

The Guild 2



GOLD EDITION

MANUAL



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Epilepsy Warning

Some people may suffer mental confusion or epileptic seizures when exposed to certain strobe effects or flashes of light. Certain graphics and effects in computer games may trigger an epileptic seizure or loss of consciousness in those people. Previously unknown tendencies toward epilepsy could also be stimulated. If you or someone in your family have an epileptic condition, please consult your doctor before using this game. If you experience symptoms such as dizziness, altered vision, eye or muscle spasms, fainting, disorientation or any sort of involuntary movement or cramps while playing the game, turn the device off IMMEDIATELY and consult a doctor before continuing to play.

TECHNICAL SUPPORT

You are experiencing difficulties while installing the software or you are in the middle of the game and you don't know what to do next?

Hotline: www.jowood.com/support



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QUICKSTART - SUOMI

JÄRJESTELMÄVAATIMUKSET

The Guild 2: n pelaaminen edellyttää, että tietokoneesi täyttää seuraavat järjestelmävaatimukset:

- MS Windows® 98, ME, XP, Vista 32Bit
- 1,8 GHz:n suoritin
- DVD-ROM-asema
- DirectX®9-yhteensopiva grafiikkakortti, Pixel Shader 1.1
- DirectX®9-yhteensopiva hiiri, näppäimistö ja äänikortti
- 512 Mt RAM-muistia
- 3 Gt vapaata kiintolevytilaa

Järjestelmän suosituskonfiguraatio:

- 2,8 GHz:n suoritin
- DirectX®9-yhteensopiva grafiikkakortti, Pixel Shader 2
- 1 Mt RAM-muistia

ASENNUS

Asenna The Guild 2 DVD-ROM-levy tietokoneesi DVD-ROM-asemaan. Jos aseman Autoplay-ominaisuus on käytössä, asennusohjelma käynnistyy automaattisesti. Jos ei, asennusohjelma pitää käynnistää manuaalisesti. Tee se kaksoisnapsauttamalla Oma tietokone -kuvaketta ja sen jälkeen DVD-aseman kuvaketta. Kaksoisnapsauta joko tiedostoa autorun.exe tai tiedostoa setup.exe. Käynnistysvalikko avautuu. Napsauta Install-painiketta ja noudata näytön ohjeita.

OHJELMAN POISTO

Voit poistaa The Guild 2 -ohjelman koska tahansa. Tee se napsauttamalla Käynnistä-valikon kohtaa Kaikki ohjelmat ja se napsauta sen jälkeen kohtaa The Guild 2 tai poista sovellus MS Windows -järjestelmän toiminnolla.

PELIN KÄYNNISTÄMINEN

Varmista, että kaikki virtuaaliasemat ovat poissa käytöstä ennen pelin aloittamista!

KÄYNNISTYS DVD-LEVYLTÄ

Kun olet asentanut The Guild 2 DVD-ROM-levyn tietokoneesi DVD-ROM-asemaan, DVD-käynnistysvalikko avautuu. Napsauta Play-painiketta.

KÄYNNISTYS TYÖPÖYDÄLTÄ

Jos The Guild 2 DVD-ROM-levy on jo DVD-ROM-asemassa, mutta DVD-käynnistysvalikko ei avaudu, voit myös käynnistää The Guild 2:n manuaalisesti. Tee se napsauttamalla kohtaa Kaikki ohjelmat Käynnistä-valikossa, ja napsauta sitten kohtaa “The Guild 2“. Valitse sitten vaihtoehto Play.

