
CITADELS

Epilepsy warning

Certain individuals may be susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns. These individuals may suffer a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or any member of your family has ever had symptoms relating to epilepsy, please consult your doctor prior to playing. We also advise parents to monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movements or convulsions while playing, please stop immediately and consult your doctor.

Precautionary measures:

- Please sit a reasonable distance away from the screen, as far away as the length of the cable allows.
- Play the game on as small a screen as possible.
- Do not play when you are tired.
- Please ensure you are playing in an environment that is well lit.
- Take a 10-15 minute break for every hour of gameplay.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

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



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



For further information visit http://www.pegi.info and pegionline.eu

CONTENTS

QUICKSTART **24**
Keyboard shortcuts 24

GETTING STARTED **4**
Starting the game 4
Settings menu 6

CAMPAIGN INTRODUCTION **5**
Round Table Maps 6
Invaders Maps 6
Mission goals and quests 7
Hero cards 7

PLAYING THE GAME **6**
Main screen 7
Navigation 8
Building your economy 8
Peasants 8
Basic economy 9
Advanced economy 9
Upgrading economy buildings 10
Taxes 10
Building fortification 10
Towers 11
Gates 11
Walls 11
Wall attachments 11
Moats and spikes 12
Castles 12
Upgrading the fortification 12
Units on walls 12
Building military units 12
Military buildings and available units 13
Units in Round Table maps 13
Units in Invaders maps 14
Unit states and attacking the enemy 14
Assigning units to keys 15

BUILD TREES **16**
Fortification 16
Military 18
Economy 20

CREDITS **22**

SERVICE/HOTLINE **23**

LIMITED WARRANTY **23**

For a decade, King Arthur ruled the country undisputed in peace and prosperity. All this time Lord Mordred, of his own kin, was planning his undoing. Too weak to face the King alone, he plotted to open the kingdom for the same unholy armies from over the seas which King Arthur thought to have repelled for good on his ascend to power. With King Guthrum in command, a new wave of invaders is aiming to get the riches of England firmly under their grasp.

GETTING STARTED

STARTING THE GAME

After starting the game for the first time, you will be able to start a new campaign or change the game settings. When you have already played, you will be also able to continue your campaign or load any saved games.

SETTINGS MENU

Here you can change the video and audio settings for you PC and modify keyboard shortcuts.

CAMPAIGN INTRODUCTION

Citadels features two campaigns: the Round Table Maps and the Invaders Maps. You will start with the Round Table Maps and once you have completed and unlocked several missions, you will get access to the Invaders Maps. Each mission which was successfully completed can be selected and played again as a single mission.

ROUND TABLE MAPS

In the Round Table Maps, you will play on the side of King Arthur and the Knights of the Round Table to stand against the invaders from the North.

INVADERS MAPS

In the Invaders Maps, you will experience the events from the side of Mordred who has allied with the North men to end King Arthur's regency and gain power over the land.

MISSION GOALS AND QUESTS

Each mission has a specific goal which has to be fulfilled to win. In addition to that, there are additional quests which will give you benefits when completing them.

HERO CARDS

If you complete all quests in a mission, you will win a new hero card. Hero cards can be selected at the start of a new mission, to add a bonus to the starting conditions of the mission, or give you control of an additional strong hero character in the game.

PLAYING THE GAME

MAIN SCREEN

The main screen gives you an overview about your resources and access to further menus.



UPPER ROW FROM THE LEFT:

The Citadels icon (or pressing ESC) opens the menu to exit the game, change the settings, save, review the mission briefing and resume the game.
The numbers next to the resource icons show you how many resources you have of wheat, wood, stone, iron ore, stone blocks, planks, bread and weapons.

UPPER ROW FROM THE RIGHT:

The two numbers on the right show how many peasants are currently available, and what the maximum number of population is. You can raise the population limit by building more houses, or upgrading the houses.
The number next to the chest icon shows how much gold you possess.

