Settle the World

Quick Start Guide
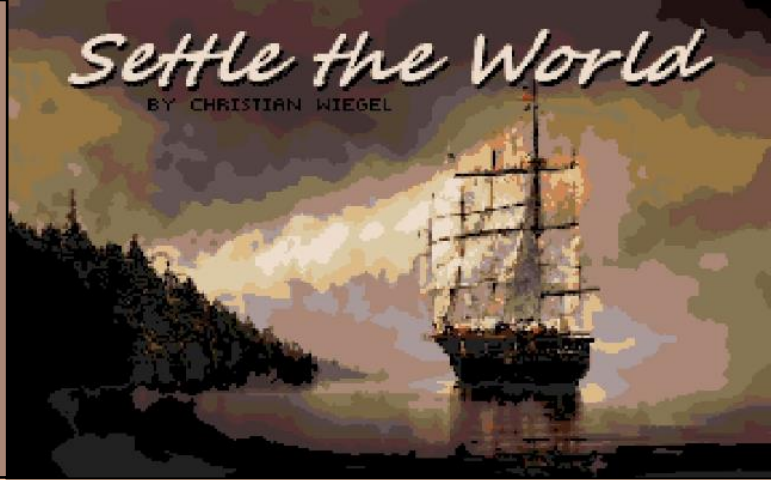
Settle the World is a turn-based building and trading game that is currently still in development but is already playable.

You will have to found settlements, build roads, establish trade relations with your fellow player, explore the map and sometimes send soldiers to war.

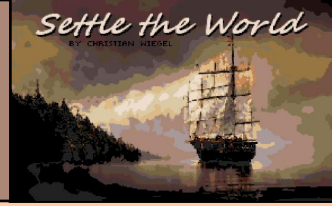The game can be played alone or with up to four players in local multiplayer.

Contents

> **Note:**
> This guide is far from complete and is intended to help you get started with the game.

Requirements

The game is developed for OCS/ECS PAL Amiga computers with at least **:**

- **1 MB Chip-RAM**
- **4 MB Fast-RAM**
- **A hard disk drive**
- **68020 CPU** or better recommended
- Kick-**ROM 3.x**

2 MB Chip-RAM is recommended. With only 1 MB Chip-RAM, all animations, some graphics and the ingame music will be turned off as a preventive measure.

After creating a new map or loading a savegame you can try to turn these settings on again in the options.
Most of the time the available memory is still sufficient.

Install instructions Workbench 3.x

- Make sure your Amiga has at least 1 MB ChipRAM and 4 MB FastRAM
- Transfer the **settletheworld.lha** file to your Amiga computer
- Extract the LHA file to any folder you like
- Please note the ReadMe and the License file
- Stop any USB or Network stack
- Start the game with double click on the **SettleTheWorld icon**
- or to run the game from shell change to your Settle the World folder, type **settletheworld** and press Return

For **WinUAE** or other emulators please use cycle exact setting to prevent graphics and music problems.

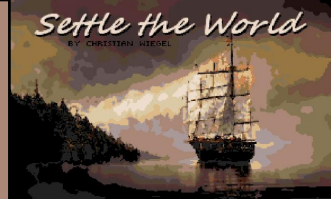**Settle the World** is still in development and far from finished.

This Demo-Version is from an in-production build and does not reflect the quality of the final product.

It's just another small step on the long road to a finished game ☺

If you find any bugs or errors, you are welcome to report them to us.

Quick Start Guide

- Start a preset map -

Settle the World is a complex strategy and building game. Therefore, only the most important steps are explained in this quick start guide.
It is also worth watching the **Intro** to know the background story of the game.

For a quick game without waiting for a map to be generated, please select "**Start Preset Map**".

Note: Settle the World is played entirely with mouse and keyboard.
A "**click**" in these instructions always describes a click with the left mouse button, unless the right mouse button is explicitly mentioned.

Now select one of the eight maps.
Each map can be played with up to four players in front of an Amiga.
A left click on "**Show**" shows a preview of the selected map
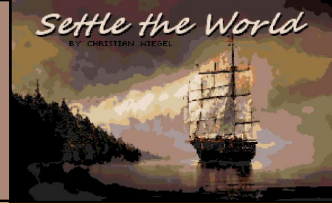(*not recommended if you want to be surprised by the map*).
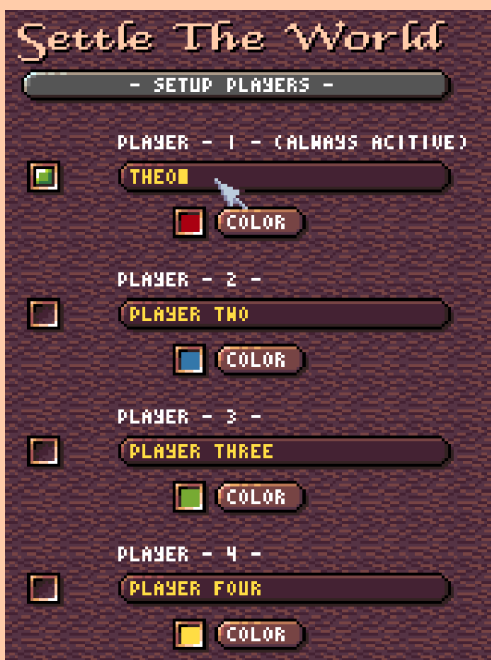
Now select the number of players *(click in the small boxes)* and give the players names *(click in the dark brown name area, enter a name and confirm with Return/Enter)*.

Then click on the "**Start Game**" button at the bottom right.

After a few moments, the game welcomes you in the map view.

