

 Games
for Windows

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.

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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

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**.

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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

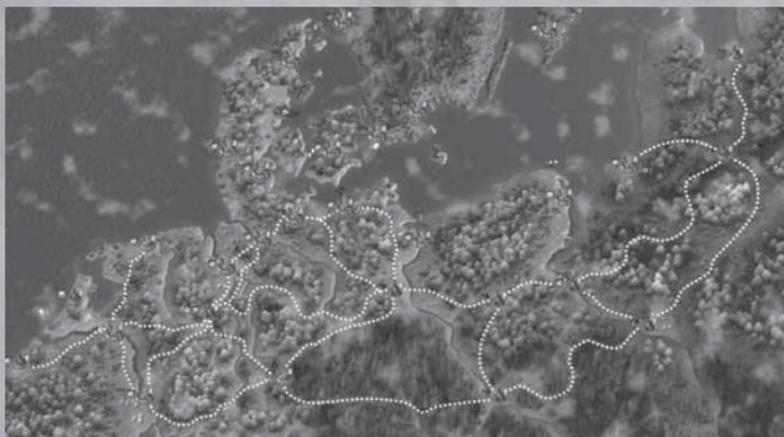
In the add-on, the world of Patrician IV is bigger and 8 new cities have been introduced that can be reached only via land routes. These cities are in Flanders (Nijmegen), in Mecklenburg (Minden, Berlin, Erfurt), in Pomerania (Posen, Warsaw, Breslau) and Livonia (Kaunas). Of course, the land route network 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.

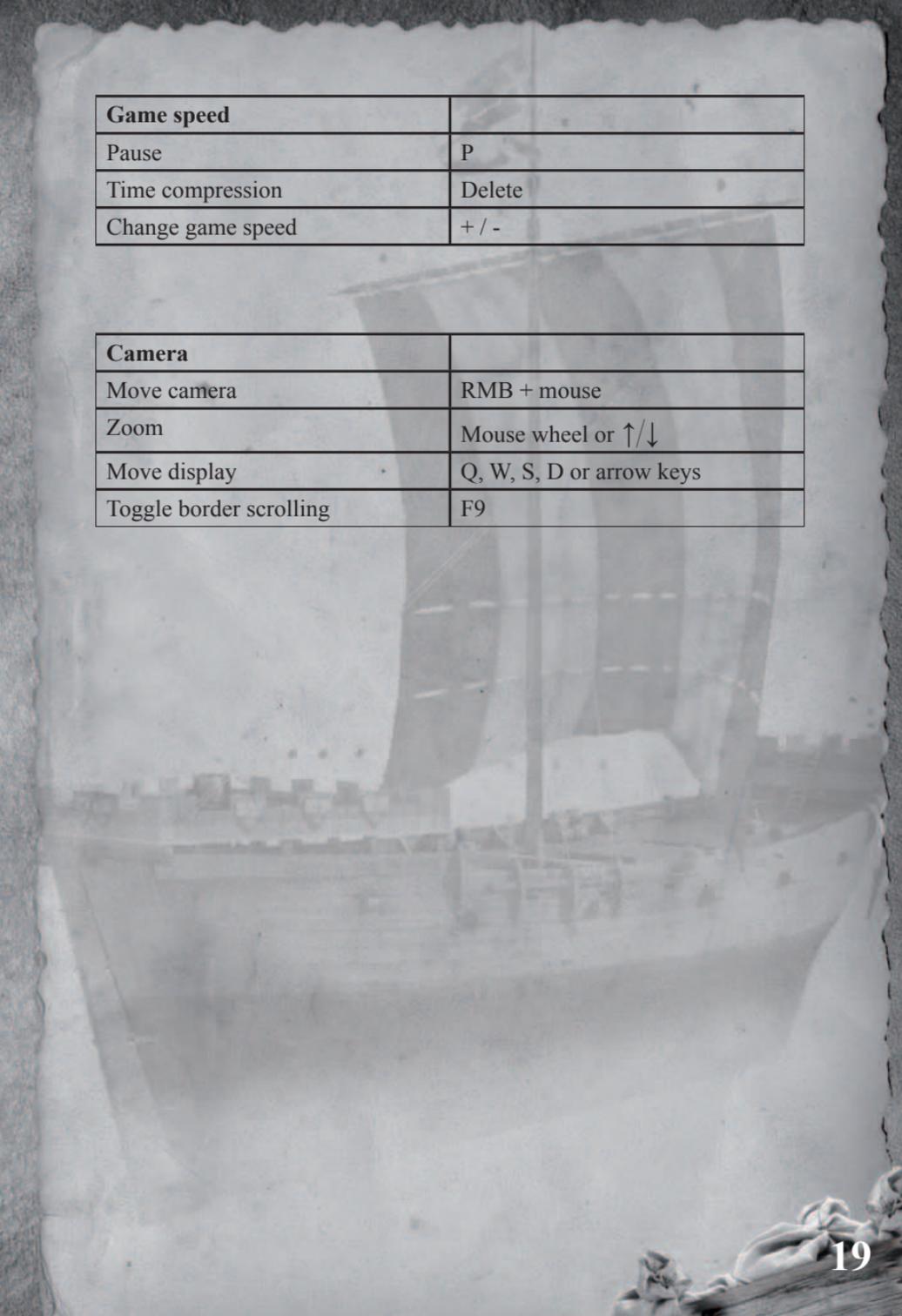
City overview	
Enter building	LMB (left mouse button)
Leave building	RMB (right mouse button)
Market	
Cycle city - market	TAB (in the market)
Counting house	K
Cycle city – counting house	TAB (in the counting house)
Tavern	T
Architect	B
See action buildings	Ctrl
Leave city	Backspace
Building mode	
Leave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

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

Minimap	
Center on selection	LMB
Enter city	LMB on city
Send convoy	RMB
Market	RMB on city

Sea battle	
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

General	
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



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

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

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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

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