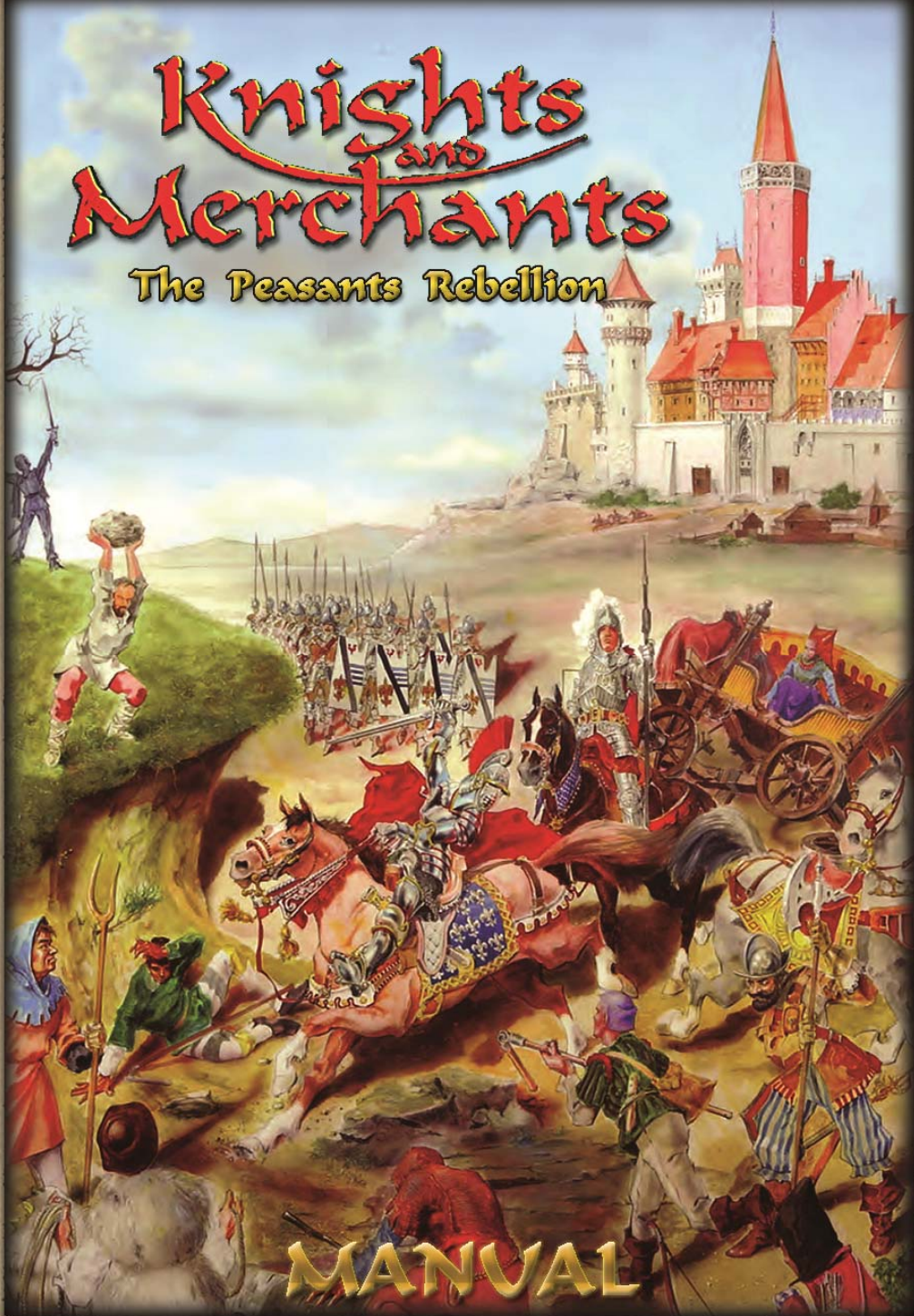# Knights and Merchants

The Peasants Rebellion

MANUAL

EPILEPSY WARNING

PLEASE READ BEFORE USING ANY COMPUTER GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while operating the computer or while playing computer games, and this can occur even if there has been no previous medical record of epilepsy or experience of epilepsy. If you or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing. Parents should supervise their children's use of computer games. If you or your children experience any of the following symptoms - dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsion - **DISCONTINUE USE IMMEDIATELY** and consult your doctor.

PLEASE TAKE THE FOLLOWING PRECAUTIONS WHEN PLAYING COMPUTER GAMES

- Do not sit too close to the monitor, position yourself with the linking cable at full stretch.

- Play computer games preferably on a small screen.

- Do not play 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 10-15 per hour while playing computer games.

BEWARE OF OBSESSION

(EPILEPSY WARNING 1200 A.D.)

Woe to the brave knights of the kingdom. Sittest not too long before the moving illusions of Laterna Magica. Terrible dwellers of the darkest corners of hell wait to seize thee with the falling sickness and will plague thee with red hot pokers.

Moderation is every warrior's duty. That thou never missest the hours of prayer and the vespers, so that body and soul are ready for the rigors of war and government.

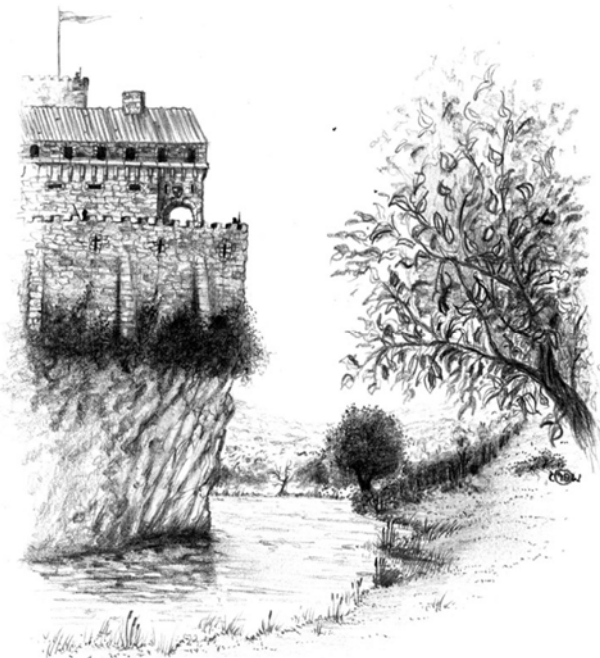For king and country
Be ready with heart and hands

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INSTALLATION

SYSTEM REQUIREMENTS

Minimum:

- Pentium 233 MHz
- 64 MB RAM
- 4 MB graphics card
- 16-bit sound card
- 450 MB free hard drive space
- 4x CD-ROM drive
- Mouse
- DirectX 8.0
- Windows 95/98/Me/XP/Vista/7

Recommended:

- Pentium 300 MHz
- 128 MB RAM
- 8 MB graphics card
- 16-bit sound card
- 450 MB free hard drive space
- 8x CD-ROM drive
- Mouse
- DirectX 8.0
- Windows 95/98/Me/XP/Vista/7

