

# Table of Contents

<b>1. Introduction</b>	<b>3</b>
<b>2. Installation</b>	<b>4</b>
2.1 System requirements	4
2.2 Installing 1602 A.D.	4
2.3 Start of the game and configuration program	4
2.4 Uninstalling 1602 A.D.	4
<b>3. Quickstart (Singleplayer)</b>	<b>6</b>
3.1 Starting the program	6
3.2 Choosing the mode of play	6
3.3 "Voyage of Discovery"	6
3.4 "The Settlement"	8
3.5 "Diplomacy"	9
3.6 "Trade"	10
3.7 "Combat"	11
<b>4. Start of the Game</b>	<b>13</b>
4.1 Start of the game in general	13
4.2 Singleplayer mode	13
4.2.1 Tutorial	13
4.2.2 Continuous play	14
4.2.3 Singleplayer scenarios	14
4.2.4 Campaigns	14
4.3 Multiplayer Mode	14
<b>5. Operation</b>	<b>15</b>
5.1 The screen and icons	15
5.2 Player status, evaluation screen, city list, and ship list	17
5.3 Moving ships, market wagons, and soldiers	18
<b>6. Settling</b>	<b>19</b>
6.1 Landing	19
6.2 Unloading supplies	19
6.3 Building houses	19

6.4 Demolition	20
6.5 Building roads	20
6.6 Service areas	21
6.7 The first successful settlement	21
6.7.1 <i>The relationships between population, the level of civilization, and the automatic development of the settlement</i>	21
6.7.2 <i>Your inhabitants' desires</i>	22
6.7.3 <i>The food supply</i>	22
6.7.4 <i>Producing consumer goods</i>	23
6.7.5 <i>Transporting goods on your island</i>	23
6.8 Advanced stage of the game	24
<b>7. Diplomacy</b>	<b>25</b>
7.1 The diplomacy menu	25
7.2 The trade agreement	25
7.3 The peace treaty	26
7.5 Pirates and Natives	26
<b>8. Trade</b>	<b>28</b>
8.1 Free traders	28
8.2 Trading with other cities on your island	28
8.3 Trading with settlers on other islands	29
8.4 Automatic trade and transport (autoroute mode)	29
8.5 Trading with pirates	30
8.6 Trading with the natives	30
<b>9. War</b>	<b>32</b>
9.1 Land Battles	32
9.1.1 <i>Attack and Defense</i>	32
9.1.2 <i>Training soldiers</i>	32
9.1.3 <i>Using your soldiers</i>	32
9.1.4 <i>Weapons</i>	33
9.1.5 <i>Taking over Islands and buildings</i>	33
9.1.6 <i>After the battle</i>	33
9.1.7 <i>Retirement</i>	33
9.2 Sea Battles	33
9.2.1 <i>Ships' specifications</i>	33
9.2.2 <i>Building, buying, and selling ships</i>	33
9.2.3 <i>Arming your ships</i>	34
9.2.4 <i>Patrol</i>	34
9.2.5 <i>Sea battles</i>	34

<b>10. Multiplayer Mode .....</b>	<b>35</b>
10.1 Configuring your computer for multiplayer games .....	35
10.1.1 LAN-game .....	35
10.1.2 Internet game .....	35
10.1.3 Serial connection (e.g. Null modem) .....	35
10.1.4 Setting up a network game .....	35
10.1.5 continuous play in multiplayer mode .....	36
10.1.6 Scenarios in multiplayer mode .....	36
10.1.7 Chat mode .....	36
<b>11. The Editor .....</b>	<b>37</b>
11.1 Starting the scenario editor .....	37
11.2 Saving, loading, and deleting scenarios created with the scenario editor .....	37
11.2.1 Saving scenarios created with the scenario editor .....	37
11.2.2 Loading a self-made singleplayer scenario for play .....	37
11.2.3 Loading a self-made multiplayer scenario for play .....	37
11.2.4 Loading the self-made scenario for editing .....	37
11.2.5 Deleting self-made scenarios .....	37
11.3 Editor content and usage .....	38
11.4 Creating singleplayer scenarios without a defined goal .....	38
11.4.1 Creating a new chain of islands .....	39
11.4.2 Distributing resources .....	40
11.4.3 Placing ships .....	41
11.4.4 Set number of players .....	41
11.5 Computer-controlled players, computer artificial intelligence, and “human players”: differences and effects on scenario creation ..	42
11.5.1 General construction logic .....	42
11.5.2 Ships .....	42
11.5.3 Warehouse .....	43
11.5.4 Number of islands .....	43
11.5.5 Building houses .....	43
11.5.6 Building streets .....	43
11.5.7 Supply .....	44
11.5.8 Number of soldiers .....	44
11.5.9 Pirates .....	44
11.5.10 Natives .....	44
11.6 Creating a singleplayer scenario with buildings, but without a defined goal .....	45
11.6.1 Pirates .....	46
11.6.2 Natives .....	47
11.6.3 Building a warehouse .....	47
11.6.4 Erecting buildings .....	48
11.6.5 Placing soldiers .....	48

11.7 Creating a singleplayer scenario with a player goal request and assignment texts .....	48
11.7.1 Example: creating a creating a singleplayer scenario with a defined goal .....	49
11.7.1.1 Defining player data .....	49
11.7.1.2 Affecting the computer player's attitude .....	49
11.7.1.3 The editor's diplomacy menu .....	50
11.7.1.4 Setting the actual target values in the assignment menu .....	50
11.7.2 Possible scenario assignment goals .....	51
11.7.2.1 Reaching a predetermined population or level of development ..	51
11.7.2.2 Conquer a predetermined opponent .....	52
11.7.2.3 Attaining a particular account balance .....	52
11.7.2.4 Gaining a monopoly .....	52
11.7.2.5 Supporting a fellow player .....	52
11.7.2.6 Combining assignments .....	53
11.8 Multiplayer scenarios with assigned goals and mission statements ..	53
11.8.1 Setting the number of assignments / assigned goals .....	53
11.8.2 Defining the mission recipient .....	53
11.8.3 Assigning player colors in the editor and choosing flags at the start of play .....	53

<b>End User License Agreement .....</b>	<b>55</b>
---	-----------

<b>Technical Support .....</b>	<b>56</b>
--------------------------------	-----------

<b>Credits .....</b>	<b>57</b>
----------------------	-----------

## Appendix

A: Building Descriptions .....	58
B: Build Trees .....	
Food Production .....	58
Trading goods, consumer goods .....	59
Mining and subsequent treatment .....	60
Armament & shipbuilding .....	61
C: Notes on DirectX™6 .....	68
D: Keyboard assignments .....	69
E: Problem Solving and FAQ's .....	69
F: Availability of Buildings .....	70
G: Requirements for Development .....	71

<b>Index .....</b>	<b>71</b>
--------------------	-----------

# 1.

## Introduction

### A Word About This Manual . . .

Welcome to 1602 A.D.! While the best way to learn how to play 1602 A.D. is to play the Tutorial, this manual is a helpful tool. Chapters 2 and 3 provide a brief overview of how to get started in 1602 A.D.. Chapters 4 through 10 provide a more detailed explanation of the game and how it operates. Try reading Chapters 2 and 3 to get started, then refer to Chapters 4 through 10 for answers to specific questions, or for more details about 1602 A.D.

### Dear Friends,

Welcome to the ranks of the explorers and pioneers. Join us as we turn back the hands of time to the year 1602.

The situation in Europe is absolutely hopeless. The cities are overcrowded, and poverty and starvation are rampant. The future is uncertain, and much of the population have little, or no, prospect for a better life. This is the situation which has prompted a small group of courageous men and women, yourself amongst them, to seek a better life in far-off lands. Sail, with your followers and a limited supply of salted meat, rum, tools, and building materials, into a previously undiscovered chain of islands. Your challenge is to start a new life with the few provisions that you have brought with you. A new life - no, a New World! You will need all your skills in the fields of exploration, settling, diplomacy, trade, and war in order to master the difficult task before you. You will soon discover that your fate is in your own hands. Even the choice as to which island you settle must be carefully made, for not every island offers ideal living conditions.

*Your skill alone will decide whether your villages will grow to become cities, and your poor pioneers rich aristocrats, or not. The building of the right production chains, successful trading with other settlers, and your diplomatic skills will be the cornerstones of your success. But be careful. Pirates, and the jealousy that other settlers may feel, can mean serious trouble.*

*As you may have noticed, 1602 A.D. will challenge you in many different ways. You will have to show your skill at tactics and strategy and use your organizational and administrative talents to be successful, without losing sight of the goals you set yourself at the start of the game. Diplomacy is necessary in dealing with the other settlements, and should be used as long as it doesn't conflict with your overall strategy. War is also a legitimate means of achieving your goal. It won't take long for you to see just how many-sided 1602 A.D. really is.*

*The operation of 1602 A.D. has been kept simple, so that you can concentrate on what is important, namely creating your own New World. 1602 A.D. is complex, not complicated! If you are an experienced player, reading the quick start guide will give you all the information you need to play. If you want more detailed information on a particular topic, you can either read the relevant chapter in the handbook or play the tutorial. These will teach you the skills needed. The lavishly detailed graphics help to provide you with the information you need. Screen animations keep you informed about game progress at a glance. No more clicking through page after page of statistics. This makes orientation easy.*

*Unless you're playing in network mode with other players, you will be playing against computer opponents. They're trying to do the same thing as you. Settle islands, build production chains, trade with others, and protect their interests. And at your playing level. Even if you consider yourself a relatively inexperienced player, the computer will automatically adjust your opponents playing level to yours.*

*"Enough talk! Show me what you've got!"*

*Enter the fascinating world of 1602 A.D. and let yourself be captured by it's unique atmosphere!*

**Have fun creating your own world playing 1602 A.D.!**



# Installation

## 2.1 System requirements

Minimum configuration:

Windows® 95/98, Pentium™ 100 processor or higher, 16 MB RAM, 2 MB PCI graphic card, 4-speed CD-ROM-drive, 120 MB hard disk space, SoundBlaster™ or 100% compatible sound card with DirectX™-support, Microsoft™-compatible mouse, speakers.

Recommended configuration:

Windows® 95/98, Pentium™ 166 processor or higher, 32 MB RAM, 2 MB PCI graphic card, 8-speed CD-ROM-drive, 120 MB hard disk space, SoundBlaster™ or 100% compatible sound card with DirectX™-Support, Microsoft™-compatible mouse, speakers.

## 2.2 Installing 1602 A.D.

Note: If you do not have DirectX™ 6 installed on your system, please read appendix C before installing 1602 A.D. Be sure to use the DXDIAG.EXE file to make sure all your drivers are DirectX™ 6 authorized.

1. Start Windows® 95/98 and insert the 1602 A.D. CD into your CD-ROM drive. After a short pause you will see the start screen. When you are installing 1602 A.D. for the first time you have the choice between two options: "Install" or "Exit".

Click Install and you'll be greeted by the 1602 A.D. Setup Program. Click "Next" to continue with the installation.

The screen now displays the terms and conditions of the license which you must accept, by clicking the OK button, before installing 1602 A.D.

4. The next window allows you to either choose the destination drive and directory to which 1602 A.D. is to be installed, or to use the defaults. If you use the defaults, please go to the section 7. The amount of space free on your hard drive will also be displayed.
5. Click "Browse" to select a different drive and/or directory. Click "OK" to confirm your choice and return to the drive and directory window.
6. If the directory you want to install the game in does not exist, enter the name directly behind the drive letter in the prompt box. The program will now automatically create the directory when you click the "Next" button. You can cancel the installation at any time simply by pressing the "Cancel" button. The installation program now copies all necessary files to your hard drive. Please be patient while this is being done. You will now be asked to choose which program group 1602 A.D. should be added to. Either choose an existing group or a new group named 1602 A.D. will be generated. Click "OK" to proceed.
7. 1602 A.D. requires DirectX™ 6. In this window the installation program offers you the opportunity to install DirectX™ 6. If you are uncertain as to whether or not DirectX™ 6 is already installed on your computer, choose "Install". Please refer to appendix C. If DirectX™ 6 is already installed on your system, please click "Finish".
8. If you marked the box labeled "Install" earlier, the installation program will now check and, if necessary, install DirectX™ 6. If you have



deactivated the DirectX™ 6 installation option, the setup is now finished.

9. **Important note:** if you have just installed DirectX™6, you will have to restart your computer in order to implement the changes made by DirectX™6 to your system.

### *2.3 Start of the game and configuration program*

Before the actual start of the game, you have the option to change some settings manually according to your own preferences by entering the configuration program.

#### **Cursor:**

If your cursor shakes, stutters, or disappears while playing 1602 A.D., choose the 1602 A.D. settings entry in the 1602 A.D. program group. Deselect the option “Hardware cursor”. Exit the configuration program and start 1602 A.D. as always.

#### **Music and sound effects:**

Choose the 1602 A.D. settings entry in the 1602 A.D. program group if you wish to turn off the music and sound effects before starting 1602 A.D.

#### **Screen resolution I**

If you receive the message “SET DISPLAY MODE FAILURE”, or one similar to this, choose the 1602 A.D. settings entry in the 1602 A.D. program group, and set the screen resolution to 640 x 480.

#### **Screen resolution II**

If you've set the screen resolution to 1024 x 768, and can't play any longer because the picture on your screen is unrecognizable [colorful, distorted picture], choose the 1602 A.D. settings entry in the 1602 A.D. program group, and set the screen resolution back to the original value.

You can now start 1602 A.D. by either clicking on the icon, or by using the entry in the program group in the Start menu.

### *2.4 Uninstalling 1602 A.D.*

To uninstall 1602 A.D. enter the program group in the Windows® 95/98 Start menu where you installed 1602 A.D. Now click “Uninstall” and 1602 A.D. will be completely removed from your computer.

Note: when uninstalling a game the saved games, the scenarios that you yourself have created, the highscore list, and the GAME.DAT file will be left on your hard disk.



# 3.

## Quickstart (Singleplayer)

### 3.1 Starting the program

Start Windows® 95/98 and load the 1602 A.D. CD into your CD-ROM drive. Please exit all other programs before starting 1602 A.D. If Windows® 95/98 is in the “Autostart” mode the 1602 A.D. start screen will appear after a few seconds. Click “Start” to load the game. If the Windows® 95/98 “Autostart” mode is deactivated, look for 1602 A.D. in the program group where you installed it. Click the “Start” button in the Windows® 95/98 task bar and look under “Programs”. Choose the “1602 A.D. program group, or the program group where you installed 1602 A.D., and click “1602 A.D. to start the game. The introduction, which tells the 1602 A.D. story, will start after a few seconds. You can quit the intro at any time by either pressing the “Esc” button, or by right-clicking with your mouse. Once the intro is over the main menu will appear.

### 3.2 Choosing the mode of play

The singleplayer mode offers the following options:

- Tutorial
- Continuous play
- Play a scenario or a campaign

The tutorial gives you the chance to learn the basics about playing 1602 A.D. This is especially interesting if you are playing 1602 A.D. for the first time or if you don't have any previous experience with progressive-strategy games.

The tutorial consists of a sequence of five separate scenarios, each of which builds upon the one before, and therefore they have to be played one after the other.

In the first scenario, “**Discovery**”, you learn to use the menus, explore islands, and discover which crops will grow best and whether or not there are any mineral deposits on the island. (See chapter 5)

In the second scenario, “**Settling**”, you establish your first settlement and begin to produce food and industrial goods. (See chapter 6)

In the “**Trade and Diplomacy**” scenario, you conclude a trade agreement with another player and sail a ship to their warehouse, where you sell your goods and buy others. This will teach you the skills needed for trading at sea. (See chapters 7 and 8)

The “**Sea Battle**” scenario puts you in control of a small flotilla of warships that you lead into battle. (See chapter 9.2)

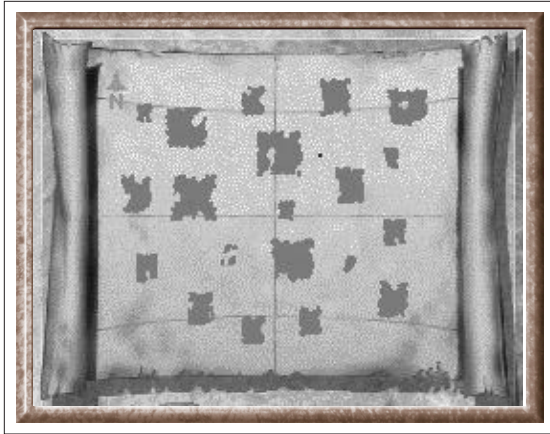
The last scenario, “**Land Battle**”, teaches you how to command a small troop of soldiers in battle. After landing your troops, lead them in their attack on a small enemy force. (See chapter 9.1)

Now that you have mastered the basics, you can enter the “**Continuous Play**” mode and trade with, or fight against, up to three computer opponents as you explore and settle a new world of islands.

The following quick start guide refers to the start of the continuous play.

### 3.3 “Voyage of Discovery”

As the game begins, you find yourself sailing your fully loaded ship through a chain of islands, looking for a suitable place to start your first settlement. As you will quickly see, each island offers a different set of living conditions. The living conditions on each island dictate which chain of production you should first establish. Choose an island from the **overview map** (page 7), based on size and shape, and click on it.



You can now see the island in more detail on the game screen.



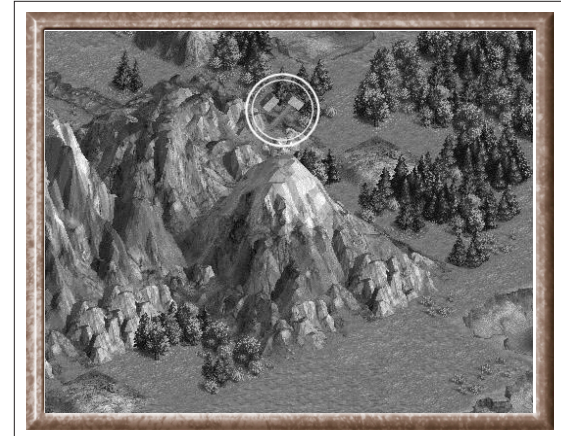
Use the **magnifying glass** to zoom in and out, to either get an overview or to view the island in detail. The **compass** allows you to view the island from different angles, giving you a 360° view. Once you have decided which island you want to settle, you can sail there by clicking first on your ship, and then on the coast of the chosen island.



You can vary the speed of the game, and thereby the speed of your ship, by using function buttons F5 to F7. Once you've reached the shoreline the “**eye**” icon will appear in the menu bar. Click this icon to explore the island.

Once the exploration of the island has been completed, you will be able to see which agricultural products will be most successful and whether there are any iron or gold deposits on the island.

Revolving **crossed hammers** over a mountain indicate that it contains either gold or iron.



The agricultural products that may be planted can be shown simply by moving the mouse pointer over the island.



### *Important!*

Grain, palm trees, and forests grow equally well on all the islands. Livestock production is also equally successful on all islands.

In order to keep you constantly informed, important events will show up as symbols on the left-hand side of the information bar. The information bar delivers further object or menu information whenever you place the cursor over the object or menu point.

### 3.4 “The Settlement”



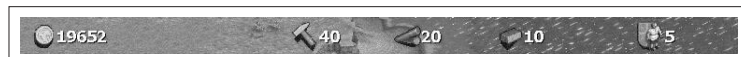
Sail to the shore of the island that you have chosen and build a **warehouse**, which will be the base of your new settlement. Transfer the supplies you brought with you by clicking on the ship in the status **mode** and then on the **wooden crate** which will appear in the menu. This will bring you to the **loading menu**, where you can unload your ship by clicking first on the supply you want to unload and then on the arrow pointing up. Now you can start with the actual colonization.

The **catchment area**, or **service area**, of each building and of the settlement as a whole is extremely important.

The total **service area** of the settlement consists of the sum of the **service areas** of the warehouse and any **market places** that have been built. Construction is limited to this area, displayed in light green on the game screen. The only way to increase this area is by building more **market places**.

The **service area** of each building refers to the area serviced by that particular building. During construction, this area appears as a yellow frame around the building. You can display the **service area** of a building at any time by clicking on it in the status **mode**. It will then be displayed in light green.

Begin building your settlement by entering the “**construction**” mode and clicking on the desired building or object in the appropriate sub-menu. **Keeping your citizenry satisfied should always be your main goal.** Start off by making sure that there is always enough material, such as **wood**, **bricks**, and **tools**, on hand for construction, and that there is always enough food to keep your settlers fed. To this end, first set up a forester in a forest, a fisherman on the coast, and then build a number of houses. Use streets and roads to connect all of the above with the warehouse, so that everyone has equal access to all the resources. Carters with market wagons automatically transfer the goods from the producer to the warehouse and the marketplace.



If you can't erect a particular building, check the “**status**” line at the top of the screen to see if you have enough construction material on hand, and also make sure that you're building inside the settlement's service area. When building a chain of production you must ensure that the resource-based production units, such as the wheat farm shown in the screenshot on the right, are located within the service areas of the industrial production units, in this case the windmill and the bakery. The warehouse, or a marketplace, forms the final, and most important, link in the chain. These are the only places from which it's possible to distribute the goods to the population, or to sell them to a third party.



### *Important!*

Always watch the production levels of each unit you build! In order to check the current production level of any unit, click on it in the “info” mode and look at the display, shown in percent of maximum. To ensure maximum production on a farm, a plantation, or from a forester, always make sure that the entire service area of the unit in question is planted with the correct crop. The service areas for sheep and cattle ranches should be completely deforested in order to supply the maximum amount of grazing land.

