



# PATRICIAN IV

Rise of a Dynasty



## **Important Health Warning About Playing Video Games**

### **Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

### **What is the PEGI System?**

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and [pegionline.eu](http://pegionline.eu)

## **Family Settings**

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. For more information, go to **[www.gamesforwindows.com/isyourfamilyset](http://www.gamesforwindows.com/isyourfamilyset)**.

# CONTENTS

INTRODUCTION	5
Previous saves	6
New functionalities and improvements	7
Sea map	7
Portraits	7
Land possession	7
Treasure maps	7
City overview	8
Entering buildings	8
Counting house	8
Miscellaneous	8
LAND TRADE	9
Land routes	9
And then again, the Princes	9
Wagon depot	10
Wagons and wagon trains	10
Escort mercenaries for your trains	11
MULTIPLAYER MODE	12
Online and Offline, Internet and LAN	12
Joining a game	13
Creating a game	13
Text- and Voice-Chat	14
Player list in the game	14
SCENARIOS	15
CHANGES MADE TO THE PATRICIAN IV MANUAL	16
CONTROLS	17
CREDITS	20
LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT	23
TECHNICAL SUPPORT	24

## INTRODUCTION

Thank you for buying this add-on for **Patrician IV**.

After the release of **Patrician IV**, the community sent us many comments and shared with us what they'd like to see in the future, or how things could be improved. Of course, we had been thinking on our side as well, and it was a perfect opportunity to discuss directly with our community. All in all, we came up with a long list of things to improve and even new ideas to implement. Some of those were made readily available, for free, through updates (those updates were automatically installed if your computer is connected to the Internet, when you launched **Patrician IV**).

A step further was taken to add a lot more improvements and also new content to the game, and this is how this add-on was created. You'll find three new major functionalities in this add-on: land routes, multiplayer and scenarios.

This manual describes the new functionalities you get when you install **Patrician IV – Rise of a dynasty**, as we wanted to concentrate on the new things rather than explain all over again things you already know. The numerous generic or ambient improvements (for instance the revamped sea map) are only shortly listed, as you will experience them best by yourself. At this point, we would really like to thank the whole community again, as this add-on would have never seen the light of day without all of you guys. The land trade system was actually something the community has been asking for at least 10 years already. It allows the Hanseatic League to reach inland states, like Flanders, Mecklenburg, Poland and Livonia. Of course, new cities imply a new network of land routes, which links cities such as Lübeck and Hamburg together. It already existed in **Patrician II**, but this time, we made sure you could use the new wagon trains as easily as you set up ship convoys, and could easily integrate them in your trade routes. Multiplayer and scenarios were also something we promised to the community. As far as the multiplayer is concerned, we felt we should limit ourselves to a cooperative mode, as it seemed the most flexible way to do things: players can join and leave the game at anytime, and that works on a LAN as well as over the Internet.

We wanted the scenarios to be, in a way, races against time: in each scenario, you're placed in a position in which you need to take quick

decisions and reach your goal before time runs out. The faster you complete your objectives, the better your score is. And of course, the wealth you accumulated also has an influence on your score. To get better scores, you'll need to find new solutions and new tricks.

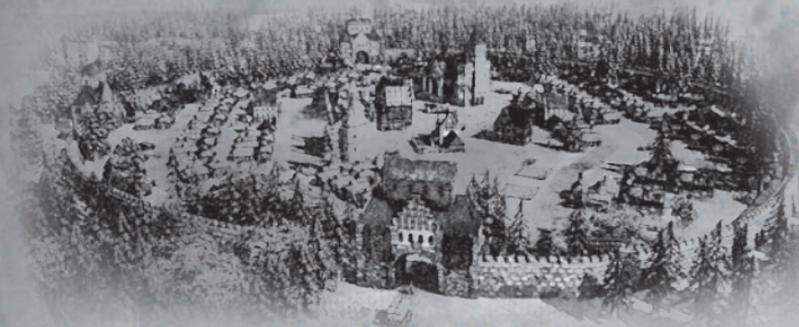
And now it's time for us, like always at this point, to wish you a lot of fun playing Patrician!

Your Patrician IV team

## PREVIOUS SAVES

Your "Patrician IV" saved games unfortunately are not compatible with "Rise of a dynasty" because, to implement land trade, we had to make major changes to the world and cities.