LOWER LEFT:

The mini map gives you an overview about the whole area and shows which parts are visible to your troops.
You can zoom in and out with the + and – buttons on the mini map.
You can click on any position on the mini map to directly jump there.
Clicking the eye icon hides the map.
Clicking the check mark icon shows the mission goals.

LOWER RIGHT:

This area will show you the building options, once a peasant is selected or further options, when a unit, building or fortification is selected.

NAVIGATION

You can scroll your view by moving the mouse pointer to the borders of the screen.
Scrolling the mouse wheel will zoom your view in and out.
Clicking and holding the mouse wheel down while moving the mouse sideways will rotate the map left and right.
A short click on the mouse wheel sets the camera back into the default position.

BUILDING YOUR ECONOMY

PEASANTS

Peasants are your workforce and required to construct new buildings and gather resources. Your village hall is your most important building and the start of every new settlement. Once your village hall is destroyed, you have lost your mission.
Every village hall will provide you with a basic population of peasants who will appear after some time out of the village hall and gather at the defined rally point.
You can change this rally point by clicking on the village hall, then on the icon “set rally point” in the lower right menu, and then on the place on the

map where you want to set the rally point.
You can select peasants by clicking on them, or by drawing a rectangle over them by clicking and holding the left mouse button while moving the mouse over the peasants. You move selected peasants by a right click on the target position.
If you select a peasant, the menu on the lower right side shows all available options.
Peasants can build production buildings, military buildings and fortifications.
They can repair and deconstruct buildings and you can also change their state of behavior.

BASIC ECONOMY

In most missions it is necessary to start building up a basic economy and collecting resources.
You can select the lumberman den, stone pit, farm and ore pit from the construction menu and then place the selected building where you want it to be constructed with a left click. The mouse wheel allows rotating a selected building before placing it.
The peasant will run to the village hall to get the required resources to construct the building and then start erecting it. Once the building is completed, the peasant will start working, when it is a production building.
You can assign more peasants to a construction process to speed it up, or have more peasants working in one building to generate resources faster.

ADVANCED ECONOMY

Once you have constructed the four basic resource buildings, you will produce wheat, wood, stone and iron ore.
At some point you will need more peasants. To raise the population limit, you will have to build more houses.
To access new building options, you will have to upgrade your village hall. Clicking on the village hall and then holding the mouse over the upgrade icon will show you the required resources for the upgrade.
Once you have upgraded the village hall, you will have four new production buildings and a storage building available. The storage is required to store the advanced resources.
The sawmill, stonecutter, baker and blacksmith will take the basic resources you have from the storage, and turn them into the advanced resources:

Wheat - bread

Wood - planks

Stone – stone blocks

Iron Ore – weapons

A special building is the village market. When you have built it, you can trade your goods into gold, or buy any goods for gold.

UPGRADING ECONOMY BUILDINGS

With each upgrade of the village hall, you can also upgrade the buildings from the former level. Upgrading the buildings will make them more efficient. Ugrading houses raises the population limit.

TAXES

Clicking on your village hall gives you the option to raise taxes in the menu in the lower center of the screen. It makes most sense to raise the taxes once you have collected enough resources, as the percentage you receive in gold will be deducted from the number of resources you receive.



BUILDING FORTIFICATION

Citadels offers you some great options to turn your settlement into a real fortress. You build fortification in the same principle as you build all other buildings.
The main fortification structures are towers, walls and gates.

TOWERS

Towers can be placed as single defense points, as they will automatically shoot arrows at approaching opponents. Towers can also be attached with catapults and trebuchets, which make them strong defense units. If you place a tower on a higher ground it will increase the range for the projectiles.

GATES

To build a gate, you will first have to place a tower as the starting point for the gate and attach the gate part to this tower. You can already proceed building while the tower is not completed yet. Just select one or more peasants, then select to build a gate from the construction menu, and then click on the tower you want to add the gate to. You will then see the gate structure and can move it with the mouse into the desired position. Left click with the mouse to erect the gate.