### 3.5 “Diplomacy”

Diplomacy and trade are inseparable. In order to cement good relations with your neighbors, sign trade agreements and conclude peace treaties with them. You can do this by entering the “info” mode and going to the **player status sheet**, which is the uppermost menu level, where you will see a piece of **parchment** in the lower right-hand corner. Click on the parchment to enter the **diplomacy menu**. From here you can sign, or cancel, trade **agreements** (coins) and **peace treaties** (cannon). Trade agreements between yourself and one of the computer “players”, or between yourself and one of your fellow players in multiplayer or network mode, offer you the advantage of being able to see the supply and demand situation in the warehouses and markets belonging to your “partners”. This offers you an alternative to dealing with teamsters and trading ships when doing your buying and selling. Peace treaties help to prevent attacks by your “allies”, letting you concentrate on trade and the further development of your settlements.

The successful conclusion of a peace treaty, or a trade agreement, is dependent upon its acceptance by the other player. His acceptance, in turn, is dependent on his general attitude towards you. The direction in which the thumb points shows the current attitude. If the thumb points down, offering a financial inducement can improve your chances immensely. You can do this by clicking on the thumb icon.

You are now in the “**tribute**” menu. You can see by the angle of the thumb what change your financial offer makes in the other player’s attitude towards you.

To pay the inducement, simply click on the hand holding out the money.



Once both parties have accepted the contract, or treaty, the appropriate parchment scroll in the **diplomacy** menu will unroll. Should you wish to break a contract, simply click on the unrolled parchment.



Ideally you should, as shown on the right, conclude both peace and trade agreements with all of the computer players, so that you can concentrate on trade and development.

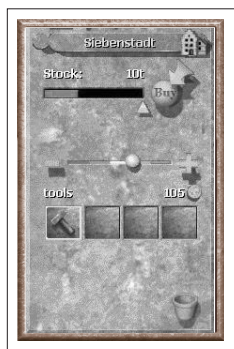
In the **multiplayer**, or **network** mode a gold coin will take the place of the thumb icon in the diplomacy menu. Here the attitude and the tributes of all other players represent an additional influence on the contracts you intend to sign. The “**chat**” mode offers the opportunity to make secret deals with your fellow players.

### *Important!*

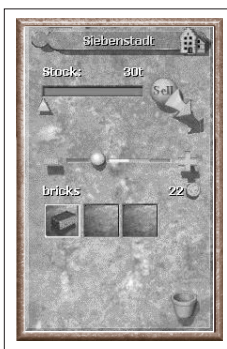
It is also possible to influence your relationship with the pirates through the payment of tribute, or protection money. However, with pirates there are no guarantees, as their behavior is always unpredictable. A pirate will also sell you goods without a trade agreement, in contrast to your fellow players.

### 3.6 “Trade”

Your settlers will often demand goods that you cannot produce on your island. Trading offers the only possibility to obtain these products and to get rid of any surplus goods you may have. There are a number of different ways to engage in trade. You can buy from, or sell to trading ships and other players through your warehouse. You can use teamsters to trade with any natives, or other players, who might share your island. Alternatively, you can load up your ship and set sail for other islands to sell your wares and buy supplies.



The “**buy**” and “**sell**” menus for the warehouse, and each of the marketplaces, allow you to choose which goods you wish to buy and which you wish to sell. To reach these menus, enter the info mode and click on either the warehouse or one of



the marketplaces. Now simply choose the “**Buy**” icon for buy, or “**Sell**” icon for sell, to enter the appropriate menu.

You can display your inventory, in either of the menus, simply by clicking on one of the blue product boxes. Click on the product you wish to buy or sell. You automatically spring back to the “**Buy**” and “**Sell**” menu, where you can use the sliders (the yellow triangle and circle) to set both the amount you wish to buy, or sell, and the price. Right click with the mouse to confirm your decision and to leave the menu.

Trading ships visit your warehouse regularly. As long as you have made the correct entries in the buy and sell menus, they buy your wares, and sell you the supplies you need, such as tools. Of course, you can also trade with the other players, whether in singleplayer or multiplayer mode, as long as you have concluded trade agreements with them. Once you have closed a trade deal with one of your fellow players you can both see what the other has to offer, or needs, by clicking on the other player’s warehouse or marketplace.

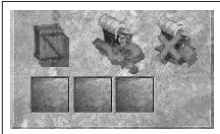


Go to the loading menu and load your ship with the desired products. Now sail to the other player’s warehouse. Upon arrival you will see that a leather purse of money, the trade icon, appears in the menu. Click on the icon to sell your wares simply by unloading them.



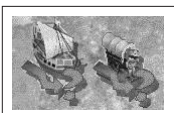
### *Important!*

Take advantage of the “**autoroute**” function for your ships and teamsters in order to be able to concentrate on the development, and expansion, of your settlement.

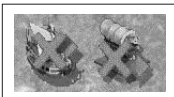


Use the **teamster** (the covered wagon) for overland trading with any natives, or other players, with whom you share your island.

Use the autoroute function when you want to set up a regular trade route between two cities. Click “**Choose destination**” and use the vertical double-arrow to select the appropriate city. Now click on one of the product boxes to select the chosen product and then set the yellow arrow to the “load” or “unload” position by clicking it.



Use this symbol to enter the “autoroute” menu.



Use this symbol to activate the autoroute function.

### 3.7 “*Combat*”

You shouldn’t neglect the building of an army to defend yourself against attacks by pirates or one of your fellow players. In order to do this, you need a castle for a training ground, weapons, and soldiers. You can also use wooden palisades or stone walls to help protect your cities against attack. Keep in mind that supporting an army is expensive.

Select soldiers by either clicking on them individually, or by drawing a frame around a group. Selected them as described. A group can also contain **formations**, or squads, of soldiers. You can select all the soldiers of any particular specialty by clicking on the corresponding icon. For example, to send those who have been wounded to the doctor, select them as described above and, holding the “Ctrl” button down, click on the doctor.

### *Important!*

Should you wish to load your soldiers onto a ship first select the soldier, or soldiers, press the “Ctrl” button and click on the ship, which should be adjacent to the coast. To debark your soldiers simply click on the cargo hold containing the soldiers. The ship must be anchored next to the coast when loading or unloading soldiers.





Since attacks are not limited to the land, you should also build, or buy, warships to protect yourself against pirates or opposing players. Both trading ships and warships can carry cannon, which are made in a cannon foundry. If you don't have a cannon foundry, you can always try to buy some cannon from the pirates.



To outfit your ships with **cannon** you must first load them into the **cargo hold**. To prepare your ship for battle, click on the cannon in the hold and they will automatically be placed in the cannon hatches.

The “**battle**” menu offers a number of possible tactics. If you are losing the fight against a pirate, you can always surrender by hoisting the **white flag**. The pirate will then take the most valuable cargo from your ship and leave. You can gain some speed when running from a sea battle by **dumping some cargo overboard**. Protect your cities from pirate attacks! Send your ships out on patrol.





## Start of the Game

### 4.1 Start of the game in general

Please exit all other programs before starting to play.

Start Windows® 95/98 and load the 1602 A.D. CD into your CD-ROM drive.

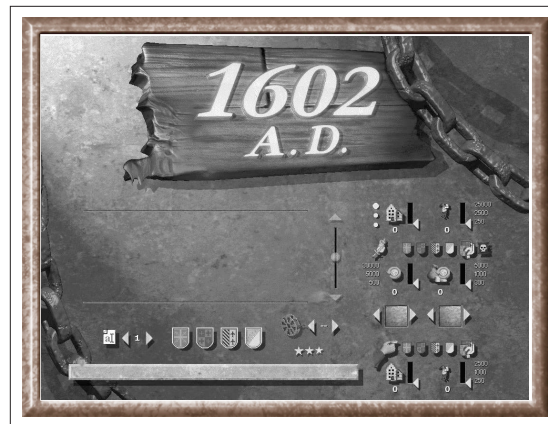
If Windows® 95/98 is in the “Autostart” mode the 1602 A.D. start screen will appear after a few seconds. Click “Start” to load the game.

If the Windows® 95/98 “Autostart” mode is deactivated, look for 1602 A.D. in the program group where you installed it. Click the “Start” button in the Windows® 95/98 task bar and look under “Programs”.

Choose the 1602 A.D. program group, or the program group where you installed “1602 A.D., and click 1602 A.D. to start the game. The introduction, which tells the 1602 A.D. story, will start after a few seconds. You can stop the intro at any time by either pressing the “Esc” button or by right-clicking with your mouse. Once the intro is over the main menu will appear.

### 4.2 Singleplayer mode

The singleplayer mode offers the following options:



### 4.2.1 Tutorial

The tutorial gives you the chance to learn the basics about playing 1602 A.D. This is especially interesting if you are playing 1602 A.D. for the first time, or if you don't have any previous experience with progressive-strategy games.

The tutorial consists of a sequence of five separate scenarios, each of which builds upon the one before, and therefore they have to be played one after the other.

In the first scenario, “**Discovery**”, you learn to use the menus, explore islands, and discover which crops will grow best and whether or not there are any mineral deposits on the island. (See chapter 5)

In the second scenario, “**Settling**”, you establish your first settlement and begin to produce food and industrial goods. (See chapter 6)

In the “**Trade and Diplomacy**” scenario you conclude a trade agreement with another player, and sail a ship to their warehouse, where you sell your goods and buy others. This will teach you the skills needed for trading at sea. (See chapters 7 and 8)

The “**Sea Battle**” scenario puts you in control of a small flotilla of warships that you lead into battle. (See chapter 9.2)

The last scenario, “**Land Battle**”, teaches you how to command a small troop of soldiers in battle. After landing your troops, lead them in their attack on a small enemy force. (See chapter 9.1)

Now that you have mastered the basics you can enter the “**Continuous Play**” mode and trade with, or fight against, up to three computer opponents as you explore and settle a new chain of islands.

#### 4.2.2 Continuous play

Each time you start a new continuous play game, the computer will automatically generate a new world full of islands. However, before you can start settling your new world you must first set the level of difficulty by choosing one of the four preset difficulty levels. A short description each of these levels will be shown on the screen. As an inexperienced player, you should choose “easy” for the first game. Now click “Start”. Enter your name at the prompt, and confirm it by pressing enter. If you want to return to the main menu to change something, click the right mouse button. After choosing your playing color by clicking one of the flags, you will automatically jump to the game screen. If you want to start a continuous play game while reading the handbook, then proceed to the beginning of chapter 5 and continue reading from there.

#### 4.2.3 Singleplayer scenarios

The 1602 A.D. scenarios offer a whole new set of challenges, especially for players who are already experienced in the continuous game play mode. In each of these exciting episodes you have a specific mission to fulfill, allowing you to put your strategic skills to the test over and over. Choose one of the scenarios from the list. The number of stars after the name of the scenario shows the level of difficulty. Since the scenarios grow progressively more difficult only the “easy” scenarios are available at the start. You have to end each of these scenarios successfully before you can proceed to the next. Clicking a scenario from the list will show you a short description of it.

If you want to play the chosen scenario click “Start game”.

#### 4.2.4 Campaigns

Campaigns differ from individual scenarios in that the scenarios of a campaign must be played one after the other. This means that you must successfully complete the first scenario of a campaign before you are allowed to proceed to the second scenario of the same campaign.



Clicking here will allow you to continue a previously saved game. A list of the games you have saved will appear. Click on a game to load it. You can now continue your game from the same point where you left off.



This will automatically load the last game you were playing, allowing you to pick up where you left off.



Clicking here will return you to the main menu.



The highscore list for the continuous game mode shows the top twelve players' names, scores, and level of difficulty.

Here you can compare your highscore to any others saved on your computer. The scenarios have a separate highscore list.

#### Multiplayer mode

The multiplayer mode is described in detail in chapter 10.



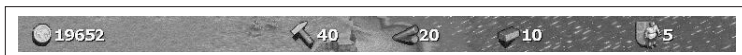
## Operation

### 5.1 The screen and icons

1602 A.D. is completely mouse-driven. For those players who prefer using the keyboard, appendix D contains a table of keyboard commands. The general rule for using the mouse is that the left button is for opening menus, clicking icons, and executing actions in the game screen. The right mouse button brings you back one menu level higher. When you are already on the first, or top, level of the menu screen the right mouse button has no function.

Your monitor now displays the playing screen with the info bar at the bottom, and the overview map and the menu on the right.

The playing screen fills most of the monitor. Here you can see exactly what is happening on the islands. The playing screen will automatically scroll in the direction of the cursor whenever the cursor hits one of the edges of the playing screen. It will continue scrolling for as long as the cursor is held on the edge of the screen.

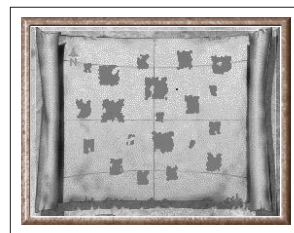


The status bar at the top of the screen will keep you informed as to how many people live in your settlement, how much money you have, and how many tons of tools, wood, and brick you have on hand.

You should always keep an eye on the amount of building material available, as this determines the growth of your settlement. If your warehouse is running out of a particular product or material, the icon representing that material will appear shortly in the status bar. A spoken message will also inform you of the shortage.

The info bar at the bottom of the screen constantly offers context-sensitive help. If you place the cursor over an icon, the info bar will show a description of that icon. Special events happening outside the current playing screen are represented by small icons on the left side of the info bar. Clicking these icons will automatically transport you to where the event is taking place. This allows you to stay on top of everything that occurs on your islands. If you press the “J” button (for “Jump”) after going to the scene of the occurrence, the screen will automatically return you to the last place or ship you had selected.

1602 A.D. automatically assigns ship, place, and wagon names. You can, however, change these. When you click on the name in the info mode a cursor will appear. You can now change the name. Confirm the change by pressing “Enter”.



In the upper right corner of the monitor you can find the overview map, which helps you to stay oriented. Underneath this is the menu. Unsettled areas on an island are colored brown. As soon as a settlement is founded, the service area of that settlement will take on the color of the player who founded it. A blinking white frame indicates the area currently shown on the playing screen. Blue dots show the current positions of your ships and wagons. Clicking a point on the overview map with the left mouse button automatically displays that area on the playing screen.

The arrows around the compass allow you to rotate the view on the playing screen by 90 degrees. The red end of the compass needle always



points north. North is also indicated on the overview map. To the right of the compass is a magnifying glass. The plus symbol zooms you in for a detailed look at things while the minus sign zooms you out.

The four icons below the compass are the most important icons in 1602 A.D. Each stands for a particular menu: the build menu, the battle menu, the info menu, and the options menu. These icons, as well as the overview map, the compass, and the magnifying glass, never move. One click lets you jump from one menu to the next.

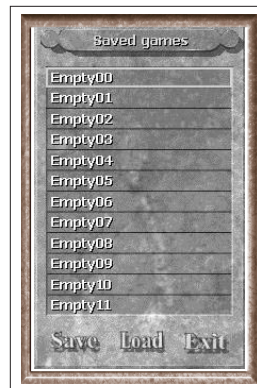


The construction menu lets you choose which buildings you want to erect. Which buildings you can erect, and at which point in time, is more thoroughly explained in chapter 6.

The battle menu allows you to control your soldiers and ships in battle. Chapter 9.1 explains land battles, and chapter 9.2 battles at sea.

The info menu gives you detailed information on the status of your settlement. Clicking on a building while being in the info menu will open an object menu for that building.

The options menu allows you to change game settings and to save, or load, games. Here you can change the **screen resolution** by clicking the corresponding field. The floppy disk icon opens the **savegame** menu.



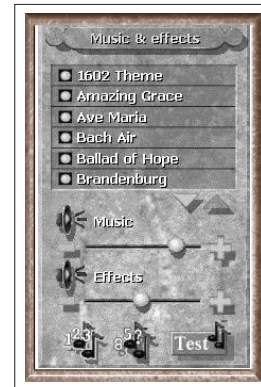
Here you can save, and load, your games. The “Save” icon for **saving games**, and the “Load” icon is for **loading saved games**. A cursor appears when you click a saved game, allowing you to change the name. Clicking the “Exit” button displays the evaluation screen and allows you to leave the game.

The evaluation screen gives a total account of the current game and allows you to compare this with previous games. You can also access this screen at any time during play.

You can learn more about the evaluation screen and how to access it during the game in chapter 4.2. Clicking “Main menu” in the evaluation screen will return you to the main menu, where you can end 1602 A.D. simply by pressing “Exit”.

Clicking the two notes opens the music menu. The background music currently playing is framed. You can play any particular title by clicking it. Use the arrows to scroll up and down through the list.

The **slider** allows you to vary the volume of the music. If you want to play the songs in a particular order, click the notes numbered “1 2 3”. The “Test” button lets you check the volume level of the sound compared to the volume level of the music.





## Video sequences and speech output

Clicking the plank at the bottom of the options menu marked 1602 A.D. opens a special menu for controlling the video sequences and speech output.

Here you can choose which events you want to be told about vocally and which video sequences you want to see while playing.

## Pause

If you want to take a short break while playing 1602 A.D., press the “Pause” button on your keyboard. To return to the game, either press the “Esc” button on your computer or click the right button of your mouse.

## Quit playing

When you want to end 1602 A.D. go to the options menu.

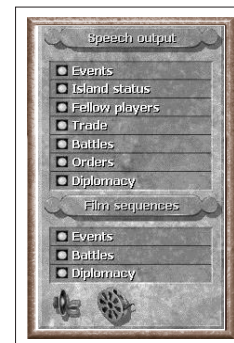
This brings you to the evaluation screen, which gives a total account of the current game. You can now return to the main menu where you can leave 1602 A.D. simply by pressing “Exit”. You can also leave the game by pressing the buttons ALT+F4. If you want to stop playing a tutorial game, just click the “x” in the top left corner of the expanded info bar.

## 5.2 Player status, evaluation screen, city list, and ship list

Clicking the warehouse, or on one of the marketplaces, in a city while in the info mode will display a status report for that city. Clicking the right button on your mouse brings you to the next higher menu where the overall status (the player status) of all your islands is shown. The number of inhabitants is displayed, as well as expenses and income. Always keep an eye on the overall financial status of your islands. To make it easier to keep track the total sum is color-coded. Red means you are operating at a loss, and green means that you are making a profit. You should check this status regularly once your settlements begin to grow to help keep you informed about any changes.

Underneath your current account balance you can find your current

score. This lets you compare your current status with past games. Clicking the question mark beside the point score will open the evaluation screen, where you can see a detailed analysis of your game so far. Clicking the right button of your mouse returns you to the playing screen.



RATING			
Bez nazvy			
	Status	Points	
Villages & Cities	1	5	
Subjects	29	14	
Satisfaction	0	0	
Cash Balance	14656	0	
Islands Settled	1	121	
Soldiers	Victories	0	0
	Defeats	0	0
Ships	Enemy ships sunk	0	0
	Own ships sunk	0	0
Enemies Conquered	0	0	0
Mission Bonus	0.00	0	
Total			140



Clicking the house with the question mark takes you to the “cities” menu. Here you can see a list of all the cities you have founded, as well as the names of the cities founded by any other players with whom you have a trade agreement.

When you move the cursor over the name of a city its location will be shown by a crosshair on the overview map.



Clicking the ship with a question mark opens the “ship” menu. Here you will find a list of all of your ships.

An additional symbol shows whether the ship is at anchor (an anchor), on a single voyage (a yellow arrow), or on an autoroute course (a red arrow). The current position of the ship is shown by an crosshair on the overview map as soon as you place the cursor over the name of the ship. Clicking the name of a ship, or a city, from the list will automatically take you to that ship or city.

### 5.3 Moving ships, market wagons, and soldiers

In order to move ships, wagons, or soldiers you must first select them by clicking them with the left mouse button.

You can now move the ships, wagons, or soldiers to a new location just by clicking it with the left mouse button.

If you want to move more than one ship, wagon, or soldier, select them by holding the left mouse button down and drawing a frame around them. This will automatically change them to battle mode.

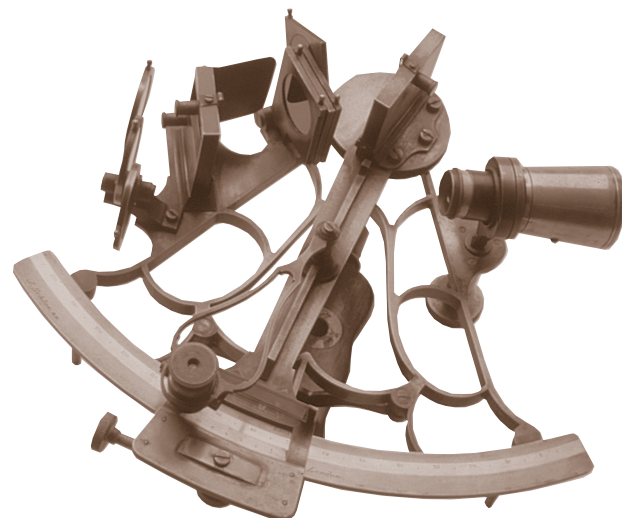
If you prefer, you can also use this technique to select individual ships, wagons, or soldiers.



The “stop” symbol (the hand) lets you stop the movement of ships, wagons, or soldiers.

Please note that there are both market wagons and handcarts on your islands. They differ in that the handcarts, or carts, follow their pre-set

routes automatically within your settlement. Market wagons, which are covered wagons, can be manually driven. Market wagons have to be ordered by a market or a warehouse before they become available. You can do this by entering the info mode and clicking the warehouse, or the marketplace, where you wish to have the cart. Click the “market wagon” icon to order the wagon. The cursor will change to a vertical double arrow. Move this double arrow to the point where you want to have the market wagon and click the left button on your mouse (also see chapters 8.2, 8.4, and 8.6).







## Settling

### 6.1 Landing

Once you've chosen a place on the shore, sail your ship there. The building which then appears in the menu is the smallest of the warehouses, and the first building you can erect. It can only be built on the coast. Click on the **warehouse** in the menu, and then run your cursor along the shoreline. If the warehouse is displayed on the **coast**, you can build it by clicking your left mouse button. Now you've established a base of operations, and laid the cornerstone of your settlement.