Always read the text boxes carefully, they often contain useful information.
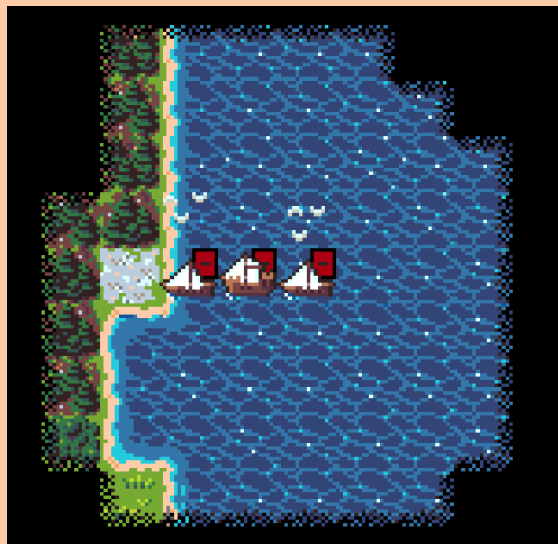
For those who have not seen the Intro.
You start the game with some ships and emigrants on the coast of an unexplored continent.
Build settlements and expand your sphere of influence.

Supply your cities with the necessary raw materials to be able to produce higher quality goods.
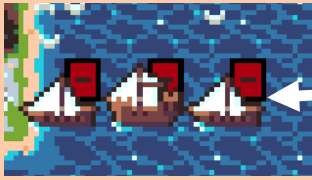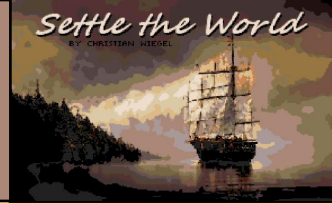
Keep your citizens happy so that they reach higher classes of prosperity.

Click on the map to center the view, or to move across the map.

Clicking on a unit selects it, as long as it has movement points left.
When all units have been moved, click on "***Next Turn***" to get new movement points.

Description and image of the selected unit

Cargo holds (if any) of the selected unit.

Position on the map.
Number of movement points still available.
Health of the ship.

Buttons for unit control in all eight possible directions.
The button in the middle switches to the next unit that still has movement points.
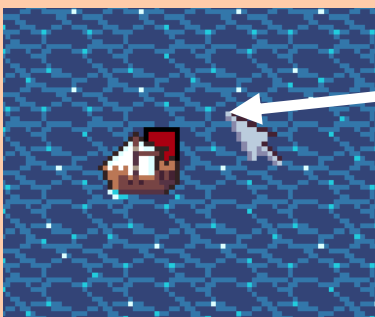
Note:
You can also use the number keys on the numeric keypad of the Amiga to control the units.
Num-Key 5 equals to the button in the middle and switches to the next unit.

THEO
02.1503

SMALL SAILBOAT

POS   97 38
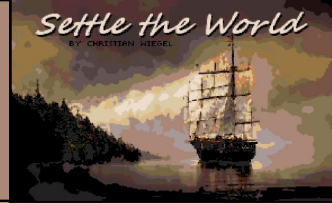MOVES 2 / 4
SHIP   100%

Next Turn
(or Return/Enter key)

It is also possible to move units with the **right button**.
A click with the right mouse button on a **square next to the unit** moves it there.

Once a unit is selected, you can start pathfinding by clicking with the **right mouse button** on squares that are further away.

However, the target square must already have been discovered.

Pathfinding works with all types of units, but will not always find the shortest path.

Land units will strongly prefer roads and try to avoid forests and mountains.
This can lead to unintentionally long routes.

You can stop the pathfinding by clicking on the unit that is set to automatically moving.

Note:
Only one unit can be on each square at a time.
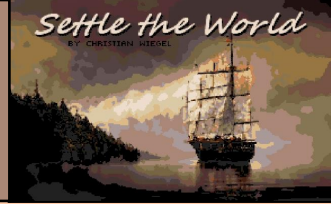
Units action bar

Some units can perform additional actions (e.g. ships, pioneers or soldiers).
In the case of your first ships, the three buttons (from the left) mean:

- Throw cargo overboard
- Bring loaded units on land (if the ship is at the coast)
- Disband unit (not a good idea at the beginning of the game)

Settle the World
BY CHRISTIAN WIEGEL
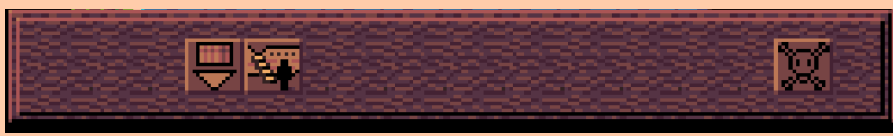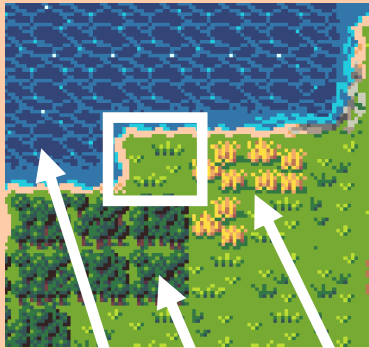
Now sail your ships along the coast and look for a good landing place for your Pioneers to build your first settlement there.

Try to find a place where you can find both **fertile farmland** to feed your population and a **forest** to cut lumber for constructing buildings.

Fertile Farmland

Forest

Ocean

Note:
Newly built cities can only use the squares that are **directly adjacent** to the city.

Now move your ship to the coast next to the place where you want to build your first settlement.

Then click on the button at the bottom to unload units and confirm your choice.
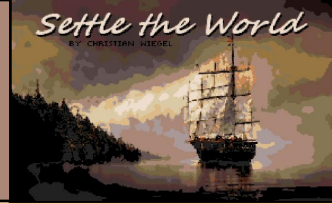
If necessary, move the Pioneer to the proper place.
On the next page you will be shown how to build your first city.

