

THE SETTLERS

HERITAGE OF KINGS

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



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

THE SETTLERS: HERITAGE OF KINGS™
IS DEDICATED TO OUR
COLLEAGUE, JAN BROCKMANN

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CHAPTER I: EARLY STAGES

1.1 INSTALLING THE GAME

Are you longing to play THE SETTLERS: Heritage of Kings™?

Then follow these instructions:

Insert your THE SETTLERS: Heritage of Kings™ DVD in the DVD-ROM drive. Now simply follow the instructions on the screen!

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

1. Insert your THE SETTLERS: Heritage of Kings™ DVD in the DVD-ROM drive.
2. Open My Computer and double-click on the DVD-ROM drive
3. Open the autorun.exe file.

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

1.2 GAME MENU

Single player:

Select: single maps or the campaign.

Alternatively: Load a previously saved game.

LAN game:

Find available games on the network.

Alternatively: Invite someone else to play the game with you.

ubi.com:

To play online: just log on to our server!

You will need a valid ubi.com account to do this.

You can set this up from the game itself.

Alternatively: in the Ubisoft portal at **www.ubi.com** – free of charge

Options:

Set up your graphics options!

Set up the keyboard layout and sound!

Set up a network connection if necessary!

Create and edit your player profile!

1.3 SAVING AND EXITING

Do you wish to save the game you are currently playing?

In the Main Menu (F1), click on **Save**, enter a name for the game, and click **OK**.

Do you wish to load a saved game?

Select **Single Player** from the Game Menu or open the **Main Menu** during the game, then click on **Load Game**.

Do you wish to exit the game?

Click Exit in the Main Menu.

Do you wish to start playing on a new map, or access the Options Menu?

You can do these things via the Main Menu.

1.4 IN-GAME HELP

Tooltips:

Do you wish to find out more about an icon?

Simply move the mouse cursor over it.

Tutor:

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

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

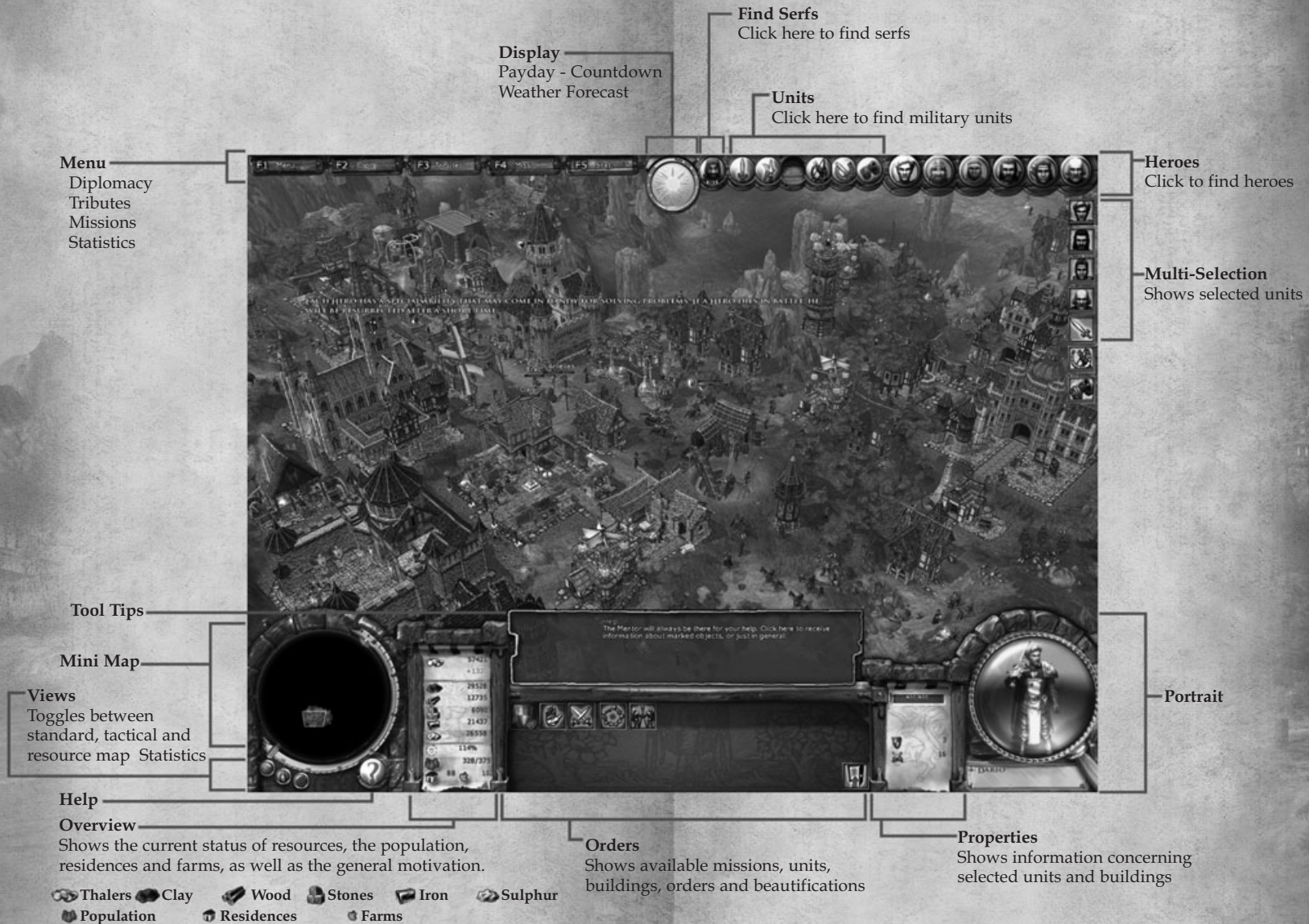
Help on the Internet:

Information and advice!

http://www.thesettlers.com is the official THE SETTLERS: Heritage of Kings™ community website. It also contains a link to the Support Centre, where you can access technical support.



1.5 THE USER INTERFACE



CHAPTER II: SETTLING

2.1 RESOURCES

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



Wood can be found wherever there are trees. You should always let your Serfs fell the trees; they are more than capable of carrying out this task.



Consult the map if you are in search of stone or iron, clay or sulphur: the humble Serfs will excavate any small amounts of these resources lying around, although if you spot a shaft, it would be wise to build a mine and allow skilful Miners to perform their daily tasks more quickly and efficiently than a Serf ever could.

But how do these resources make their way to your Storehouses?



Worry not: they are for your own use and, once extracted, are allotted to you directly. With careful treatment, some Workers, known as Refiners, can even multiply these resources as if by magic.

Now you must be wondering: "How can I fill the public coffers with Thalers?" Your Workers pay taxes, and you can read more about this in Chapter 2.8.

2.2 THE WEATHER

The weather is a mighty force that affects your city and its citizens, and even the wars themselves. Snow hampers your settlers' progress, whilst rain impairs visibility, rendering Archers, Cannons and Bastilles less effective. Be sure to bear this in mind when you send your troops off to battle.

However, the Weather Tower is extremely useful for predicting the vagaries of the heavens, so you can plan your strategies accordingly. Some day, though, you may even be able to master the weather with a Weather Plant and its resident engineers..

2.3 UNITS

The types of unit are fourfold; let us present them to you:



SERF

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



SERF

He constructs buildings and keeps them in good order, is knowledgeable in matters relating to wood and is responsible for extracting resources.

Building:
Headquarters












MILITIA

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

WORKERS

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



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

ALCHEMIST Works in the Alchemist's Hut, refining sulphur and studying the weather 	FARMER Works in the Farm, producing food 
MINER Works in Pits, extracting resources 	SCHOLAR Works in the College, researching new technologies 
TRADER Works in the Marketplace, processing orders 	FORGER Works in the Foundry, producing cannons 
PRIEST Works in the Chapel, blessing the settlers to increase motivation 	SAWMILLER Works in the Sawmill, working wood and improving weapons 
TREASURER Works in the Bank, managing the city's funds 	SMITH Works in the Smithy, refining iron and improving weapons and armour 
STONEMASON Works in the Stonemason's Hut, working stone 	BRICKMAKER Works in the Brickmaker's Hut, working clay 
ENGINEER Works in the Weather Plant, preparing the weather-changing equipment 	





MILITARY UNITS

A fearless army is essential if you are to defend your city and uphold its glorious reputation. Recruit Captains in the Barracks, on the Shooting Range and in the Enclosure, where they can be trained to lead Soldiers (see also Chapter 3.1); build some mighty Cannons, if your city has a Foundry to produce them. You may familiarise yourself with the army's wage requirements in Chapter 2.8.





