

KIMICHURA'S S6 MP UPDATER GUIDE

Play in single or multiplayer

THE SETTLERS – RISE OF AN EMPIRE

THE SETTLERS – EASTERN REALM

GENERAL

The **S6 MP Updater** was developed by **Kimichura** and kindly made available to the S6 community. With this updater you can play Settlers 6 (main game and Eastern Realm) not only in **single player**, but also in **multiplayer mode**. Thanks to him, the S6 community now (finally) has a reliable platform where they can play their favorite game together. Thank you very much for that!

This document provides you with instructions on how to install and use the updater.

PREREQUISITES

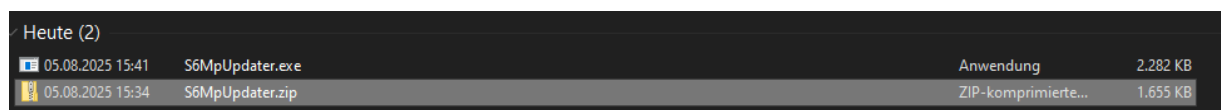
You can use the **S6 MP Updater** under the following conditions:

- You own the **HE** (History Edition) **and** a game file of the **OV** or the **GOG version** of the game.
- The game has already been **properly installed** on your computer.
- The game files have not been **tampered with**.

INSTALLING THE S6 MP UPDATER

You can find the latest version of the **S6 MP updater** as an archive file [here on Siedelwood's website](#) or [on Kimichura's Discord](#).

1. `S6MpUpdater.zip`, download this file to your computer first, usually to your download directory. Then unzip them into your download directory. Now the file `S6MpUpdater.exe` should be next to the zip file in your folder.



Heute (2)			
05.08.2025 15:41	S6MpUpdater.exe	Anwendung	2.282 KB
05.08.2025 15:34	S6MpUpdater.zip	ZIP-komprimierte...	1.655 KB

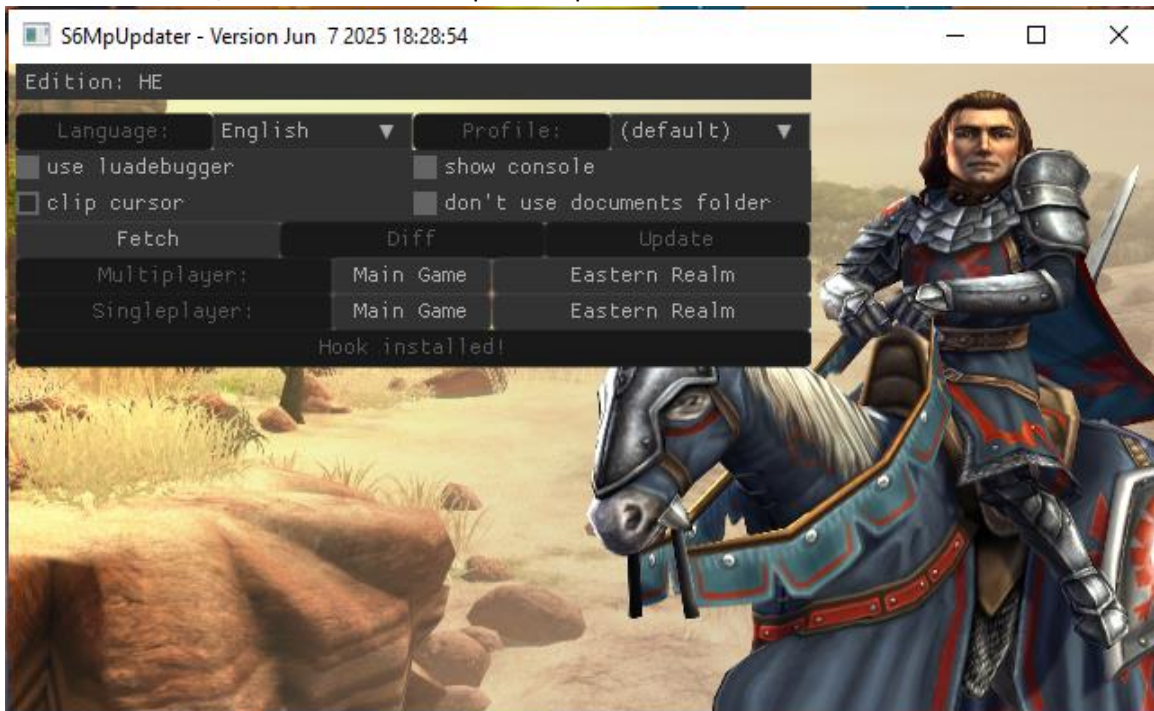
2. Open Windows Explorer and **navigate to** the game's installation directory. The installation directory is the folder where the game was installed. By default this is
 - in the case of the **Ubisoft HE** on `C:\Program Files (x86)\Ubisoft\Ubisoft Game Launcher\games\thesettlers6`
 - in the case of the **Steam HE** on `C:\Program Files (x86)\Steam\steamapps\common\The Settlers - Rise of an Empire - History Edition`