When all units have been moved, click
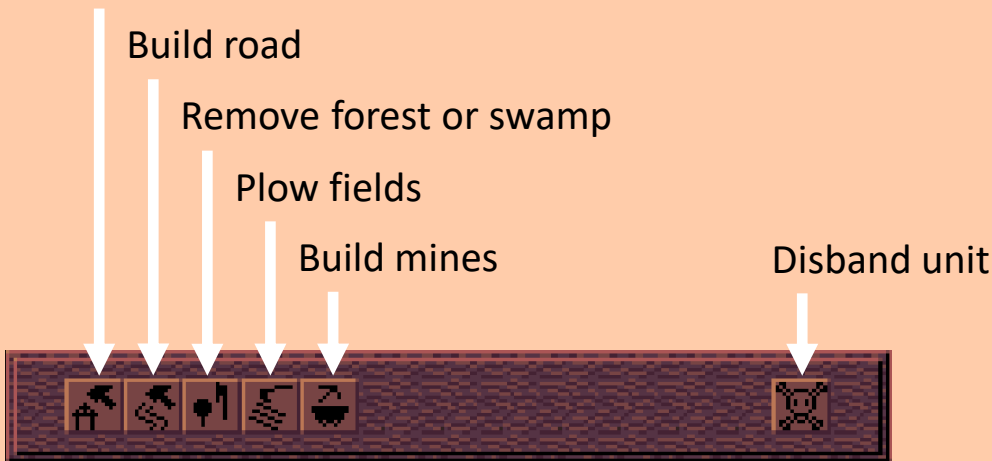 "*Next turn*" to get new movement points

MAKE LANDFALL
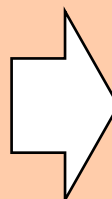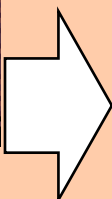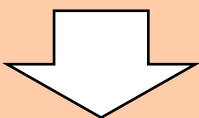
Now click on your Pioneer to select it.
Only Pioneers can build settlements and
need 20 of their 100 tools to do so.

Pioneers can change the environment and
have their own action bar.

Build a settlement

Build road

Remove forest or swamp

Plow fields

Build mines

Disband unit

Click on the **leftmost button** (or press the B key) to build a settlement
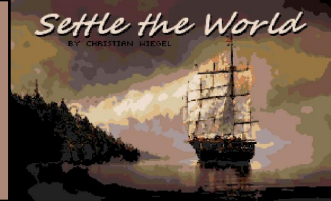and give your first city a name you like.

ENTER A NEW NAME FOR THIS TOWN

NEW YORK

PRESS RETURN FOR OK / ESC TO CANCEL
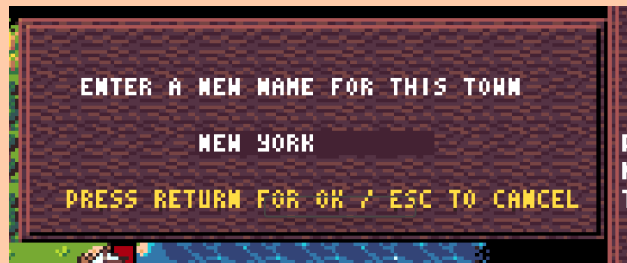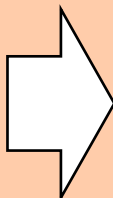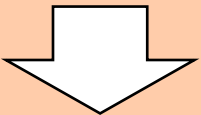
On the next pages you will learn how to manage your first settlement.

The first settlement has been built. Now it's up to you to make sure it develops into a worthy capital.

Your Pioneer has put down his tools in the city warehouse and is now working as a farmer on a field near the city so that the inhabitants don't starve.

Click to change city name

Mouse-over help texts

Switch to other cities

NEW YORK   CARPENTERSSHOP   ?   « »

AREA FOR CITIZENS WITHOUT AN ASSIGNED JOB

Citizens (not directly controllable)

City food production

Food surplus/deficit

City storage

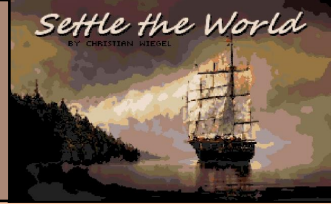Food comsumption (Each citizen needs 2 food per turn)

Exit to map

Switch storage view between raw materials and manufactured products

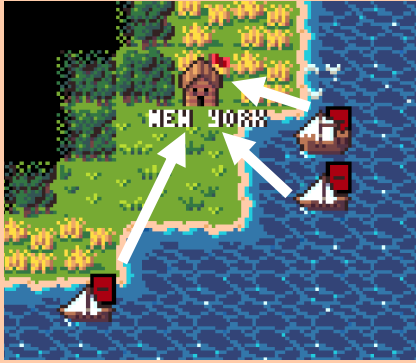Now bring more colonists into the city as workers.
To do this, move your ships with the remaining units on the icon of your new city.

You can also use pathfinding for this by selecting a ship and then right-clicking on your city.

If you move your units manually to the city, you will be asked whether the unit is **passing through (left icon)** or whether the unit should **enter the city (right icon).**

These selection queries can also be confirmed via the Num-Key numbers 4 (left) and 6 (right).

Click on the city icon on the map to switch to the city view.
There you will find all ships and trading units in the port/trading area of a city.

A small box in front of the ships shows you that there is cargo in this ship or a unit is being transported.
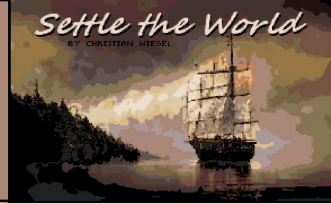
Click on cargo or units in the cargo holds and they will be unloaded.
Cargo is stored in the city storage, units move to the area for jobless people.
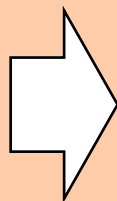
Click on a **free colonist** (worker without specialized skills) and assign him a job in the city.
Use the "**Job**" button in the right button bar for this.

A window will now open with the available jobs that the colonist can take on in the settlement.

Since the Pioneer is already working as a farmer and there was another specialized farmer on board one of the ships, it makes sense to let this colonist cut down some lumber.