### 6.2 Unloading supplies

In order to use the supplies you brought with you, you must first transfer them to the warehouse. You won't be able to build anything until you unload your supplies. Go to the info mode and click on your ship, which should be anchored in front of your warehouse. Clicking the wooden crate opens the **loading** menu, where you can load and unload your ship. In the loading menu all supplies have been divided into four categories: building supplies, weapons, consumer goods, and raw materials. Choose from these categories the goods you want to load, or unload. Fields representing supplies that are not available are darkened. A yellow frame indicates which supply is currently selected, and can be loaded or unloaded. When you place the cursor over a supply, the info bar will display how much of that supply you have on hand.



A red bar in the field will give a general indication as to the amount. Use the **arrows** to **load and unload**. The numbers indicate the amount in tons transferred per mouse click. At the bottom of the menu, underneath the name of the ship, you can see which supplies, and how much, are on board your ship. Directly above this you can see the status of your warehouse and the name of your new settlement. To transfer supplies from your ship to the warehouse click the supply you want to transfer, set the amount, and click the arrow pointing up. The general rule for loading, and unloading, supplies is: the arrow pointing down loads supplies from the warehouse to the ship, and the arrow pointing up loads supplies from the ship to the warehouse. At the start of the game you should keep your warehouse as full of supplies as possible. This is the only way to be certain that you will have enough building materials on hand for the first few buildings.

Now click the **construction menu** to begin building your settlement.

### 6.3 Building houses

All buildings shown in the construction menu have been divided into **categories** such as workshops, roads and bridges, and defensive structures. You can see which buildings an icon



represents by looking at the info bar. Clicking one of these icons opens a menu showing the different buildings in that category. Please note that some buildings only become available once both the population, and the prosperity, of your settlement have reached a certain level (see chapter 6.7.1). Buildings not yet available are represented by an empty square with a question mark. Once you have chosen a building (by clicking it), the building will then appear underneath the four main icons. The arrows beside the building allow you to rotate it.



If you want your buildings to automatically align themselves to the road, click the cross beside the arrows to activate the auto-rotate function.

**Construction and operation costs**, as well as the **amount of building materials needed**, are also shown. Your cursor will now assume the shape of the chosen building. You can only build in the area administered by your first building, the warehouse. You can see this area by clicking the warehouse in the info mode. When you move your cursor outside this area you will only be able to see the outline of the building, and construction will be impossible. Building marketplaces allows you to expand the service area administered by your settlement.

Clicking the desired spot on the playing screen will cause the building to be erected there, and the corresponding amounts of building materials and money will be deducted from the total.

If the building on the screen is **blinking**, this means you cannot build it. Either you don't have enough money or building supplies, or you are trying to build outside the area administered by your settlement. The status line at the top of the screen shows how much building material is needed. If you are not sure what function a particular building has in the chain of production, see the corresponding entry in **appendix A** for more information.

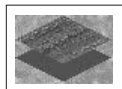
## 6.4 Demolition



Buildings or objects that are either no longer needed, or have been built in the wrong place, can be **demolished**. To demolish a building, click the pickaxe icon. Now move the cursor to the building, road, or plant you want to demolish and click the left mouse button. The building or object will immediately disappear from the screen. If you want to clear an entire area, hold the left mouse button down and draw a frame around the area you want to clear.

All the selected objects inside the frame disappear. You can use this, for example, to clear land for a farm even after you have already built the farmhouse. In this case, only the plants around the farmhouse will be removed, while the farmhouse remains untouched. Careful: the “demolish” function is final. If you mistakenly tear down the wrong building, you will have rebuild it using the normal methods and resources.

## 6.5 Building roads

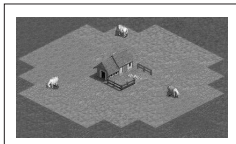


Roads and bridges have their own category in the construction menu, and are built in much the same way as buildings. To build a longer stretch of road at one time, choose the type of road from the menu. Now place the cursor where the road should begin and, holding the left mouse button down, drag the cursor in the desired direction. The road automatically assumes the desired length. When building roads you should make sure that all buildings producing consumer goods have **roadside frontage**, so that the carts can transport the goods to either the warehouse or one of the marketplaces.

This is the only way to make certain that the goods produced actually get distributed to your settlers or are available for trade. Houses should also be built beside a road so that, for example, the doctor can visit the house. Make sure that the road actually touches the buildings. Otherwise they are not “on the street”.

Keep in mind that streets paved with cobblestones speed transportation by cart. Building bridges allows you to cross rivers.

## 6.6 Service areas



You can see the service area of a building even before you erect it. Before construction this area is framed in yellow. After a building has been built, you can see the service area by going into the info mode and clicking the building. The service area is now shown as the bright area around the building. The size and function of this area varies with the type of building. The service areas of the warehouse and the marketplaces are most important, as they define the **total service area** of your settlement. You can always enlarge the service area of your colony by building new marketplaces. A large service area is important, as you can only build houses within this area. The service area of a building is also crucial to the transportation of goods.

The service areas of the buildings in a chain of production are extremely crucial. The buildings producing raw materials must be within the service area of the building which then processes them. Only then can the transportation of the various materials between them be guaranteed. A farm produces grain. This grain can only be ground into flour when the farm lies within the service area of a windmill. In order for the flour to be processed into bread, the windmill, in turn, has to be within the service area of a bakery. The most important link in the chain, however, is the warehouse or the marketplace. All buildings have to be within the service area of one of these, or the goods can neither be distributed to the population, nor used in trade.

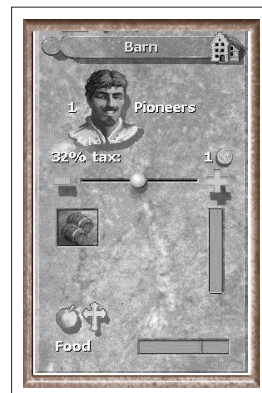
Each business, and each farm, has an individual service area that can be displayed by clicking the building while in the info mode. This building only services this area. For example, cotton planted outside the service area of a cotton plantation cannot be harvested. In order to ensure the most efficient operation of your buildings, always watch your service areas carefully. The connections between the different buildings in a

chain of production are shown in appendix B. Defensive structures, namely castles, also have supplies that have to be either stored or produced within their service areas. This means that weapons for your soldiers have to be either stored in a warehouse within the service area of your castle(s), or your cannon foundry, swordsmith, and musket maker all have to be within its service area. The same applies to shipyards. Wood and cloth have to be available within the service area of the shipyard. You can also find the exact relationships between different buildings same information in **appendix B** of this handbook. You can find more information on defensive structures in chapter 9.

## 6.7 The first successful settlement

### 6.7.1 The relationships between population, the level of civilization, and the automatic development of the settlement

Don't forget to build enough houses for your settlers. Having a firm roof over your head does wonders for the attitude. The contentment of your settlers, or the fulfillment of their wishes, is your guarantee for the commercial success of your settlement. When the inhabitants of your island become unhappy they sometimes leave, which then leaves you with both not enough workers and too few taxpayers. You can always see how satisfied your settlers are by clicking one of the houses in the info mode.



The **facial expressions** of your settlers gives you an idea how **satisfied** they are. Tax rates, the availability of food and consumer products, and the public amenities available to your population all affect the level of satisfaction your citizens enjoy.

You can adjust the tax rate by using the slider. Keep in mind the current economic situation when setting the tax rate. High tax rates over a long period of time have a negative effect on the satisfaction of your citizens. You can use this as a short-term way to generate extra income. The **symbols**

underneath the slider show what the people in your settlement currently desire. Placing the cursor over one of the symbols shown will display more information about it in the info bar. Beside these symbols you can see a **vertical bar**. This shows the how satisfied the people in your settlement currently are. The horizontal black line across this bar represents the minimum level of satisfaction for the current level of civilization. The higher the red bar climbs, the more satisfied your citizens are. The tax rate also has an effect on this bar: the higher the tax rate, the higher the black line. The higher the black line, the more likely your citizens are to become dissatisfied. The horizontal bar shows the level of the food supply. Again, the black line shows the minimum standard necessary. Having enough food to go around is absolutely necessary for the satisfaction of your settlers. You will only attract new settlers when those you already have are satisfied. An increase in population is one of the main conditions for the advancement of your settlement to the next **level of civilization**.

There is a total of five levels. Level 1 consists of the **pioneers**, level 2 the **settlers**, level 3 the **citizens**, level 4 the **merchants**, and level 5 the **aristocrats**.

Each time you reach a new level of civilization new buildings become available, and the needs and desires of your settlers grow as well. It is easy to see when you have reached a new stage of civilization because, as long as there are enough construction materials on hand, the houses automatically increase in size. Don't forget to build more houses to attract more citizens.

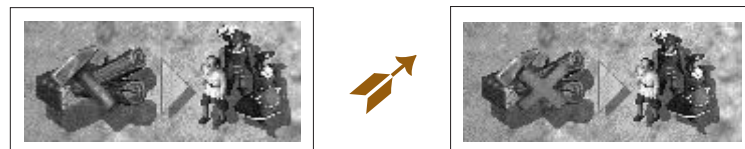
### 6.7.2 Your inhabitants' desires

Satisfying the wants and needs of your settlers should always be your first priority. If you ignore your settlers' wishes too long, they can either drop a level of civilization or even leave your settlement entirely. The houses then either collapse or shrink back to their former sizes.

The higher the level of civilization your settlers enjoy, the more demanding their desires become. Not only do they want a greater variety of consumer products, they also demand a wide range of public amenities. Soon you are building everything from chapels and schools to pubs.

Your settlers are constantly collecting building supplies from your warehouse and marketplaces to maintain, and expand, their homes. You can watch the changes as they occur. The size of the houses, and the number of taxpayers per house, increases with every new stage in the level of civilization. Naturally, you have to provide more food to feed the extra mouths.

If you want to save building materials in order to erect a particularly large, or complex, building you can prohibit your settlers from collecting building supplies. Enter the info mode and click one of your marketplaces, or your warehouse. Now click this icon to stop your settlers from picking up building supplies.



Don't forget to give your settlers access to the building supplies again once you have erected the special building. You can release the building supplies by clicking this icon once again.

### 6.7.3 The food supply

You can either grow your own food, or buy it from someone else (see chapter 8). Hunters, fishers, butchers, and bakers supply food. Hunters and fishers are available right from the start and are capable of meeting the needs of a small community all by themselves. Later the butchers and the bakers provide additional food. When building the fisher's hut make sure its service area includes fishing ground, which is represented by dark blue water. Place the **hunting lodge** in a forest so that the hunter has enough deer to hunt. The forest shouldn't be too thick, however, or the hunter won't be able to see the deer to shoot them. In order for the butcher to be able to deliver his meat, you will have to build a cattle farm with enough grazing land for the cattle to grow. The grain farmer has to deliver grain to the windmill, where the miller grinds it to flour for the bread that the baker produces.

#### 6.7.4 Producing consumer goods

Pretty soon your settlers will not only need food, but also consumer products such as tools and cloth. To turn the raw materials on your island in to consumer products you will have to have **workshops** for your tradesmen. When building a workshop you can see the raw materials it needs in the menu. This makes it easier to be certain that all the buildings in a chain of production are within the correct radius of one another.

Change to the info mode and click a workshop with your left mouse button. The **name of the workshop**, the current **workload**, and the **operating cost** will now be displayed. These differ according to the size and type of building. You will also see displayed the current **amount of raw materials and finished products on hand**. In the lower right-hand corner of the window you will see two symbols. The “Zz” symbol allows you to shut a workshop down temporarily. Depending on the size of the building, this either cuts the operating costs in half or removes them completely. When a building has been shut down the “Zz” symbol will rotate over it. When you want to re-start production in a building, just click the “Zz” symbol again. The **cart** symbol shows whether or not product transportation from the workshop to the marketplace is allowed. Clicking this symbol prohibits carts from collecting finished products for transportation. The workshop will keep producing until their storehouse is full, and then stop until collection is once again permitted. Clicking the cart symbol will release the goods for collection. This only applies to the carts, however, and not to the carriers employed by the baker and other processing workshops.

**Whether a building is currently operating, or not, is shown through animation.** When the sails on the windmill are turning on the playing screen, the grain is being ground into flour.



If a **question mark** appears over the windmill, it means that there isn't enough raw material available, or that the stock of this workshop is full (in this case, grain). This means that the grain farms are not producing enough grain, or that there is no more grain available in your warehouse or market places. Clicking a building in the info mode will show how **efficiently** that building is operating. Draw your conclusions, correct the problem, and the question mark disappears. A question mark over a building demands action.



#### 6.7.5 Transporting goods on your island

Handcarts provide transportation for the goods within your settlement.

The number of handcarts available depends upon the number of marketplaces. Each new marketplace brings two new handcarts with it. These carts automatically collect the goods from the different workshops located within the service area of the warehouse or market place as necessary.

In order to streamline the transportation of goods between workshops, the distance between them should be kept relatively short. If you want to prevent the collection of goods from a particular building, go into the info mode and click first the building, and then the cart symbol. You can also employ a teamster with a market wagon when you want to trade with any natives or other players on the same island (see chapters 8.2 and 8.6). Market wagons can be distinguished from carts in that they are covered wagons. They also have to be manually controlled, which means you have to set the route they are supposed to travel. These traders will thereafter ply their routes automatically.





### 6.8 Advanced stage of the game

At an advanced stage of the game you will already have built many houses and workshops.

The larger your settlement grows, the more storage room it needs. Build lots of marketplaces, and expand your warehouse. Enter the construction menu, click the next larger warehouse, and put it in place of the current one. You don't have to demolish the old one first, you can just replace it.

You can see which products you have stored by looking at the **inventory**. Double

click the warehouse, or a marketplace, to display the inventory. Each product available in the game has its own box. The red bar on the right-hand side of the box shows the amount of that product currently stored in the city. The info bar displays the exact amount whenever you place the cursor over a box. If you are buying or selling a product, (see chapter 8) you will also see an additional arrow in the box. An arrow pointing into the box means you are buying that product, and an arrow pointing out of the box means you are selling that product. The color of this arrow shows the current market price for the product concerned. You can set this price using the slider in the buying/selling menu. Green means that the buying/selling price is low, and red high. The buying/selling limit can be seen as a horizontal black line in the bar on the right-hand side of the box. You will quickly see that the growing number of products being offered makes governing your settlement more and more complex. A balance between the operating costs of the different buildings and the tax levied is extremely important, as your settlers will soon demand products which you cannot produce.

The amount of products needed can also increase when you decide to settle another island. Diplomacy and trade quickly become absolute necessities.

You can get an update on the current status of your settlement by

clicking either a marketplace or the warehouse in the info mode.

Clicking the right mouse button takes you up one menu level, where you can see the total status of all your islands. You can also display the total status by clicking an empty piece of land in your settlement while in the info mode.

You can also see how good your current strategy is by comparing your settlements' progress to the others around you. Reaching a high level of play (shown) without intensive use of your trade possibilities will be extremely difficult. Keeping this in mind, make early contact with your neighbors and set up the necessary climate for future trade agreements.





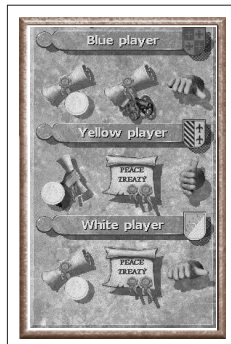
# Diplomacy



## 7.1 The diplomacy menu



Relations with your competitors and fellow players are controlled through the **diplomacy menu**. Change to the info mode, and then keep clicking the right mouse button until you reach the top menu layer. Clicking the parchment with the left mouse button opens the diplomacy menu. Three icons will appear for each of your fellow players: a roll of parchment with a coin (trade agreement), a roll



of parchment with a cannon (peace treaty), and a thumb. The thumb indicates the player's current attitude towards you. You can influence this attitude by paying him tribute.

## 7.2 The trade agreement



In order to conclude a **trade agreement**, one player must offer it to another. Trade agreements are represented in the menu by a roll of parchment with a coin. When a hand holds out a roll of parchment with a coin in the diplomacy menu, it means that you are being offered a trade agreement. Click the roll of parchment to accept. Once both parties have accepted the agreement, the parchment unrolls and the agreement comes into effect. A spoken message, and an icon in the info bar showing a roll of parchment, will allow you to react quickly. The coat of arms underneath the parchment lets you see who's offering the agreement. Change to the diplomacy menu to accept the agreement.



If you want to offer another player a trade agreement, change to the diplomacy menu and click on the roll of parchment with the coin. A hand appears, offering the other player an agreement. Once you have offered an agreement you will have to wait for the answer from the other player. If he accepts, a message will appear in the info bar, and the parchment in the diplomacy menu will unroll. The trade agreement is then concluded. A successfully concluded trade agreement allows you to see his supply and demand situation by clicking on his warehouse, or one of his marketplaces.



If you want to cancel an existing trade agreement, just click the unrolled parchment in the diplomacy menu. It will then be rolled up and the agreement broken. In order to re-open trade relations you will



have to conclude a completely new trade agreement. Keep in mind the fact that it is seldom possible to conclude a new trade agreement right after one has been broken, as breaking a trade agreement usually has a negative influence on the other players' attitude towards you.

### 7.3 The peace treaty

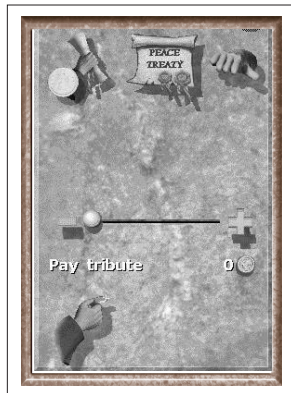


**Peace treaties** are concluded in the same way trade agreements are. They have to be offered, accepted, and concluded. A roll of parchment with a cannon represents them. Here, once again, one player has to offer another a peace treaty so that the other player can accept it. The unrolled parchment indicates a signed peace treaty. To break a treaty, click the unrolled parchment.

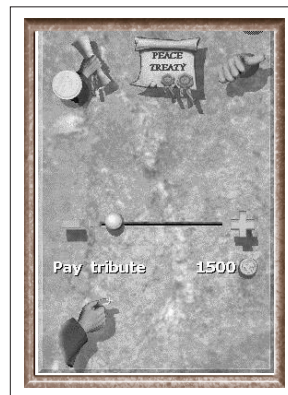
Signing peace treaties helps protect your convoys and your settlements from attack.

If you attack one of the other players, or land soldiers on one of his islands, the peace treaty is automatically broken and war declared.

### 7.4 Paying tribute



A good working relationship with your fellow players raises your chances to conclude trade agreements and peace treaties. The thumb indicates the other computer players' general attitudes towards you. In order to improve that attitude, click the thumb. This offers you the opportunity to pay tribute, or offer a financial inducement, to the other player. Use the slider to determine the amount you want to pay. The thumb shows how much the attitude will improve through payment. Now click the hand to make the payment. Clicking the right mouse button returns you to the diplomacy menu.

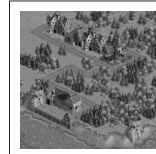


In the Multiplayer mode the thumb is replaced by a coin. The relationships between players are either handled openly by the players, or through using the Chat Mode.

### 7.5 Pirates and Natives



Some of the islands in 1602 A.D. are already inhabited by pirates or **natives**. You can see where when you sail along the coastline of an island, or when you anchor off the coast. This means that you don't



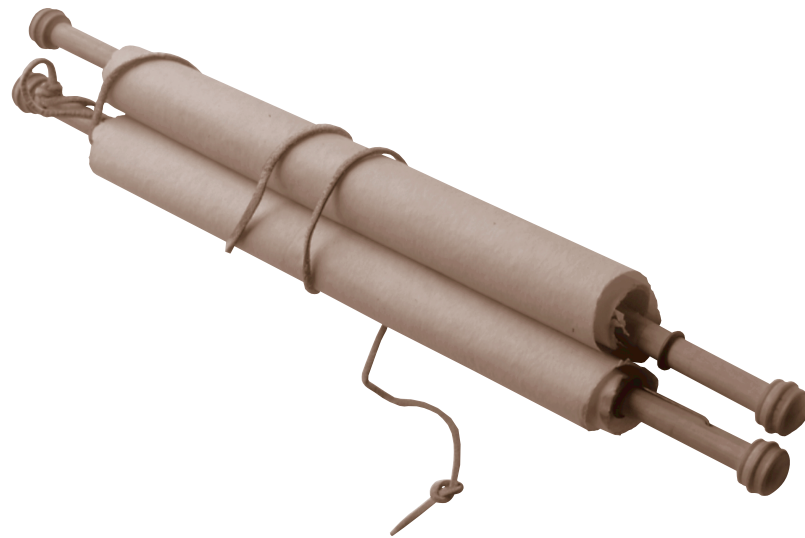
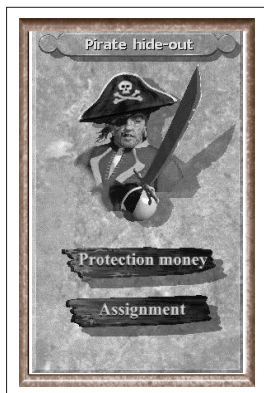
have to explore an island to find out whether it is inhabited or not. This helps you decide whether or not you want to settle the island anyway. The natives are usually friendly towards strangers. If you decide to build your settlement on an island already inhabited by natives, you can trade with them (see chapter 8.6). Further diplomatic relations are not possible. If you decide to attack the natives, they will defend themselves.