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- in the case of **GOG** on C:\GOG Games\The Settlers 6
3. **As a precaution**, make a **copy** of the entire installation directory in a location of your choice
 4. **Copy the file** S6MpUpdater.exe to the installation directory
 5. Additional step only in the case of **HE** : **Copy the game file** Settlers6.exe from the original version S6 or the S6 GOG version into the sub-directory Data\base\bin of the installation directory
 6. Recommendation: Create a **shortcut** for the startup file S6MpUpdater.exe on your desktop, which you can use to start the updater in the future

START AND SETTINGS

1. **Launch** the S6 MP Updater
2. After that, the window of the updater opens:

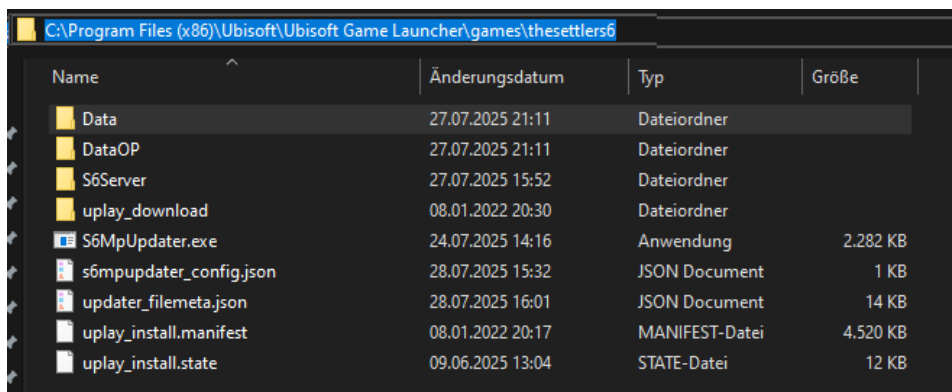


- **Title line:** Program name and release date
- **Edition:** Display of the game version (here HE)
- **Language:** Selection of the game language (e.g. English)

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- **Profiles:** Selecting the game profile
- **Options:**
 - **Use luadebugger:** Start the game with the lua Debugger
 - **Show Console:** Game console opens with the game
 - **Clip cursor:** The mouse cursor stays in the window while playing
 - **Don't use documents folder:** By default, the usermaps and other game files are located in the directory `C:\Users\username\Documents\THE SETTLERS - Rise of an Empire`. If your user maps directory is located elsewhere (e.g. OneDrive), you should choose this option.
- **Fetch:** This function retrieves the current data from the S6 MP updater from Kimichura's server. After that, the changes can be displayed with **Diff**. If there are any, the version must be updated to the latest version by **Update**.
- Select the desired mode with **multiplayer/singleplayer** and the desired game version with **main game/Eastern Realm**. After that, the game starts automatically
- **Install Hook:** Must only be executed once when the S6 MP updater is started for the first time. This renames the `binkw32.dll` in the `bin` directory and adds a new one (which can only be undone manually). After that, `Hook installed` will be displayed instead.

