Foreword

"When the first European explorers brought the horse to the New World, the Plains Native Americans of North America quickly recognized the potential of these animals as a means of transportation. For the first time, the Native Americans were able to continuously follow the enormous buffalo herds, upon which they depended for all the necessities of life, and to hunt them with great efficiency. While the horse is certainly a positive result of contact between the new and old worlds, in most other respects the arrival of the Europeans brought nothing but suffering to the Native Americans, destroying their traditional cultures, wiping out tribes and driving them from their lands.

Starting with the regions along the eastern seaboard, growing European settlements began to encroach on Native American territory and gradually forced them out of the way. Nevertheless, the settlement of the West, which takes center stage in *America*, did not really get underway until the 19th century. It wasn't until the Civil War between the northern and southern states ended in 1865 that the trickle westward became a stampede, taking on a momentum of its own and leading to long and bloody Native American wars. Despite minor setbacks, it all turned out well for the Americans, thanks to their vastly superior technology and greater available resources. Eventually they captured the entire territory and opened it up to white settlement and economic exploitation.

Those Native Americans who survived were forced onto reservations. The whites hunted the buffalo to the point of extinction, decimating the herds and destroying the Native Americans' means of support, which left the latter with no choice but to accept food from the Europeans, on whom they were now dependent. While they rebelled from time to time, they did not have any real chance of success.

Yet Native American attacks were not the only things the Americans had to worry about. The enormous, sparsely populated land was an ideal place for bandits of all kinds. In the early days, at least, the government had very little power here, leaving the outlaws to pursue their activities nearly undisturbed. Ridding the land of these outlaw bands was itself a difficult task and could not be accomplished overnight.

Then there were plenty of natural obstacles. People had to cross vast distances with inadequate means of transportation, the only choices being on foot,

horseback or by wagon. All the comforts of European civilization had to be dragged hundreds of miles over rough territory to remote outposts. The routes to these outposts were as difficult to protect as those traveled by the settler's wagon trains. Hunger, illness and broken axles—not to mention attacks by Native Americans and bandits—were hardships the wagon trains and transports had to handle without any outside help.

While the Native Americans almost never managed to capture the forts that the U.S. army had built at regular intervals along the roads, they were too few and far between to offer help to every settler in trouble.

In Mexico to the south, the Americans found a nation with a more European tradition, but with whom they soon began quarreling over territory and jurisdiction. Here, wars could be fought in the old-world manner, albeit under new-world conditions.

Although Texas tried to secede from Mexico as early as 1836, the United States initially rejected the territory's petition to join the Union. Not until 1848, following a war between Mexico and the United States, was the boundary between the two nations drawn at the Rio Grande. Nevertheless, this border was hardly secure. Native American tribes and bandits alike crossed it freely in both directions on their raids. And so both the United States and Mexico were forced to pay special attention to pacifying the border region. However, this did not induce them to work together. The United States, in particular, never hesitated to violate Mexican sovereignty when it came to pursuing Native Americans and robbers into territory south of the Rio Grande. This led to serious conflicts between the two nations that occasionally brought them to the brink of a new war.

However, Mexico was a country whose internal conflicts and poverty prevented it from becoming a major power. Revolutions big and small were practically a matter of course, and the roads were never safe from bandits. In the end, these conflicts were what kept Mexico from ever truly challenging the United States in the struggle for power."

(Dr. Max Plassmann)

1.   Getting started

1.1   Installing and starting the game

Insert the *America* CD into your computer's CD-ROM drive and follow the instructions on the screen.

If Setup doesn't start automatically after you insert the CD into the drive, click the **Start** button in the Windows taskbar, then select **Run** and enter *X:\Setup.exe* in the command line, replacing *X* with the letter of your CD-ROM drive.
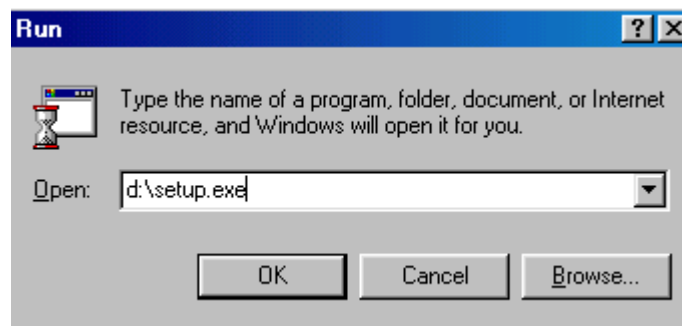
Click **OK** to confirm and follow the instructions in the installation program.

To run the program, select **Programs\DATA BECKER\America** from the **Start** menu. If you selected a different program group when you installed the software, you will find the program command there.

1.2   Quick start: tutorial campaigns

To help you familiarize yourself with this game more quickly, we have provided four tutorials (practice campaigns). You can play them to learn the basics of the game.

The tutorials show you how the Native Americans lived in the Wild West. While you can play the campaigns in any order, we recommend starting with

the Native American campaign since this is the one best designed to help you learn the special features of the game.

The first two tutorials teach beginners the basics of playing a real-time game of strategy.

The other two tutorials are more complex. They gradually introduce you to the main rules of conduct and strategies for survival in the West. If you have already played a few real-time games of strategy, you may want to start with tutorial 3.

Note: Even if you don't want to spend a lot of time reading the manual but would rather get started with *America*, it is a good idea to play the tutorials. Beginners will also find it useful to read the two chapters on *Tips for greenhorns* and *Basic functions*.

To start the tutorials, select **Start single-player campaign** in the main menu and either set up a new player in the screen that appears or select an existing one from the list.

The tutorials are based on the Native American campaigns. Left-click on a tutorial to start it.

Tutorial 1

Play the first tutorial if you want to familiarize yourself with the basics of manipulating units in a real-time game of strategy. Here you will learn how to move units across the map, build structures, combine units into groups, and take over neutral units.

Tutorial 2

This tutorial teaches you how you get your settlement's economy in gear. You will learn how to cultivate fields, hunt for animals and find out which structures are used for these activities.

Tutorial 3

This tutorial teaches you how to capture wild horses and transport goods across the prairie. You will encounter your first enemy and rob an enemy warehouse.

Tutorial 4

In Tutorial 4, you are playing against the clock. You will learn how to dismantle your camp, prospect for gold and transport it across the map. A large band of armed, enemy Native Americans will put your very survival in jeopardy, letting you test your different military units in battle.

2. Tips for greenhorns

This chapter contains all the information you need to get started with the game. We also give you a few tips on setting up your first settlement.

2.1 Basic units of the various peoples

First familiarize yourself with the basic units of the individual peoples since they all have different skills.

Native Americans

Simple Native American warriors gather wood and mine gold. A warrior can defend himself if attacked.
Place of production: Chief's tepee

Women, on the other hand, can cultivate fields and build and repair all structures. Before Native American women can cultivate fields, they need a granary. Native American women can defend themselves if attacked. They are also responsible for building deadly traps that can cost many an opponent his life.
Place of production: Chief's tepee

Arrow shooters can hunt and kill animals like buffalo and cattle and turn them into food. They are able to detect camouflaged units and traps as well as steal enemy cattle and transport wagons.
Place of production: Training tepee

Mexicans

Mexican field workers build and repair all buildings. They can mine gold and cut down trees, and they can defend themselves when attacked.
Place of production: Command post

Mexican women cultivate fields to grow food. But to do this, they need a finca. Like American frontierswomen, they can also chop wood. If a Mexican woman is attacked, her only choice is to run away because she cannot defend herself.
Place of production: Command post

The militiaman is a Mexican unit who can release Native American traps, detect camouflaged Native Americans and locate hidden outlaw assassins.
Place of production: Hacienda

Outlaws

Simple outlaws build and repair all buildings. They gather raw materials and can defend themselves. You should train a large number of outlaws because they need quite a lot of wood.
Place of production: Base

Note that there are no female outlaws. Because outlaws live on hard liquor, you need to set up distilleries and produce liquor to ensure a sufficient supply of food.

Hunters supply the outlaws with wild animal meat. Long experience in the wilderness enables them to detect Native American traps and camouflaged units. While they use a shotgun for hunting, they can also be produced without guns.
Place of production: Hunting cabin

Americans

American frontiersmen build and repair all buildings.
They can gather wood and gold and defend themselves.
Place of production: Headquarters

Frontierswomen cultivate the fields, for which purpose they need a farm. However, they can also use an axe and chop down trees to fill their wood sheds. But they are defenseless if attacked.
Place of production: Headquarters

Trappers hunt animals like buffalo and cattle. Their knowledge of Native American ways enables them to immediately detect camouflaged Native Americans, Native American traps and hidden outlaw assassins.
Place of production: Trapper's cabin

2.2　Resources

In the early stage of building a community, you should first optimize your economic conditions so that you can attract a sufficient number of villagers

and military units. This means laying in sufficient supplies of wood, food and gold.

Food

Among all the peoples, except outlaws, the basic female unit (created in the main structure) is able to cultivate fields to grow food. However, to apply this skill, the women of all groups must first have a structure for processing grain. The Native Americans need a granary, the Mexicans a finca and the Americans a farm. Thus you must build these structures before anything else. After that, the command menu for women belonging to your people contains an option for cultivating fields. You can cultivate five fields for each grain-processing structure. If you want to work more fields, you must build more of these structures. Don't place your fields too far away from the grain storage structures.

At the same time, you should keep an eye out for animals that can help your settlement survive food shortages, especially during the early establishment phase.

Wood

Right-click to move a basic unit toward a tree where it will chop wood. Make sure that you build a wood-processing structure close to the forest.

The wood-processing building for Americans and Mexicans is the sawmill; Native Americans have a wood-processing facility and outlaws a carpentry shop.

Note: You can produce tools (pickaxe, axe or shovel) in the gold warehouses, wood storage structures and granaries to help you gather this particular resource more quickly.

Gold

Right-click to send a basic unit to a gold mine where it will mine gold. Gold mines are located in rocky regions. Build a gold warehouse close to a gold mine so that your units don't have to carry the heavy gold over long distances. But keep in mind that you cannot access your gold until it has been stored at headquarters. To use your stored gold, you have to build a means of transport and then right-click to send it to your gold warehouse. The means of transport differ from one people to the next. Native Americans use travois (horse-drawn

sleds) while the other peoples have a variety of wagons. You can produce the means of transport in your people's particular wood-processing structure. Once you have created a vehicle for transporting your gold, it travels back and forth between your gold warehouse and headquarters until the gold warehouse is empty.

2.3 Structures

The first thing you need to do is set up the main structures (wood processing, grain processing, and residential buildings). Then use the villagers you have produced to lay in supplies of the raw materials you need to expand your economic system.

Always build enough structures to house your units.

Build all structures you need to enhance your technology. When you try to build a new house, the program always shows how many raw materials it will cost and what other requirements you must meet.

Building this cantina would cost you 300 units of wood and 200 units of gold. Red letters mean that one or more of the necessary raw materials is not available in sufficient quantity, or you are missing a required structure.

2.4 Exploration

Lever let down your guard, and always keep one eye peeled for your opponents. But that shouldn't be too hard for you have excellent spies. Light-footed and with the sharp eyes of an eagle, you explore your surroundings and learn a great deal about distant sources of raw materials and enemy troop movements. First left-click a unit and then right-click the point on the map where you want to move it.

3. Basic functions

In *America*, you guide one of four peoples through the rough and tumble of the Wild West. Each people has special strengths and weaknesses in terms of both military and economic power. The following section introduces you to the basic functions.

3.1 Screen layout

When you start a mission, the first thing you see is a brief description of the historical background and your mission goals, after which you get right down to playing the game. The screen has the following layout:
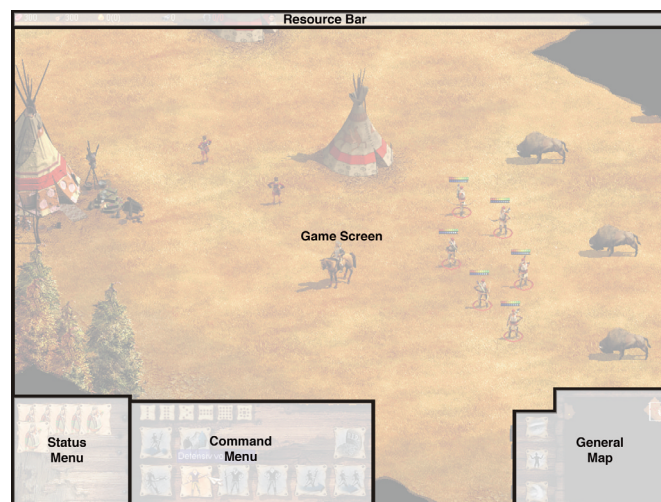
Resource bar

The resource bar shows the amount of food, wood, gold, guns and horses at your disposal as well as the actual and maximum size of your population.
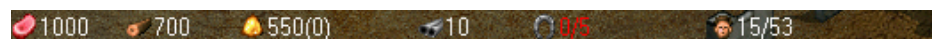
In this example, the player has 1,000 food units

and 700 wood units.

He also has 550 units of gold, none of which are located in his gold warehouses (indicated by the number in parentheses).

He owns ten rifles.

This player does not currently have any horses although his corral provides enough space for five (zero of five possible horses).

Although his population has grown to a size of 15 units, there is enough space in his residential structures for 53 (15 of 53 possible units).

Status menu

The status menu displays the status of the selected object.

When you select a unit, this menu shows the type of unit, its state of heath (life energy), attack force, level of morale and experience. For some units, it also

shows the current level of special energy.

In this example, Crazy Horse has 150 points of life energy, and thus the maximum number of points. This means that he is uninjured.

His weapons capability is zero percent and therefore has not been improved by any special technology.

His attack force is 15 points. This means that one blow from him in a conflict would cause 15 points of damage to an opponent's life energy.