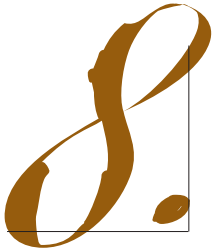
During the course of the game you may run into pirates. Depending on the circumstances, these can either be dangerous robbers on the prowl, or useful trading partners and allies in case you are having problems with a competitor. Always keep in mind that pirate behavior is never predictable. If a pirate ship attacks your settlement, or one of your ships, defend yourself. Either try to sink the pirate ship, or surrender. You can also try to follow a pirate ship to find their hideout. Once you've found the pirate base, you have a number of options. Sail to their dock and click their warehouse. The Pirate menu will appear. Now click the bag



of money to do business with the pirates. This can be especially interesting when the pirates have cannon for sale (see also chapter 8.5). Two other options are also available: paying **protection money** and taking out a **contract**. Click the pirate to open the appropriate menu. If you want to keep the pirates from attacking for a while, you'll have to pay them protection money. The pirates will demand a certain sum of money from you. If you think that the amount is acceptable, click the outstretched hand to make payment.

If you want to hire the pirates, say to harass your competitor's shipping, click "Assignment". Now choose the other player's flag and click the pirate's hand to pay the required amount. Now your competitor will be forced to spend a little more time worrying about pirate attacks. Once again, never forget that pirate behavior is never predictable.





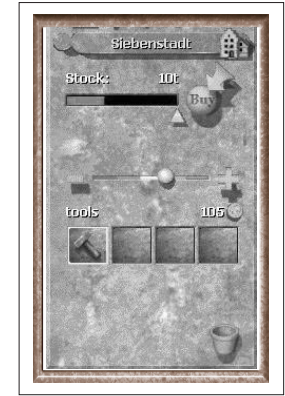
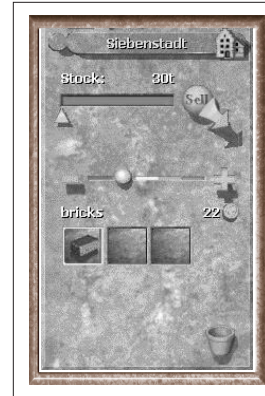
## Trade

Use the different possibilities trade offers to present your settlers with as wide a range of products as possible, and to sell off any surplus goods you may have. The free traders offer you the chance to buy badly needed supplies right from the start. Tools and raw materials, such as iron ore, may be scarce at the beginning, and the traders carry a supply of such items.

### 8.1 Free traders

Your fellow players will not be the only ones to visit your settlement. The **free traders** will also pay their calls. These buy any surplus goods you may have on offer and sell goods you may need. They are convenient, but not always cheap. To do business with the free traders, change to the info mode and click your warehouse. You now have the choice between “Buy” and “Sell”. If you want to sell something, click “Sell”. Clicking one of the storerooms (empty blue squares) will show you an inventory of your products, where you can select the product you want to sell. Use one slider to set the selling price and the other to set the maximum amount you want to sell. Everything left of the mark you set with the slider will remain in the warehouse, while everything to the right of it will be sold. The info bar will also show the amount set in tons.

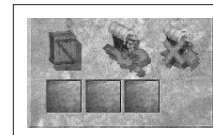
When buying (“Buy”) goods the procedure remains the same. The free traders will keep selling you the chosen product, up to the desired amount.



### 8.2 Trading with other cities on your island

If you have settled the same island as another player with whom you have a trade agreement, or if natives settle on your island, you can use **market wagons** to trade with them. Each city has one market wagon. The market wagon is a covered wagon, which you control in exactly the same way as a ship. Don't confuse market wagons with the handcars that automatically transport goods.

You can send your wagons across the island to trade your goods with the other player, or with the natives. Both individual trips and automatic trade routes can be used. See chapter 8.4 “Automatic trade and transport”.



The first time you want to use the market wagon, you have to change to info mode and click first a warehouse or marketplace, and then the market wagon symbol. The cursor will change to a vertical double arrow. Now click the place where the wagon should go first. If you send the market wagon directly to a warehouse or marketplace, you can load it directly. Choose up to three items that are currently in demand, and load them from the marketplace, or warehouse, onto your wagon.

To offer these goods to the other player, or the natives, for trade, drive the wagon to one of his market places or in the case of the natives the chief's hut. You control a wagon in exactly the same way as a ship. Once the wagon arrives, the right-hand side of the menu will display the **trade symbol** (a bag of money), instead of the usual wooden crate. Click the trade symbol to go to the trade menu. Click the arrow pointing up to sell the goods by unloading them from the wagon. Use the same procedure to buy goods, but click the arrow pointing down this time. Please note that it is only possible to exchange or trade with the natives. See chapter 8.6 “Trading with the natives”.

If your market wagon is already underway, and you want to find it quickly, click one of your market places and then the symbol for the market wagon, which now displays a question mark. Clicking this icon will cause the playing screen to automatically spring to that wagon.

### 8.3 Trading with settlers on other islands



If you have a trade agreement with another player you can see what he wants to buy, or sell, by clicking his warehouse or one of his market places. Perhaps they produce goods which you urgently need, or maybe they need something of which you have a surplus. Sail your ship to other islands and offer your goods for sale, or buy those you need. Keep a sharp eye on the price, though.

Load your ship by sailing to the dock in front of your warehouse and clicking the wooden crate.

Chapter 6.2 explains in detail how to load, or unload, your ship. The “Trade and diplomacy” tutorial (see chapter 4.2.1) will let you practice trading with settlers on other islands. After loading your ship, sail to another player's warehouse (one with whom you have a trade agreement). The trade symbol, a bag of money, will replace the wooden crate in the ship menu. Click the bag of money to trade. Now choose the product you want to sell. You can now see the price your trading partner is prepared to pay. If you agree with the price,

click the arrow pointing up to sell the goods. Your account is automatically credited with the money. If you are not happy with the price, click the right mouse button to leave the trading menu and sail off to another trading partner's dock. When a trading partner has no interest in your product the arrow pointing up is transparent.

If you want to buy goods that your partner has on sale, click the product you wish to buy and use the arrow pointing down to load the amount needed onto your ship. Now sail back to your warehouse and unload the ship so that your settlers have access to the new products you have brought them.

### 8.4 Automatic trade and transport (autoroute mode)

This type of trading only works with your own ships and market wagons, and the procedure is the same for both. The only difference is that the ship travels overseas, and the market wagon overland, and then only on the one island.

Naturally, you can also use the autoroute mode to transport goods between your own islands. There are two different sizes of trading ships, with different cargo capacities. Each ship, or market wagon, can have up to four stops on their route. At each of these stops, two products can be bought or sold. Once the last point on the trading route has been reached the ship, or market wagon, starts again from the beginning.



In order to lay out an autoroute for the first time, change to info mode and click your ship. Now click the middle icon (autoroute mode) from the ship menu.



Setting the starting point is done by clicking the bar marked “Set destination”. The cursor now changes to a vertical double arrow. Click on the warehouse of the city which is to be the starting point of the route. The bar will now show the name of the city, and the cursor returns to normal. Now choose a product by



clicking the first blue square. In foreign cities, only goods which are currently offered, or are needed, can be chosen. Once the product has been chosen, you have to decide whether it should be loaded or unloaded. This is done by using the arrows next to the blue squares. An arrow pointing into the square means load the product, while an arrow pointing outwards means unload. Click an arrow to change its direction. The sliders next to the squares allow you to set the amount to be loaded or unloaded. The stops set up on the route will be reached in the order they are entered. To activate the route, first click the right mouse button to return to the ship menu.



The icon above and to the right of the autoroute icon (start/stop autoroute) starts and stops the autoroute. If a particular product is not available, the ship or wagon will continue on its route. If the desired amount of a particular product is not available, as much of the product as possible will be loaded.

An example: you want to trade with another city, with whom you have a trade agreement. To check the supply and demand situation, you click the warehouse in the other city. You see that they have iron ore on offer, which you need, and that they need wood, which you want to sell.

You want to trade these goods on a regular basis. Change to info mode and click your ship. Now click the autoroute icon. Now click the bar marked “choose destination” and click the first stop on your route, your warehouse.

Now click the first product field (blue square) and find the symbol for wood. The arrow beside the wood means that it will be loaded onto your ship.

The info bar describes exactly what will be done with the product when you move the cursor over that product.

Now use the slider to set the amount of wood you want to load onto your ship. Now click the other product field and the iron ore. This time the arrow has to point away from the ore, so that the ore will be unloaded here.

To change the direction of the arrow, click it with the left mouse button. Use the slider to set the desired amount here, as well. The first destination, and the actions to be taken there, are now set.

Now click the next “choose destination” bar and click other warehouse. Use the same procedure as above, but this time you have to set the arrows so that the wood will be unloaded and the iron ore loaded.

This means the arrows must point away from the wood, and at the iron ore. Once again, use the sliders to set the amounts to be loaded and unloaded. Right click with the mouse to return to the ship menu. Now click the “start/stop autoroute” icon to send the ship on its way.

The ship will continue to follow this route until you stop it by using the “Stop Autoroute” command, or until you set a new route.

Click the autoroute icon again in the ship’s info menu to deactivate this function.

### *8.5 Trading with pirates*

Trading with pirates is, at best, an uncertain business. If you haven’t already paid protection money, there’s a good chance your ship will be attacked. If you sail directly to the pirates’ warehouse, the chances are good that you won’t be attacked. Make sure the holds of your ship are empty, otherwise the pirates will regard your cargo as booty. Also make certain that you don’t have any cannon on board. It is not possible to conclude a trade agreement with pirates, but you can still buy from them through their warehouse, even though it’s a risky business. Since pirates deal in stolen goods, and sail farther away than anyone else, they sometimes have products to offer that can’t yet be found anywhere else.

### *8.6 Trading with the natives*

If you have settled an island, which also has a native village on it, you can trade with them by using your market wagons. You can only trade by sea with natives that have located their chief’s hut, or their lodge, close enough to the water. You can easily tell if this is the case by sailing to the coast nearest to their lodge, or the chief’s hut. If the trade symbol (the bag of money) appears in the ship’s menu, you are close enough and trade is possible. Change to the info mode and click the lodge or chief’s house to find out what they have to offer and what they want in return.

If you have the desired goods in your warehouse, or your ship, then make your way to the native village. Now select the product in your ship's holds that the natives want.

The arrow pointing up is now active, and you can unload the cargo.



Select the amount of goods you want to trade to the natives, and then click the arrow pointing up to start unloading. Once this is done, you can load the corresponding value in goods which the natives have on offer onboard by clicking the product in their lodge and using the arrow pointing down. Once the trade value has been reached, the arrow will darken. If you want to trade some more, you will have to give the natives more of the supplies they desire.





## War

### 9.1 Land battles

#### 9.1.1 Attack and defense

Castles and defensive structures built of wood and stone help you protect your settlement from attack. Stone structures are naturally better than wood, but they are also more expensive. Each watchtower has two cannons, and is most useful when placed on the coast, where it can better defend against attacking ships. You shouldn't rely on defensive structures alone, however. Keep a small troop of soldiers ready to counter possible attacks. Above all, protect your warehouse and marketplaces, for your city stands, or falls, with them.

Before attacking someone else, you should watch your opponent and see what resistance you can expect. See which tactic is appropriate to which terrain. Also keep in mind that soldiers are not only expensive to have, they are also expensive to train. A balance between population, income, production levels, and troops is necessary. If you invest too much money in an army, it can rob you of badly needed revenue.

#### 9.1.2 Training soldiers

The basic unit of defense is a squad of soldiers. These are trained in castles, and need weapons in the course of their training. Please note that the smallest castle first becomes available in the construction menu when your population has reached both the "settler" level and a certain size. Build a castle, change to info mode and then click it. The castle menu then shows the different trades, or specialties, available: sword fighters, musketeers, cavalry, and artillery.

Click a specialty, and then the training symbol. The training then begins in the castle, and the specialty chosen appears in one of the blue squares. The soldiers are unavailable for the duration of the training period, which is shown by a counter. The soldiers can first be used when the counter has reached 10, and the weapons appropriate to their specialty have been collected from the market place.

Click the dispatch button, and then the place where the soldier is to be assigned. The now fully trained squad then leaves the castle and proceeds to the designated location.

Please note that each soldier you see represents a squad of soldiers. Each squad needs a certain amount of weaponry, depending on their specialty, which you either have to produce or buy. The orange bar in the training window shows whether you have enough weapons to finish the squad's training and dispatch them or not. When the bar turns red it means that you now have enough weapons for the squad.

#### 9.1.3 Using your soldiers

Click a squad, or draw a frame around a group of squads, and you will find yourself in combat mode. If you want to send your soldiers to a specific point on the screen, just left click that point. But be sure to send them to a point they can reach.

Send the selected soldiers out to patrol a stretch between two points by clicking the "patrol" button and then a point on the map.

The soldiers will now patrol the stretch between their starting point and the designated point on the map. Should enemy soldiers or ships penetrate the area patrolled, your soldiers will automatically defend themselves. To fight, click the soldiers, building, or ship to be attacked (while your soldiers are "selected"). Your soldiers will then move to the designated point and attack. If you want your soldiers to destroy trees or fields, you must hold the [Ctrl] button down and then click on the object to be attacked.

A green bar shows your soldiers' current level of health. Naturally, the more badly wounded your soldiers are, the more this sinks. You can control all the soldiers in a particular specialty by clicking the icon for that specialty. You can also move groups of soldiers with different



specialties at the same time by either drawing a frame around them or by assigning them a button. Select the soldiers using the normal methods, and then press “Ctrl” and a number from 1 to 9. The number you have assigned them now appears beside the green bar. You can now select all the soldiers in the designated group simply by pressing the assigned number. To learn how to select soldiers with the keyboard, please read appendix D.

You will see symbols for different troop formations in the combat menu. Select a troop of soldiers and click one of these symbols. The soldiers in that troop will then assume the selected formation.

Sail your ship to your destination and anchor at the coast. To unload your soldiers, simply click the cargo hold where they are displayed, and they will appear on land.

### *Important!*

To load soldiers onto a ship, first select them. Now hold Ctrl and click on your ship, which is waiting at the coast.

#### *9.1.4 Weapons*

Each specialty has their own typical weapon. The infantry and the cavalry use swords, the musketeers use muskets, and the artillery use cannon. The training of a squad cannot be completed until they have the required weapons.

In order to supply the soldiers in the castle with weapons, you either have to produce them yourself or buy them. The armorer makes swords, the musket maker muskets, and the cannon foundry produces cannon. Don't forget that you need enough raw materials to produce the weapons.

#### *9.1.5 Taking over islands and buildings*

If you have destroyed all the enemies' watchtowers, marketplaces, and his warehouse in battle, and he doesn't have the money or raw materials to rebuild them, he then loses control of his entire area of influence on the island. As a result, the settlers on the island leave, and the workshops and houses begin to collapse. If you quickly build a new warehouse (and replace the destroyed marketplaces), the remaining houses and buildings then belong to you.

#### *9.1.6 After the battle*

After a battle you should give your soldiers a rest, and send the wounded for medical treatment. To select the wounded soldiers, draw a frame around them and then click the red cross symbol. Now the wounded soldiers with 50% or less health have been selected. Hold the “Ctrl” button down, and the soldiers will go into the doctor's house. After a short period of time, the fully healed soldiers will once more become available. If you are on a foreign island, where you have no doctor, you must first load your wounded soldiers onto a ship and sail them back to your island. Give the population time to repair damages to buildings and defensive structures. Above all, look after your settlers, and their workshops, which were neglected during the battle.

#### *9.1.7 Retirement*

You can retire soldiers who are no longer needed by paying them a small, one-time pension. Select the unit to be retired and click the retirement button.

## **9.2 Sea battles**

### *9.2.1 Ships' specifications*

Type of ship	Cargo capacity	Speed	Weaponry	Price
Small trading ship	200 tons	12 knots	6 cannon	400 gold coins
Large trading ship	300 tons	10 knots,	10 cannon	520 gold coins
Small warship	150 tons	17 knots	8 cannon	600 gold coins
Large warship	400 tons	19 knots	14 cannon	900 gold coins

### *9.2.2 Building, buying, and selling ships*

In order to build ships you need a shipyard. You can only build a small shipyard first. Once your citizens have reached the level of “aristocrat” you can build a large shipyard. To commission the building of a ship, change to the info mode and click the shipyard. Now click the type of ship you want to build. Keep in mind that the materials needed to build the ship have to be stored within the service area of the shipyard.

A vertical red bar shows the rate of progress on ship construction. You will be notified whenever a ship is completed.

If you no longer have any use for a ship, you can sell it or sink it. Change

to the info mode and click the icon with the coin or, if you wish to sink it, simply click the sink button.

Use the slider to set the selling price. If you decide you want to keep the ship, just click the icon with the coin again to stop the sale.

Just as you can offer ships for sale, sometimes other players offer ships up for sale.

Buying a ship is a quick, if not always cheap, alternative to building one. The info bar will inform you whenever a ship comes up for sale. Click the icon in the info bar to go to the place where the ship is being offered. Click the offered ship, and the asking price and an icon with a coin will appear. If the price is acceptable, click the coin to purchase the ship. The ship sails under your flag from now on, and you can use it for whatever you want.

### *9.2.3 Arming your ships*

Cannon are the only weapons available for a ship. You can either produce them in your own cannon foundry, or buy them from another player, or even from the pirates!

Once you have poured, or bought, your cannon, load them onto your ship just the same as any other product (chapter 6.2 explains the loading procedure in detail). You can now see the cannon in your ship's cargo hold. To bring the cannon on deck, go back to the info menu and click the cannon in the cargo hold. The cannon will be loaded into all the available cannon hatches. The ship's menu now also shows how many combat-ready cannon are on board. If you want to disarm a ship, click the cannon symbol above the ship repair bar. Make sure that you have enough room in the hold before doing so. Only as many cannon will be removed as fit in the ships' hold.

### *9.2.4 Patrol*

Your ships can secure your borders at sea just as your soldiers do on land. Send a selected ship on patrol by clicking the patrol button, and then clicking a point at sea. The ship will now patrol the area between the starting point and the designated point at sea. If another enemy ship enters the patrol area, it will be attacked.

### *9.2.5 Sea battles*

Despite careful navigation, and skilled ship handling, you can still end up getting involved in battles at sea.

You can land in a pirate ambush, or your ships can come under attack by one of your competitors, before you know it.

You now have the following options:

You can run away. Keep in mind, though, that pirate ships are fast and maneuverable. Click a point far from the attackers, and hope that you can escape. You will probably be followed, and once more taken under fire. To speed your escape, dump your cargo overboard by clicking the "throw cargo overboard" symbol in the sea combat menu.

You can fight. You'd better be well armed for this one, though, as you can lose your entire ship, including cargo. Select one of your ships, and click the ship you want to attack. Your ship will now sail alongside the other ship and open fire.

You can surrender. This option is only open when you are being attacked by pirates. Change to the combat mode, and click the white flag symbol. This means you surrender. The pirates will now board your ship and take part of your cargo. If you are attacked by another player, you can only either run away or sink his ship.

At the end of a battle, your ship will probably have been damaged. Sail back to your shipyard to have it repaired. Change to the ships' information menu, and click the "repair ship" symbol next to the ship repair bar.

The cost, and the amount of time, needed for repair depend upon the amount of damage done to the ship. The ship can only be repaired when all the necessary materials can be found within the shipyard's service area.

# 10.

## *Multiplayer Mode*

The network mode offers you the chance to play 1602 A.D. with up to four other players in a network at the same time. Using a modem, or null modem connection, two players can share the adventure. Here, just as in the singleplayer mode, you can choose between continuous play and different scenarios. First of all, though, you have to configure the network mode.

### *10.1 Configuring Your Computer for Multiplayer Games*

#### *10.1.1 LAN-game*

A LAN-game refers to a game played within a local area network environment. You must have a network adapter card before you can do this. Check under NETWORK/PROPERTIES and make sure that one of the network protocols TCP/IP or IPX are installed on your computer. Note: all of the computers taking part in the game must use the same network protocol.

#### *10.1.2 Internet game*

In order to play a game over the Internet, you must know the server's (the computer which has initialized the game) IP number. To find out the server's IP number, enter WINIPCFG.EXE at the START/RUN prompt. You now see the SERVER'S IP number, which must be entered by each CLIENT (computers which wish to join the game) after starting the TCP/IP connection in 1602 A.D.

#### *10.1.3 Serial connection (e.g. Null modem)*

If you want to start an 1602 A.D. network game using a serial connection, you should first check the Windows ® 95/98 start menu under programs /accessories to make sure that the DIRECT CABLE CONNECTION has been installed. If you cannot find it in the menu, then you must manually install the DIRECT CABLE CONNECTION from your windows setup menu. If the connection is already installed, all you have to do when starting a network game is designate the COM port you wish to use.

#### *10.1.4 Setting up a network game*

The first step is to designate which computer will be used as the server. Use the computer which is fastest and has the most RAM.

After choosing the network mode, the player using the server will be asked a number of questions, starting with the player's name and a short form of address.

Once the "Next" button has been clicked, you can either build a new group or connect to an existing one. The player using the server should choose "Form a new group" from the menu, while the other players should all choose "Connect to an existing group".

The player using the server must now enter the number of players and a name for the group.

All players have to go through the next menu, which is where they have to decide which network protocol to use. They can choose from all the protocols installed on the computer. The most common network protocol is the IXP protocol.

Please note that everyone has to choose the same protocol!