If you want to share your saved games with a friend or if you want to copy them on another computer, you can find your saved game files in the folder "Savegames"; note that in the name of the file, you will also see the date (ingame).



## NEW FUNCTIONALITIES AND IMPROVEMENTS

### SEA MAP

The sea map and the ships have been completely revamped. You'll see more details, the coastline is much more detailed as well, and you'll also note more vegetation and other decorative items.

### PORTRAITS

Each quest NPC now has a small specific portrait which is displayed near the mission name when you take it, for instance in a tavern. When you complete a mission, the portrait is displayed as well, so you will find it easier to organize.

Oh, and you also have your own portrait now, that you can choose when you start playing.

### LAND POSSESSION

The princes can now sell parts of their lands. You will be offered to buy lands only if the prince is happy enough with you. But beware: those lands are very, very expensive. Only buy land when you don't have anything better to do with your money.

The good thing, though, is that when you buy lands this way, the region prince will never trouble you again.

### TREASURE MAPS

Every now and then, you will find in a tavern some sailor selling a part of a treasure map, or you may even find one in a bottle at sea. You can find the pieces you own under Assignments in the logbook. As soon as you have enough pieces, you can start looking for the treasure itself. Note that you have to go over the hidden treasure with your convoy to actually see it. Right-click on a treasure to fetch it. And if you just can't find the treasure, be patient. When you have the last piece of the treasure map in your possession, the treasure will be displayed directly on the sea map.

The treasure you find can be a number of merchandises looted by the pirates, but it also can be a large amount of gold!

## CITY OVERVIEW

- Click on a citizen in the city overview and you'll know what they think about the city
- The graphics of cities, squares and streets have been reworked and they should look much nicer now
- New animations were added for the citizens and even the businesses have animations
- The sceneries around the cities have been reworked

## ENTERING BUILDINGS

When you enter a building, you'll now see a still image displaying the interior, and you'll hear sounds.

## COUNTING HOUSE

Unfortunately, your spouse can now die when an epidemic strikes the city. Do your best to protect the city by building fountains and hospitals.

When you use an administrator, you now have access to a "copy-paste" functionality. Click the "Save settings" button to save the settings as they are set, then go to another administrator and click "Use settings" to reproduce the same settings.

## MISCELLANEOUS

Of course, the add-on "Rise of a dynasty" also includes the improvements we developed for the standard version of "Patrician IV" as well as many others, which were developed at the same time we were working on the add-on.

## LAND TRADE

### LAND ROUTES

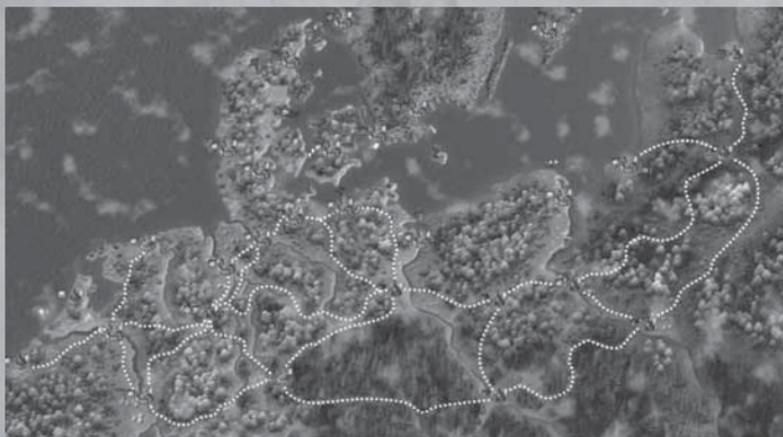
In the add-on, the world of Patrician IV is bigger and 8 new cities have been introduced that can be reached only via land routes. These cities are in Flanders (Nijmegen), in Mecklenburg (Minden, Berlin, Erfurt), in Pomerania (Posen, Warsaw, Breslau) and Livonia (Kaunas). Of course, the land route network isn't limited to those cities, as you can link other cities, for instance Hamburg and Lübeck, via land routes.

The key to access those inland cities resides in the land routes. As soon as a land route is active and opens the way to a new city, this city is considered as a business in the game.

