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- Preferably play the game on a small TV screen.
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The Story

Ah, the new herald of our king honors my humble abode with his presence. Pray be seated, good sir. Methinks in my writing desk lieth a bottle of excellent brandy which hath been saved for quite such an occasion as this. The war hath lasted many years now, and 'twould seem that the rebels continue to be blessed with success. Sadly, the first-born son of our king is the leader of these scoundrels. Indeed, might thou ask, how so could this affair last so Verily, 'tis a long and sorry tale. King Karolus reigned undisputed for many a year, and in troth loved as much by the people as by his own vassals. So just were his laws and wise his rule that his loyal subjects knew not hunger nor worry. Mayhap in the beginning some were unhappy, and, indeed, some baron or other perforce rebelled, wishing to gain the crown for himself. But King Karolus stopped these few afore they could grow strong, and these serpents learned in troth that Karolus was not one be taken lightly, but was rather of iron will and courage.

He answered his enemies with fire and sword, until nary a one was left who would dispute his right to reign. Verily, the land was blessed with peace so that trade and crafts blossomed as never afore. When a new successor to the throne was born, all seemed well indeed. Howsoever, bad omens brought darkness and foreboding at the hour of Prince Lothar's birth, forcing their Majesties to speedily obtain a soothsaying for the young prince. No less a personage than the renowned learned scholar and teacher, Johann von Moorbach, consulted the stars concerning the destiny of the future king. This wise scholar prophesied a future full of promise for the child. Nary a one would be his equal; he would be a tower of strength in battle and would win many victories. His name alone would fill the hearts of his enemies with terror. Prince Lothar had as his teachers the best scholars in the kingdom, and in troth was a willing pupil. In matters of war he had especial talents, whether'twas bare fisticuffs, the sword or as leader on the training battleground. His tactical wiles were first put to the test against the uncivilized barbarians in the far north. These savages oft-times challenged the borders of our kingdom with impunity.

But now it came to pass that a rift slowly grew 'twixt father and son. No one at that time could have foretold that the dark clouds of impending doom were perforce gathering over the kingdom. Prince Lothar was a dutiful son, the pride of his parents and an honorable knight without fear or blemish. Hardly had the young prince escaped the shackles of boyhood, when his father commanded him to govern a small province. I also spoke on his behalf in this matter, albeit unassuming and in all humility. The king, in his wisdom, wished perchance to give his son practical experience in using what he had learned from his books and teachers. 'Twas no surprise when the prince indeed mastered this task with customary ease.

In two years, the young Prince Regent took this sleepy place and made out of it a flourishing town and the most important of trading centers. Abundant harvests and intensive exploitation of raw materials brought riches to his seat of rule, and the result was that he was indeed able to support and succor a large force of militia, which maintained law and order. The prince also commanded that a palace be built wherein he entertained numerous young knights. The finest victuals were served on plates of gold, the best of the wines of the South flowed freely and his noble followers were amused by clowns, players, and dancers. Complete harmony and peace reigned over his land, and the bellicose youth began to tire of his less than active life. His followers, although feted by hunts, jousts, and military practice, became restless as well, their fiery characters craving more excitement. More and more were the knights of the prince becoming involved in disputes with the mercenaries of the neighboring provinces. On one such occasion a man was killed and a mill put to the torch. Many witnesses stated that the knights were in troth at fault in this dastardly deed, and Baron Gottfried, being the regent of the miller and the dead mercenary, perforce brought charges before the king against these wicked knights.

With sorrow in his heart, but without hesitation, King Karolus passed judgment on the scoundrels: death by hanging! A horsed emissary was dispatched to bring the ruling, with the king's seal, to the prince. Verily, the emissary was never to see the capital again, and my investigations into the matter showed that this man supposedly never reached Prince Lothar's province. Thou knowest that such emissaries are under the personal

protection of the king himself, and the king was deeply angered by this foul deed perpetrated on his loyal subject. He thereupon bade thy predecessor, Hilpert von Rodgau, a fine king's herald and true, to carry a second decree of judgment to the prince. The king gave Hilpert a half troop of his own finest bodyguard to ensure that justice would prevail in this matter.