NÄPPÄIMISTÖ- JA HIIRIOHJAIMET

Kameran ohjaus

W	kohdistin ylös	Siirrä kameraa eteenpäin
A	kohdistin vasemmalle	Siirrä kameraa vasemmalle
S	kohdistin oikealle	Siirrä kameraa oikealle
D	kohdistin alas	Siirrä kameraa taaksepäin
Vaihtonäppäin + hiiren molemmat painikkeet	Pyöritä kameraa vapaasti hiirellä	
N	Suuntaa kamera pohjoiseen	
F	Kamera joka seuraa (vain kun hahmo on valittuna)	
Ctrl + F1 – F12	Tallenna kameran asema	
F1 – F12	Siirry kameran asemaan	
	<i>Oletus:</i>	
	F1 : Tori	
	F2 : Kaupungintalo	
	F3 : Asuinpaikka	

Lisätoiminto-äppäimet

Esc	Avaa vaihtoehtoivalikko
Välilyöntinäppäin	Tauko (*)
+ / -	Säädä pelin nopeutta (*) hyvin hidas – hidas – normaali – nopea – hyvin nopea
End	Pikakelaus eteenpäin (*)
Q	Pikatallennus (peli tallennetaan pikatallennuksena)
L	Pikalataus (viimeinen pikatallennus ladataan)
M	Avaa/sulje kartta
C	Avaa/sulje dynastiaivalikko
V	Avaa/sulje tilastot
B	Avaa/sulje päiväkirja
P	Avaa/sulje politiikkakatsaus
G	Avaa/sulje rakennusvalikko
Print	Screenshot (tallennettu kansioon Shots)
Enter	Avaa chattausikkuna, lähetä chattiviesti (**)
Ctrl + 1 – 0	Tallenna hahmovalinta
1 – 0	Valitse hahmo <i>Oletus: 1 : ensimmäinen dynastiahahmo</i>
<i>Kun sijoitat rakennuksia:</i>	Pyöritä rakennusta vapaasti
Ctrl + siirrä hiirtä	

Hiiren ohjaimet

Hiiren oikea painike + liikuta hiirtä	Siirrä kameraa
Hiiren vasen ja oikea painike + liikuta hiirtä	Siirrä, pyöritä ja zoomaa kameraa vapaasti
Pidä hiiren rulla painettuna + liikuta hiirtä	Vaihda kamerakulmaa
Pyöritä hiiren rullaa	Zoomaa kameraa
Hiiren vasen painike	Valitse, suorita toiminto
Hiiren oikea painike	Poista valinta, katso tietoja

(*) vain yhden pelaajan pelit (**) vain monen pelaajan pelit



QUICKSTART - SVENSKA

SYSTEMKRAV

Datorn måste uppfylla kraven nedan för att The Guild 2 ska kunna spelas på den.

- MS Windows® 98, ME, XP
- Processorklockfrekvens 1,8 GHz
- DVD-ROM-enhet
- Grafikkort som klarar DirectX®9 och har pixelshader modell 1.1
- Mus, tangentbord och ljudkort ska vara DirectX®9-kompatibla
- 512 MB RAM
- 3 GB ledigt hårddiskutrymme

Rekommenderad systemkonfiguration

- Processorklockfrekvens 2,8 GHz
- Grafikkort som klarar DirectX®9 och har pixelshader modell 2
- 1 GB RAM

INSTALLATION

Sätt i DVD:n The Guild 2 i datorns DVD-enhet. Om funktionen Automatisk uppspelning är aktiverad för enheten, startar installationsprogrammet automatiskt. I annat fall måste du starta installationsprogrammet manuellt. Det gör du genom att dubbelklicka på ikonen Den här datorn på skrivbordet, och sedan dubbelklicka på ikonen för DVD-enheten. Dubbelklicka på någon av filerna autorun.exe och setup.exe. Startmenyn öppnas. Klicka på knappen Installera och följ anvisningarna på skärmen.

AVINSTALLATION

Du kan när som helst avinstallera The Guild 2. För att avinstallera klickar du på Program i startmenyn på datorns skrivbord, och därefter klickar du på The Guild 2. Alternativt kan du använda alternativet Program i Windows systemkontroller.

START AV SPELET

Se till att alla virtuella enheter är avstängda innan du startar spelet.

