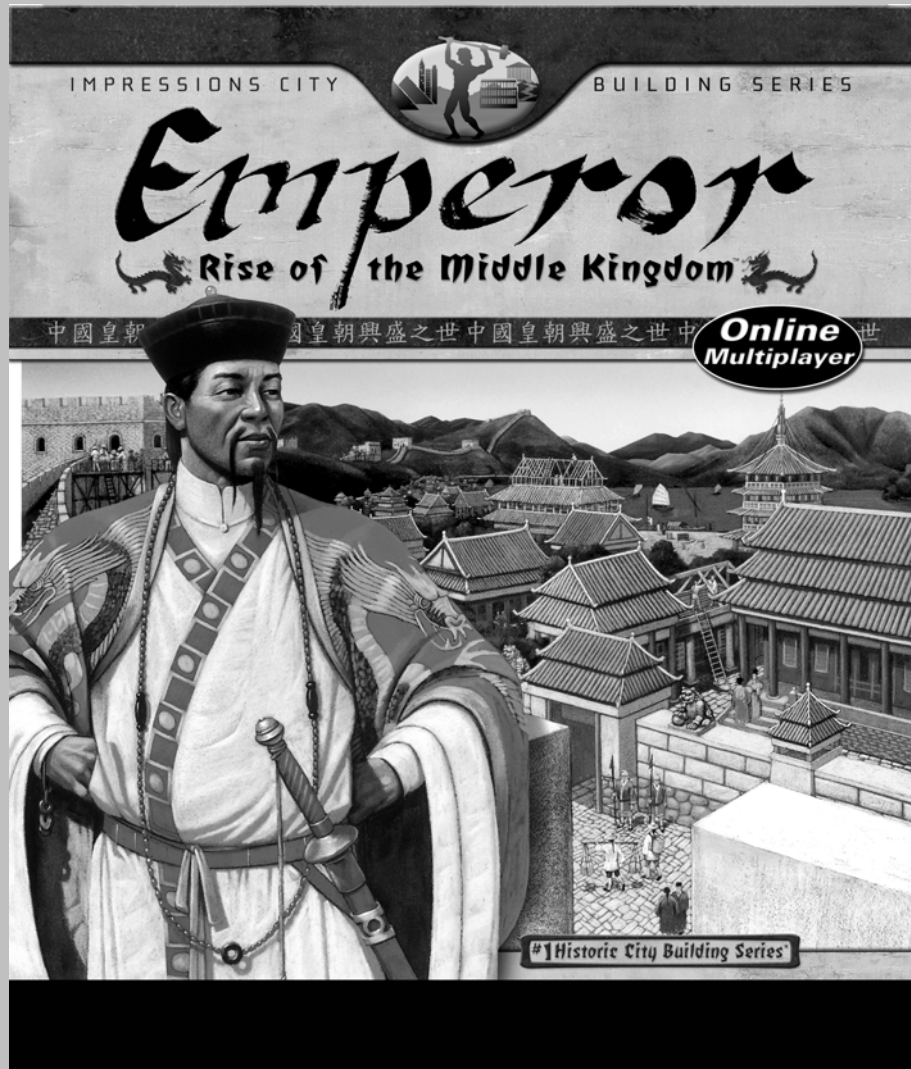


EMPEROR

Rise of the Middle Kingdom™



Campaign Creator User's Guide

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A. Welcome to the *Emperor Campaign Creator*

With the *Emperor Campaign Creator*, you can create your own Chinese city-builder campaigns. This guide explains everything you need to know to create campaigns that will make the ancestors proud!

B. Getting Started

First, get a pencil and some paper. You're going to need them.

Before you jump into designing your campaign, take some time to write down your vision. The more you plan out in advance, the easier it will be to create your dream campaign. Here are the types of things you should figure out before you even open the *Emperor Campaign Editor*:

1. Ultimately, what do you want the player to achieve? Do you want the player to lead an economic powerhouse? Or, maybe you want the player's military to be the mightiest in all of China. Perhaps you want to test the player's skills as a diplomat, a city planner, an industrialist, etc., or maybe you want to test a combination of skills. Regardless, having a clear idea of the central challenge of your campaign will help you immeasurably as you design it.


2. Now that you have a central challenge in mind, what obstacles are you going to put in the player's way? Let's say you want the player to make tons of cash. You could make this very easy for the player by giving him access to all the resources he could ever want and plenty of allies, vassals and trade partners to sell goods to. Or, you could make this quite challenging by limiting the player's resources, allowing for very few opportunities to export goods, and creating events that will interrupt the flow of trade. The more obstacles you place in front of the player, the more difficult your campaign will be.


3. Create a story. You have a main character - that's the player. You have a plot (the central challenge and the obstacles preventing the player from overcoming the challenge). And, you have a supporting cast. Now, all you need to do is link these things together to form a story. Use the story to describe to the player why certain things are happening. For example, let's say that you want the player to build an economically strong empire, but you've put him in a location that has few natural resources. Why is the player building a city in harsh surroundings? Maybe he was ostracized from his home city (which is now a rival) and is setting out to prove that he can make it on his own. Let your imagination run wild!

This is a good time to think about how many missions your campaign will have, and what the player will be expected to accomplish in each one.

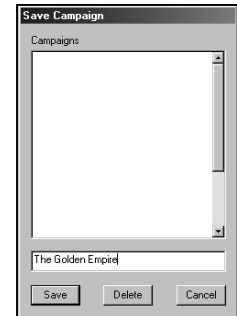
You don't necessarily have to figure out all of these things in the order presented here. You can certainly have an idea in mind first and fill in the other details later. Regardless of the order in which you think about the above, it's important that you give each item careful consideration.

C. Launching the Campaign Creator

 To launch the Campaign Creator, click the **Campaign Creator** button on *Emperor's* Main Menu (see p.11 of the electronic manual, titled “EmperorManual.pdf”).

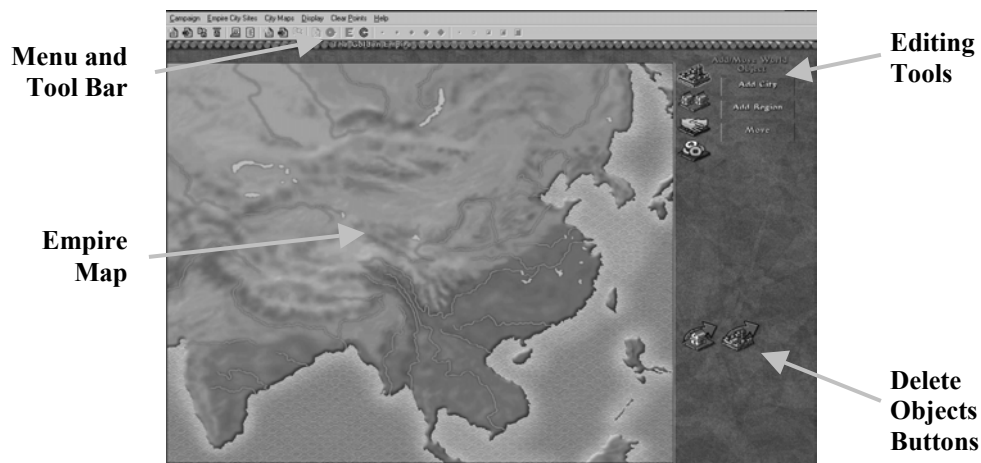
In the screen appearing, choose the **Create a New Campaign** button  and enter a file name, which can be up to fifteen characters long. Don't worry: you'll have an opportunity to come up with a more elaborate name for your campaign later.

You can also select a pre-existing campaign (i.e., one you've created previously) from the list provided.



D. Campaign Creator Screen

The editor's Main Menu is the control center for your campaign. From here, you can access information about all the missions in your campaign and determine the make-up of the Chinese world.



When the Campaign Creator screen appears, you're automatically in “edit” mode. The first thing you should do (to set the stage for your campaign) is edit the Empire Map. To do so, follow the information in Section E.

E. Editing the Empire Map

The Empire Map is a map of China and its surrounding areas. The four buttons on the side of the map (the “editing tools”) will help you design the Empire Map: Add/Move Objects, City Properties, Trade Properties and World Properties.

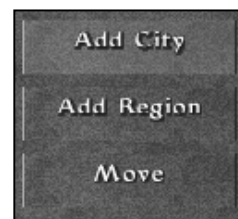
1. Select Empire Map

The first step should be to select the desired empire map. The campaign designer has a choice of four different ones. Each empire map differs in the area depicted, from close in on the Yellow River valley, to showing a view all the way out to central and southern Asia. You can cycle thru the empire map selections by pressing the **Empire Properties** button, and then clicking on the left/right arrow buttons found to the right of “Select Empire Map.” You should set the Empire map now, before placing cities and adjusting trade routes, etc. If you later decide to change your campaign’s empire map, your cities will be misplaced and some trade routes may not make sense (for instance, some sea routes may end up being on land).

2. Adding, Moving and Deleting Cities and Regions



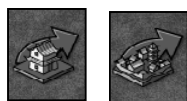
Once the empire map is set, the next thing you should do is populate the landscape with the cities, including the player's personal (or main) city. To place some cities on the map, click the **Add/Move Cities and Regions** button, and then click the **Add City** button appearing to the right. Then, click the spot on the map where you'd like the city to appear. Keep clicking on the map until you place all the cities in your world.



Now, add some appropriate region names to the World Map. Click the **Add Region** button and click on the spot on the map where you'd like the region name to appear. Like the names of cities (see “City Name”, below), you must choose region names from the supplied list; you cannot make up your own.

Notice that all the cities and regions you’re placing on the map have the same names. This is okay. We’ll discuss changing names later. For now, just get your cities and regions in the places you wish them to be.

To move a city or region, click the **Move** button. One city or region has a marquee around it, and the word Move is yellow. If the object with the marquee around it is the one you'd like to move, point to the desired location and click. If you want to move a different object, first right-click the mouse button to deselect the current object. Then, left-click the object you want to move. The marquee appears around it. Click on its new location to move it.



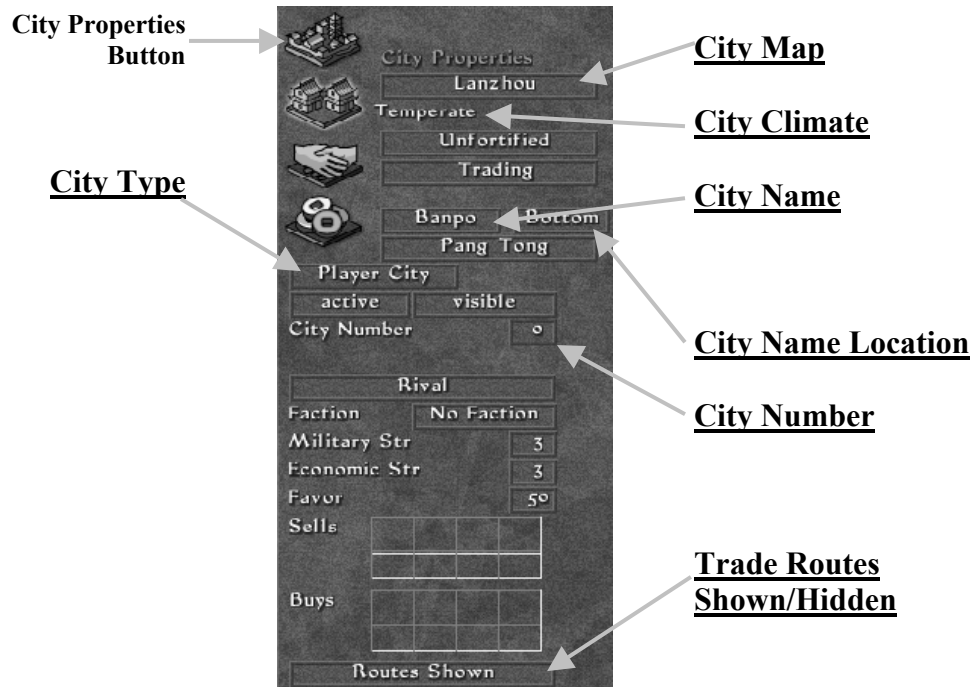
If you want to delete a city or region, make sure that the marquee is around it, indicating that it is selected. Then, click the **Delete Selected Object** button at the bottom of the Control panel. The selected object disappears. If you want to clear the map of all cities and regions, click the **Delete All Objects** button.