The carpenter needs lumber to build production buildings in the city.

The colonist now works as a lumberjack and will add as much lumber to the city storage each turn as shown in the number next to the colonist.

NEW JOB FOR SELECTED UNIT

REMOVE JOB
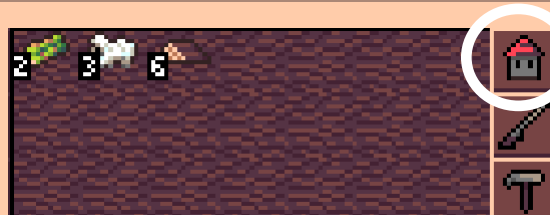
Note:
You can use this button to display the total production of a city.
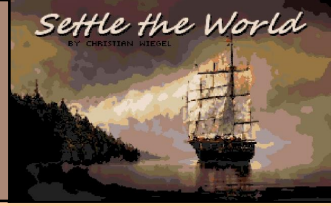
To have more workers for the city, the **soldier** can put his weapons in the city's storage and be used as a normal colonist.

Click on the soldier to select him and then click on the "*Job*" button and there on "*Remove Job*".

Now it's time to construct the first building for the new city.

To do this, a colonist must be assigned the job of **carpenter**.
Each new city has a carpenter's workshop from the beginning.

Click a colonist (or any other free worker in the city, except for pioneers or soldiers) to select him and then on the "*Job*" button.

Now click on the **hammer icon** and the colonist will work as a carpenter.

Note:
Each building can have up to three workers

The carpenter now still needs a construction order.

Click on the hammer icon on the right side.
Now click on the big hammer icon to select construction order.
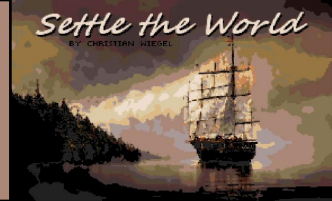
A window with all available construction orders will now open.

- On the left are **production buildings** for processing raw materials.

- In the middle are buildings that are **important for the happiness** of the inhabitants and other buildings that improve your city.

- On the right are **units** that can be built in this city.

If you move the mouse over the icons, you will see at the top of the screen which building the icon is ("Docks", "Rum Destillery"....)
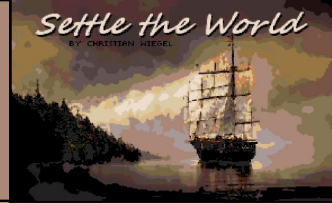
Many buildings can be upgraded later and some of them unlock new building options.

Example:
To build ships, you need a shipyard. The basic requirement for a shipyard is a dock in the city.

Each building requires a certain number of **construction hammers** until it is completed. The carpenter turns lumber from the storage into construction hammers every turn.

Some buildings have **special requirements** that must be met before the building can be constructed.

Some buildings also require a certain number of inhabitants (possibly of a certain wealth class).

If the requirements are met, the material is displayed with white text.

If the material is missing, the font is in yellow color.

If all the requirements are met to construct the building, you have to confirm your choise.

Except for the lumber, all materials needed for the new building are now removed directly from the city storage.
If you change your mind and want to build another kind of building, the materials you used before will be permanently lost.
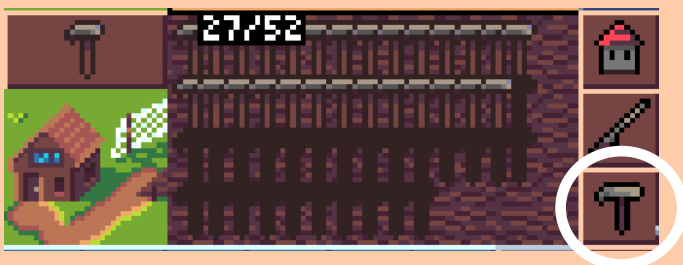
In the production area of the city, you can now check the progress of the construction.

<u>Note:</u>
Put more than one worker in the carpentry shop to speed up production.

Send a unit out of the city

To send a unit out of the city, select it by clicking on it and then click on the door icon on the right side.

The unit will then be placed on the entrance to the city and the view will change to the map.
This unit will **block the entrance to the** city until it is moved away from there or brought back into the city.
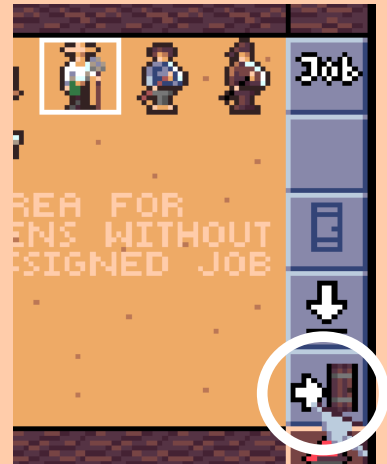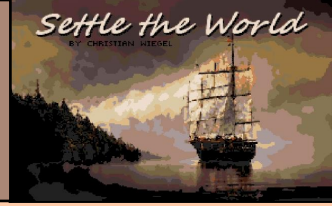
Any unit blocking the city access can be returned to the city by the player who owns the city.

To do this, use the down arrow icon in the city view.

This also works with other players' units blocking access to the city.

Load unit to a ship

To load a unit to a ship, select a unit and click on a ship with at least one free cargohold.
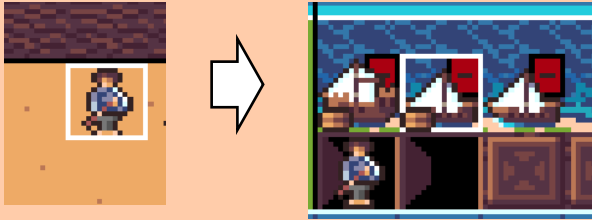
Unload unit from a ship

To unload a unit from a ship, select the ship and then click on the cargohold that transports the unit.
The unit will be moved into the jobless people area.
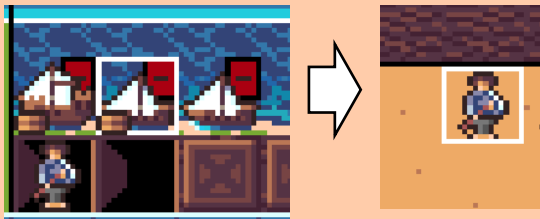
Load goods to a ship or unload goods from a ship (as much as possible)

To load goods to a ship, select a ship and click on an empty cargohold which should be loaded with some goods.