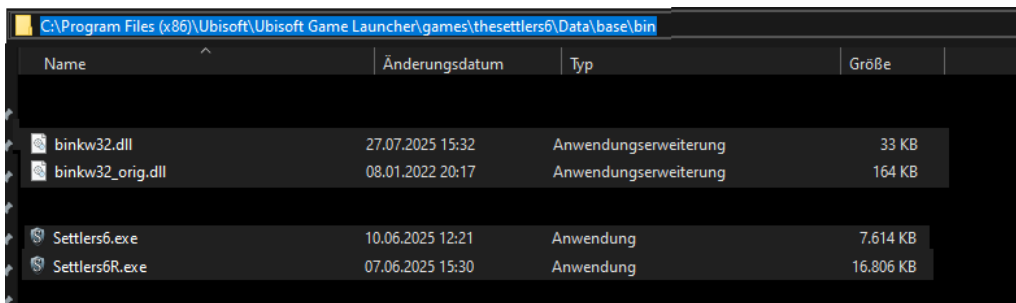
After the updater has been executed and all steps have been completed correctly, it will look something like this in your installation directory (here using the example HE):



Name	Änderungsdatum	Typ	Größe
Data	27.07.2025 21:11	Dateiordner	
DataOP	27.07.2025 21:11	Dateiordner	
S6Server	27.07.2025 15:52	Dateiordner	
uplay_download	08.01.2022 20:30	Dateiordner	
S6MpUpdater.exe	24.07.2025 14:16	Anwendung	2.282 KB
s6mpupdater_config.json	28.07.2025 15:32	JSON Document	1 KB
updater_filemeta.json	28.07.2025 16:01	JSON Document	14 KB
uplay_install.manifest	08.01.2022 20:17	MANIFEST-Datei	4.520 KB
uplay_install.state	09.06.2025 13:04	STATE-Datei	12 KB

The following files must be in the `\Data\base\bin` subdirectory:

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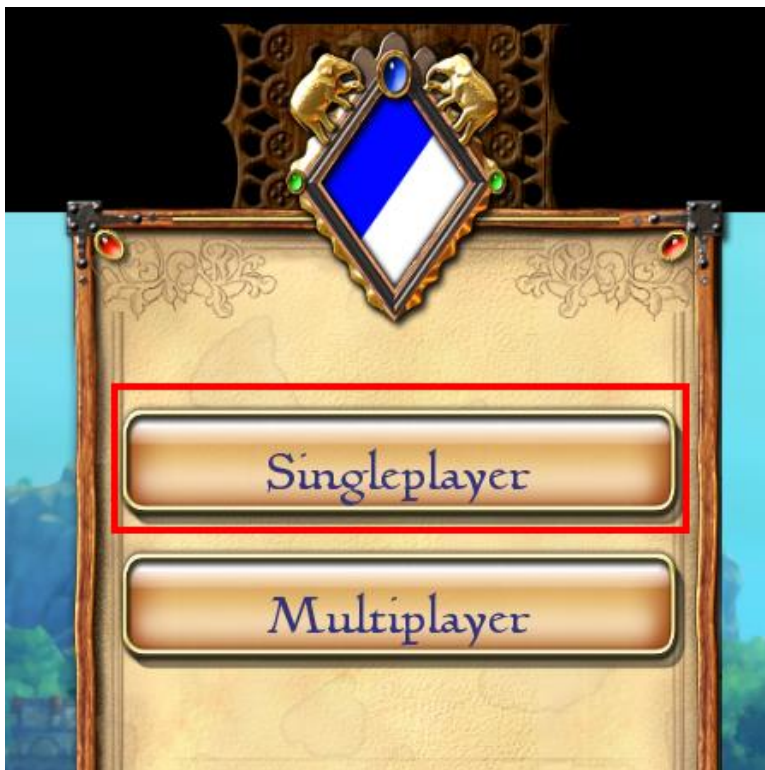
PLAY SINGLE-PLAYER

For example, to start the add-on "Eastern Realm" in singleplayer mode, select the following in the S6 MP updater:



After that, the game starts (almost) normally, apart from the fact that the multiplayer selection is no longer possible. If you want to play the main game RoaE instead, you can of course select the Main Game button.

