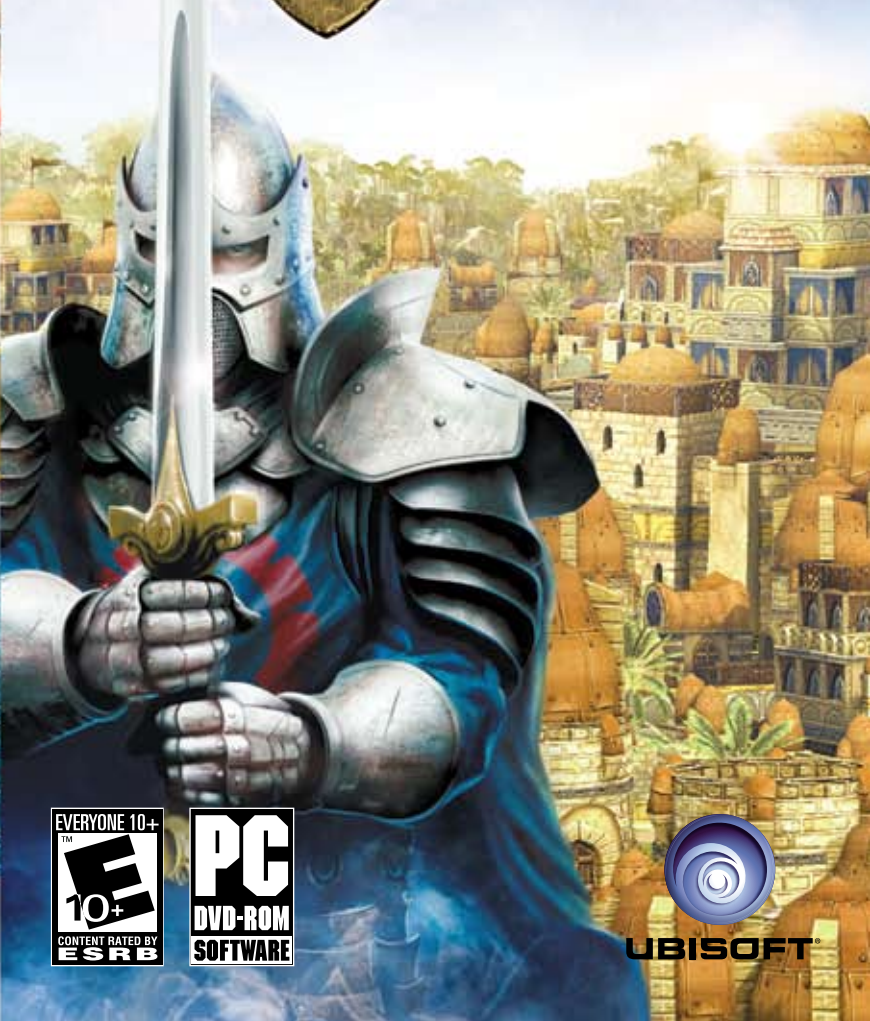


GOLD EDITION

THE SETTLERS[®]

RISE OF AN EMPIRE



EVERYONE 10+
TM
E
10+
CONTENT RATED BY
ESRB

PC
DVD-ROM
SOFTWARE



UBISOFT[®]

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Phone: 919-460-9778

Hours: 9am–9pm (EST), M–F

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

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Getting Started

System Requirements

Supported OS: Windows® XP/Windows Vista® (only)

Processor: 2.0 GHz Pentium® 4 or AMD Athlon™ XP 2000+ (3.0 GHz Pentium 4 or AMD Athlon 64 3400+ recommended)

RAM: 512 MB (1 GB recommended)

Video Card: 128 MB DirectX® 9.0c-compliant, Pixel Shader 1.3-enabled video card (256 MB recommended) (see supported list*)

Sound Card: DirectX 9.0c-compliant sound card

DirectX Version: DirectX 9.0c (included on disc)

DVD-ROM: 4x DVD ROM (12x or faster recommended)

Hard Drive Space: 5 GB

Multiplay: 128 Kbps or faster broadband internet connection is required for online play

*Supported Video Cards at Time of Release:

NVIDIA® GeForce4 Ti/FX/6/7/8 series (GeForce4 MX cards are NOT supported)

ATI® RADEON® 9500-9800/X/HD series

Laptop versions of these cards may work but are NOT supported.

These chipsets are the only ones that will run this game. For the most up-to-date minimum requirement listings, 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 disc and virtual drives.

Installation

Installing The Settlers: Rise of an Empire

Insert the *The Settlers: Rise of an Empire* DVD into your DVD-ROM drive and follow the instructions that appear on-screen.

If installation does not start automatically:

1. Insert the *The Settlers: Rise of an Empire* DVD into your DVD-ROM drive.
2. Open the My Computer icon on your Desktop, and then double-click the icon for your DVD-ROM drive.
3. Click on autorun.exe.

Follow the on-screen instructions to complete the installation.