INSTALLATION

INSTALLATION INSTRUCTIONS

Okay, let's install the game! It's easy, but first take off your sword and lay down that shield! How do you think you're going to use your keyboard if your sword's hilt is in your ear and the reflection on your screen shows a shield with two arms sticking out at the sides? So, switch on your computer and start Windows. Now insert the CD-ROM into your drive. "Knights and Merchants – The Peasants Rebellion" uses the AutoRun feature of Windows, so right away you'll see a start menu with several options. Click "Install Game" to start the installation wizard.
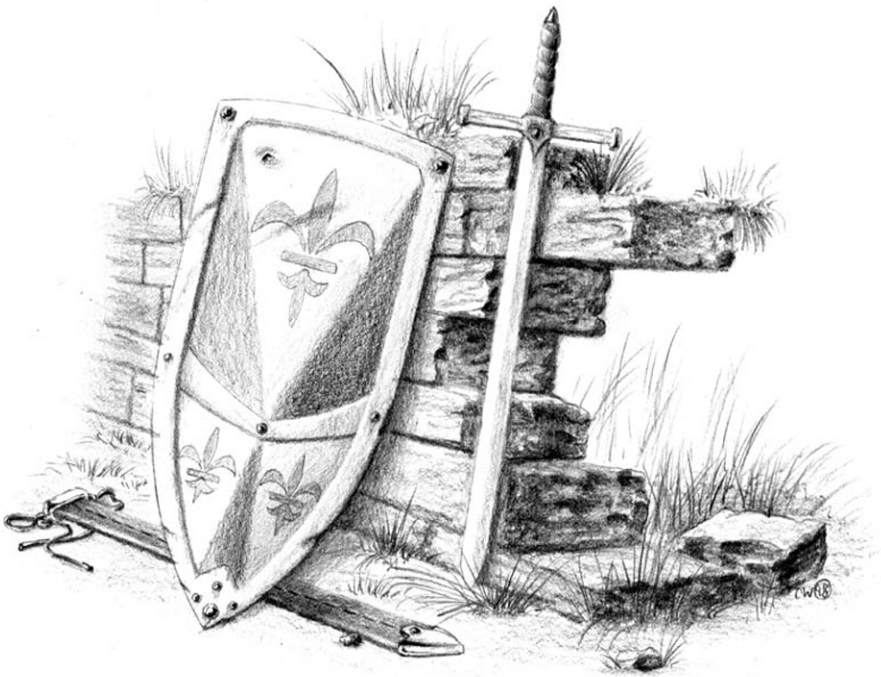
INSTALLATION

THE INSTALLATION WIZARD

First you have to decide in which directory you want "Knights and Merchants – The Peasants Rebellion" to be installed. If you want to use the default "C:\Program Files\KaM – The Peasants Rebellion" click "Next". If you want to use another directory, just click "Browse". Here you can manually enter your chosen path and drive, or you can choose an existing directory from the list of sub directories. You can change the drive from the drop down list below. Please note that "Knights and Merchants – The Peasants Rebellion" needs approximately 450 MB of free hard drive space. When you've chosen a suitable directory, click "OK", then "Next".

Now select the folder name for the Windows Start menu. The default folder is called "KaM – The Peasants Rebellion", as you would expect. If you want to use another folder name, change it in the corresponding window or select another folder from the list below. Then click on "Next" to start copying installation data. You can stop the process whenever you want by clicking "Cancel". When it's done, just click "Finish".

An installed version of DirectX 8.0 or higher is also necessary. If you've recently installed other new games on your computer, it's probably on your computer already. If you're not sure, click "DirectX 8.0" in the AutoRun menu and follow the instructions on screen.

THE STORY

THE SHATTERED KINGDOM

"Ah, the new herald of our king honours 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 long? Verily, 'tis a long and sorry tale...

King Karolus reigned undisputed for many a year, and was 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 to 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 his majesty 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.

THE STORY

THE SHATTERED KINGDOM

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 uncivilised 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 honourable 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 centres. 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 succour 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.

THE STORY

THE SHATTERED KINGDOM

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 neighbouring 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 Hilpert 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 STORY

THE SHATTERED KINGDOM

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; Prince 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.

THE STORY

THE SHATTERED KINGDOM

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 honourable 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."
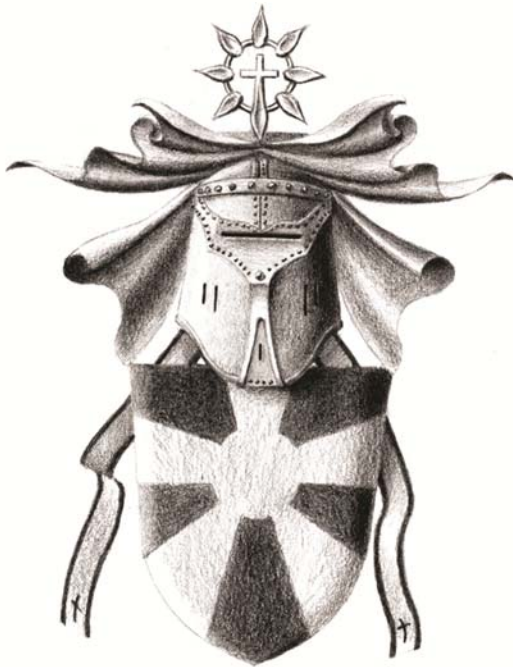
THE STORY

THE PEASANTS REBELLION

"Oh honourable herald, the old war hath much troubled our delicate kingdom. In a matter of just a few months both the beloved King Karolus and the rogue heir, Prince Lothar, were lost. This hath in troth been a most difficult test of strength for the kingdom. Forsooth, thy reputation as a stalwart and witting leader hath done much in the ways of preventing the princes from bringing the kingdom to the verge of yet another raging civil war.

Thenceforth, a few years in quiet have passed by and the manner of men in the kingdom hath indeed improved, albeit the kingdom hath not reached its former blossom. However, that is not why I came to seek thee in thy castle, good herald.

Prince Matthias Postumus, a distant relative of the late King Karolus, hath pleaded to the council asking for assistance. His father, King Bogart, was killed under most doubtful circumstances when practising his most favourite of pastimes, falconry. Hereupon the leaders of the three oldest aristocratic clans of the kingdom immediately showed a surprising willingness to take on 'the unbearable burden of government' as the heir out of boyhood groweth. Hardly three days past the start of these strange occurrences, the prince discovered that succumbed to the generous promises by members of the mighty merchant league, his subjects one after another began to refuse to carry out his orders.

Truly fearing for his life and the future of the kingdom, the stalwart prince hath requested for troops to aid in restoring the sovereignty back into the hands of his blood kin.

Howsoever, 'tis the belief of the council that Prince Matthias gravely needeth the help of a marvellous military personage such as thyself, for, alas, he hath naught in the ways of experience in waging war. Of a surety, 'twould be a most prudent way of teaching the young prince the wicked ways of war.

THE STORY

THE PEASANTS REBELLION

Verily, shouldst thou be willing to take on this enormous task, a ship with a small group of stalwarts shalt await thee ready to set sail at dawn towards the shores of the rebelling kingdom.

Pray help the young prince, for methinks thou and only thou hast the experience necessary for the distressing task that now lieth afore thee; to recover the crown to its rightful owner."

GAMEPLAY INFORMATION

At the start of the game, you see the hub of your town onscreen: your storehouse. Generally, a left-click on a building or person displays information about that building or person in the lower part of the game panel. You can use this technique to inventory the stores your king has made available to you in your storehouse 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 (see "Commands & Shortcuts") to activate the building selection. An overview window displays all possible 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 first in the upper row) and move your cursor around the countryside. On a suitable site (see "Building Selection" section), left-click to select that site for construction. One of your labourers will now start levelling the land.