WALLS

With this principle, you can build a number of towers and gates, and connect them by walls, to achieve a closed fortification. To connect two towers with a wall just select one or more peasants, then chose the wall icon from the construction menu and then click on the starting tower. The wall will be shown from the starting tower to your mouse pointer. Click on the desired end position or connecting tower to build the wall. Walls have to end with a tower to be connected with a new wall segment.
Building with more peasants or adding peasants to a defined construction speeds up the completion process.

WALL ATTACHMENTS

Once a wall is completed, you can add a wall attachment to it. Click on the wall segment and then chose the wall attachment from the construction menu, and click on the parts of the wall which should get an attachment. This will lead to rocks being thrown at any enemy attacking the wall.

MOATS AND SPIKES

You can strengthen your fortification with moats and spikes.
Select one or more peasants and then select moat from the construction menu. Click on the starting point for the moat and the moat will be shown from the starting position to your mouse pointer. Click on the desired end position to build the moat.
Spikes are constructed the same way as moats.

CASTLES

The strongest defense building is the castle. Once you have upgraded your village hall, you can erect the first wooden castle. The castle has four towers which are automatically shooting arrows, and two towers can additionally be attached with catapults or trebuchets. Also walls can be attached to each of the four towers, so the castle can be integrated into the fortification.

UPGRADING THE FORTIFICATION

With each upgrade level of the village hall you can also upgrade your fortification. Click on the tower, gate or wall segment and then select the upgrade button in the menu. If you have enough of the required resources, the fortification will be upgraded to the next level, and become more durable.

UNITS ON WALLS

Units can be sent to walls, provided the tower attached to the wall has an entrance. To place an entrance, click on the tower and then on the entrance icon in the menu. Now you can rotate the entrance with the mouse to the position you like, and build it with a left click.

BUILDING MILITARY UNITS

Once your resource production is in place, you can start building military units. The first available units are archers and footmen.
Build the training ground and the shooting yard. When clicking on the finished building you can move the rally point by clicking on the rally point icon and then on the place on the map where you want your units to gather after being trained.
To create military units you have to send peasants into the respective military building. They will get the resources they need from the village hall and then enter the military building to be trained. After completing the training they will gather at the defined rally point, ready for combat.
When the village hall has been upgraded, you can also upgrade the military buildings to get access to more advanced units, and new military buildings will be unlocked.

MILITARY BUILDINGS AND AVAILABLE UNITS

UNITS IN ROUND TABLE MAPS

Village Hall (Level 1)	
Training ground	Swordsman
Shooting yard	Shortbow archer

Town Hall (Level 2)	
Training camp	Swordsman Armoured Swordsman Ladder carrier
Archery range	Shortbow archer Mailed archer Arbalist
Knights stables	Mounted Knight
Siege workshop	Light catapult Light Ballista

City Hall (Level 3)	
Training arena	Swordsman Armoured Swordsman Foot Knight Ladder carrier
Longbow range	Shortbow archer Mailed archer Longbowman Arbalist Crossbowman
Elite stables	Mounted Knight Grail Knight
Siege guild	Light catapult Siege catapult Light Ballista Trebuchet Battering ram Siege tower

UNITS IN INVADERS MAPS

Earl's Hall (Level 1)	
Warriors camp	Light axeman
Bowmen yard	Light archer

Earl's Tower (Level 2)	
Warriors tower	Light axeman Mailed axeman Ladder carrier Berserker
Bowmen range	Light archer Mailed archer
Raider stables	Mounted raider
Siege workshop	Light catapult Javelin-thrower

Earl's Keep (Level 3)	
Warriors fort	Light axeman Mailed axeman Bull axeman Berserker Horned berserker
Bowmen tower	Light archer Mailed archer Heavy archer
Elite stables	Mounted raider Veteran raider
Siege guild	Light catapult Siege catapult Javelin-thrower Trebuchet Siege ram Siege tower

UNIT STATES AND ATTACKING THE ENEMY

Each unit can be set to a default state to define the behavior, once an enemy appears.

Aggressive: the unit attacks the enemy when spotted and follows it.

