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Installation

Start up Windows®.

Close all running applications, including those running in the background (e.g. virus scanner software).

To install ANNO 1404 Venice on your PC, place the DVD into your DVD-ROM drive and wait for the Autorun menu to appear.

Note: If the Autorun menu does not appear automatically, click on START on your Windows® taskbar and select RUN. Enter "D:\autorun.exe" and click OK. The Autorun menu will appear. If your DVD-ROM drive has a different drive letter than "D" change it accordingly.

Select INSTALL.

Follow the installation instructions.

During the installation you will be asked to install DirectX®. It is recommended to install it, even if you already have a version of DirectX® on your PC, to make sure everything is working properly. Please also follow these installation instructions and restart your PC afterwards.

What is DirectX®?

DirectX® is a part of Windows® which enables the operating system to have fast access to several interfaces in your PC, so that most recent games run smoothly. New technologies, e.g. the most recent video cards also support DirectX®.

Safety warnings

In order to make sure ANNO 1404 Venice runs smoothly, you need to have the most recent version of DirectX® installed. More information on DirectX® can be found on the following website: http://www.microsoft.com/directx

Uninstallation/reinstallation

If you encounter problems while playing the game, or the game was not installed properly, or you would like to uninstall ANNO 1404 Venice, proceed as follows for Windows® XP:

Click on START on your Windows® taskbar and choose UNINSTALL from your ANNO 1404 Venice program folder and follow the instructions. To install the game again, please follow the instructions given above.

For Windows® 7/Vista you need to follow these steps:

- Go to START – SETTINGS - CONTROL PANEL – PROGRAM AND FEATURES
- Select "ANNO 1404 Venice"
- Select Uninstall
- Follow the Uninstall instructions.

Playing the game

Close all running applications, including those running in the background (e.g. virus scanner software)

Place the ANNO 1404 Venice DVD into your DVD-ROM drive and wait for the Autorun menu to appear.

Note: If the Autorun menu does not appear automatically, click on START on your Windows® taskbar and select RUN. Enter "D:\autorun.exe" and click OK. The Autorun menu will appear. If your DVD-ROM drive has a different drive letter than "D" change it accordingly.

Select PLAY GAME.

You may also start the game via the Program folder.

For Windows®XP follow the following path: START-PROGRAMS-UBISOFT-ANNO 1404 VENICE and select ANNO 1404 Venice.

For Windows® 7/Vista follow this path: START-PROGRAMS-GAMES. Select GAMES EXPLORER and then ANNO 1404 Venice.

Multiplayer

The new Multiplayer mode allows you to play and compete either with or against friends and other ANNO 1404 Venice fans.

ANNO 1404 Venice offers two Multiplayer modes to choose from:

Multiplayer – Internet and Multiplayer - Local Network

For multiplayer games via the internet you will need to create an online profile before you can begin play. For games played on a local network you can use one of your “normal” profiles.

As in all network games, here one player acts as the host and the other players join as clients. The host “creates” or sets up the game, which the clients then join.

Although the two modes are quite similar, there are a few differences.

Let’s start with the Multiplayer Internet mode.

The "Multiplayer-Internet" button in the main menu takes you to the "Internet Lobby".

Before you enter the Internet Lobby for the first time you will have to register your serial number with the currently selected ubi.com account. A pop-up window will prompt you to do so as soon as you press the "Multiplayer – Internet” button.

Note: Please note that the serial number can only be linked once to a single ubi.com account.

Internet Lobby

The Internet Lobby (or Internet Session Browser) allows you to open a new multiplayer game, join an available game or load a saved game.

Creating a game is easy, and joining one is even easier! Let's start out by creating a game.

Create Game

To create a game and act as host, first enter a name for the game in the "Name of the Session" field.

Click the button "Create Session" to proceed to the "Game Lobby", where you can specify the playing conditions for your game.

Load game

If you want to load a savegame from a previous multiplayer game, enter a name for the session and press the "Load" button. A menu appears showing all of the multiplayer savegames in which you took part or have created yourself.