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Everything else is exactly as you are used to from your Settlers game.

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MULTIPLAYER GAMES

To start Eastern Realm in multiplayer, simply select the following in the S6 MP updater:



The game then starts automatically. If you want to play the main game RoaE instead, you can of course select the `Main Game` button.



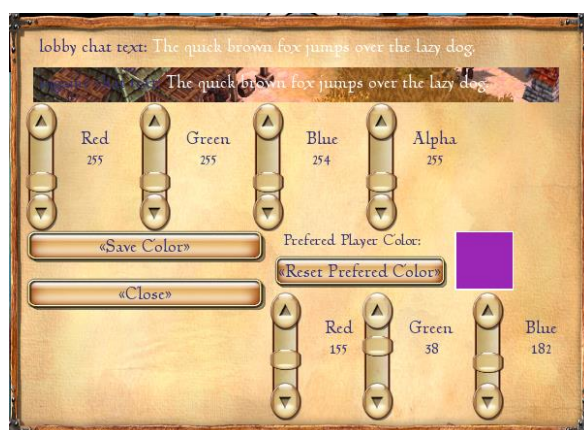
Select Multiplayer again here.

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Then you will get the following window:



- **Set Account:** If this is your first start and you don't have an account yet, you'll first need to create one by entering your desired username and password. This will give you access to the MP Server. Every time you start the `username` (which you last used) automatically appears at the bottom as `User`. Nevertheless, you should remember your username and password just in case.
- **Set Color:** Here you can use the sliders to set the color of your chat text (in the upper third of the window) and your player color (in the lower third) and then save with `Save Colors`. For each game, your chosen player color is then automatically set.



- **Back:** you will be taken to the previous screen

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- **Connect:** If you already have an account, you can connect directly to Kimichura's MP Server here.

- After that, you'll be given a choice of **10 game lobbies**. Choose one, e.g. Badehaus.



- In the example, I have selected the bathhouse and **am now waiting as a host** in the lobby **for my fellow player(s)**, with whom I have arranged to meet beforehand.



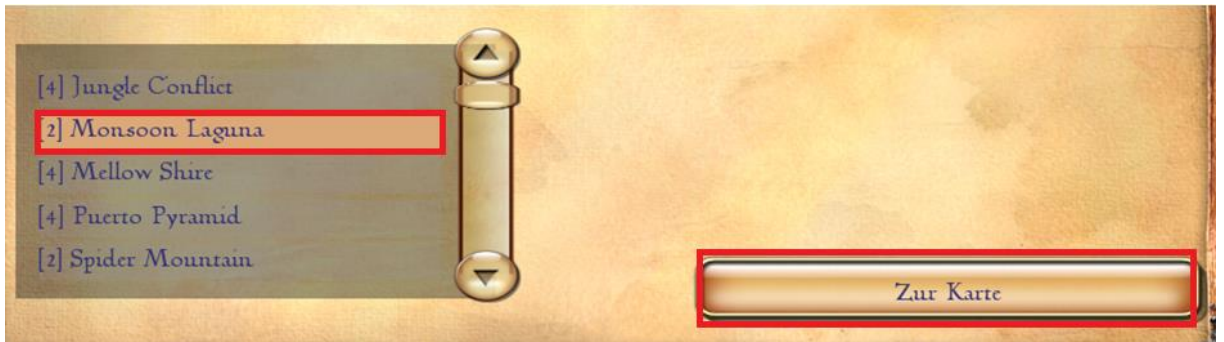
- If all players are present, they will be displayed in the lobby, and the host can **open a new game** (or load one that has already started, if necessary)