His morale is 113 percent and

his experience zero percent. The effect of morale and experience is explained in a separate chapter.

When you select a structure, the status menu tells you what kind of structure it is, its condition (life energy) and its purpose.

The weapons factory selected here still has its full energy (2800 of 2800 points) and is currently producing three cannons.

Command menu

Use this menu to give a command to a selected unit. If you selected a structure, you can order units to be trained (produced) or establish technological progress (upgrades).

The commands you can apply to people vary depending on whether you selected a military or civilian unit.

The different commands are explained in a separate chapter.

The command menu for structures lets you produce units, develop technologies and specify assembly locations.

The command icons for structures are divided into three areas:

The upper area contains the buttons you use to produce units (cannons and rifles in this example). The lower area displays the buttons for upgrading your technologies (such as newer rifles, newer pistols or protective clothing). The control buttons are located on the right.

For each building, you can specify an assembly location where all units produced in this structure assemble. To do this, select a production structure such as your main building. Then left-click the **Specify assembly location** button. The mouse pointer changes shape. Now left-click the point on the map where you want your units to assemble.

Note: Use this function to assemble units from different structures at a single point. This gives you an overview of all your units and saves valuable time when looking for ones recently produced.

The **Cancel** button lets you deselect objects as long as you have not yet completed the action or closed the menu. For example, if you activated the

Specify assembly location button and then decide you don't want to specify an assembly location, just click the **Cancel** button.

General map

In the lower right corner of the screen you will find a general map. While the area where you play the game is only a small section of the entire territory, the general map gives you an overview of your complete mission scenario. Here you can view the distribution of your units and determine which areas of the map have already been explored.

Every unit or structure appears as a dot on the general map. You can identify the units and structures of different players or peoples by the colors assigned to the various players. Selected units and structures appear as white dots.

Fog of war

The black areas, known as "fog of war," identify sections of the map that you have not yet explored. There are two levels: The completely black area represents unknown territory that you have not yet penetrated. The gray area identifies land that you have already explored but cannot view because none of your units are currently located there.

The fog of war may not make your life any easier, but your opponent must contend with it as well. It appears on your screen in the precise area where the game action takes place. You can, of course, also move your units across the general map. To do this, just select one or more units and then right-click any spot on the general map to send your units to that location.

Control buttons

On the left of the general map you will see three buttons that make it easier to control your people and the territory they have developed.

The first button lets you toggle between the regular map, military map and economic map. The button changes appearance, depending on which map is active.

The regular map displays all your structures and units, along with those of your enemies within the explored region.

The economic map shows only your civilian structures and units as well as those of your enemies.

The military map shows all your military structures and units as well as those of your enemies.

The second button takes you to your nearest idle civilian unit. This button is very useful; it enables you to keep all your people working even if you have a large population. When you discover an idle civilian unit, you should immediately give it a new task to complete. Continue using this button to assign jobs to all idle work units. Clicking this button has no effect if there are no idle units.

In a multi-player game, the third button lets you send a signal to your allies, which your enemies cannot see. To do this, scroll through the game action to the location that you want to signal. Then click the **Give signal** button. Your allies can immediately see this point on the general map. Use these signals, for example, to arrange a common point of attack or assembly location.

3.2   Selecting and grouping units

Before you can give commands to your units or production structures, you must first select them.

Left-click a unit or structure to select it.

You can select multiple units simultaneously by holding down the left mouse button and dragging a rectangle around the units you want to select.

Double-clicking a particular unit selects all units of the same type that are visible on the screen. For example, double-click an arrow shooter to select all arrow shooters within a group of mixed units.

You can also combine multiple units into a group. To do this, select the units you want to group and assign the group a number by pressing Ctrl and a number key from 1 to 9. Later, press the same number key again to activate the group. If you press the number key twice in a row, the current screen display moves to the location of your group.

Note: Use the right mouse button as usual to give commands to groups of units. However, keep in mind that mixed groups can carry out only those commands that apply to all group members. It is therefore useful to divide groups into military and civilian ones.

3.3 Moving units

First left-click a unit to select it. Then right-click the destination or target building on your general map or the screen.
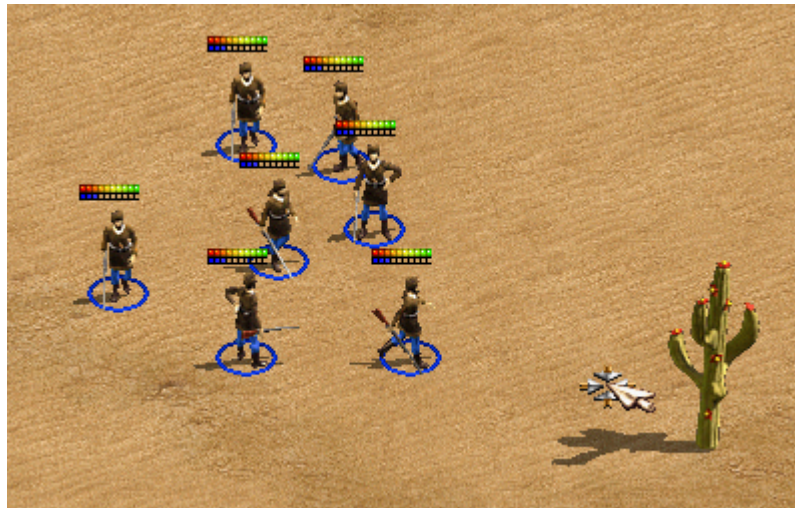
The unit or group of units now moves automatically to the designated location.

You can also assign your units quarters in buildings such as a tower or fort for better protection. To do this, select the units and then right-click the building. Alternatively, you can select the units, activate the **Move into quarters** button and then left-click the building.

Note: Only a few buildings are able to house units.

To move the units out of the building again, select the building and then click the **Move units from quarters** button in the structure's command menu. Now choose which units should leave the building.

3.4 Gathering gold and wood

Among each people, one particular basic unit (either the warrior, frontiersman, field worker or outlaw) is responsible for gathering raw materials. Click this unit and tell it to go chop wood or mine gold by right-

clicking the raw material to be gathered. Gold is located in mines that you must discover in the mountains. The map contains dense forests as well as individual trees that can be chopped down for wood. Right-click a tree to command a unit to chop wood. Watch how the mouse pointer changes when you select a basic unit and then move the cursor over a source of raw materials.

Note: You can store wood and gold in your main structure. However, setting up a warehouse near the source of the raw material saves time, since your units won't have to carry the resources over such long distances.

Once you have gathered and stored the wood, it is available to all your units. However, you cannot access your gold until it has been stored at headquarters. The resource bar therefore divides your gold into a main supply and a warehoused supply. The warehoused supply is displayed in parentheses, and you cannot use it right away. To use your warehoused gold, you must first transport it from your gold warehouse to headquarters. To do this, you must first build a means of transport and then right-click to send it to your gold warehouse. The means of transport differ from one people to the next. Native Americans use travois (horse-drawn sleds) while the other peoples have a

variety of wagons. You can produce the means of transport in your people's particular wood-processing structure. Once you have created a vehicle for transporting your gold, it travels back and forth between your gold warehouse and headquarters until the gold warehouse is empty.

Never let down your guard —gold transports and gold warehouses have always been well worth the price of a bullet. You should post guards around your transports and warehouses because they can be attacked and robbed.

3.5   Building and repairing structures

To build a structure, you need to have a worker. Select your basic unit responsible for building structures. Among all peoples, except for the Native Americans, this is the male worker, and he can be produced in the main structure. Among the Native Americans, it is the woman who is responsible for setting up tepees.

When you select the worker, two buttons displaying a hammer appear in the unit's command menu. The one with the small hammer is used for structures that you need to get your economic and military cycle in gear.

The button with the large hammer is used for structures that provide an enhanced function or technology.

First click a worker and then either the **Build structure** or **Build expanded structure** button. A selection of structures that you can build now appears. Click the building you wish to construct and then the spot on the screen where you want to erect it.

Note: You cannot build all structures in every mission. Only those buttons that can be used to build the allowed structures appear in a particular mission.

Of course, it will cost something to build a structure, and the amount depends on the structure's size and importance. In addition, you cannot build just any structure whenever you want. Some structures require you to set up a different one first. If you position the mouse pointer over the button for a structure, a small window opens on the menu bar telling you how much it costs to built this structure and what requirements must first be met.

The list of requirements appears only if you have not yet fulfilled them all.

Structures listed in red must be built first.

After you select a structure, you can drag and drop it on the screen.

As you move the pointer, a transparent representation of the structure moves along with it. If the transparent structure displayed on your screen is red, you cannot build it at the current location. Either the terrain is unsuitable for the structure, or you don't have enough resources to build it. If the transparent structure is green, on the other hand, you can build it. To do this, just left-click the desired location.

Note: Your structure will be erected faster if you use multiple units to build it.

To tear down a structure that you no longer need, select the structure and press the Del key on your keyboard.

To repair a structure, select your basic unit responsible for building structures and right-click the damaged structure. The construction worker then starts repairing it, stopping only when the structure is fully restored. Repairing buildings does, of course, cost raw materials.

3.6   Creating new civilian and military units

The basic units that you need to build structures and gather food and raw materials are produced in your main structure.

Note: You need to have sufficient living space before you can produce units. Thus first make sure you have enough residential buildings. Each residential structure can house eight units.

The main house for your people has space for 12 units. Keep in mind that certain units need more than one room. More residential buildings means you can have a larger population. Check the resource bar at any time to see how large a population you can have at any given time.

To produce a unit, click the production structure (such as headquarters or a military building) and then click the button corresponding to the unit you want to create.

Clicking the button multiple times creates several units in succession. Producing units always costs a certain number of resources. To find out how much you must spend to produce a unit, position the pointer over the unit's button.

Note: You are limited to 100 units per mission. In multi-player games, the unit limit can be set to a total of 200 units per player.

Example: Click the Native Americans' training tepee to select it.

Buttons for different Native American military units now appear on the command menu for the training tepee. The number of buttons you will see here varies from one mission to the next. As a general rule, you can create stronger units in later missions than in earlier ones. In our example, you need to train (produce) a mounted flaming arrow shooter.

Position the mouse over the **Mounted flaming arrow shooter** button to find out how much it costs to create this unit. You will need:

50 units of food

50 units of wood

One horse

50 units of gold

and one unit of living space

You must have all of these raw materials before you can produce a mounted flaming arrow shooter. Keep clicking the button until you have as many mounted flaming arrow shooters as you need. The units then appear one after the other. Keep in mind that you can place no more than ten units in the production queue for a building.

The status menu of the training tepee now shows that production of the units has begun and also how many units are still waiting to be produced.

To create additional military units, you need to build certain military structures. Refer to the chapter on *People* to find out which units you can produce in which structures.

To find out a unit's state of health (life energy), check the upper status bar above the selected unit. In this example, the Mexican cavalryman is in perfect health. Injured units can be cured. Native Americans heal themselves over time, while outlaws need an upgrade. The Americans have nurses to heal the sick and injured, while the Mexicans have nuns who perform the same function. Select a unit with healing skills and then click the unit you want to cure. Nuns and nurses automatically set to work when they come within a certain range of an injured unit.

This symbol in the status menu shows the exact number of life energy points.

If you no longer need a unit, you can let it die at any time. To do this, select the unit and then click the **Die** button in the command menu for that unit.

3.7   Obtaining food

The steadily growing number of industrious workers and brave warriors also means greater responsibility on your part. You need to give them a sufficient supply of food.

You can obtain food in a number of ways, and the methods vary from one people to the next. For example, the Americans, Native Americans and Mexicans can prepare, plant and then harvest their fields. The outlaws, on the other hand, only need liquor for their sustenance, and they can ensure a steady supply by building distilleries. In addition, tasty buffalo and cattle

wander about the countryside and can be killed by the hunting units of the various peoples. In times of extreme food scarcity, the different peoples can even eat their horses.

Native Americans carry the animals they kill to the animal processing facility, while Mexicans and outlaws take them to the butcher's shop and Americans to the slaughterhouse.

Cultivating fields

Agriculture is one option for obtaining food that is open to the Native Americans, Americans and Mexicans. First you need to build a structure for storing the food (a granary, farm or finca, depending on the people). After you have done this, you can start planting fields to produce food.

Select a woman and then click the **Field** icon in the woman's command menu. You can cultivate five fields for each food-storage structure.

Note: Creating fields close to the food-storage structure enables you to gather food more quickly because your women don't have to walk as far.

Subsisting on hard liquor

Outlaws are unable to cultivate fields for food. Insead, these tough guys live primarily on liquor.

Select an outlaw worker and tell him to build a distillery. You will see the distillery icon among the small structures.

Then use the distillery command menu to start producing liquor. As soon as it is finished, the liquor is added to your supply of food.

Note: Build as many distilleries as you can to ensure a steady supply of food. Keep in mind that this will consume a great many wood units.

Hunting and killing animals

While buffalo are an excellent source of food, horses provide a more meager yield. Cows, however, are an excellent choice.

Every people has one unit in charge of hunting animals.

Among the Native Americans, this is the simple arrow shooter.
Place of production: Training tepee

Among the Mexicans, it is the militiaman.
Place of production: Hacienda

Among the Americans, the trapper is responsible for the hunt.
Place of production: Trapper's cabin

Among the outlaws, it is the hunter who supplies the meat.
Place of production: Hunting cabin

Select the hunting unit for your people and then right-click the animal to be hunted. After the animal has been killed, the hunter automatically brings it to an animal-processing structure (butcher's shop or slaughterhouse) or to your main building. A hunter keeps on hunting until he either cannot find any more wild animals or you assign him another task.

Cattle

From time to time, you will run into wild cattle on the map. The Americans and Mexicans can also raise cattle on their ranches and haciendas.