SWORDSMEN

			
Shortswordman	Broadswordman	Longswordman	Bastardswordman
Requirement:	Requirement:	Requirement:	Requirement:
Barracks	Barracks and Smithy	Garrison	Garrison and Fortress

SPEARMEN

			
Longspearman	Lancer	Warlancer	Halberdier
Requirement:	Requirement:	Requirement:	Requirement:
Barracks	Barracks and Sawmill	Garrison	Garrison and Fortress

LONG-RANGE FIGHTERS

			
Shortbowman	Longbowman	Crossbowman	Arbalestbowman
Requirement:	Requirement:	Requirement:	Requirement:
Shooting Range	Shooting Range and Sawmill	Shooting Range	Archery and Fortress

LIGHT CAVALRY



Mounted Shortbowman

Requirement:

Enclosure



Mounted Crossbowman

Requirement:

Stables

HEAVY CAVALRY



Mounted Shortswordman

Requirement:

Enclosure



Mounted Battleaxeman

Requirement:

Stables

LIGHT CANNON



Bronze Cannon

Requirement:

Foundry



Iron Cannon

Requirement:

Cannon Factory

HEAVY CANNON



Bombard

Requirement:

Foundry



Siege Cannon

Requirement:

Cannon Factory

HEROES

Up to six shining Heroes, each with their own particular abilities, are waiting to enter your service.

Many of these abilities may be of great use to you, but take heed: once a skill is used, the Hero requires a short while to rest before using it again, and whereas some abilities only have to be triggered, others must be assigned a target before they will work. Left-clicking on the desired skill and again on the target initiates the process.

Dario has been fighting for you since the beginning of time; others will join you as you make your way through the story.

If several of you are playing, select your Heroes from the Headquarters. The number of Heroes you can call upon to serve you (there are nine altogether) depends on the map.

DARIO: the Hero



Cared for by his mother and the noble Helias, Dario grew up in the abbey of Thalgrund, unaware for many long years that he was the rightful heir to the throne of the Old Empire. Now, as his mother lies on her deathbed, he learns the truth and demands his due.



Eye of the Falcon



Protect Units



Sentinel

Dario's falcon explores the area for you
Enemy units flee from Dario's supremacy
Dario's badge is illuminated if enemies are nearby.

PILGRIM: the Weapons Specialist



Pilgrim came from a simple mining family and was a gunpowder expert even as a young lad. Although he generally loathes to follow orders, he loyally fights for the Old Empire alongside his friend Dario.



Plant Bomb



Spring Cannon

Explosions help uncover resources and other items
Fires a limited number of shots

SALIM: the Visionary



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



Heal

Heals friendly units around him



Lay Trap

The traps are triggered as soon as an enemy approaches

ARI: the Robber Knight



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



Camouflage

Becomes invisible to enemy units



Call Bandits

Summons a group of bandits to her aid

EREC: the Knight of the Old Empire



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



Aura of Strength

Strengthens the Soldiers under Erec's command



Maelstrom

Powerful vortex that devastates all units around him

HELIAS: the Sage



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



Persuasion

Persuades enemy units to defect



Blessing

Strengthens friendly Soldiers and Heroes and makes them more resistant to attack

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

KERBEROS: the Black Knight



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



Aura of Fear

Reduces the motivation of enemy units in Kerberos' vicinity



Hellshout

Enemy military and civil units flee from Kerberos

MARY DE MORTFICHET: the Deceiver



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



Demoralising

Decreases the attack strength of affected enemy units



Poison

A surface poison devastates all enemy units within range

VARG: the Fearless



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



Wolf Pack

Summons a pack of wolves, which fight for the Heroes



Berserk Rage

Affected units acquire an attack bonus, although their defence is impaired

Even if a Hero falls in battle, this does not mean that you must battle on without him. Keep the enemy from the fallen Hero and he will eventually regain consciousness.

If one of your Heroes should drown, fear not, as you will soon find him back at your Headquarters again.