If the cargohold is selected, click on the goods icon in the city storage to load as much cargo as possible into the cargohold.

> **Note:**
> Click on a ship several times to toggle between multiple cargo holds
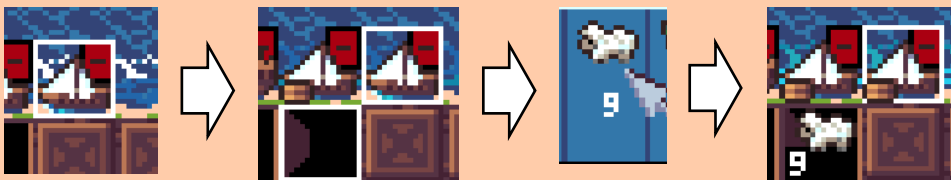
To unload goods from a ship, perform the steps in reverse order.
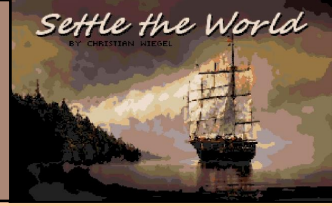
Load goods to a ship or unload goods from a ship (custom amount)

To load a user-defined number of goods onto a ship, first click on the desired ship until the correct hold is selected.
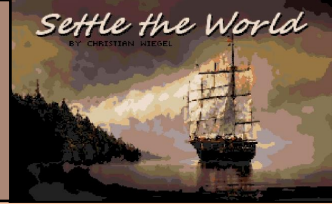
Now right-click on the goods to be loaded onto the ship.

INSERT AMOUNT TO LOAD:

40 >>

To unload goods from a ship, perform the steps in reverse order.

Note:
The cargo hold of the ship does not have to be completely empty for goods to be loaded.
The hold must contain only the same type of goods and must not be full yet.

Cities Growth and Citizen Happiness

If your city has more than **100 food** in the city storage, the **city grows** and increases the number of citizens. With each new citizen you also get a new colonist as a worker.

If the city size reaches a size of more than four, you can increase the citizens' happiness by constructing special buildings and delivering manufactured goods.

You can find out what the inhabitants need to be happy by clicking on the **smilie icon in the right bar**.

You can find a detailed list of the citizens' needs behind this button.

If the citizens are very happy with the city, they can move up to the next class of prosperity.
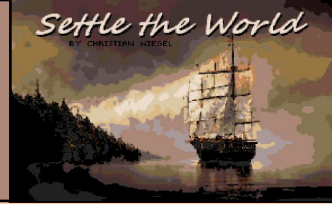
Just a quick FYI, there are **three classes of prosperity:**
- **Settlers**
- **Workers**
- **Aristocrats**

A detailed description of how the citizens' happiness is made up would go far beyond the scope of this Quick Start Guide and will be added at a later time.

Save game

Up to eight save slots are available to save your game progress.

To get to the save menu, click on the map icon in the bottom right corner of the map view.

In the **world map view** you can now click the "*Save Game*" button in the upper left corner.

Now select a save slot and click on the "*Save*" button.

The last used save slot is marked with yellow font color.

Note:

On the map view, you can press F9 to overwrite your last game save without having to switch to the save menu.
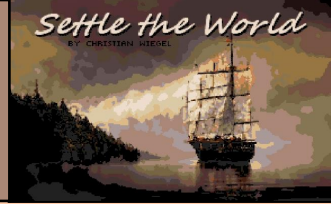
Game options

Here you can change some settings for the game.
You can access the options either from the main menu or from the world map view.
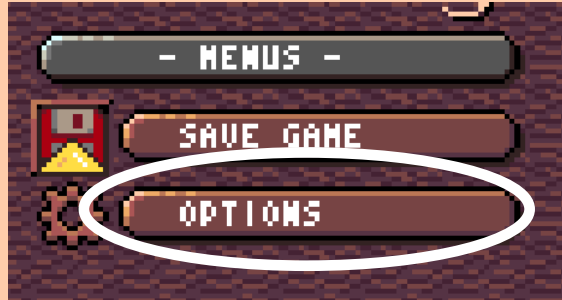
The following options are available:

- **Show more graphics (2 MB Chip Mem Recommended)**
    - Displays additional graphics for some events
    - Will be disabled in case of low Chip Mem.
        - Try to enable if you think you have enough free memory.
- **Enable Animations**
    - Adds small animations to the game so it doesn't look so static.
    - Will be disabled in case of low Chip Mem.
        - Try to enable if you think you have enough free memory.
- **Enable Ocean Animation**
    - Adds "wave motion" for ocean and river fields.
    - Copper effect, uses almost no CPU time.
- **Enable Ingame-Music**
    - Turns the ingame music on or off
    - Will be disabled in case of low Chip Mem.
        - Try to enable if you think you have enough free memory.
    - **Note:**
    Music menu is not done yet.
    You can use the **numeric keypad minus and plus** keys to decrease or increase the volume of the music.
    Use the **comma and dot keys** to switch between the different music tracks.
    However, there are not many music tracks yet.

Game options

- **No wait after title screen**
  - When disabled, the game will wait for a key to be pressed to enter the main menu when the title screen is displayed.
- **Show free memory at start**
  - When enabled, the free memory (Chip- / Fastmem), the used CPU and the Kick-ROM version is displayed in the main menu.

> **Note:**
> Press the "**i**" key in the game on the map view to display the free memory

Languages

In the options you can also change the language.
Just click on the desired country flag.
So far only **English** and **German** are installed.