Cows stand about seemingly indifferent to what is going on around them, just staring and eating grass. While the cows are grazing in peace, their market value increases.

To raise a cow, select your ranch or hacienda and then click the **Raise cow** button. Wait a bit and a young cow appears.

Click a cow to view its value in gold on the status menu. The value of a young cow starts at 0 units of gold. The longer it lives on the prairie, the more

valuable it becomes. Its maximum value is 25 units of gold. You are paid in gold when you send the fattened animals to the animal-processing structure.

You can manipulate a cow that you raised yourself just like any other of your units. However, to manipulate wild cows or those of other peoples, you must first gain control over them. To do this, place a unit with the proper skills close to a cow. The cow then changes from the other player's color to your own, and you can manipulate it.

While only the Americans and Mexicans can raise cattle themselves, all people can take posession of cows and profit from them by driving the cattle to their animal-processing structures. Among the different peoples, the following units are able to manipulate cows:

Americans: Cowboys and mounted cowboys
Native Americans: Arrow shooters and mounted arrow shooters
Mexicans: Gauchos and mounted gauchos
Outlaws: Barbers and mounted barbers

However, when hunting units kill cattle, they can be used only as sources of food, which is less efficient.

Note: These versatile four-legged creatures are, of course, highly coveted. Guard your cattle carefully, for they are well worth stealing.

3.8   Trade

You do not necessarily have to gather or produce resources like food, wood or guns yourself. You can also acquire or purchase these goods through trade.

To do this, however, you need to have the trading structure used by your people.

Native Americans use the trading post for buying and selling these resources.

While outlaws would much prefer stealing whatever they need, they can also engage in trade, using their drugstore for this purpose.

 Mexicans also do business at a trading post.

 The Americans have a general store.

To engage in trade, simply select your trading structure. The corresponding command menu provides six buttons.

 The buttons for buying goods all display an upward-pointing green arrow and also the resource that you can purchase by clicking the button. This example shows the button for buying wood.

 The buttons for selling goods all display a downward-pointing red arrow and also the resource that you can sell by clicking the button. This example shows the button for selling rifles.

You can submit up to ten purchase or sale requests. The price that you receive or must pay for a resource depends on supply and demand. Position the mouse over one of the buttons to see the current price in gold for the item in question.

In this example, you can purchase two rifles for 100 units of gold. Click a button to start the transaction. This may take a moment to complete. You can follow the progress of the transaction on the status menu of the trading structure.

When the transaction is complete, the raw materials you have purchased are immediately credited to you on the resource bar, and the amount of gold you paid is deducted. Conversely, any raw materials you sell are immediately deducted and the gold credited to your account.

3.9   Developing technologies

Once your settlement has begun to flourish, you can get to work developing new technologies (upgrades). While all of the peoples have an equally strong urge to find new ways of doing things, the technologies to be developed vary, depending on the different historical realities.

Each people has certain skills that they can develop as soon as you have built certain structures. For example, the Native Americans can improve the quality of their arrows in their wood-processing facility or the tepee of the elders. (The chapter on *People* provides details on all upgrades.) Click a structure and then select the technology you wish to develop. Keep in mind how much the technologies cost and which ones you need to develop first. Each technology developed is applied directly to the corresponding unit, and each new unit you create has the current status.

3.10   Acquiring and producing horses

Horses are an essential resource in the Wild West. After all, they help you cover vast distances quickly and transport important goods. There are a variety of ways to get your hands on horses. You can raise or steal them, and you can capture wild ones.

Raising horses

To raise horses, you must first build a corral (or a hacienda or ranch, depending on your people).

Click the corral (hacienda, ranch), followed by the **Horse** button, provided that you have enough food for the animal.

In a little while you will have a horse, which subsequently appears on the resource bar at the top of your screen.

Note: The horses you raise yourself do not appear on the playing field. The only indication is an increase in the number of horses on the resource bar. If you have horses, you can produce mounted units in any of the production structures.

Capturing wild horses

You will find wild horses everywhere. Wild horses are the ones with white pasterns; they have the ability to wander anywhere on the map. Move a unit with riding skills close to a wild horse and right-click the horse to tell the unit to mount it. Note that the horse's pasterns assume the color of your people.

Note: When you right-click a horse to place one of your hunting units on it, the unit will shoot the horse and turn it into food. However, Native Americans do not have this capability because, for them, horses are much too valuable as mounts and means of transport to be turned into food.

Capturing wild horses saves the time required to raise them and the amount of food you would have to use for production.

Note: After your unit dismounts, the horse soon returns to the wild. You can manipulate a riderless horse only for a brief period. After that it is wild again and you have to recapture it.

Stealing horses

When you attack a mounted enemy unit, your military units first shoot at the rider. They shoot the horse only if expressly commanded to do so for horses are extremely valuable in the Wild West. In the heat of battle, however, even horses may fall victim to weapons that scatter their ammunition over a wide area, such as cannons.

To steal a horse, you need to attack a mounted enemy unit and shoot him from his horse. Then you can take possession of the riderless horse just as though it were wild.

Note: When you place captured or stolen horses in a corral (hacienda or ranch), the number of captured or stolen horses is added to the number of available horses on the resource bar. This does not happen when you leave the horses standing around. To move a horse into the corral, select the horse and then right-click the corral to place it inside.

4. Military functions

In addition to the numerous civilian functions that help you develop a booming economy, you also have a variety of basic military functions at your disposal.

4.1 Fighting and aggression

There are two ways to manipulate your military units in battle. First you can give them a direct command to attack.

To do this, select one or more military units. Then right-click an enemy unit or structure that you want to be the target of your attack. Your units will attack immediately.

The second method is to manipulate your units indirectly. You can assign your military units four different aggressive stances as rules of conduct in a conflict. Then, when your units are in a battle, you don't have to manipulate each unit separately since all your units will automatically follow these rules.

First select one or more units and then specify, on the menu bar, whether you want your warriors to act aggressively, defensively or passively, or simply hold their ground.

Select a unit or group of warriors and then click the corresponding button in the menu window.

Note: The different aggressive stances let you control the behavior of your units indirectly so that you don't need to monitor their activities and can devote attention to another part of the map. As a general rule, it is a good idea to command your units to act aggressively. However, other strategies may be wiser, depending on your tactics and the situation.

Act aggressively: These units are up close and personal. They act within their mobilization range until the opponent, enemy unit or structure has been destroyed. After detecting the enemy, your units pursue them relentlessly to the extent of their capabilities (a mounted enemy will, of course, be able to outrun your infantry).

Act defensively: Defensive units attack a detected opponent within their mobilization range, but pursue him only a short distance. Once the opponent is out of range, the units return to their original positions. But watch out: If an enemy unit with a longer range attacks your unit, the latter will be injured without attacking or retreating because it did not see the enemy. This setting is recommended for military units that are guarding a structure because your opponent will not be able to draw your fighters away from the structure under guard.

Hold ground: Units that are told to hold their ground defend their position down to the last man. They attack enemy units who come within their mobilization range only if they can do so without leaving their positions.

Act passively: Passive units do exactly what their name suggests. They never move and do not attack even when attacked themselves. The advantage is that you can leave your warriors standing even in enemy territory. They will not draw unnecessary attention to themselves with senseless attacks, and they have a good chance of remaining undetected when enemy units approach their positions.

4.2 Pursuits, patrols and formations

To use your military units as effectively as possible in battle, it is a good idea to assign them basic commands. This lets you automate many actions.

You can tell your military units to follow other units. To do this, select your military unit and then click the **Follow** button in the command menu. Now left-click the unit you want it to follow. You military unit will continue to follow this unit until you give it another command.

To tell your military unit to patrol the area between any two points on the map, select the unit and then click the **Patrol** button in the command menu. Now left-click any point on the map. You unit will continue to move back and forth between its starting and destination points until you give it another command.

If you want your units to march into battle in an orderly fashion, you can assign certain formations to your troops.

To do this, select one or more military units and then click one of the formation buttons in the command menu. Your units will take up the formations depicted on the button.

Column: one vertical row

Double column: two vertical rows

Wedge: triangular or V-shaped formation

Double line: two horizontal rows

Square: even rows and columns

Relaxed: loose formation

Note: Don't forget that you are in the Wild West. While your units will take up the formations you assign them, uneven terrain and lack of discipline will prevent them from maintaining the precise symmetrical formations assigned.

4.3   Guns

In addition to food, wood, gold and horses, guns are an essential necessity for your people in the Wild West. While not all peoples can produce the coveted thunder sticks, they all need them for certain military units. However, you can get your hands on guns in a variety of ways.

Americans and Mexicans produce guns in their weapons factories, an option that is not open to Native Americans and outlaws.

The easiest way to get guns is simply to find them lying about. While exploring the countryside, you will occasionally come upon abandoned warehouses.

It is usually worth your while to have a look inside since these warehouses often contain guns or gold. Of course, you must first transport these treasures back to your main structure before you can use them. Use one of your transport wagons for this purpose (produced in the wood-processing structure) by right-clicking the warehouse. Your transport vehicle will continue to move back and forth between your main structure and the warehouse until the latter is empty.

The third option for acquiring guns is to buy them. To do this, select your trading post or general store and then click the **Buy guns** button. It will take a short while to complete the deal, but then the guns will be at your disposal.

4.4   Robbing and stealing

There are always people who will risk their necks for a fistful of dollars. In *America*, you can relieve your opponents of their hard-earned gold.

There are two ways to do this: You can either rob enemy missions, banks or gold warehouses or steal your opponent's gold transports.

Robbing

Players automatically increase their gold supplies by building banks and missions since they pocket the interest/donations. Yet this source of income is not without its risks. Every people has units who specialize in robbing these gold depots.

The thieves disappear into the bank (or mission or gold warehouse) and leave it soon afterwards carrying bags of gold. This capability lets you access your opponent's entire gold reserves.

To rob a bank, gold warehouse or mission, send a unit with robbing skills to the structure by right-clicking the building.

The following units have the ability to commit robbery:

- Native Americans: warriors and travois after upgrading in the camouflage school

- Mexicans: field workers and transport wagons after upgrading in the cantina

- Outlaws: outlaw, gunslinger, mounted gunslinger, flat-bed wagon without upgrading

- Americans: frontiersman, covered wagon and stagecoach after upgrading in the sheriff's office

Stealing

The second way to get your hands on your opponent's gold or even guns is to steal them. This turns an enemy transport into your own. Only special units among each people have the ability to steal.

To steal an enemy transport vehicle, the unit capable of stealing only has to hang around next to one of your opponent's vehicles for a short while. The wagon then changes to your color, and you can manipulate it.

The following units can steal transport vehicles:

- Native Americans: arrow shooters and mounted arrow shooters without upgrading

- Mexicans: gauchos and mounted gauchos after upgrading in the cantina

- Outlaws: barbers and mounted barbers without upgrading

- Americans: cowboys and mounted cowboys after upgrading in the sheriff's office

4.5 Morale and experience

In addition to attack force and life energy, the morale and experience of your troops are determining factors in battle.

Morale

The morale of your units is influenced by your people's leader. As a general rule, the closer a unit is to its leader, the higher its morale. The leader of a people also has morale points that decrease the farther he moves away from the main structure.

The morale of idividual units ranges between 80 and 120 percentage points, depending on distance. This value directly influences the effectiveness of your military and civilian units. When the leader of your people dies, the morale of everyone else drops to the lowest possible value.

To find out how high your units' morale is, select a unit. Two graphic status bars appear above the unit. The upper one, which you already know, displays the unit's state of health. The second bar shows his morale. In this example, the unit's morale is quite low. Because morale can never drop below 80 or exceed 120 percentage points, the value shown here is roughly 95 percentage points.

You can check the unit's status menu for the exact morale points.

This example shows a Native American warrior with a morale of 113 percentage points.

Note: In some situations during the missions, you can win only if your leader accompanies your troops into battle, thereby raising their fighting spirit.

Experience

> The experience of your units depends on the length of time they perform a certain task. The experience of new units begins at 0 percent and increases slowly if they perform their duties successfully. For example, your leader's experience increases the more enemy units he kills. Experience directly influences the effectiveness of your units.

> This symbol in the status menu shows the exact number of experience points.

5.   People

5.1   Native Americans

> The Native Americans live very close to nature. They are not capable of developing advanced weapons technologies, but instead use the forces of nature to overcome their enemies. All Native Americans can heal themselves with secret herb blends. Their medicine man can help them with powerful magic dances.

> Native Americans can blend into the landscape so skillfully that only specially trained units of the other peoples can detect a camouflaged Native American. They are the only people who can cross bodies of water without the aid of a boat. The military units of the other peoples cannot do this because their equipment is too heavy.

> In precarious situations only the Native Americans can quickly pack up their tepees, load them onto travois and disappear into the landscape.

> **Native American units**
> **Chief**
> Place of production: Chief's tepee
> Cost: 50 food units, 1 living space (mounted: + 1 horse)
> Life energy: 130
> Damage per blow: 15 (mounted or on foot)
>
> Character traits:

- The chief can ride a horse.

- You can have only one chief at a time. You cannot create a new chief unless the old one is dead.

- The chief increases morale among all units within a certain range. The closer a unit is to its chief, the higher its morale. When the chief dies, the morale of all units drops. His own morale is dependent on how close he is to the chief's tepee.