3. City Properties: Essential Elements



Now that you've placed some cities on the map, it's time to give them each unique characteristics. Select the second button, the **City Properties** button, and then select a city by clicking on it. Several buttons appear on the control panel, underneath the tabs. Use these buttons to set the characteristics of each city.

There are a few characteristics you *must* define for all or some of the cities. These characteristics are:



NOTE: Those areas of the control panel not identified above are discussed later in this manual.

City Name: Click this button to choose a name for the selected city. You have to pick a name from the list provided; you cannot create your own.

City Name Location: This button is to the right of the **City Name** button. Click this button to move the location of the name. Click repeatedly to cycle through the different locations. Changing the location of the name has no effect on game play. The most ideal locations of the city name is either to the left or at the bottom of the city. Otherwise, there may be a conflict with other city information symbols.

City Type: A city's type determines its basic place in the player's world. To choose a city type, click the button that appears under Leader Name. The types are Player City, Non-player City, and Distant City. The city types and the decisions to make with regard to them are discussed in more detail below.

City Map: This button allows you to select a pre-designed map for the city. A map must be set for each *human* player cities. You may set them for all cities if you wish, but it's only necessary for player cities. Selecting a map also determines the climate (see below) for that city, since each pre-designed map has a climate associated with it.

City Climate: This button allows you to set the climate for a city that does not have a city-level map assigned to it. If you've selected a city map (see above), then the climate is determined for you. Each non-player (i.e., non-human) city must have its climate set. By default, Temperate is used, and you are welcome to leave it as such. However, it's best to define a climate based upon the general location of the selected city. (A city's climate determines which menagerie animals can be received from it.)

Two other buttons also always appear, no matter which city type you specify:


City Number: Each city has its own number. *Emperor* automatically assigns a number to each city as you place it on the map. You can use this button to select a city to edit. Click the **City Number** button and enter in the number of the city you'd like to edit. The information for that city will be listed on the Control panel.

Trade Routes Shown/Routes Hidden: Use this button to help you design trade routes in the game. Editing routes can be messy if you see all of the routes between all of the cities at the same time. To make life easier, click the **Routes Shown** button to change it to Routes Hidden. All of the routes to the selected city disappear from the map. A Routes Hidden command supercedes any Routes Shown command. To see the routes again, click Routes Hidden to switch to Routes Shown. *See the section on Trade Properties below for more information on routes.*

4. City Properties: Additional Elements

Below are further decisions you can make for each city.

The city that you designate as "Player City" is the player's *home base* throughout the campaign. You can only designate one city as "Player City" in this part of the campaign creator, and every campaign must begin there.

 **Leader Name:** In addition to choosing the essential elements as specified above, pick a leader name for each city. To select a leader name, click the **Leader Name** button and pick a name from the list provided. *You must choose a name from the list; you cannot make up your own.*

NOTE: Non-Chinese cities have a unique, albeit shorter, list of leader names to choose from, depending on that city's assigned "foreign nationality."

Nationality: Just below the leader name is a button for setting the city's nationality. Its default is "Chinese." If you press this city-nationality button, a small dialog opens allowing you to choose one of seven different nationalities. The nationality selected also determines the makeup of the military units of that city; e.g., a city designated as "Korean" sends (naturally) Korean military units to invade should such an invasion be scripted or occur opportunistically.



Active/Inactive Status: Below the **City Type** button is the **Active/Inactive** button. Click the button to switch back and forth between the two choices. If you set this button to “Active,” then the selected city is visible and fully functioning from the beginning of the campaign. If you select “Inactive,” the city may be visible, but you cannot interact with it until (perhaps) later in the campaign when it automatically activates. Using the **Visible/Invisible** button allows you to decide if the selected city is as stated: visible to the player or invisible. The player can see visible cities from the beginning of the campaign, while invisible cities cannot be seen until a scripted event causes the invisible city to become visible and function normally.

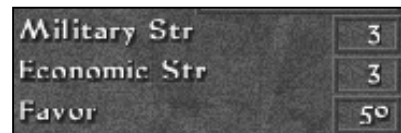


City Relationship: Now, decide what the relationships will be of all cities towards the player city. Below the **City Number** button is the **City Relationship** button. Select each non-player city in turn and set its relationship (either Rival, Ally, or Vassal). *This button is meaningless for the player city; when setting up the player city, disregard this button.*



Faction: This setting is useful for competitive multiplayer scenarios. See section L, Building a Multiplayer Scenario.

Military Strength: Now, decide how strong the city's military is. You can set military strength from one to six. One is the weakest military possible and six is the strongest. Also, if you set a non-player city to have a military strength of six, it cannot be conquered. Keep in mind that a city's military builds up over time. Even though you may choose to set a city's military strength level at five, five shields won't appear next to the city's name right away. The city builds its military up to the five-shield level.



Economic Strength: Below the **Military Strength** button is the **Economic Strength** button. Economic strength is rated on a scale from one to five, where one is the weakest and five is the strongest. It represents how rich the city is.

Favor: Next, decide what the city's opinion (or favor) of the player city is at the start of the campaign, or when the city becomes active. Favor is on a scale of 1-100, with one being the lowest. The default is 50, which is a very “apathetic” attitude.



Buy/Sell: Now, decide what the city buys and sells. Each non-player city can deal in a maximum of eight goods. The total number of goods the city sells plus the total number of goods the city buys cannot exceed eight, and a city can't buy more than four goods, nor sell more than four, and it can't buy and sell the same item. Click the empty boxes to choose the commodities, and then repeatedly click the small boxes under each item to decide how much of each item the city trades. A low level is 12 loads per year, a medium level is 24 loads per year, and a high level is 36 loads per year. You can also set the level to none (or blank), in which case it won't buy or sell the good at all until a scripted event causes it to sell more of the item.

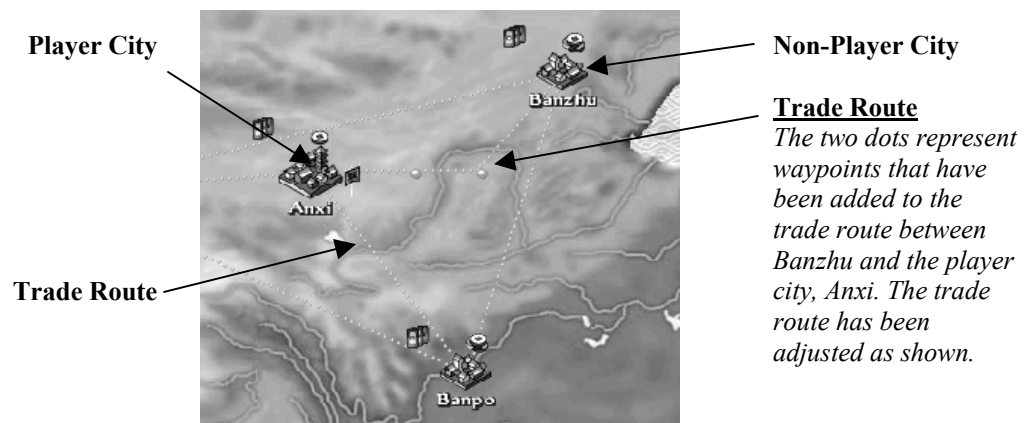
5. Trade Properties



Click the **Trade Properties** button to adjust the routes that connect cities together. These are the routes that anyone (a hero, an army, an emissary, etc.) follows when traveling from one city to another.

To see the routes between cities, make sure that Routes Shown (see p. 6) is specified for both cities in question.

Adjusting Trade Routes: The game automatically draws a straight route between two cities. If you want to reshape a route, make sure you have the **Trade Properties** button selected, then click on a route. The names of the two cities that the route connects appear on the control panel on the right. Then, click the route again to add a waypoint. Click the waypoint and drag your mouse to move it to a new location to change the shape of the route.



Removing Waypoints: To remove a waypoint, right-click it. You cannot remove the waypoints at the beginning or end of the route.

Changing Trade Routes: By default, all routes on the map are land routes and colored in orange. To change a land route to a sea route, select the route by clicking on it. Then, click the button that reads Land Route. The button switches to Sea Route, and the route itself turns blue. **NOTE:** A player city connected to another city via a Sea Route needs to have Sea entry and exit points on its city-level map, and also some straight coastline where a Trading Quay may be built; see section *F, Creating City Maps*.

6. Imperial Standard Prices

Click the **Empire Properties** button to set the Imperial Standard Prices of all the commodities in the empire. You can change a price by clicking it and entering in a new price on the keypad that appears. If you would like to return all the prices to their default settings, click the **Reset Prices** button.



F. Creating City Maps (or Landscapes)

Now that you have the player's world (i.e., the empire map) is set, it's time to design the areas where the player will build cities. You'll need to design a landscape (that is, a city-level map) for each city site you intend to allow the player to occupy during the course of the campaign.

NOTE: *If you really don't want to landscape a city-level map, you can simply assign each player city a map from the pre-existing "library" of map files. You can also open any such pre-existing map and edit/change it to your heart's content.*

To begin landscaping a map, select **New** from the **City Maps** pop-down menu. When you do, the "New City Map" dialog automatically appears. Type in a name for the city map you intend to create, and press the "Save" button. Next, the **Select Map Type** dialog appears, where you define the map's size (small, medium, large, huge or enormous), and its climate (arid, temperate, humid). The climate setting affects the extent of the underground water table (see p.32 of the electronic manual, titled "EmperorManual.pdf").

Map Size:

Small 84x84
Medium: 112x112
Large: 140x140
Huge: 170x170
Enormous: 226x226

Climate:

Arid: 10 tiles (the number of tiles grassland extends outward from each water tile)
Temperate: 40 tiles
Humid: 60 tiles

Click the **Select Map Type** dialog's **OK** button when you are satisfied with size and climate selections you've made. In a moment an expanse of empty, flat land appears. Because no water terrain has yet been placed on the map, every new map initially opens with totally flat, barren and terrain.

NOTE: *When editing the landscape of a city map, it's a good idea to save your work frequently!*

1. Paintbrush Buttons



Ten different size and shaped "paintbrushes" are located under the menu bar, to the right side of the **E** and **C** buttons (used to switch quickly between Empire and City level map editors). Use the large paintbrush sizes to block out large areas of terrain, and use the smaller paintbrush sizes to add in fine details.

2. The Map-Editing Control Panel

The panel along the right side of the screen contains three sets of buttons and a mini- (or overview) map. The top group of buttons (under "Terrain")



is used to select the various terrain types; the second set of six buttons (under “Set Points”) is used to define the various “points”; the third set (under “Functions”) provides general functional buttons (refresh map, turn map grid on/off, rotate map, and undo last action).

Now you can “landscape” the map to your heart’s content! You might find it helpful to draw a quick thumbnail drawing of the map you intend to create, perhaps sketching out the course of a river, a shoreline and/or the location and shape of hills and/or forests. Looking at maps in books or on the Internet can provide inspiration.