Defensive: the unit attacks the enemy and follows only within a limited range.

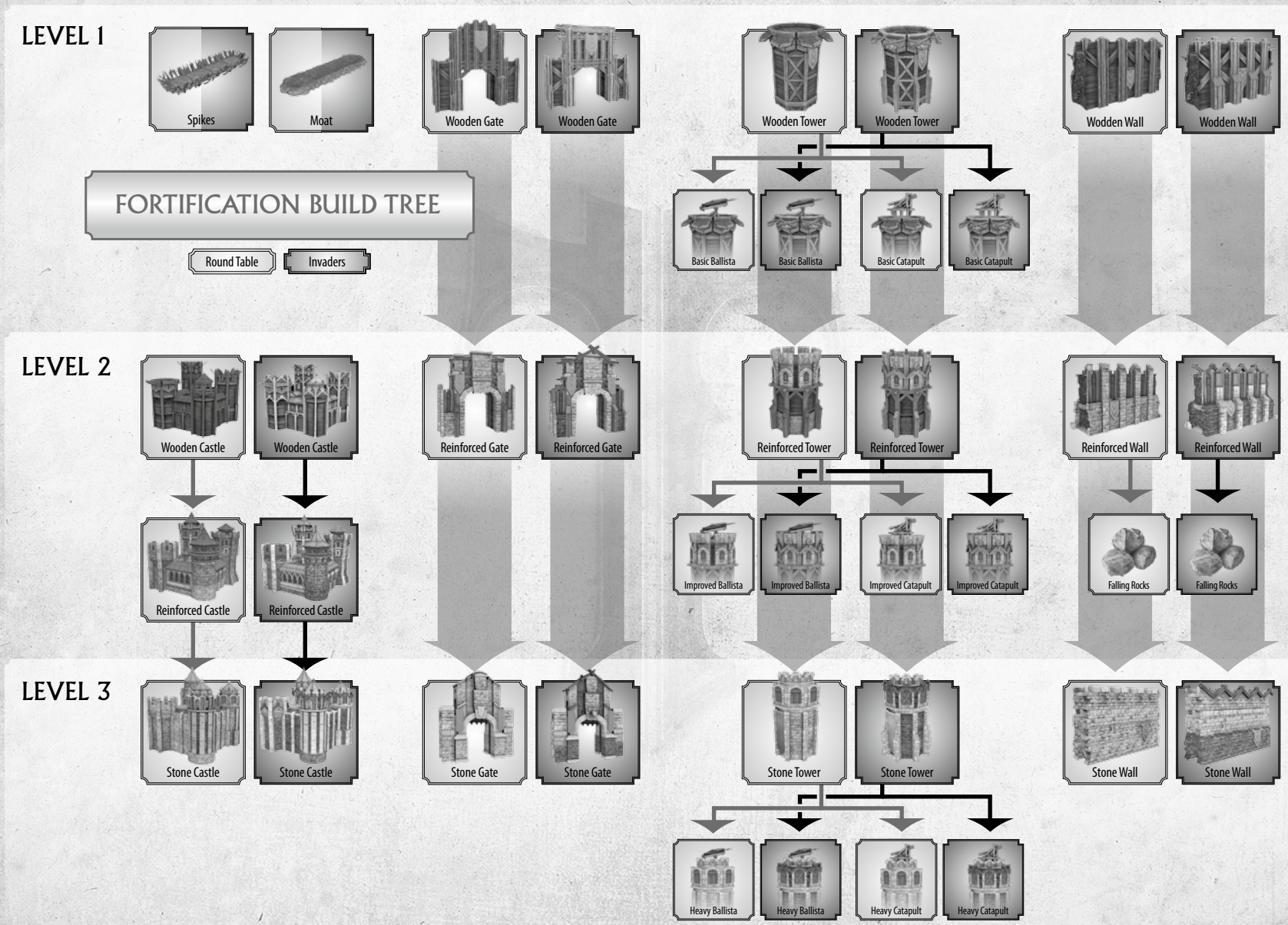
Passive: the unit ignores enemy presence.