Prince Lothar treated the king's herald with much discourtesy, and Hilpert waited many days for an audience. This so sorely tried the patience of the good Herr von Rodgau that he, flanked by the king's bodyguards, forced his way into the prince's presence. Enraged by this violation of order in his household, he ignored the commands of his king and father, refusing to hang the rogue knights. The calm and prudence of the old herald has now become legend and, in troth, Hilpert used all his wiles to convince the prince of his folly. The prince did not only turn a deaf ear to the herald's pleadings, but increased the gravity of the matter by even insulting that worthy old man, whereupon the king's retinue departed for the capital to carry to the king the sorry tidings of his son's scorn for the royal oath of duty and faith the crown.

Upon hearing the news, our king likened indeed to a man struck down. Many hours did he consult with the herald and my own humble personage, 'til at last, sore at heart, he judged that his son should be removed from his post of governor of that province. Yet again was an emissary dispatched to the prince, only to return a few days later with the answer; Prinz Lothar refused to give up his privileges and would never leave his new home! Verily, now was the king beside himself with rage, and dispatched an army against his rebel son, to force the prince through military might to adhere to his oath of allegiance.

The prince had meanwhile gathered around him a large army of his own, which indeed taught the king's forces a lesson in military tactics. The king's general, defeated by a provincial army, returned to the capital. With countenance reddened with anger and trembling voice, the king declared his son an outcast and forthwith an enemy of the realm.

With the first blow of the sword in that province, civil war had spread its dark wings over our land, and many barons joined the rebel prince, hoping to gain rich rewards and new lands. Verily, the following years were full of woe for those who remained true to the king. The prophecies of the scholar and teacher, Johann von Moorbach, had indeed proven to be true, but'twas Prince Lothar's own countrymen who fell into a state of terror and panic at the mere mention of his name. Those whom the Grim Reaper did not harvest through the cruelties of war or the plundering of the mercenaries were laid low by the plague or starvation. Good Herald, thou hast now afore thee an eminently difficult task. Here is the last remaining place of refuge, no further retreat can be countenanced, and no mercy can we expect from our enemies.

But be not too impetuous in thy haste to meet the enemy, oh honorable Herald! Afore thou goest headlong into battle, I would doth suggest to thee that a ride through this land which still remains to us would mayhap be of great benefit to thee. Of a surety, 'twould interest thee much to learn more about the trading practices and ways of our ordinary people.

Gameplay information

At the start of the game, you see the hub of your town onscreen: your storehouse. Generally, a mouseclick on a building or person displays information about that building or person in the lower part of the control panel. Use this technique to inventory the stores your king has made available to you for constructing your settlement.

To establish an efficient economy and bring your town to life, you must first order a schoolhouse built. To do this, click the Hammer symbol or press 1 on your keyboard to activate the Building Construction Menu. An Overview window displays all construction orders as symbols. If you move your cursor over a building symbol, a description of that building appears on the lower edge of your screen. Click the Book symbol (the second in the upper row) and move your cursor around the countryside. On a suitable site (see the section entitled "Building Construction Menu"), mouseclick to select that site for construction. One of your laborers starts to level the land.

For your serfs to transport the necessary materials (six boards and five stones in this example) to your construction site, you need a road to the storehouse. To create a road you must highlight the road's position while you are in the activated Building Construction Menu. Laborers immediately start to level the ground where the road will be. Each road section needs one stone, which your laborers must fetch. When the road is finished, serfs hurry to transport building materials to the construction site. Then schoolhouse construction can begin.

When the schoolhouse is finished, build an inn for feeding the populace. Make sure you always have enough wood and stone in your storehouse. The other steps for establishing a functioning economy are explained in the mission training book (Tutorial).

The Menus



BUILDING CONSTRUCTION MENU (Symbol: Hammer / Key: 1)

In this menu you can see the building assignments currently available. When you start playing the game, only a few building options are available to you, because some buildings are dependent on one another (see the section entitled "Buildings"). For example, you can construct a sawmill only if you already have a woodcutter's hut to supply your sawmill with wood. When you select a type of building construction, the raw materials needed (for example, timber and stones) are displayed. After you highlight a construction site with a mouseclick, the selection jumps automatically to road construction. You must then connect your site by road to your storehouse so that the building materials can be delivered to your construction site.

When selecting a site, note the blue border of your future building. Red crosses on or within the border indicate an unsuitable site. And always watch where you place the building entrance: it must connect to your road.

Fields and vineyards can be sited only on fertile land, so check the surrounding area for productive fields. However, you can build a house on barren ground.