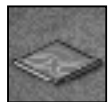
When you are ready, begin landscaping by selecting a paintbrush, and then simply click on a terrain type. With a paintbrush and a terrain type selected, hovering the mouse cursor over the map displays a green “footprint” showing the size and shape of the selected paintbrush. Paint the terrain onto the map by clicking and dragging your mouse. If you’ve painted some water terrain on the map, press the “Refresh” button and, in a moment, the proper amount of grassland will automatically be drawn around the water terrain.

3. The Terrain Types

The terrain buttons on the Control panel contain everything you need to create the landscape:



EMPTY LAND: Players will do most of their building on this type of terrain. When you begin a new city-level map, *all* of the terrain is already “empty”. You won’t notice any effect if you try to place additional empty land. Think of empty land as a way to erase most types of other terrain that you put down.



WATER: Every city-level map needs at least a little bit of water terrain, as water provides grassland, allowing wells and certain other structures to be built. A town without wells will not be able to advance past the very lowest level of housing. How much (or how little!) water a map has, where and how accessible it is, will play an important role in the design of each city-level map. Only water terrain can host fishing points. You also must have water in a city if you want the player to be able to trade by water.

When placing water, don’t forget to create some sections of straight coastline. Otherwise, players won’t be able to place water buildings such as Trading and Fishing Quays. Also, make sure that these straight sections of coast aren’t in narrow channels or inlets. Make sure to give the player ample room for his boats to maneuver.

If you want Trading Junks to be able to come to the player’s city, make sure that the water extends to the edge of the landscape. Otherwise, you won’t be able to place the River Entry and River Exit points (see below).



TREES: The **Trees** terrain button places a mix of deciduous and conifer trees typical to China. Players can harvest wood from this type of terrain (as well as from bamboo terrain, below). Choose the Trees terrain button, then click and drag the mouse to plant mass quantities of verdant woodland. Trees can only be placed on grassy terrain (i.e., terrain with an underground water table). Therefore, before placing any trees, your map needs some water terrain and grassland (remember to **Refresh** your map after placing Water terrain). If placed near

the edge of grassland, trees will slightly extend the nearby grassy area, thereby slightly increasing the surrounding underground water table.



BAMBOO: The **Bamboo** terrain is used to place patches of bamboo forest. Like normal trees (above), bamboo can be harvested for its wood. During play, bamboo grows back quicker after being cut, but trees provide more wood per tile cut down. Otherwise, trees and bamboo are identical for all game purposes.

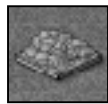
If you would like players to be able to harvest wood from the trees and/or bamboo, be sure to enable **Wood** as a city resource when defining a city's resources on the empire level. At the player's option, trees and bamboo can both be "cleared" during play, thus creating more flat, build-able land.



ORDINARY ROCK: Rock terrain is typically used to limit where structures can be built and walkers can go, as nothing can be built on rock, nor can immigrants, emigrants and other people walk over it. Rock terrain can also be used to decrease ground fertility, as each rock tile at least six tiles away from all water tiles decreases the fertility of the surrounding terrain, shown visibly by the "feathered" grassland.



COPPER ORE: This type of rock terrain functions the same as ordinary rock, except that it can also be harvested for copper ore by miners from the Bronze Smelter or the Mint. Don't forget to set **Bronze** as a city resource if you want the player to be able to mine copper-ore rocks.



IRON ORE: This type of rock terrain functions the same as ordinary rock, except that it can also be harvested for iron ore by miners from the Iron Foundry. Don't forget to set **Iron** as a city resource if you want the player to be able to mine iron from iron-ore rocks.



QUARRY: Quarries are placed a little differently than most other types of terrain. When you select Quarry, a large (6x6), square green footprint appears. This is the minimum size that a quarry can be. Place its footprint over a flat, open area of the landscape where you'd like to place the quarry, and click to put the quarry in place. To enlarge the quarry, move the large footprint adjacent to the quarry you just placed and click again. Like other rocky terrain, a quarry also feathers out the grass of any nearby grassland.

When looking at a quarry in the editor, it appears as it will look when the quarry site has been fully dug out. When the player enters the city, however, it will appear as its usual, flat (not yet dug out) self.

To delete a quarry site, first make sure you have **Quarry** selected. When the green quarry footprint appears, center it directly over the quarry you'd like to delete. Hold down the **CTRL** key and *left click* once. The quarry will disappear (if it doesn't, adjust the position of the quarry footprint slightly, and **CTRL + left-click** again).

Don't forget to set **Stone** as a city resource if you want the player to be able to cut stone from a quarry site.



DUNES: Dunes represent areas of ground where large deposits of sand have accumulated. Like rocks, sand terrain cannot be cleared nor built on during play, and feathers nearby grassland, thereby making it less fertile.



SALT MARSH: Salt Marsh terrain is found in areas where ancient oceans have receded, leaving buried deposits of salty, brine water which (when pumped to the surface and evaporated) can be harvested for salt. If you intend for the player to be able to build Salt Mines your city-level map will need some Salt Marsh terrain. Only roads and Salt Mines can be built on Salt Marsh terrain. If you would like players to be able to mine salt from the salt marsh, be sure to enable “salt” as a city resource when defining a city’s resources on the empire level.

NOTE: *Since a 3x3 Salt Mine can be built only on terrain with is all Salt Marsh, ensure that the map has a sufficiently large area of Salt Marsh terrain (i.e., some areas of 3x3 tiles or larger which are all Salt Marsh).*



RUINS: This terrain can be used to simulate old ruins from an ancient city, now fallen to ruin. Like rubble terrain that occurs during the game when a structure collapses, Ruins terrain can be cleared during play at a small cost.



BEACH: You can place sandy beach terrain anywhere, but it makes most sense to place it near water. Sandy beach terrain is very unsuitable for building; keep in mind that players cannot build any structures on beach terrain (neither buildings or nor roads). Like water and woodland terrain, beach terrain increases the nearby underground water table (therefore placing beach in a barren area will, like trees, increase the grassland of that area).

EDITING ELEVATIONS: The four terrain buttons with the large red up/down button on them allow you to change the level of the landscape. By default, the land of a city-level map is completely flat and at minimum height.



RAISE LAND 2. To raise a piece of land up two levels, select **Raise Land 2**. The terrain you click on (or roam your paintbrush over) is raised two levels.

RAISE LAND 1. To raise a piece of land up one level, select **Raise Land 1**. Click or click-and-drag over the area of the landscape you’d like to elevate one level.

LOWER LAND 1. To lower raised land by one level, select **Lower Land 1**, then click on (or roam your paintbrush over) some elevated land. The elevation of the selected land is reduced by one level.

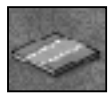
LOWER LAND 2. To reduce (by two levels) the elevation of land that is already at least two levels high select **Lower Land 2**. Select the land that you would like to lower by clicking on it. Make sure that the land you choose has been raised by at least two levels.

NOTE 1, Raising (or Lowering) an Entire Map: You can also quickly raise (or lower) the elevation of the entire map by selecting **Raise (Lower) Map Elevation** from the “City Maps” pop-down menu. It’s important to realize that some monuments (such as the Underground Vault and the Tumulus monuments) can only be built on ground that can be dug down several levels.

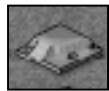
NOTE 2, Elevation Problems: It is easy to create elevated terrain that just doesn’t look very good. This happens when no art exists to support the very strange terrain undulation you’ve created. Unless you don’t mind a visual “hole” in your map, you need to smooth out (delete) such an occurrence using the elevation modeling tools. Have patience, and use different brush sizes and different elevation levels to edit any strange looking tiles (frequently a tiny, 1-tile brush is best). Use the Undo button to quickly reverse any “fix” that actually ends up making matters worse. Refresh your map often by clicking the **Refresh** button (there’s one on the menu bar, and also one located near the bottom of the Control Panel).

NOTE 3, Elevations and Water Terrain: Lastly, elevations don’t work very well when placed adjacent to water terrain. If you have your heart set on a mountain lake, you can make one. Just make sure some other terrain type separates the water from the rocky, elevated tiles.

NOTE 4, Elevations and Grassy Edges: Elevations used on temperate- and humid-climate maps have grassy slopes; therefore it’s more visually appealing to keep hills on these regions’ maps in grassy areas. However, arid-climate maps do not have grassy elevations, so it’s more visually appealing to keep mountains and hills on arid maps away from the grassy areas.



ROAD: Use the **Road** terrain to lay down any roads that you would like to appear in the city when the player begins his campaign. A road can be drawn over a ramped slope (see below) and salt marsh terrain, but otherwise can only be placed on empty land.



RAMP: Ramps give the people of a player’s city access to different elevations. A ramp links an area of land that is one level higher (or lower) than adjacent land. A ramp can be placed over a “one-up” slope, or over a “half slope”. To build a ramp, first select the **Ramp** button. Move the red tile that appears over to the edge of some terrain that is elevated one level higher than adjacent terrain. When the tile turns green, you’ve found an appropriate location for the ramp. Click your mouse button to set the ramp in place. If the tile remains red, find another location. If desired, a road can then be placed over the ramp (either in the editor or during play).



HALF SLOPE: This type of terrain is used to represent hills that rise more gradually. You can place “half slope” terrain along the edges (the crest) of land that has been elevated one level, provided that the edge is relatively straight. To place half slopes, first select the **Half Slope** terrain button. Roam the red tile along the edge of some land that has been elevated one level higher than adjacent terrain. When the tile turns green, you’ve located the edge of a hill that can be changed to half-slope. When you apply Half Slope, the terrain elevates over two tiles instead of its normal one. Ramps can be placed over half-sloped terrain (and then roads can be run over the ramps, if desired).



PINNACLES: This terrain simulates the soaring pinnacles of rocky, sparsely vegetated terrain found in some parts of China. Each pinnacle (there are four types that differ only aesthetically) is a single, large, 5x5-tile formation, and visually appear best when placed in grassy terrain (realistically, these usually appear along river courses). Like ordinary

rocks, pinnacle terrain cannot be traversed by any walkers, nor built on. To delete an already placed pinnacle, select the **Pinnacles** terrain button (any one of the four pinnacles can be selected), then hover the green pinnacle footprint over the pinnacle you wish to erase until it turns entirely red, and then hold down the **CTRL** key and **left click** on the pinnacle to be deleted. **Refresh** the map afterwards for any removed grass to “grow” back.



MAN-MADE STRUCTURES: The editor allows you to place a variety of man-made structures on a city-level map, simulating structures pre-existing from previous human habitation of the area. These structures include: City Wall, City Gate*, Tower*, Residential Walls (all four types), Ferries, and Bridges.

* The City Gate and Tower structures are placed in the editor in the exact same manner as they are placed during play of the game (i.e., the City Gate must be placed atop a combination of City Walls and road tiles, and the Tower must be placed over City Walls). See page 112 in *Emperor's Electronic Manual* (titled “*EmperorManual.pdf*”) for further details.



MONUMENTS: In *Emperor*, the position of the Grand Canal and the Great Wall monuments are pre-determined when the player begins a mission on a map with one of these as a victory goal. Therefore, any map with one of these monuments must have its position pre-determined. Only *one* Grand Canal, or *one* Great Wall, monument can be pre-placed per map. **Important:** The position of a monument should be determined before other map terrain is added, as these monuments and their attendant footprints are very large, and adding other terrain beforehand will only increase the difficulty of finding a suitable site for the monument.