For your serfs to transport the necessary materials (six timber and five stones in this case) to your construction site, you need to connect it with a road to the storehouse. To create a road, you must place road construction highlights where you wish to construct the road while you are in the activated building selection menu (upper left symbol). Labourers immediately start to level the ground where the road will be built. Each road section needs one stone, which your serfs must fetch. When the road is finished, serfs hurry to transport building materials to the construction site. Then the schoolhouse construction can begin.

When the schoolhouse is finished, build an inn for feeding the populace. Make sure you always have enough timber and stone in your storehouse. The other steps for establishing a functioning economy are explained in the mission training book (the tutorial). There is also a useful "Tips & Tricks" section available at the end of this manual.

THE MAIN MENU
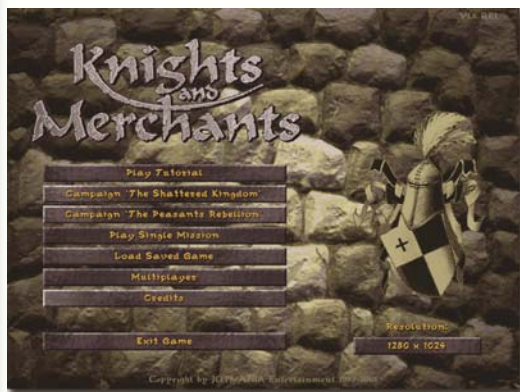
After starting the game and watching the introduction videos, the main menu screen appears.

Here you can choose in which way you want to play the game, whether it is against the computer (campaign) or against a friend (multiplayer).

|	
Play Tutorial	Starts the training mode. Before you move into real battles, you should play the tutorial to learn how to defeat your opponents.
Campaign "The Shattered Kingdom"	Starts the campaign "The Shattered Kingdom".
Campaign "The Peasants Rebellion"	Starts the campaign "The Peasants Rebellion".
Play Single Mission	Starts a game allowing you to play network scenarios in single player.
Load Saved Game	Continues an old campaign.
Multiplayer	Starts a game for several players (network).
Credits	A list of the people who worked together to develop this game.
Exit Game	Exits the game.
Resolution	Here you can adjust the screen resolution (possible settings: 800x600, 1024x768, 1280x960 and 1280x1024).

THE GAME MENUS
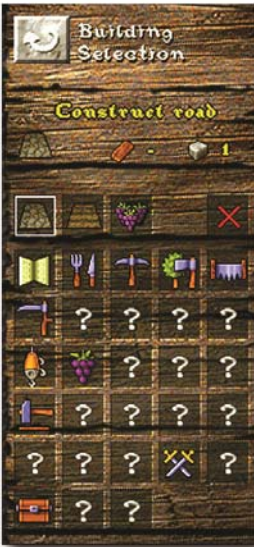
BUILDING SELECTION
(Symbol: Hammer / Key: 1)

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 Buildings" section). For example, you can construct a sawmill only if you already have a woodcutter's hut to supply your sawmill with tree trunks. When you select a building order, the raw materials needed (timber and stones) are displayed. After you highlight a construction site with a left-click, 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 be possible to connect it to your road.

Fields and wine fields can be located only on fertile land, so check the surrounding area for productive fields. However, you can build any building 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 above the coal seam.

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

You can close the building selection whenever you want by right-clicking or pressing the Escape key.

THE GAME MENUS
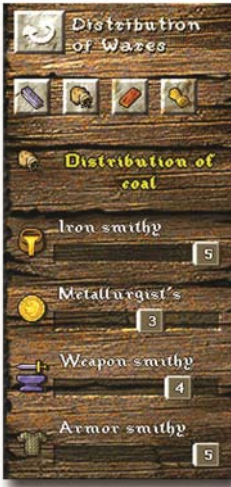
DISTRIBUTION OF WARES
(Symbol: Scales / Key: 2)

Here you can set your priorities for supplying your buildings with the four main raw materials: iron, coal, timber and corn. For example, if your swine farms are producing wares slowly it is possible to concentrate corn deliveries to those buildings.

But be careful! You should always have enough corn for your mill and stables.

STATISTICS
(Symbol: Abacus / Key: 3)

Here you can see the number of available buildings. The number tells you how many finished buildings of a particular kind you have. Below you can see the number of subjects whose training has been completed. If you don't have enough trained personnel available, a message will be sent to you.

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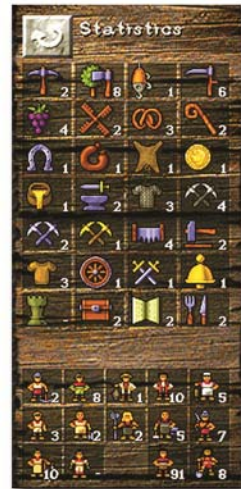
THE GAME MENUS

OPTIONS
(Symbol: Feather / Key: 4)

Here you can save and load your game, and play your favourite tracks on the music player.

In the "Settings" submenu, you can toggle "Autosave", which automatically saves the game every three minutes. The game is saved into the 10th save slot. When you toggle "Fast Scrolling", you double the scrolling speed of the screen.

The three sliders below can be used to change mouse speed, sound volume and music volume.
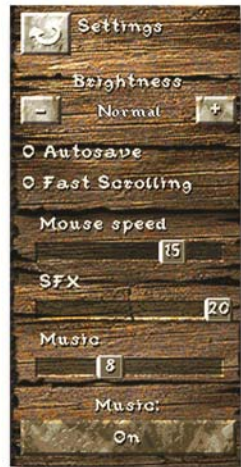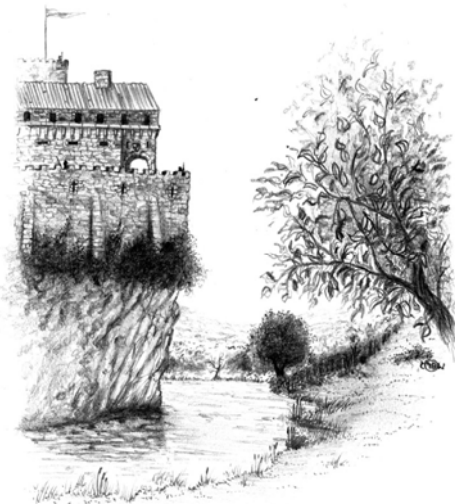
THE STOREHOUSE

The central hub of your trading and commercial system is the storehouse. All items produced in your buildings 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 town. In small villages or settlements one storehouse is enough, but the larger your settlement becomes, the more advantageous it is to build specialised 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 stop delivery of certain 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 left-clicking on the particular icon again with your mouse.

THE SCHOOLHOUSE

Your new labourers and other personnel are trained in the schoolhouse. It costs one gold chest to train one unit. Make sure you have enough gold on hand in your storehouse for forming and training new subjects. 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 metallurgist's, it will help speed up the delivery of gold.

You can put up to five subjects 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 until you see the one you want to queue displayed in the middle of the screen over the arrow buttons. Now click on the "Add to queue" 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 subject'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 subject 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. That's why the Middle Ages powers-that-be breathed extra special magic qualities into these arrow symbols! A right-click on the arrow pointing left places you at the start of the occupation list (the serf), and a right-click on the arrow pointing right puts you at the end of the list (the recruit).