Uninstalling The Settlers: Rise of An Empire

To uninstall the game, click on the Game Uninstall icon in the Start menu. Follow the uninstallation wizard guide to successfully uninstall the game from your computer.

Introduction

Once, the mighty Darion Empire spanned the known world and brought peace and prosperity to its people and its king. But, alas, those days are long gone. The empire aged and crumbled, brought to its knees by hostile invasions, internal rebellions, and political intrigue. All that remains of this once-mighty empire is a multitude of warring provinces struggling for survival in a hostile world.

It is a world of mystery and hidden danger. A world in which the Settlers do not know what tomorrow may bring. A world in which the strong have oppressed the weak for far too long. A world of petty kings and rival kingdoms. A world threatened by the menace of the Narlindir Vikings from the frozen north and the old Janub tribes from the south.

You are a king in this shattered land, a king with great ambitions. For you have the will and the strength to unify the remnants of the old empire, to forge new alliances, and to bring about the peace that has been lost these many years.

With the aid of your loyal knights, you can restore honour and justice to this world. The time has come for new rulers, new challenges, and new and glorious deeds. The time has come for the rise of an empire.



Game Setup

Main Menu

In the Main Menu, you can choose from:

Single Player: Play the Campaign, start a new game, or load a previously saved game.

LAN Game: Find existing games in a network, or create a new game and invite others to play with you.

Online Game: To play online, you must log in to the ubi.com™ server after starting the game. To do so, you need a valid ubi.com account. If you do not yet have a free account, you can create one in the game menu or by visiting the Ubisoft website at www.ubi.com.

Options

Adjust your graphics and audio settings, and edit your profile.

Map Selection

To play a map, first choose a mode in the Main Menu (Multiplayer: Online or LAN; Single Player: New Game or Campaign), and then select a map.

Load Game

To load a previously saved game, go to the Single Player menu and choose Continue Game.

Save Game

To save your current game, open the Main Menu and select Save. Enter a name for the saved game and click OK.

In-Game Help

Tutorial: In the first Campaign map, your knight will introduce you to the basics of the game.

Tooltips: Move the mouse pointer over a button or an icon to view more information about it.

Help on the Web: Visit the official community website at www.thesettlers.com to find more information about the game, a discussion forum, and a link to the technical support.



City information:
Shows current number of settlers, women, and military units, and military strength

Treasury

Storehouse capacity and resources overview

Goods overview:
Shows how many goods are available for every week

Food Cleaning goods
Clothes

Mood

Prosperity: Shows number of decorated buildings

Richness: Shows number of rich buildings

Military overview: Shows how many units from each type are available



Menu
Chat

Building menu
Military
Prosperity
Entertainment
Cleanliness
Clothes
Food
Outlying buildings
Construction
Destroy building

Jump to military unit
Jump to knight
Promote knight
Open Production menu
Open Diplomacy menu
Minimap
Weather forecast
Toggle minimap

Message window

Information window:
Shows details of the selected building or unit

Territory name
Jump to settler
Jump to building

Gameplay

Resources

To build your settlement you will need various resources. These can be used to construct buildings or be turned into goods:

Wood:	Building construction and upgrading, production of brooms and benches
Stone:	Building construction and upgrading, road construction, building walls, stone traps, catapult ammunition
Iron:	Bows, swords, siege engines and roof ornaments
Animals:	Sausages, soap, and leather clothes
Raw fish:	Smoked fish
Grain:	Bread
Milk:	Cheese
Herbs:	Medicine
Honeycombs:	Candles and mead
Water:	Water for cattle and sheep, baths, and putting out fires
Wool:	Woolen clothes, banners, and theatre props

You can construct buildings that are needed to gather resources by selecting them in the Construction menu on the right edge of the screen. Which buildings are available depends on, among other things, how far your settlement has developed.

All gathered resources are taken to the Storehouse by the gatherers in backpacks, handcarts, or donkey carts.



Goods

Depending on the needs of your Settlers, you can produce the following goods from the resources listed in the previous section:

Food:	Sausages, cheese, bread, and smoked fish
Clothes:	Woolen and leather clothing
Cleaning supplies:	Brooms and soap
Entertainment:	Mead, theatre props, and baths
Decorations:	Banners, benches, roof decorations, and candles
Military:	Swords, bows, and siege engine parts

Produced goods are stored in the buildings that produce them. If a Settler needs a product, he fetches it from the production building and takes it home. For entertainment, the Settlers visit the baths, a theatre, or a tavern. Decorations are attached to houses by the corresponding producers.

Gold

You need gold to upgrade buildings, purchase goods and resources, hire actors, and expand your territory. Gold is also required to recruit soldiers.

Tax collectors ride through your city regularly and collect gold from all the production buildings that have income. You can set the tax rate in the menu of your Castle.

Additional sources of income are the collection in the Cathedral and the sale of goods. An easy (although not very honourable) alternative is to steal gold from other factions or ambush traders' carts.



Climatic Zones

In the world of *The Settlers: Rise of an Empire* you will face the challenges of four different climatic zones:



The raw climate of the Northland is marked by particularly long, harsh winters and short summers. Here you must be very careful with your resources and make good use of the abundant fish and wildlife!