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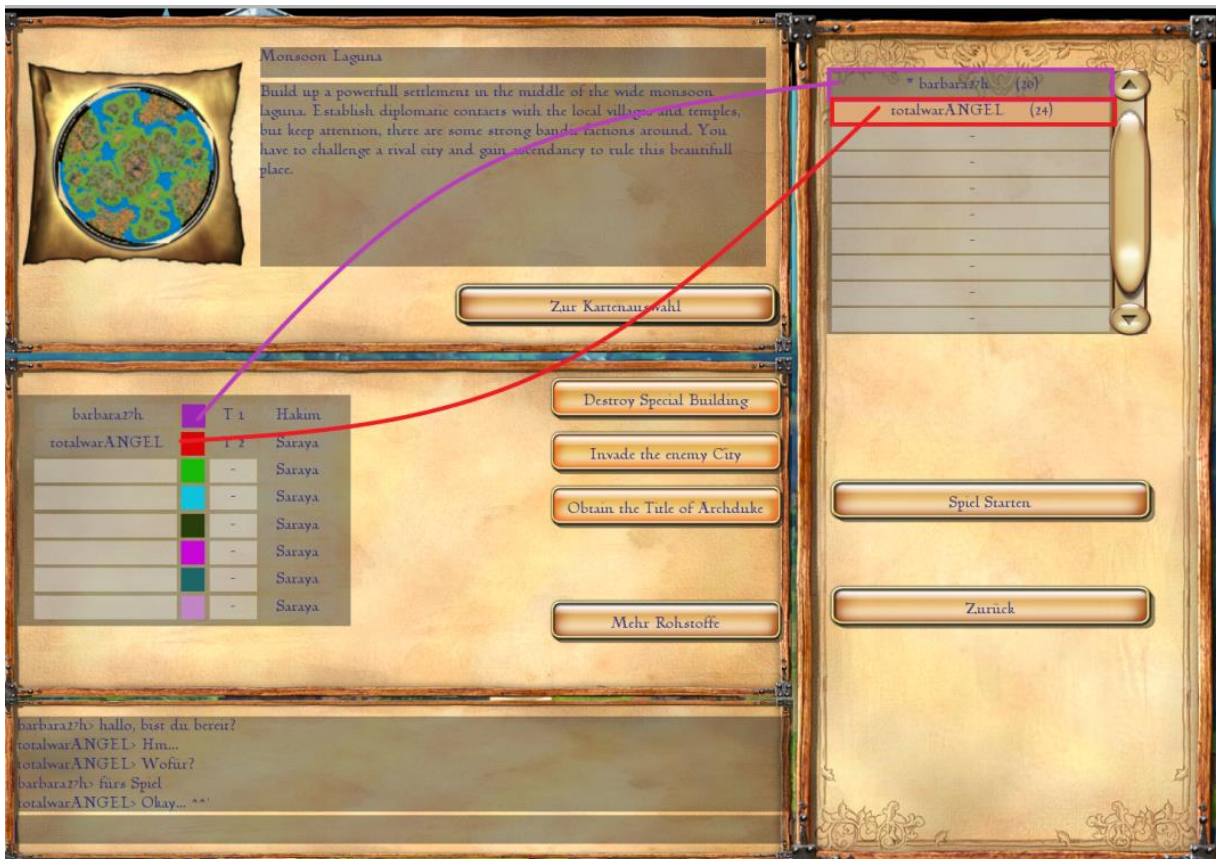
- Then you can **go to the map selection** and choose one of the existing MP maps. (The MP maps must be located in the game directory under /Usermaps like the SP maps)



- In the cards displayed, the number of players with whom you can play this card is written before the card name. **Select the card**, then click **Go to map**.