Note:
It is recommended to play the game in English.

Most of the texts are only available in English and not yet in German, only the intro is completely in German.
In the future, however, more and more texts will be available in German.

> **Note:**
> If you want to see the intro in German, switch to the German language in the options and after viewing the intro switch back to the English language

Appendix - Unit types

	Base Units
	Free Colonist • All-rounder, has no special skills, but can learn them. • Movement = 2 / Viewing radius = 2
	Pioneers • Can build settlements, build roads, remove forests and swamps, plow fields and build mines. • Need tools for this actions. • Can only be used outside of cities. • An experienced Pioneer (brown clothes) works twice as fast as a normal Pioneer. • Movement = 2 / Viewing radius = 2
	Wagontrain • Can transport goods from one city to another. • Has two cargo holds. • Cannot transport units. • Cannot be transported by ships. • Can load its cargo onto ships outside cities (but not vice versa). • Movement = 2 / Viewing radius = 2
	Handcart • Can transport goods from one city to another. • Has one cargo hold. • Cannot transport units. • Cannot be transported by ships. • Can load its cargo onto ships outside cities (but not vice versa). • Can be found in abandoned settlements. • Movement = 2 / Viewing radius = 2

Appendix - Unit types

	Specialized units for bringing in raw materials
	Expert Farmers • Increases the harvest yield by 2 • Movement = 2 / Viewing radius = 2
	Expert Fishermen • Yields twice as much fish • Movement = 2 / Viewing radius = 2
	Master Sugarplanters • Yields twice as much sugar • Movement = 2 / Viewing radius = 2
	Masters Shepherds • Yields twice as much wool • Movement = 2 / Viewing radius = 2
	Master Tobaccoplanters • Yields twice as much tobacco • Movement = 2 / Viewing radius = 2
	Expert Furtrappers • Yields twice as much furs • Movement = 2 / Viewing radius = 2
	Expert Lumberjacks • Yields twice as muchlumber • Movement = 2 / Viewing radius = 2
	Expert Oreminers • Yields twice as much iron ore • Movement = 2 / Viewing radius = 2
	Expert Goldminers • Yields twice as much gold • Movement = 2 / Viewing radius = 2
	Expert Quarrymen • Yields twice as much stone • Doubles the production of bricks • Movement = 2 / Viewing radius = 2

Appendix - Unit types

	Production units
	Master Weavers • Produces twice as much fabric • Movement = 2 / Viewing radius = 2
	Master Furtraders • Produces twice as much coats • Movement = 2 / Viewing radius = 2
	Master Distillers • Produces twice as much rum • Movement = 2 / Viewing radius = 2
	Master Tobacconists • Produces twice as much tobacco pipes • Movement = 2 / Viewing radius = 2
	Master Blacksmiths • Produces twice as much tools • Movement = 2 / Viewing radius = 2
	Master Gunsmiths • Produces twice as much muskets • Movement = 2 / Viewing radius = 2
	Master Tryworkers • Produces twice as much lampoil • Movement = 2 / Viewing radius = 2
	Master Carpenters • Produces twice as much construction hammers • Movement = 2 / Viewing radius = 2
	Firebrand Preachers (not included in the game yet!) • Produces twice as much crosses • Movement = 2 / Viewing radius = 2
	Expert Printer • Produces twice as much newspaper • Movement = 2 / Viewing radius = 2

Appendix - Unit types

	Millitary land units
	Scouts • Can attack, but does not have muskets • Movement = 4 / Viewing radius = 3
	Seasoned Scouts • Can attack, but does not have muskets / slightly stronger as Scouts • Movement = 4 / Viewing radius = 4
	Routed Seasoned Scouts • Can not attack • Seasoned Scouts, but lost their horses in a fight • Movement = 2 / Viewing radius = 2
	Tamed Horses • Captured and tamed wild horses • Movement = 3 / Viewing radius = 1
	Supplywagon (not full included in the game yet!) • Can heal soldiers and repair artillery outside cities • Movement = 2 / Viewing radius = 2
	Artillery • Can attack • Very strong attack, only weak defense • Useful for city defense in forts and fortresses • Must be build in a city using the city-production menu • Movement = 2 / Viewing radius = 1
	Damaged Artillery • Can attack • Not half as strong as artillery • Still useful for city defense in forts and fortresses • Movement = 2 / Viewing radius = 1
	Soldiers • Can attack • Movement = 2 / Viewing radius = 2
	Veteran Soldiers • Can attack • 50% stronger then Soldiers • Movement = 2 / Viewing radius = 2

Appendix - Unit types

	Millitary land units
	Routed Veteran Soldiers • Can not attack • Veteran soldiers, but who have lost a battle • Movement = 2 / Viewing radius = 2
	Army • Can attack • Can be formed by joining two soldiers • Movement = 2 / Viewing radius = 2
	Veteran Army • Can attack • Can be formed by joining two veteran soldiers • Movement = 2 / Viewing radius = 2
	Dragoons • Can attack • Mounted soldiers • If dragoons lose a battle, they become normal soldiers • Movement = 4 / Viewing radius = 2
	Veteran Dragoons • Can attack • Mounted soldiers • If veteran dragoons lose a battle, they become veteran soldiers • Movement = 4 / Viewing radius = 2