The climate of the North Temperate Zone is milder and the seasons are fairly balanced. It snows in the winter, and the summers are warm and relatively dry.



In the South Temperate Zone, summers are hotter and longer. There is no snowfall during the winter months. This means that it is easier to get through the winter, but this comes at a price – fertile soil is not as abundant as in the north.



The far Southland is the hottest region. In the steppes and deserts, the relentlessly burning sun is a real challenge, as farming and cattle breeding are only possible near isolated rivers and oases.

Knights Titles

Whenever you grant your knight a new title, new rights are unlocked that enable you to upgrade your city. New rights allow you to build new buildings, roads, walls, and siege engines, or to recruit special units such as thieves.

In all, there are seven titles. A knight can only receive a new title if your city meets these requirements:

- Your special buildings (the Castle, the Cathedral, and the Storehouse) must be upgraded to a certain level.
- A certain number of Settlers must live in your city, and their needs must all be fulfilled. For your knight to receive a new title, you must also produce some goods that your Settlers want.

Once you have fulfilled all the requirements for a new title, send your knight to the Marketplace, where he will be awarded his new title amidst a glorious celebration.

Settlers Needs and Wishes

Resource gatherers are very undemanding and have only one need: food. However, those who produce goods in the city buildings develop other needs as the city grows and whenever you grant your knight a new title.

The various needs are:

- Food
- Clothes
- Cleanliness
- Entertainment

Needs must be fulfilled to make sure that the Settlers work. Sooner or later, a hungry Settler who can find no food will go on strike and demonstrate against this deplorable state of affairs at the Marketplace. When food is available again, he will fill his pantry, and then start working again. The same applies to all other needs.

In addition to their needs, the Settlers in the city develop wishes, which have a positive effect on your city's reputation if you can fulfill them.

These wishes are:

- Prosperity
- Decoration

Building: Construction and Upgrading

Buildings are constructed and upgraded by the Settlers who work in them. They are workplace and dwelling in one.

To construct a building, select it in the Construction menu and place it on a suitable spot on the map. A building site appears there, and a new Settler leaves the Storehouse with the required building material, makes his way to the building site, and starts construction.

The construction or upgrading of a building can be canceled as long as the Settler with the building material has not yet reached the building or the building site.

To tear down a building, click the Wrecking Ball icon in the Construction menu and select the building you want to tear down. You will get part of the resources used for the construction of the building back. All goods that were in the torn-down building are lost, however.

Please note that a building can only be torn down completely. Individual upgrades cannot be reversed.

Upgrading City Buildings



City buildings can be upgraded with up to two additional floors. Whenever a new floor is added, a new Settler comes to live and work in the building. All Settlers in a building share their food and the other goods with which they satisfy their needs. For this reason, Settlers in one upgraded building use fewer goods than the same number of Settlers in several not-yet-upgraded buildings.

Upgrading Resource Buildings



Resource buildings can be upgraded with up to two extensions. Each time an extension is added, another Settler comes to the building. Upgrading a building increases the number of resources that are stockpiled there before they are transported by cart to the Storehouse. Because the resource gatherers consume food each time they take resources to the Storehouse, less food is required in an upgraded resource building. In addition to the number of resources transported, the transport speed also increases, so resources get to the Storehouse faster.

City Reputation

Your city's reputation will ultimately determine whether what you have built will withstand the ages.

The reputation of your city is influenced by needs and wishes and the status of the Castle, the Cathedral, and the Storehouse, as well as some other factors. These can include:

- Rare commodities like salt or dyes that are available from your Storehouse, which enhance the value of the food or clothing produced there.
- Actors from distant lands who visit your Marketplace.
- Organizing a festival on the Marketplace and holding sermons in the Cathedral.

Conversely, enemies arriving in your city or an excessive tax rate will have a negative effect. Soldiers who are disgruntled because they are underpaid and striking Settlers will also impair the reputation of your city.

The better your city's reputation, the greater the attack strength of your troops.

Victory Conditions

There are various ways to win multiplayer mode:

- Destroy one of your enemy's special buildings.
- Attain the highest knight title and become an archduke or archduchess (optional).
- Invade your opponent's city with a large army (optional).

Don't forget to protect your Settlers by building a city wall. If too many Settlers go on strike, too many hostile troops occupy your Marketplace, or even one of your special buildings (Castle, Storehouse, Cathedral) is destroyed, the reputation of your city will sink very quickly and you will lose the game.

In Campaign and Single-Player modes there can be different victory or defeat conditions.



Territories

Each map is divided into territories. These can be neutral, or occupied by another faction (human player or the AI). You can only construct walls, roads, and buildings – with the exception of outposts – on territory you occupy.

Claiming Territory

To claim neutral territory, your knight must be present in that territory. While the knight is selected, you can select the Outpost button and place a new Outpost construction site on a neutral territory. Outposts are constructed by a construction worker who returns to the Storehouse after he has done his work. You can upgrade your outposts and garrison them with troops to make it more difficult for enemies to conquer your territory.