The **Grand Canal** monument can *only* be placed on a map that is **Large**, **Huge** or **Enormous** in size. When you select **Grand Canal** from the list of monuments, a very diagonally long and narrow footprint appears, running from upper left to lower right. If on a large-sized map, the end of the footprint that you initially “hold” must be positioned near the upper left corner of the map (or lower left, as if you press the **R** key the monument will rotate). Roam the footprint around slowly, and watch for it to turn green. If on a huge- or enormous-sized map, roam the large monument footprint along the left edge until it turns green. Once green, left click on the map to lock it into position. The correct position is sometimes hard to find, so be patient. Once placed, portions of the canal that appear finished will be already completed when play begins, whereas sections that appear dug out will have to be completed by the player during the mission.

The **Great Wall** monument can *only* be placed on a map that is **Huge** or **Enormous** size. From the list of available monuments, select a **Great Wall Layout** numbered 8 or less. (Only the first 8 layouts are usable; layouts 9-16 are reserved for future use. Each “layout” features a different configuration of the various Great Wall sections that make up a finished Great Wall monument, some curving, some straight, some ascending hills, some descending, some elevated, some not.) Once selected, a Great Wall Layout’s footprint will typically be very long and narrow, but with twists and turns that aren’t visible until it has been placed. Roam its footprint slowly around the edge of the map, and watch for it to turn green. Once green, left click on the map to lock it into position. The correct position is sometimes hard to find, so be patient. Once placed, the entire monument appears as it will appear after being finished during the mission. However, on the radar map, sections shown in orange will already be completed when play begins, whereas purple sections will have to be completed by the player during the mission.

NOTE: *Most Great Wall monument layouts have some (or even most) portions of that wall elevated (i.e., placed atop elevated terrain), as rarely did the Chinese build their massive long walls on flat, open ground. The program automatically fills in the elevations directly under the monument. However it will be up to you, the city-level map creator, to complete the remainder of the required terra forming. This should be done using the **Raise Land 1** tool, and various sized paintbrushes – and saving frequently. Don't worry if you paint a bit too far and a portion of the Great Wall disappears. If you save and reload the map the “missing” section of the wall will still be there. It is very important, however, not to ever decrease the amount of land directly under the monument – only increase the surrounding elevations, slowly increasing them up to the height of the terrain under the monument. It can be a long, arduous, and sometime painful, process, so some degree of patience will be required.*

4. The Various Types of Points You Can Set



ENTRY/EXIT POINTS: Entry and Exit points are where friendly people enter and exit your city.

Migrants and trade caravans enter and exit via the Entry and Exit points. These two points must be placed on land near the edge of the landscape. If you forget to place Entry and Exit points, no one will be able to come to your city. After selecting an entry or exit point you will typically have a red footprint. Roam this footprint around until it turns green, which signifies a valid location for the point.

Set Sea Entry and Exit points if you intend for the city to be able to trade via water. These are the points at which trade ships enter and exit. They must be placed on water near the edge of the landscape.

When placing (land *or* sea) Entry and Exit points, make sure that you can draw a path from one to the other (e.g., from water entry to water exit, and from land entry to land exit). If impassable terrain completely divides the two points, migrants and traders will not be able to enter your city. A bridge or ferry can be placed to “connect” land entry and exit points across a body of water. However, be advised that if the player were to (inadvertently?) destroy that bridge or ferry during play his or her city will quickly suffer serious consequences.



INVASION POINTS: Invasion points mark the areas from which invading armies can attack the city by land.

Land Invasions points are the spots from which enemy armies attack the city. These points must be placed near the edges of the landscape. To place a Land Invasion point, first click one of the **Invasion pt #** buttons, and then, when its footprint appears green, click on the spot in the landscape where you'd like invaders to appear. You can place up to eight invasion points. If you set more than one, you can introduce a little randomization in your ‘Invasion’ events, as each time an invasion occurs the program randomly chooses a point from all such pre-determined invasion points.

To quickly remove all invasion points, select the **Clear Points** menu and choose **Clear Invasion**. All currently set invasion points are removed.



FISHING POINTS: Fishing points are used designate “hot” fishing spots in the city’s waters – the only places where fish can be caught. To set a fishing point, click one of the eight **Fishing pt #** buttons. Roam the footprint that appears over a body of water. If you’ve found a good spot, you’ll see a green block. Click your mouse button to set the point in place.

HINT: It’s visually more appealing if you don’t place fishing points too close to the coast, or the swirling fish animation may occasionally overprint the nearby land.

To locate a fishing point that you’ve already set, open the Fishing Points selection dialog, and double click on the name of the point you want to locate. The program centers the map on that point. You can move the selected point by clicking on another location.

If you intend for the player to be able to harvest the fish, make sure to set **fish** as a city resource.

To quickly remove all fishing points, select the **Clear Points** menu and choose **Clear Fish**. All currently set fishing points are removed.



PREY POINTS: Prey points are used mark areas on the city map where prey animals (ones that can be used for game meat) “spawn”. To set a prey point, click one of the four **Prey spawn #** buttons. Roam the footprint that appears over some clear land. You’ll see a green footprint when it’s over a valid location. Click your mouse button to set the point in place.

Each of the three climates has a unique prey animal, as per the following chart:

Climate	Prey Animal
Arid	Saiga Antelope
Temperate	Pheasant
Humid	Wild Pig

HINT: Don’t place a prey point in a place where it’s likely the player will want to build, as the program prohibits the player from building over any animal “spawn” point.

If you intend to allow the player to hunt prey animals for food, make sure to set **Game Meat** as a city resource.

To quickly remove all prey points, select the **Clear Points** menu and choose **Clear Prey**. All currently set prey points are removed.



PREDATOR POINTS: Predator points are the breeding grounds for the dangerous wild animals that live on the map. Like prey points, you can place

predator points on any empty land, and it's usually best not to place them too close to the probable city location, nor in places the player is likely to want to build. Also like prey, each climatic region has its own unique animals. Unlike prey, however, each region features two possible predators, as per the following chart:

Climate	Predator 1	Predator 2
Arid	Gobi Bear	Bearded Vulture
Temperate	Giant Panda	Giant Salamander
Humid	Tiger	Alligator

5. The Function Controls

You have several “functional” tools at your disposal to help you landscape your city-level map. These tools are:



UNDO BUTTON: Press the **Undo** button to cancel your last action.

GRID: Click the **Grid** button to toggle the grid *on* (if currently off) or *off* (if on) on a grid that overlays your view of the landscape. You can use the grid to determine specific placement of different terrain features and also to make sure that you allow the player enough room to build larger structures. You can also use the spacebar to turn the grid on and off.

ROTATE: The **Rotate** button in the editor (as in the game) actually has three functions, depending on what part of the button you click on. Click on the left side of the rotate button to rotate the map 90 degrees clockwise; click on the central portion of the button (right on the central blue dot) to reorient the map view so north is at the top; click on the right side of the rotate button to rotate the map 90 degrees counter-clockwise. If unsure, use the program's tool tips to help you determine what part of the button to click on.

REFRESH: Click the **Refresh** button to refresh your view. Refreshing the view redraws all the terrain features, updates the amount of grass tiles (which is dependant on several terrain types, such as water, trees, rocks, quarry, etc.), and clears up many tiling problems. On large landscapes or lower-end systems, this can take some time, so be patient.

6. The Menu Selections

When editing a city landscape, several of the pop-down menus provide additional editing tools and functions.

CITY MAPS MENU: Open the **City Maps** pop-down menu and then select...

- **New** ...to switch to a new city-level map.
- **Properties** ...to view the current size and climate of the open city-level map. The resultant dialog also allows you to change the climate of the current city-level map. Remember to **Refresh** after changing a city-level map's climate.
- **Open** ...to display the Open City Map dialog, which allows you to select an existing city-level map and open it for editing.
- **Save** ...to save the current editing work you've done on the currently open city-level map.
- **Save as** ...to save the currently open city-level map under a new name.

- **Raise Map Elevation** ...to increase by one elevation the entire currently open city-level map.
- **Lower Map Elevation** ...to lower by one elevation the entire currently open city-level map.
- **Return to Empire Map** ...to switch back to the empire-level map.

DISPLAY MENU: Open the **Display** pop-down menu and then select...

- **800 x 600** ...to change the screen resolution to 800 x 600.
- **1024 x 768** ...to change the screen resolution to 1024 x 768 (this setting may not take sometimes because your desktop resolution is not high enough).

CLEAR POINTS MENU: Open the **Clear Points** pop-down menu and then select...

- **Clear Fish** ...to delete all currently set fishing points.
- **Clear Prey** ...to delete all currently set prey spawn points.
- **Clear Predator** ...to delete all currently set predator spawn points.
- **Clear Invasion** ...to delete all currently set invasion points.

7. Hotkeys

The following hotkeys may come in handy as you do your city-level landscaping:

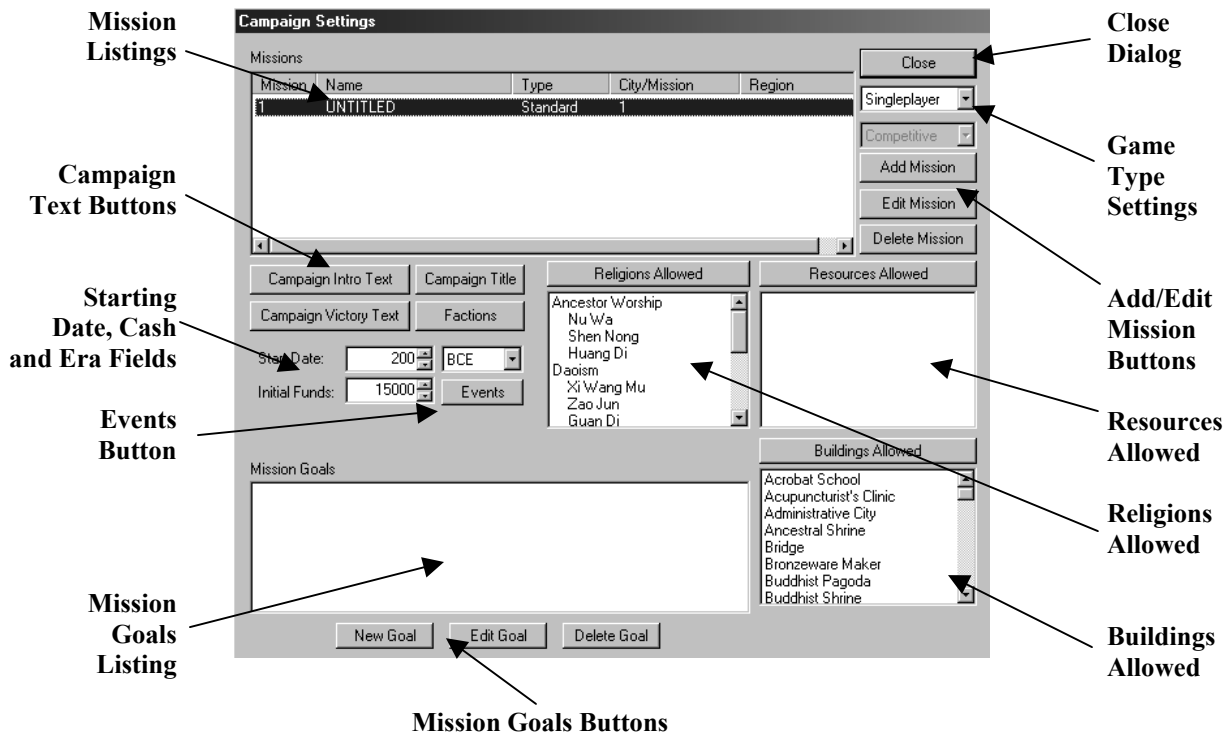
- **CTRL+F1-F4** Set map bookmarks 1 to 4 respectively
- **F1-F4** Jump to map bookmarks 1 to 4 respectively
- **Page-up** Rotate map clockwise
- **Page-down** Rotate map counterclockwise
- **Home** Rotate map to North view
- **ALT-d** Toggle ability to scroll beyond (or only to) the map edge
- **ALT-z** Refreshes the terrain

8. When All is Said and Done

After you have finished designing the perfect Chinese landscape and wish to return to the “Empire Level”, open the **City Maps** pop-down menu and select **Return to Empire Map** (or simply press the green **E** button on then menu bar).