Appendix - Unit types

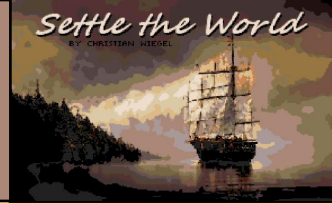|	Naval Units
	Sail • Trade unit • Requires a small shipyard for construction • Can sail on rivers • Movement = 4 / Viewing radius = 2 / Cargoholds = 2
	Small Gunboat • Can attack • Requires a small shipyard for construction • Can sail on rivers • Movement = 4 / Viewing radius = 2 / Cargoholds = 1
	Caravel • Trade unit • Requires a small shipyard for construction • Ideal to do scouting or to explore the map • Movement = 5 / Viewing radius = 4 / Cargoholds = 2
	Merchantman • Trade unit • Requires a big shipyard for construction • Movement = 5 / Viewing radius = 3 / Cargoholds = 4
	Frigate • Can attack • Requires a big shipyard for construction • Movement = 6 / Viewing radius = 3 / Cargoholds = 4
	Privateer • Can attack • Requires a big shipyard for construction • A privateer never shows the flag color of its player. • Fastest ship in the game • Movement = 8 / Viewing radius = 3 / Cargoholds = 2
	Galleon • Trade unit • Requires a big shipyard for construction • Largest transport ship in the game • Movement = 6 / Viewing radius = 2 / Cargoholds = 6

Appendix - Unit types

	Naval Units
	Whalingship • Trade unit • Requires a small shipyard for construction • Can hunt whales, has combat bonus against whales • Movement = 6 / Viewing radius = 4 / Cargoholds = 2
	Man-o-War (not full included in the game yet!) • Can attack • King's naval unit, cannot be built by the player • Much more powerful than all player warship types • Movement = ? / Viewing radius = ? / Cargoholds = ?

All ship types can carry both cargo and land units in their cargo holds. But only trade ships can enter other players' ports to do trade.

Privateers are always considered a threat/hostile unit.
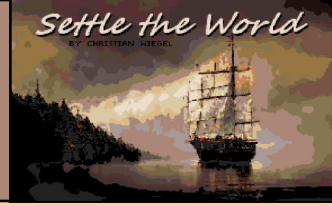
Appendix - Terrain types

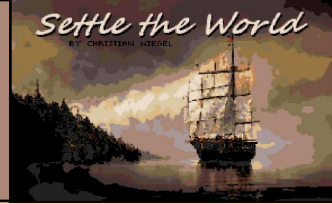|	Lowlands
	Ocean • Raw materials: Fisch • Land units can not move to ocean fields
	Grass • Raw materials: Grain, Tobacco, Wool
	Prairie • Raw materials: Grain, Tobacco
	Desert • Raw materials: Iron Ore
	Dryland • Raw materials: Grain, Tobacco
	Wetland • Raw materials: Grain, Sugar, Tobacco
	Swamp • Raw materials: Grain, Sugar, Iron Ore • Defense bonus: 25%
	Grassforest • Raw materials: Grain, Lumber, Furs • Defense bonus: 50% • Blocks the sight of units
	Prairieforest • Raw materials: Grain, Tobacco, Lumber, Furs • Defense bonus: 50% • Blocks the sight of units
	Desertforest • Raw materials: Grain, Wool, Lumber, Furs, Iron Ore • Defense bonus: 25% • Blocks the sight of units
	Drylandforest • Raw materials: Grain, Lumber, Furs, Tobacco • Defense bonus: 50% • Blocks the sight of units

Appendix - Terrain types

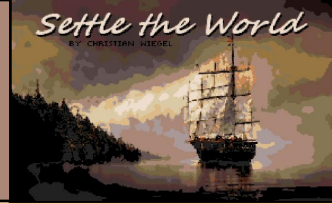|	Lowlands
	Wetlandforest • Raw materials: Grain, Lumber, Furs, Sugar • Defense bonus: 50% • Blocks the sight of units
	Swampforest • Raw materials: Grain, Lumber, Furs • Defense bonus: 75% • Blocks the sight of units
	Fertile soil • Raw materials: Grain, Wool, Sugar, Tobacco
	Coldland • Raw materials: Grain, Furs
	Coldlandforest • Raw materials: Grain, Wool, Lumber, Furs • Defense bonus: 50% • Blocks the sight of units
	Tundra • Raw materials: Iron Ore
	Iceland • Raw materials: Nothing

Quick Start Guide

- Appendix - Terrain Types -

Appendix - Terrain types

	Mountains
	Hills • Raw materials: Grain, Iron Ore, Stone • Defense bonus: 50% • Blocks the sight of units • Increases the radius of sight of units standing on this field
	Low Mountain Range • Raw materials: Iron Ore, Stone • Defense bonus: 100% • Blocks the sight of units • Increases the radius of sight of units standing on this field
	High Mountains • Raw materials: Iron Ore, Stone • Defense bonus: 150% • Blocks the sight of units • Increases the radius of sight of units standing on this field
	Mountain Top • Raw materials: Nothing • Blocks the sight of units
	Dense Forested Hills • Raw materials: Grain, Lumber, Furs, Iron Ore, Stone • Defense bonus: 75% • Blocks the sight of units
	Mountain Forest • Raw materials: Lumber, Furs, Iron Ore, Stone • Defense bonus: 150% • Blocks the sight of units

Appendix - Raw materials

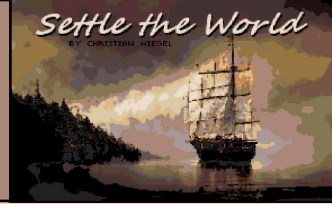|	Raw materials
	Grain • Food for the city population
	Fish • Food for the city population
	Sugar • Can be processed to rum
	Wool • Can be processed to fabrics
	Tobacco • Can be processed to tobacco pipes
	Furs • Can be processed to coats
	Lumber • Is needed for the production of buildings and units
	Iron Ore • Can be processed to tools
	Gold • Can be processed to jewelry
	Stone • Can be processed to bricks • Required for the production of certain buildings
	Whale • Can be processed to lampoil
	Meat • Food for the city population
	Grapes (not yet fully integrated into the game!) • Can be processed to wine