START FRÅN DVD

När du satt i DVD:n The Guild 2 i DVD-enheten öppnas DVD-startmenyn. Klicka på knappen Play.

START FRÅN SKRIVBORDET

Om DVD:n The Guild 2 redan ligger i DVD-enheten, men DVD-startmenyn inte öppnas, automatiskt, kan du starta The Guild 2 manuellt. Klicka på Program i startmenyn på datorns skrivbord, och klicka sedan på The Guild 2. Välj därefter alternativet Play.

TANGENTBORDS- OCH MUSKOMMANDON

Kamerakommandon

W, markör uppåt	Flytta kameran framåt
A, markör åt vänster	Flytta kameran åt vänster
S, markör åt höger	Flytta kameran åt höger
D, markör nedåt	Flytta kameran bakåt
Skift + båda musknapparna	Rotera kameran fritt med musen
N	Vänd kameran norrut
F	Kameraspårning (endast när någon rollfigur valts)
Ctrl + F1–F12	Spara kameraposition
F1–F12	Gå till kameraposition
	<i>Förval:</i>
	F1 : Marknadsplats
	F2 : Stadshus
	F3 : Residens

Extra funktionstangenter

Esc	Öppnar alternativmenyn
Mellanslag	Paus (*)
+ / -	Justera spelhastigheten (*) mycket sakta – sakta – normal – snabbt – mycket snabbt
End	Snabbspolning framåt (*)
Q	Snabbspara (spelet snabbsparas)
L	Snabbladda (senast snabbsparat spel laddas)
M	Öppna/stäng karta
C	Öppna/stäng dynastimeny
V	Öppna/stäng statistik
B	Öppna/stäng diarium
P	Öppna/stäng politisk översikt
G	Öppna/stäng byggnadsmeny
Skriv ut	Skärmdump (sparas i mappen Shots)
Enter	Öppnar chatfönster, skickar chatmeddelande (**)
Ctrl + I-0	Sparar rollfigursval
I-0	Väljer rollfigur <i>Förval: 1 : första dynastirollfiguren</i>
<i>Placering av byggnader:</i>	rotera byggnaden fritt
Ctrl + flytta musen	

Muskommandon

Höger musknapp + flytta musen	Flytta kameran
Höger och vänster musknapp + flytta musen	Flytta, rotera och zooma kameran fritt
Håll ner scrollhjulet + flytta musen	Ändra kameravinkel
Musens scrollhjul	Zooma kameran
Vänster musknapp	Markera, utför åtgärd
Höger musknapp	Avmarkera, få information

(*) Endast vid spel med en spelare (**) Endast vid spel med flera spelare

INTRODUCTION

Welcome to my world, dear friend.

Let me whisk you away to the late Middle Ages of Europe. Live the life of an upright Craftsman or an outlawed rogue. And found a family empire that will last long into the future. Provide the city with grain and meat as a farmer, and quench the thirst of your guests as an innkeeper. Forge the sharpest swords, and earn your wages sewing expensive clothes. Concern yourself with the salvation of your community as a priest, and try your hand at the art of alchemy. Or lie in wait for the transport carts of the moneybags, and break into grandiose manors.

Court a spouse, and found your own family. Send your children to school, to an apprenticeship, and to university. Cultivate your reputation, engage in secret liaisons, and duel with your competitors.

Increase your prosperity, buy higher titles, and use the privileges you gain. Set your foot on the political ladder. Determine the fate of your city by bribing the members of the town council in order to achieve your ends, or blackmail them with proof of their scandalous deeds.

Arm yourself against attacks by your enemies. Hire henchmen to fight loyally for you, to guard your buildings, to spy on your enemies, and to commit sabotage on your behalf.

All of that is part of my world. But come, and see for yourself..

ABOUT THIS MANUAL

This manual is meant to give you a quick introduction to *The Guild 2*.

Before starting your own game, we recommend that you take your time to play the tutorial in *The Guild 2*. It will show you all the important game functions, and give you a good overview of the game events.