Conquering Territory

Territory that is already occupied by another faction can be conquered by destroying an already-existing outpost. The territory then becomes neutral – until you build a new outpost on it – and all buildings of the former owner are destroyed.

You don't have to completely destroy a hostile outpost to conquer a territory – you can also simply occupy the outpost with your troops. The outpost has to be unguarded and damaged to a certain degree for this to be possible. The starting territory of a faction can only be conquered after its owner has been defeated.



Diplomacy

Normally you will not be alone on a map. Other factions like villages, cloisters, or cities are located in the surrounding territories, and all pursue their own interests. Depending on your relations with

the other factions, you can trade with them, help them with their difficulties, or simply ignore their needs. You can, of course, also fight against groups that are hostile towards you. The decision is yours.

There are five diplomacy states other factions can have towards you:

Enemy: You can neither trade, nor see the position of the other faction through the fog of war. Enemies will try to harm you, so beware of them.

Unknown: This faction is as yet unknown and you can neither trade nor see its position through the fog of war. Your knight should pay a visit to this faction; your help may be needed.

Established contact: You are known to this faction and can see each other through the fog of war. If your knight has made contact, you will be asked now and then for help. This is a good opportunity to improve your diplomacy state.

Trade Contact: You can see each other through the fog of war and you can send your knight to the Storehouse of your trade contact to buy resources and goods there. You can also sell goods to trade contacts if you don't need them for your own city.

Allied: You can trade with this faction without sending your knight to them. In addition, they will rush to your aid when you are attacked, if it is within their power to do so. Naturally, they will expect you to help them if they are attacked.

The diplomacy state can change through quests or trade, so you would do well to always keep an eye on your neighbors and consider your actions carefully.



The Knights

New knights will join you over the course of the Campaign if you are successful. Before each new mission, select the knight who seems most capable of mastering the challenge. In single-player and multiplayer games, you also select one of the available knights before starting the game.

Send out knights to explore territory and lift the fog of war. A knight can claim new territories for you, carry out orders, fight opponents, and engage in trade.

If your knight is wounded badly in combat, he will recover his strength in the Castle. When the knight has fully recovered, he will appear outside the Castle and will be available for orders again.

Each of your six knights has two special skills. The passive skill of a knight is always enabled, whereas an active skill can be enabled at a suitable moment, after which it takes a certain time to regenerate. The knights and their skills are described in more detail in the following section.

Alandra, Lady Healing



Alandra is respected for her skills with medicines. Her herbal tinctures can heal even bad wounds, and she is so proficient in the art of healing that she can join broken legs. In a crisis, she does not hesitate to draw her sword and take whatever action is necessary.

Passive skill: The collection after each sermon in the Cathedral is larger.

Active skill: Alandra can cure sick Settlers who are near her.

Marcus, Lord Chivalry



Marcus is a man of the people. The Settlers worship him because he contributes greatly to their welfare. Nothing is dearer to his heart than the protection of all those under his command. Marcus comes from the ranks of the Settlers themselves, so he is familiar with the customs and traditions of the land.

Elias, Lord Trade



Passive skill: Recruiting Swordsmen and Bowmen costs less gold.

Active skill: Marcus can distribute torches to troops near him so that they can get new ammunition for attacking buildings.

Elias prides himself on being a hard, but honest, businessman. On the surface, he appears only to be interested in his income, but he is aware that some things in life cannot be measured with gold.

Passive skill: Income from trading goods is higher.

Active skill: Elias can provide hungry Settlers near him with food.

Thordal, Lord Song



Thordal enjoys an excellent reputation among the people of his northern home, but the Settlers from the south are also well-disposed toward him, although they normally reach for their weapons at the first sight of a Narlindir. This is due above all to Thordal's character – he is earthy, but sincere and direct.

Passive skill: Settlers have a greater chance of meeting a future spouse at a festival.

Active skill: Thordal can entertain Settlers near him with his singing.

Hakim, Lord Wisdom



Hakim's powers of persuasion are so strong that he can win over even the most stubborn opponent. Hakim always weighs all the options in a calm and collected way and strives to reach an amicable solution.

Passive skill: Thanks to Hakim's knowledge, upgrading buildings costs fewer resources.

Active skill: Hakim can persuade a hostile battalion near him to fight on his side.

Kestral, Lady Plunder



Kestral likes power, but deep down she strives for balance and stability. She sees the world as a wilderness full of beasts in which there is more darkness than light, and where one has to be strong and self-sufficient to survive.

Passive skill: Tax collectors collect more gold without negative effects.

Active skill: Kestral can plunder the revenue of a city building without anyone noticing.

City Buildings



Bakery

Bread is baked from grain in the Bakery.



Butcher's Shop

Sausages are produced from meat by the Butcher.



Dairy

Cheese is made from milk at the Dairy.



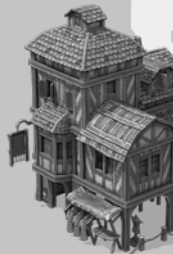
Smokehouse

Fresh fish is cured to make smoked fish in the Smokehouse.