G. Planning the Campaign: Mission Building

Missions After creating the Empire Map, placing all cities and regions you wish, etc., you're ready to design the missions for the campaign. To do this, select the **Missions** button under the "Campaign" tab at the top of the Campaign Creator screen. The Campaign Settings dialog appears.



Before we talk about each control in this dialog, think back to the first page of this document when we asked you to come up with a storyline for your campaign. The Campaign Settings dialog is where you shape that story. Be prepared to answer questions about your story such as:

"How many chapters (i.e., separate missions) does my story have?"

"Does the setting change each time?"

"What challenges does the hero of our story (the player) have to face?"

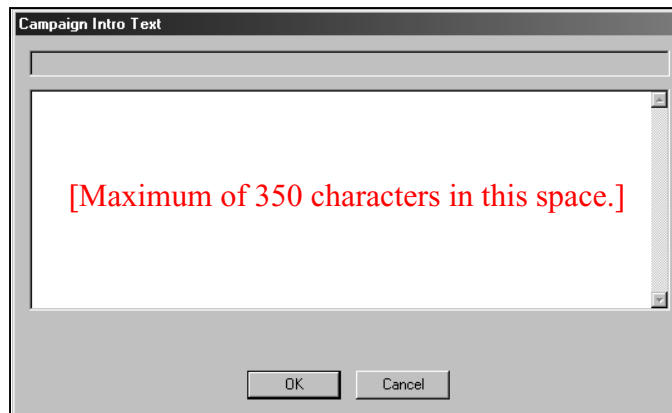
With the Campaign Setting dialog as your aid, you will be able to answer each of these questions for your campaign.

1. Campaign Settings

When you first start your campaign, begin by clicking the **Campaign Title** button. A text entry dialog will appear. Type in the name you have chosen for your campaign here.

Next, you'll want to describe the beginning of your story to the player. Click on the button that reads **Campaign Intro Text**. The following dialog appears.

In the large text area, you should type in a few sentences that describe the campaign to the player. Make it enticing so he or she will want to start your campaign. This text will appear on the Campaign selection screen within the game when your campaign is highlighted (just like it does for the seven historical campaigns that were originally shipped with *Emperor*).



2. Adding and Deleting Missions

When you first open the Campaign Settings dialog, one first mission (UNTITLED) is already listed. To insert a second player city mission, click the button that reads **Add Mission**. A mission is inserted below the first mission. There is a limit of 10 missions in a campaign.

If you ever need to delete a mission from the list, you can click on it in the mission listings area to highlight it. Then just press the **Delete Mission** button.

3. Editing Mission Settings

After you decide how many missions will be in your campaign, edit the settings for each of them. Some settings are changed right here on the Campaign Settings dialog. For others, you will have to bring up additional dialogs and work there. Let's start with the settings up on this main panel. Remember that these settings only apply to *the currently selected mission* in the Mission Listings. If you highlight a different mission, these settings will refresh to show how they are set for the newly highlighted mission.

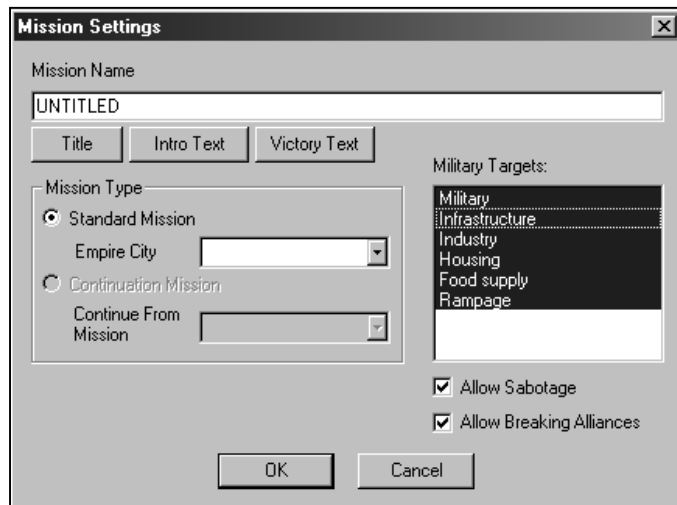
Start Date: Choose a start date for the selected mission. Then, click the button next to the date to choose BCE or CE. Missions that start on or after 300 BCE receive an iron-age modifier to agriculture production. The start date also determines the composition of Chinese military forces.

Initial Funds: Click this button to set the amount of money the player has at the start of the mission. Provided that the player is playing the campaign at Easy, Normal or Hard level, the amount you set will match the amount that the player starts with. If the player plays at the Very Easy difficulty level, he will be granted 50% more money than the amount you set. If he plays at Very Hard, he will be granted 20% less than the amount you set. So, if you set Initial Funds at 4000, the player will receive 6000 if he plays at Very Easy level and 3200 if he plays at Very Hard. If the initial funds are set at "0" for a Continuation Mission (only), the player's at-start Treasury will be based on the amount of cash in the Treasury when that city-level map was last played in the current campaign.

Now it is time to move to the settings on those other dialogs. The instructions for each are listed below.

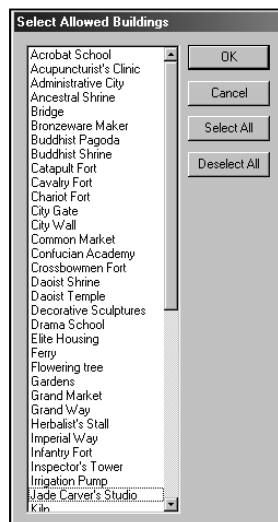
Mission Settings Dialog: Click the **Edit Mission** button, and a panel with several buttons appears.

Type the mission name in the top field, or click on the **Title** button to open a dialog for the mission name. You'll also want to provide **Intro Text** (mission briefing) and **Victory Text**. Select the player city for the mission by clicking on the arrow button and selecting a city name from the available list. If you want to disable sabotage, click on that toggle to uncheck it. If you want to prevent cities from severing alliances (this is especially useful in *cooperative* multiplayer games), click on the "Allow Breaking Alliances" toggle to uncheck it. You can also limit the "Military



Target" categories by clicking any of the six possibilities. When a category is highlighted, military forces may use that category in the mission; when a category is not highlighted, they can't use it. For instance, if you want a chivalrous style of warfare, you might select only the Military category, in which case troops could only attack military buildings such as walls, forts and weaponsmiths, and they would not attack houses, farms, etc.

Buildings Allowed Dialog: Click the **Buildings Allowed** button and the Select Allowed Buildings dialog will appear.



This dialog helps to determine which buildings the player can build in each mission. To prevent the player from building a particular structure, click the structure's name so that it is no longer highlighted.

Most of the game's buildings are listed on the Select Allowed Buildings dialog panel, with a few notable exceptions. Most of the raw materials producers, such as the Bronze/Iron Smelters, Steel Furnace, Stoneworks, Logging Shed, Salt Mine and Clay Pit, are not listed here. The Agriculture buildings, Farmhouse, Hemp Farm, Hunter's Tent, and Fishing Quay, aren't listed here either. The availability of these buildings is determined solely by a city's resources. If that resource is turned on, its associated building is available automatically.

The Mint, however, is listed on the Buildings Allowed panel. If you want the player to be able to produce copper cash, make sure that the Mint is enabled on the Buildings Allowed panel. Then, make sure the landscape (the city-level map) has some copper ore-bearing rock.

There's one more thing to note concerning buildings allowed. The player can't build manufacturers (Weaver, Bronzeware/Lacquerware Maker, Kiln, Paper Maker, Jade Carver's Studio Weaponsmith, and Money Printer) unless the raw materials they need are available to the player. For example, unless the player can acquire clay from a neighbor or has clay as a city resource, he cannot build a Kiln, even if it is one of the buildings allowed.

We'll move right into editing the city resources next.

Resources Allowed Dialog: Click the **Resources Allowed** button and the Select Allowed Resources dialog will appear.

Editing the city's resources is vitally important. As we've discussed, a city's resources are key in determining which buildings a player can build in his city. In fact, the City Resources are the soul determinant for most of the types of Agriculture and raw material-producing buildings a player can build. For example, if you want the player to be able to build Salt Mines, you must set salt as one of the city resources, and the city-level map must have an adequate supply of Salt Marsh terrain! When you choose city resources, make sure that the terrain of the city-level map can support them.

To set a city resource, click the name of the resource you want to make available to the player to highlight it.



Allowed Religions and Heroes Dialog: Click the **Religions Allowed** button and the Allowed Religions and Heroes dialog will appear.



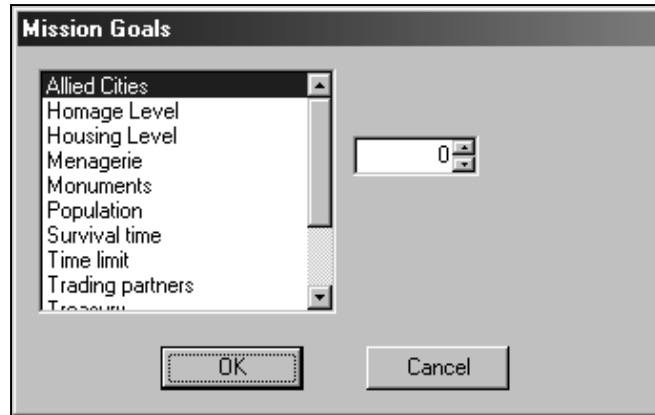
Select the hero(es) that you want the player to be able to use in the selected mission. If any hero of a religion is selected, you should also be sure to select the buildings associated with that hero's religion in the "Buildings Allowed" dialog (see above). For instance, even if you select a Daoist or Buddhist hero, if the Daoist or Buddhist *temples* (respectively) are not also build-able, then those heroes will not be active in the game and cannot be summoned. It is acceptable to have some, or all, of the heroes of a religion turned off.

4. Editing Mission Goals

Each mission can have up to six goals, and there are many different types of goals that a player can meet. *If you choose not to set any mission goals, the episode will be an open-play mission and will not end. The player will not be able to proceed to any subsequent mission.* To get started, first click the **New Goal** button. The Mission Goals dialog will appear. Now select a goal from the list:

Allied Cities: Select this goal if you want the player to form and maintain alliances with other cities. Adjust the number of alliances required by typing a number in the field or using the two small arrow buttons to adjust the number up or down. Then click the Okay button on the dialog to accept that goal for the mission.

Homage Level: When you select this goal, you require the player to pay enough homage to keep a hero (or heroes) active in the city for a given number of months (these can be non-consecutive months). Adjust the number of homage months required by typing a number in the field or using the arrow buttons.



Housing Level: Use the housing goal if you want the player's city to feature a certain number of people in a particular type of housing. When you select this goal, two fields appear on the right side of the dialog. On the top field, click the pull down arrow and select the type of housing level. Then, on the bottom field, type in a number or use the arrow buttons to set how many people should be living in that housing level. The player's housing level must be at or above the goal at the end of the mission for the player to move on.

Menagerie: Select this goal if you want the player to collect a given number of animal types in his or her palace menagerie. Use the field on the right of the dialog to set the number. The game currently supports 9 animal types, so you shouldn't exceed this number or the player won't be able to complete the goal.

