

Note

In this demo version not all functions of the full version are at your disposal. So you can play e.g. only the tutorial games as well as one scenario. The play is automatically terminated, if your inhabitants achieved the status "citizen" (level 3).

Starting the game

1. Please quit all other applications!
2. Guarantee that DirectX 6.0 or higher is installed on your computer and that all drivers are authenticated. If this should not be the case, you can download a current version under <http://www.microsoft.com/directx/default.asp>.
3. Click now on the "1602.EXE" in the directory into which you have installed the "ANNO 1602" – demo.

Technical problems

In the case of problems those occur after installation and game start e.g. the mouse pointer tempers or only moves suddenly, or similar things, please make sure whether the drivers of your graphic card were authenticated by DirectX.

Also check to make sure that you have installed the latest drivers for your graphic card and sound card. You can find the newest drivers on the websites of the hardware manufacturers.

Questions for the initial phase of the game

?:. I want to erect a building on my island, but I can't. It just keeps blinking, instead. Why?

!:. It could be any one of a number of reasons. First of all: did you already build a warehouse on the island and unload your construction materials from the ship to the warehouse?

You can't erect a building unless you have enough money and building supplies! These are only available for use when they have been stored in your warehouse, or in one of your marketplaces. Check the status bar at the top of the game screen to see if you have enough money and building material to erect the chosen building. The numbers in brackets show the amount of money or material necessary to erect the building, while the numbers beside the brackets show the current amount on hand. If you don't have enough building material, you will first have to produce some more (e.g. set a forester to work cutting trees for wood).

You've got all the material and money necessary, and you still can't build it? Then it's possible that you tried to build outside your settlements' service area (the brightly lit area around your community in the info mode, or the area within the yellow frame in the construction mode). It could also be that the terrain isn't suitable for that type of building. Building construction is only possible within your settlements' service area, which is defined by your warehouse at the start. You can subsequently expand this area by building strategically-placed market-places.

You can find more information about the service areas of your buildings, and your community, in the "ANNO 1602" handbook.

?:. What do the revolving question marks above my workshops and farms mean?

!:. The revolving question marks are a sign that something is wrong with the current workload of the building in question. To find out more about the current situation, click the large question mark icon in the menu to change to info mode and then click the building concerned. You will now see a the buildings' current workload displayed in percent. If the percentage is very

low check to see if the building is getting enough raw material and if it has road access so that the handcarts can take the finished products to the market-place. Keep in mind that only some agricultural products can be grown on each island. For example, if conditions for growing grapes on your island are shown as only being 50% suitable then your harvest, and your winery's workload, will be that much poorer in respect to an island where conditions rate 100%. Don't forget that the crops need time in which to grow after they have been harvested. This can lead to temporary shortages for the buildings concerned.

?:. I want to build some of the buildings shown on the production cards, but I can't find them in the construction menu. Why not?

!:. Most of the buildings in "ANNO 1602" can first be built when your citizenry have reached a certain level of civilization and satisfaction, and when they have enough technical know-how. The further your people progress the greater the number, and variety, of buildings available becomes. These buildings automatically replace the empty squares in the building menu as they become available. Keep in mind that larger buildings take more money and building material to erect, and need a larger population to support them.

?:. "Stock full" keeps appearing over my buildings. What can I do?

!:. The storeroom of the farm or workshop in question is full.

It is impossible to produce anything more until a handcart picks up the goods from the storeroom and brings it to the warehouse or a market-place. Make sure that the access road reaches all the way up to the building so that the handcart can reach it. It is also possible that the building produces which is currently not needed, and that the warehouse is already full. In this case you should temporarily shut down the building (a rotating "Zz" symbol will appear over it), to save costs, and try to sell any surplus amounts of this product which you cannot use. In the long term it is generally a good idea to build workshops which can further refine the product in question. Don't forget to start the building back up when the bottleneck is over.