Warrior
Place of production: Chief's tepee
Cost: 50 food units, 1 living space
Life energy: 30
Damage per blow: 4

Character traits:

- Gathers wood and gold resources

- Can commit robbery

Upgrades: Pickaxe 1+2, axe 1+2, swim, rob

Woman
Place of production: Chief's tepee
Cost: 50 food units, 1 living space
Life energy: 30
Damage per blow: 4

Character traits:

- Builds and repairs all structures

- Cultivates the fields

Upgrades: Shovels 1+2, swim

Canoe
Place of production: Wood-processing facility
Cost: 125 wood units, 50 gold units, 2 living spaces
Life energy: 125
Damage per blow: 10

Character traits:

- Can move across water and land

- The canoe can attack and defend itself on water

Upgrades: Hardened leather, hardened flaming arrow

Travois
Place of production: Wood-processing facility
Cost: 75 wood units, 1 horse, 1 living space
Life energy: 80
Damage per blow: none

Character traits:

- The travois is an unarmed civilian unit

- Transports all raw materials

- Can pack up and transport tepees and set them up in a different location

Upgrades: Rob, swim

Arrow shooter
Place of production: Training tepee
Cost: 60 food units, 25 wood units, 1 living space (mounted: + 1 horse)
Life energy: 35
Damage per blow: 6 (on foot), 8 (mounted)

Character traits:

- Can ride a horse

- Hunts animals and automatically carries them to the animal-processing facility or the chief's tepee

- Can capture cows

- Can detect and release traps and locate camouflaged units

- Can capture enemy transport vehicles

Upgrades: Protective clothing 1+2+3, hardened arrowhead 1+2+3, camouflage, swim

Flaming arrow shooter
Place of production: Training tepee
Cost: 50 food units, 50 wood units, 50 gold units, 1 living space
(mounted: + 1 horse)
Life energy: 35
Damage per blow: 12 (on foot), 14 (mounted)

Character traits:

- Can ride a horse

- Sets fortifications and houses on fire with burning arrows

Upgrades: Protective clothing 1+2+3, hardened arrowhead 1+2+3, camouflage, swim

Rifleman
Place of production: Training tepee
Cost: 40 food units, 35 gold units, 1 rifle, 1 living space
(mounted: + 1 horse)
Life energy: 40
Damage per blow: 10 (on foot), 12 (mounted)

Character traits:

- Can ride a horse

- Can use stolen guns

Upgrades: Protective clothing 1+2+3, swim, camouflage

Spear fighter
Place of production: Training tepee
Cost: 40 food units, 50 wood units, 30 gold units, 1 living space
Life energy: 40
Damage per blow: 10

Character traits:

- Very effective against mounted units

Upgrades: Protective clothing 1+2+3, hardened arrowhead 1+2+3, swim

Knife thrower
Place of production: Training tepee
Cost: 80 food units, 60 gold units, 1 living space
Life energy: 110
Damage per blow: 14

Character traits:

- Strong elite unit

Upgrades: Protective clothing 1+2+3, swim

Medicine man
Place of production: Medicine man's tepee
Cost: 100 food units, 100 gold units, 1 living space
Life energy: 60
Damage per blow: Depends on what magic he is using

Character traits:

- Unarmed

- Can use magic dances if any have been developed

Upgrades: Magic energy, lightning dance, rain dance, hail dance, eagle eye, protective dance, swim

Native American tepees

Chief's tepee
Prerequisites: None
Cost: 500 wood units
Energy: 4000
Function: Produces the chief, warriors and women Residence for 12 units

You must have a chief's tepee before you can build any other structure, except for the sleeping tepee and wood-processing facility. You can have only one chief's tepee at a time, and only one unit can live in it.

Sleeping tepee
Prerequisites: None
Cost: 150 wood units
Energy: 500
Function: Residence for 8 units

Animal-processing facility
Prerequisites: Chief's tepee, corral
Cost: 200 wood units
Energy: 600
Function: Facility for storing hunted animals and processing cattle. In exchange, gold and food are credited to the players' accounts.

Training tepee
Prerequisites: Chief's tepee
Cost: 400 wood units
Energy: 1000
Function: Produces arrow shooters, mounted arrow shooters, flaming arrow shooters, mounted flaming arrow shooters, riflemen, mounted riflemen, knife throwers and spear fighters.

Granary
Prerequisites: Chief's tepee
Cost: 100 wood units
Energy: 400
Function: Facility for storing grain. You can create up to five new fields for each granary.

Upgrades: Shovel 1+2

Corral
Prerequisites: Chief's tepee
Cost: 200 wood units
Energy: 600
Function: Produces and shelters horses

Trading post
Prerequisites: Chief's tepee, animal-processing facility, corral
Cost: 100 wood units
Energy: 300
Function: Lets you buy and sell food, wood and guns

Tepee of the elders
Prerequisites: Chief's tepee, wood-processing facility, training tepee
Cost: 400 wood units, 350 gold units
Energy: 1000
Function: Lets you develop new military technology; required for training knife throwers

Upgrades: Hardened arrowhead 1+2+3, protective clothing 1+2+3

Field
Prerequisites: Granary
Cost: 150 wood units
Energy: 200
Function: Produces food

Gold warehouse
Prerequisites: Chief's tepee
Cost: 100 wood units
Energy: 250
Function: Stores gold

Upgrades: Pickaxe 1+2

Wood-processing facility
Prerequisites: None
Cost: 150 wood units
Energy: 250
Function: Stores wood, produces travois and canoes and upgrades canoes

Upgrades: Axe 1+2, hardened flaming arrow, hardened leather

Campfire
Prerequisites: Chief's tepee, tepee of the elders
Cost: 100 wood units
Energy: 400
Function: Lets you train flaming arrow shooters

Totem pole
Prerequisites: Chief's tepee, medicine man's tepee, campfire
Cost: 500 wood units, 500 gold units
Energy:
Function: Used to upgrade skills; lets you acquire magic energy, lightning dance and protective dance

Pitfall
Prerequisites: Chief's tepee, wood-processing facility
Cost: 150 wood units
Energy: 150
Function: Kills enemy units

While your own units can cross the pitfall without trouble, enemy ones are killed immediately. Only your opponent's scouts can see and disarm these

small obstacles. Once the pitfall has trapped a victim three times, you can't use it anymore.

Medicine man's tepee
Prerequisites: Chief's tepee, tepee of the elders
Cost: 300 wood units, 500 gold units
Energy: 1000
Function: Produces the medicine man

Upgrades: Magic energy, eagle eye, lightning dance, hail dance, rain dance, protective dance

Camouflage school
Prerequisites: Chief's tepee, tepee of the elders
Cost: 300 wood units, 400 gold units
Energy: 900
Function: Upgrades warrior skills

Upgrades: Swim, camouflage, rob

Native American upgrades

Hardened arrowhead 1
Function: Adds 1 unit of attack force
Applies to: Spear fighters, arrow shooters, mounted arrow shooters, flaming arrow shooters, mounted flaming arrow shooters
Place of production: Tepee of the elders
Cost: 100 food units, 100 gold units

Hardened arrowhead 2
Function: Adds 1 unit of attack force
Applies to: Spear fighters, arrow shooters, mounted arrow shooters, flaming arrow shooters, mounted flaming arrow shooters
Place of production: Tepee of the elders
Cost: 200 food units, 200 gold units

Hardened arrowhead 3
Function: Adds 1 unit of attack force
Applies to: Spear fighters, arrow shooters, mounted arrow shooters, flaming arrow shooters, mounted flaming arrow shooters
Place of production: Tepee of the elders
Cost: 300 food units, 300 gold units

Protective clothing 1
Function: Increases energy by 10%
Applies to: Spear fighters, arrow shooters, mounted arrow shooters, flaming arrow shooters, mounted flaming arrow shooters, riflemen, mounted riflemen, knife throwers
Place of production: Tepee of the elders
Cost: 100 food units, 100 gold units

Protective clothing 2
Function: Increases energy by 10%
Applies to: Spear fighters, arrow shooters, mounted arrow shooters, flaming arrow shooters, mounted flaming arrow shooters, riflemen, mounted riflemen, knife throwers
Place of production: Tepee of the elders
Cost: 200 food units, 200 gold units

Protective clothing 3
Function: Increases energy by 10%
Applies to: Spear fighters, arrow shooters, mounted arrow shooters, flaming arrow shooters, mounted flaming arrow shooters, riflemen, mounted riflemen, knife throwers
Place of production: Tepee of the elders
Cost: 300 food units, 300 gold units

Hardened leather
Function: Increases energy by 20%
Applies to: Canoe
Place of production: Wood-processing facility
Cost: 150 wood units, 150 gold units

Hardened flaming arrow
Function: Adds 5 units of attack force
Applies to: Canoe
Place of production: Wood-processing facility
Cost: 300 wood units, 300 gold units

Axe 1
Function: Enables units to chop wood 10% faster
Applies to: Warriors
Place of production: Wood-processing facility
Cost: 50 food units, 150 wood units

Axe 2
Function: Enables units to chop wood 10% faster
Applies to: Warriors
Place of production: Wood-processing facility
Cost: 150 food units, 300 wood units

Pickaxe 1
Function: Enables units to mine gold 10% faster
Applies to: Warriors
Place of production: Gold warehouse
Cost: 50 food units, 150 wood units

Pickaxe 2
Function: Enables units to mine gold 10% faster
Applies to: Warriors
Place of production: Gold warehouse
Cost: 150 food units, 250 wood units

Shovel 1
Function: Adds 25 food units to yield of new fields
Applies to: Field
Place of production: Granary
Cost: 50 food units, 150 wood units

Shovel 2
Function: Adds 25 food units to yield of new fields
Applies to: Field
Place of production: Granary
Cost: 150 food units, 300 wood units

Swim
Function: Enables units to swim
Applies to: All Native American infantry units and the travois
Place of production: Camouflage school
Cost: 400 food units

Camouflage
Function: Enables units to camouflage themselves
Applies to: Arrow shooters, flaming arrow shooters, riflemen
Place of production: Camouflage school
Cost: 500 food units, 200 wood units

Rob
Function: Enables units to rob banks, missions and gold warehouses
Applies to: Warriors, travois
Place of production: Camouflage school
Cost: 200 food units, 100 gold units

Eagle eye
Function: Lifts fog of war (click any location to lift the fog of war within a certain radius)
Applies to: Medicine man
Place of production: Medicine man's tepee
Cost: 150 food units, 150 wood units, 200 gold units

Rain dance
Function: Increases a field's yield
Applies to: Medicine man
Place of production: Medicine man's tepee
Cost: 500 wood units, 200 gold units

Hail dance
Function: Causes hail to fall on your opponent's fields
Applies to: Medicine man
Place of production: Medicine man's tepee
Cost: 250 food units, 250 gold units

Magic energy
Function: Increases magic energy by 50%
Applies to: Medicine man
Place of production: Medicine man's tepee
Cost: 200 food units, 200 gold units

Lightning dance
Function: Weakens your enemies' life energy (click any location to create a thunderstorm)
Applies to: Medicine man
Place of production: Medicine man's tepee
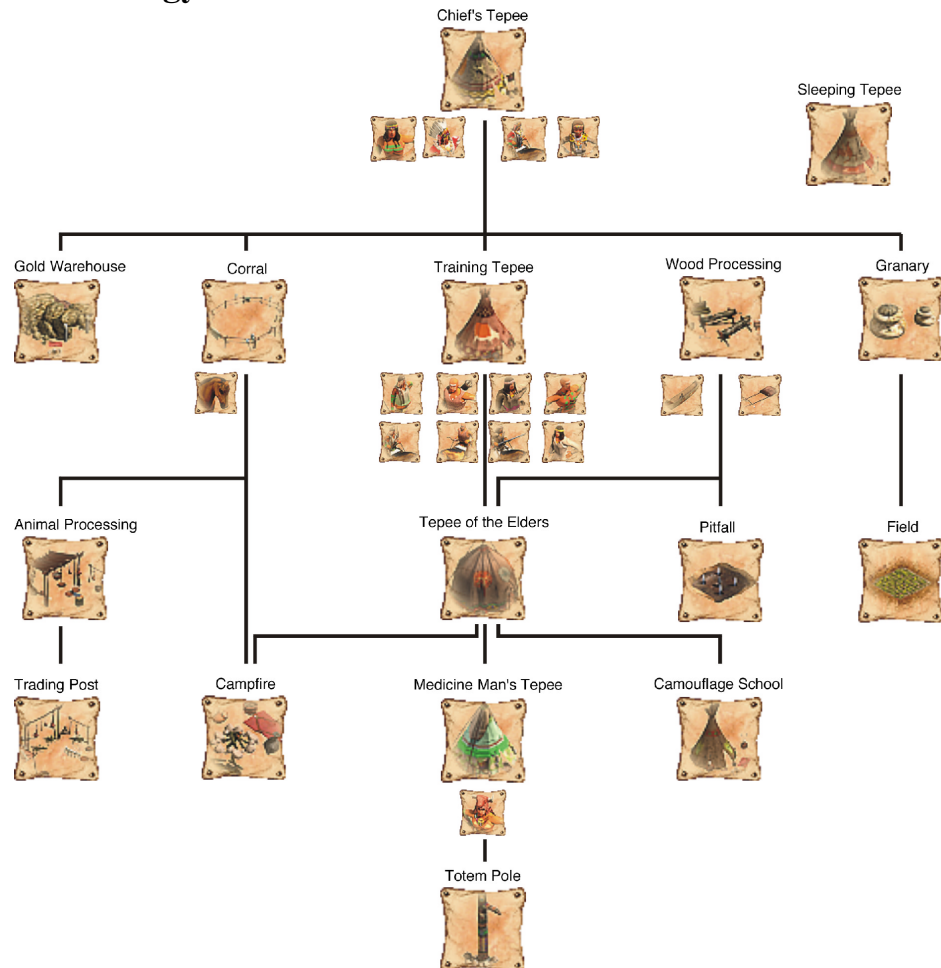Cost: 300 food units, 400 gold units

Protective dance
Function: Surrounds a unit with a shield of protection
Applies to: Medicine man
Place of production: Medicine man's tepee
Cost: 200 food units, 400 gold units

Technology tree for the Native Americans

Chief's Tepee

Sleeping Tepee

Gold Warehouse

Corral

Training Tepee

Wood Processing

Granary

Animal Processing

Tepee of the Elders

Pitfall

Field

Trading Post

Campfire

Medicine Man's Tepee

Camouflage School

Totem Pole

5.2   Mexicans

The Mexicans have very strong fortifications and highly advanced cannons. They find support in their strong faith, which helps their priests draw converts to the Mexican cause from enemy ranks.