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

THE INN

GOODS NEEDED:

Loaves   Sausages

Wine Barrels   Fish

GOODS PRODUCED:
None

INHABITANT:
None

BUILDINGS NEEDED:
Bakery
Butcher's
Vineyard
Fisherman's

RELATED BUILDINGS:
None

CONSTRUCTION COSTS:

Timber x6   Stones x5

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 well supplied, otherwise the king's good subjects will starve! The inn must be constructed in the town centre, enabling every commoner 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

GOODS NEEDED:
None

GOODS PRODUCED:

Stones x3

INHABITANT:

Stonemason

BUILDINGS NEEDED:
None

RELATED BUILDINGS:
Watchtower
Construction Sites
Roads

CONSTRUCTION COSTS:

Timber x3   Stones x2

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 at the southern end of the supply to process all available deposits. When you've exhausted a particular deposit, I will send you a message to notify you. You then have to dismantle the quarry and construct a new one by another deposit.

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

THE WOODCUTTER'S

GOODS NEEDED:
None

GOODS PRODUCED:

Tree Trunks

INHABITANT:

Woodcutter

BUILDINGS NEEDED:
None

RELATED BUILDINGS:
Sawmill

CONSTRUCTION COSTS:

Timber x3   Stones x2

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 reforesting. However, if you only need to clear the trees to make room for town construction, you should dismantle the woodcutter's hut after the trees have been cut down and cleared.

Try to build 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.

THE SAWMILL

GOODS NEEDED:

Tree Trunks

GOODS PRODUCED:

Timber x2

INHABITANT:

Carpenter

BUILDINGS NEEDED:
Woodcutter's

RELATED BUILDINGS:
Weapons Workshop
Armoury Workshop
Siege Workshop
Construction Sites
Wine Fields

CONSTRUCTION COSTS:

Timber x4   Stones x3

Timber is important for town construction. You need a certain amount of timber for each and every building that is to be constructed. And the vine lattices in the vineyard are built solely of timber.

The timber processed from the felled trees are delivered to the weapons, armoury and siege workshops. The carpenter saws each tree trunk into two wooden 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 FISHERMAN'S

GOODS NEEDED:
None

GOODS PRODUCED:

Fish x2

INHABITANT:

Fisherman

BUILDINGS NEEDED:
None

RELATED BUILDINGS:
Inn

CONSTRUCTION COSTS:

Timber x4   Stones x3

Healthy and varying food was of importance already during the Middle Ages. To supply your loyal subjects with fresh fish, you will have to build a fisherman's hut. From here the fisherman will travel to nearby lakes throwing his lines in order to catch fish. Caught fish are taken directly to the inn.

Try building the fisherman's hut near a lake with plenty of fish, so that your fisherman will only need to walk a short distance to get to the lake. Once there are no more fish in the surrounding lakes, I will send you a notifying message.

THE VINEYARD

GOODS NEEDED:
None

GOODS PRODUCED:

Wine Barrels

INHABITANT:

Farmer

BUILDINGS NEEDED:
None

RELATED BUILDINGS:
Inn

CONSTRUCTION COSTS:

Timber x4   Stones x3

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.

You should try to lay out the wine field beneath the building so that your farmer only has to walk a short distance to the field.

THE FARM

GOODS NEEDED:
None

GOODS PRODUCED:

Corn

INHABITANT:

Farmer

BUILDINGS NEEDED:
None

RELATED BUILDINGS:
Mill
Swine Farm
Stables

CONSTRUCTION COSTS:

Timber x4   Stones x3

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

THE MILL

GOODS NEEDED:

Corn

GOODS PRODUCED:

Flour

INHABITANT:

Baker

BUILDINGS NEEDED:
Farm

RELATED BUILDINGS:
Bakery

CONSTRUCTION COSTS:

Timber x4   Stones x3

The giant sails of the windmill turn the wheels that grind the corn into flour. If a farm is nearby, delivery of corn and production of flour is assured. The sacks of flour produced in the mill are delivered to the bakery where they are made into tasty bread.

The baker doubles as a miller and can be employed in both the mill and the bakery.

THE BAKERY

GOODS NEEDED:

Flour

GOODS PRODUCED:

Loaves x2

INHABITANT:

Baker

BUILDINGS NEEDED:
Mill

RELATED BUILDINGS:
Inn

CONSTRUCTION COSTS:

Timber x4   Stones x3

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 loaves on hand; otherwise, the threat of starvation becomes very real.

THE SWINE FARM

GOODS NEEDED:

Corn

GOODS PRODUCED:

Pigs   Skins

INHABITANT:

Animal Breeder

BUILDINGS NEEDED:
Farm

RELATED BUILDINGS:
Butcher's
Tannery

CONSTRUCTION COSTS:

Timber x4   Stones x3

You need a lot of corn to breed pigs. Each pig must be sufficiently fattened before the animal breeder slaughters it. The butchery gets the meat, and the tannery gets the skin. The swine farm is vital for the production of leather armour. Meat is important for feeding your population, too.

Construct the swine farm near a farm to ensure the steady delivery of corn.

THE BUTCHER'S

GOODS NEEDED:

Pigs

GOODS PRODUCED:

Sausages x3

INHABITANT:

Butcher

BUILDINGS NEEDED:
Swine Farm

RELATED BUILDINGS:
Inn

CONSTRUCTION COSTS:

Timber x4   Stones x3

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 butchery to ensure swift delivery of the sausages.

THE TANNERY

GOODS NEEDED:

Skins

GOODS PRODUCED:

Leather x2

INHABITANT:

Butcher

BUILDINGS NEEDED:
Swine Farm

RELATED BUILDINGS:
Armoury Workshop

CONSTRUCTION COSTS:

Timber x4   Stones x3

Leather armour 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 skin. These rolls are then delivered to the armoury workshop for further processing.

The tannery should be as near as possible to the armoury workshop.

THE STABLES

GOODS NEEDED:

Corn

GOODS PRODUCED:

Horses

INHABITANT:

Animal Breeder

BUILDINGS NEEDED:
Farm

RELATED BUILDINGS:
Barracks

CONSTRUCTION COSTS:

Timber x6   Stones x5

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

Timber

GOODS PRODUCED:

Hand Axes   Lances   Longbows

INHABITANT:

Carpenter

BUILDINGS NEEDED:
Sawmill

RELATED BUILDINGS:
Barracks

CONSTRUCTION COSTS:

Timber x4   Stones x3

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 timber 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 crafted here are placed at the disposal of your recruits in the barracks. If you need to construct several weapons workshops, make sure you have plenty of timber stored.

THE ARMOURY WORKSHOP

GOODS NEEDED:

Leather   Timber

GOODS PRODUCED:

Leather Armour   Wooden Shields

INHABITANT:

Carpenter

BUILDINGS NEEDED:
Sawmill
Tannery

RELATED BUILDINGS:
Barracks

CONSTRUCTION COSTS:

Timber x4   Stones x3

Leather armour and wooden shields are produced for your soldiers here. One roll of leather makes one suit of leather armour, 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 armour delivery. Axe fighters, lance carriers, bowmen and scouts all need leather armour as part of their equipment. Axe fighters and scouts also need wooden shields.