Any military unit can also be disarmed to turn it back into a peasant.
To manually attack a specific enemy, select one or more units and right click onto the target.

ASSIGNING UNITS TO KEYS

You can select a group of units which you want to assign to a number on the keyboard, or add single units to the group by holding down CTRL and left clicking on the unit.
Once your group is selected, you can assign it by pressing CTRL and a number on your keyboard. You can now select the group by simply pressing the assigned number key.

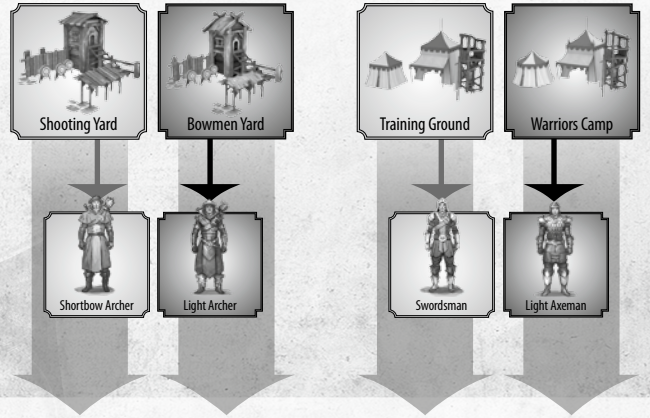



LEVEL 1
Spikes
Moat
Wooden Gate
Wooden Gate
Wooden Tower
Wooden Tower
Wodden Wall
Wodden Wall
FORTIFICATION BUILD TREE
Round Table
Invaders
Basic Ballista
Basic Ballista
Basic Catapult
Basic Catapult
LEVEL 2
Wooden Castle
Wooden Castle
Reinforced Gate
Reinforced Gate
Reinforced Tower
Reinforced Tower
Reinforced Wall
Reinforced Wall
Reinforced Castle
Reinforced Castle
Improved Ballista
Improved Ballista
Improved Catapult
Improved Catapult
Falling Rocks
Falling Rocks
LEVEL 3
Stone Castle
Stone Castle
Stone Gate
Stone Gate
Stone Tower
Stone Tower
Stone Wall
Stone Wall
Heavy Ballista
Heavy Ballista
Heavy Catapult
Heavy Catapult