Moving units

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

Assemble several units into groups!

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



2.4 EXPLORING THE MAP

Do not hesitate to explore the area around your growing city, as this is the only way you can discover enemy settlements and warriors, available sites for building and natural resources to use for your purposes.

This is vitally important, as it goes without saying that your settlement will not always be built in the best location. Moreover, you are more likely to meet those who are known as non-player characters and who may have a quest for you.

2.5 CONSTRUCTING BUILDINGS



To construct buildings: select one or more Serfs. Move the mouse cursor over the icon representing the building required in the Serf's Building Menu. This gives you a short description and, more importantly, details of how much the building project will cost. Left-click to select the building and drag it on to the map. The outline of the building will now appear which you can position on the map. A red outline indicates you cannot build on that particular site.

To repair a damaged building: Right-click to send one or more Serfs to the building, where they will then set to work.



To demolish a building: select it, click Knock Down in the Building Menu and confirm your choice; some of the resources invested in the construction process will be returned to you.

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

ALCHEMIST'S HUT: refining sulphur; researching the weather

	
Alchemist's Hut	Laboratory
Requirement:	Requirement:
Tech.: Alchemy	Tech.: Metallurgy



SHOOTING RANGE: recruiting Archers

	
Shooting Range	Archery
Requirement:	Requirement:
Tech.: Standing Army	Tech.: Chain-Block

BANK: managing the city funds

	
Bank	Treasury
Requirement:	Requirement:
Tech.: Printing	Tech.: Libraries



BARRACKS: recruiting Swordsmen and Spearmen

	
Barracks	Garrison
Requirement:	Requirement:
Tech.: Conscription	Tech.: Chain-Block

SMITHY: refining iron, improving weapons and armour

		
Smithy	Blacksmith	Finishing Smithy
Requirement:	Requirement:	Requirement:
Tech.: Alchemy	Tech.: Alloying	Tech.: Metallurgy

BRICKMAKER'S HUT: working clay

	
Brickmaker's Hut	Brickworks
Requirement:	Requirement:
Tech.: Construction	Tech.: Alloying

CLAY PIT: extracting clay from shafts

		
Clay Pit	Clay Gallery	Clay Mine
Requirement:	Requirement:	Requirement:
-	Tech.: Gear Wheels	Tech.: Chemistry

FARM: produce food for Workers

		
Farm	Mill	Estate
Requirement:	Requirement:	Requirement:
-	Tech.: Gear Wheels	Tech.: Architecture

FOUNDRY: produce Cannons

	
Foundry	Cannon Factory
Requirement:	Requirement:
Tech.: Metallurgy	Tech.: Chemistry

IRON PIT: extract iron from shafts

		
Iron Pit	Iron Gallery	Iron Mine
Requirement:	Requirement:	Requirement:
-	Tech.: Gear Wheels	Tech.: Chemistry

HEADQUARTERS: recruit Serfs, central building

		
Keep	Stronghold	Fortress
Requirement:	Requirement:	Requirement:
Available from start	-	3 Refinery Buildings

STOREHOUSE: store for resources and trading emporium

	
Storehouse	Marketplace
Requirement:	Requirement:
Tech.: Literacy	Tech.: Trading

CHAPEL: blessings increase Workers' motivation

		
Chapel	Church	Cathedral
Requirement:	Requirement:	Requirement:
Tech.: Literacy	Tech.: Printing	Tech.: Libraries



RESIDENCE: lodgings for Workers

		
Hut	Cottage	House
Requirement:	Requirement:	Requirement:
-	Tech.: Construction	Tech.: Architecture



SAWMILL: working wood

	
Sawmill	Lumber Mill
Requirement:	Requirement:
Tech.: Construction	Tech.: Chain-Block

ENCLOSURE: recruiting Light and Heavy Cavalry

	
Enclosure	Stables
Requirement:	Requirement:
Tech.: Tactics	Tech.: Horse Breeding




STONEMASON'S HUT: working stone

	
Stonemason's Hut	Mason's Shop
Requirement:	Requirement:
Tech.: Gear Wheels	Tech.: Chain-Block

STONE PIT: extracting stone from stone quarries

		
Stone pit	Stone Gallery	Stone Mine
Requirement:	Requirement:	Requirement:
-	Tech.: Gear Wheels	Tech.: Chemistry