THE COAL MINE

GOODS NEEDED:
None

GOODS PRODUCED:

Coal

INHABITANT:

Miner

BUILDINGS NEEDED:
None

RELATED BUILDINGS:
Metallurgist's
Iron Smithy
Weapon Smithy
Armour Smithy

CONSTRUCTION COSTS:

Timber x3   Stones x2

Many buildings depend on coal extracted from deep mines. You need a lot of coal for gold and iron refining. The blacksmiths also need coal for forging equipment and for 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 the veins around a coal mine become exhausted, you'll receive a message from me.

THE IRON MINE

GOODS NEEDED:
None

GOODS PRODUCED:

Iron Ore

INHABITANT:

Miner

BUILDINGS NEEDED:
None

RELATED BUILDINGS:
Iron Smithy

CONSTRUCTION COSTS:

Timber x3   Stones x2

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 where it will be refined into smith able iron (for heavy weapons and armour). When the iron ore veins are exhausted, dismantle the mine and construct it over new veins. Even this time, I will be sending you a message once this happens. Iron ore is easy to recognize, being bluish in colour.
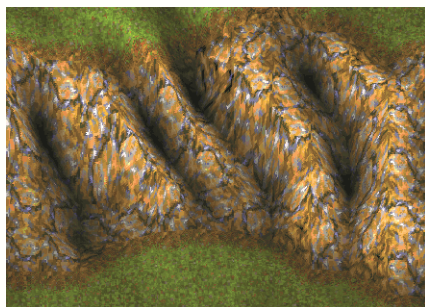
THE GOLD MINE

GOODS NEEDED:
None

GOODS PRODUCED:

Gold Ore

INHABITANT:

Miner

BUILDINGS NEEDED:
None

RELATED BUILDINGS:
Metallurgist's

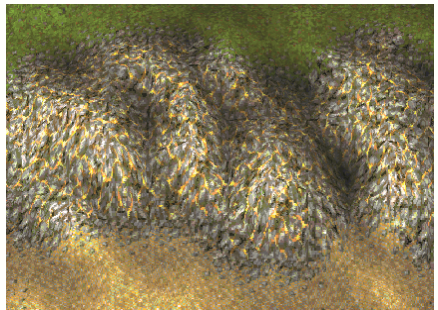**CONSTRUCTION COSTS:**

Timber x3   Stones x2

The training of new serfs is financed by gold chests. Gold is also used as payment for the recruitment of new soldiers and mercenaries. The gold mine extracts the gold ore out of hillsides containing gold veins. To refine the gold ore, you need the metallurgist's, which should be constructed near your mine. After a while, the veins will be exhausted, so you must dismantle your mine and construct one again on a site with new gold veins.

THE METALLURGIST'S

GOODS NEEDED:

Gold Ore   Coal

GOODS PRODUCED:

Gold x2

INHABITANT:

Metallurgist

BUILDINGS NEEDED:
Gold Mine
Coal Mine

RELATED BUILDINGS:
Schoolhouse
Town Hall

CONSTRUCTION COSTS:

Timber x4   Stones x3

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, labourers, and recruits, and to the town hall where they can be used for hiring mercenaries. 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 TOWN HALL

GOODS NEEDED:

Gold

GOODS PRODUCED:
None

INHABITANT:
None

BUILDINGS NEEDED:
Metallurgist's

RELATED BUILDINGS:
None

CONSTRUCTION COSTS:

Timber x6   Stones x5

So that your town is adequately protected from enemy attacks, you should build a town hall. The advantage in hiring mercenaries from the town hall is that they only cost a certain amount of gold and are available to you immediately.

The following mercenaries can be hired from the town hall:

Mercenary	Gold
Rebel	
Militia	
Rogue	
Vagabond	
Warrior, Barbarian	

THE IRON SMITHY

GOODS NEEDED:

Iron Ore   Coal

GOODS PRODUCED:

Iron

INHABITANT:

Metallurgist

BUILDINGS NEEDED:
Iron Mine
Coal Mine

RELATED BUILDINGS:
Weapon Smithy
Armour Smithy
Siege Workshop

CONSTRUCTION COSTS:

Timber x4   Stones x3

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 armour smithies for forging dangerous weapons. Construct several smithies only if you have enough iron ore and coal supplies.

The iron smithy is also vital for supplying your siege workshop with iron used in the construction of siege weapons.

THE WEAPON SMITHY

GOODS NEEDED:

Iron   Coal

GOODS PRODUCED:

Swords   Pikes   Crossbows

INHABITANT:

Blacksmith

BUILDINGS NEEDED:
Iron Smithy
Coal Mine

RELATED BUILDINGS:
Barracks

CONSTRUCTION COSTS:

Timber x4   Stones x3

The soldiers' most powerful weapons are forged 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 forged here are taken straight to the barracks, where they are distributed among recruits.

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

THE ARMOUR SMITHY

GOODS NEEDED:

Iron   Coal

GOODS PRODUCED:

Iron Armour   Iron Shields

INHABITANT:

Blacksmith

BUILDINGS NEEDED:
Iron Smithy
Coal Mine

RELATED BUILDINGS:
Barracks

CONSTRUCTION COSTS:

Timber x4   Stones x3

You can order heavy armour 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. Have your barracks close at hand, enabling quick delivery of the armour to the waiting recruits.

When you order different sorts of armour, your smith alternates between producing the different pieces of armour.

THE SIEGE WORKSHOP

GOODS NEEDED:

Iron   Timber

GOODS PRODUCED:

Catapult   Ballista

INHABITANT:

Carpenter

BUILDINGS NEEDED:
Sawmill
Iron Smithy

RELATED BUILDINGS:
None

CONSTRUCTION COSTS:

Timber x4   Stones x2

Heavy siege weapons are built in the siege workshop. To build siege weapons, timber and iron is needed. Each siege weapon requires five pieces of both wares to construct. Similarly to the other workshops, the carpenter working at the siege workshop also only constructs siege weapons by your order.

If possible, build the siege workshop near an iron smithy and a sawmill to ensure a quick delivery of wares. Even this building should be carefully protected against enemy attacks.

THE BARRACKS

GOODS NEEDED:
All Weapons and Armour

GOODS PRODUCED:
None

INHABITANT:

Recruit

BUILDINGS NEEDED:
Weapon Smithy
Armour Smithy
Armoury Workshop
Weapons Workshop
Stables

RELATED BUILDINGS:
None

CONSTRUCTION COSTS:

Timber x6   Stones x6

The barracks is the centre of all your military activity. The recruits who've finished their training in the schoolhouse go directly to the barracks, where they receive weapons, armour, and horses. Depending on what weapons and armour you have in your 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 armour and weapons.

THE WATCHTOWER

GOODS NEEDED:

Stones

GOODS PRODUCED:
None

INHABITANT:

Recruit

BUILDINGS NEEDED:
Quarry

RELATED BUILDINGS:
None

CONSTRUCTION COSTS:

Timber x3   Stones x2

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

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

THE KING'S SUBJECTS

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

Serf

The labourer constructs your roads and buildings. He also constructs your cornfields and vineyards. The more labourers you have, the more quickly your town will be constructed.

Labourer

No houses or streets can be built without stones. The stonemason hews large stones in the quarry and processes them into building materials needed for house and road construction.

Stonemason

The woodcutter supplies tree trunks for the sawmill. He is also responsible for reforesting areas where he has already felled trees.

Woodcutter

Your most versatile servant is the carpenter. He does not only produce timber, but also works in the weapons workshop, the armoury workshop and the siege workshop.

Carpenter

THE KING'S SUBJECTS

The fisherman casts his lines into nearby lakes and supplies your subjects with fresh fish.