Mexican units

Comandante
Place of production: Command post
Cost: 60 food units, 1 living space (mounted: + 1 horse)
Life energy: 130
Damage per blow: 15 (mounted or on foot)

Character traits:

- The comandante can ride a horse.

- You can have only one comandante at a time. You cannot create a new comandante unless the old one is dead.

- The comandante increases morale among all units within a certain range. The closer a unit is to its comandante, the higher its morale. When the comandante dies, the morale of all units drops. His own morale is dependent on how close he is to the command post.

Field worker
Place of production: Command post
Cost: 50 food units, 1 living space
life energy: 30
Damage per blow: 4

Character traits:

- Gathers wood and gold resources

- Builds and repairs all structures

- Can commit robbery

Upgrades: Rob, pickaxe 1+2, axe 1+2

Woman
Place of production: Command post
Cost: 50 food units, 1 living space
Life energy: 30
Damage per blow: None

Character traits:

- Cultivates fields

- Can chop wood

Upgrades: Shovel 1+2, axe 1+2

Gaucho
Place of production: Hacienda
Cost: 80 food units, 1 living space (mounted: +1 horse)
Life energy: 40
Damage per blow: 7 (on foot), 9 (mounted)

Character traits:

- Can ride a horse

- Can steal (enemy transport vehicles)

- Can capture cattle

Upgrades: Steal, pistols 1+2, protective clothing 1+2+3

Militiaman
Place of production: Hacienda
Cost: 50 food units, 50 gold units, 1 rifle, 1 living space
Life energy: 40
Damage per blow: 10

Character traits:

- Hunts animals and automatically carries them to the butcher shop

- Can release traps and detect camouflaged units

Upgrades: Rifle 1+2, protective clothing 1+2+3

Gunslinger
Place of production: Cantina
Cost: 75 food units, 90 gold units, 1 living space
Life energy: 100
Damage per blow: 12

Upgrades: Pistol 1+2, protective clothing 1+2+3

Nun
Place of production: Church
Cost: 30 food units, 40 gold units, 1 living space
Life energy: 30
Damage per blow: None

Character traits:

- Unarmed

- Can heal units

Upgrades: Healing energy, regeneration

Priest
Place of production: Church
Cost: 50 food units, 80 gold units, 1 living space
Life energy: 40
Damage per blow: None

Character traits:

- Unarmed

- Can convert enemy units to own faith

Upgrades: Magic energy, conversion, power

Infantryman
Place of production: Barracks
Cost: 50 food units, 75 gold units, 1 rifle, 1 living space
Life energy: 70
Damage per blow: 11

Upgrades: Rifle 1+2, protective clothing 1+2+3

Cavalryman
Place of production: Barracks
Cost: 50 food units, 85 gold units, 1 living space (mounted: +1 horse)
Life energy: 60
Damage per blow: 15 (on foot), 12 (mounted)

Character traits:

- Can ride a horse

- Stronger on foot than mounted

Upgrades: Protective clothing 1+2+3

Cannon
Place of production: Weapons factory
Cost: 100 wood units, 150 gold units, 1 living space
Life energy: 100
Damage per blow: 40

Character traits:

- Heavy artillery; the scattering effect of the cannon when it is fired means that it cannot easily hit moving targets

Upgrades: Wheel, hardened bullet

Riverboat
Place of production: Wharf
Cost: 200 wood units, 100 gold units, 3 living spaces
Life energy: 250
Damage per blow: None

Character traits:

- Unarmed (units can shoot from the boat)

- Transports units

Transport wagon
Place of production: Sawmill
Cost: 150 wood units, 1 horse, 1 living space
Life energy: 150
Damage per blow: None

Character traits:

- Transports all raw materials

- Can commit robbery

Upgrades: Thick boards, rob

Mexican structures

Command post
Prerequisites: None
Cost: 500 wood units
Energy: 4000
Function: Produces the comandante, women and field workers. Residence for 12 units

You must have a command post before you can build any other structure, except for houses and sawmills. You can have only one command post at a time, and only one unit can live in it.

House
Prerequisites: None
Cost: 150 wood units
Energy: 900
Function: Residence for 8 units

Hacienda
Prerequisites: Command post
Cost: 300 wood units
Energy: 1250
Function: Produces gauchos, mounted gauchos, militiamen, cattle and horses

Cantina
Prerequisites: Command post, hacienda, finca
Cost: 300 wood units, 200 gold units
Energy: 1200
Function: Produces gunslingers

Upgrades: Rob and steal

Butcher shop
Prerequisites: Command post, hacienda
Cost: 350 wood units
Energy: 1200
Function: Animal processing

Barracks
Prerequisites: Command post, fort
Cost: 250 wood units, 250 gold units
Energy: 1800
Function: Produces infantrymen, cavalrymen and mounted cavalrymen

Gold warehouse
Prerequisites: Command post
Cost: 150 wood units
Energy: 350
Function: Facility for storing gold

Upgrades: Pickaxe 1+2

Finca
Prerequisites: Command post
Cost: 250 wood units
Energy: 850
Function: Facility for storing grain. You must have a finca to cultivate fields.

Upgrades: Shovel 1+2

Sawmill
Prerequisites: None
Cost: 300 wood units
Energy: 500
Function: Stores wood, produces transport wagons

Upgrades: Axe 1+2, thick boards

Trading post
Prerequisites: Command post, butcher shop, hacienda
Cost: 300 wood units
Energy: 500
Function: Used to buy and sell wood, food and guns

Weapons factory
Prerequisites: Fort
Cost: 500 wood units, 300 gold units
Energy: 2800
Function: Produces cannons and guns

Upgrades: Rifle 1+2, pistol 1+2, protective clothing 1+2+3, hardened bullet, wheel

Wall
Prerequisites: Sawmill, command post
Cost: 25 wood units
Energy: 800
Function: Passive defense

Tower
Prerequisites: Sawmill, command post
Cost: 200 wood units
Energy: 600
Function: Active defense; can be manned by up to 3 units. The tower's defense capability depends on the strength of the units stationed in it.

Upgrades: Sight 1+2

Wharf
Prerequisites: Sawmill, command post
Cost: 250 wood units
Energy: 800
Function: Produces riverboats

Church
Prerequisites: Command post, trading post
Cost: 350 wood units, 200 gold units
Energy: 2400
Function: Produces nuns and priests

Mission
Prerequisites: Command post, trading post
Cost: 400 wood units
Energy: 2600
Function: Automatically increases gold reserves through donations. The more missions you have, the faster your gold supply grows. Players can build up to 5 missions.

Upgrades: Healing energy, magic energy, conversion, power, regeneration

Fort
Prerequisites: Command post, cantina, sawmill
Cost: 800 wood units, 500 gold units
Energy: 3000
Function: Strong active defense. You can station up to 10 units in the fort, which can then defend itself with the strength of these units.

Mexican upgrades

Rifle 1
Function: Adds 1 unit of attack force
Applies to: Infantrymen and militiamen
Place of production: Weapons factory
Cost: 100 food units, 100 gold units

Rifle 2
Function: Adds 1 unit of attack force
Applies to: Infantrymen and militiamen
Place of production: Weapons factory
Cost: 200 food units, 200 gold units

Pistol 1
Function: Adds 1 unit of attack force
Applies to: Gauchos, mounted gauchos, gunslingers
Place of production: Weapons factory
Cost: 100 food units, 100 gold units

Pistol 2
Function: Adds 1 unit of attack force
Applies to: Gauchos, mounted gauchos, gunslingers
Place of production: Weapons factory
Cost: 200 food units, 200 gold units

Protective clothing 1
Function: Increases life energy by 10%
Applies to: Infantrymen, cavalrymen, mounted cavalrymen, gauchos, mounted gauchos, gunslingers
Place of production: Weapons factory
Cost: 100 food units, 100 gold units

Protective clothing 2
Function: Increases life energy by 10%
Applies to: Infantrymen, cavalrymen, mounted cavalrymen, gauchos, mounted gauchos, gunslingers
Place of production: Weapons factory
Cost: 200 food units, 200 gold units

Protective clothing 3
Function: Increases life energy by 10%
Applies to: Infantrymen, cavalrymen, mounted cavalrymen, gauchos, mounted gauchos, gunslingers
Place of production: Weapons factory
Cost: 300 food units, 300 gold units

Hardened bullet
Function: Adds 3 units of attack force
Applies to: Cannons
Place of production: Weapons factory
Cost: 100 wood units, 400 gold units

Wheel
Function: Adds 1 unit of speed
Applies to: Cannons
Place of production: Weapons factory
Cost: 300 wood units, 300 gold units

Axe 1
Function: Enables units to chop wood 10% faster
Applies to: Field workers and women
Place of production: Sawmill
Cost: 50 food units, 150 wood units

Axe 2
Function: Enables units to chop wood 10% faster
Applies to: Field workers and women
Place of production: Sawmill
Cost: 150 food units, 300 wood units

Pickaxe 1
Function: Enables units to mine gold 10% faster
Applies to: Field workers
Place of production: Gold warehouse
Cost: 50 food units, 150 gold units

Pickaxe 2
Function: Enables units to mine gold 10% faster
Applies to: Field workers
Place of production: Gold warehouse
Cost: 150 food units, 250 gold units

Shovel 1
Function: Adds 25 units to yield of new fields
Applies to: Field
Place of production: Finca
Cost: 50 food units, 150 wood units

Shovel 2
Function: Adds 25 units to yield of new fields
Applies to: Women
Place of production: Finca
Cost: 150 food units, 250 wood units

Thick boards
Function: Increases life energy by 10%
Applies to: Transport wagons
Place of production: Sawmill
Cost: 50 food units, 150 wood units

Rob
Function: Enables units to rob banks, missions and gold warehouses
Applies to: Field workers, transport wagons
Place of production: Cantina
Cost: 200 food units, 100 gold units

Steal
Function: Enables units to change the color of their opponents' transport
vehicles
Applies to: Gauchos, mounted gauchos
Place of production: Cantina
Cost: 200 food units, 100 gold units

Sight 1
Function: Increases visibility by 10%
Applies to: Tower
Place of production: Tower
Cost: 200 food units, 100 gold units

Sight 2
Function: Increases visibility by 10%
Applies to: Tower
Place of production: Tower
Cost: 300 food units, 150 gold units

Healing energy
Function: Increases healing energy by 50%
Applies to: Nuns
Place of production: Mission
Cost: 400 gold units

Regeneration
Function: Causes healing energy to regenerate 50% faster
Applies to: Nuns
Place of production: Mission
Cost: 500 gold units

Magic energy
Function: Increases magic energy by 50%
Applies to: Priests
Place of production: Mission
Cost: 200 gold units

Conversion
Function: Enables priests to change the color of enemy units
Exceptions: Commander, mounted commander, construction units, field workers, wood cutters, gold miners, transport vehicles and boats
Applies to: Priests
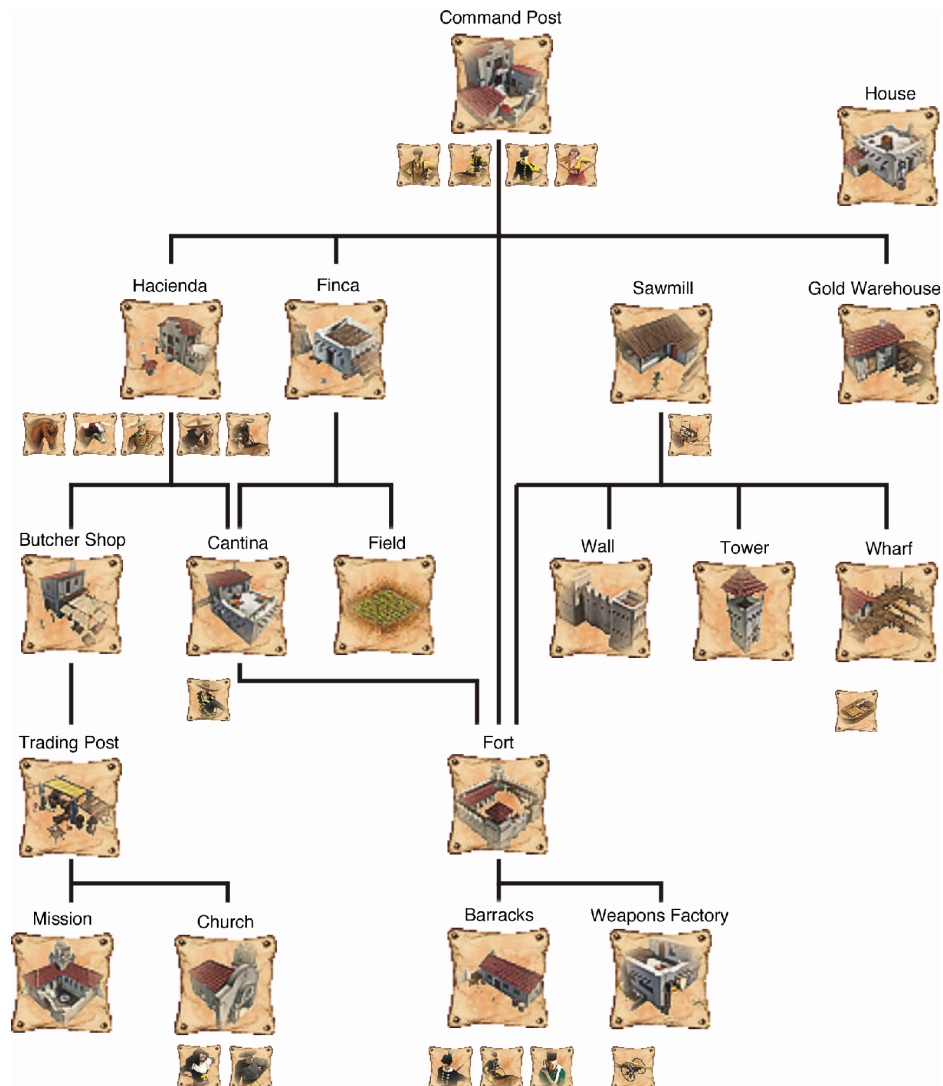Place of production: Mission
Cost: 300 gold units

Power
Function: Increases speed of conversion by 50%
Applies to: Priests
Place of production: Mission
Cost: 500 gold units

Technology tree for the Mexicans

5.3 Outlaws

Outlaws: thieving, drunken scoundrels, the original bandits. Heavily armed, they steal and lay waste to whatever they can get their greedy hands on.