Tannery

The Tanner makes clothes from leather.



Weaver

The Weaver makes clothes from wool.



Broom Maker

The Broom Maker makes brooms from wood.



Tavern

Settlers can meet in the Tavern and chat over a tankard of mead, which is made from honeycombs.



Soap Maker

The Soap Maker makes soap from animal fat.



Theatre

A play can be started in the Theatre if enough props are available there. The theatre worker produces these props from wool.



Pharmacy

Medicine is prepared from herbs at the Pharmacy.



Banner Maker

The Banner Maker creates banners from wool.



Baths

Settlers can relax here in a hot bath and have a chat. Water is needed for the Baths.



Candle Maker

The Candle Maker crafts candles from honeycombs.



Blacksmith

The Blacksmith makes roof decorations from iron.



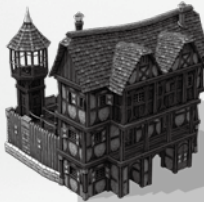
Carpenter

The Carpenter builds benches from wood.



Bow Maker

The Bow Maker produces bows from iron.



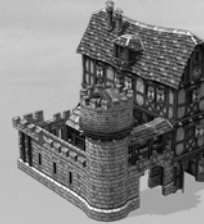
Bowmen Barracks

Bowmen are recruited with bows and gold in the Bowmen Barracks.



Swordsmith

Swords forged from iron are produced by the Swordsmith



Swordsmen Barracks

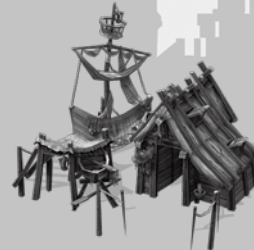
Swordsmen are recruited with swords and gold in the Swordsmen Barracks.



Siege Engine Workshop

Battering Rams, Catapults, and Siege Towers are made from iron in the Siege Engine Workshop.

Gatherer Buildings



Fishing Hut

The Fisherman catches fish in rivers and the sea.



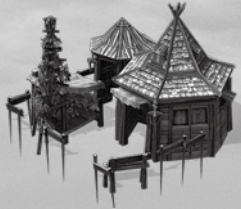
Hunter's Hut

The Hunter stalks wild animals in the forest.



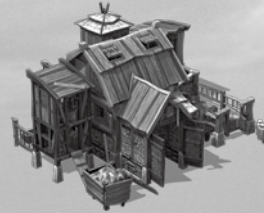
Sheep Farm

The Sheep Farmer provides water for the sheep on nearby pastures and shears them for their wool.



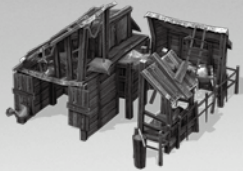
Herb Gatherer's Hut

The Herb Gatherer collects herbs in the forest.



Cattle Farm

The Cattle Farmer provides water for the cattle on nearby pastures and milks them.



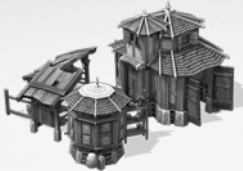
Woodcutter's Hut

The Woodcutter fells trees in the nearby forest.



Iron Miner's Hut

The Miner excavates iron in the Iron Mine.



Beekeeper's Hut

The Beekeeper gathers honeycombs from his beehives.



Stonecutter's Hut

The Stonecutter excavates stones in the Stone Quarry.



Grain Farm

The Grain Farmer cultivates his fields and harvests the grain.

Special Buildings

Three particularly special buildings exist in your city from the beginning of the game. Upgrading these special buildings is a prerequisite for granting new titles to your knight. If any one of these buildings is destroyed, the reputation of your city immediately sinks to zero and you lose the game.

Each of the special buildings can be upgraded up to three times to improve their fortifications and raise the limits for Settlers, soldiers, and storage space for resources.

Castle



The Castle has the following functions:

- A badly wounded knight can recuperate here until fit for duty again.
- The city's gold is stored here, including the tax revenue and the collection from the Cathedral.
- Tax collectors leave the Castle regularly and return with filled sacks.
- The tax rate is set here.
- Each time the Castle is upgraded, the soldier limit of your city is raised.

Cathedral



The priest in the Cathedral promotes the spiritual well-being of your Settlers.

- Regular sermons improve the reputation of your city, and the gold from the collection flows into your treasury.
- Each time the Cathedral is upgraded, the Settler limit of your city is raised. In addition, more Settlers can attend services.

When the bells are rung, the Settlers pour into the Cathedral and, after the sermon, give some gold to the collection. The priest then takes this gold to the Castle. If the Castle is outside the city, you should keep an eye on your priest, as priests can also be ambushed and robbed.

Storehouse



The Storehouse on the Marketplace is the center of your city. Here is where resources are stored, goods are traded, and materials for producing goods and constructing buildings are picked up by Settlers.

Each time the Storehouse is upgraded, the storage capacity for resources is increased. In the menu of the Storehouse you can sell any resources and produced goods that you do not need for your own city.