Mine construction has special requirements. When you think you've found a good mine site, check again to make sure there are plenty of raw materials on hand. Iron and gold mines are driven into the mountain, whereas coal mines are placed directly over the coal seam.

To remove highlighting or demolish finished buildings, select the upper right X symbol.

The Menus



DISTRIBUTION OF WARES MENU (Symbol: Scales / Key: 2)

Here you can set your priorities for supplying buildings with four main raw materials: iron, coal, timber, and wheat. For example, your choices here let you ensure that the weapon smithy in case of under-production gets most of the iron produced.

STATISTICS MENU (Symbol: Abacus (Middle Ages calculator) / Key: 3)

Here you can see the number of available buildings. The number tells you how many finished production centers of a particular kind you have. The right column displays the number of serfs whose training has been completed, the occupation corresponding to the buildings in the same line. If you don't have enough trained personnel available, a message is displayed.

Keep your eye on the number on the lower right side. It tells you how many laborers, serfs, and other personnel you have. Having enough personnel is a vital factor in the smooth, organized, and trouble-free running of your whole economic system. As you gain game experience, you'll learn the optimum number.



OPTIONS MENU (Symbol: Feather / Key: 4)

Here you can save and load your game. In the Settings submenu, you can select Autosave, which automatically saves the game every three minutes. The game is saved into the 10th save slot. When you select Fast Scrolling, you double the scrolling speed.

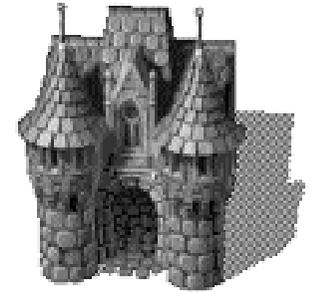
The sliders change the cursor speed and sound volume.

The Storehouse

The central hub of your trading and commercial system is the storehouse. All items manufactured in your production centers are transported to this building by your serfs.

It's useful to keep supplies of gold, weapons and food in your storehouse. These supplies help you construct your towns. In small villages or settlements, one storehouse is enough, but the larger your settlement becomes, the more advantageous it is to build specialized storehouses (for example for storing only raw materials or only food).

If you click once on a storehouse with your Magnifying Glass cursor, the contents of the storehouse are displayed on-screen. Each item has its own icon. You can deliver other items to your storehouse with a simple click on the item you select. A red arrow in the icon corner indicates that from now on you can have that item transported away from the storehouse, but no more deliveries of the item to your storehouse will be carried out. You can cancel this delivery block at any time by clicking with the mouse on the particular icon.



The Schoolhouse

Your new laborers and other personnel are trained in the schoolhouse. It costs one gold chest to train one person. Make sure you have enough gold on hand in your storehouse for forming and training new units. If you need a lot of military units, build a lot of schoolhouses to speed up the learning process. If you build your schoolhouse near your metallurgy shop, you will help speed the delivery of gold.

You can put up to five units (persons) with different occupations into a "queue," and these units will be trained one after another. To do this, click the arrow on the lower edge of the interface bar. The unit/occupation is displayed. Click until you see the one you want displayed in middle screen over the arrow buttons. Now click on the Equip button directly underneath. Each click moves another subject (with the occupation you selected) into the queue.

The Status bar directly above the queue tells you what stage the current unit's training has reached. To the left of the Status bar is a button that cancels the current training in progress. If you want to cancel the training for one unit in the queue, just click the corresponding point in the queue. When you've progressed a bit in the game, you'll find you mostly need serfs and recruits.

You can also tell what stage the training has reached by looking at the big schoolhouse clock.



The Inn

Goods needed

Bread
Sausage
Wine

Goods produced

None

Inhabitant

None

Buildings needed

Bakery
Butcher
Vineyard

Related buildings

None

Construction costs

Wood x 6
Bricks x 5

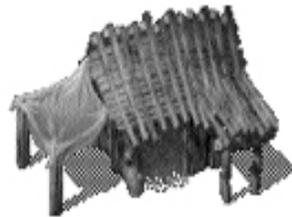
The commoners must be supplied with food. They go independently to the inn to get a square meal. Of course, the inn must always be busy, otherwise the king's good subjects would starve! The inn must be constructed in the town center, enabling every citizen to reach it quickly. Outlying settlements should have their own inns.



Soldiers don't visit the inn, but are supplied with food and drink on location, at your command.