Monuments: Use the monuments goal to require the player to build a specified monument. Select the particular monument from the pull down menu on the right side of the dialog. You can have up to three separate monument goals in a mission. *We make no guarantee if you set more than three monument goals! If you put more than three monument goals in a mission, the program may slap you back to reality!*

Population: If you want the player to draw a certain number of people to his city, select this goal and enter the desired number in the field on the right side of the dialog. The player must have at least this number of people in the city at the end of the mission.

Survival Time: Select this goal to require the player's city to survive for a given number of years. Use the field on the right side of the panel to set the number of years. The player must meet all other mission goals and continue playing until the survival time is reached. Since a player cannot win a mission while in vassal status, the player's city must not be a vassal at the end of the survival time. Otherwise, the mission is lost.

Time Limit: Select this goal to set a time limit on the mission. The player must complete all mission goals before or by this date in order to progress. Time limit is defined by years. To set

the time limit, type a number in the field to the right, or use the small arrow buttons to adjust the number up or down.

Trading Partners: Select the Trading Partners goal if you want the player to trade with a specific number of cities. Enter a number in the field on the right side of the dialog (or use the two arrow buttons), and click the Okay button. This is the number of trading partners you would like the player to have.

Treasury: Set a treasury goal if you want the player to have a certain amount of cash before moving on. The player's treasury must be at or above the goal you set at the end of the mission. To set the treasury goal, enter a number in the field on the right side of the dialog, or use the two arrow buttons to adjust it up or down.

Vassal Cities: Choose this goal if you want the player to rule over a given number of cities. A city is considered a vassal if the player has conquered it and it is not in rebellion. On the right side of the dialog, enter the number of cities you'd like the player to be overlord of, then click the Okay button to accept the goal.

Yearly Production: A yearly production goal requires the player to produce a certain amount of a commodity in one year. The player only has to achieve the desired level of production once. If the production of the item subsequently slips below the desired amount, the goal is still considered met. When you select this goal from the list, two fields appear on the right side of the dialog. Use the pull down menu of the top field to choose which commodity you want the player to produce. Then, enter a number (or use the arrow buttons) in the bottom field to set how much of the commodity the player needs to produce in a single year. A year is measured from the start of February to the end of January.

Yearly Profit: Use this goal if you want the player's city to earn a certain amount of profit in one year. The player only has to earn the desired amount once. Remember, this is the amount of profit that you want the city to earn, not the amount that is in the treasury (profit is calculated as yearly income minus yearly expenses). Enter a number in the field to the right, or use the arrow buttons to adjust it, then click the Okay button to accept the goal. A year is measured from the start of February to the end of January.

Editing & Deleting Goals: To edit a mission goal, select it in the Mission Goals box and click the 'Edit Goal' button. If you want to delete any goal, select it and then click the 'Delete Goal' button.

5. Adding Events

Events help to drive the plots of your missions. They make the non-player cities in your campaign take action (these actions are in addition to provoked and opportunity actions). To begin, click the **Events** button on the Campaign Settings panel. When you do, the Event List panel for that selected mission will appear.

a) Event List

Depending on the goals you set for the mission, a few events may be listed here. To add a new event, click the **Add Event** button. A new event appears at the end of the event list, and it has the details of a default event. There are up to six pieces of information shown in the list for each event. However, this information is only a shorthand version of the event. *To see an event's complete details, select that event and the appropriate fields become active in the lower part of the panel.*

The shorthand pieces of information in the event list include:

- ID number (starting with 0): *The ID number of an event has nothing to do with the timing of that event in the mission. It is simply a numbering of events.*
- Type: see section c) *Event Types* below
- Month: +0 is January, +1 is February, +2 is March, etc.
- Year(s): +0 is the first year of the mission; +1 is the second year, etc.
- Amounts: if applicable for that event type
- Products: if applicable for that event type

The screenshot shows the 'Event List' panel. At the top, there is a list of events with their shorthand descriptions:

- 0 City status change +1 +0 8
- 1 Invasion +2 +4:8 7:10
- 2 City status change *
- 3 Request +9 +3:6 3:6 Lacquerware/Rice/Lacquerware
- 4 City status change +6 +1 7:8
- 5 Gift +8 +0 8 Weapons
- 6 Demand increase +7 +2 Rice
- 7 Demand increase +1 +4 Lacquerware

Below the list are two buttons: 'Add Event' and 'Delete Event'. The main configuration area includes:

- Type: invasion (dropdown)
- Trigger: recurring event (dropdown)
- Subtype: (empty dropdown)
- Month: March (dropdown)
- Product 1: (empty dropdown)
- Year From: 4 (spin box) To: 8 (spin box)
- Product 2: (empty dropdown)
- Time Allowed: 4 (spin box)
- Product 3: (empty dropdown)
- Reason: (empty dropdown)
- Amount From: 7 (spin box) To: 10 (spin box)
- Attacking City: (empty dropdown)
- Cities From: the Kingdom of (dropdown) To: (empty dropdown)
- Status Change: (empty dropdown)
- Orders: Alert Tiger (dropdown), Food supply (dropdown), None (dropdown)

A 'Close' button is located at the bottom right of the panel.

All events are set up in the same, basic way. When you choose an event type, all the fields and buttons that you'll need to plan the event appear. Click these buttons to adjust the settings. Each event type and the decisions that you'll need to make are discussed below. Each adjustment automatically updates the event in the event list.

For many of the decisions that you make, you are given the option of entering in more than one choice. You can use this ability - the ability to enter in ranges - to add some randomization to your events. For example, you are frequently given the option of entering the same number in two fields or two different numbers. If you enter the same number in both fields, that is the number used in the event. If you enter two different numbers, the program picks a number within the range you specify, inclusive.

When you are done planning an event, you can add a new event by clicking the **Add Event** button again. Or you can select an existing event in the list to edit its properties or, by pressing the **Delete Event** button, to remove it from the list. When you are satisfied with the event list for that mission, click the **Close** button to return to the Campaign Settings panel.

Sometimes an event could have a serious mistake in it. Unfortunately, the event list does not detect this until after you close it. Therefore, you may want to reopen the Event List to look for any problems. Events in the list preceded by the word 'ERROR' indicate a problem. Reopen the

problem event and change some value(s) to correct it. Then close the Event List panel and reopen it again to see if the 'ERROR' went away.

b) Event Trigger and Timing

For nearly every event that you plan, you need to determine when the event occurs. Events can be triggered in three ways:

One time event: This is the default trigger setting. One-time events are just that - they happen only one time. When you designate an event as a one-time event, you'll need to decide during which month the event happens (the event occurs at the end of that month). Click the pull down button of the 'Month' field to select the month. Then, you need to decide how many years after the start of an episode you would like the event to occur. If you want the event to happen in a specific year, type in the *same* number in both the 'Years From+' and 'To+' fields (or use the up/down arrow buttons to adjust the numbers). For example, if you want an event to occur five years after the start of an episode, set each field to 5. The event will then occur during the designated month of the 6th year (i.e., after 5 years have elapsed). If you want the event to occur once during a given range of years, then enter a higher number in the 'To+' field than you do in the 'From+' field. The program will then randomly select one year within those two settings inclusive.

Recurring event: Recurring events happen over and over throughout a mission. Like one-time events, you pick a month in which the event will occur. The event always happens in this month. Then, pick numbers for the 'Years From+' and 'To+' fields. This range of years works a little differently for recurring events. Let's say you choose 5 and 10. The recurring event will happen for the first time between five and ten years after the start of the mission, and then will recur every five to ten years after the first occurrence. Make sure you don't set either of the 'Years' values to zero. If you do, the event could occur almost every month, which could result in much annoyance to the player!

Mission complete: Mission complete events happen at the *end* of a mission and are mostly "invisible" to the player (the program doesn't generate a notification of the event). You can use these events to change the empire for the next mission in the campaign. Generally, just city status and trade change events can be mission complete events. If you plan an important mission complete event, make sure you let the player know of the event in the subsequent mission's intro text. Otherwise, the event won't be communicated to the player at all, and he will not know that an event has occurred.

c) Event Types

Now that you're familiar with the basics, it's time to review the different event types that you can plan. Use the pull down arrow of the 'Type' field to set the type. We will discuss the default type first, and then progress through the remaining types in alphabetical order as they appear in the pull down list. In each case, you'll need to set the trigger and timing as described above.

Goods request: This is the default type. Goods requests are one of the more basic and frequently used events. There are five different reasons another city might make a request of the player, and these reasons are listed when you click the arrow button next to 'Subtype.' They are *General*

Request (default subtype), *Construction*, *Famine*, *Festival* and *Financial Woes*. The subtype that you choose helps to determine the goods that the city can request from the player. For example, if you choose the subtype 'Famine,' you can only specify a food commodity as the good requested. The program automatically limits your choices based on the subtype that you choose.

After you determine the subtype for the request, decide which city is doing the requesting, and click on the 'Cities From' field to enter this city name.

Now that you know who is doing the requesting, choose which commodity is being requested. Click the arrow button next to the 'Product 1' field and select an item from the list provided. For the Financial Woes request, you can only pick cash. For all the other subtypes, you can pick a second and/or third product (Product 2 and Product 3 fields). When the event occurs, the program will pick one of the three goods that you specified.

Next, decide how much of the commodity the city is asking for by entering in a specific amount or range of amounts.

The buttons on the right of the Event List panel determine when the event occurs. Adjust these as discussed under part b above. Then in the 'Time allowed' field, enter in how many months the player has to comply with the event. Leave the 'Reason' field at its default setting.

The player's consequences to complying with or refusing a request differ based on subtype. 'Famine' events are the most important -- after all, lives are at stake -- and have the most effect on favor. Construction events are the least important. Also, the event subtype determines how much additional time is granted to fulfill the request if the player does not comply with the request on time.

City status change: There are many ways (subtypes) that a non-player city's relationship with the player can change. Remember to set the trigger and timing for each of these event subtypes:

Rival Becomes Ally (default), *City Becomes Rival*, *City Becomes Vassal*: These three event subtypes are similar, and they each can change a player's world significantly. If for some reason the city you choose cannot be the subject of the event (for example, if you plan a 'Rival Becomes Ally' event to happen to a city that is already an ally), the event won't occur. Other than that, keep in mind what each event means for the player. When a rival becomes an ally, it will not attack the player, nor can the player attack it unless the alliance is broken. If a city becomes a vassal, it may start paying tribute. If a city becomes a rival, it may pose a new military threat and cease paying tribute (if it had been a vassal).

Add Favor: Every non-player city has a separate favor level relative to *each* player city. Favor ranges from 0 (bad) to 100 (good) and changes over time and in response to a player's actions. The 'Add Favor' subtype allows you to impose a favor boost for a non-player city ('Cities From' field) relative to another specified city or to 'All Cities' (the default setting in the 'To' field). Be sure to set the amount of this boost (or a range). The addition will never change the city's favor above 100.

Subtract Favor: The ‘Subtract Favor’ subtype works similar to the Add Favor, but the amount of change is subtracted from the city’s current favor level, and it will never drop the city’s favor below 0.

Set Favor: The ‘Set Favor’ subtype allows you to reset a non-player city’s favor relative to another city (or to all cities). In this case, choose a value from 0 to 100 (50 is the norm).

NOTE: During the game, a city whose favor is less than (or greater than) 50 will gain (or lose, respectively) two favor points per year, as its favor “migrates” back toward 50. Thus, even though a city might start out thinking very favorably of the player’s city, if the player does not keep currying that city’s favor (for example, by sending gifts and fulfilling requests), its favor toward the player’s city will gradually decline until reaching 50.