Once all the players are logged in, the player using the server has the following options:

#### *10.1.5 Continuous play in multiplayer mode*

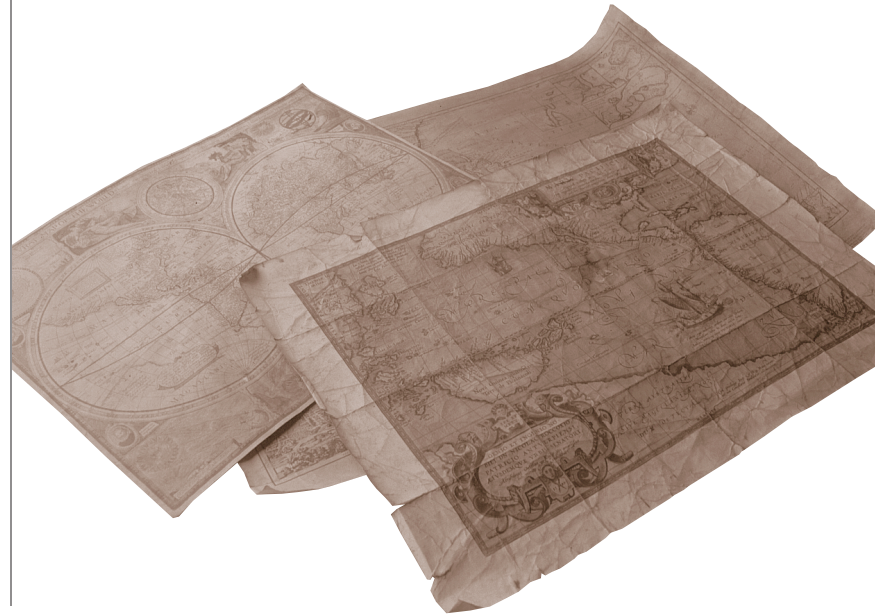
Choose continuous play to start a new game where, together with your fellow players, you can begin exploring, settling, trading and fighting. You still have to make a few decisions before playing, though. Just as in the singleplayer mode, you have to agree on the level of difficulty, and choose your flags.

#### *10.1.6 Scenarios in multiplayer mode*

You can also play the scenarios in network mode, where you can compete against one another. In these scenarios, the other players take over the role of the computer as competitor. Choose, as a group, which scenario you want to play. The number of stars beside a scenario shows the level of difficulty. In contrast to the singleplayer mode, you can choose from all of the scenarios right from the start. Clicking a scenario will display more information about it. If you want to play the scenario, click “Start game”.

#### *10.1.7 Chat mode*

The chat mode lets you “talk” to other players. Each player is represented by a number from 1 to 4. You can “call” another player by typing “Alt”+1 or “Alt”+2, etc. You can send a message to all players at the same time by entering “Alt”+5. After typing “Alt+5” just enter the message you want to send. The message will then appear on the screen of the person you sent it to. This gives you the chance to conclude deals with other players in secret. If you decide that you don’t want to send a message, simply press the “Esc” button to cancel it.



# 11.

## *The Editor*

### *11.1 Starting the scenario editor*

In order to start the 1602 A.D. scenario editor, you will have to open the 1602 A.D. program group in the Windows® “Start menu”: Click the Windows® “Start” button > “Programs > 1602 A.D. > “Editor”.

The “Editor” start screen appears immediately and, after a few seconds, you will find yourself in the 1602 A.D. scenario editor.

### *11.2 Saving, loading, and deleting scenarios created with the scenario editor*

#### *11.2.1 Saving scenarios created with the scenario editor.*

You are in the scenario editor, and wish to save the scenario that you have just created. Go to the options menu and click the diskette icon.

A list of all available scenarios will appear. To add your new scenario to this list, click the “generate new scenario” button.

The words “New mission” will be displayed in the list surrounded by a yellow frame and a cursor will appear. Here you can enter the name of your scenario, and confirm it by clicking the “Save” button.

This scenario is now saved. Should you wish to further edit the scenario, return to the editors create menu.

### *11.2.2 Loading a self-made singleplayer scenario for play*

If you want to try playing the saved scenario, you must exit the editor and start the full version of 1602 A.D. Select the singleplayer mode, choose your new scenario from the self-made scenario list, and start this scenario as usual.

### *11.2.3 Loading a self-made multiplayer scenario for play*

Before you can play a self-made multiplayer scenario on a network, the chosen scenario must be installed on each of the participating computers. This means you must first make it available to your fellow players for installation. Make sure that the chosen scenario is designed for exactly the number of people who wish to play. Each of your potential fellow players must copy the newly created scenario into the “own scenarios” folder on their computer. The “own scenarios” folder is a subdirectory of the 1602 A.D. folder, which may be quickly and easily opened using either the “Windows® 95/98 Explorer” or the My Computer icon on the Windows desktop. Open the drive directory where you have installed 1602 A.D. In the 1602 A.D. folder you will find the subdirectory “own scenarios”, to which you must copy the scenario. Then set up the multiplayer mode as usual, and start the game.

### *11.2.4 Loading the self-made scenario for editing*

You want to load a scenario created by using the scenario editor for further editing. If you did not create the scenario yourself, make sure that you have copied the scenario into your “own scenarios” folder of your hard disk [as described in 11.2.3]. Start the scenario editor, and go by way of the options menu and the diskette icon to the save/load menu. Click the arrows beside the appropriate icon to set the number of human players for whom the scenario is to be generated. Now look for the name of the scenario in the list. Click the appropriate scenario name, and then the “Load” icon. The scenario will now be loaded and you can edit it.

### *11.2.5 Deleting self-made scenarios*

You can delete a self-made scenario any time by deleting it from the “own scenarios” folder in the 1602 A.D. folder. Please read section 11.2.3 to find out how to locate the “own scenarios” folder.



### 11.3 Editor content and usage

General introduction:

The 1602 A.D. scenario editor offers the experienced 1602 A.D. players the chance to create their own scenarios for both single and multiplayer games. Before you create your first scenario, we would like to use a number of examples, which grow progressively more difficult, to explain to you how to use the scenario editor, and to familiarize you with its special rules.

Please refer to the index at the end of this handbook if you would like to take a more detailed look at certain areas at a later point in time.

#### 11.4 Creating singleplayer scenarios without a defined goal

This example deals with the creation of a singleplayer scenario for a continuous play game with no defined goal. This example serves mainly to familiarize you with the menus, by describing the creation of a scenario step by step.

We will go into more detail about the many further features offered by the scenario editor on the pages which follow.

Before you begin to create a scenario, you should at least have a general idea of what the goal of the scenario should be. Inasmuch as this example does not have a definite goal, you only need to answer the questions as to how large your island chain should really be and for how many players.

Start the editor.

The creation menu opens immediately.

The creation menu can be found under the "globe" icon.

Your world is still completely empty.

The dotted white location frame on the overview map displays your current location.

Click the arrows beside the island symbol, and choose the island size.

Once you have chosen the type of the island, click the island icon.

The cursor now changes to a double arrow.

The island, or more exactly said its area of effect, is represented by a dotted yellow frame. If this frame is red, you cannot place the island here as, for example, either your island's area of effect overlies that of another island or you are too near to the edge of the map.

The overview map shows you your current location. If you want to place the island here, click the desired place in the ocean on the main map.

Use this method to place other islands until you have the number and placement the way you want them.

Click on the crossed arrows in the creation menu to move an island that has already been placed. Place your cursor on the island that is to be moved, and hold the left mouse button down while you drag the island to its new location. The crossed arrows disappear when you click the right mouse button.

The next step allows you to set both the type of vegetation be found on the island and the shape of the island. Select one of the islands by double clicking it. A forest icon with a question mark automatically appears.

Clicking this icon allows you to change between the two forms of vegetation available, a tropical forest [southern islands] and a temperate forest [northern islands].

Once you have decided upon the type of vegetation, click the "Island shape" icon. You can now use the slider to choose the shape of the island. If you want specific agricultural products to grow at a rate of 100%, or if you want to place iron ore and gold deposits on the island, click the resources icon.

You will now be shown the agricultural products that can be grown upon this island.

Note: islands with temperate forests support tobacco, grapevines, and sugar cane while tropical islands support cocoa, cotton, and spices.

Click the appropriate agricultural product so that it produces a yield of 100%.

If you do not click this icon, the agricultural products shown will only have a yield of 50%, which makes it more difficult to develop a settlement on this island. If you now place the cursor over the island, the info bar will now show which agricultural products will produce which yields on this island.

If you want to rotate the island, keep clicking the "rotate island" icon until the island is facing the way you want it.

Now click the mountains on your island, if there are any.

You now have the chance to assign an iron ore or gold deposit to the mountain you have selected. A small animation above the chosen mountain shows that deposit can be found here. Please note that you can only assign one ore deposit to a mountain, and a maximum of 2 iron ore or gold deposits to an island. In cases of large iron ore deposits, you can also decide whether or not these are to be inexhaustible. Return to the creation menu, and click the iron ore deposit icon. Clicking the different icons in this menu also allows you to decide whether your island chain will undergo periods of drought, or not, and whether or not pirate attacks are to be recurring random events.

Here you can also control volcanic eruptions and the availability of free traders.

The next step is to assign ships to the players who will be playing this scenario. To do this, click the player's coat of arms in the creation menu. Now use the arrows beside the ship icon to choose from one of the four preset classes of ship. This means that you must decide whether you want to give the red player a small/large trading ship and/ or a small/large warship. Once you have decided on the type of ship, click the ship icon. The cursor now changes to a double arrow. To place the ship, click the appropriate place in the water with the double arrow.

You should equip each ship with the resources necessary for each player in your scenario to settle an island. Click the appropriate ship in info

mode to go to the ship menu. Click the blue product fields that represent empty cargo holds.

Choose the products that the ship is to carry from the inventory. All products are available.

Use the slider to set the amount of each product.

It is a good idea to at least outfit the ships with wood, tools, and food. If your island chain is already relatively detailed, you should save your scenario. Read section 5 for detailed information on how to save and load your scenarios.

You don't have to specify the shape and natural resources of each island when creating your scenario, though. The shape of the islands can be generated from a pool of approximately 700 different islands at the start of each game, with the natural resources you have chosen being distributed at random. Not only is this method comfortable, it also owns provides for an element of surprise in your scenarios.

#### *11.4.1 Creating a new chain of islands*

Once the editor has been started, you will see a world without islands. The creation menu, which is to be found under the "globe" icon, is automatically activated.

Click the arrows beside the island icon and choose a size. There are five different sizes of islands to choose from.

Choose the desired island size by clicking the island symbol. The cursor now changes to a double arrow. Move the double arrow to the place where you wish to place the island.

The island, or more exactly said its area of effect, is represented by a dotted yellow frame. If this frame is red, you cannot place the island here as, for example, either your island's area of effect overlies that of another island, or you are too near to the edge of the map.

Clicking the desired location on the main map will place the island here. The position of the island in the chain can be seen on the overview map. To edit the island, either click it or change to info mode. The "forest"

icon allows you to define the island's vegetation. If you decide on a temperate forest, the island becomes a so-called northern island, whereas a tropical forest denotes a so-called southern island. In choosing the type of vegetation, you also choose the types of agricultural products that can be grown on the island.

The island icon with the question mark leads you to the island catalog. Moving the slider between plus and minus allows you to change the shape of the island. Here you can also change the type of forestation. Keep in mind, however, that this will also change the shape of the island. Click the agricultural products symbol with the question mark if you want to assign an agricultural product on the island a 100% yield rate. According to the island's vegetation, the agricultural products available will be displayed. On northern islands these are tobacco, grapevines, and sugarcane while on southern islands, cotton, and spices are available. You can only set a yield rate of 100% for a maximum of these three products on each island. The remaining products are automatically assigned a yield rate of 50%. If you decide not to click the agricultural product icon, the agricultural products will be distributed throughout the island chain at random. Here, however, you must first have allotted resources by means of the random distribution menu. To learn how to do this, please read section 11.4.2. Generally speaking, it is also possible to combine the assignment and the random distribution of resources.

You can assign iron ore and coal deposits by simply clicking the appropriate mountain in info mode. Please note, however, that you must first assign the other resources. Once you have clicked on a mountain a menu appears, showing the deposits that may be assigned. You can choose from both small and large iron ore and gold deposits. A maximum of 2 ore deposits per island may be assigned. Small iron ore deposits supply approximately 80 t of ore before running out, while large deposits are good for approximately 280 tons of ore before running out. Exception: the creation menu allows you to designate large iron ore deposits as inexhaustible. Small mountains, or hills, cannot be assigned ore deposits.

Make sure that you do not assign gold and iron ore deposits to volcanoes, as these will be destroyed by an eruption.

If you wish to assign iron ore and gold deposits at random, you must first have allotted resources by means of the random distribution menu [see section 11.4.2]. Here, as well, it is also possible to combine the assignment and the random distribution of iron ore and gold deposits.

If you want to delete an entire island, click it in info mode. A wastepaper basket will appear in the menu. Click on this icon will delete your island.

If you want to move your island, click the crossed arrows. The cursor now assumes the shape of the crossed arrows. Move the cursor to the island that you wish to move and, holding the left mouse button down, drag it to the desired position.

If you want to turn your island, keep clicking the "rotate island" icon until the island is facing the way you want it.

The initial islands, the islands where the final form has not yet been assigned, should be separated by at least six fields of dark water. Otherwise, watchtowers placed on the coastline will not be able to defend themselves against enemy ships.

#### *11.4.2 Distributing resources*

Open the creation menu and click the random distribution icon.

The new menu now displays all the resources that can either be distributed at random, or specifically assigned, throughout your island chain. The agricultural products are tobacco, grapevines, sugar cane, cocoa, cotton, and spices. Furthermore, both small and large iron ore deposits, as well as gold deposits, may also be distributed.

You must additionally decide whether or not treasures and native villages are to be found in your island chain. The two different native villages differ only in appearance.

Under the icons you will see two numbers. The number on the left represents how often these products are to be randomly assigned a 100% yield rate. Use the two arrows to change this number.

The number on the right represents how often you have directly assigned these products to chosen islands. This number cannot be changed in this menu, as it is determined by the settings you have made while creating your island in the info mode [see creating a new chain of islands, section 11.4.1].

Each product may only be found once on each island. This means that if you assign more products than there are islands on which they could actually be found, the extra products assigned will be ignored. Treasures can only be distributed at random!

If you assign an island resources with a yield rate of 100%, you may only designate three products, depending upon the type of vegetation. For example, your island may have a yield rate of 100% for tobacco, grape vines, and sugarcane. Should you, however, assign these resources over the random distribution menu only two, at most, will have a yield rate of 100%, even though you have assigned enough resources. The availability of resources on your islands affects the difficulty of your scenarios. If the agricultural products on your islands only have a yield rate of 50%, it will be much more difficult to ground, and successfully develop, a flourishing settlement.

Please note that at least one island in your chain should have a yield rate of 100% for either grapevines or sugarcane. Otherwise, it will not be possible to produce alcohol. Cocoa is also one of the products that cannot be replaced. Tobacco and spices have the same value. Either one of these, if it is available in sufficient quantity, can make up for a deficit in the supply of the other. In order to be able to produce the necessary products, you will have to ensure that these agricultural products can be found with a yield rate of 100% somewhere in your island chain.

#### *11.4.3 Placing ships*

In order to place ships within your island chain you must open the creation menu. Here you will see the ship icon. The arrows will help you to choose between the four different types of ships. You have the choice between small and large trading ships, and small and large warships. Decide which ship, or ships, you wish to assign to each player [red, blue, white, and yellow]. Please note that only those colors for which you have assigned a ship will be taken into account in the scenario. This means that if there is supposed to be a yellow player then either a yellow ship, or a yellow warehouse, must be assigned.

Click the ship icon once you have decided on the type of ship. The cursor now becomes a double arrow. Click the desired point in the water in order to place the ship there. Repeat this process for each player color. If you want to change the player color assigned to a ship, just click the ship and then choose the desired color.

Each ship is automatically assigned a name. You can change these at any time by clicking the sign bearing the ship's name.

You should assign each ship the resources necessary for each player in the scenario to begin settling the island chain. Click the blue fields representing empty cargo holds. Choose the supplies to be loaded from the inventory. Use the slider to set the appropriate amount. The exact amount will be shown in the info bar. It is a good idea to at least equip each ship with tools, wood, and food.

If you want to change your choice, click the appropriate field. Now drag the slider to zero. The field is once again empty.

You can also equip your ships with cannon. You can find the corresponding icon in the inventory, along with the other supplies. In order to prepare the cannon for use, click the cannon in the cargo holds. Please note that a maximum of 33 ships per player may be built.

You can see which ships, and how many, you have assigned each player color by going to the info menu and clicking the ship list icon.

If you no longer need a particular ship, you can select it and then click the "sink" button in info mode.

It is not possible to assign natives a ship. Likewise, you cannot build the ships belonging to the free traders. A free traders' ship will automatically be placed as soon as two warehouses have been built in your island chain. This means that the more warehouses built in your chain of islands, no matter which color player has built them, the more free traders there will be.

#### *11.4.4 Set number of players*

You set the number of players by setting ships, or building warehouses, in a particular player color.

If you assigned each player color a ship, the human player in a singleplayer scenario assumes control of the ship corresponding to the

color of the flag chosen in the hall of flags. The other ships will be taken over by computer players.

If the number of players is determined by the warehouses set, the same procedure as with the ships applies. This means that the human player assumes control of the settlement belonging to the color chosen in the hall of flags. The other settlements will then be taken over by computer players.

The same procedure applies to network games as to singleplayer games. All colors which have not been chosen will be taken over by computer players.

If a computer player cannot find an island to settle, he will turn into a pirate. If you sink his ship, it will not be replaced.

### *11.5 Computer-controlled players, computer artificial intelligence, and "human players": differences and effects on scenario creation*

It is necessary to differentiate between "human" and computer-controlled players. With "human" player, we refer to the player color that can be played by a "human" player such as you. The player color generally assigned to the human player when creating a scenario is red. If you are building a settlement for the "human" player, choose the red player in the editor. A head on the coat of arms designates the human player. When you start to play the scenario, however, you are free to choose whichever player color you want. Even when you assume the role of the human player you are not limited to red as a player color. The computer will automatically assign you the islands that you built for the "human" player using the editor. The computer-controlled players are those for whom you can build ships or supplements, but whose control during play the computer assumes. The pirates and the natives are also examples of computer-controlled players.

The computer-controlled players act according to their own logic. For this reason, certain rules must be followed when you create scenarios using computer controlled players.

#### *11.5.1 General construction logic*

The computer follows a certain logic in construction. On one island, where an agricultural product with a yield rate of 100% can be found, a self supporting city of 150 to 200 inhabitants will be developed up to level 2. Then another island will be developed according to the same strategy.

After the assessment of the building land, the iron ore and gold deposits will automatically determine the city best suited for development to level 3. The necessary supplies will either be produced, or bought, up to a level of between 10 and 16 t. The next step is the construction of the corresponding buildings, and the development of the infrastructure. The production and purchase of supplies continues until level 3 is stabilized, and a population of between 300 and 500 inhabitants has been reached. The computer will now try to settle an island which offers a resource which has up to now been missing. The island will become its production island. Once ore production has been commenced, and a shipyard or castle built, the previous steps will be repeated until level 4 has been reached. The same applies to level 5. Along the way, the computer will fortify its islands with walls, inasmuch as the necessary raw materials, in this case bricks, are available.

#### *11.5.2 Ships*

The ships should always correspond to the computer's level of civilization. If the computer has cities with a high level of civilization, then it should have the corresponding ships.

If you have not built a settlement for the computer player, its ship should contain at least enough supplies to build a warehouse. If this is not the case, the necessary supplies will automatically be supplied via the cheat function.

Except for the "start ship", none of the ships should be carrying any supplies. You should deposit any supplies you wish to provide the computer player for the development of its settlement in the warehouse. The number of ships should equal the number of the computer players cities.



Do not set any autoroutes for the computer player.  
Place its ships at different distances from the capital city's warehouse to avoid traffic jams.

### *11.5.3 Warehouse*

The computer uses the following procedure when building warehouses. The beach must be at least five fields across, a minimum of three of which must be straight. This corresponds to the width of the warehouse. One field to the left and right of the warehouse should be reserved for the pier.

A line at least 16 fields in length, measured from the middle of the planned construction site towards the middle of the island, must be free of obstructions.

There should be enough trees for the foresters in the area around the warehouse.

There has to be enough room within the service area of the warehouse to accommodate the construction of between 5 and 7 farms.

The warehouse can not be built in deep bays or other confined areas in order to avoid traffic jams.

### *11.5.4 Number of islands*

If the players are all starting the game without settlements, there have to be enough large and middle-sized islands available to provide each player with a large island for his main settlement. If a computer opponent is unable to find an appropriate island, it will turn into a pirate. Set small islands in your chain, as well, so that the pirate also has a place to build a settlement.

If you are providing the computer players with cities, the maximum number is 4 to 6 per player. Please note that the more cities a computer player has to administer, the slower his reaction time will be. In a chain with the maximum number of islands (50), the playing speed is not going to make you particularly happy.

If you are settling 2 opposing cities on the same island, you should choose the largest sized island available.

One or two of the agricultural products on the computer opponent's main island should have a yield rate of 100%. You can provide the

computer opponent with the optimal starting point when you provide it with one or two settlements for housing, and the rest simply as production islands.

If you're only providing one warehouse for the computer opponent, it is important to leave room to the left and right of the warehouse for a pier, or to build a road to the left and right of the warehouse. This is the only way that the computer player can load, and unload, soldiers from its ships. The soldiers are then dispatched from the warehouse to various places on the island.

### *11.5.5 Building houses*

If you are building a settlement for the computer player on a smaller island, there must be either enough houses for 80 level 2 settlers, or 16 houses for level 1 pioneers.

There is no lower limit when constructing production islands. Please keep in mind, however, that when you are building a production island you cannot place any houses here. Otherwise, the computer player will try to build a settlement here.

All buildings must be erected in accordance with the playing logic and have road frontage.

The computer will tear down all of the buildings erected that do not conform to playing logic.

A maximum of three castles and one shipyard per computer player is supported.

