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1) **Select settings before starting the game**

Mouse pointer:

If you experience any problems with the visibility of your mouse pointer or if you detect slight jumps in its movement, please click the option "Settings" within the "1602 A. D." program group. Just deactivate the option "Use hardware mouse pointer", leave the configuration program and start the game as usual.

Music and sound effects:

Click the option "Settings" within the "1602 A. D." program group and choose there whether to turn the sound effects and music on or off.

Screen resolution I: (not available in the demo)

If you got the error message "SET DISPLAY MODE FAILURE" or the like when starting "1602 A. D.", please click the option "Settings" within the "1602 A. D." program group and then set the screen resolution to 640 x 480.

Screen resolution II: (not available in the demo)

If you have changed the screen resolution within the game to 1024 x 768 with the result that you couldn't go on playing, because your monitor merely displayed a colourful blur, then please click the option "Settings" within the "1602 A. D." program group and restore the screen resolution to its former setting.

2) **Starting the game** (not available in the demo)

Please exit **all** other programs before starting 1602 A. D.!

"1602 A. D." features an Autostart function under Windows® 95/98. If the Autostart function

is active you will see the "1602 A. D." start screen a few seconds after placing the "1602 A. D." CD-ROM into your CD-ROM drive. You can then click "Start" and the program will be loaded. If this does not occur, then the Windows® 95/98 Autostart function has been deactivated. You can then start the game manually by clicking "1602 A. D." in the program group where you installed it. Do this by clicking the "Start" button in the Windows® 95/98 task bar and then moving the cursor up to "Programs". Choose the program group where you installed "1602 A. D." and then click "1602 A. D." to start the game. After a short pause the Intro to "1602 A. D." will start automatically.

3) **DirectX™**

"1602 A. D." supports DirectX™6 and thereby offers you the opportunity to install DirectX™6 on your computer. This can eventually lead to problems if DirectX™6 is unable to find certain drivers or if it overwrites others. Please read the note regarding DirectX™6 installation found in appendix C of the handbook! If problems arise after installing and starting the game (e.g. the cursor doesn't move or "stutters") use the "DXDIAG.EXE" file to make sure your drivers are DirectX™ authenticated. Detailed directions regarding this procedure can be found in the above-mentioned appendix in the "1602 A. D." handbook. Should the problems continue, please contact your dealer. Also check to make sure that you have installed the latest drivers for your graphics card! You can find the newest drivers for your sound and graphic cards on the hardware manufacturers' websites see the list below).

Online addresses

You can find more information on DirectX™ here:

<http://www.microsoft.com/directx/default.asp>

<http://www.demoland.com/directx/>

<http://www.microsoft.com/corpinfo/press/1998/Feb98/Melt98pr.htm>

<http://iamexwiwww.unibe.ch/studenten/mguenter/ex/DirectX/>

You can find the latest drivers for your sound and graphic cards on the Internet under the following addresses:

Graphics cards:

Name:	Online Address:
Ati	www.atitech.com
Diamond	www.diamondmm.de
Elsa	www.elsa.de
Hercules	www.hercules.com
Matrox	www.matrox.com
Miro	www.miro.de
Stb	www.stb.com
S3	www.S3.com

Sound cards:

Name:	Online Address
Anubis	www.typhoon.co.uk
Creative Labs	www.cle.creaf.com/zonemenu.html
Guillemot	www.guillemot.de
Pine	www.pinegroup.de

Terratec www.terratec.de
Turtle Beach www.multimedia-edv.com
All information without guarantee!

Question ?: After successfully installing and starting "1602 A. D." the following problem has come up: the mouse pointer "stutters" and jumps so badly that it's impossible to play the game.

Answer !: This occurs most often with graphics cards using S3 chips (especially the Vision 964 and 968). Follow the DirectX™ installation instructions exactly and use the original S3 Inc. driver. You can find the driver on the S3 website (see above).

4) **Operating notes**

Please insert the original CD!

If you get the error message "PLEASE INSERT THE ORIGINAL 1602 A. D. CD" right after the successful installation of the game although there is the original "1602 A. D." CD in your CD-ROM drive, please make sure that your computer isn't actually working in the so-called "Compatibility Mode". In order to check this, please right-click at the "My computer" icon on your windows desktop. Select "Properties" and then "Performance". Now the information on your system displayed there should read "Your system is configured for optimal performance". If this is not the case, but you found some kind of hint regarding the compatibility mode there, then please re-install the drivers for your CD-ROM drive. In order to get the latest drivers, please contact your PC dealer or try the respective website of your CD-ROM drive's manufacturer for downloading them from the internet.

Saving games (not available in the demo)

In order to save a game, you first have to type in the name under which you wish to save it, then press the "Enter" button, and lastly click the diskette icon marked "HD". A voice message will confirm the save.

Mouse or keyboard operation

"1602 A. D." is fully mouse-driven. Inasmuch as many players prefer to use the keyboard, or both, appendix D in the handbook shows a table of keyboard commands. When using the mouse the following rules generally apply: the left mouse button opens menus, clicks icons, and performs any actions taken on the game screen. The right mouse button takes you back one menu level higher. When you are already in the topmost menu layer the right mouse button has no function.

5) **Questions about the opening 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 market-places. Check the status bar at the top of the game screen to see if you have enough money and building materials to erect the chosen building. The numbers in brackets show the amount of money or materials necessary to erect the building, while the numbers beside the brackets show the current amount on hand. If you don't have enough building materials, you

will first have to produce some more (e.g. set a forester to work cutting trees for wood).

You've got all the materials 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 "1602 A. D." 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 building's current workload displayed as a percentage. 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 also your winery's workload, will be that much poorer in comparison with 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 "1602 A. D." can only 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 them 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 goods or raw materials which are 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, but too few market-places, which causes a shortage of handcart operators. Since the handcarts are responsible for transporting the goods to the market-place 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!

6) 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 revenues. 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 been worked out. What are the consequences?

!: If you've been informed that your ore deposit has been worked 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 initiate diplomatic negotiations with your computer opponent, make 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 cane-fields, 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 ship's or market wagon's 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 might 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 has 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 castle's 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.

7) Scenarios

1. Besides continuous play, "1602 A. D." 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.

3. Some of the scenarios in "1602 A. D." 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.

8) Multi-player mode (not available in the demo)

1. You can also play "1602 A. D." with up to four players over a network (LAN) or with two players per modem or null-modem. To get set up for multi-player mode you should first designate which computer will be used as the server. Use whichever computer is fastest and has the most RAM. You only need one CD-ROM, which stays in the server's CD-ROM drive, for the network game once everyone has installed the game on to their hard drive. Using this method means that only the player on the server will have music and video. We therefore recommend that all players keep an "1602 A. D." CD-ROM in their CD-ROM drive so that everyone has both music and video.

2. Complete instructions on how to install the multi-player mode can be found in chapter 3.3 of the "1602 A. D." handbook, or simply choose "Multi-Player" from the main menu and follow the on-screen instructions.
3. Please note that if a player drops out during network play, e.g. because he went bankrupt, the other players can continue the game. First they have to reconfigure the game. They will automatically be asked to do this when the player drops out. Game scores will automatically be saved. If the player who dropped out was using the server, you will have to designate another PC as server.
4. In contrast to the single player mode the screen resolution cannot be changed during the game while playing in the multi-player mode.

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<http://www.sunflowers.de>

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