Any player who has a savegame can load a multiplayer session and function as host for that game.

Join a game

If you wish to join a multiplayer game, select one of the sessions out of the box "List of Sessions" and click the "Join Session" button. If a session you are looking for does not appear in the list, you can click the "Refresh" button to update the list. The "Game Settings" window shows you the game world settings chosen by the host of the selected game. The "Player List" shows all players currently in the Internet Lobby or signed up for one of the listed sessions.

Filter according to criteria

Enter a letter or a keyword in this field to quickly find a specific session from the list of multiplayer sessions available. The list now displays only those sessions which correspond to your entry.

The procedure to this point is much the same for the Multiplayer – local Network Mode.

Once you've selected your profile, select the Multiplayer – Local Network mode. This done, you automatically proceed to the LAN Session Browser. The upper left window of the browser displays the sessions currently available, the lower left window the game conditions and the right-hand window displays the profile currently active. Below the left windows you will find a filter field where you can enter conditions to filter through the available sessions.

Below the right window is an entry field where you can enter the session name to select it directly, or when creating a new game.

Underneath these windows you will find four buttons, “Join Session”, “Refresh”, “Create Session” and “Load”. “Join Session” lets you do just that – join the selected game as a client. “Refresh” allows you to update the lists shown. “Create Session” allows you to create a new game and act as host. “Load” allows you to load a previously saved game.

Enter a name for the session (game) in the “Name of the Session” entry field and then click “Create Session”.

Whichever Multiplayer mode you chose, you will now find yourself in the Game Lobby. This is where you can build teams for co-op games, and where the host can select the game world settings and the winning conditions. These conditions are also visible to all other participants.

Four character portraits are shown. The host can use the drop-down menus beneath the portraits to determine how many open player slots each team has, to remove players from the current session or to assign computer players to team slots.

Co-op mode

The co-op mode allows you to play with up to 3 human players under a single flag.

A maximum of 8 human players are permitted in a single session. The host is free to decide just how many players are in each team.

To build a team, players have to select a slot under the appropriate portrait. The first player’s name is used as the team name, which is used to identify the team in the game.

Players cannot be assigned to computer players as team members and vice versa.

In co-op mode all players share control over Ships, Troops, Construction, Finances and Resources. All players are equal, making good teamwork and communication skills vital.

You can choose to play against another co-op team, a single human player or a computer player.

Chat

The Chat feature allows you to communicate with your fellow (human) players in a multiplayer game. Press "Enter" to open the chat console. Enter the text you wish to send in the text box. Confirm by pressing "Enter" again to send the message. By default, messages are sent to all players. In-game you can use the filter on the right of the console to select specific chat partners. The console will automatically disappear when you leave the chat.

Any changes made after the session has started are communicated to players via the in-game chat.

The Lobby chat allows you to communicate with players who are still in the Internet Lobby.

Sabotage

Sabotage is another starting condition which can be enabled or disabled in the game settings.

In order to carry out acts of sabotage against opponents, or to protect yourself against the same, you must build a Base of Operations in your City.

Visible by default, your new Base of Operations can be disguised as a normal House, making it invisible to other players. All Houses within a Base of Operations' influence area will be searched for enemy spies frequently. The better your settlement is covered by Bases of Operations, the lower the risk of falling prey to enemy acts of sabotage. Building the Base of Operations also allows your spies to infiltrate other players' Houses. They can then carry out acts of sabotage against the infiltrated player from this Safe-house. Different acts of sabotage are available depending on the Safe-house's civilisation level.

Thwart sabotage

When a hostile Henchman is sighted you need to act fast! His destination is a House or Marketplace somewhere in your City. Once he has reached his goal he will either infiltrate a Building or carry out an act of sabotage, thereby wreaking havoc.

Find the enemy Henchman in time and click on him! This is the only way you can stop him from reaching his goal and carrying out his perfidious assignment.

Town Acquisition

The “Town Acquisition” feature offers an alternative means of influencing the balance of power in Cities without having to resort to military means. In can be activated or deactivated in the game settings before each game.