- In the following screen you (**as host**) can set more things about the **game**:



- The other players are at the top right. You can select them by clicking on their name and assign them to the **game positions** (also by clicking on them). As you can see, your chosen player color will be applied automatically.

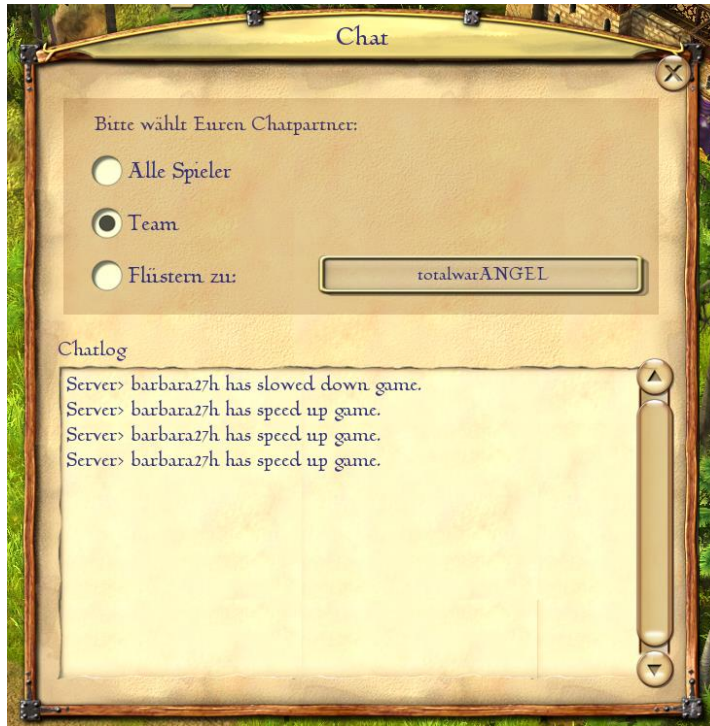
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- This is followed by the **number of the team** e.g. T1, which you can change by clicking on it. If the players have different team numbers, they are automatically enemies and play against each other. If they belong to the same team, they play together e.g. in a co-op map.
- By clicking on the hero to the right of the name, you can **choose a hero for each player**.
- At the bottom left, you can **communicate with your fellow players** in the chat area.
- As a host (depending on the map), you can set the usual **victory conditions in MP** (e.g. Obtain the Title of Archduke, if you want it to be enough to become Archduke for victory) and also **select more resources** if you want.
- When everything has been set, all players have appeared and are in the positions, you can **start the game**. In the following window you can see whether all the other players have already appeared. You can also adjust the game speed at the bottom of the window. This speed then (logically) applies to all players. When all players are connected, you can hide the window with F6 or via the x in the upper right corner of the window, and the game can begin.



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- You can also chat during the game by clicking on **Chat** in the top right corner. Here you can choose whether you want all players or only your teammates to see the chat. Whispering is not yet possible. If you want to post something, press **Enter** and type your text.



NOTES AND RECOMMENDATIONS

- If you want to play multiplayer and are looking for teammates, it's best to come [directly to our Siedelwood Discord](#) and ask for it there. If you are not yet a member, you can find the invitation in the link above or [here on our website](#) . Once you've joined the Discord, make an appointment with your friends on the channel #mitspielersuche.
- If you have questions about the S6 MP updater, are looking for information, have new ideas, and/or want to report bugs, the best way to do so is directly on Kimichura's Discord in the s6 section. If you're not already a member, you can find the invitation here: [to Kimichura's Discord](#).
- You can download the latest version of the S6 MP updater [on Siedelwood](#) as well as [on Kimichura's Discord](#).
- If you have arranged to play with friends, it is a good idea to at least go to a voice channel with your own team, where you can coordinate directly. You can find suitable voice channels [on the Siedelwood Discord](#).