Fisherman

The farmer plants and harvests corn in the farm. He also takes care of the vineyard.

Farmer

The baker works in the bakery and the mill. His valuable work helps nourish the populace.

Baker

The animal breeder works in the swine farm and in the stables. He feeds corn to your pigs and horses until the pigs are ready for slaughter and the horses are ready for your cavalry.

Animal Breeder

The butcher works in two locations: the tannery and (of course) the butcher's. He supplies you with leather and delicious sausages.

Butcher

THE KING'S SUBJECTS

The miner is responsible for supplying you with gold ore, iron ore and coal.

Miner

The metallurgist works in the metallurgist's and the iron smithy. He supplies you with gold and iron, but only if he has enough raw materials on hand.

Metallurgist

The blacksmith forges all your heavy weapons and armour, consuming a lot of coal in the process.

Blacksmith

The new recruits come equipped from the barracks as brave soldiers ready to protect your kingdom. But it's also the recruits who often have the boring job of manning watchtowers and hurling stones down on the enemy should they try a sneak attack. In case of imminent war, try to build a lot of schoolhouses to train recruits.

Recruit

THE TROOPS

TRAINABLE FROM THE BARRACKS

The **militia**, the **axe fighters**, and the **sword fighters** can be used in battle against all enemy units. Their specialty is the storm attack, which can be carried out by these soldiers only. Using this, the soldiers charge up to the enemy in order to get into the fray as quickly as possible. When they attack enemy bowmen and crossbowmen by storm, the risk of suffering casualties is much smaller than normally because they're harder to hit while running. Your infantry can protect your cavalry from enemy lance carriers and can also protect your ranged soldiers from enemy infantry.

The **militia** is the weakest infantry unit. Send them into battle only when you have urgent defending problems or when you have too much gold in your coffers.

The **axe fighters** need a suit of leather armour, a wooden shield, and a hand axe. Because **sword fighters** need completely different equipment, namely a suit of iron armour, an iron shield and a sword, you can equip these two soldiers side by side.

The **sword fighter** is equipped with iron armour, an iron shield and a sword.

Militia
Attack: 35%
Armour: 25%
Equipment needed:

Axe Fighter
Attack: 35%
Armour: 50%
Equipment needed:

Sword Fighter
Attack: 55%
Armour: 70%
Equipment needed:

THE TROOPS

TRAINABLE FROM THE BARRACKS

The cavalry are the fastest units in the field and are therefore great for scouting forays and launching surprise attacks. Ranged enemy soldiers can be reached quickly by **scouts** and **knights**, and they don't usually suffer too many casualties among themselves. **Scouts** need a battle axe, a suit of leather armour and a wooden shield.

Scout
Attack: 35%
Armour: 50%
Equipment needed:

A suit of iron armour, a sword and an iron shield are required for the creation of **knights**. Both soldiers ride on horses.

Knight
Attack: 55%
Armour: 70%
Equipment needed:

THE TROOPS

TRAINABLE FROM THE BARRACKS

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 armour and a lance.

Lance Carrier
Attack: 25%
Armour: 50%
Attack against
Cavalry: +55%
Equipment needed:

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

Pikeman
Attack: 35%
Armour: 70%
Attack against
Cavalry: +80%
Equipment needed:

Your ranged soldiers 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 hand-to-hand fighting! Protect them with other troops.

Bowman
Attack: 25%
Armour: 50%
Equipment needed:

Bowmen need a bow and a suit of leather armour, while **crossbowmen** equipment consist of a crossbow and iron armour.

Crossbowman
Attack: 35%
Armour: 70%
Equipment needed:

THE TROOPS

HIREABLE FROM THE TOWN HALL

Rebels are good protection against enemy cavalry. With no more than a pitchfork they can unsaddle a rider very quickly. A **rebel** costs one chest of gold.

Rebel
Attack: 25%
Armour: 25%
Attack against
Cavalry: +60%
Gold:

The **militia** is the weakest infantry unit. Send them into battle only when you have urgent defence problems or when you have too much gold in your coffers. Hiring a **militia** costs two cases of gold.

Militia
Attack: 35%
Armour: 25%
Gold:

The **rogue** with his sling is well suited for fighting at a distance. Because they have no armour, other troops should be used to protect them. The **rogue** costs two cases of gold.

Rogue
Attack: 25%
Armour: 25%
Gold:

The **vagabonds** are a very fast unit and are perfect for reconnaissance and surprise attacks. He is armed with a hand axe and costs three cases of gold to hire.

Vagabond
Attack: 40%
Armour: 25%
Gold:

THE TROOPS

HIREABLE FROM THE TOWN HALL

The **warriors** and the **barbarians** are the strongest units in the game. With their big battle axes, they fight heroically against enemy infantry. But beware when opposing bowmen or crossbowmen are being deployed, for the **barbarian** is basically unprotected and the **warrior's** armour is worn out from past battles! Hiring a **warrior** or a **barbarian** costs five chests of gold.
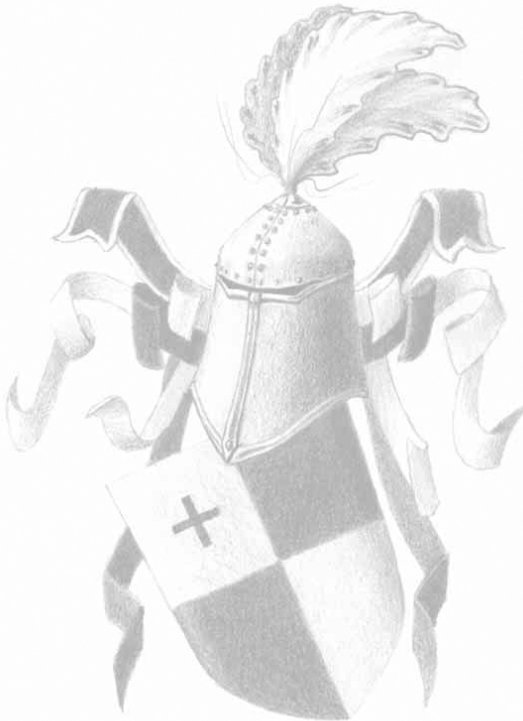
Warrior, Barbarian
Attack: 75%
Armour: 50%
Gold:

THE TROOPS

CONSTRUCTIBLE IN THE SIEGE WORKSHOP

The **catapult** and the **ballista** both have a very long range and are therefore well suited for fighting at a distance. The **catapult** can throw very large stones over a great distance or over enemy walls.

Catapult
Attack: 3x75%
Armour: 50%

The **ballista** can be deployed to the battlefield, or it can also used as a fortification or as a siege weapon.

Ballista
Attack: 100%
Armour: 50%

BATTLE TACTICS

The infantry is the mainstay of every army. The militia, axe fighters and swordsmen are all deployable against any enemy units. The storm attack is a valuable tactical element as it can only be done by these units unit. At your command, the soldiers run towards the enemy at high speed to throw themselves into battle. This tactic is especially useful against enemy bowmen and crossbowmen, as charging at high speed helps keeping casualties to a minimum.

Your foot soldiers can also fulfil other tasks. They can shield your cavalry against attacks from enemy lance carriers, and protect your ranged soldiers from any attacking enemy soldiers.