Once “Patrician” level has been reached and Giacomo Garibaldi has been discovered, a new Town Acquisition tab is unlocked in both the Warehouse and the Marketplace menus. It allows you to influence the City council in both your own and enemy cities. Every settlement has 5 council seats, and a Key to the City. As City founder you automatically receive one of these council seats and the Key to the City. You may purchase additional seats to further cement your control over the City. Keep in mind that you require at least three seats in your own City to prevent others from taking it over!

The Venetian Attainment "Hostile Takeover" also lets you take over your opponents' Cities including all Buildings and Units. To do so you must buy at least 3 council seats and the Key to the City of the Settlement involved. Buying more than 3 council seats even reduces the price of the Key to the City. In your own Cities, at least, you should purchase the majority of seats to protect them against acquisition by other players.

Bailiwick

Building a Bailiwick gives you access to the Reeve's book. This provides you with information on just which and how many buildings you have built on an island, and can be accessed via either the button in the Building menu or the central interface. Islands with a Bailiwick are listed in the selection list. If you own more than one Bailiwick you can switch between statistics for a single island or for all of them. Selecting production or residential buildings will respectively provide you with information about operating costs and productivity or population and tax income. The Bailiwick's Building menu also allows you to make your own personal notes to help you keep track of long-term goals.

Note: A Bailiwick reduces the maintenance cost for all of the production buildings on the island it is build on.

Ornamental Buildings

Nothing brightens up a Settlement like a few Ornamental Buildings. These range from flower beds to manorial palaces, depending upon your Settlement's Civilisation level. Use them to make your City the envy of architects everywhere!

Volcanic Islands

Volcanic Islands with their variable natural resource deposits are available as an optional game setting.

Geologist items allow you to assign Deposits to Volcanic Islands individually. Some Geologists even make more than one Deposit available at the same time.

Please note that this type of Item can only be used on Volcanic Islands. The new resource is available until the Item is either removed from the Slot in the Warehouse or the Warehouse itself is destroyed.

The colonisation of a Volcanic Island always entails the risk of having the Volcano erupt and destroy everything around it.

New scenarios

ANNO 1404 Venice offers a wide range of new scenarios at varying levels of difficulty for you to enjoy:

The Key to Power
- Increase your influence on the city council and acquire the Key to the City of an enemy island!

Vendetta!
- Take revenge on Gavin Langton in the name of Giacomo Garibaldi!

Scourge of the Seven Seas
- Hoist the Corsair flag and rise to become the Scourge of the Seas!

Reign of the Elements
- Help Hildegard von Lewenstein find 3 pagan artefacts!

Elysium
- Build a paradise on earth - without taxes!

Archipelago
- Prove your planning skills in a region where building land is hard to find!

Barren Lands
- Prove yourself in a barren, resource-less world!

Noblesse Oblige
- Build a Metropolis in the heart of the oriental empire!

A rotten bet
- Show your charitable side and become King of the Beggars!

Pact with a Bard
- Protect Leif Jorgensen from Constanza Zanchis' unbridled rage!

Ray of hope
- Support Willem van der Mark in his search for his lost daughter!

The di Mercantes Case
- Save Giovanni di Mercantes' empire from complete and utter ruin!

The Incognito
- Do Giacomo Garibaldi a favour and prepare your city for a secret meeting!

Istars Labyrinth
- Explore the legend surrounding an oriental Djinn's labyrinth!

Close to the Wind
- Prove your skill and ability in fast-paced races against the clock!

Giacomo Garibaldi

Giacomo Garibaldi is the representative of the Republic of Venice, the "Serenissima", and The Man of a Thousand Masks. A middle aged man with an elegant, almost courtly appearance, one automatically assumes that he must be a member of one of those old noble families which have been steering the fortunes of the "Serenissima" for centuries. As a member of the "Council of the Ten", one of the most important committees in Venice's judicial and executive branches, he wields a great deal of power and has excellent contacts in the secret service and judicial system.