SULPHUR PIT: extracting sulphur from shafts

		
Sulphur Pit	Sulphur Gallery	Sulphur mine
Requirement:	Requirement:	Requirement:
-	Tech.: Gear Wheels	Tech.: Chemistry


WATCHTOWER: guns and increased visibility improve defence

		
Watchtower	Ballistatower	Cannontower
Requirement:	Requirement:	Requirement:
Tech.: Construction	Tech.: Gear Wheels	Tech.: Metallurgy



WEATHER TOWER: weather forecast, initiating changes in weather


Weather Tower
Requirement:
Tech.: Weather Forecast (Alchemist's Hut)

WEATHER PLANT: preparing and activating changes in weather


Weather Plant
Requirement:
Tech.: Meteorology (Alchemist's Hut)

COLLEGE: researching technologies

	
College	University
Requirement:	Requirement:
-	4 out of 8 technologies

VILLAGE CENTRE: Workers move from here into the settlement

		
Village Centre	Town Centre	City Centre
Requirement:	Requirement:	Requirement:
-	Tech.: Literacy	Tech.: Trading

2.6 POPULATION

How many settlers will your city accommodate? That all depends on the Village Centre. You may only set these up on an vacant site unless it is being used by another player, in which case you will have to raze the other Village Centre to the ground before you can use the same site for your own centre. Sites cannot be destroyed.

Upgrading your Village Centres and increasing their numbers creates space for more people. All units except Heroes count as your people.

Some more important Village Centres need more space than other less significant ones.

Always bear in mind that the Village Centres are the only way of extending your population's borders. This makes it all the more important to keep an eye on available sites, as these are the only places where Village Centres can be built.

You may dismiss Serfs, Soldiers or Workers at any time, simply by clicking **Disband Unit** in their menu.

2.7 REQUIREMENTS

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



Beds: Peruse the overview next to the mini-map if you wish to check that the city has adequate sleeping quarters. To find out which area of the city is lacking in Residences, look more closely at your settlers (see Chapter 2.9).



Food: Similarly, you should pay heed to the number of places in your Farms.

If your city lacks Residences or Farms or, indeed, both, your workers will sleep round a campfire, work more slowly and with less enthusiasm, and spend some of the time, if not all, in idle pursuit.

Surely you go to work with a greater spring in your step, if you have a full belly and spent the night in a comfortable bed. So make haste and build Residences and Farms near the workshops if the campfires are blazing...

Select a settler to cast a glance over his needs, as this will help you to establish, which settlers are happy and which ones are in need of tender loving care.

2.8 TAXES AND WAGES

From time immemorial, a city's inhabitants have paid their dues to ensure the city flourishes, trade prospers and the people are safe from danger. It is just the same here: taxes and taxes alone can bring more Thalers into your treasuries.

Every Worker pays his share on a particular day, known as pay day. At first, the tax rate is dictated to you from higher authorities, but once you have acquired knowledge of literacy, it is up to you to set the amount of tax to be collected:

No Taxes: All will hail you as a benefactor and labour willingly and diligently, yet your coffers will remain empty.

Low Taxes: Again, not one citizen will have a word to say against you, but your paltry income will ensure your cupboard remains bare.

Moderate Taxes: This will strike a good balance between poverty and an angry mob.

High Taxes: Now and again (when war is threatening, for instance), you will have no choice but to demand more money of your citizens. Bear in mind, however, that they will then be more reluctant to work for you!

Very High Taxes: Only in cases of dire need should you consider bleeding your people dry, as discontent will spread as rapidly as your waistline.

Your Workers' motivation rises or falls in every month, in which the tax rate is not set to "Moderate".







The money earned is not only required to build up your city: your Soldiers will expect their wages every pay day. Each of your Captains will demand his salary, regardless of the numbers of his troops. Visit your Headquarters to view the public coffers and check your income and expenditure.

2.9 MOTIVATION AND STAMINA

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

Move the mouse arrow over your settlers! Important information will appear above their heads:



-  Settler is going to bed
-  Settler is having something to eat
-  Settler is at work
-  Settler is leaving the settlement
-  Settler has nothing to do
-  Settler is annoyed

Thought bubbles above settlers' heads indicate their mood: The two bars below the unit name indicate health points and stamina. Does the worker have a bed? Does he have a place to eat at a Farm? Both factors affect his stamina, i.e. how long he can spend toiling over a job.