A militia is quickly ready for battle. You only need to give a recruit a hand axe. But remember that a militia is overthrown just as quickly and the gold for his training will have been wasted. Yet in times of urgency, or if your stores of gold are plentiful, it still makes sense to recruit militias as they are very useful in battle against defenceless enemy ranged soldiers. Axe fighters and sword fighters can be recruited side by side as they carry entirely different pieces of equipment.
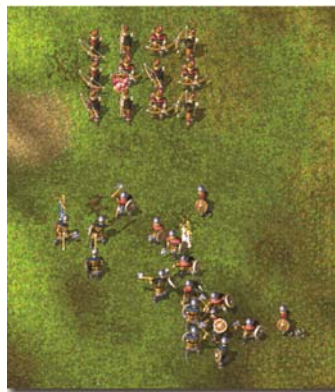
Support from ranged soldiers is without doubt an important tactical element. Your bowmen and crossbowmen can cause high losses among enemy troops from a safe distance. As already mentioned ranged soldiers are not able to protect themselves at close quarters and must therefore be protected by other soldiers.

BATTLE TACTICS

The best protection against enemy riders are lance carriers and pikemen. They have an enormous advantage in battle against mounted units with their pole weapons. Correct placement of the pole weapon carriers is a little tricky as they are not as quick as the mounted opposition who can manoeuvre much faster. Should your knights be successful in holding up the enemy cavalry, your lance carriers and pikemen will be able to join the fight.
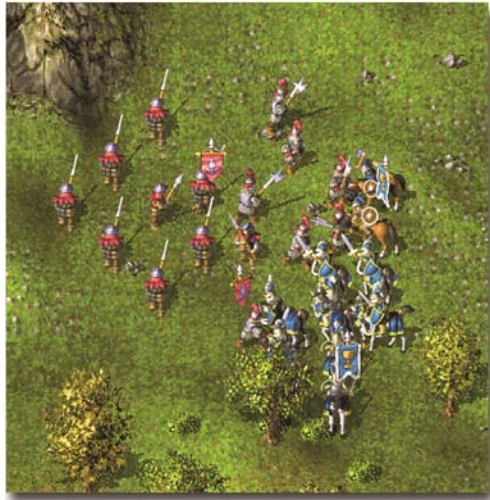
Fast advances into battle, surprise attacks behind enemy lines and reconnaissance missions are the tasks best suited for your riders. Faster than your foot soldiers, you can redirect your cavalry in battle to protect your own lines or to cleave enemy formations. Because these soldiers use the most raw materials, do not hesitate to order a fast retreat if they ever should not be successful in a mission.

Now that you know the strengths and weaknesses of your soldiers, it is time to think about their most favourable deployment. If your troops are not sent into battle in the correct formation, or are too far away then the enemy will be triumphant.

BATTLE TACTICS

Although I have already mentioned it, I have to remind you that it is urgent that you remember to protect your bowmen and crossbowmen from enemy contact. Ranged soldiers are unable to fire at enemies in close proximity. However, they can fire into the middle of a heated battle without causing any significant losses among soldiers of their own.

Even if it is not the most honourable way to do battle, an attack from behind the enemy is extremely effective. Attacking from behind causes the probability of a hit to quadruple as the enemy is practically unprotected. In the example above you can see that the situation for the red soldiers does not look good because his units are much weaker than the opposition.

After launching a storm attack in the back of the blue lines the odds turn quickly and the red troops are victorious. If the red forces were not so well positioned and could only attack from one direction, they would be massacred by the blue troops.

I still have to remind you that it makes no sense to send riders against enemy pole weapon carriers. The cavalry is fast enough to keep out of their way and that is exactly what you should command them to do should they ever be threatened by pole weapon carriers.

COMMANDS & SHORTCUTS

CONTROLLING YOUR MILITARY UNITS

DISPATCH (Key: D)
This key moves your troops. When you've chosen a valid destination, a compass is displayed. Use the compass to turn your troops in any direction, which they will take once they have reached their destination. If you don't use the compass, the current direction is used.

HALT (Key: H)
Select this key to halt your troops. They form up exactly where you halted them.

ATTACK (Key: A)
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 these controls 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 by the militia, axe fighters, sword fighters, warriors and barbarians. Use this command when you want to pursue an enemy who is fleeing, or when you want to attack against enemy ranged soldiers. But don't forget that you have no control over your units while they're storming the enemy! You can give new commands only after all your units have completed their attack manoeuvres.

COMMANDS & SHORTCUTS

CONTROLLING YOUR MILITARY UNITS

CHANGING FORMATION
These two buttons change your troops' formation, either decreasing or increasing the number of lines the troops are formed into. A preview of the new formation is displayed between the two buttons. Always try to find a tactically clever formation for each troop.

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

LINK UP (Key: L)
This command lets you combine two troops, but the troops must have the same military characteristics. For example, you can't combine ranged soldiers and cavalry, or ranged soldiers and infantry. The troop carrying out your command joins up with the other troop you've selected.

SUPPLYING TROOPS WITH 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.

CHANGING GAME SPEED (Key: F8)
Press the F8 key to increase the game speed and press it again to slow it down again. When you are battling, it is recommended to reduce the game speed to normal. This function is not available in multiplayer games.

COMMANDS & SHORTCUTS

KEYBOARD FUNCTIONS

KEY	FUNCTION
A	Attack
D	Dispatch troop
H	Halt troop
S	Separate troop
L	Link up troops
1	Building selection
2	Distribution of wares
3	Statistics
4	Options
P	Pause
F8	Change game speed
Escape (Esc)	Leave menus
Delete (Del)	Delete messages
Space	Move camera to site of attack

SPECIAL KEYS IN MULTIPLAYER MODE

Enter	Open message window

PLAYING SINGLE MISSIONS

In this game mode you can train before you send your noble warriors into battle. Choose one of the desired missions from the seven listed below and then start the game.

Across the Desert
Size: 176x176
Opponents: 5

In a Strange Land
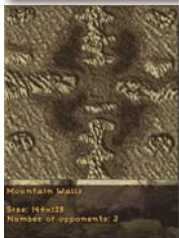Size: 176x176
Opponents: 3

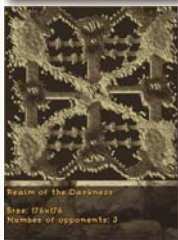Snow and Sand
Size: 160x128
Opponents: 5

Land of the Quick River
Size: 176x176
Opponents: 3

Black Gold
Size: 176x176
Opponents: 5

Mountain Walls
Size: 144x128
Opponents: 3

Realm of the
Darkness
Size: 176x176
Opponents: 3

THE MULTIPLAYER GAME

In this mode, you can test your strength against up to five other ruling barons. Whoever manages to utterly destroy all enemy armies, towns, and villages wins the game**.**

Begin by clicking "Multiplayer" in the main menu. Each player is asked to enter a preferred name. When the names have been selected, click "Continue". You are then asked if you want to create a new game or join the current game.

Important! Each multiplayer game requires a leader, so players must agree ahead of time who will take on the leader role. The leader creates the new game. The other players then click "Enter Game".

CREATE NEW GAME ROUND
In the upper window, use your mouse to select the type of connection (that is, IPX for DirectPlay, TCP/IP for DirectPlay, and so on), then click "Create Game". You are first asked to name the game round, and then you see the game lobby. The game leader is the only one who can select game settings. Start by selecting your game colours. Click on one of the "<Slot free>" buttons. Your subjects and buildings now have the same colour as the rectangle beside the selected button. The following options can also be altered:

Property
Here, you can choose how advanced your town is at the start of the map.