The Quarry

When constructing a larger town, you need large quantities of stones. Stones are vital for your network of roads and streets. Try to build several quarries to process all available deposits. When you've exhausted a particular deposit, a message is displayed. Then dismantle your quarry and construct it on another site.



The stonemason hews three building slates (tiles) from the raw stone. Make sure you always have enough slates in your storehouse.

The Woodcutter's Hut

Goods needed

None

Goods produced

Timber

Inhabitant

Woodcutter

Buildings needed

None

Related buildings

Sawmill

Construction costs

Wood x 3
Bricks x 2

The woodcutter fells trees for the sawmill in the deep woods of the countryside. After he's felled all available trees, he turns his attention to reforestation. However, if you only need to clear the trees to make room for town construction, then you should dismantle the woodcutter's hut after the trees have been cut down and cleared.



Try to put the hut near your sawmill to ensure that the felled trees are processed quickly and efficiently. Deciduous and evergreen trees are purely for further processing, but your woodcutter won't touch palms or dead trees.

Goods needed

Timber

Goods produced

Wood x 2

Inhabitant

Carpenter

Buildings needed

Woodcutter's Hut

Related buildings

Weapons Workshop

Armory Workshop

Construction costs

Wood x 4
Bricks x 3

The Sawmill

Wood is important for town construction. You need a certain amount of wood for each and every building constructed. And the vine lattices in the vineyard are manufactured solely from wood.



The timber processed from the felled trees is delivered to the weapons and armory workshops. The carpenter saws each tree trunk into two boards. Try to erect your sawmill near woods and the woodcutter's hut. And if you want to produce a lot of weapons, you need several sawmills.

The Vineyard

Goods needed
None
Goods produced
Wine
Inhabitant
Farmer
Buildings needed
None
Related buildings
Inn
Construction costs
Wood x 4
Bricks x 3

You have to construct a vineyard to supply the inn with tasty wine for its patrons. Construct this building near fertile ground to enable the farmer to plant his vines nearby. When the grapes are ripe, they are picked and pressed.

The wine barrels are then delivered directly to the inn.



The Mill

Goods needed
Wheat
Goods produced
Flour
Inhabitant
Miller/Baker
Buildings needed
Farm
Related buildings
Bakery
Construction costs
Wood x 4
Bricks x 3

The giant sails of the windmill turn the wheels that grind the wheat into flour. If a farm is nearby, delivery of wheat is assured. The sacks of flour produced in the mill are delivered to the bakery where they are made into tasty bread. The resident baker doubles as a miller and can be employed in both mill and bakery.



The Farm

Goods needed
None
Goods produced
Wheat
Inhabitant
Farmer
Buildings needed
None
Related buildings
Mill
Swine Farm
Stables
Construction costs
Wood x 4
Bricks x 3

The farms are the basis of all your food supplies. The farmer plants and harvests the wheat needed by the mill, the swine farm, and the stables. Construct farms as quickly as possible, because the wheat you plant needs time to grow. You should construct a farm for each building that needs wheat, and always build near fertile land so your farmer can work his field directly in front of his own door.



Goods needed
Flour
Goods produced
Bread x 2
Inhabitant
Miller/Baker
Buildings needed
Mill
Related buildings
Inn
Construction costs
Wood x 4
Bricks x 3

The Bakery

The flour sacks delivered from the mill are processed into bread here. The baker, who can also be employed in the mill, bakes two loaves from one sack of flour. The loaves are eaten in the inn by the hungry populace or are taken to soldiers by serfs.

Make sure you have enough bread on hand; otherwise, the threat of starvation becomes very real.



The Swine Farm

Goods needed

Wheat

Goods produced

Pigs

Skins

Inhabitant

Animal Breeder

Buildings needed

Farm

Related buildings

Butcher

Tannery

Construction costs

Wood x 4

Bricks x 3

You need a lot of wheat to breed pigs. Each pig must be sufficiently fattened before the animal breeder slaughters it. The butcher gets the meat, and the tannery gets the skins.

The swine farm is vital for the production of leather armor. Meat is important for feeding your population, too. Construct the swine farm near a farm to ensure the steady delivery of wheat.



The Tannery

Goods needed

Skins

Goods produced

Leather Roll x 2

Inhabitant

Butcher/Tanner

Buildings needed

Swine Farm

Related buildings

Armory Workshop

Construction costs

Wood x 4

Bricks x 3

Leather armor production is necessary for equipping axe fighters, bowmen, lance carriers, and scouts.