MILITARY BUILD TREE

Round Table | Invaders

LEVEL 1



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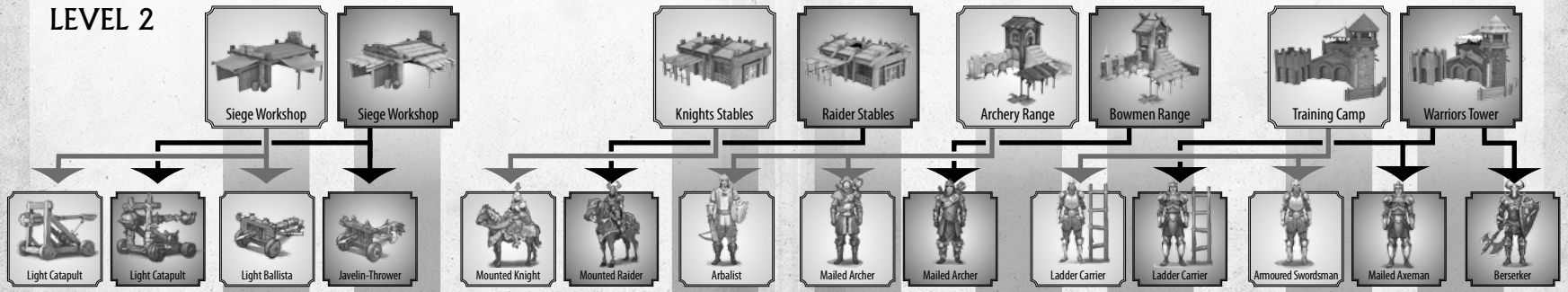
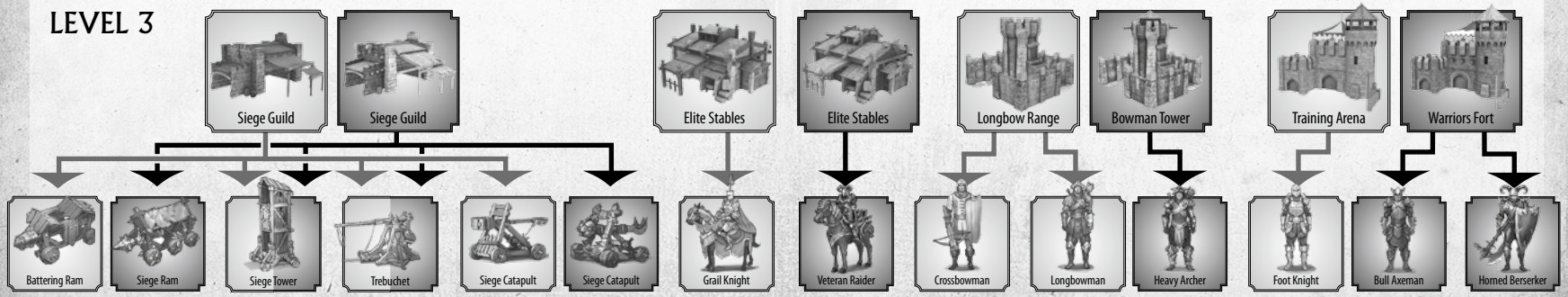
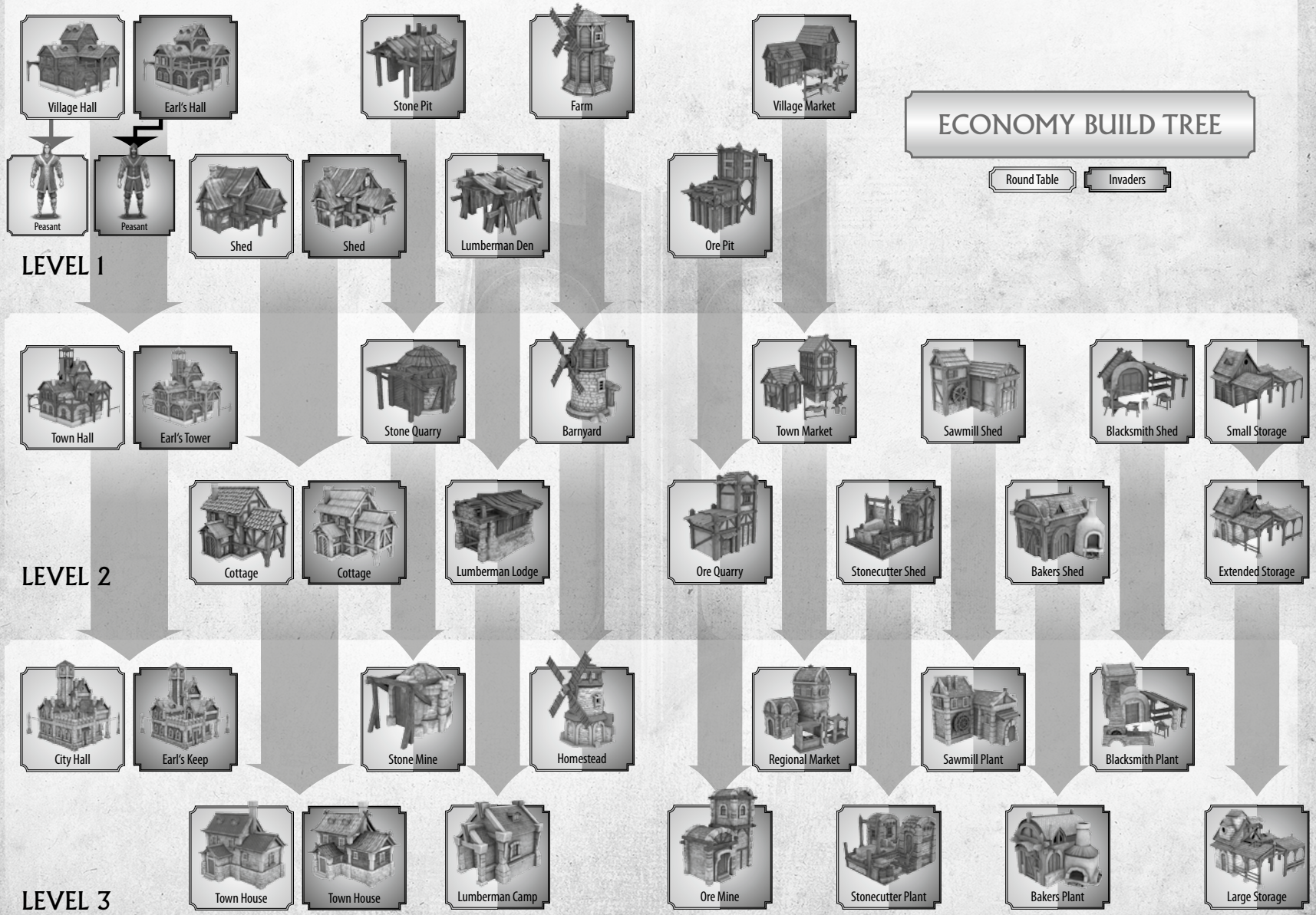