### AND THEN AGAIN, THE PRINCES

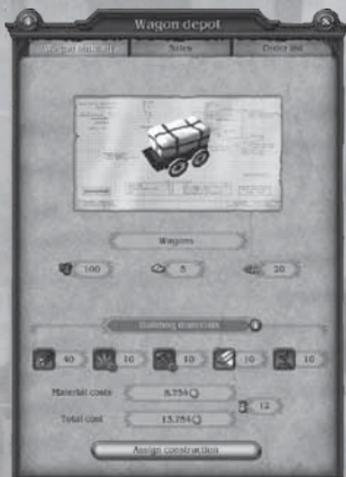
But of course, the land routes won't be activated that easily, as they are all controlled by the Princes. A Prince will offer to open a land route to your wagons only if he's satisfied with you. Satisfy your Prince as fast and as regularly as you can to speed things up. If he's happy enough, but still doesn't offer to open a land route for you, wait a couple days. Don't forget a prince can only open land routes that lead to cities in his own region and that were discovered. For instance, Duke Henry of Mecklenburg can only open the land route going from Berlin to Posen after Posen is discovered as well, since Posen doesn't belong to Mecklenburg.

There are 26 land routes in the game. To know which Prince gives access to which route, check the overview. You can see on the following map all the different land routes.



## WAGON DEPOT

In every city that can be reached by a land route, a new building, the wagon depot, is automatically built. In that building, you can order the construction of new wagons.



## WAGONS AND WAGON TRAINS

Your wagons, once they're ready, are stored near the marketplace in the center of the city. Click on your wagons and select the option to create a wagon train. The wagon will get a couple oxen, a driver and, of course, maintenance fee per day. The wagon is then placed on a specific spot, ready for a contract – that makes it easy for you to see wagons which don't have a contract yet.

Wagon trains are managed exactly like ship convoys: you can add other

wagons, just by double-clicking on a train and then clicking on the “Organize” button. You can also set trade routes for your wagon trains, exactly like you would for convoys.



## ESCORT MERCENARIES FOR YOUR TRAINS

When a Prince is unhappy, he is more likely to stop your trains and request a toll. And to do that, he just sends armed tax collectors on the roads. When you don't want to be extorted by those collectors, you can recruit mercenaries as an escort for your trains. Note this can end up as a fight and you need to make sure your escort crew is always filled and ready. Those escort mercenaries are recruited in a tavern, just like the crew of your ships. Note: if there's a fight and your escort loses, you will have to pay a higher toll tax. You cannot lose your wagon trains because of combat.

## MULTIPLAYER MODE

In “Patrician IV – Rise of a dynasty”, 4 players can play cooperative games and manage the same business together. The host starts a game and up to 3 other players can join. All the players share the same business, so it’s best to decide who does what, or things could get a little chaotic if all the players try to control the same convoy at the same time. Communicate and decide who is going to handle which Convoys, who will manage which city or region before you start playing.

Note that during sea battles, every player can control one ship, provided there are enough ships to be controlled.

### ONLINE AND OFFLINE, INTERNET AND LAN

Before you start playing in multiplayer mode, you need to sign in on the local area network (LAN) or on the Internet. To do so, select the option to Sign in in the main menu. Note: you can sign in on the Patrician IV server – and play Online games - only if your computer is connected to the Internet when you start the game.

The first time you sign in, you have to register an user name, which will be linked to your account. The user name will also be displayed when you join a game with other players.

Once the registration/sign in is complete, you can join multiplayer games on the Internet and other players can join your own games. If the registration/sign in failed, you can only play multiplayer games on a LAN.



## JOINING A GAME

After you sign in, select the Cooperative mode in the main menu to join a game. When you click the Search button, you'll see the user names of all the game hosts who started a public game. Just select one of the listed games and click the Join button.

To join a private game, you need to know the exact user name of the host. Type the host user name in the Search field in order to see his private game.

## CREATING A GAME

By default, the cooperative game is set this way: when you start a new game or when you load a saved game, only the players on your LAN can join the game. If you only want to play on your LAN, you don't have to change anything.

If you want to play with other players over the Internet, you have to select the Online option instead of the LAN option. Note the game is then automatically set as an Online private game.

If you want any other player to see your game and be able to join it (as indicated in "Joining a game"), you have to select the Public game option. This setting is only needed for Online games.



## TEXT- AND VOICE-CHAT

When you play with other people, it's important to communicate with each other. You may chat with the other players using text- and voice-chat.