The tannery receives hides from the swine farm and processes them into leather. The butcher, who doubles as tanner, produces two rolls of leather from one pigskin. These rolls are then delivered to the armory workshop for further processing. The tannery should be as near as possible to the armory workshop.



The Butcher

Goods needed

Pigs

Goods produced

Sausage x 3

Inhabitant

Butcher/Tanner

Buildings needed

Swine Farm

Related buildings

Inn

Construction costs

Wood x 4

Bricks x 3

The people just love the sausages produced here. The sausages have a high degree of saturation (that means they fill you up!), which makes them the ideal food. If you make sure that your inn gets regular deliveries of these sausages, your people won't go hungry.

To make three sausages, the butcher needs one pig, which is bred at the swine farm. Place your inn near your butcher to ensure swift delivery of the meat.



The Stables

Goods needed

Wheat

Goods produced

Horses

Inhabitant

Animal Breeder

Buildings needed

Farm

Related buildings

Barracks

Construction costs

Wood x 6

Bricks x 5

Like the swine farm, the stables needs a lot of wheat to feed the growing horses. The animal breeder feeds each horse roughly four units of wheat until the horse has grown enough to be sent for cavalry duty. Have a farm near your stable to guarantee the steady supply of wheat.

When the horses have reached the correct size and weight, they are taken to the barracks, where they wait for riders. If you need a lot of scouts and knights, it makes sense to have several stables, enabling you to breed a greater number of horses more quickly.



The Weapons Workshop

Goods needed

Wood

Goods produced

Hand Axe

Lance

Bow

Inhabitant

Carpenter

Buildings needed

Sawmill

Related buildings

Barracks

Construction costs

Wood x 4

Bricks x 3

The weapons workshop produces the three lighter weapons: the hand axe, the bow, and the lance. It costs two wooden boards to make one of these weapons. To produce large quantities of weapons, a great deal of wood is needed. To enable the workshop to keep production flowing, you need two sawmills.



The carpenter works to your commands, turning out different weapons each time. The weapons manufactured here are placed at the disposal of the recruits in the barracks. If you need to construct several weapons workshops, make sure you have plenty of wood stored.

The Armory Workshop

Goods needed

Leather Rolls

Wood

Goods produced

Leather Armor

Wooden Shield

Inhabitant

Carpenter

Buildings needed

Sawmill

Tannery

Related buildings

Barracks

Construction costs

Wood x 4

Bricks x 3

Leather armor and wooden shields are produced for your soldiers here. One roll of leather makes one suit of leather armor, and one timber board makes one wooden shield. You must personally order the goods so that your carpenter knows what to produce next.



This workshop should be near the barracks, to enable effective and speedy armor delivery. The axe fighters, lance carriers, bowmen, and scouts all need leather armor for their training. The axe fighters and the scouts need the wooden shields.

The Coal Mine

Goods needed

None

Goods produced

Coal

Inhabitant

Miner

Buildings needed

None

Related buildings

Metallurgy Shop

Iron Smithy

Weapons Smithy

Armor Smithy

Construction costs

Wood x 3

Bricks x 2

Many buildings depend on coal extracted from deep mines. You need a lot of coal for gold and steel manufacture. The smithies also need coal for their product manufacture and processing. Try to construct several mines as speedily as possible to meet the demand for coal. As a rule of thumb, you need one mine for every building that requires coal. If a coal mine's vein becomes exhausted, a message is displayed.



The Iron Mine

Goods needed

None

Goods produced

Iron Ore

Inhabitant

Miner

Buildings needed

None

Related buildings

Iron Smithy

Construction costs

Wood x 3

Bricks x 2

The iron mine's shafts are driven deep into the earth to get at the valuable ore, which is then taken to the iron smithy to be used in the manufacture of iron (for heavy weapons and armor). When the iron ore vein is exhausted, dismantle the mine and construct it over a new vein. When the vein is exhausted, a message is displayed. Iron ore is easy to recognize, being bluish in color.



The Gold Mine

Goods produced

Gold Ore

Goods needed

None

Inhabitant

Miner

Buildings needed

None

Related buildings

Metallurgy Shop

Construction costs

Wood x 3

Bricks x 2

The training of new serfs is financed by gold chests. Gold also pays for the recruitment of new soldiers. The gold mine extracts the gold ore out of hillsides containing gold veins. To manufacture gold chests, you need the metallurgy shop, which should be constructed near your mine. After a time, the vein will be exhausted, so you must dismantle your mine and construct it again on the site of a new gold vein.