City Appears: While editing the Empire Map, you may have designated some cities 'Invisible.' Use the 'City Appears' subtype to introduce them to the world. If you also set the invisible city to inactive, use a 'City Becomes Active' subtype if you want it to participate in diplomatic relations or trade (see below).

City Disappears: Use the 'City Disappears' status subtype to wipe a city from the face of the empire. When a city disappears, it is removed from the Empire Map view, and the player can no longer interact with it. You can always make a city reappear later with a 'City Appears' subtype.

City Becomes Active/City Becomes Inactive: These two subtype events relate directly to the characteristics that you set for cities in the Empire Map. When a city becomes active, it begins to participate in world events, depending on its city type. When a city becomes inactive, it ceases to have contact with the outside world. You can always reactivate a city with the 'City Becomes Active' event.

City Conquered: Use this subtype event if you want one non-player city to conquer another one. To plan this event, select the name of the city that you want conquered in the ‘Cities From’ field using the arrow button. Then decide which city is doing the conquering and select its name in the ‘Attacking City’ field. Keep in mind the effects of conquering on the cities in the world. If an ally or vassal conquers a rival, the rival becomes an ally. If a rival conquers an ally or vassal, the conquered city becomes a rival.

Economic Decline/Economic Prosperity: These subtype events change the economic strength of the city that you specify. Use the amount to determine how strong or weak the city becomes. The number you enter determines how many coins are subtracted from (decline) or added (prosperity) to the city on the Empire Map. If, for example, you plan an 'Economic Prosperity' event and enter in 3 as the ‘Amount From’ and ‘To,’ then three coins will be added next to the city on the Empire Map (the maximum economic strength is five).

Military Buildup/Military Decline: Use these subtype events to change the strength of a city's military. Choose a city, and then specify the amount of the increase (buildup) or decrease (decline). The amount you enter corresponds with the number of shields on the Empire Map. For

example, if you plan a 'Military Decline' event and set the amount of the decrease to 2, then the city will have two less shields next to it. Keep in mind that the maximum military strength is six.

Rebellion Over: Use this subtype event to force an end to a rebellion. A rebellion occurs when the player treats a vassal particularly badly. Rebellions can end by themselves. But, you may want to script a 'Rebellion Over' event if you know that the player is going to need a vassal for a particular reason (to help conquer another city, for example). To plan this event, choose the city that you'd like the event to happen to. If the selected city is not currently rebelling when it is time for the event to occur, the event won't take place.

Disaster: Choose the type of disaster you want by clicking on the 'Subtype' arrow button and choosing from the list. The three subtypes of Disaster are *Earthquake* (default), *Drought* and *Flood*. You need to set the severity of an earthquake or flood in the 'Amount From' and 'To' fields. Earthquake severity ranges from 0 (weak tremor) to 9 (severe shock). Flood severity represents how many tiles inland from a deep-water tile the river will flood.

Goods gift: If you want another city to give the player a gift, use the 'Gift' event. To set up a Gift event, select which city is giving the gift by clicking the 'Cities From' field.

Then, decide what the gift is. Click the arrow button next to 'Product 1' and pick a commodity from the list provided. You can enter in items for one or both of the other Product fields, too. If you do, the program randomly picks one of these selected products. Then, choose the size of the gift. If you have a certain size in mind, make sure both values next to 'Amount' are identical. Otherwise, insert two different numbers, and the program will pick a number within the range that you specified.

Leave the 'Reason' field at its default setting.

Invasion: If you want a rival to invade the player's city, use an 'Invasion' event. First, specify the city that is doing the invading by clicking on the field next to 'Cities From' and making a selection. If the city you choose is not a rival at the time of the event, the invasion won't occur.

Then, decide how large the invasion force will be. The maximum size of a single invasion force is 256 soldiers, and you can have a total of 500 invaders in a city at one time. The program calculates the composition of the invasion force (i.e., number of infantry, cavalry, crossbowmen, etc.) according to the time period and nationality of the attacker.

You must also give orders to the attackers. Their aggressiveness can be Armored Turtle (least aggressive), Alert Tiger or Fierce Dragon (most aggressive). Aggressiveness not only determines how many losses the attackers are willing to take before retreating, but also the range at which they detect and attempt to engage the player's troops.

Set the target category next. There are seven possibilities:

- Food supply (the attackers focus on destroying farms and mills)
- Housing (focus on destroying houses)
- Industry (focus on destroying industry buildings)

- Infrastructure (focus on destroying government-type buildings)
- Military (focus on destroying forts and weaponsmiths)
- Rampage (attackers destroy anything in their path)
- Random (program selects one of the above).

The attacking force may also include an enemy hero. You can set this in the third field of 'Orders.' Huang Di, Sun Tzu, Guan Di and Sun Wu Kong can be enemy military heroes.

Now, all you need to do is determine whether the event is recurring or one time, and decide its timing. Finally, enter in the number of months of advanced warning the player receives in the 'Time Allowed' field.

The invaders will arrive at one of the Invasion points you set on the player's city map. The program selects the Invasion point randomly.

Menagerie gift: Use this event to give the player an animal for his or her palace menagerie. You can specify the animal in the 'Product 1' field, or the program can randomly pick the animal if you specify alternative animals in the other 'Product' fields. Then select the city that is giving the menagerie gift in the 'Cities From' field. Leave the 'Reason' field at its default setting.

Menagerie request: This is the inverse of the Menagerie Gift event. You select the city making the request in the 'Cities From' field, and you set the animal (or range of animals) the non-player city wants in the 'Product' fields. Like other requests, you need to set a value in the 'Time Allowed' field – this is the number of months the player has to fulfill the request on time. Leave the 'Reason' field at its default setting.

Military request: Military requests are similar to general requests. Instead of requesting goods, however, other cities request the services of your military forces. First, select an event subtype. Your choices are 'City Under Attack' and 'City Attacks Rival.'

For the 'City Under Attack' subtype, the city requesting aid is being attacked by a rival army. Use the 'City Attacks Rival' event when you want one of the player's allies or vassals to attack a rival.

Now, select the city that is making the request in the 'Cities From' field. If the city you choose is a rival at the time of the event, the event won't occur. It makes sense if you think about it: would you really loan your valuable troops to a city that is not an ally? In the 'Cities To' field, be sure to select the player's city – this signifies to whom the request goes.

'Troops' is entered automatically in the 'Product' field because this is the requested item, but when the player fulfills a military request, he can dispatch troops and/or a military hero (except Bodhidharma).

Then, decide if the event is a "recurring" or "one time" event, and determine the timing of the event. Finally, set the amount of time that the player has to respond to the request for troops in the 'Time Allowed' field. Leave the 'Reason' field at its default setting.

The requesting city's favor toward the player decreases if he fails to comply with the military request or his troops arrive late. If under attack, the requesting city could be conquered, in which case a conquered vassal or ally becomes the player's rival. If an ally or vassal conquers a rival city, the rival becomes an ally.

Rival army away: Use this event to temporarily weaken the military strength of a rival. If one of your mission goals is for the player to conquer a particularly strong rival, use this event to give the player a window of opportunity to defeat the foe a little more easily. However, keep in mind that a rival with a military strength of 6 can never be conquered.

To plan this event, specify the name of the rival city in the 'Cities From' field. This is the army you want to temporarily weaken. Make sure that the city you choose is a rival of the player, or the event won't occur. Then set the trigger and timing.

Trade change: Use the Trade Change events to alter the price and availability of goods, and the activity of non-player city trade with the player city. There are eight subtype events. Click on the arrow button in the Subtype field to select the subtype you want.

Demand Increase/Demand Decrease: Use these subtype events to change how much of a good another city wants to buy from the player. Use the 'Cities From' field to select which city will change its demand level. Then, click the arrow button next to 'Product 1' to set which good is affected. If you want to randomize the type of commodity, you should also select a commodity in the 'Product 2' and 'Product 3' fields. The program will then pick one of these goods for the demand change.

If you decrease a Low demand, the city stops buying the good. If you increase a demand level that you set to none, the city begins buying the item from the player. Refer to the Empire Map to see what the demand levels are for each city.

Supply Increase/Supply Decrease: Use these subtype events to change how much of a good another city has available to sell to the player. Choose the city and the product(s) as described above for Demand changes.

Keep in mind that if you decrease a supply level already set to Low, the city stops selling the good to the player. Conversely, if you increase a supply level from none to Low, the city will begin selling the good to the player. Refer to the Empire Map to see what the supply levels are for each city.

Price Increase/Price Decrease: To change the price of a good during a mission, use these events. Choose a commodity in the 'Product 1' field, or select commodities in more than one 'Product' field and the program will randomly pick between your choices. Enter numbers in the 'Amount' fields to set the amount of the increase/decrease. If you enter in two different amounts, the program will choose an amount within the range you specified.

Trade Shuts Down/Trade Opens Up: Use the Trade Shuts Down subtype to halt trade between the city you designate and the player's city. Use the Trade Opens Up subtype to establish trade

relations. If the city you choose is already trading with the player, the event won't occur. Remember to also set the trigger and timing.

Wage decrease / wage increase: To plan one of these events, decide by how much you want 'Normal' wages to change. Normal wages are 30 strings of cash per year per ten workers. Enter in the amount, or a range of amounts, by adjusting the up/down arrow buttons or typing numbers in the Amount fields. Then, decide when the event occurs.

6. Factions

Click on the **Factions** button to open the Faction dialog. On this dialog, you can set the initial level of favor within and between each faction. See section *L.6, Setting up the player cities and factions*, for a complete discussion of factions.

H. Creating the Campaign

Now that all your settings are in place, it's time to create the campaign. Select **Create Pak** from the **Campaign Menu**. The program asks you if you want to overwrite the current saved settings. Choose yes, and the program will try to build the campaign.

If the program is unable to build your campaign due to errors, it will tell you what is causing the problem. If the program can't find any errors, it will create your campaign and notify you of its success. Congratulations! You're done! To exit the editor, go to the **Campaign Menu** and choose **Exit**.

I. Saving and Loading Campaigns in the Campaign Editor

You can save your campaign at any time during its creation if you need to take a break. Use the **Save** feature located in the **Campaign Menu** to save the campaign's information without actually creating the campaign. This can be helpful if you want to save your work, but you know that there is something wrong with your campaign that will prevent it from being created successfully.

Use the **Save As** command in the **Campaign Menu** to save your campaign with a different name. You can also load a campaign from this menu (using **Open**) or begin designing another campaign (with **New**).

J. Sharing Your Campaign

If you want to share your campaign with others, send them the .pak file for your campaign. Use a file browser such as Windows Explorer to open the *Emperor* folder. This folder is located wherever you installed China. If you used the recommended default installation location, the folder is located in C:\Sierra\EmperorRotMK. After you enter this folder, double click the Campaigns folder. You should see a file with the name of your new campaign and a file extension of “.PAK” (if the file browser is currently displaying file extensions). There is also a folder with your new campaign name. You *only* need to send the PAK file to the person who

wants to play your campaign. This person should place the folder in his or her Campaigns folder, which is located inside their *EmperorRotMK* folder.

If you want others to be able to *edit* (make changes to) the campaign, send the entire folder for your campaign (the one we saw above in the Campaigns folder). The folder for your campaign contains all the mission and empire information for your campaign. You will also have to send the city maps you created for your different cities. They are all stored in the game's 'Cities' folder. The person receiving your files needs to place the folder and city maps in the same location in his or her *Emperor* directory tree as where you retrieved them from your *Emperor* directory structure.