LEVEL 3




ECONOMY BUILD TREE
Round Table
Invaders
LEVEL 1
LEVEL 2
LEVEL 3
Village Hall
Earl's Hall
Stone Pit
Farm
Village Market
Peasant
Peasant
Shed
Shed
Lumberman Den
Ore Pit
Town Hall
Earl's Tower
Stone Quarry
Barnyard
Town Market
Sawmill Shed
Blacksmith Shed
Small Storage
Cottage
Cottage
Lumberman Lodge
Ore Quarry
Stonecutter Shed
Bakers Shed
Extended Storage
City Hall
Earl's Keep
Stone Mine
Homestead
Regional Market
Sawmill Plant
Blacksmith Plant
Town House
Town House
Lumberman Camp
Ore Mine
Stonecutter Plant
Bakers Plant
Large Storage

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LIMITED WARRANTY

bitComposer warrants that the included recording medium will be free from defects in material and workmanship for the first ninety (90) days after the original purchase. bitComposer agrees to repair or replace any defective recording medium at its own free discretion and at no extra cost to the customer. This warranty does not cover defects caused by negligence or improper use on the part of the buyer or a third party, or alteration or use of the product in any way other than that prescribed in the user manual.

THIS GUARANTEE DOES NOT COVER USED PRODUCTS OR PRODUCTS THAT HAVE BEEN PROVIDED FOR RENT.

In case of a defect covered by this warranty, please contact the bitComposer branch in the country where you purchased this product. You can find the appropriate contact address on the back of the package.

If you wish to send the product back, please place it in its original packaging along with the original receipt and a description of the defect(s).

If a product is sent back:

- without the original receipt;

or

- because of a defect not covered by this warranty;

or

- after the warranty period has expired;

bitComposer may choose to repair or replace the product at the customer's cost. Within the scope of applicable law, bitComposer excludes (explicit or implicit) liability for defects with regards to sufficient quality and/or suitability for a particular purpose of this product. This warranty is supplementary in nature, and does not affect your statutory rights.

QUICKSTART

KEYBOARD SHORTCUTS	
LCTRL + <number>	store selected group
<number>	recall selected group
QWER ASDF ZXCV	control menu grid
ESC / F10	main menu
H	center view to village hall
Home	reset camera angle
PgUp/PgDn	rotate camera
Arrow keys	move camera
G	mission goals
Alt	cycle life bars mode
T	cycle idle peasant, start with nearest
Y	send all idle peasants to village hall rally point

PRODUCT KEY