The Metallurgy Shop

Goods needed

Gold Ore

Coal

Goods produced

Gold Chest

Inhabitant

Metallurgist

Buildings needed

Gold Mine

Coal Mine

Related buildings

Schoolhouse

Construction costs

Wood x 4

Bricks x 3

Here, the gold ore from the mine is processed into gold chests. Using coal, the metallurgist smelts the ore. The resulting gold chests are then taken to the schoolhouse, where they are used for the training of serfs, laborers, and recruits. You should always have enough gold on hand to train the people you need. And, of course, always have enough coal mines to guarantee the supply of coal.



The Iron Smithy

Goods needed

Iron Ore

Coal

Goods produced

Iron

Inhabitant

Metallurgist

Buildings needed

Iron Mine

Coal Mine

Related buildings

Weapons Smithy

Armor Smithy

Construction costs

Wood x 4

Bricks x 3

To obtain iron, the metallurgist smelts down iron ore at very high temperatures. You can imagine, then, that his smelter uses a lot of coal! Construct this smithy near iron mines and coal mines, enabling effective and fast delivery of the raw materials. The finished product is used in the weapons and armor smithies for manufacturing dangerous weapons. Construct several smithies only if you have enough iron ore and coal supplies.



In a nutshell, this building is vital for the production of heavy and dangerous weapons of war.

The Weapons Smithy

Goods needed

Coal

Iron

Goods produced

Sword

Pike

Crossbow

Inhabitant

Smith

Buildings needed

Iron Mine

Coal Mine

Related buildings

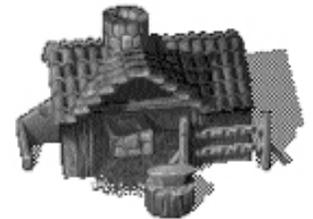
Barracks

Construction costs

Wood x 4

Bricks x 3

The soldiers' most powerful weapons are manufactured here. Only coal and iron are used in the production process, so it's a little different from the weapons workshop. You, the player, order the weapons you need. Swords, pikes, and crossbows manufactured here are taken straight to the barracks, where they are distributed among the recruits.



If possible, construct the iron smithy, coal mine, and barracks near one another. This building is vital for weapons production, so make sure it's well protected from enemy attacks at all times.

The Armor Smithy

Goods needed

Iron

Coal

Goods produced

Steel Armor

Steel Shield

Inhabitant

Smith

Buildings needed

Iron Smithy

Coal Mine

Related buildings

Barracks

Construction costs

Wood x4

Bricks x 3

You can order heavy armor and shields here. The smith works only on what you've ordered. He needs coal and iron for this production process. Construct this building near a coal mine to ensure a steady supply of coal for your smith. To have your barracks close at hand, enabling quick delivery of the armor to the waiting recruits.



When you order different sorts of armor, your smith finishes one sort first, then starts on the next.

The Barracks

Goods needed

All Weapons and

Armor

Goods produced

None

Inhabitant

Recruit

Buildings needed

Weapons Smithy

Armor Smithy

Armory Workshop

Weapons Workshop

Stables

Related buildings

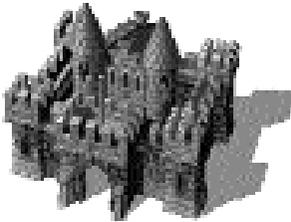
None

Construction costs

Wood x 6

Bricks x 6

The barracks is the center of all your military activity. The recruits who've finished their training in the schoolhouse go directly to the barracks, where they receive weapons, armor, and horses. Depending on what weapons and armor you have stores, you can put together different kinds of units.



Keep an eye on your barracks, watching out for enemy attacks. It's better to have the smithies and workshops near your barracks to speed up deliveries of much-needed armor and weapons.

The Watchtower

Goods needed

Bricks

Goods produced

None

Inhabitant

Recruit

Buildings needed

Quarry

Related buildings

None

Construction costs

Wood x 3

Bricks x 2

Construct as many watchtowers as possible. They protect your town from attack. The tower is filled with stones that a recruit hurls down on the enemy. Try to construct these towers near one another, because the recruit has to eat at the inn now and then, leaving the watchtower unattended.