Next to the Storehouse is the Marketplace, which is always upgraded together with the Storehouse. When you buy goods from a trader, they are delivered to the Marketplace and put on sale there for your Settlers.

If your knight has the required rights, you can also hold festivals here. These improve the reputation of your city and provide an opportunity for your Settlers to find their future spouses.

If there is a shortage of any goods your Settlers require to fulfill their needs, they will go on strike and demonstrate at the Marketplace until the required goods are available again.

Festivals and Spouses



To organize a festival, select the Marketplace and click the Festival icon above the well. Colorful flags and lanterns will be strung about, mead will flow and, last but not least, potential spouses will come to the festival.

Any Settlers who feel the need for entertainment will go to the festival, and any Settlers who have not yet found a spouse will try to find one.

If a male Settler and female Settler are attracted to each other, they will chat. If they get along very well, they will dance with each other and remain together afterwards as partners for life.

A woman in the house is a blessing for all the male Settlers living in it, as women help to procure food, clothes, and goods for keeping the building clean. This means that the male Settlers can concentrate more on their work, which increases production.

Doing Trade



You can buy resources, goods, cows, and sheep, as well as special goods like salt and dyes. Send your knight to the storehouse of another faction to buy goods there. You can only trade with trade contacts or allies (see the Diplomacy section of this manual).

Resources you have bought are transported by donkey carts directly to your Storehouse. Goods you have bought are transported by traders' carts to the Marketplace, where the Settlers fetch them as they need them. If you buy cows or sheep, they are put out in your pastures. If you have not yet built cow or sheep pastures, they are put out in one of your territories and remain there until there is a pasture for them.

Select your storehouse to sell resources or goods. The amount to be sold can be adjusted using a slider. Goods are sold in cartloads of nine units. Choose one of the available factions to sell your goods. When selling goods, a merchant collects the required amount at the producing buildings. Sold resources are immediately sent from your Storehouse after choosing a valid faction. The gold you earn

for selling goods is delivered to your Castle by a gold cart, so it is advisable to keep an eye on it.

Traders' carts and gold carts are popular prey for bandits and hostile factions. If a cart is ambushed, the bandits will take it to their camp. As long as the cart has not reached the camp yet, you can fight against the bandits and recover your goods. To prevent ambushes, you can also have an important goods transport protected by a battalion of your troops. If the cart is then ambushed, the troops can defend it and escort it safely to its destination.

Walls



Two kinds of fortifications are available: the palisade at the beginning of the game, and later on, the stone city wall.

Palisades are effective against smaller groups of attackers, but because they are made of wood, they can be burned down. Also, you cannot put troops on palisades.

You would do well to build a wall around your city as soon as possible. This is made of stone and is far more resistant than a palisade. A city wall offers the only effective protection against siege engines. You can put troops on walls and catapults on towers. City walls can only be damaged by siege engines like catapults or battering rams.

Walls are built by construction workers who transport the required building materials from the Storehouse to the building site and then build the wall. Walls and palisades can be torn down just like buildings, and some of the resources are refunded to you.

Damaged walls and palisades can be repaired by the Settlers. Just click the damaged segment, and then select the Alarm command that appears above the wall. To repair palisades or walls you need wood or stone, which your Settlers fetch from the Storehouse

Roads

At the beginning of the game you can build trails. Your Settlers will move a little faster along these than over rough terrain. No building materials are required to build trails.

Later on you can build roads, or replace existing trails with roads. Stone is required for road construction, but your Settlers can move along roads far more quickly than along trails. Naturally, this also speeds up the transport of resources and goods.

To build a trail or a road, click the appropriate icon in the Construction menu, and then left-click a spot on the map to select the starting point. Now you can drag the road or the trail to where you want the end point. Trails and roads are built immediately; no Settlers are required for their construction.

Military



City buildings can be upgraded with up to two additional floors. To protect your city against attacks, you need soldiers. Swordsmen and bowmen are available to you. Soldiers are grouped in battalions that can contain up to six units of one type. The maximum amount of Soldiers you can recruit is determined by the upgrade level of your Castle. Each time the Castle is upgraded, the soldier limit of your city is raised.

You can recruit new battalions in the barracks, or replenish existing ones if you have lost soldiers in combat.

Your troops can escort your trader's carts, or ambush the carts of other factions and bring the captured goods to your city.

Bowmen are suitable for manning city walls or siege towers, as they do more damage if they fire from an elevated position.

To attack a building, troops need torches. If all the torches of a battalion are used up, you must move it to the vicinity of a barracks or an outpost to get new torches.

The effectiveness of your troops is determined by your city reputation. The better it is, the more damage your soldiers do. If the city reputation is low because you have not paid your troops, or a lot of your Settlers are on strike, you should consider whether it is a good idea to send your troops into battle!

Siege Engines

There are various kinds of siege engines with which you can defend your city, or besiege enemy cities:

Offensive siege engines:

- **Catapult:** Effective against city walls and buildings. Needs ammunition.
- **Battering ram:** Effective for breaking down city gates, ineffective against walls and buildings.
- **Siege tower:** Effective for getting your own troops quickly over the city wall of an enemy.