Storehouse   Each player starts with a storehouse and a few serfs and labourers.

Troops and Storehouse   Each player receives some additional troops town defence.

Troops and Buildings   Your town has some buildings already.

THE MULTIPLAYER GAME

Starting Position
Here, you can determine the distribution of players' positions.

Sequence   The positions, depending on the players' colour, are
                        put on their locations on the map.

Random   The positions are distributed randomly.

Messages
This window displays messages that players can exchange with one another by using the "Send" function**.**

Send
Here, use your keyboard to send messages to other players. Pressing Enter sends the message to the "Messages" window. This function is especially useful for agreeing beforehand on things such as how much raw material should be used, on which map the game should be played, and so on.

Description
This displays the maximum number of players, the size of the map, and the type of scenario (construction or battle) selected.

Scenarios
This is where you select the multiplayer map on which the game will be played. You can get information about the map in the "Description" window. You can also use this window for restoring saved multiplayer games. Just select the saved game in the "Scenarios" window and distribute the players to their original positions. The saved game is then transmitted to the different computers. This can take a little time, depending on the capability of the selected type of connection.

When all players are ready and the parameters have been selected, the game leader clicks "Start!", and the game begins.

THE MULTIPLAYER GAME

ENTER GAME ROUND

The list is updated every so often; the interval between updates depends on the type and quality of the connection. You can speed up the search process if you click "Search for Games". When you've found and selected the game you want, you can enter the lobby for the multiplayer game by clicking "Enter Game".

To select your player colour, click one of the "<Slot free>" buttons. Your subjects and buildings now have the same colour as the rectangle beside the selected button. You can influence the other game parameters only indirectly, by using the "Send" function to send a message to the game leader. And of course you can use the "Send" button to communicate with the other players.

Generally speaking, when you are in the multiplayer mode, clicking "Back" returns you to the previous menu.

The game in this mode differs from single player mode in just two respects: messages and alliances.

MESSAGES

To send a message to one or more players, click the post horn in the bottom right beside the control panel. A window is displayed. Click on the recipient's name and type your message. Press Enter to send the message. Any player(s) not selected won't receive the message. You can also open the message window simply by pressing Enter. Incoming messages (just as in single player mode) are displayed as parchment rolls above the post horn. If you click one of the parchments, that message is opened, and you can read, close or destroy it.

THE MULTIPLAYER GAME

ALLIANCES

The scroll under the post horn enables you to forge temporary alliances. If only you and your allies are left in the game, you must annul the alliances and then try to defeat the remaining barons or rulers in battle. **There can be only one winner**!

To forge an alliance with a particular player, click on his/her name. From that point on, your troops won't attack that player's troops. To annul the alliance, click again on your ally's name. When you confront other armies, you can easily tell which ones will or won't attack you (under current conditions there is either a "... is friendly" or "... is hostile" message).

QUESTIONS & ANSWERS

My serfs keep getting in each other's way. I'm losing a lot of valuable time because of this. What can I do about it?

A carefully planned network of roads is absolutely vital for a functioning economy. First, you can broaden the roads. The most important buildings in your town should be connected by a main road that is two or three lanes wide. Another way to avoid congestion is to enlarge the paved area in front of your most busy buildings, such as the storehouse and inn. Having multiple storehouses helps, too.

My labourers don't seem to bother about completing building construction. They only busy themselves with road construction. Why?

All labourers have road construction as their main priority, because roads enable the transport of materials to the sites that are being built. But try not to simultaneously construct too many roads or roads that are too long. Normally, you should never construct more than two buildings with connecting roads at the same time.

What are the differences between wine, loaves, fish and sausages in the food supply chain?

There is a big difference between the needs of the civilian populace and the military. Both have a status bar that tells you how they're doing, hunger wise. The serfs and labourers need more food than the military. If a serf eats a sausage, which has a high nutritional value, the status bar fills up (like the serf's stomach!). Fish and loaves don't have quite the filling effect as a sausage, and wine has least of all. This means if you give your subjects only wine to drink, they're going to be hungry again pretty soon!

The military's hunger is easier to satisfy. Just one sausage, fish, loaf or drink of wine, and their status bar fills right up.

QUESTIONS & ANSWERS

Is it important to build several storehouses and inns?

In larger towns, yes. Your people will automatically search out the nearest inn; they won't want to walk for miles! If you have several storehouses, you can build outposts in which only certain types of wares are stored, making your economy much more efficient (see the section on storehouses).

My swine and horse breeders aren't being supplied with enough corn. What can I do?

You should always have a farm near your swine farm and stables to ensure corn delivery. If you already have enough corn on hand, you can go into the "Distribution of Wares" menu and change the priorities of your various production centres (see the section on game menus).

My farmer spends too much time working on his fields, how can I fix this?

Try to lay out your fields and wine fields in front of the farmer's door. Then the poor guy won't have to walk miles to get to his fields! Ideally a farmer can work between twelve and eighteen squares of field.

TIPS & TRICKS

- To gain victory over your opponent, you must destroy all his military troops, storehouses, schoolhouses and barracks.

- Construct two or more quarries right at the start of the game. This gives you enough stones for building and road construction.

- Try not to train more than eight labourers, because they will get in each other's way. Too many cooks spoil the broth! And those extra cooks will be supping the broth as well, for the duration of the game.

- If your serfs are standing around with nothing to do, stop training more! You have enough!

- Gold and iron mines play a major role in determining the strength of your military. Try to construct your town near these mines. And out-of-town industrial centres should have a storehouse of their own. Then serfs don't have such a long distance to walk!

- Press the Delete key to quickly delete open messages.

- When it is troop-feeding time, try to move them near to one of your storehouses. This shortens the distance the serfs have to walk to deliver the food to the waiting soldiers.

- Try to produce every kind of victual. Then your people can satisfy their hunger pangs any time they want.

- Check your food reserves occasionally. If the level is slowly but surely decreasing, it's time to build more production centres for loaves, wine, fish, or sausages. Otherwise, starvation threatens!

- Always order a matching number of equipment from your weapons and armour producers. For example, order only one longbow per suit of leather armour.

- At the start of the game, send your troops out to scout the area so you can detect enemy troops much earlier.

- Large armies need a lot of food! Don't delay your attack for too long, or the armies will eat all you out of house and home!

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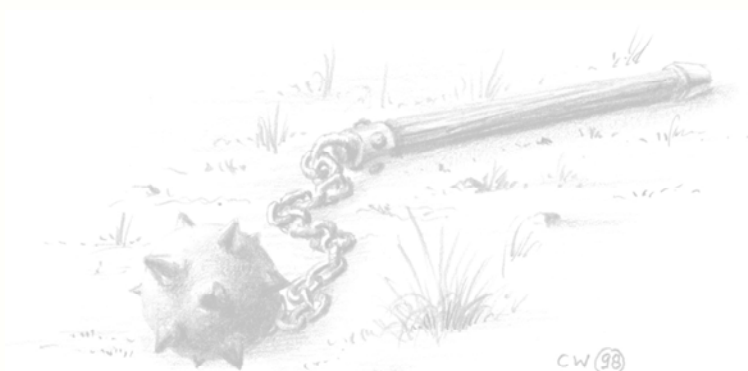Achim Heidelauf
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