The outlaws cannot produce cannons or guns because they are unable to build weapons factories. However, their heavily armed blasters, gunslingers and whip crackers really know how to make life difficult for their opponents. Their special strengths lie in their skills as robbers. No enemy bank, mission or gold warehouse is safe from their raids. After upgrading, every outlaw is able to heal himself.

Outlaw units

Band leader
Place of production: Base
Cost: 60 food units, 1 living space (mounted: + 1 horse)
Life energy: 130
Damage per blow: 15 (mounted or on foot)

Character traits:

- The band leader can ride a horse.

- You can have only one band leader at a time. You cannot create a new band leader unless the old one is dead.

- The band leader increases morale among all units within a certain range. The closer a unit is to its band leader, the higher its morale. When the band leader dies, the morale of all units drops. His own morale is dependent on how close he is to the base.

Upgrades: Self-healing

Outlaw
Place of production: Base
Cost: 50 food units, 1 living space
life energy: 30
Damage per blow: 4

Character traits:

- Gathers wood and gold resources

- Builds and repairs all structures

- Can rob and steal

Upgrades: Pickaxe 1+2, axe 1+2

Barber

Place of production: Saloon
Cost: 80 food units, 1 living space
life energy: 40
Damage per blow: 7 (on foot), 9 (mounted)

Character traits:

- A light fighter who can ride a horse

- Can capture cattle and change the color of enemy transport vehicles

Upgrades: Pistol 1+2, protective clothing 1+2+3, self-healing

Raft

Place of production: Boathouse
Cost: 125 food units, 60 gold units, 3 living spaces
Life energy: 125
Damage per blow: None

Character traits:

- Transports up to 8 units

- Unarmed (although units can shoot from the raft)

Upgrades: Self-healing

Flat-bed wagon

Place of production: Carpentry shop
Cost: 150 wood units, 1 horse, 1 living space
Life energy: 150
Damage per blow: None

Character traits:

- Transports all raw materials

- Can commit robbery

- The flat-bed wagon is unarmed

Upgrades: Thick boards, self-healing

Rifleman
Place of production: Saloon
Cost: 50 food units, 45 gold units, 1 rifle, 1 living space
Life energy: 50
Damage per blow: 10 (on foot), 12 (mounted)

Character traits:

- Can ride a horse

- Can use stolen guns

Upgrades: Protective clothing 1+2+3, self-healing

Hunter
Place of production: Hunting cabin
Cost: 50 food units, 50 gold units, 1 living space
Life energy: 45
Damage per blow: 7

Character traits:

- Can hunt animals

- Can detect Native American traps, camouflaged Native Americans and camouflaged assassins

Upgrades: Protective clothing 1+2+3, self-healing

Blaster
Place of production: Explosives hut
Cost: 50 food units, 90 gold units, 1 living space
Life energy: 50
Damage per blow: 22

Character traits:

- Blows up houses and fortifications with dynamite

Upgrades: TNT, self-healing

Gunslinger
Place of production: Hotel
Cost: 60 food units, 80 gold units, 1 living space
Life energy: 100
Damage per blow: 12 (on foot), 13 (mounted)

Character traits:

- Can ride a horse

- Can rob and steal

Upgrades: Pistol 1+2, protective clothing 1+2+3, self-healing

Assassin
Place of production: Hotel
Cost: 80 food units, 90 gold units, 1 living space
Life energy: 65
Damage per blow: 5

Character traits:

- Digs in and lies in wait for enemy units. A dug-in assassin kills enemy units by stabbing them with a knife.

Upgrades: Endurance, self-healing

Whip cracker
Place of production: Saloon
Cost: 60 food units, 80 gold units, 1 living space
Life energy: 80
Damage per blow: 14

Character traits:

- Very effective against mounted units

Upgrades: Self-healing

Outlaw buildings

Base
Prerequisites: None
Cost: 500 wood units
Energy: 4000
Function: Produces the band leader and outlaws. Residence for 12 units.

You must have a base before you can build any other structure, except for the boarding house and the carpentry shop. You can have only one base at a time, and only one unit can live in it.

Boarding house
Prerequisites: None
Cost: 150 wood units
Energy: 600
Function: Residence for 8 units

Butcher shop
Prerequisites: Base, hunting cabin
Cost: 250 wood units
Energy: 800
Function: Animal processing

Saloon
Prerequisites: Base
Cost: 400 wood units
Energy: 1200
Function: Produces barbers, mounted barbers, riflemen, mounted riflemen and whip crackers. You can upgrade to the *Lift fog of war* function and use it in the saloon.

Upgrades: Pistol 1+2, protective clothing 1+2+3, self-healing

Gold warehouse
Prerequisites: Base
Cost: 150 wood units
Energy: 300
Function: Stores gold

Upgrades: Pickaxe 1+2

Corral
Prerequisites: Base
Cost: 250 wood units
Energy: 750
Function: Produces and shelters horses

Hunting cabin
Prerequisites: Base
Cost: 300 wood units
Energy: 600
Function: Produces hunters

Hotel
Prerequisites: Base, saloon, carpentry shop
Cost: 300 wood units, 300 gold units
Energy: 1400
Function: Produces gunslingers, mounted gunslingers and assassins

Distillery
Prerequisites: Base
Cost: 200 wood units
Energy: 600
Function: Used to obtain food

Carpentry shop
Prerequisites: None
Cost: 250 wood units
Energy: 350
Function: Stores wood and produces flat-bed wagons

Upgrades: Axe 1+2, thick boards

Drugstore
Prerequisites: Base, butcher shop, corral
Cost: 300 wood units, 300 gold units
Energy: 400
Function: Used to buy and sell food, wood and guns

Basement
Prerequisites: Base, hotel
Cost: 200 wood units, 200 gold units
Energy: 1000
Function: Lets you train an assassin

Upgrades: Endurance, lift fog of war

Barricade
Prerequisites: Base, carpentry shop
Cost: 10 wood units
Energy: 300
Function: Passive defense barrier

Lookout
Prerequisites: Base, carpentry shop
Cost: 180 wood units
Energy: 350
Function: Active defense; can be manned by 3 units

Upgrades: Sight 1+2

Boathouse
Prerequisites: Base, carpentry shop
Cost: 250 wood units
Energy: 600
Function: Used to produce rafts

Explosives hut
Prerequisites: Base, drugstore
Cost 400 wood units, 300 gold units
Energy: 1100
Function: Produces blasters

Upgrades: TNT

Outlaw upgrades

Pistol 1
Function: Adds 1 unit of attack force
Applies to: Barbers, mounted barbers, gunslingers and mounted gunslingers
Place of production: Saloon
Cost: 100 food units, 100 gold units

Pistol 2
Function: Adds 1 unit of attack force
Applies to: Barbers, mounted barbers, gunslingers and mounted gunslingers
Place of production: Saloon
Cost: 200 food units, 200 gold units

Protective clothing 1
Function: Increases life energy by 10%
Applies to: Barbers, mounted barbers, riflemen, mounted riflemen, gunslingers, mounted gunslingers and hunters
Place of production: Saloon
Cost: 100 food units, 100 gold units

Protective clothing 2
Function: Increases life energy by 10%
Applies to: Barbers, mounted barbers, riflemen, mounted riflemen, gunslingers, mounted gunslingers and hunters
Place of production: Saloon
Cost: 200 food units, 200 gold units

Protective clothing 3
Function: Increases life energy by 10%
Applies to: Barbers, mounted barbers, riflemen, mounted riflemen, gunslingers, mounted gunslingers and hunters
Place of production: Saloon
Cost: 300 food units, 300 gold units

TNT
Function: Adds 3 units of attack force
Applies to: Blasters
Place of production: Explosives hut
Cost: 400 gold units

Endurance
Function: Increases life energy by 50%
Applies to: Assassins
Place of production: Basement
Cost: 400 gold units

Self-healing
Function: Enables units to heal themselves
Applies to: All units
Place of production: Saloon
Cost: 500 gold units

Axe 1
Function: Enables units to chop wood 10% faster
Applies to: Outlaws
Place of production: Carpentry shop
Cost: 50 food units, 150 wood units

Axe 2
Function: Enables units to chop wood 10% faster
Applies to: Outlaws
Place of production: Carpentry shop
Cost: 150 food units, 300 gold units

Pickaxe 1
Function: Enables units to mine gold 10% faster
Applies to: Outlaws
Place of production: Gold warehouse
Cost: 50 food units, 150 wood units

Pickaxe 2
Function: Enables units to mine gold 10% faster
Applies to: Outlaws
Place of production: Gold warehouse
Cost: 150 food units, 250 wood units

Sight 1
Function: Increases visibility by 10%
Applies to: Lookout
Place of production: Lookout
Cost: 200 food units, 100 gold units

Sight 2
Function: Increases visibility by 10%
Applies to: Lookout
Place of production: Lookout
Cost: 300 food units, 150 gold units

Lift fog of war
Function: After an upgrade, this function is available in the saloon. First click the **Sight** icon and then the map to lift the fog of war at that particular location. To lift the fog of war, you will need "energy," which regenerates slowly.
Applies to: Saloon
Place of production: Basement
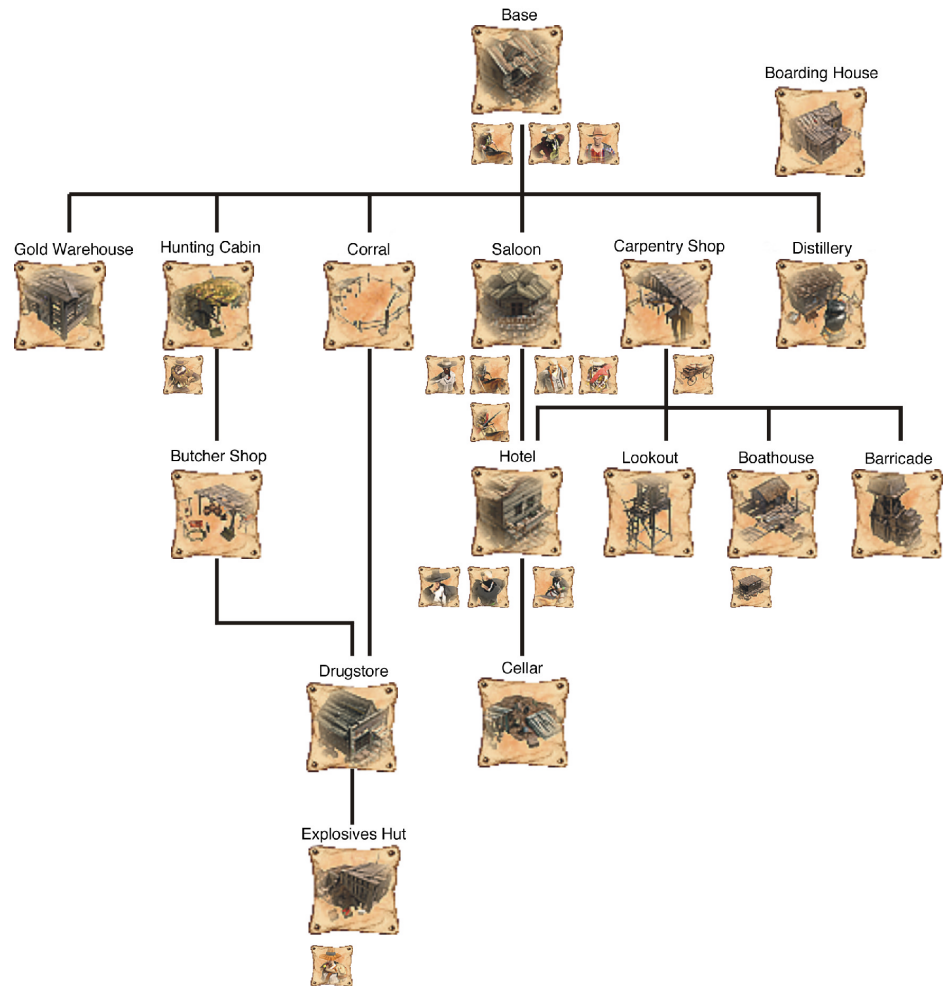Cost: 100 food units, 100 wood units, 200 gold units

Thick boards
Function: Increases life energy by 10%
Applies to: Flat-bed wagon
Place of production: Carpentry shop
Cost: 50 food units, 150 wood units

Technology tree for the Outlaws

5.4   Americans

Like the Mexicans, the Americans have an autonomous economic system. However, their military strength is slightly superior to that of their southern neighbors. The Native Americans and outlaws have higher mobility, which makes it more difficult to flush them out of their hiding places and draw them into open battle.

American units

Commander
Place of production: Headquarters
Cost: 60 food units, 1 living space (mounted: + 1 horse)
Life energy: 130
Damage per blow: 15 (mounted or on foot)

Character traits:

- The commander can ride a horse.