K. Playing Your Campaign

To play your campaign, either exit the editor and start *Emperor*. From *Emperor's* Main Menu, choose 'Single Player Campaign'. After you pick a leader name, the 'Choose Game' screen appears. Click 'Historical Campaign,' and pick your campaign from the list. Click the button next to 'Begin Campaign' to enter into your version of ancient China.

L. Building a Multiplayer Scenario

The *Emperor* Campaign Editor also lets you create multiplayer scenarios ... something you can share online with up to 7 of your friends at once! The process for developing a multiplayer scenario is similar to creating a single-player campaign. Therefore we will keep this section short and focus on what is different for multi-player scenarios.

1. Create a map of China

The first step is to edit the empire map so that the cities involved with your scenario will all be in place. The empire map creation is performed just as described in Section E above. Just make sure to include a minimum of 10 cities. You'll need at least 8 for player cities and there should be a few non-player trade partners representing some of the foreign powers around China. A good total number of cities for a multiplayer scenario is 12 to 15.

If you want you can even take the empire map from a single-player campaign and turn it into the basis for your multiplayer scenario. Just open up that campaign and choose **Save As** from the **Campaign** menu. Your newly saved file is the one you will edit to create your multiplayer scenario.

2. Cooperative or Competitive?

Now that your map of China is ready, you have to make the most important single decision in creating a multiplayer campaign. Will it be a Cooperative game or a Competitive one?

Cooperative scenarios ask all players to meet the goals before the game ends. In cooperative scenarios, each city should be limited in the resources available or should face stiff challenges from events and enemies. Only through strong teamwork will all the players be able to pull through so that each achieves their goal.

Competitive scenarios are a race to see which player can meet the stated goals first. In competitive scenarios, each city should probably have a higher percentage of the resources it needs to build a thriving city than in a cooperative scenario. You don't want a single player to get "stuck" lacking a key resource like hemp if the other players who control that resource boycott trading.

The type of game is chosen using the controls in the upper-right corner of the Campaign Settings dialog. First change "Singleplayer" to "Multiplayer". Then use the control just below it to set either Cooperative or Competitive play.



3. Pick a game length and appropriate goals

Now it is time to pick some goals for this multiplayer game. Goals are set up just like in a single-player game using the Campaign Settings dialog (see G.4). Please keep in mind that multiplayer games typically progress a bit slower than a single-player session since the speed is dictated by the player with the slowest machine. So if you want a game that will finish in an hour, keep the goals simple (1000 population or less, no military activity, etc.) Medium length games (1 to 3 hours) can start to introduce military activity and modest monument goals. And only if you want a long game should you require large populations, extensive monument building, or a series of military conquests.

4. Setting up the multiplayer mission

While you are using the Campaign Setting dialog to create your campaign, make sure you have it set to just one mission. Two or more missions are NOT allowed in multiplayer scenarios. For that reason the Campaign Intro Text and Campaign Victory Text fields can be left blank. Only the Intro and Victory text set for Mission #1 is used in a multiplayer scenario.

Select the **Edit Mission** button to set the intro and victory text for Mission #1. That dialog also has controls that allow you to control whether or not sabotage is allowed, alliances can be broken, and if all military targets can be selected. These settings are great for creating a multiplayer game set in a more chivalrous period of Chinese history. For example, you could turn off "Food supply," "Housing" and "Rampage" as targets if you wanted to represent a time when military actions would have been fought between the warlords themselves (when they wouldn't have tried to burn the property of the common citizens of an enemy city).

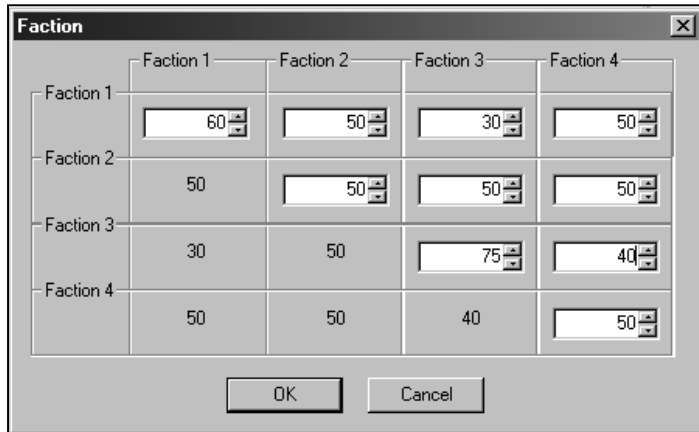
5. Which buildings, resources, and heroes are appropriate?

You will use the Campaign Setting dialog to control the buildings, heroes, and resources allowed in the campaign, just like in a single-player game. Keep in mind that all the players use the same set of heroes and allowable buildings. If desired, use the Select Allowed Buildings dialog to set the "time period" for your campaign. If it is set near 1000 CE, you can allow money printers, chariots, lacquerware and all four religions. Only bronzeware makers and chariot forts would be turned off. Older campaigns would have fewer buildings as appropriate to the time period chosen.

We recommend that ALL resources be allowed on the Campaign Setting dialog for a multiplayer scenario. That's because you will limit the resources at each player city instead, as described next.

6. Setting up the player cities and factions

Multiplayer campaigns should have 8 or more player cities. Remember to set *each one* to a player city using the City Properties panel on the Empire Map. All of these cities should have a city map chosen for them. We strongly recommend using city maps shipped with the original game for multiplayer scenarios. Restricting yourself to this set of maps means you don't have to transfer your custom maps to the other players in order to play out the multiplayer scenario.



The screenshot shows a dialog box titled "Faction" with a close button (X) in the top right corner. It contains a 4x4 grid of input fields for favor levels between four factions. The columns are labeled "Faction 1", "Faction 2", "Faction 3", and "Faction 4" at the top. The rows are labeled "Faction 1", "Faction 2", "Faction 3", and "Faction 4" on the left. The values in the grid are: Row 1: 60, 50, 30, 50; Row 2: 50, 50, 50, 50; Row 3: 30, 50, 75, 40; Row 4: 50, 50, 40, 50. Each input field has a small up/down arrow button to its right. At the bottom of the dialog are "OK" and "Cancel" buttons.

	Faction 1	Faction 2	Faction 3	Faction 4
Faction 1	60	50	30	50
Faction 2	50	50	50	50
Faction 3	30	50	75	40
Faction 4	50	50	40	50

As mentioned above, the allowable resources are set uniquely for each player city. With a player city selected, choose the **Empire City Sites** menu's entry called **Resources**.

The Select Allowed Resources dialog appears, allowing you to choose the available resources *for this city only*. You will alternately need to select each player city on the map and set these resources once for each city. Try and vary the resources to encourage the players to trade.

For multiplayer scenarios where you want competing factions, you can assign each city in the empire to one faction or to no faction. You do this for each city in the City Properties control panel using the button to the right of "Faction." There are four possible factions. *All members of a faction start the scenario as allies*. Of course, a player may break an alliance at any time.

In the Campaign Settings dialog, click on the **Factions** button to open the Faction dialog. Here you can set the initial favor levels between the competing factions and between the member cities of each faction. Favor ranges from 0 (bad) to 100 (good), and the default settings are 50. Of course, favor only applies to a non-player city's relationship to a player city. But if you include a non-player city in a faction (or a city designated as a player city does not get chosen at game start and therefore reverts to a non-player city), then its initial favor relationship depends on the setting of this dialog.

To set the favor values, cross-index a faction with a faction, and use the up/down arrow buttons to adjust the favor (or type a number in the appropriate field). For instance, if you want all cities in Faction 1 to start with high favor toward one another, adjust the number up to 70 or more in the first column of the first row. If you want Faction 1 cities to start with low favor toward Faction 2 cities, adjust the favor down to 30 or less in the second column of the first row.

7. Setting up non-player cities

Don't forget to add non-player cities to the Empire Map to serve as potential trade partners. You will need them if you want to include Spices or Jade in your scenario. It is also good to have non-player trade cities included to allow the players to earn money in trade (to finance the wars that may be occurring across China!).

8. Add some events

You are almost done, but you can add some spice to your multiplayer scenario with a few events. Add events to the scenario just like you would in single-player campaigns. The only difference is that *each event affects all players*. So if you script an earthquake ... everyone will get an earthquake. To make these events interesting, we suggest spreading the range of years out. An earthquake scripted to arrive from year 2 to year 10 will affect all players (assuming the game lasts at least 10 years), but each one will be hit in a random year within the scripted range. This setting is particularly effective in cooperative scenarios. The players can take turns bailing each other out from the earthquakes since not everyone is affected at the same time.

Once you have added the events, save your campaign just like a single-player campaign.

9. Test your campaign

Emperor's multiplayer code allows games with just 1 player. This feature was included just so designers could test their multiplayer campaign on their own. Since you don't need other players, you can use the "Other Multiplayer" button on the Lobby login screen to set up a LAN or DirectConnect game to test your campaign. That saves you the trouble of going to the lobby and having your test game get confused with all the other multiplayer activity in the Sierra Lobby.

To test your campaign thoroughly, you should try out all possible player cities. That is time consuming, so perhaps after you get a few of them tested and you are sure the events work properly, you can go recruit some other players to "beta test" your campaign.

M. File Names and Other Technical Information

When you create a campaign, a new folder with your campaign's file name will be placed in your 'Campaigns' folder. The following files are found inside this new folder:

yourcampaignfilename.set. This file contains all of the campaign's settings.

yourcampaignfilenameP.map. This file contains details about your game's empire map.

Up in the main 'Campaigns' folder is another file:

yourcampaignfilename.pak. This is the file the program reads when you play your campaign. If you want to share your campaign with others, send them this file.

Finally, in the 'Cities' folder you will find all of the city-level maps that you have created, each with an extension of ".MAP".

If you want others to be able to *edit* your campaign, you'll need to send them all of these files.

N. Support/Warranty

1. Customer Service, Support and Sales

United States

U.S.A. Sales Phone: (800) 757-7707

Hours: Monday-Friday 8 AM to 5 PM PST

International Sales: 310-649-8000

Hours: Monday-Friday 8 AM to 5 PM PST

Fax: (310) 258-0744

Sierra Entertainment, Inc.

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6th Floor

Los Angeles, CA 90045

(800-757-7707)

Fax: (310) 258-0744

<http://www.sierra.com>

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Vivendi Universal Interactive Publishing UK Ltd.

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Le vendredi, de 9h00 à 17h00

Fax: 01 30 67 90 94

Vivendi Universal Interactive Publishing France

Vente par Correspondance

32, Av de l'Europe

Bât Energy 1 (2e étage)

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France

Germany

Mo-Fr von 10.00 bis 19.00 Uhr

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*innerhalb Deutschlands zum normalen Telefontarif

Vivendi Universal Interactive Publishing Deutschland GmbH

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Online-informationen und Webshop:

<http://www.sierra.de>

On-Line Sales

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Sierra Entertainment
Technical Support
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Fresno, CA 93725

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France

Vivendi Universal Interactive Publishing France
Support Technique
32, Av de l'Europe
Bât Energy 1
78 941 VELIZY VILLACOUBLAY CDEX
France

Téléphone : 0 891 670 800 (0,22 euro/mn)

Serveur vocal 24H/24 et 7J/7
Techniciens du Lundi au Vendredi de 8H00 à 21H00
Samedi, Dimanche et jours fériés de 10H00 à 18H00
Fax : 01 30 67 90 65

Courrier électronique : support@sierra.fr
<http://www.sierra.fr>

Germany

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Technischer Support

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Tech Support Tel: +49 (0) 6103-99-40-940
Fax: +49 (0) 6103-99-40-188

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<http://www.sierra.de>
<http://www.sierra.de/support>

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de 09:30 a 15:00 y de 16:00 a 18:30
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