Defensive siege engines:

- **Installed catapult:** Can be put on the tower of a city wall. Effective against approaching siege engines. Needs ammunition.
- **Stone trap:** Can be installed in a gate. Effective against targets in front of the gate, such as a battering ram attacking the gate. Can only be used once.



Offensive siege engines are produced in the siege engine workshop. They leave the workshop unassembled on siege carts. These carts can be moved quickly to the spot where the engine is to be assembled, but they are very vulnerable to attack.

You need a battalion of soldiers to assemble, disassemble, and operate offensive siege engines. Siege engines move very slowly, so it is advisable to disassemble them for faster transport.

Defensive siege engines (installed catapults, stone traps) need no troops. To install them, select the tower or the gate where you want the engine to be installed, and then select the command for construction.

After construction, each catapult has a stock of ammunition. You can buy ammunition carts at the Storehouse to supply catapults with ammunition during combat. If an ammunition cart is near a catapult, it automatically supplies it with ammunition.

Siege engines and siege engine carts of other factions can be captured by sending a battalion of soldiers to them.

The Thief



You can recruit thieves in the Castle once your knight has the required title. Thieves are given direct commands, just like military units. However, they cannot fight.

The Thief is a special and very powerful unit, because he can steal information, goods, or gold from hostile cities.

The Thief's strength is his stealth, which allows him to infiltrate enemy territory unseen. He can even move freely through a hostile city. However, he has to be on the lookout for hostile military units and knights, because if he gets too near them, his cover is blown. See to it that your Thief returns safely to your Castle after his raid; otherwise his loot will be lost!

Steal the Income of a City Building

To steal the income of a city building, right-click it to send a selected Thief to it. If he only finds a little gold in the building, you can send him to other city buildings until he has stolen the maximum amount of gold that he can carry. Send the Thief back by right-clicking your castle to deliver the stolen gold to your treasury.

Spy in a Castle

If you send a Thief into an enemy Castle, he will spy there for you. As soon as he comes back to your Castle with the information, the fog of war hiding the territory of your enemy is lifted for a while and you can see exactly what he is doing.

Steal Resources in a Storehouse

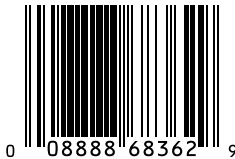
If you send a thief into the enemy's storehouse, he will try to steal a cart full of resources and deliver them back to your storehouse.

Register this game now and stay in the know!

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Thanks,
The Ubisoft Team

The Settlers®: Rise of an Empire
Proof-of-Purchase



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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.

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- Complete product title (including version number).
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- 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.

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THE SETTLERS RISE OF AN EMPIRE THE EASTERN REALM



SPECIAL THANKS (COMMUNITY)

Special thanks are due to the following members of the community who provided us with maps for this product:

Singleplayer-Maps

- Udo Schreiber (Bandit Caldera)
- Martin Machner (Eyes of the Tiger)
- Ralph Spang (Kestrals Wedding)
- Walter Roth (Salida del Sol)

Multiplayer-Maps

- Mellow Shire (Sandy Koch)
- Robert Schmitz (Puerto Pyramid)
- Spider Mountain (Ralph Spang)



INTRODUCTION

The old Empire has been born anew, as a wise ruler from the land of Westerlin has united the squabbling successor states and restored law and order to the land. Defeating both the menace of the Red Prince and treachery within the ranks, Westerlin ushers in a new age of peace and prosperity.

That ruler is you. Your hand now guides the fate of the old Darion Empire. New allies have been found, new lands have been discovered, and old foes have atoned for their sins and been forgiven.

But danger still lurks in the shadowy, mystic lands that border your empire, in the wild regions that were once ruled over by the Red Prince, and in domains unknown to the throne of Westerlin only years before. And from these distant lands comes a new threat in the form of the Goddess of the Green Fire, who threatens to establish her own empire and use it against you.

You are the ruler of a thriving land, but with that power comes the need to protect your people. Now you must find new allies in far-off lands. And in doing so, you must face new challenges and deal with new treacheries and new foes.

With the aid of your devoted knights, you can explore a new and alien land. You can expand your influence and bring peace to new peoples. The time to conquer has passed – it is now time to lead. It is the time of The Settlers – Rise of an Empire – The Eastern Realm.



GETTING STARTED

Notice

Please note that “THE SETTLERS: Rise of an Empire” must be installed on your system in order to install and use this product.

Installation

Insert the “THE SETTLERS: Rise of an Empire – The Eastern Realm” DVD in your DVD-ROM drive and follow the instructions that appear on the screen to install the game.

If installation does not start automatically:

1. Insert the “THE SETTLERS: Rise of an Empire – The Eastern Realm” DVD in your DVD-ROM drive.
2. Open the My Computer icon on your Desktop, and then double-click the icon for your DVD-ROM drive.
3. Click on autorun.exe

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

Main menu

In the Main menu, you can choose between:

Single Player: Play the Campaign, a Freeplay game, or load a previously saved game.