How are the workers in the buildings faring?

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

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

2.10 ECONOMIC CYCLES

A worker will look after himself in as many ways as he can, provided you allow him to do so.

He welcomes victuals and a good night's sleep after his daily toil, so he must be able to make his way to a Residence and a Farm fairly quickly.



Many a worker is employed as a Refiner and has to journey from the Storehouse, Marketplace, Mines or Headquarters to his Workshop day after day, transporting resources to process at the Workshop. Do not make his journey too long, as time spent travelling is time that could be spent working.

2.11 RESEARCH AND DEVELOPMENT

Forsooth, a multitude of technologies is waiting to be discovered, from building upgrades improving productivity, to military advances increasing the troops' strike power, as well as many other innovations which could be researched. Every building and unit is accompanied by a description which will tell you everything worthy of note for each level (see Chapters 2.3 and 2.5).

Every building has to be attended to individually. As the saying goes: "Whilst one Storehouse may become a Marketplace, the rest are still but Storehouses." Moreover, while you are converting a building, labour goes to waste and residences also cannot be used during this period. Military innovations stand Soldiers and Captains, even future ones, in fine stead.

Technologies developed at the College



CONSTRUCTION

This unlocks Sawmills, Brickmakers' Huts and Watchtowers. Huts can be upgraded to Cottages.



ALCHEMY

This unlocks Alchemists' Huts and Smithies.



LITERACY

This unlocks Chapels and Storehouses. Village Centres can be upgraded to Town Centres, and tax levels can be fixed.



CONSCRIPTION

This unlocks Barracks.



GEAR WHEELS

This unlocks the Stonemason's Hut. Farms, Pits and Watchtowers can be upgraded to the second level.



ALLOYING

Smithies and Brickmakers' Huts can be upgraded to Blacksmiths and Brickworks.



TRADING

Storehouses can be upgraded to Marketplaces, and Town Centres to City Centres.



STANDING ARMY

This unlocks the Shooting Range.

**CHAIN-BLOCK**

Firing Ranges, Barracks, Stonemasons' Huts and Sawmills can be upgraded to the second level.

**METALLURGY**

This unlocks the foundry. Blacksmiths, Ballistatowers and Alchemists' Huts can be upgraded.

**PRINTING**

This unlocks the Bank. Chapels can be upgraded to the second level.

**TACTICS**

These unlock Enclosures and combat formations for military units.

**ARCHITECTURE**

Mills and Cottages can be upgraded to the third level.

**CHEMISTRY**

Galleries can be upgraded to the third level, Foundries to the second level.

**LIBRARIES**

Banks and Churches can be upgraded to Treasuries and Cathedrals.

**HORSE BREEDING**

The Enclosure can be upgraded to Stables.

Technologies developed in the Alchemist's Hut**GUNPOWDER**

This enables Cannons to shoot further and with greater accuracy.

**HEATED SHOTS**

These increase the damage inflicted by Cannons.

**WEATHER FORECAST**

This unlocks the Weather Tower.

**METEOROLOGY**

This unlocks the Weather Plant.

Technologies developed in the Smithy**LEATHER MAIL**

This improves the armour worn by Swordsmen and Heavy Cavalry.

**CHAIN MAIL**

This improves the armour worn by Swordsmen and Heavy Cavalry.

**PLATE HARNESS**

This improves the armour worn by Swordsmen and Heavy Cavalry.

**SOFT LEATHER**

This improves the armour worn by Archers, Light Cavalry and Spearmen.

**PADDED LEATHER**

This improves the armour worn by Archers, Light Cavalry and Spearmen.

**REINFORCED LEATHER**

This improves the armour worn by Archers, Light Cavalry and Spearmen.

**MASTER SMITH**

He increases the damage inflicted by Swordsmen and Heavy Cavalry.

**IRON CASTING**

This increases the damage inflicted by Swordsmen and Heavy Cavalry.

Technologies developed at the Sawmill**FLETCHING**

This increases Archers' and Light Cavalry's range and attack strength.

