost has been taken by a player, no other player can take it (but others may pass through to gain outposts beyond it).

Cost in traders   Flag showing current location

Victory Point location   Starting location

Prestige location

Trading Outpost

Staging post (reward location)

Establishing Trading Outposts: Once you have traders available, go to the trade map. Note the small flag that shows where your traders are currently located on the map. Any trading outpost adjacent and connected to your current location can be taken. If you have the required number and type of traders available, click on the outpost you want to establish and your traders begin moving there. They march from your export office to the nearest Port or Marketplace, and then off on their expedition. Once traders establish a new trading outpost they disappear from your population.

Trading Outpost Types: A trading outpost may provide you with a new trade at a Port or Marketplace (for example, send three cloth and receive six stone), a trade reward of goods, additional prestige or a Victory Point. New trades you acquire become available immediately at all Ports and Marketplaces.

Changing Trading Outpost Location: You may change the current location of your trading outpost (the place from which your trades advance). Retrace your position on the trade map by moving back along your trading outposts, one at a time. Click on an adjacent location to move there, paying the cost in coins. You may also pass an enemy held trading outpost and advance to one beyond by paying the cost in coins for the enemy outpost and the cost in traders for the new outpost.

Overtaking Sectors with Bribes

Camp upgrade status

Proselytising cost

Camp defenders

Bribery cost

You may take over a neutral sector by sending coins carried by a trader. Click on the neutral sector camp to see how many coins are required to take it over. If you have those coins available and a trader to carry them, click on the send button. The required coins will be transported to the export office and then a trader will carry them to the target sector. When he arrives, you take control of the sector and your trader returns. You must have a route free of enemy held sectors for the trader to reach the camp.

Delivering to Event Locations

One quest at each event location can be completed by sending goods that must be carried by a trader. Click on event locations on your map to see the required goods. If you have the required goods available and a trader to carry them, click on the send button. The required goods will be transported to your export office, then a trader will pick them up and begin marching to the event location. When he arrives, you complete the quest and your trader returns. You must have a route free of enemy held sectors for the trader to reach the event location.
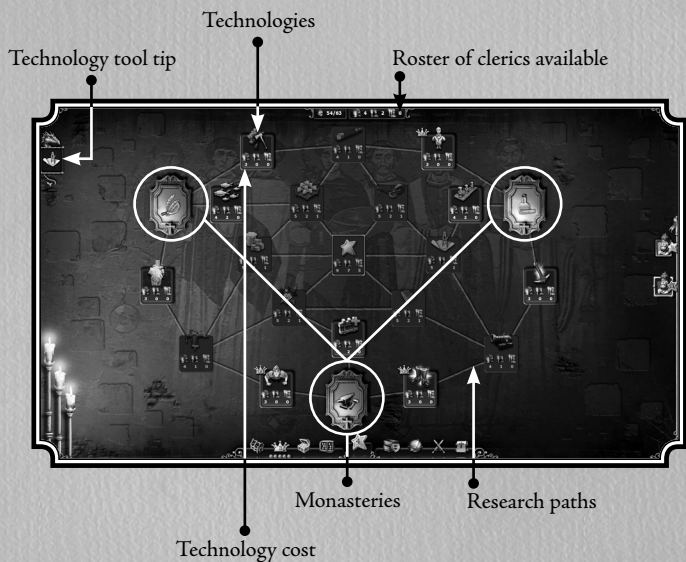
- Technology -
The Church, Monasteries and Clerics

The technology expansion is based at the church, which is built in the same manner as a stronghold or export office. Once you have a church you may train clerics there by providing some combination of beer, food, books and jewellery. There are three types of clerics of increasing cost and effectiveness: Novices, Brothers, and Fathers. Your basic church must be upgraded to train Brothers, and again to train Fathers. An advantage of clerics is that they may move through both neutral and enemy held sectors without hindrance.

You may send clerics to Monasteries on the map where they will search through ancient texts to research lost technology. These technologies can improve the operation of your economy, the abilities of your soldiers, increase your prestige and win you Victory Points. Clerics may also help you overtake neutral sectors, strengthen the defenders at fortifications and interact with event locations.

The Technology Board

The technology board is accessed by clicking on its icon on the map menu bar. On the board you can see all of the technologies in the game (by name, cost and effect), which technologies have already been researched (if any), how technologies are connected to each other, how many clerics are required to research them and how many clerics you have available to do this research. Once a technology has been taken by a player, no other player can research it on the technology board. However some technologies may also be obtained at event locations.

Technologies

Technology tool tip

Roster of clerics available

Monasteries

Research paths

Technology cost

Researching Technology: You may research a technology if it is available and if you have the number and type of clerics required. To be available, a technology must be unknown and connected directly to a Monastery or another technology you already have acquired. At the top of the Technology Board you can see at a glance if you have the correct clerics to do the research. If so, click on the technology to begin the research. A timer begins and your clerics begin walking on the map from your church to the correct Monastery. When the timer reaches zero you have acquired the technology and the clerics you sent disappear from your population.

Competing for Technology: When technology research begins, other players may attempt to stop that research and take it over for themselves. To take over a research you must be able to reach the technology on the board and have the necessary clerics available to meet the new increased research cost. Click on the technology. This stops the timer for the first player, returns his or her clerics and begins a new research timer for you. As long as a research countdown has not finished, any technology research can be taken over, although the cost in clerics of each takeover continues to increase.

Overtaking Sectors with Clerics

You may take over a neutral sector by sending Novices. Click on the neutral sector camp to see how many Novices are required to take over. If you have that number available, click on the send button and your Novices will begin marching to the sector. When they arrive, you take control of the sector.

Sending Clerics on Quests

One quest at each event location can be completed by sending clerics. Click on event locations on your map to see the required clerics. If you have the required number and types of clerics available, click on the send button. The required clerics will begin marching to the event location and when they arrive you complete the quest.

- Winning the Map -

Victory Point Goal

With the exception of the first campaign maps, each map in **The Settlers 7 - Paths to a Kingdom** is won by either destroying all opponents or being the first to reach a required number of Victory Points and keeping control of the required number for the countdown period. Once any player attains the required Victory Points number, an on-screen timer begins counting down. If the counter reaches zero, that player wins. If that player loses one or more Victory Points and falls below the number required, the timer stops and play continues until the same or another player reaches the required Victory Points number again, and a new countdown starts.

Each map comes with a pre-defined list of available Victory Points and a number required to win. Before starting play on a map, you may adjust the Victory Points available and the number required via the Map Forge. In general, requiring more Victory Points results in longer games.

Types of Victory Points

Victory Points can be earned for a variety of achievements such as building the largest army, having the most coins, reaching a specific trading outpost, researching a specific technology, fulfilling certain quests at event locations, or capturing a specific map sector. Victory Points are either permanent (once obtained cannot be lost for this map) or dynamic (can change ownership as conditions change). Permanent Victory Points are marked on the Victory Point display with a small lock.

You can review the Victory Points available on a map at any time by clicking the Victory Points button on the map menu bar. Move your mouse over any Victory Point to see what it requires and where each player in the game stands with regards to taking the point.

Permanent VP   Dynamic VP

VP status (choose the Field Marshal)

Examples of permanent Victory Points are the Bishop's See (only the first player to upgrade the Church to the Bishop's See gets the Victory Point), trading outpost VPs and event location Victory Points. These Victory Points cannot be lost or taken away once gained. Examples of dynamic Victory Points include Banker (most coins), Metropolis (most workers, carriers and constructors), sector Victory Points, Sun King (highest prestige level) and most technologies. All of these Victory Points can continue to change hands right up to the moment a map is finally won.

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