Another reason for the storerooms being full is that you may have too many farms and workshops and too few market-places, which causes a shortage of handcart operators. Since the handcarts are responsible for transporting the goods to the marketplace or the warehouse this means it takes longer to get the goods collected. The only way to get more handcarts is to build more market-places.

?:. Although I keep building houses, and have enough money, some of the houses in my settlement are collapsing. Why?

!:. Check your settlers' level of satisfaction by changing to the info mode and clicking one of the houses. The facial expression of the settler pictured there reflects the general level of satisfaction. The bars and icons show exactly what your people want and need. In order for your settlement to be successful it is absolutely necessary to keep your settlers happy. Otherwise they will move away and your houses begin to collapse. Always make sure that there is enough food for everyone!

Questions concerning further play

Settling

?:.Do I have to settle every new island I discover?

!:.No. You only have to settle one island so that your settlers have a place to live and you have tax revenue. You can use the other islands you have discovered as you see fit. What you do with them depends upon your own personal strategy.

?:.How do I find out how many settlers live in my city, on my island, and in my domain?

!:.The total population of your island is displayed in the status bar at the top of the game screen. You can find out the total population by right clicking with the mouse until you reach the uppermost level of the info mode. Here you can see the total population of all your islands. In order to complete some of the scenarios you also need to know how many of your settlers have reached a certain level of civilization (pioneers, settlers, citizens, merchants, and aristocrats). You can find this out by changing to info mode and clicking one of the houses.

?:.When, and under what conditions, can ore be mined?

!:.Ore can only be mined from mountains where ore deposits have been located. Ore deposits discovered during exploration of an island are represented by two hammers revolving over the mountain where they are located. The symbol underneath the hammers indicates the type of ore found. Ore may first be mined when your settlers have reached a certain level of technical sophistication and when enough of your population have reached “citizen” status.

?:.I’ve just been told that my ore mines have played out. What are the consequences?

!:.If you’ve been informed that your ore deposit has played out, check to see if the hammers still appear over the mountain. If they have disappeared this means that the deposit was limited, and you have no choice but to shut the mine down or demolish it. If they are still there it means that this is a deep mine which you can continue to use by building a larger mine. The deep mine first becomes available when enough of your settlers have reached a high level of civilization and you have enough money and building material to build it.

?:.What should I do when my island is too small and I need more food? Is it better to settle another island, or to buy food from my computer opponent?

!:.That all depends on your strategy. If you want food fast you can begin diplomatic relations with your computer opponent, close a trade agreement, and trade with him for it. It’s even easier to buy food from the free traders who call at your port. This usually turns out to be an expensive alternative, however. If you value your independence, you’re better off settling other islands where you can grow, or produce, food.

?:.What’s the difference between dirt roads, cobblestone roads, and squares?

!:.The speed of transportation depends on the road surface. Dirt roads are slowest and squares are fastest.

?:.Sometimes my canefields, grapes, etc., grow at different speeds on the same island. Why?

!:.Some islands not only have fertile topsoil, but also desert and steppes. If you plant crops in one of these areas they will grow more slowly.

?:.I planted a huge tobacco field, but it isn’t being harvested!

!:.Did you also build a tobacco plantation so that the tobacco can be harvested? Also keep in mind that only the tobacco inside the service area of the plantation will be harvested. Make sure that the plantation has an access road!

?:..How come my settlers aren't advancing to the next level of civilization even though I've fulfilled all their wishes (all the bars are full to the top)?

!:..Check to see that you've built enough houses, and make sure you haven't forbidden your people from collecting building materials. This stops them from expanding their houses. You can find more information about collecting building materials in chapter 6.7.2 of your handbook.

Trade

?:..How do I activate the buying and selling settings once I've chosen the products from the inventory and used the sliders to set amounts and prices?

!:..Your settings are automatically activated when you leave the buying or selling menus. Just right click with the mouse.

?:..How do I cancel a setting in the buying or selling menus if I don't want to buy or sell that product anymore?

!:..Just go into the buying or selling menu and click the product you don't want to buy or sell anymore. This will activate it (yellow frame). Now click the bucket in the lower right-hand corner of the menu and the settings for this product will be canceled.