**BODKIN ARROW**

This increases the damage inflicted by Archers and Light Cavalry.

**WOOD HARDENING**

This increases the damage inflicted by Spearmen.

**TURNERY**

This increases the damage inflicted by Spearmen.

Technologies developed in the Stonemason's Hut**MASONRY**

This increases buildings' resistance to attack.

Technologies developed at the Headquarters**TRACKING**

This increases Serfs' range of sight.

**CITY GUARDS**

This increases range of sight from buildings.

Technologies developed in the Village Centre



LOOM

This allows improvement of the armour worn by Serfs and Workers.



HIGH-QUALITY SHOES

Workers and Serfs can move more quickly.

Technologies developed in the Foundry



IMPROVED UNDERCARRIAGE

Cannons can move more quickly.

Technologies developed in the Barracks



MARCHING

Swordsmen and Spearmen can move more quickly.

Technologies developed at the Shooting Range



MASTER BOWMAN

Archers fire further and with greater accuracy.

Technologies developed in the Enclosure



HORSESHOEING

The warhorses move more quickly.



2.12 DIPLOMACY AND TRADE

Cast an eye over the map. Do you find you are not alone any more? Well, reflect a while and consider wisely: how well disposed are you to your neighbours?

Just consult the Diplomacy Menu (F2).

FRIENDLY: You have entered into an alliance; your Soldiers will refrain from attacking one another. Furthermore, you can see things from your allies' point of view.

NEUTRAL: A tacit agreement urges Soldiers of both sides to abstain from attack. You cannot see from the other side's point of view.

HOSTILE: Any encounter results in an attack.

In multiplayer games, you may also send wares to your allies in this way. Now and again, a forfeit may be demanded of you. Rewards for admirably fulfilled tasks and the like may also be conferred there.

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



Pay particular heed:

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

CHAPTER III: WAGING WARS

3.1 RAISING AN ARMY

Soldiers will sacrifice their lives to protect your city and its citizens. Recruit them in the Barracks, on the Shooting Range and in the Enclosure. Cannons are produced in the Foundry.



To rally your regiment of heroic fighters, first select the building, then the unit you desire from the menu. One Soldier attaining the physical fitness of a dedicated fighter will embark on the training to become a Captain.

Now that he is ready to leave the building and go forth into battle, he will also, depending on his rank, have Soldiers under his command who will swear loyalty to him to the death. A Captain's rank and strength will depend on his experience (see Chapter 3.3) and on your settlement's current level of technological development.

Do you lament the loss of one or, indeed, many brave and true Soldiers in battle? Turn round, make haste and spur back to the building with your Captain and select **Recruit Soldier** from his menu. New Soldiers will immediately appear and join your Captain. Naturally, you will never find Cannons in troops; they must be controlled individually.

Soldiers can also be grouped into divisions, as described in Chapter 2.3.

Do you wish to disband a unit? In that case, select those very same words in the Captain's menu: **Disband Unit**.

3.2 BATTLE

With your splendid army of new recruits you are now ready to enter the battlefield. You need only issue commands to your Captains, Cannons and Heroes, as the Soldiers receive their orders from their leaders.

If you encounter an enemy, select your troops and right-click on any enemy unit or building as the target for your attack. Your Captains are always the last to be slain in battle, but while you have Soldiers in your troops you must not be afraid of using them. Never forget in the heat of battle that your units vary in their strengths and weaknesses; this can also occasionally be due to upgrades.



SWORDSMEN

Swordsmen fight particularly well against Spearmen and Archers, but inflict hardly any damage on buildings.

SPEARMEN

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

ARCHERS

Archers are a good choice when up against the fast Cavalry and Spearmen, but they inflict minimal damage on buildings and Heroes.

LIGHT CAVALRY

The Light Cavalry is quicker and more manoeuvrable than the Heavy Cavalry and can even attack at long range, but this unit is not very effective against Heroes or buildings.

HEAVY CAVALRY

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

LIGHT CANNON

The manoeuvrability of Light Cannons makes them effective on the battlefield, also due to their impressive shot accuracy against enemy units and their rapid firing rate.

HEAVY CANNON

In a siege situation you should always have a few Heavy Cannons in reserve. There is no better artillery against buildings than Bombards or Siege Cannons.