The shipyard should not be built in a deep bay, or other confined area, due to the danger of traffic jams.

### *11.5.6 Building streets*

If you are providing the computer player with a settlement, the streets must be at least four fields long. The computer uses an optimal grid length of six fields. Connecting streets may be shorter.

All buildings and workshops must front directly onto a road.

The roads must be connected to either a market place or a warehouse.

Please note: the computer's logic will not extend, expand, or replace an incomplete or incorrect network of streets.

### *11.5.7 Supply*

The production and supply of goods for the cities which you provide for the computer opponent must correspond to the city's stage of development. Details on this theme can be found in the appendices A and B.

### *11.5.8 Number of soldiers*

Spread a maximum of 40 to 60 % of the soldiers assigned to the computer player amongst its islands, and let the computer spread the rest around itself. Otherwise, it is possible that it will not attack, or that the deployment of the soldiers will no longer correctly function.

Do not load any soldiers onto the computer player's ships. Instead, place them next to the warehouse on the main island, so that the computer can use them for an attack.

Do not place more than 8 to 16 soldiers, due to the danger of a traffic jam.

If you're only providing one warehouse for the computer opponent, it is important to leave room to the left and right of the warehouse for a pier, or to build a road to the left and right of the warehouse. This is the only way that the computer player can load, and unload, soldiers from its ships. The soldiers are then dispatched from the warehouse to various places on the island.

### *11.5.9 Pirates*

As a rule, pirates are opponents. It is not possible to choose the pirates as a player color in the scenarios. You can, however, set pirate ships and build a pirate's nest when creating your island chain.

If you want to build a pirate's nest, choose the pirates as a player color in the creation menu. Now click the island where the pirates should build their hideaway.

The construction menu will now display the buildings that you can erect for the pirates.

Pirates do not produce anything on their island, as they get all of the goods and raw materials they need from their raids. For this reason there are no limits when developing the pirate's nest.

Keep in mind that you can only build a maximum of four pirate's nests,

and set a maximum of four pirate ships, in your chain of islands.

If the pirates cannot find anywhere to settle, they will remain at sea and try to make the settlers' lives miserable.

You can also set the frequency with which the pirates appear in the creation menu. When you click the "pirate" icon and the flag is marked with a red cross it means that no new pirates will appear when you sink a pirate ship or when you destroy the pirate's nest.

If you have not built a pirate's nest, or placed any pirate ships in your scenario, clicking the "pirates" icon will keep pirates from appearing at all.

### *11.5.10 Natives*

The natives are computer-controlled players. As with the pirates, you may choose the natives as a player color in the scenario editor and build settlements for them. The building of ships for the natives is, however, not allowed.

You can build settlements for two different tribes. Both tribes have the same types of buildings available. The only difference is in their appearance.

The first building which you should place for the natives is the chief's hut, or head lodge.

You can also arrange for the natives to grow tobacco [northern islands], or spices [southern islands], on the islands where you have erected their settlements. If you place the appropriate plantations, you should make sure that the appropriate agricultural product has a yield rate of 100%.

You can use the creation menu to place native warriors to defend the villages.

The erection of a warriors' lodge allows the natives to train their own warriors, and saves you having to place them.

If you want the natives to be the only ones able to raise tobacco or spices on the island, you must first place the plantations, and then undo the agricultural product distribution for the island. To do this, click the island, and deactivate the appropriate icon.

You can also assign the natives a gold mine. In this case, gold will be available as a further item for trade.

You can also fill the head lodge with items other than tobacco, spices, and gold. Please keep in mind, however, that the natives can only produce the goods previously mentioned. This means that if you fill the head lodge with cotton, the natives will only offer cotton in trade until the original supply runs out.

If you want to trade with the natives overland, it is important to make sure that a road leads to the edge of the area controlled by the natives. If you want to trade with the natives by sea, it is important to make sure that the head lodge is placed on the coast.

Placement of native villages in your chain of islands is practically unlimited.

### *11.6 Creating a singleplayer scenario with buildings, but without a defined goal*

In this example we will explain how to create a chain of islands in a singleplayer scenario for one human and three computer players. We will also explain how to settle this island chain in such a manner as to allow the computer players to develop their settlements according to their logic.

Place at least 4 large and middle sized islands - the more the better - in your chain, as described in the section entitled "Creating a new chain of islands". Edit these islands, and assign them their vegetation. We suggest a combination of assigned and randomly distributed resources. Click the individual islands, and then the appropriate agricultural product icons, to determine which of these is to have a yield rate of 100%. Tobacco, grape vines, and sugarcane are available on the northern islands [those with temperate forests] while cocoa, cotton, and spices are available on the southern islands [those with tropical forests]. Assign at least one agricultural product per island a yield rate of 100%.

If you want to assign iron ore or gold deposits to the mountains on your island, click the mountain and choose the desired resource. Each island can have a maximum of two iron ore or gold deposits. A mountain may

contain either an iron ore deposit or a gold deposit, but not both.

Now go to the creation menu and click the "random distribution" icon. Here you will see a list of the resources that are available for distribution. Use the arrows to the right and left of the agricultural product icon to set the number of resources to be distributed amongst your islands at the start of the scenario. The islands to which you have already assigned resources will be ignored. This is the leftmost number of the two. The number to the right tells you how many resources you have already distributed. You cannot change this number from here.

Keep two things in mind:

This means that if you assign more products than there are islands on which they could actually be found, the extra products assigned will be ignored.

If you assign resources by random distribution, instead of doing it manually, a maximum of two, instead of three, will have a yield rate of 100%.

If treasures and native villages are to be part of your island world, you will have to make these settings in the randomized element section of the creation menu.

Once you have created the islands and distributed the resources, you should set at least one ship for each color to be represented in the scenario. If the ship is for a computer player, that is to say for the player colors blue, yellow, and white, then they should contain enough supplies [wood, tools, and food] to build a settlement.

Should this not be the case, these will be entered automatically. If you plan on setting more than one ship per player, the additional ships should not contain any supplies. You should place any supplies that you want to give your computer opponent for the development of its settlement in its warehouse. Now start to develop settlements on both the human and the computer players' islands. Assign each computer player one large island for their main city. One or two agricultural products on your computer players' main islands should have a yield rate of 100%. Place the warehouse first. It is important for the computer player to have enough room for a pier, and that it be possible to build a road to the left and right of the warehouse. Additionally, a line at least 16 field in length, measured from the middle of the planned

construction site towards the middle of the island, must be free of obstructions. There should also be enough trees for the foresters in the area around the warehouse. Now build up the settlement. If you are building the computer player a self-supporting city of 150 to 200 inhabitants, developed up to level 2, then you will have to settle another island according to the same strategy.

When erecting buildings the same rules apply as during play.

In real terms this means that the warehouse and the market places determine the total service area of your city.

At the start you may only build within the service area of the warehouse. Buildings producing resources must be located within the service areas of the buildings that process these resources.

The computer will tear down any buildings not conforming to this logic.

All houses and workshops must have road frontage. The roads, which you build for the computer player, must be at least four fields in length. The computer's logic will not extend, expand, or replace an incomplete or incorrect network of streets.

Even if all of the buildings in the construction menu are available, you are still not allowed to erect any buildings that do not correspond to the current level of development. For example, if you build a cathedral in a settlement inhabited by pioneers, the computer will not be able to associate the building with the corresponding level of development. It will then tear it down and replace it with the appropriate building in this case a chapel. A description of the levels, buildings, and the materials necessary for their construction and can be found in appendices A and B. When developing the computer players' cities it is important to make sure that the number of ships equals the number of the individual computer player's cities.

If you want to protect your island chain from drought, or to prevent pirates which have been destroyed from coming back, you should click the appropriate icon in the creation menu.

In order to meet your island chain a little more lively, you can place natives on an island. Go to the creation menu and choose "natives" as a player color. If the natives are to grow either tobacco or spices, then you should choose an island where one of these products has a yield rate of

100%. Now go to the construction menu and erect the head lodge, which is the equivalent of the warehouse. Now develop the settlement according to your wishes. A number of different buildings are available. The 1602 A.D. construction logic applies here, as well. The first buildings have to be erected within the service area of the head lodge until the total service area has been enlarged.

If you want to assign the natives goods to help them in developing their settlement, you will have to deposit these in the native warehouse. To do this, click the head lodge and the inventory will appear. Click the product that you wish to supply to the natives, and use the slider to set the amount. When assigning goods to the natives, remember this: the natives will offer goods which they do not produce themselves in trade for as long as they still have some in their warehouse.

Now you have done all of the preliminary work necessary to allow the computer player to develop the settlements you have built for it according to its own logic. Save your scenario as described in section 11.2. Section 11.2.2 describes in detail how to start playing your scenario.

### *11.6.1 Pirates*

As a rule, pirates are opponents. It is not possible to choose the pirates as a player color in the scenarios. You can, however, set pirate ships and build a pirate's nest when creating your island chain.

If you want to build a pirate's nest, choose the pirates as a player color in the creation menu. Now click the island where the pirates should build their hideaway.

The construction menu will now display the buildings which you can erect for the pirates.

Pirates do not produce anything on their island, as they get all of the goods and raw materials they need from their raids. For this reason there are no limits when developing the pirate's nest.

Keep in mind that you can only build a maximum of four pirate's nests, and set a maximum of four pirate ships, in your chain of islands.

If the pirates cannot find anywhere to settle, they will remain at sea and try to make the settlers' lives miserable.

You can also set the frequency with which the pirates appear in the creation menu. When you click the "pirate" icon and the flag is marked with a red cross it means that no new pirates will appear when you sink a pirate ship or when you destroy the pirate's nest.

If you have not built a pirate's nest, or placed any pirate ships in your scenario, clicking the "pirates" icon will keep pirates from appearing at all.

### *11.6.2 Natives*

The natives are computer-controlled players. As with the pirates, you may choose the natives as a player color in the scenario editor, and build settlements for them. The building of ships for the natives is, however, not allowed.

You can build settlements for two different tribes. Both tribes have the same types of buildings available. The only difference is in their appearance.

The first building, which you should place for the natives, is the chief's hut, or head lodge.

You can also arrange for the natives to grow tobacco, [northern islands] or spices [southern islands], on the islands where you have erected their settlements. If you place the appropriate plantations, you should make sure that the appropriate agricultural product has a yield rate of 100%.

You can use the creation menu to place native warriors to defend the villages.

The erection of warriors' lodge allows the natives to train their own warriors and saves you having to place them.

If you want the natives to be the only ones able to raise tobacco or spices on the island, you must first place the plantations, and then undo the agricultural product distribution for the island. To do this, click the island and deactivate the appropriate icon.

You can also assign the natives a gold mine. In this case, gold will be available as a further item for trade.

You can also fill the head lodge with items other than tobacco, spices, and gold. Please keep in mind, however, that the natives can only produce the goods previously mentioned. This means that if you fill the head lodge with cotton, the natives will only offer cotton in trade until the original supply runs out.

If you want to trade with the natives overland, it is important to make sure that a road leads to the edge of the area controlled by the natives. If you want to trade with the natives by sea, it is important to make sure that the head lodge is placed on the coast.

Placement of native villages in your chain of islands is practically unlimited.

### *11.6.3 Building a warehouse*

If you want to build a settlement, or to place soldiers, on an island in your chain, it is first necessary to build a warehouse. Please note that it is only possible to erect a warehouse on an edited island. Section 11.4.1 describes in detail how to edit an island.

Go to the creation menu, and choose the color for which you wish to erect a warehouse. Now go to the construction menu and select the warehouse. Now place it in the desired location on the coastline.

When erecting buildings, in this case the warehouse, the same rules apply as during play. So if the building is blinking, you cannot build it on the proposed site.

If you want to build production buildings other than the warehouse, you should ensure that a supply of the necessary materials is on hand.

Otherwise, it can result in shortages in your settlements at the start of your scenario. If you, for example, build a sheep farm and a weaving mill simultaneously, it can come to pass that a question mark will appear above the weaving mill as the sheep farm can not yet supply the weaver with wool.

In order to avoid this shortage, you should first store some wool in your warehouse.

To store goods in the warehouse, double click it. The inventory now appears. Click the goods that you wished to store. Use the slider to set the amount.



The same method applies when you want to store goods at a market place.

You can assign the warehouse to a different player color at any time. Keep in mind that all the buildings within the service area of the warehouse will also be reassigned to the new color.

The first building, which you should place for the natives, is the head lodge.

#### *11.6.4 Erecting buildings*

All of the buildings are available in the construction menu. Keep in mind that before you erect any other buildings, you must first erect a warehouse.

The player color of the warehouse determines the player color of the other buildings erected.

You can place the buildings without having to worry about having enough money or building materials. Although this makes the erection of buildings very easy, there are still a few ground rules which must be followed:

You are still not allowed to erect any buildings which do not correspond to the current level of development. For example, if you build a cathedral in a settlement inhabited by pioneers, the computer will not be able to associate the building with the corresponding level of development. It will then tear it down and replace it with the appropriate building, in this case a chapel.

When erecting workshops, you have to make sure that the necessary resource producing buildings are within the workshop's service area. It is only worth erecting a weaving mill when either a sheep farm or a cotton plantation is located within the weaving mill's service area. The connections and relationships between the different workshops and production buildings can be seen in Appendix B.

Other rules to be followed when creating a scenario with computer players can be found in Section 11.5.1.

#### *11.6.5 Placing soldiers*

Soldiers may only be placed for the player colors red, blue, yellow, and white. Natives and pirates have no armies.

You must erect a warehouse in the appropriate color before placing soldiers. Section 11.6.3 describes in greater detail how to build a warehouse.

Choose the color in the creation menu for which you wish to place the soldiers.

The arrows to the left and right of the soldier allow you to choose between the different types of soldier. You need to choose between infantry, cavalry, musketeers, and artillery.

Choose the type of soldier by clicking it. The cursor now changes to a double arrow. Now place the soldier within the service area of the appropriately colored warehouse, or one of the market places, on the main screen.

If you want to change the soldiers' allegiance, you must also change the player color of the warehouse accordingly. To do this, change to info mode, then click the warehouse, and finally the new player color.

It is absolutely necessary to place the soldiers belonging to a computer player within the service area of its warehouse. Otherwise, they will "die" within seconds of starting the game.

Soldiers which are no longer needed can be pensioned off by clicking the "retirement" button. These soldiers can then no longer be reactivated.

If you want the soldiers to patrol an area, you will have to click the patrol icon after selecting the desired soldiers. Now click the point to which the soldier should patrol, the so-called turning point.

#### *11.7 Creating a singleplayer scenario with a player goal request and assignment texts*

The knowledge you have gained up till now enables you to create singleplayer scenarios, which strongly resemble the continuous play games, inasmuch as the player has no defined goals, and no fixed assignment.

Assigning each human player a specific mission with clearly defined goals makes it possible to define when a scenario has been won, or solved.

Here is an example.

Always save your chain of islands before beginning the complex process of the editing the game values. This ensures that in case a mistake is made here, you can still call up the original chain of islands.

#### *11.7.1 Example: creating a singleplayer scenario with an assigned goal*

A singleplayer scenario is to be created with the following goal: the player has won when he has built two cities, each with a population of 1500, one of which can boast of 500 merchants within this number.

Use one of the island chains you have already created. Be sure the you have provided the human player with enough resources, buildings, ships, warehouses and, depending upon the assignment, soldiers. Depending on whether or not you have settled islands, and set ships, for all of the player colors the human player will later have to deal with the corresponding number of opponents. We will assume that all player colors have at least one large island and a number of ships, and that there are both pirates and natives in the area.

First of all, make sure that you have set the number of human players in the creation menu to "1". This means that the red island that you edited, and its resources, will be connected to the assignment now to be defined. The player will later automatically be assigned both the island, and the assignment, at the start of play, no matter which color flag they choose.

##### *11.7.1.1 Defining player data*

Click the coat of arms icon with the question mark in the creation menu to define the first player data for the human [red] player. You now come to the player's data menu.

The bottom slider allows you to set the amount of money the human player has available at the start of the assignment. 10,000 is a fair value here. If the start capital is lower, it will make the assignment more difficult, while a higher start capital makes it easier to complete the assignment. If you do not set a value here yourself, the average capital of 10,000 will automatically be set at the start of play.

##### *11.7.1.2 Affecting the computer player's attitude*

Although you cannot assign the computer opponent a mission, you can influence its relationship to the human player using the player's data menu. Use the left vertical slider to set the computer opponents pacifism level and the right vertical slider to set its envy level. If the computer player is negatively inclined towards the human player, it will successively cancel trade agreements and peace treaties between them, and finally even attack the human player. A good atmosphere is the best guarantee for flourishing trade agreements and peaceful times. In order to set these levels, you have to go to the creation menu and choose the player color of one of the computer players, such as yellow, for example. Now click the coat of arms with the question mark, which is now colored yellow. You now find yourself once again in the players data menu.

The pacifism level determines the point at which the computer players attitude towards human players changes from positive to negative. Before you set this level you must first activate the slider by clicking the thumb icon above it. In the example shown the pacifism level is set so that the computer player [yellow] will start to become aggressive towards human players when its own inhabitants sink below the "settler" level. The horizontal lines beside the sliders represent the different levels of civilization ascending from pioneer to aristocrat. The envy level in the example shown has been set so that the computer player [yellow] will start to become aggressive towards human players when their populations reach merchant level. Please do not forget to activate the slider by clicking the thumb above it before trying to set these levels!

If three colors in the scenario have been taken by computer players, [blue, yellow, white], as shown in our example, then both the envy and pacifism levels may be set for each player. Please try to make sure that you only use logical combinations of the envy and pacifism levels. These settings for the computer players are optional: If they seem to be too lavish, or too complex, at the moment you can first create your scenario without making any adjustments to these levels. Nevertheless, your next task is the setting of determining diplomatic relations.

#### *11.7.1.3 The editor's diplomacy menu*

Go to the creation menu and choose the human player, that is to say the red player. Call up the diplomacy menu in the same manner as you would during play by clicking the right mouse button repeatedly until you come to the player status menu. Now click the diplomacy menu icon [parchment], below left. Here you can now determine the status of diplomatic relations between players, by concluding trade agreements and peace treaties by clicking them. You can also use the thumbs located above the different coats of arms to set the general attitude of the players whose colors appear on these coats of arms and the human player [red] by either raising or lowering them. Here, as well, you should consider the logical relationships such as, for example, the fact that the player whose trade agreement and peace treaty you have just broken will not be politely inclined towards you.

In our example, for the sake of simplicity, you should conclude a trade agreement, and a peace treaty, with each player color. At the same time, you should turn all the thumbs up in order to keep yourself from being attacked by other player colors, or having difficulties with them, at the start of the game.

Think about the logical connection between the settings you made in the player's data menu, and their effect on the settings you make in the diplomacy menu, when you start creating more complex scenarios.

The settings in the diplomacy menu are optional, as well. If you do not set the values yourself, then average values will be used.

#### *11.7.1.4 Setting the actual target values in the assignment menu*

The logic behind the determination of the target values in a scenario is intimately connected to the mission assigned to the player. Both are therefore generated in the same menu, which can be reached by clicking the mission icon in the option menu. Don't forget that the island world you created must be compatible with the assigned mission for the player to have a chance of accomplishing the mission successfully. Since we are using a singleplayer scenario in our example you only have to enter the view assignment and target values for one player color and write one mission statement.

Placing the cursor over an icon will result in information about that icon being displayed in the info bar.

Clicking the right mouse button will always return you from the view assignment menu to the options menu. The settings, which you have made in the view assignment menu, are then automatically saved.

##### *11.7.1.4.1 Designating the recipient of a mission*

Choose a player color by clicking one of the coats of arms below left. In singleplayer scenarios, you automatically begin building in red for the human player, as determined in the creation menu. For this reason, you should now once again choose the red coat of arms.

The free choice of flag colors at the start of the game is not affected by settings made in the view assignment menu. The red player color in the editor simply means that the settings made here apply expressly to the human player, and not to one of the computer players. Even if you choose the yellow flag when beginning play, the settings you made for the red player in the editor will still apply to you.

Set the mission number beside the coat of arms to "1". The first mission will be assigned to the red player [the red coat of arms is active].

##### *11.7.1.4.2 Assign mission goal directly*

Mission goals generally fall into five different categories, some of which may be combined. In accordance with our example we will only explore the first category here, and that is to build a city of a certain size. This means that a predetermined population per city must be reached, with a certain portion of this population having reached a particular level of development. All the other possible categories are described in section 11.7.2.

Reaching a predetermined population level or level of development

Click the city icon. The buttons beside it determine the number [1-3] of cities for which the population is to be predetermined. The slider allows you to set the population level. If the target level the city has been set, the button will turn green. To set the target value for the example from the beginning of the chapter, [see 11.7.1] click the first button

beside the city symbol and set the slider to 1500 inhabitants. Click button "2" and repeat the process. Both buttons turn green. Leave the second button activated and click the figure to the left of the slider to set a level of development, and then set the slider to 500 inhabitants. You have now set the assignment goal for the human player in our example of a singleplayer scenario. In the view assignment menu it should look like this:

All that is needed to complete the scenario is to write the mission statement.

#### *11.7.1.4.3 Editing the mission statement*

Click the "edit mission statement" icon. A text window will appear in where you can enter your text. Makes sure that all mission goals are covered in the mission statement, and type in mission number one for the player color red. Click "OK" to confirm. You can call up the text at any time should you wish to edit or correct it.

Sample text for our example scenario: "In the name of the king":  
"Just as you are beginning to establish a settlement, you received a missive from your far-off King. You are to erect two cities, each of the population of 1500 inhabitants, in his honor. Make certain that one of the cities becomes home to ask least 500 merchants, in order to establish a new trading power in the area. "

Now your first scenario is finished, except for one last setting: basic level of difficulty for the different computer players must still be set.