LAN Game: Find existing games in a network, or create a new game and invite others to play with you.

Online Play: To play online, you have to log in to the ubi.com server after starting the game. To do so, you need a valid ubi.com account. If you do not yet have a free account, you can create one in the game or by visiting the Ubisoft website at www.ubi.com.

Options

In the Options menu, you can adjust your graphics and audio settings, and edit your profile.



Map selection

To load a map, first choose a mode in the Main menu (Multiplayer: Online or LAN. Single Player: Freeplay Game or Campaign), and then select a map.

Load game

To load a previously saved game, click in the Single Player menu on “Continue Game”.

Save game

To save your current game, open the Main menu and select “Save”. Enter a name for the saved game and click OK.

In-Game Help

Tutorial: On the first Campaign map, your knight will introduce you to the basics of the game.

Tooltips: Move the mouse pointer over a button or an icon to view more information about it.

Help on the Web: Visit the official community website at www.siedler.de to find more information about the game, a discussion forum, and a link to the technical support.

PLAYING THE GAME

New GUI Elements



Embellishments

In addition to the embellishments that will be familiar from the limited edition, there are now new embellishments to further enhance and individualize your town.



Summon Geologist

This icon appears over an exhausted mine or sabotaged well when you and your knights are in the vicinity. Click on the icon to summon the geologist to look for further mineral deposits in the mine, or to repair the well.



Place Well

A new kind of well that can be placed anywhere in your territory is available via the Construction Menu (Infrastructure).



Weather

The Weather Display has been extended to include a further weather condition: monsoon. Honey and wheat production are impossible during monsoon periods. Furthermore, no fish can be caught during these times.



Reputation Display

Your reputation is displayed as a percentage here.

New Climate Zone

In *THE SETTLERS - Rise of an Empire - The Eastern Realms* you are confronted with a completely new climate zone, which brings its own new challenges.

The Far East has a warm, humid climate and a rainy season. During the rainy season, river fords cannot be crossed, and some resources, such as grain and honey, that have not been harvested will spoil. In addition, the clouded, churned up waters are unsuitable for farms and bathhouses, and prevent fisherman from catching fish.



The Geologist

The geologist returns to the world of the Settlers and remains true to his roots providing the towns with new raw materials. You can, for example, instruct him to look for additional deposits in depleted iron mines. But use him wisely – the more often you send a geologist out to look for further deposits, the more laborious and expensive his work becomes.



New Characters



Saraya

Saraya is the only child of Praphat, the Mogul of Hidun. Always concerned with the well-being of the empire and its Settlers, she conducts herself wisely, heroically and with a stout heart, and always strives to achieve more than any male successor to the throne could. She is Hidun's most loyal subject. When Khana's shadow falls across Hidun, she requests help from the King of Westerlin and allies herself with his knights.

Passive skill: Cuts the cost of erecting trading posts by half. In addition, barter goods in trading posts are offered on better terms.

Active skill: Saraya can demand tribute from other factions.



Praphat

Praphat is the Great Mogul of Hidun. Renowned as a wise and just ruler, he is adored by his people. But his reign is put to a hard test when Khana, pursuing a treacherous plan, shakes the very foundations of the empire. In these difficult times, the Mogul needs true friends to avoid the dreadful fate gathering like dark clouds above.



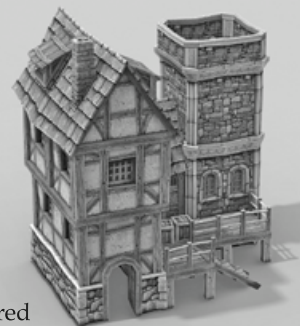
Khana

Khana's origins are shrouded in mystery. Her words are beguiling and her deeds ruthless. Following her sudden appearance in Hidun, the empire is gripped by the fear of a malign curse. Driven by sheer lust for power, Khana demands absolute obedience from the disciples of her dark cult, which seeks to force Hidun's Settlers into allegiance with its sinister goddess.

New Buildings

Trading Posts

You can establish regular trade with other factions at trading posts. If your knights find a ruined trading post, give the command to have it rebuilt. Once this is done, you can select one of four transactions to take place with the faction in question every month. Trade is suspended if and when you cannot supply the required goods. In addition, trading posts cause resources that can be bought at the storehouse of the corresponding faction to be offered at lower prices.



But beware! Your enemies will always be eager to take over your trading posts.

Trading Posts

The well is a water store that you can build anywhere in your territory in addition to the marketplace well. The well fills with water during the rainy season, and this water can then be used by your farms and bathhouses during dry periods or even during the monsoon itself when water from shallow areas of rivers is unsuitable.



New Embellishments

Embellishments

In addition to the embellishments that will be familiar from the limited edition, there are now new embellishments to make your town unique.

The following embellishment objects have been added:

Shrine



Column



Stone Bench



Sundial



Brazier



Vase



Victory Column



Triumphal Arch



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