?:..Is it only possible to put three items up for sale to the free traders?

!:..At the start, yes. The number of products you can put up for sale depends on the size of your warehouse. There are four different sizes of warehouses. The first, and smallest, can only offer 3 items for sale. The next offers room for four products, the one after that for 6, and the largest can offer 8 products for sale at the same time.

?:..What do the colored arrows in the inventory mean?

!:..You can see from whether the arrow points towards, or away from, the product whether it is being bought or sold. An arrow pointing towards a product means you are buying, and an arrow pointing away means you are selling that product. The color of the arrows corresponds to the color (price) set on the price slider. Green represents low prices, and red high prices.

?:..How can I remove products chosen by mistake from the ships' or market wagons' autoroute menu?

!:..Click the product you want to remove. When the inventory appears just click the empty field.

Special events

?:..What can I do about the plague?

!:..A doctor helps. Large communities can sometimes need more than one doctor to keep your people safe from the plague. Keep in mind, when building your residential areas, that the doctor can only visit houses that have road access, and that he can only operate effectively within his service area.

?:..What can I do against drought?

!:..Exactly the same as in real life: nothing.

?:..What can I do about the fiend who keeps attacking my citizens and handcart operators?

!:..Building a gallows scares off the robbers and the riffraff.

Combat

?:..Training soldiers: when training soldiers in the castle, what does the number in the top right-hand corner of the menu mean?

!:..This is the countdown timer for the training period. When it hits 10, and the bar is red, the soldier is finished his training and can now leave the castle.

?:..My soldiers have finished their training - the countdown timer has reached 10 - but they still won't leave the castle. Why not?

!:..It could be that your unit doesn't have the appropriate weapons. You can see this by looking at the bar: if it is orange, you don't have enough weapons to arm them. Either buy some weapons, or produce them yourself. Make sure that the type of weapon is appropriate to the type of unit, as an artilleryman can't do much with a sword (for example). In order for the unit to get these weapons they either have to be stored in a warehouse within the castles' service area or the producer of that weapon has to be within it.

Once enough weapons have been made available the bar will turn red and you can send your soldiers out.

?:..How can I see how badly wounded my soldiers are after a battle?

!:..The green bars above your soldiers indicate the amount of health left. Soldiers with levels of health under 50% can be selected by clicking the red cross icon in the combat menu. You can now send them to the doctor. After a certain period of time the soldiers are healed and can once again be sent out.

Scenarios

1. Besides continuous play, "ANNO 1602" offers scenarios for both single player and multi player modes. The scenarios offer exciting assignments with pre-set goals. The single player mode first offers you one scenario (besides the five tutorials) at the "easy" level. Once you have successfully completed this assignment you will receive the next, which is somewhat more difficult. The more scenarios you successfully conclude, the more difficult the next will be.

In contrast, the multi player mode offers you the choice of all of the scenarios right from the beginning, as different players bring different levels of experience with them.. Before the game, decide what level of difficulty and choose a scenario.

2. Once you've chosen a scenario from the main menu, a click on its' name will display the "assignment". If you want to redisplay this assignment later in the game go to the options menu and click the icon displaying an "A" with a question mark. The expanded info bar will now once more display the assignment. To remove it simply click the "x" in the upper left corner.

Some of the scenarios in "ANNO 1602" can only be successfully ended when your population reaches a certain level. The population of your island is displayed in the status bar at the top of your screen. Please note that you will get a different population figure when you click a house in your city while in the info mode. This is lower than the total population because the people in the workshops are not included, and show only the number of people that have reached a certain level of civilization. The five levels of civilization are pioneers, settlers, citizens, merchants, and aristocrats. Depending on the scenario either the total population or the number of people at a

particular level of civilization can be of importance. The assignment “Get 150 citizens to settle in your city” would then relate to the number of people in your city who have reached “citizen” status. You can find this information by changing to info mode and clicking a house in the appropriate city.

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<http://www.infogrames.com>

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