#### *11.7.1.4.4 Setting the basic level of difficulty for computer-controlled players*

You do this by clicking the star beside the coats of arms. Here you set the basic attitude of the computer opponents, that is to say the player colors that are not controlled by human players, as well as the pirates. The more stars, the greater the level of difficulty. If you choose a one star difficulty level, for example, you will have weak pirates, while at four-star difficulty the pirates will be heavily armed indeed. To list all the game values that are affected by this setting would greatly exceed the bounds of this example. In our example scenario we should therefore set

the difficulty level between 1 and 2 stars.

You have now successfully created your first scenario!

If you leave the view assignment menu, by clicking the right mouse button, your settings will automatically be saved. Save your scenario over the "save/load" menu under the name you have chosen. It will now be saved in the "Own scenario" folder in the 1602 A.D. directories of your hard drive. To start, and test, your first creation you must exit the editor, start 1602 A.D., and choose the scenario you have created from the end of the scenario list under "Singleplayer".

Now start your first independently created scenario!

#### *11.7.1.4.5. Assigning an outrovideo*

To assign a special outrovideo, which will be shown at the mission assignment, click on the arrows to the right of the film roll icon. You can select one out of 13 outrovideos. To see a preview of the video click on the film roll icon.

### *11.7.2 Possible scenario assignment goals*

#### *11.7.2.1 Reaching a predetermined population or level of development*

The goal has been reached when the population of the human player's city, or cities, reaches a predetermined level, and a preset portion of the population reaches an assigned level of development.

Click the city icon. The buttons beside it determine the number [1-3] of cities for which the population is to be predetermined. The slider allows you to set the population level. If the target level the city has been set, the button will turn green.

As a separate assignment goal [or, ideally, in combination with the assignment of a predetermined population goal for each city] you can also defined how many of the city's inhabitants must reach a certain level of development. The inhabitant figure symbolizes the different levels of development. Clicking the figure repeatedly changes the level of

development [pioneer, settler, citizen, merchant, aristocrat]. The slider lets you determine how many of the city's inhabitants must attain the chosen level of development. The maximum value which can be set corresponds to the total population of the city as previously determined. Clicking the numbers to the right of the slider, from 250 to 25,000, sets the number range covered by the slider, making it easier to set very high levels. If a player reaches these goals during the course of the game, he has won.

Example of a mission statement: found a city with 3000 inhabitants, 500 of which are to be citizens.

#### *11.7.2.2 Conquer a predetermined opponent*

The assignment goal has been reached when the predetermined opponent, or opponents, have been defeated. First, choose the player color which is to receive the assignment from the menu. Now click one of the coats of arms beside the sword symbol to choose the opponent to be defeated. You can, of course, choose more than one opponent to be defeated [except for the player who is receiving the assignment]. The icon with the four coats of arms and the question mark allows the random selection of the player to be conquered, or you can also choose to defeat the pirates. Keep in mind that raising the number of opponents to be defeated also raises the assignment's level of difficulty.

Note: to avoid any complications when choosing flags of the start of the game, the flags which you have designated as opponents will not be available to choose from.

#### *11.7.2.3 Attaining a particular account balance*

The goal is reached when a certain sum has been attained in either the balance of trade or the balance on account. As always, you must first choose the player who is to receive the assignment. Click the gold coin and use the slider to set an amount which the player must have on account in order to successfully complete this scenario. You may also, separately, set a predetermined threshold value for the balance of trade [= income - costs]. This assignment is a little more difficult. Click the bag of coins and use the slider to set an amount. You can combine the

two options, although this greatly increases the scenario's level of difficulty. Just as when setting population levels, the numbers beside the sliders make it easier for you to choose and set amounts.

You can see both the balance of trade, and the balance on account, in the player menu in both the scenario editor and during play. Keep clicking the right mouse button until you reach the highest menu level.

#### *11.7.2.4 Gaining a monopoly*

The scenario is won when the player gains a monopoly on the preset commodity. You may also set alcohol, gold, and iron ore in addition to the agricultural products tobacco, cocoa, spices, cotton, and sugarcane as the products to be monopolized.

You may also set the attainment of two monopolies simultaneously as the assignment goal. Choose a player color, and click the arrow beside the first empty blue field. Click your way through the inventory until the product to be monopolized is displayed.

In multiplayer scenarios you may also give two different players the same monopoly assignment. These two players will now have to fight for the advantage .

A monopoly on a particular product is classed as having been reached when a player has erected a warehouse on all of the islands where the product has a 100% yield rate, and is the sole inhabitant thereof [excluding natives].

In the case of a gold or iron ore monopoly, the player must have settled all islands where these are to be found.

#### *11.7.2.5 Supporting a fellow player*

The player who has been assigned the mission has reached his goal when the computer player, or human player, he has been assigned to support reaches a predetermined goal.



This means that the player must support another player in the realization of his goal. The mission goal is in this case identical with that where a predetermined population level, combined with a preset level of development goal, is to be reached [see section 11.7.2.1]. Here, however, the setting only applies to a single city, and must be made by means of a special menu. First, choose the player to be assigned the job of supporting another player. Now choose one of the coats of arms beside the outstretched hand holding a coin to determine which player is to be supported.

Clicking the icon with the four coats of arms and a question mark simply states that a player must be supported. This means that the player color assigned the mission can choose which player, or computer player, they wish to support.

Use one slider to set the population to be reached in the city, and the other to determine which level of development must be reached by which percentage of that population. To do this, click the figure and set the level. The numbers to the right of the slider are to help you in choosing a number.

You are now familiar with all possible mission goals, and are now capable of designing and assigning your own mission goals.

#### *11.7.2.6 Combining assignments*

It is also possible to assign a player a mission which combines two different goals. This means that the scenario is won first with the player has successfully completed both assigned goals. When combining goals, you must be careful that they do not conflict with one another. For example: "Conquer the blue player and support the blue player in reaching a population of 2000 merchants!". Conversely, it would be useful to combine the assignments: "Help an opponent of your choice to build a city which is home to 350 aristocrats, and maintain certain a balance on account while doing so!" With the exception of contradictions in logic, there are practically no limits set on your fantasy and the number of possible combinations.

### *11.8 Multiplayer scenarios with assigned goals and mission statements*

The process of creating a scenario for a number of players is in principle identical to that which you have already followed in creating a singleplayer scenario.

For this reason we will concentrate in this chapter on those points which differ from the procedures used to create a singleplayer scenario.

#### *11.8.1 Setting the number of assignments / assigned goals*

The biggest difference is that, in a multiplayer scenario, a goal must be defined, and a mission statement written, for each player in the scenario.

It is also unnecessary to assign computer players goals, inasmuch as these would be ignored anyway.

You can, however, influence the behavior of the computer opponents by setting their basic level of difficulty, and making further adjustments in the diplomacy and player's data menus [see 11.6.1.2 and 11.8.1.3].

#### *11.8.2 Defining the mission recipient*

You have already set the number of human players and computer players in the creation menu [see 6.1.4]. Now use the view assignment menu to assign each human player a mission. Settings and assignments made here for computer players are unnecessary, and will be ignored at the start of play. Click the red coat of arms for the first human player, and place the number "1" between the arrows. Now click the blue coat of arms for the second human player, and place the number "2" between the arrows, and so on. The mission will always be assigned to the coat of arms currently active [yellow frame].

#### *11.8.3 Assigning player colors in the editor and choosing flags at the start of play*

Inasmuch as the player colors assigned in the editor are not identical with the choice of flags offered at the beginning of the game, some explanation is necessary.

In a multiplayer scenario with four different human players, for example, you will have assigned four different missions. At the start of the game you wish to have the islands which you have developed for the blue player color, and the corresponding assignment, for your own, in order to make the most of the tactical advantage gained by having created both yourself.

The islands and missions generated in the editor are assigned in order of precedence to the player network names, in alphabetical order, in a multiplayer scenario. This means that the player whose name is closest to the start of the alphabet receives the islands, and missions, assigned to the red player in the scenario editor, followed by blue, then yellow, and finally white. This means that if you want the islands and missions assigned to the blue player, you must make sure that your name occupies the second place on the list alphabetically. The color of the flags chosen in the hall has no effect on this. This means that if your name is the second in the alphabetical order, you will automatically be assigned the islands and missions assigned to the blue player in the editor menu. If you choose the yellow flag in the hall of flags, and your name is the second in alphabetical order on the network list, you will still receive the missions and islands assigned to the blue player in the editor menu, even though you sail under the yellow flag.

Load an old multiplayer scenario [only the file extensions .szs and .szm will be recognized] with which you are very familiar into the scenario editor, and save it under a different name. Now copy the multiplayer scenario from the "scenes" folder into the "own scenarios" folder, so that it can be loaded into the scenario editor. Examine the different settings to get a better picture of the situation, or change the settings to suit your taste.

All of the players taking part in a multiplayer scenario must have the scenario in their "Own scenarios" folder.

Please read the tips and tricks concerning these themes and the "read me" file on the CD. You can call up these files over the program group in the Windows® Start menu.

You can find up to date tips for 1602 A.D. and the expansion set "New islands, new adventures" on the SUNFLOWERS webpage (<http://sunflowers.de> or <http://anno1602.de>) and the international (<http://www.1602AD.com>) 1602 A.D. websites.



## END-USER LICENSE AGREEMENT-PRIVATE

PLEASE READ CAREFULLY. BY USING THIS SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THESE TERMS, PROMPTLY RETURN THE PRODUCT IN ITS PACKAGING TO THE PLACE WHERE YOU OBTAINED IT.

1. License. The software accompanying this license (the "Software") and the related documentation are licensed to you by us and are subject to this license. If the Software is configured for loading onto a harddrive, you may so load the Software only onto the hard drive of a single computer and run the Software off only that hard drive. You may not delete the copyright notices or any other proprietary legends on the original copy of the Software. You may transfer all rights we grant to you in this license to someone else as long as he or she reads and agrees to accept this license. If there is an editor incorporated into the Software, this license is also subject to Section 8 below.

2. Restrictions. The Software contains copyrighted material, trade secrets and other proprietary material. You may not decompile, modify reverse engineer, disassemble or otherwise reproduce the Software except as expressly allowed by us. You may not rent, lease, sublicense or distribute the Software. You may not electronically transmit the Software from one computer to another or over a network.

3. Termination. This License is effective until terminated. You may terminate this License at any time by destroying the Software and related documentation. This License will terminate immediately without notice from us if you fail to comply with any provision of this license. Upon termination, you must destroy the Software and related documentation.

4. Disclaimer of Warranty on Software. You are aware and agree that use of the Software and the media on which it is recorded is at your sole risk. The Software, related documentation and the media are provided "AS IS." Unless otherwise provided by applicable law, GTIS warrants to the original purchaser of this product that the Software storage medium will be free from defects in material and workmanship under normal use for ninety (90) days from the date of purchase. This warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. We EXPRESSLY DISCLAIM ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. WE DO NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY US OR ANY OF OUR AUTHORIZED REPRESENTATIVES SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS WARRANTY. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS MAY NOT APPLY TO YOU.

5. Limitation of Liability. UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL WE BE LIABLE FOR ANY INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES THAT RESULT FROM THE USE OR INABILITY TO USE THE SOFTWARE OR RELATED DOCUMENTATION, EVEN IF WE HAVE BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. In

no event shall our total liability to you for all damages, losses, and causes of action (whether in contract, tort or otherwise) exceed the amount paid by you for the Software.

6. Controlling Law and Severability. This license shall be governed by and construed in accordance with the laws of the State of New York, USA. If any provision of this license is unenforceable, the rest of it shall remain in effect.

7. Complete Agreement. This license constitutes the entire agreement between the parties with respect to the use of the Software and the related documentation.

8. Editor and End-user Variations.

(a) The Software may include an "Editor." An "Editor" is a feature which allows you to modify the Software or to construct new variations for use with it. These modifications and variations can be both playable and non-playable. An Editor includes its associated tools and utilities. An Editor is NOT shareware. You may not freely distribute it to any BBS, CD, floppy or any other media. You may not sell it or repackage it for sale.

(b) Using the Editor, you may create modifications or enhancements to the Software, including the construction of new levels (collectively referred to as "Variations"), subject to the following restrictions:

- i. Your Variations must only work with the full, registered copy of the Software, not independently or with any other software.
- ii. Your Variations must not contain modifications to any executable file.
- iii. Your Variations must not contain any libelous, defamatory, or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contains any trademarks, copyright-protected work, or other recognizable property of third parties.
- iv. At least once in every online description and with reasonable duration on the opening screen, your Variations must prominently identify (i) the names and email addresses of its creators, and (ii) the words "THIS LEVEL IS NOT MADE BY OR SUPPORTED BY GT Interactive Software, The WizardWorks Group, or any of their affiliates and subsidiaries.
- v. Your Variations must be distributed solely for free. Neither you nor any other person or party may sell them to anyone, commercially exploit them in any way, or charge anyone for using them. You may exchange them at no charge among other end-users.
- vi. By distributing or permitting the distribution of any of your Variations, you hereby grant back to us an irrevocable royalty-free right to use and distribute them by any means.
- vii. The prohibitions and restrictions in this section apply to anyone in possession of the Software or any of your Variations.

# Technical Support

## Technical Support (U.S.)

### *Assistance Via World Wide Web*

Get up-to-the-minute technical information at the GT Interactive Software web-site, at: <http://www.gtisonline.com> twenty-four hours a day, seven days a week. Through this site you'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest troubleshooting information.

You'll have access to our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available, and an E-Mail area where you can leave us your tech support problems and questions if you do not find your answers within the FAQ.

### *Help Via Telephone/Fax Or Mail In The United States*

For phone assistance, call GT Interactive Software's Tech Support at 425-398-3074. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 7:30 AM until 7:30 PM (PST). Please note that live Tech Support may be closed on major holidays. We ask that you do the following when calling: be at your computer; have your system information ready for our technicians including system make and model; RAM; video and sound card data and drivers; and any screen or error messages you've encountered and where (if not currently displayed on your screen). It will expedite your handling significantly. You may also fax in your Technical Support questions or problems to: (425) 806-0480, or write in to the address below.

### *Product Return Procedures In The United States*

In the event our technicians at 425-398-3074 determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied you by the technician and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

GT Interactive Software  
13110 NE 177th Place  
Suite # B101, Box180  
Woodinville, WA 98072-9965  
Attn: Technical Support  
RMA#: (include your RMA# here)

### *Warranty Policy In The United States*

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), GT Interactive Software will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, GT Interactive Software will replace the product storage medium for a nominal fee.

If your product information contains Technical Support phone numbers for Europe, you must contact those phone numbers and abide by their warranty policies.

# Credits

## *Max Design:*

---

Programming:	Wilfried Reiter Albert Lasser
Graphics:	Ulli Koller Martin Lasser
Island-Design:	MAX DESIGN

## *Sunflowers:*

---

Production:	Juergen Reusswig
Co-Ordination:	Jochen Bauer Uwe Mathon
Testing and Support:	Michael Backhaus Lydia Brkic Christoph Klempau Sascha Ramali Matthias Stiffel Stephan Winter Alexander Frey, Sebastian Ridder
Music and Sound:	Starlight-Systems
Manual:	Renate Grof Bianca Koenig Marc Huppke
Marketing:	Renate Grof Susanne Schaefer
Logo-Artwork:	András Kavalecz
Localization by:	Sunflowers GmbH
Co-Ordination:	Jochen Bauer Uwe Mathon
Manual and Program Text:	"I Know What You Mean", Bill Thomas

Speaker:	Tom Zahner
International Sales:	Marcella Link
Sunflowers Webpage:	<a href="http://sunflowers.de">http://sunflowers.de</a>

## *Special Thanks to:*

---

All SUNFLOWERS staff members, all external partners and all the families, partners and friends who made the completion of this project possible through their personal commitment, patience and understanding.

## *For GT Interactive Entertainment USA*

---

Product Development	
Producer:	Joel Maximillion Breton
Quality Assurance:	Steve Knopf Tomas Akimeta Jr. Keith Moran Doug Price Paul Ashby Tim Hess Marianne Arotzarena
Special Thanks:	Geoff Myers Rob Denning Todd Colletti Ron Gilbert Kristi Walton Hiromi Nobata Mary Gerardi
Public Relations:	Jen Martin Brandon Smith
Marketing:	Mark Polcyn
Packaging:	Moore Design Group



# Appendix A: Building Descriptions

## Food Production



### *fisher's hut*

Workers: 1  
Operating costs: 5/0 Gold coins  
Required: fishing grounds  
Final product: food



### *hunting lodge*

Workers: 1  
Operating costs: 5/0 Gold coins  
Required: deer  
Final product: food



### *grain farm*

Workers: 2  
Operating costs: 5/0 Gold coins  
Required: grain field  
Final product: grain



### *water mill / wind mill*

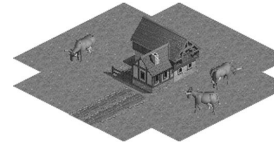
Workers: 2  
Operating costs: 5/0 Gold coins  
Raw materials: grain  
Final product: flour

*Legend:* Costs: production running / production stopped



### *bakery*

Workers: 2  
Operating costs: 5/0 Gold coins  
Raw materials: flour  
Final product: food



### *cattle farm*

Workers: 2  
Operating costs: 5/0 Gold coins  
Required: pasture ground  
Final product: cattle



### *butcher's shop*

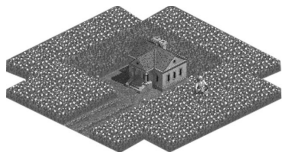
Workers: 2  
Operating costs: 5/0 Gold coins  
Raw materials: cattle  
Final product: food

## *farms for consumer goods and trading goods*



### *sheep farm*

Workers: 2  
Operating costs: 5/0 Gold coins  
Required: pasture ground  
Final product: wool



#### *cotton plantation*

Workers: 6  
 Operating costs: 35/15 Gold coins  
 Required: cotton field  
 Final product: wool



#### *weaver's hut*

Workers: 2  
 Operating costs: 10/5 Gold coins  
 Raw materials: wool  
 Final product: cloth



#### *weaving mill*

Workers: 4  
 Operating costs: 20/10 Gold coins  
 Raw materials: wool  
 Final product: cloth



#### *tailor's shop*

Workers: 3  
 Operating costs: 10/5 Gold coins  
 Raw materials: cloth  
 Final product: clothes



#### *spice plantation*

Workers: 6  
 Operating costs: 35/15 Gold coins  
 Required: spice field  
 Final product: spices



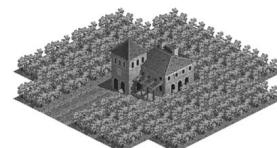
#### *tobacco plantation*

Workers: 6  
 Operating costs: 35/15 Gold coins  
 Required: tobacco field  
 Final product: tobacco



#### *tobacco products*

Workers: 2  
 Operating costs: 20/10 Gold coins  
 Raw materials: tobacco  
 Final product: tobacco products



#### *vines*

Workers: 4  
 Operating costs: 35/15 Gold coins  
 Required: vines  
 Final product: alcohol



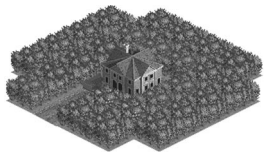
#### *sugarcane plantation*

Workers: 4  
Operating costs: 35/15 Gold coins  
Required: sugarcane field  
Final product: sugarcane



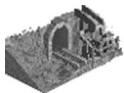
#### *distillery*

Workers: 3  
Operating costs: 15/7 Gold coins  
Raw materials: sugarcane  
Final product: alcohol



#### *cocoa plantation*

Workers: 4  
Operating costs: 35/15 Gold coins  
Required: cocoa field  
Final product: cocoa



#### *gold mine*

Workers: 10  
Operating costs: 60/20 Gold coins  
Required: vein of gold  
Final product: gold



#### *gold mith*

Workers: 3  
Operating costs: 45/20 Gold coins  
Required: gold  
Final product: jewelry

### *Building materials*

---



#### *forester's hut*

Workers: 1  
Operating costs: 5/0 Gold coins  
Required: forest / palm trees  
Final product: wood



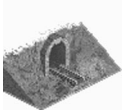
#### *quarry*

Workers: 0  
Operating costs: 0 Gold coins  
Required: mountains  
Final product: stones



#### *stonemason*

Workers: 2  
Operating costs: 5/0 Gold coins  
Raw materials: stones  
Final product: bricks



#### *iron ore mine*

Workers: 8  
 Operating costs: 60/20 Gold coins  
 Required: iron ore vein  
 Final product: iron ore



#### *deeper iron ore mine*

Workers: 10  
 Operating costs: 60/20 Gold coins  
 Required: iron ore vein  
 Final product: iron ore



#### *ore smelter*

Workers: 3  
 Operating costs: 25/10 Gold coins  
 Raw materials: wood, iron ore  
 Final product: iron



#### *tool maker*

Workers: 3  
 Operating costs: 25/10 Gold coins  
 Raw materials: iron  
 Final product: tools

### *armament and ship building*

---



#### *sword maker*

Workers: 3  
 Operating costs: 30/14 Gold coins  
 Raw materials: iron  
 Final product: swords



#### *musket maker*

Workers: 4  
 Operating costs: 45/20 Gold coins  
 Raw materials: wood, iron  
 Final product: muskets



#### *cannon foundry*

Workers: 5  
 Operating costs: 60/25 Gold coins  
 Raw materials: wood, iron  
 Final product: cannon



#### *small shipyard*

Workers: 4  
 Operating costs: 100/20 Gold coins  
 Raw materials: wood, cloth  
 Final product: small trading vessel  
 small battleship