- You can have only one commander at a time. You cannot create a new commander unless the old one is dead.

- The commander increases morale among all units within a certain range. The closer a unit is to its commander, the higher its morale. When the commander dies, the morale of all units drops. His own morale is dependent on how close he is to headquarters.

Frontiersman
Place of production: Headquarters
Cost: 50 food units, 1 living space
Life energy: 30
Damage per blow: 4

Character traits:

- Gathers wood and gold resources

- Builds and repairs all structures

- Can commit robbery

Upgrades: Rob, pickaxe 1+2, axe 1+2

Frontierswoman
Place of production: Headquarters
Cost: 50 food units, 1 living space
Life energy: 30
Damage per blow: None

Character traits:

- Cultivates fields

- Can chop wood

Upgrades: Shovel 1+2, axe 1+2

Cowboy
Place of production: Ranch
Cost: 80 food units, 1 living space (mounted: +1 horse)
Life energy: 40
Damage per blow: 7 (on foot), 9 (mounted)

Character traits:

- Can ride a horse

- Can capture cattle

- Can change the color of enemy transport vehicles

Upgrades: Protective clothing 1+2+3, pistol 1+2, steal

Trapper
Place of production: Trapper's cabin
Cost: 50 food units, 50 gold units, 1 rifle, 1 living space
Life energy: 45
Damage per blow: 8

Character traits:

- Hunts animals and automatically brings them to the slaughterhouse

- Can detect traps and camouflaged units

Upgrades: Protective clothing 1+2+3, rifle 1+2

Sheriff
Place of production: Sheriff's office
Cost: 75 food units, 90 gold units, 1 living space
Life energy: 100
Damage per blow: 12

Upgrades: Protective clothing 1+2+3, pistol 1+2

Infantryman
Place of production: Training camp
Cost: 50 food units, 75 gold units, 1 rifle, 1 living space
Life energy: 70
Damage per blow: 12

Upgrades: Protective clothing 1+2+3, rifle 1+2

Cavalryman
Place of production: Training camp
Cost: 50 food units, 85 gold units, 1 living space
Life energy: 60
Damage per blow: 10 (on foot), 15 (mounted)

Character traits:

- Can ride a horse

Upgrades: Protective clothing 1+2+3, pistol 1+2

Nurse
Place of production: Church
Cost: 30 food units, 50 gold units, 1 living space
Life energy: 30
Damage per blow: None

Character traits:

- Unarmed

- Can heal units

Upgrades: Healing energy

Cannon
Place of production: Weapons factory
Cost: 100 wood units, 150 gold units, 1 living spaces
Life energy: 100
Damage per blow: 30

Character traits:

- Heavy artillery; has a scattering effect, which makes it difficult to hit moving units

Upgrades: Longer barrel

Riverboat
Place of production: Wharf
Cost: 200 wood units, 100 gold units, 3 living spaces
Life energy: 250
Damage per blow: None

Character traits:

- Transports up to ten units

Unarmed (units can shoot from the boat)

Covered wagon
Place of production: Sawmill
Cost: 150 wood units, 1 horse, 1 living space
Life energy: 120
Damage per blow: None

Character traits:

- Unarmed

- Transports all raw materials

Upgrades: Stagecoach, rob

Stagecoach
Place of production: Sawmill
Cost: 175 wood units, 2 horses, 50 gold units, 1 living space
Life energy: 200
Damage per blow: None

Character traits:

- Has a higher transport capacity than a covered wagon and moves faster

- Transports all raw materials

Upgrades: Rob

American structures

Headquarters
Prerequisites: None
Cost: 500 wood units
Energy: 4000
Function: Produces the commander, frontiersmen and frontierswomen
Residence for 12 units

You must have headquarters before you can build any other structure, except for houses and sawmills. You can have only one headquarters at a time, and only one unit can live in it.

House
Prerequisites: None
Cost: 150 wood units
Energy: 750
Function: Residence for 8 units

Ranch
Prerequisites: Headquarters
Cost: 300 wood units
Energy: 1000
Function: Produces horses, cowboys, mounted cowboys and cattle

Trapper's cabin
Prerequisites: Headquarters
Cost: 300 wood units
Energy: 600
Function: Produces trappers

Slaughterhouse
Prerequisites: Headquarters, trapper's cabin
Cost: 350 wood units
Energy: 1000
Function: Animal processing

Training camp
Prerequisites: Headquarters, fort
Cost: 250 wood units, 250 gold units
Energy: 1400
Function: Produces infantrymen, cavalrymen and mounted cavalrymen

Sheriff's office
Prerequisites: Headquarters
Cost: 300 wood units, 200 gold units
Energy: 1000
Function: Produces the sheriff

Upgrades: Rob, steal

Farm
Prerequisites: Headquarters
Cost: 250 units of wood
Energy: 750
Function: Stores grain and lets you cultivate fields

Upgrades: Shovel 1+2

Sawmill
Prerequisites: None
Cost: 300 wood units
Energy: 450
Function: Stores wood and produces covered wagons and stagecoaches

Upgrades: Axe 1+2, stagecoach

Gold warehouse
Prerequisites: Headquarters
Cost: 150 wood units
Energy: 300
Function: Stores gold

Upgrades: Pickaxe 1+2

Weapons factory
Prerequisites: Headquarters, fort
Cost: 500 wood units, 300 gold units
Energy: 2000
Function: Produces guns and cannons

Upgrades: Pistol 1+2, rifle 1+2, longer barrel, protective clothing 1+2+3

Stockade
Prerequisites: Headquarters, sawmill
Cost: 15 wood units
Energy: 500
Function: Passive defense

Watchtower
Prerequisites: Headquarters
Cost: 200 wood units
Energy: 450
Function: Active defense; can be manned by up to 3 units

Upgrades: Sight 1+2

Bank
Prerequisites: Headquarters, trading post
Cost: 400 wood units
Energy: 1300
Function: Automatically increases your gold reserves through interest. The more banks you have, the faster your gold supply grows. Players can build up to 5 banks.

Fort
Prerequisites: Headquarters, sheriff's office
Cost: 800 wood units, 500 gold units
Energy: 2500
Function: Active defense; can be manned by up to 10 units

Church
Prerequisites: Headquarters, trading post
Cost: 350 wood units, 200 gold units
Energy: 1500
Function: Produces nurses

Upgrades: Healing energy

Wharf
Prerequisites: Headquarters, sawmill
Cost: 250 wood units
Energy: 700
Function: Produces riverboats

American upgrades

Rifle 1
Function: Adds 1 unit of attack force
Applies to: Infantrymen and trappers
Place of production: Weapons factory
Cost: 100 food units, 100 gold units

Rifle 2
Function: Adds 1 unit of attack force
Applies to: Infantrymen and trappers
Place of production: Weapons factory
Cost: 200 food units, 200 gold units

Pistol 1
Function: Adds 1 unit of attack force
Applies to: Cowboys, mounted cowboys, sheriff and cavalrymen
Place of production: Weapons factory
Cost: 100 food units, 100 gold units

Pistol 2
Function: Adds 1 unit of attack force
Applies to: Cowboys, mounted cowboys, sheriff and cavalrymen
Place of production: Weapons factory
Cost: 200 food units, 200 gold units

Protective clothing 1
Function: Increases life energy by 10%
Applies to: Cowboys, mounted cowboys, sheriff, cavalrymen, mounted cavalrymen, trappers and infantrymen
Place of production: Weapons factory
Cost: 100 food units, 100 gold units

Protective clothing 2
Function: Increases life energy by 10%
Applies to: Cowboys, mounted cowboys, sheriff, cavalrymen, mounted cavalrymen, trappers and infantrymen

Place of production: Weapons factory
Cost: 200 food units, 200 gold units

Protective clothing 3
Function: Increases life energy by 10%
Applies to: Cowboys, mounted cowboys, sheriff, cavalrymen, mounted cavalrymen, trappers and infantrymen
Place of production: Weapons factory
Cost: 300 food units, 300 gold units

Longer barrel
Function: Increases range by 10%
Applies to: Cannons
Place of production: Weapons factory
Cost: 300 wood units, 300 gold units

Stagecoach
Function: Enables you to build a stagecoach
Applies to: Sawmill
Place of production: Sawmill
Cost: 150 food units, 150 wood units, 250 gold units

Healing energy
Function: Increases healing energy by 50%
Applies to: Nurse
Place of production: Church
Cost: 400 gold units

Axe 1
Function: Enables units to chop wood 10% faster
Applies to: Frontiersmen, frontierswomen
Place of production: Sawmill
Cost: 150 wood units

Axe 2
Function: Enables units to chop wood 10% faster
Applies to: Frontiersmen and frontierswomen
Place of production: Sawmill
Cost: 150 food units, 300 wood units

Pickaxe 1
Function: Enables units to mine gold 10% faster
Applies to: Frontiersmen

Place of production: Gold warehouse
Cost: 50 food units, 150 wood units

Pickaxe 2
Function: Enables units to mine gold 10% faster
Applies to: Frontiersmen
Place of production: Gold warehouse
Cost: 150 food units, 250 wood units

Shovel 1
Function: Adds 25 units to yield of new fields
Applies to: Field
Place of production: Farm
Cost: 50 food units, 150 wood units

Shovel 2
Function: Adds 25 units to yield of new fields
Applies to: Field
Place of production: Farm
Cost: 150 food units, 250 wood units

Rob
Function: Enables units to rob banks, missions and gold warehouses
Applies to: Frontiersmen, covered wagons and stagecoaches
Place of production: Sheriff's office
Cost: 200 food units, 100 gold units

Steal
Function: Enables units to change the color of enemy transport vehicles
Applies to: Cowboys and mounted cowboys
Place of production: Sheriff's office
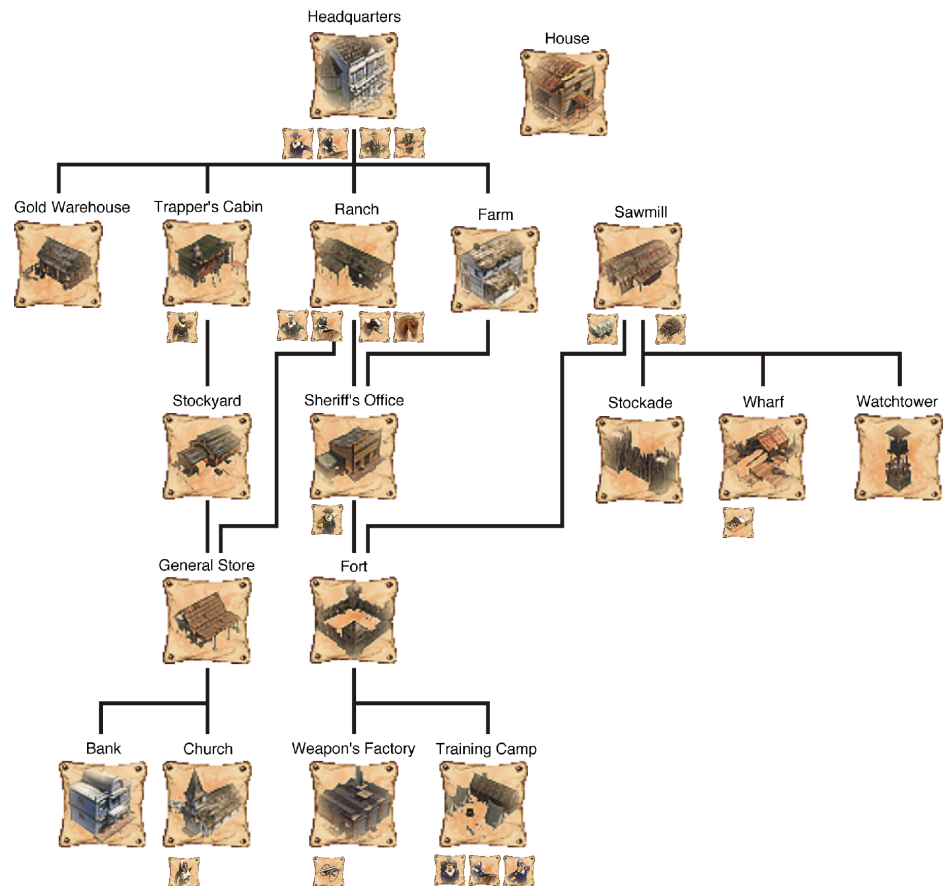Cost: 100 food units, 200 gold units

Sight 1
Function: Increases visibility by 10%
Applies to: Watchtower
Place of production: Watchtower
Cost: 200 food units, 100 gold units

Sight 2
Function: Increases visibility by 10%
Applies to: Watchtower
Place of production: Watchtower
Cost: 300 food units, 150 gold units

Technology tree for the Americans

America

6.   Using the menus

When you start the program, an introductory video begins playing. You can stop it at any time by pressing the Esc key on your keyboard. The main menu appears next.

In the main menu you can start a single-player campaign, open a multi-player game, join a multi-player game, change the settings, view the credits or exit the game.

6.1   Starting a single-player campaign

In *America* you can guide one of four peoples—Native Americans, Mexicans, Americans or outlaws—through the Wild West. Every people has its own campaign, and each campaign consists of several missions. To play these campaigns, select **Start single-player campaign** from the main menu.

First you need to log on as a player. To do this, enter your player name in the input line at the upper right of the screen and click the **Create new player** button to confirm.

The next time you start the program, just select your name from the list at the left edge of the screen. Now check the field beneath the **Create new player** button to see your player status. In this example, "Red Cloud" was created as a new player and can therefore play only the first mission in each campaign. Click **OK** to confirm your player selection.

The **Campaign** menu lets you load a saved game or select a campaign. The first of these is the Native American campaign, followed clockwise by the American, outlaw and Mexican campaigns. The buttons for the four tutorial missions are arranged around the icon for the Native American campaigns.