Appendix - Finished products

	Finished products
	Fabrics • Needed to build ships • The Settler class need fabrics in order to advance to the Worker class • Required by the Worker and Aristocrat classes every turn
	Coats • The Worker class need coats in order to advance to the Aristocrat class • Required by the Aristocrat class every turn
	Rum • The Settler class need rum in order to advance to the worker class • Is required by the Worker class every turn
	Tobacco Pipes • Is required by the worker class every turn
	Tools • Are needed to construct buildings and units • Colonists can become pioneers when equipped with tools
	Bricks • Are needed for the production of advanced buildings
	Muskets • Colonists can become soldiers when equipped with muskets
	Jewelry • Requested by the Aristocrat class every turn
	Lampoil • Used to make the Aristocrat class completely happy
	Books (not yet fully integrated into the game!) • Transfer knowledge
	News • The Worker class need newspapers in order to advance to the Aristocrat class • Required by the Aristocrat class every turn

Appendix - Finished products

	Finished products
	Horses • Can breed in the city. A stable speeds this up. • As long as horses breed, they need grain from the city's storage. • Colonists equipped with horses can become scouts • Soldiers equipped with horses can become dragoons
	Wine (not yet fully integrated into the game!) • Used to make the Aristocrat class completely happy
	Tradegoods (not yet fully integrated into the game!)

Appendix - Citizens Happiness

Citizens become happier when their city is equipped with certain buildings.
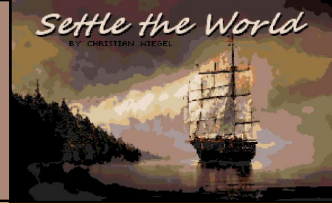
If the citizens of a class increase their happiness to 100%, they can move up to the next prosperity class.

Higher prosperity classes require a certain amount of finished goods each turn to stay happy. Citizens will not move back to lower classes if they become unhappy.
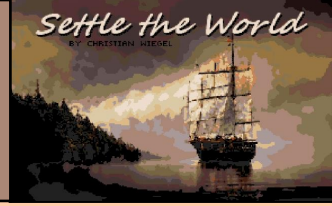
High unhappiness can cost you many votes in the elections or even the election victory (Currently not yet integrated into the game!)

NEEDED BUILDINGS/GOODS AND CONSUMPTION PER TURN

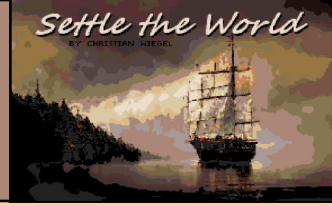| HAPPY	Settler Class	Worker Class	Aristocrats Class
100%	Rum	News	Wine
90%	Fabrics	Coats	Lampoil
80%	Marketstall	Tobaccopipes	Jewelry
70%	Schoolhouse	Rum	News
60%	Tavern	Fabrics	Coats
50%	Food	Church	Fabrics
40%		Marketplace	Cathedral
30%		Bathhouse	Markethall
20%		Food	Theatre
10%			Food

Appendix - Keyboard mapping

	Keyboard mapping
Left mouse button	• All actions in the game where something can be clicked on • Select a unit
Right mouse button	• Deselect unit • Right click on a field next to a selected unit moves it to that field on the map • Right click on a field further away from a selected unit starts the pathfinding to it • In the city, the right mouse button can be used to load/unload a trading unit with a user-defined number of goods
M	• Opens / closes the world map
W	• Select next unit that still has movement points left
V	• Turn on/off drawing of edges towards unexplored land. Speeds up the rendering of the map when a lot of unexplored land is visible.
C	• Center map on selected unit
I	• Show free memory available
G	• Go to previous city
H	• Enter selected city
J	• Go to next city
Return / Enter	• Switch to the next round / player • Also closes text boxes / windows or ends intermediate screens
ESC	• Closes most screens • Also interrupts the pathfinding calculation of units if it takes too long
Cursor keys	• Scrolls over the map (scrolling to the left is displayed incorrectly on Apollo V4 systems)

Appendix - Keyboard mapping

	Keyboard mapping
Num 1	• Move unit to southwest
Num 2	• Move unit south
Num 3	• Move unit to south-east
Num 4	• Move unit to the west • NO or LEFT in selection prompts
Num 5	• Select next unit that still has movement points left
Num 6	• Move unit to the east • YES or RIGHT in selection prompts
Num 7	• Move unit to northwest
Num 8	• Move unit north
Num 9	• Move unit to the north-east
Num Minus	• Reduce ingame music volume
Num Plus	• Increase ingame music volume
F1	• Short help on the map view or in the city view
F2	• Overview - Stocks of all cities
F3	• Overview - building and unit production of all cities
F4	• Overview - position and cargo of all trading units
F5	• Overview - Unassigned colonists in all cities
F6	• Production statistics
F9	• Quick save to the last used save slot

Settle the World - Credits

Idea, Concept and Programming	• Christian Wiegel (TheoTheoderich)
Pixel Graphics	• Christian Wiegel (TheoTheoderich)
Background Images, Event Images, Intro	• Created using the Midjourney AI and post editing by Christian Wiegel
Title Music	• Patrick Nevian (Viddi)
Ingame Music	• Thomas Mohr (wiseman)
Testing	• Christian Dold • Yakari3 • Wislor • Anakirob • Sylaina • Meph • Foxman

Special Thanks to Christian Dold for his incredible support!
Without him, this version of Settle the World would not have been possible.

Note:
In creation this game, I was strongly inspired by the classic DOS/Amiga game "Colonization".
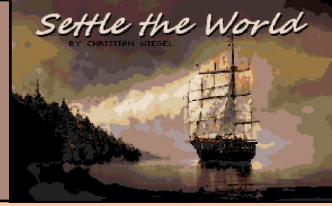However, I did not take any graphics from this game.
Even though some of my graphics look very similar to the original game.

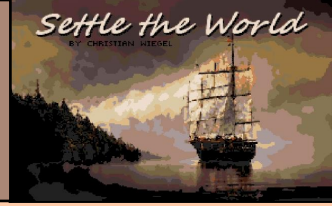**Settle the World** is developed using **AmiBlitz3.9.x**.

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