### *large shipyard*

Workers: 6  
 Operating costs: 150/30 gold coins  
 Raw materials: Holz, Stoffe  
 Final product: small trading vessel  
 small battleship  
 trading vessel  
 battleship



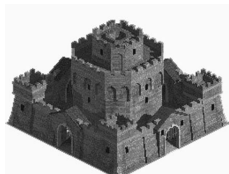
### *castle*

Workers: 4  
 Operating costs: 55 gold coins  
 training capacity: 3 soldiers



### *large castle*

Workers: 6  
 Operating costs: 90 gold coins  
 training capacity: 5 soldiers



### *fortress*

Workers: 8  
 Operating costs: 130 gold coins  
 training capacity: 8 soldiers



### *wooden watchtower*

Required: 2 Cannons

### *stone watchtower*

Required: 2 Cannons

## *Warehouses*



### *warehouse I*

Workers: 2  
 Operating costs: 15 Gold coins  
 Stock: 30 tons



### *warehouse II*

Workers: 4  
 Operating costs: 15 Gold coins  
 Stock: 50 tons



### *warehouse III*

Workers: 5  
 Operating costs: 15 Gold coins  
 Stock: 75 tons



### *warehouse IV*

Workers: 6  
 Operating costs: 15 Gold coins  
 Stock: 100 tons



## other buildings



*market-place*

Workers: 3  
Operating costs: 10



*doctor*

Workers: 2  
Operating costs: 30



*public bath*

Workers: 5  
Operating costs: 60



*fire brigade*

Workers: 3  
Operating costs: 15



*chapel*

Workers: 1  
Operating costs: 5



*church*

Workers: 3  
Operating costs: 50



*tavern*

Required: alcohol  
Workers: 3  
Operating costs: 15



*school*

Workers: 2  
Operating costs: 30



*college*

Workers: 5  
Operating costs: 60

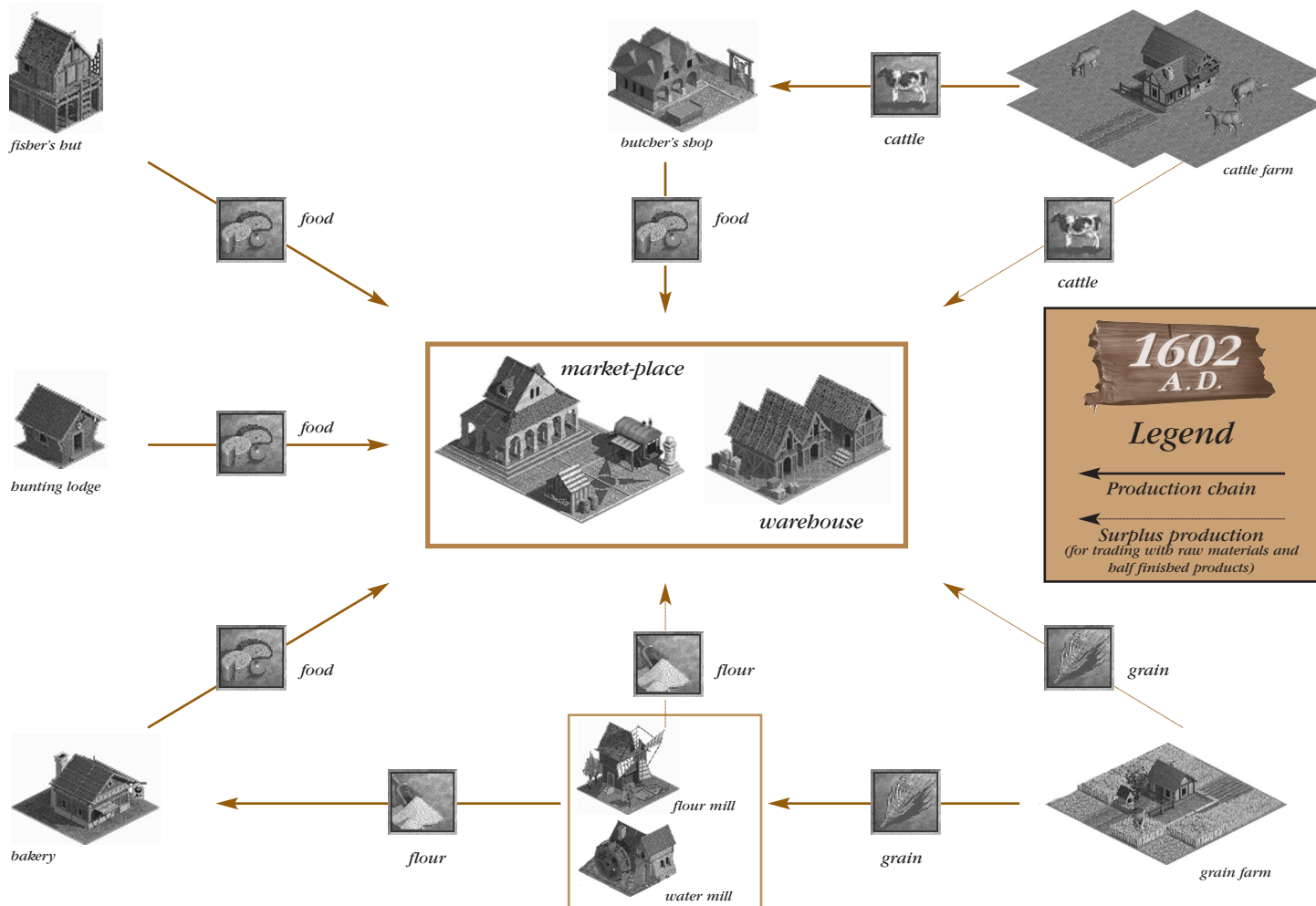


*theater*

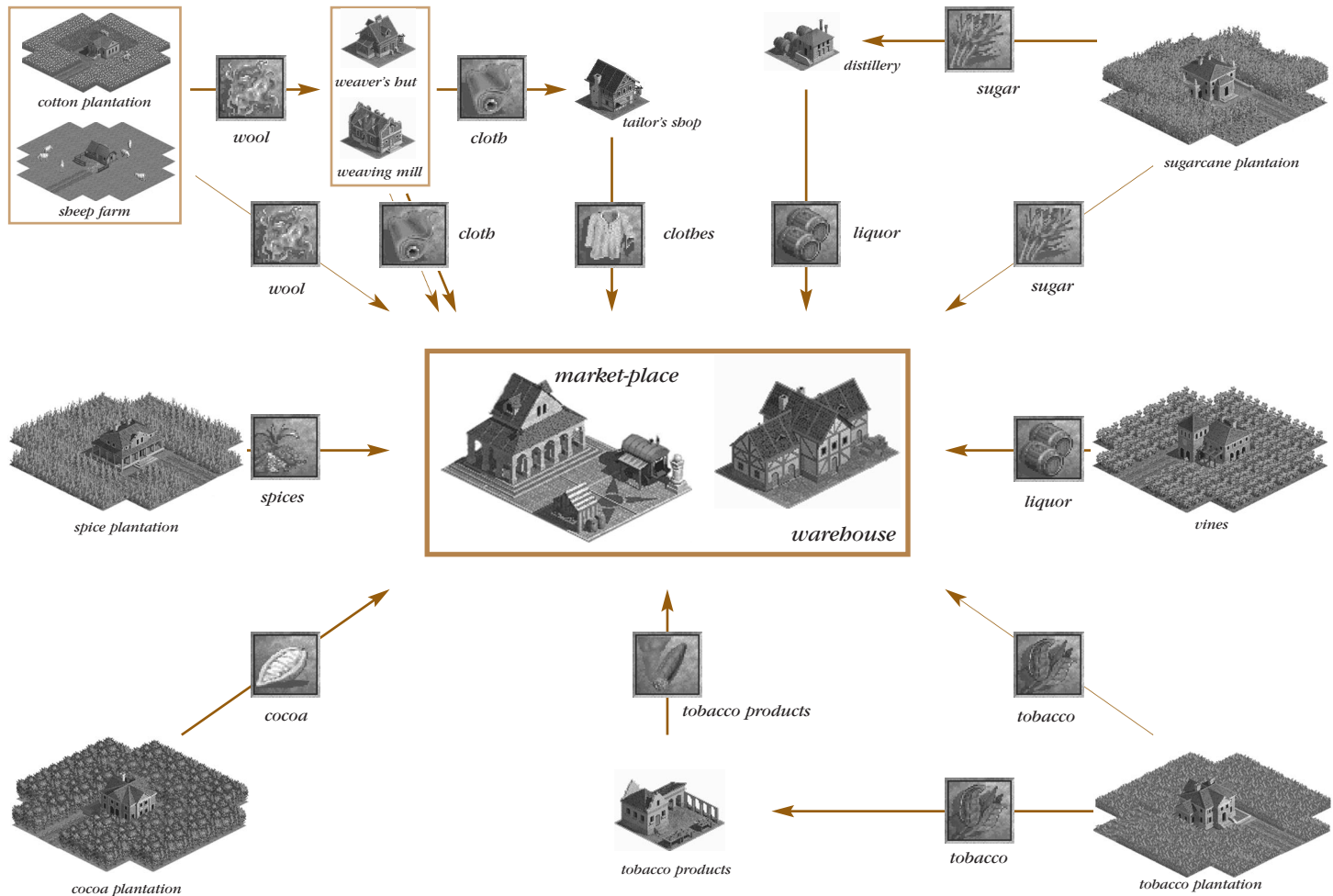
Workers: 5  
Operating costs: 80

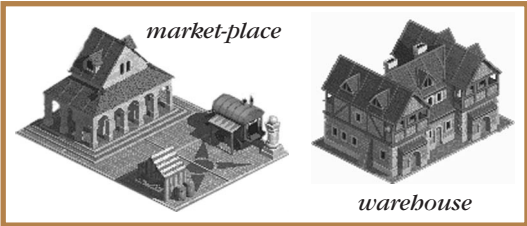
# Appendix B: Build Trees

## Food production

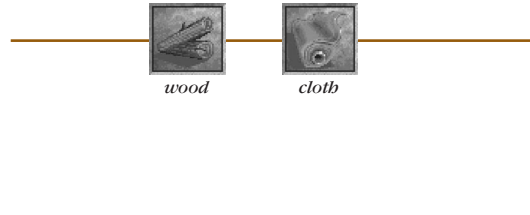


## Trading Goods, Consumer Goods

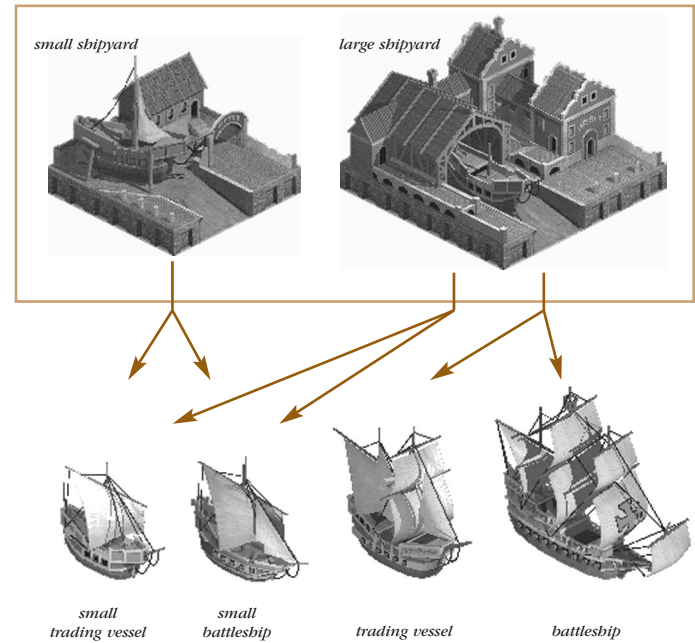
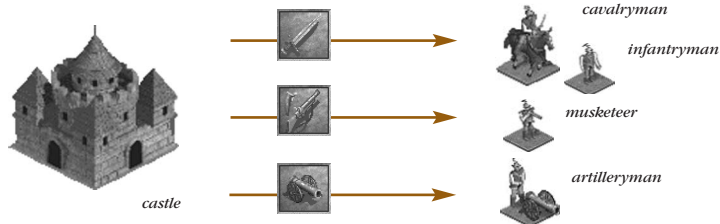
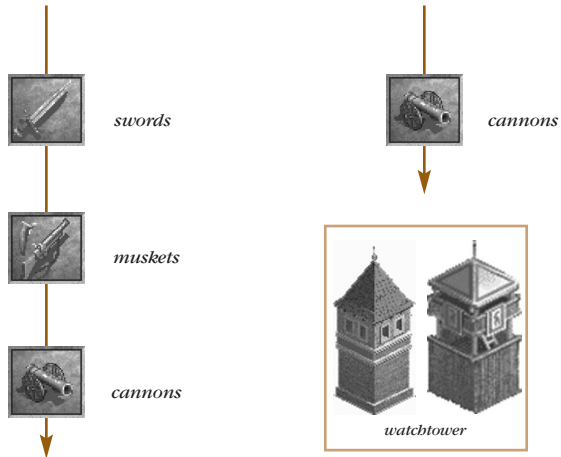




## Armament and Shipbuilding



1602  
A.D.





# Appendix C

## Notes on DirectX™6

---

The DirectX™ technology was developed by Microsoft to be used with Windows® 95/98. As a consequence programs specially developed for Windows® 95/98 can access your hardware directly. This results in smoother animation of graphics and faster game play. In order for DirectX™6 to function properly, you have to have the correct DirectX™6 drivers installed.

Is your system DirectX™6 compatible?

You are in your Windows® desktop environment and the 1602 A.D. CD-ROM is in your CD-ROM drive. Click the START button and then FIND and FILE/FOLDER. In the NAME box enter DXDIAG.EXE and in the FIND box the drive letter of your CD-ROM drive. Now click START. Once the search is finished you will see the file DXDIAG.EXE in the bottom half of the search window. Double-click this with the left mouse button. A list of DirectX™6 supported drivers now appears on the screen.

Problems can arise, if the driver is not AUTHENTICATED, and no version number is shown. Contact your hardware dealer for the newest DirectX™6 drivers or have a look at your hardware manufacturer's Internet site.

If a version number is displayed, but AUTHENTICATED is not, then this is probably a driver from a previous DirectX™ version. This driver should be DirectX™6 compatible and you should be able to install and play 1602 A.D. without any problem. You should still contact your hardware dealer for the newest DirectX™6 drivers.

If the message NO HARDWARE SUPPORT appears then the driver is not compatible with DirectX™. Contact your hardware dealer for the newest DirectX™6 drivers.

If you have never previously installed a DirectX™ version on your computer the installation program will ask you, whether you want to overwrite the current driver, or not. We strongly recommend that you do this unless you are 100% certain that your current driver is 100% DirectX™6 compatible. If the new drivers cause problems, you can reload the old drivers using the DXDIAG.EXE program mentioned above.

**NOTE:** The latest drivers for your system can be found on the manufacturers' Internet sites and at [www.download.com](http://www.download.com).

# Appendix D

## Keyboard assignments

---

F2	= Zoom level 3 - bird eye view
F3	= Zoom level2 - normal view
F4	= Zoom level1 - detailed view
F5	= Normal game speed
F6	= Double game speed
F7	= Quadruple game speed
Z	= Rotate counter-clockwise
X	= Rotate clockwise
O	= Options menu
D	= Diplomacy menu
L	= Save/Load game menu
B	= Construction menu (build)
K	= Combat mode (battle)
I	= Info mode (status)
F	= Video sequences and speech menu
W	= Ship hoists white flag and surrender to the pirates
J	= Jump to the active object
H	= Cycle between own warehouses
PAUSE	= Pause the game
ESC/ right mouse button	= End pause / interrupts videos / back to previous menu
S	= Shows list of own ships
C	= Shows list of own and allied cities
Ctrl + 1-9	= Store assembled troops
1-9	= Call stored troop assemblies

F8	= Select wounded (only if health is less than 50%)
F9	= Pick infantry out of selected soldiers
F10	= Pick cavalry out of selected soldiers
F11	= Pick musketeers out of selected soldiers
F12	= Pick artillery out of selected soldiers

### Multiplayer mode only

Alt + 1	= Chat - to red player
Alt + 2	= Chat - to blue player
Alt + 3	= Chat - to yellow player
Alt + 4	= Chat - to white player
Alt + 5	= Chat - to all players

# Appendix E

## Problem Solving and FAQ's

---

You can find competent answers to installation and gameplay FAQ's, as well as tips on the standard problems, in the Readme.rtf file on the 1602 A.D. CD-ROM. To open this file go to the 1602 A.D. program group in the Windows® START menu and click on README.

# Appendix F

## Availability of Buildings

Number of inhabitants	Stage of development	Availability of building
0	Pioneers	Warehouse1 / forester / fisherman / hunter / sheep farm / weaving hut / market place dirt road / chapel
30	Pioneers	Cattle farm / butchers
15	Settlers	Quarry / stonemason / fire department / cobblestone street
30	Settlers	Warehouse2 / wooden palisade / wooden town gate
40	Settlers	Winery / spice plantation / tobacco plantation / sugarcane plantation distillery / tobacco products
50	Settlers	Tavern
75	Settlers	Grain farm / water and wind mill / bakery
100	Settlers	School / tool maker
120	Settlers	Iron ore mine / ore smelter / small shipyard
200	Settlers	Small castle / sword maker / defense buildings
50	Citizens	Doctor
100	Citizens	Warehouse 3 / gallows

Number of inhabitants	Stage of development	Availability of building
150	Citizens	Gold mine / Church
200	Citizens	Cotton plantation / Cocoa plantation / weaving mill / tailor's shop
210	Citizens	Public bath
400	Citizens	Cannon foundry
450	Citizens	Deeper ore mine
250	Merchants	Warehouse4 / gold smith / ornament tree / College
300	Merchants	Theatre
400	Merchants	Large castle / musket maker
500	Merchants	Large shipyard
600	Aristocrats	Fortress
1500	Aristocrats	Palace
2500	Aristocrats	Cathedral

# Appendix G

## Requirements for Development

Stage of Development	Inhabitants per house	Public buildings	Needed goods to proceed to next stage
Pioneers	2		Cloth
Settlers	6	Market place / chapel	Cloth, alcohol and tobacco or spices
Citizens	15	Tavern/school	Cloth, alcohol, cocoa and tobacco or spices
Merchants	25	Church/public bath	Cloth, clothes, jewelry, alcohol, cocoa and tobacco or spices
Aristocrats	40	Theatre/college	

### A

Agriculture	7
Attack	11,26,27,32
Artillerymen	32,33
Autoroute	28,29
cancel	30
start/stop	29,30
Availability of buildings	70

### B

Bags of money	27,29,30
Bricks	8,15,42
Buildings (see appendix A)	58
Building cost	20
Building material	20

### C

Cannon	12
Cart - symbol	23
Castle menu	32
Cattle-raising	8
Cavalry	32,33,48
set automatic trading	
route destination	28
City names	15
Civilization, level of	21
Combat menu	33
Compass	7,16
Construction mode	8,16,19
Continuous play	6
Current score	17

# Index

### D

Degree of difficulty	14
Demolish	20
Diplomacy menu	25

### E

Editor	37
Effects	16
Explore	7
Eye - Icon	7

### F

FAQ's	70
Forest	8
Free traders	28

### G

Game screen	15
Gold deposits	7
crossed hammers	7
Grain	8
Green bar	32

### H

Health	32
Highscore list	14

### I

Inventory	24
Infantry	33,48
Info bar	15

Info mode	15	Musketeers	72	<i>R</i>		<i>T</i>	
Install/uninstall	4			Repair ships	34	Taxes	21
Intro	3	<i>N</i>		Requirements for development	71	Thumbs	50
<i>K</i>		Natives	26	<i>S</i>		Tools	8,10,15
Keyboard operation	69	trade with	30	Sea combat	12,33	Trade agreement	9,25
<i>L</i>		<i>O</i>		surrender	12,34	Trade symbol	29
Loading goods	8,19	Operating cost	23	flee	34	Trading	30
Loading menu	8,19	Options menu	16	Service area	8,21	buying menu	10
Loading and unloading	8,19	Ore deposits	7	Settings	16	selling menu	10
Loading soldiers onto ship	11,33	crossed hammers	7	Settlers		Tribute, pay	9,26
<i>M</i>		Overview map	6,7	population	15	Troops	11,32
Magnifying glass	7	<i>P</i>		satisfaction	21	training	32
Market carts	8	Palm trees	8	supply bar	22	formations	33
Market-place	8	Parchment	28	facial expression	21	patrol	12,32
Market wagons	8,18,27,28	Patrol	12,32,34	food supply	22	specialties	32
Money	15	Pause	17	civilization, level of	22	wounded units	33
Multi player mode	35	Peace treaty	26	development	22	<i>V</i>	
game	35	Pirates	26	total area of service	8,21	Video quality	5
setup	35	Pirate stronghold	26	Ships	10,33	<i>W</i>	
create group	35	trade	30	build	33	Warehouse	8,9,19
IPX	35	protection money	27	arm	34,41	White flag	12
name	35	assignment	27	patrol	2,34	Wood	8,15,30
network protocol	35	Player name	6,7	repair	34	Workload	8,21,23
number of players	35	Price	10	Ships names	15	Workshops	10,23
TCP/IP	35	Product field	30	Shut down	23	<i>Z</i>	
connect	35	Product transportation	25	Singleplayer mode	13	zZ	23
player name	36	Production, chain of	6,20,23,64	end game	16		
continuous play	36	Protection money	27	continue last game	14		
scenarios	36	<i>Q</i>		load game	14		
chat mode	36	Quantity	10	start game	6		
load game		Question marks	23	Scenarios	6,15		
continue game				tutorials	6,15		
Music	16			continuous play	16		
				Specialties, military	32		
				Stop	18		
				Streets	20		