Press the C key to display a command line on the bottom left of the user interface. Enter your message and press Return to send the message to all the players.

Press the ^ key to open a chat window in which you can see all the messages sent and received. Press ^ again to close that window.

Press the V key to activate the voice-chat. If you have a microphone, the other players will hear what you say until you release the V key.

## PLAYER LIST IN THE GAME

When you don't want to hear other players talk while playing, you can click, at any time during the game, on the player portraits which are displayed in the bottom left corner of the screen. This opens a player list and you can decide which players to mute.

If you are the host, you can also ban a player from the game directly from this list.



## SCENARIOS

“Patrician IV – Rise of a dynasty” includes 6 scenarios. When you play a scenario, you have to reach specific objectives before time runs out.

In the main menu, click on Scenarios to pick one of the unlocked scenarios. The difficulty can be set and has an impact on trade and reputation.

Note that many scenarios have to be unlocked (by completing the previous scenarios) before they can be played.

When you complete a scenario, a score is displayed. Your score is based on the time needed to complete the scenario, on the difficulty level and on the wealth you accumulated.



# CHANGES MADE TO THE PATRICIAN IV MANUAL

Since the game was updated and because of this add-on, the manual of the original Patrician IV is not fully up to date:

## **Page 30**

Convoys only cost the maintenance for Ships, Captains and Sailors when they are at sea.

## **Page 34**

Captains don't need any experience as traders to set a trade route.

## **Page 28**

A ship doesn't have to be an available ship in the harbour to be equipped with cannons. You can also select a convoy then a ship to equip it with cannons.

## **Changes made to production and raw materials use (page 24+)**

- To daily produce 4 barrels of Salt, 1 unit of Wood is needed.
- To daily produce 3 barrels of Beer, 0.75 barrel of Grain is needed.
- To daily produce 2 barrels of Pitch, 1 unit of Wood is needed.

## **Seizing ships (Page 36)**

For the add-on, a few new shortcuts were added to the game. You can change those in the Options menu, under Controls.

## CONTROLS

For the add-on, a few new shortcuts were added to the game. You can change those in the Options menu, under Controls.

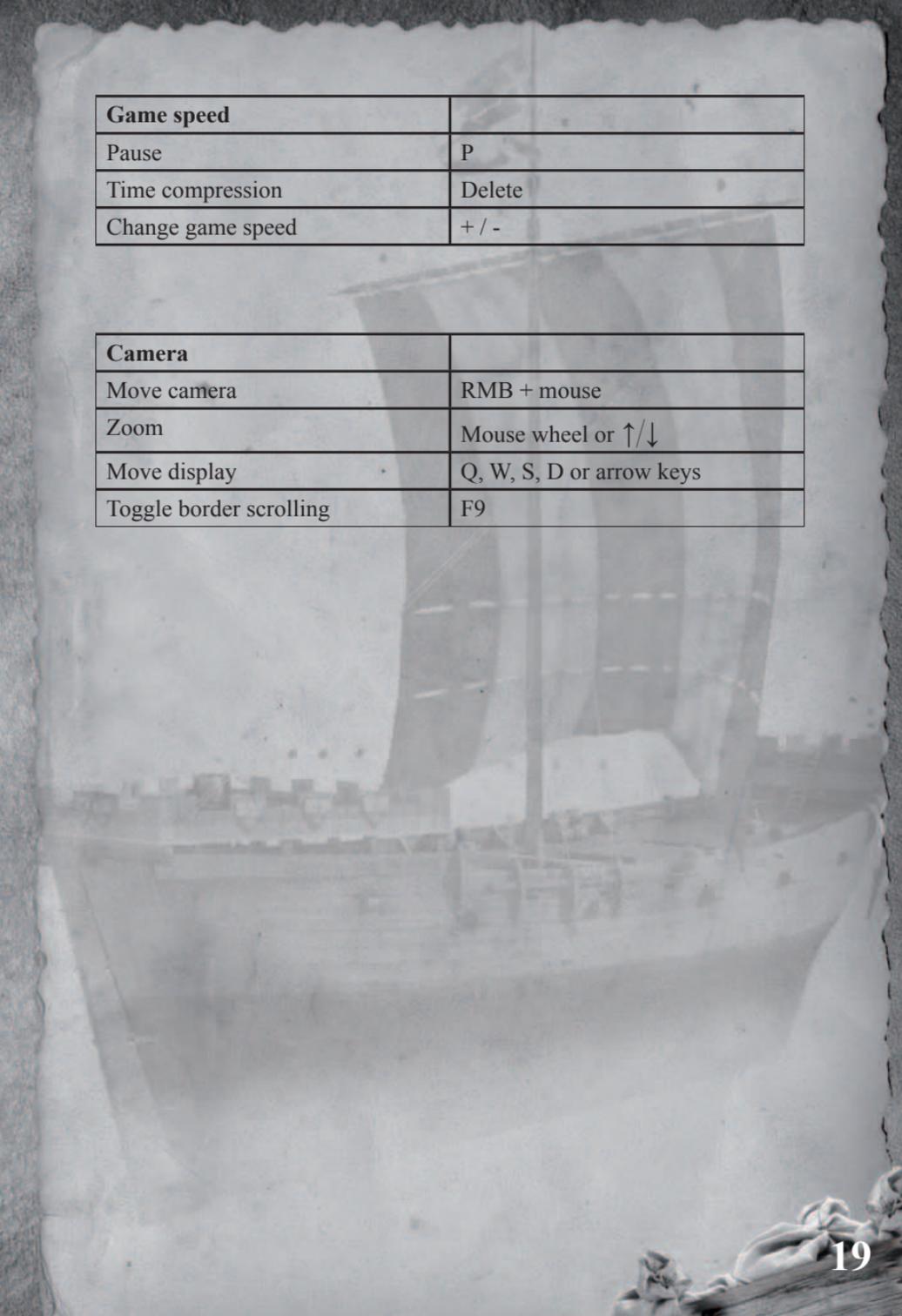
<b>City overview</b>	
Enter building	LMB (left mouse button)
Leave building	RMB (right mouse button)
Market	
Cycle city - market	TAB (in the market)
Counting house	K
Cycle city – counting house	TAB (in the counting house)
Tavern	T
Architect	B
See action buildings	Ctrl
Leave city	Backspace
Building mode	
Leave building mode	RMB
Move building	Q, E