But watch the enemy bowmen! They can reach your tower easily with their arrows, without being endangered themselves.

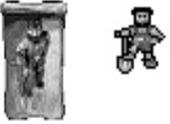
About the King's Subjects

The Serfs



A horde of industrious serfs delivers your finished products to the proper buildings. If have too many goods or products in your production centers, order the school-master to instruct more serfs. But to enable the serfs to perform their tasks quickly and efficiently, always connect your individual buildings with roads.

The Laborers



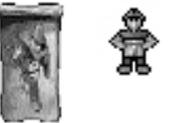
The laborers construct your roads and buildings. They also construct your corn-fields and vineyards. The more laborers you have, the more quickly your town will be constructed.

The Stonemasons



The stonemasons hew large stones from the quarry and process them into building materials needed for house and road construction.

The Woodcutters



The woodcutters supply the sawmill with wood. They're also responsible for reforestation the areas where they've already felled the trees.

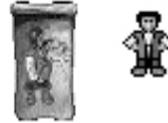
About the King's Subjects

The Carpenters



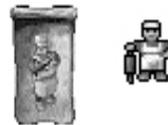
Your most versatile servants are the carpenters. They not only manufacture timber, but also work in the weapons workshop and the armory workshop.

The Farmers



The farmers plant and harvest the corn and take care of the vineyard.

The Bakers



The bakers work in the bakery and the mill. Their products help nourish the populace.

The Animal Breeders



The animal breeders are in the swine farm and the stables. They feed corn to your pigs and horses until the pigs are ready for slaughter and the horses are ready for your cavalry.

The Butchers



The butchers work in two locations: the tannery and (of course) the butcher shop. They supply you with leather and sausages.

About the King's Subjects

The Metallurgists



The metallurgists are found in the metallurgy shop and the iron smithy. They supply you with gold and steel, but only if they have enough raw material on hand for their smelters.

The Blacksmiths



The blacksmiths manufacture your heavy weapons and armor, using a lot of coal in the process.

The Miners



The miners are responsible for supplying you with gold ore, iron ore and coal.

The Recruits



The raw recruits come out of the barracks as brave soldiers, ready to do your every bidding. The soldiers protect and expand the kingdom. But it's the recruits who have the often boring job of manning the watchtowers and hurling stones down upon the enemy should they try a sneak attack. In case of imminent war, try to build a lot of schoolhouses to train recruits.

The Troops

The Militia



Attack: 35%
Armor: 0%
Equipment needed: axe



You can put the infantry (militia), the axe fighters, and the sword fighters into battle against all enemy units.

Worth mentioning at this point is the storm attack, which can be carried out by these soldiers only. The soldiers race up to the enemy to get into the fray as quickly as possible. When they attack enemy bowmen and crossbowmen by storm, their risk of injury is much less than usual because they're harder to hit while going at that speed.

The Axe fighter



Attack: 35%
Armor: 50%
Equipment needed: axe, woodshield, leather armor



Your infantry can protect your cavalry from enemy lance carriers and can protect your long-range weapons from enemy infantry

Axe fighters need a suit of leather armor, a wooden shield, and a hand axe. Because sword fighters need other equipment, namely a suit of iron armor, an iron shield, and sword, you can equip these two fighters together.

The Sword fighter



Attack: 55%
Armor: 70%
Equipment needed: sword, ironshield, leather armor



However, the militia is the weakest infantry unit. Send them into battle only when you have urgent defense problems or when you have too much gold in your storehouse.

The Troops

The Scout



Attack: 35%
Armor: 50%
Equipment needed: axe, woodshield,
leather armor, horse



The cavalry is the fastest unit in the field and is therefore great for scouting forays and surprise attacks. Long-range enemy fighters can be reached quickly by these scouts and knights, and they don't usually have too many casualties among themselves. Scouts are equipped with a hand axe, a suit of leather armor, and a wooden shield, while knights wear a suit of iron armor and fight with iron swords and shields. Both Equipment needed ride on horses.

The Knights



Attack: 55%
Armor: 70%
Equipment needed: sword, ironshield,
ironarmor, horse



The Lancer



Attack: 25%
Cavalry: + 55%
Armor: 50%
Equipment needed: lance, armor



The lance carriers are the ultimate protection against enemy cavalry. With their long lances, they knock enemy riders out of their saddles. Lance carriers need a suit of leather armor and a lance.