Left-click one of the icons to select the campaign or tutorial you want to play.

Note: It is a good ideal to start with the Native American campaign because it provides the best introduction to the special features of the game. The tutorial missions are an excellent way to learn the basic game functions. The first two tutorials will help beginners familiarize themselves with the features of a real-time game of strategy, while tutorials 3 and 4 provide an introduction to the basics of establishing economic and military power *in America*.

Now select the mission you want to play. New missions appear only after you have successfully completed earlier ones. You can, of course, replay completed missions at any time.

You can also select one of four levels of difficulty for each mission. To do this, click the level of difficulty displayed. This opens a selection box where you can set the enemy AI to very easy, easy, medium and difficult.

Selecting a mission activates the campaign introduction, which you can cancel at any time by pressing the Esc key. This is followed by an explanation of the historical background of your mission. Please listen to this carefully.
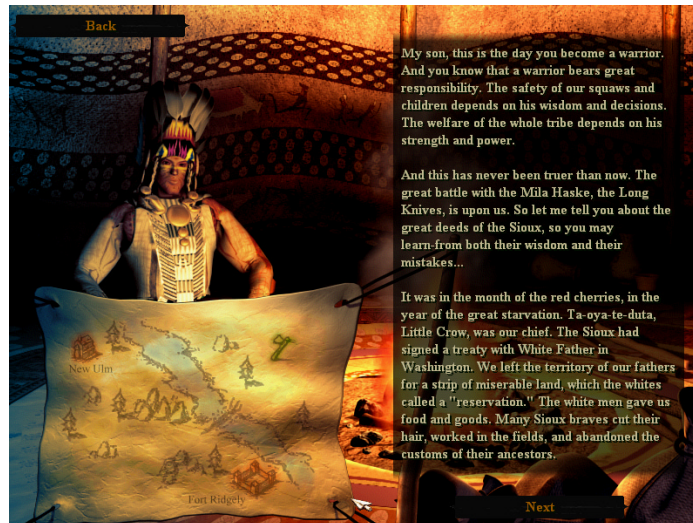
While the audio is running, you can examine the displayed map. It shows the main geographic features confronting you during your mission. Click **Next** to start playing the mission.

6.2   Opening a multi-player game

You can start a multi-player game with up to eight participants over a local TCP/IP connection (LAN).

Note: The player with the fastest computer should be the one to open the game.

Click **Open multi-player game** on the main menu and enter your player name on the next screen. Click **Next** to confirm.

Now click the name of a map to select the scenario you wish to play. Keep in mind that the maps are best suited for the number of players shown in brackets.

Then assign a name to the game and define the game type. Choose one of the following modes:

- **Everybody for themselves**: You don't win until you've destroyed every last opponent.

- **Kill leader**: You win when the last enemy commander is dead.

- **Destroy main building**: The player whose main building is the last one standing wins.

Now set the population limit to a number between 75 and 200 units per people and select one of the four levels of difficulty for the computer AI. Finally, specify the initial conditions by selecting a low, normal or high supply of raw materials or one determined by the map. Use the **Game speed** option to vary the speed at which the units move and carry out their tasks.

Click **Start** to confirm your choices.

This takes you to the multi-player meeting point where you can manage the individual players.

Your player name appears at the top of the screen. Click the **People** column to open a menu from which you can select your people. Then click the red cross to turn it to a green check mark, thus signaling that you have finished specifying your settings.

Other players can then enter their data in your list over the network connection. If you select **Computer** in the **Player** column, the computer will control the people selected.

Note: The **Start** button does not appear until at least one player has displayed a green check mark to indicate that he is ready.

Once all players who want to play the game are logged on, click **Start** to confirm and enter the game.

Note: If you want to chat with the other players during the game, press the Enter key at any time. This displays an input field where you can type a message. Press the Enter key again to send your comments.

If speed problems occur during the game, due to high network load or an excessively slow computer, a warning appears on your screen (since you are the player who opened the game).
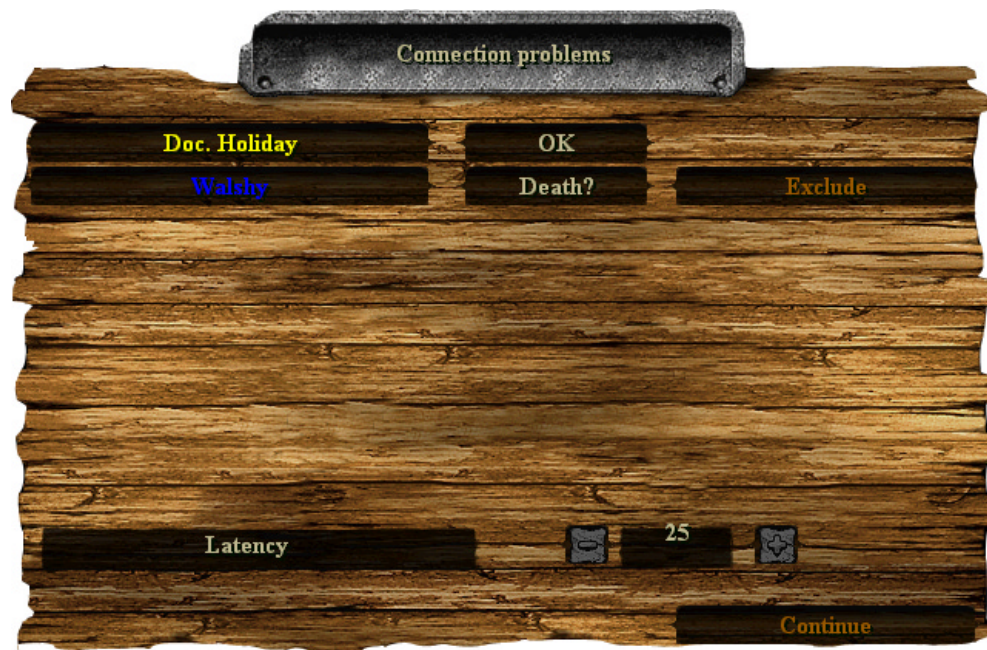
You can exclude a slow computer from the game or continue playing.

6.3   Joining a multi-player game

To join a multi-player game, select **Join Multi-player game** from the main menu and enter your player name in the screen that appears. Then click **Next** to confirm.

The computer displays a list of all multi-player games currently running on your network. Click a game in the list to select it and open the **Multi-player meeting point** screen.

Now click the **People** column to the right of your player name. Then choose your people by selecting an item from the menu that appears.

Click the red cross next to your player name to confirm your choices. The "X" turns into a green check mark, signaling that you have finished making your selections.

Note: The game cannot begin until you display the green check mark to confirm your selections.

Wait until the player who opened the multi-player game starts the game.

Note: If you want to chat with the other players during the game, press the Enter key at any time. This displays an input field where you can type a message. Press the Enter key again to send your comments.

6.4   In-game menu

To open a menu where you can save the current game, load a previous one, restart the level, view the mission goals or change your settings, press the Esc key on your keyboard at any time during a game.

Settings

Give up

Save

Load

Restart

Settings

Mission goals

Continue

Choose **Give up** to end a game in progress. Of course if you do this, you will have failed your mission.

The **Settings** command opens a menu where you can adjust the music and background sound volume, change the screen resolution and vary the scroll speed, game speed and mouse speed.

Settings

Sound

Music

Resolution 1024 x 768

Scroll speed Normal

Game speed Normal

Mouse speed Normal

Continue

6.5 Diplomacy

In multi-player games, you can form an alliance with other players.

To change your diplomatic status with another player, press the Esc key on your keyboard during the game. Select **Diplomacy** from the in-game menu that appears. A list of all players participating in the game appears.

A **Chat** icon appears next to the name of each player. If it is illuminated, all messages you send using the chat module go to this player. If you would like to exclude one or more players from your chat sessions, single-click the chat icon. It turns gray, which means that the icon is inactive.

To the right of each player you will see two icons, one displaying a pair of smiling faces and the other a pair of frowning ones. Click the corresponding icon to indicate that this particular player is an ally or an enemy. The numeric field to the far right of each player displays the total score of that player at this particular point in the game.

You can send resources such as food, wood, gold and guns to allied players. To do this, activate the icon to the far right of a player to indicate that he should receive the resouces. Then click the icon corresponding to the resource you want to send. The resource is deducted from your account and credited to all players you chose as recipients. Food, wood and gold are always sent in packages of 100 units. Guns are sent in packages of two units.

You can also use the **Diplomacy** menu to chat with other players. To do this, type your comments in the input line and press the Enter key to send the message. To the right of the input line are icons that let you specify whether

you want the messages to be sent only to your friends, only to your enemies or to all players.

6.6   Statistics

After you complete a mission or a multi-player game, a statistics screen appears detailing the number of points that each player has won.

In addition to the total scores of all the players, this screen contains information about the number of buildings constructed, units produced, resources gathered, enemy units killed and enemy buildings destroyed.

7. Web site, hint book and support

To find out more about *America* visit our Web site at

www.game-america.com

In addition to tips and tricks relating to the game and the latest news, you will also find a discussion forum where you can exchange ideas with other Native Americans, outlaws, Mexicans or Americans. The web site also contains the theme song, numerous images and the game trailer as well as software patches.

Greenhorns and experienced gunslingers alike may wish to profitably invest their remaining greenbacks in the official hint book that can help them bring all the missions to a glorious conclusion.

For technical support, please visit our web site at www.databecker.com.

8. Credits and acknowledgements

We would like to thank the many people who contributed ideas and suggestions, thus making this project possible. Special thanks go to the Related Designs team for their outstanding contributions and to the numerous beta testers who tirelessly played the campaigns over and over again and offered many suggestions for improvement.

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USES BINK VIDEO & MILES SOUND SYSTEM

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Keyboard shortcuts

General
Idle work unit = .
Regular map = Alt+N
Economic map = Alt+R
Military map = Alt+C
Give signal = Shift+F
Assembly location = I
Move into quarters = G
Move units from quarters = L
Chat window = Enter
Send chat message = Enter
Diplomacy = Shift+D
Save game = F2
Cancel game = F3

Civilian unit commands
Walk/walk to destination = M
Build structure = B
Build expanded structure = V
Field = F
Repair = R
Attack = A
Die = Del
Stop = S

Military unit commands
Act aggressively = A
Act defensively = D
Hold ground = H
Passive = Y
Patrol = Z
Follow = C

Build structure (B+key)	Native Americans	Mexicans	Americans	Outlaws
H	Chief's tepee	Command post	Headquarters	Base
E	Sleeping tepee	House	House	House
Q	Animal proc. facility	Butcher shop	Slaughterhouse	Butcher shop
B	Training tepee	Hacienda	Ranch	Saloon
G	Gold warehouse	Gold warehouse	Gold warehouse	Gold warehouse
L	Corral	Cantina	Trapper's cabin	Corral
U	Tepee of the elders	N/A	N/A	N/A
I	Granary	Finca	Farm	Distillery
Z	Wood proc. facility	Sawmill	Sawmill	Carpentry shop
M	Trading post	N/A	N/A	N/A
A		Barracks	Training camp	Hunting cabin

Build expanded structure (V+key)	Native Americans	Mexicans	Americans	Outlaws
Y	Campfire	Church	Church	Basement
T	Totem pole	Tower	Tower	Lookout
O	Camouflage school	N/A	N/A	N/A
K	Medicine man's tepee	Weapons factory	Weapons factory	Explosives hut
V	Pitfall	N/A	N/A	N/A
U	N/A	Mission	Bank	N/A
W	N/A	Fort	Fort	Hotel
D	N/A	Wharf	Wharf	Wharf
P	N/A	Wall	Wall	Barricade
M	N/A	Trading post	Trading post	Drugstore

Native Americans

Pack tepee (travois) = G
Unpack tepee (travois) = L
Eagle eye = A

Lightning dance = S
Hail dance = D

Rain dance = F
Protective dance = G

Units produced in structures

Chief's tepee
Chief = H
Mounted chief = T
Warrior = C
Woman = G

Wood processing facility
Canoe = D
Travois = T

Corral
Horse = P

Training tepee
Arrow shooter = S
Mounted arrow shooter = A
Flaming arrow shooter = V
Mounted flaming arrow shooter = C
Spear fighter = D
Rifleman = G
Mounted rifleman = F
Knife thrower = N

Medicine man's tepee
Medicine man = M

Mexicans Convert = C

Units produced in structures

Command post
Comandante = H
Mounted comandante = T
Field worker = C
Woman = G

Hacienda
Horse = P
Gaucho = S
Mounted gaucho = A
Militiaman = D
Cow = K

Weapons factory
Cannon = K
Rifle = G

Barracks
Infantryman = N
Cavalryman = G
Mounted cavalryman = F

Cantina
Gunslinger = V
Mounted gunslinger = C

Sawmill
Transport wagon = T

Church
Nun = N
Priest = T

Wharf
Riverboat = D

Americans

Units produced in structures

Headquarters
Commander = H
Mounted commander = T
Frontiersman = C
Frontierswoman = G

Ranch
Horse = P
Cowboy = S
Mounted cowboy = A
Cow = K

Weapons factory
Cannon = K
Rifle = G

Barracks
Infantryman = N
Cavalryman = G
Mounted cavalryman = F

Sheriff's office
Sheriff = V

Trapper's cabin
Trapper = M

Sawmill
Covered wagon = T

Church
Nurse = N

Wharf
Riverboat = D

Outlaws

Units produced in structures

Base
Band leader = H
Mounted band leader = T
Outlaw = C

Cellar
Assassin = M

Explosives hut
Blaster = S

Saloon
Barber = S
Mounted barber = A
Rifleman = G
Mounted rifleman = F
Whip cracker = M

Hotel
Gunslinger = V
Mounted gunslinger = C

Carpentry shop
Flat-bed wagon = T

Boathouse
Raft = D