<b>Sea map</b>	
Enter city	LMB
Send convoy	RMB
Market	Right-click on city
Display city names	Ctrl

<b>Minimap</b>	
Center on selection	LMB
Enter city	LMB on city
Send convoy	RMB
Market	RMB on city

<b>Sea battle</b>	
Move ship	RMB
Fire a broadside	LMB on water
Select ship	LMB on your ship/1-3
Select ammunition	F1, F2, F3
Raise/lower sail	Q, E

<b>General</b>	
Convoy list	F1
Logbook/Advisor	F2
Logbook/Assignments	F3
Logbook/Info	F4
Chronicle	F5
Open chat line	C
Chat window	6
Voice-chat activation	V
Cycle convoys	TAB
Link convoy to shortcut	Shift + 1...0
Select convoy	1...0
Center on selected convoy	Pos1



<b>Game speed</b>	
Pause	P
Time compression	Delete
Change game speed	+ / -

<b>Camera</b>	
Move camera	RMB + mouse
Zoom	Mouse wheel or ↑/↓
Move display	Q, W, S, D or arrow keys
Toggle border scrolling	F9

# GAMING MINDS STUDIOS

CREATIVE DIRECTOR  
Daniel Dumont

TECHNICAL DIRECTOR  
Kay Struve

PROGRAMMING  
Bastian Clarenbach  
Bernd Ludewig  
Dennis Bellmann  
Jochen Hofmeier  
Matthias Muschallik  
Michael Offel  
Peter Grimsehl  
Stephan Hodes  
Ulf Winkelmann

GRAPHICS  
Daniel Lieske  
Guido Neumann  
Mark Kölker  
Christian Zajac  
Sascha Müller

ADDITIONAL GAME DESIGN  
Daniel Scollie

QA  
Sebastian Walter

SPECIAL THANKS TO  
the members of [www.patrizierforum.net](http://www.patrizierforum.net)  
and all beta testers of Patrician IV - Rise  
of a Dynasty.