The Pikeman



Attack: 35%
Cavalry: +80%
Armor: 70%
Equipment needed: pike, iron armor



Pikemen wear a suit of metal armor and, of course, carry a pike. Because they can't match the speed of the cavalry, their main function is defense. The only time they directly attack the enemy is when defending their own cavalry against opposing cavalry.

The Troops

The Bowman



Attack: 35%
Armor: 50%
Equipment needed: bow, leather armor



Your long-range weapons are the most important tactical element in battle. Bowmen and crossbowmen can attack the enemy from a safe distance without suffering casualties themselves. But don't let them get involved in the hand-to-hand stuff! Protect them with other troops.

The Crossbowman



Attack: 100%
Armor: 70%
Equipment needed: crossbow, iron armor



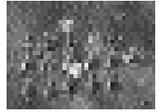
Bowmen need a bow and a suit of leather armor, while crossbowmen's equipment consists of a crossbow and iron armor.

Battle Tactics

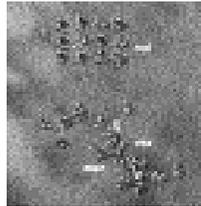
During the game, you'll often find yourself in situations that typically lead to battles against your enemy. How you handle your battle tactics decides who comes out on top. To effectively, you must choose different tactics for each of troop. Your troop formation also plays an important role. Here are a few basic ground rules in the war of tactics.



In the pictures shown here, Red, with his weak units, will win against Blue in spite of Blue's much stronger heavy Infantry. But speedy support from Red's lower troop is vital. A storm attack could get this troop into position very quickly. But don't forget, Blue might have won this battle if attacked with all units in one direction.



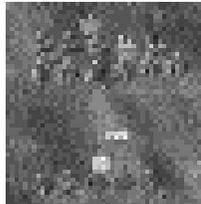
Never let your bowmen and crossbowmen get into hand to-hand combat. To protect them, always try to stop an advancing enemy with your infantry. Your bowmen and crossbowmen need room to aim and fire, so remember: no close quarters stuff for your long-range weapons!



The cavalry is the strongest type of unit on the battlefield. Their speed and hit accuracy make them extremely dangerous for enemy long-range fighters and infantry. Only the lance carriers and pikemen with their long weapons are a match for them. So keep your cavalry away from enemy long weapons!



Attacking your enemy from the rear is a great tactic because the soldier being attacked can't protect himself from the blows raining upon him. You can probably quadruple your hit rate just by attacking from behind.



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Commands

Send

This key moves your troops. When you've chosen a valid destination, a compass is displayed. When your troops have reached their destination, use the compass to turn your troops in any direction. If you don't use the compass, the current direction is used.



HALT

Select this key to halt your troops. They form up exactly halted them.



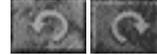
Attack

Use this key to directly attack enemy troops or buildings. But don't forget that your troops will break formation, with every soldier trying to reach enemy lines independently!



WHEEL LEFT, WHEEL RIGHT

Use the arrow keys to change the direction of your stationary troops. This way you can approximately determine the targets for your crossbowmen and bowmen.



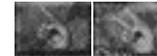
STORM ATTACK

A storm attack can be carried out only by the militia, axe fighters. Use this command when you want to pursue an enemy who is fleeing, or when you want to attack against enemy long-range weapons. But don't forget that you have no control over your units while they're storming the enemy. You can give new commands only all your units have completed their attack maneuvers.



CHANGE FORMATION

These two buttons change your troops' formation. A preview of the new formations is displayed in the middle of each button. Always try to find a tactically clever formation for each troop.



SEPARATE

This command separates your troops. If you have different units within a troop (for example, militia and axe fighters), two individual units are formed, with one unit consisting of axe fighters and the other made up of militia. If your troop consists of only one classification, they separate and form two fighting groups.



COMBINE

This command lets you combine two troops. But the troops must have the same military characteristics. For example, you can't combine long weapons and cavalry, or long-range weapons and infantry. The troop carrying out your command joins up with the other troop you've selected.



ORDER FOOD

Your troops must be fed regularly. Unlike civilians, soldiers get their food delivered to them. As soon as you give the command, your serfs try to supply each hungry soldier with food from the storehouse. But try to move your troops near the storehouse to help your serfs deliver the food to the soldiers more quickly and efficiently.