Nobody knows just exactly which more or less conspiratorial undertakings Garibaldi actually tracks. However, he seems to be involved in virtually any and all matters concerned with Venice's interests. A puzzling aura surrounds him, which seems to irritate a great number of people, a fact he is quick to take advantage of when it furthers his interests.

Even those who have regular contact with him report that his appearance changes so frequently that one would suspect him of simply wearing a new mask every time. To this day, no one knows the true face of Giacomo Garibaldi, The Man of a Thousand Masks.

New Ships

The acquisition of the "Venetian Shipbuilding" attainment from Giacomo gives you access to two new types of Ship, the Small and the Large Tradesman's Cog. These ships feature much larger cargo holds, and the Large Tradesman's Cog is armed. You can build the new ships in your occidental shipyards as soon as you have the attainment.

New Quests

Off to new adventures - ANNO 1404 Venice features around 300 new quests for you to enjoy!

Achievements and Medals

Veterans are sure to note that ANNO 1404 Venice offers a number of new medals and achievements to be won.

New Items

Items galore! During play you will come across any number of useful new Items designed to help make your life easier.

Keyboard shortcuts

F5	Quick save
F9	Quick load
Print	Screenshot
P	Pause game
Num +	Speed up game
Num -	Slow down game
SHIFT+A	Toggle subtitles
B	Open Construction menu
F6	Open Strategy map
F7	Open Diplomacy menu
F10	Open Achievement menu
F8	Open Quest log
I	Hide interface
F1	Postcard view
F2	Camera close
F3	Camera medium
F4	Camera far
HOME	Camera looks north
END	Unlock / lock camera
SPACE	Jump to last event
K	Cycle through warehouses
T	Cycle through military units
TAB	Cycle through ships
.	Rotate building clockwise
,	Rotate building anti-clockwise
C	Change building model (only inhabitants' houses)
V	Demolish mode
N	Activate Pipette mode
M	Display Military mode
Page Up	Zoom in (steps)

Page Down	Zoom out (steps)
U	Upgrade house
Delete	Demolish buildings and units
Up	Scroll forward
Down	Scroll backwards
Left	Scroll left
Right	Scroll right
Z	Rotate camera clockwise
X	Rotate camera anti-clockwise

Notes

Technical support

If you experience difficulties playing your Ubisoft game, please first contact our 24-hour on-line solution centre at **www.ubi.com/uk**.

Our 24-hour automated telephone service is available on **0871 664 1000**.
The Live service option is available from 11am until 8pm, Mon-Fri (excluding bank holidays).
Please make sure you are in front of your pc when calling our support team to enable us to troubleshoot your query for you.

PC Game:

If you experience difficulties running your pc game please contact our support teams first. When calling us, please ensure you are in front of your pc with the game installed, to enable us to troubleshoot for you.
Alternatively, if contacting us by web-mail, please attach your operating system file (dxdiag) to your incident so that we may have your system specifications.

Finding your dxdiag file

Windows XP: To open your DirectX Diagnostic tool go to: Start Menu – Run. Type dxdiag in the window, select OK and save your information.

Windows Vista: enter the Start Menu, type dxdiag in the search bar to locate the file.

Faulty Game:

If you believe your game is faulty, please contact our support team before returning your product to the retailer. A discrepancy between your operating system and the required game specifications may result in errors during game-play, such as: your screen returning to desktop or freezing, jerky graphics or error messages.

Damaged Game:

If your game is damaged when purchased, please return it to your retailer with a valid receipt.
If your receipt has expired and you are within the 90 day warranty period please contact the Ubisoft support team for verification.

Australian Technical Support

Technical Support Info Hotline **1902 262 102** (calls are charged at $2.48 per minute including GST. Higher from public and mobile phones).

Please note that we do not offer hints & tips at our technical support centre.

Warranty

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/cartridges should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

Address for returns:

Ubisoft, Chertsey Gate East, London Street,
Chertsey, Surrey, United Kingdom, KT16 8AP

Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.