EXTERNAL

SOUND, MUSIC & IMPLEMENTATION  
Rocketaudio - Dag Winderlich

QA  
Walter-Thomas Bathke  
Games Quality GbR

INTRO & RENDERINGS  
The Light Works - Tobias Richter, Oliver  
Nikelowski, Arne Langenbach, Jennifer  
Marx, Iring Freytag

ADDITIONAL INTERFACE  
DESIGN  
Christoph Werner

ADDITIONAL RENDERINGS  
Realmforge Studios - Christopher Mertig

ADDITIONAL MODELLING  
Realmforge Studios - Florian  
Schweinbenz

ILLUSTRATIONS  
Anca Adelina Finta  
Realmforge Studios - Viktor Linke

Portions of this software are included under license ©  
2010 Scaleform Corporation. All rights reserved.

Uses FMOD Ex Sound System and Firelight  
Technologies.

Patrician IV uses Havok®. © Copyright 1999-2011  
Havok.com, Inc (and its Licensors). All Rights  
Reserved. See [www.havok.com](http://www.havok.com) for details.

# KALYPSO MEDIA GROUP

## KALYPSO MEDIA GROUP

### MANAGING DIRECTORS

Simon Hellwig  
Stefan Marcinek

### HEAD OF PUBLISHING GERMANY

Henner Bruhn

### HEAD OF GAME PRODUCTION

Timo Thomas

### GAME PRODUCERS

Dennis Blumenthal  
Christian Schlütter

### HEAD OF MARKETING

Anika Thun

### HEAD OF ART DEPARTMENT

Joachim Wegmann

### ART DEPARTMENT

Simone-Desireé Rieß  
Anna-Maria Heinrich  
Thabani Sihwa

### PR DEPARTMENT

Mark Allen  
Ted Brockwood  
Stefan Marcinek

### SUPPORT & COMMUNITY

#### MANAGEMENT

Tim Freund  
Johannes S. Zech

### KALYPSO MEDIA UK

Andrew Johnson  
Mark Allen

## KALYPSO MEDIA USA

Mario Kroll  
Ted Brockwood  
John Tullock  
Mike De Rienzo  
Adele Vigorito

## KALYPSO MEDIA DIGITAL

Charlie Barrett

## COVER-ARTIST

Tobias Mannewitz KARAKTER

## LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

YOUR USE OF THIS SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL (S), PACKAGING AND OTHER WRITTEN, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS LICENSE WITH [KALYPSO MEDIA UK Ltd.] ("LICENSOR").

### LICENSE

Subject to this Agreement and its terms and conditions, LICENSOR hereby grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Software for your personal use on a single home or portable computer. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by LICENSOR and, as applicable, its licensors.

### OWNERSHIP

LICENSOR retains all right, title and interest to this Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United Kingdom copyright law and applicable copyright laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from

### LICENSOR

Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties. Be advised that Copyright violations are subject to penalties of up to £100,000 per violation. The Software contains certain licensed materials and LICENSOR's licensors may protect their rights in the event of any violation of this Agreement.

### LICENSE CONDITIONS

You agree not to:

- (a) Commercially exploit the Software;
- (b) Distribute, lease, license, sell, rent or otherwise transfer or assign this Software, or any copies of this Software, without the express prior written consent of LICENSOR;
- (c) Make copies of the Software or any part thereof, except for back up or archival purposes;
- (d) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one computer, computer terminal, or workstation at the same time;
- (e) Copy the Software onto a hard drive or other storage device and must run the Software from the included DVD/CD-ROM (although the Software may automatically copy a portion of itself onto your hard drive during installation in order to run more efficiently);
- (f) Use or copy the Software at a computer gaming center or any other location-based site; provided, that LICENSOR may offer you a separate site license agreement to make the Software available for commercial use;
- (g) Reverse engineer, decompile, disassemble or otherwise modify the Software, in whole or in part;
- (h) Remove or modify any proprietary notices or labels contained on or within the Software; and
- (i) Transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

#### THE SOFTWARE UTILITIES

The Software may contain a level editor or other similar type tools, assets and other materials (the "Software Utilities") that permit you to construct or customize new game levels and other related game materials for personal use in connection with the Software ("Customized Game Materials"). In the event the Software contains such Software Utilities, the use of the Software Utilities is subject to the following additional terms, conditions and restrictions:

- (a) All Customized Game Materials created by you are exclusively owned by LICENSOR and/or its licensors (as the case may be) and you hereby transfer, assign and convey to LICENSOR all right, title and interest in and to the Customized Game Materials and LICENSOR and its permitted licensors may use any Customized Game Materials made publicly available to you for any purpose whatsoever, including but not limited to for purposes of advertising and promoting the Software;
- (b) You will not use or permit third parties to use the Software Utilities and the Customized Game Materials created by you **for any commercial purposes, including but not limited to distributing, leasing, licensing, renting, selling, or otherwise exploiting, transferring or assigning the ownership of such Customized Game Materials;**
- (c) Customized Game Materials must be distributed solely for free; provided, that you may contact LICENSOR for a license to commercially exploit the Customized Game Materials which LICENSOR may grant or deny in its sole discretion;
- (d) Customized Game Materials shall not contain modifications to any other executable files;
- (e) Customized Game Materials must be used alone and can be created if the Customized Game Materials will be used exclusively in combination with the commercially released retail version of the Software.
- (f) Customized Game Materials cannot contain libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contain any trademarks, copyright-protected work or other property of third parties (without a valid license); and
- (g) All Customized Game Materials must contain the proper credits to the authors of the Customized Game Materials and must indicate that LICENSOR is not the author of the Customized Game Materials with additional language that "THIS MATERIAL IS NOT MADE, GUARANTEED OR SUPPORTED BY THE PUBLISHER OF THE SOFTWARE OR ITS AFFILIATES."

#### LIMITED WARRANTY

LICENSOR warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. If for any reason you find a defect in the storage medium during the warranty period, LICENSOR agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by LICENSOR. If the Software is no longer available, LICENSOR retains the right to substitute a similar program of equal or greater value. This warranty is limited to the storage medium containing the Software as originally provided by LICENSOR and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or LICENSOR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR USE OF THE SOFTWARE. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

#### TERMINATION

This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

#### EQUITABLE REMEDIES

You hereby agree that if the terms of this Agreement are not specifically enforced, LICENSOR will be irreparably damaged, and therefore you agree that LICENSOR shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

#### INDEMNITY

You agree to indemnify, defend and hold LICENSOR, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

#### MISCELLANEOUS

This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under England and Welsh law. Leicester, Leicestershire.

If you have any questions concerning this license, you may contact in writing Kalypso Media Ltd.

### **KALYPSO MEDIA UK LTD.**

**Asmec Center  
Eagle House  
The Ring, Bracknell  
Berkshire RG12 1HB  
United Kingdom**

**[www.kalypsomedia.com](http://www.kalypsomedia.com)**



# TECHNICAL SUPPORT

## FREE CUSTOMER SERVICE

Our customer service is available 24 hours a day, seven days per week via email. If you have any questions or problems with one of our products, we offer you answers and solutions to the frequently asked questions at our forum or you can drop us an email under the following address:

support@kalypsomedia.com  
forum.kalypsomedia.com

## THEREFORE, WE NEED THE FOLLOWING INFORMATION:

- The complete product name.
  - If available, the exact error message and a description of the problem.
- Both services are free of charge. Please note, that we are not able to answer requests concerning tips and tricks via email.

## HOWEVER, BEFORE YOU CONTACT OUR SUPPORT TEAM:

- Please make sure that your PC fulfills the system requirements.
- When you are placing the call, please make sure that your PC is switched on. Additionally, please start the DxDiag program before your call, as the information of this Microsoft software will help us to find the problem.

## HOW TO START THE DIRECTX DIAGNOSTIC PROGRAM ("DxDIAG"):

Windows XP: Please click on the "Start"-Button on the taskbar and afterwards „Run". Please enter "dxdiag" (without quotation marks) and click on „OK".

Windows Vista: Please click on the "Start"-Button. Under "Start search" please enter "dxdiag" and push the „Enter"-Button.

## EXCHANGE OF SERIAL CODES (SERIAL NUMBER / CD-KEY)

NOTE: serial codes cannot be replaced! Please make sure, that you don't lose your serial code. In case of loss, you have to buy a new game. Therefore, please avoid requests in this vein.



GAMING *MINDS*

kalypso

Copyright © 2011 Kalypso Media Group. All rights reserved. All other logos, copyrights and trademarks are property of their respective owners. Windows, the Windows Vista Start button and Xbox 360 are trademarks of the Microsoftgroup of companies, and 'Games for Windows' and the Windows Vista Start button logo are used under license from Microsoft.