

DAWN OF DISCOVERY™

VENICE



UBISOFT®

TECHNICAL SUPPORT

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From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our Frequently Asked Questions (FAQ) which is our database of known problems and solutions. You can also send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature. Most webmail contacts are responded to within two business days.

Contact Us by Phone: You can also contact us by phone by calling (919) 460-9778. When calling our Technical Support line, please make sure you are able to access the gaming system you are calling about. Our Technical Support representatives are available to help you **Monday through Friday from 9am-9pm Eastern Time** (excluding holidays). Our support is provided free of charge however long distance charges apply.

Pour du service en français, veuillez contacter / Para la ayuda en español llame: (866) 824-6515.

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Ubisoft Technical Support • 2000 Centre Green Way • Suite 300 • Cary, NC 27513

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If we determine a return or replacement is necessary:

Please return the product (media only) along with a check or money order (if necessary) for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a copy of the receipt, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), **RMA number**, and phone number to the address below.

Replacement Fees: Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

Warranty Address and Contact Information

Phone: 919-460-9778

Hours: 9am-9pm (EST), M-F

Address: Ubisoft Replacements • 2000 Centre Green Way • Suite 300 • Cary, NC 27513

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GETTING STARTED

Warning: To Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

Epilepsy Warning

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television 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 anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experiences any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

Precautions to Take During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well-lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

Minimum System Requirements

Supported OS: Windows® XP (with SP3) / Vista (with SP1) / 7 (only)

Processor: 3 GHz Intel® Pentium® 4 or AMD Athlon™ 64 X2 3800+ (Intel® Core™2 Duo Family, AMD Athlon™ 64 X2 5200+, AMD Phenom or better recommended)

RAM: 1GB (Windows XP) / 2GB (Windows Vista, Windows7) (4GB recommended)

Video Card: 128 MB DirectX® 9.0c-compliant, Shader 2.0-enabled video card (512 MB recommended) (see supported list*)

Sound Card: DirectX® 9.0c-compatible

Hard Drive Space: 8 GB

Peripherals Supported: Windows-compliant keyboard and mouse

Multiplayer: Broadband Internet connection with 64Kbps upstream or faster

Supported Video Cards at Time of Release:

ATI® Radeon® 9600 - 9800 / X300 - X850 / X1050 - X1950 / HD 2400 / HD 3000 / HD 4000 / HD 5000 series

NVIDIA® GeForce® 6200 / 7 / 8 / GTX 250 - GTX 295 series

Laptop models of these cards may work but are not supported. These chipsets are the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, please visit the FAQ for this game on our website: <http://support.ubi.com>

NVIDIA nForce or other motherboards/soundcards containing the Dolby Digital Interactive Content Encoder required for Dolby Digital audio.

NOTICE: This game is protected by the digital rights management software TAGES™ which installs additional components required for copy protection on the user's computer and limits the number of installations of the game. During the installation and/or the first launch, an online connection is required to unlock the game.

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, including the most recent video cards, also support DirectX®.

In order to make sure Dawn of Discovery 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>

MULTIPLAYER



The new Multiplayer mode allows you to play and compete either with or against friends and other Dawn of Discovery Venice fans.

Dawn of Discovery Venice offers two multiplayer modes to choose from:

- Multiplayer – Internet
- 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 button Multiplayer – Internet 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 saved game from a previous multiplayer game, enter a name for the session and press the Load button. A menu appears showing all of the multiplayer saved games

in which you took part or have created yourself.

Any player who has a saved game 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 that correspond to your entry.

Up to this point, the procedure 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 displays 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 name for 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 of games 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 other humans 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 on 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, 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 that can be enabled or disabled in the game's 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 civilization level.

Thwart Sabotage

When a hostile Henchman is spotted 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. It 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: Reduces the maintenance cost for all of the production buildings on the island it is built 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 Civilization 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 colonization of a Volcanic island always entails the risk of having the Volcano erupt and destroy everything around it.

New Scenarios

Dawn of Discovery 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 Seven Seas!

Reign of the Elements

Help Hildegard von Lewenstein find 3 pagan artifacts!

Elysium

Build a paradise on Earth – without taxes!

Archipelago

Prove your planning skills in a region where buildable land is hard to find!

Barren Lands

Prove yourself in a barren, resourceless 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 Mercante Case

Save Giovanni di Mercante's empire from complete and utter ruin!

The Incognito

Do Giacomo Garibaldi a favor and prepare your city for a secret meeting!

Istar's 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, La Serenissima, and The Man of a Thousand Masks. Because he is 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 "La 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 means.

New Quests

Off to new adventures – Dawn of Discovery Venice features around 300 new quests for you to enjoy!

Achievements and Medals

Veterans are sure to note that Dawn of Discovery 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 counter-clockwise
C	Change building's model (only inhabitant's 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 backward
Left	Scroll left
Right	Scroll right
Z	Rotate camera clockwise
X	Rotate camera counter-clockwise
ALT + Left-click	Displays a ping on the mini-map

Register Your Game for Insider Access!

It's painless, we swear. Not to mention you'll enjoy all the benefits of registration, including:

- Exclusive first access to in-game content: maps, skins, and downloads
- A wealth of news updates and pre-release game information
- Community involvement through official forums and blogs
- Invitations to join private betas and preview upcoming game demos
- Access to an extensive library of game walkthroughs and help files
- So much more!

Just go to www.ubireg.com to get started.

Thanks,
The Ubisoft Team

Dawn of Discovery™ Venice

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