TOWERS

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

3.3 EXPERIENCE POINTS

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

One Star: CORPORAL

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

Two Stars: STAFF SERGEANT

This increases the troops' instinct for battle, so Archers and Light Cavalry can now both see and shoot further.

Three Stars: CAPTAIN

A Captain recovers his strength more rapidly, as his resistance is increased and his rate of self-healing is greater.

Four Stars: COMMANDANT

The troops' Attack Strength increases, so each fighter can inflict a heavier blow.

Five Stars: GENERAL

The hit rate for Archers and Light Cavalry is increased, along with the likelihood of close-combat fighters staving off attacks.

CHAPTER IV: APPENDIX

4.1 MULTIPLAYER GAMES

Test your skills against other players in
THE SETTLERS: Heritage of Kings™

First select: LAN or Internet?

To create a game:

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

Assign Positions: Assign the other players their positions, teams and player colours.

Cease-fire: Players in a team can see from each other's point of view and all the teams cease hostilities. They immediately resume hostilities once the cease-fire ends. The duration of the cease-fires varies as follows:

- CF 0: No cease-fire
- CF 1: 15-minute cease-fire
- CF 2: 30-minute cease-fire
- CF 3: Cease-fire during Research

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

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

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

GAME MODES

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

TECHNOLOGY RACE: In a Technology Race each team has to research all the technologies from the College. You can check your own and your opponent's progress at the top right of the screen at any time during the game. Identical technologies will only be counted once, e.g.: if you and one of your team members both research Construction, you only receive one point. The team to finish researching all the technologies first wins the game.

POINT GAME: A Point Game always lasts one hour. As in the Technology Race, you can check your own and your opponent's score at the top right of the screen at any time during the game. The team with the highest number of points wins.

Once you have chosen your settings, click "**Start Game**" to begin playing.

Joining a game:

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

During the game:

You can chat with other players before and during the game. Players in your team are your allies. You can see from each other's point of view, send each other wares and communicate via your own channel, the team chat. You can also place markers on the mini-map to indicate a specific location to your team members.

All allies' health points are reduced if one ally changes the weather.

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

4.2 KEY COMBINATIONS

Military Units and Heroes

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

Heroes

Y	Activates first Ability
X	Activates second Ability
C	Activates third Ability

Serf

Key + Ctrl = Select Building

H	Build Residence
G	Build Pit
D	Build Village Centre
U	Build College
I	Build Chapel
M	Build Storehouse
N	Build Bank
K	Build Barracks
S	Build Shooting Range
R	Build Enclosure
O	Build Foundry
T	Build Watchtower
P	Build Weather Plant
W	Build Weather Tower
A	Build Alchemist's Hut
C	Build Smithy
J	Build Sawmill
E	Build Stonemason's Hut
L	Build Brickmaker's Hut
B	Build Farm
Y	Command: To Arms
Q	Select Headquarters

Buildings

Q	First available Technology
W	Second available Technology
E	Third available Technology
R	Fourth available Technology

U Upgrade Buildings

A, S, D, F	Buy Unit
Y, X	Upgrade Unit

Q	Change Weather (Winter)
W	Change Weather (Summer)
E	Change Weather (Rain)
Q	Bless Settlers (Ring Bell)
W	Bless Settlers (Letters of Indulgence)
E	Bless Settlers (Bibles)
R	Bless Settlers (Collect)
T	Bless Settlers (Sanctification)

General

Space bar	Go to position of previous message
Pause	Pause
.	Select nearest Serf
.	Select nearest idle Serf
:	Select nearest Military Unit
Ö	Nächste Militäreinheit anwählen
F1 – F5	Menu
F6	Quick Save
F7	Quick Load
F8	Show Clock
Prt Scr	Print Screenshot
Esc	Cancel
F12	Game Mute
C	Chat
T	Team Chat
Ctrl + 1 - 0	Create Groups
1 - 0	Select Group

Mouse

Mouse button 1	Select
Mouse button 2	Context-sensitive action
Shift + Mouse 1	Add to/Remove from current selection
Double-click	Select all units of the same type
Mouse button 3	Scroll
Arrow keys	Scroll
Move mouse	Scroll
Insert/Delete	Rotate Camera
Page Up/Down	Zoom

4.3 CREDITS

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