All over this manual, you will find infopoints with notes and direct explanations of actions. They should help you to find the answer you are looking for quickly.

We wish you lots of fun and success in *The Guild 2*
Your 4HEAD Studios team

Hannover, Germany, July anno Domini 2006

TECHNICAL SECTION

SYSTEM REQUIREMENTS

In order to be able to play *The Guild 2*, your computer must meet the following minimum system requirements:

- MS Windows® 98, ME, XP
- 1.8 GHz processor
- DVD-ROM drive
- DirectX®9-capable graphics card with pixel shader model 1.1
- DirectX®9-compatible mouse, keyboard, and sound card
- 512 MB RAM
- 3 GB free hard drive space

We recommend the following system configuration:

- 2.8 GHz processor
- DirectX®9-capable graphics card with pixel shader model 2
- 1 GB RAM

INSTALLATION

Insert the *The Guild 2* DVD-ROM in your DVD-ROM drive. If the function **Autoplay** is enabled for your drive, the set-up programme will start automatically. Otherwise, you will have to start the installation programme manually. To do this, double-click on the My Computer icon on your desktop, and then on the icon for your DVD drive. Double-click on either the file **autorun.exe** or the file **setup.exe**.

The start menu will open. Click on the **Install** button and follow the instructions on your screen.

UNINSTALLING

You can uninstall *The Guild 2* later at any time. To do this, click on **Programs** in the Start menu on your desktop and then on “*The Guild 2*” or use the “Software” option in the MS Windows system controls.

STARTING THE GAME



Make sure that all virtual drives are disabled before starting the game!

STARTING FROM THE DVD

After inserting the *The Guild 2* DVD-ROM in your DVD-ROM drive, the DVD start menu will open. Click on the **Play** button.

STARTING FROM THE DESKTOP

If the *The Guild 2* DVD-ROM is already in your DVD-ROM drive, but the DVD start menu will not open automatically, you can also start *The Guild 2* manually. To do this, click on **Programs** in the Start menu on your desktop, and then on “*The Guild 2*“. Then select the option **Play**.

THE GAME BEGINS

MENU NAVIGATION

The mouse is used to navigate in the menus. The keyboard is used only for entering words and numbers.

MAIN MENU

You will be taken to the main menu whenever you start *The Guild 2*, or quit a game.

SINGLE PLAYER

By clicking on this button, you can start the tutorial for *The Guild 2*, start a single player game, or load a saved Singleplayer game.

Multiplayer

With this button, you can start a Multiplayer game, join a game, or load a saved Multiplayer game.

OPTIONS

This will take you to the Options menu of the game.

CREDITS

Everyone who contributed to *The Guild 2* is listed here.

QUIT

This ends *The Guild 2* and returns you to the desktop.

SINGLE PLAYER

You have three options when starting a Singleplayer game.

START GAME

If you click on **Start game**, then skip ahead to: *Starting a new game*.

TUTORIAL

This option takes you to the introductory game of *The Guild 2*. Here, the basic controls and most important features are explained.

LOAD GAME

With this, you can load a previously saved game and continue playing.

MULTIPLAYER

Here, you can start, or participate in, a game over the Internet or a local network. To do so, your computer must have Internet access or a functioning network connection. If you encounter any problems, deactivate your firewall or set it to game mode.

INTERNET

The Guild 2 uses **Quazal Rendez-Vous®** for games over the Internet. To set up an Internet game or to join an existing game, you will need an account. For this, click on **Create account**. Enter a user name for your account – for example, your name and a number – a password known only to you, and your e-mail address. If you have forgotten your user name and/or password, you can request your account data from Quazal by e-mail. Creating and using an account at Quazal Rendez-Vous® is free and includes no obligations for you.

LOCAL NETWORK

To set up, or join, a game on a local network, you must first enter your **player name**. You can choose any name you like. It will not be used for your character, rather it is only to identify you to the other players.

OPTIONS MENU

The options menu offers you a variety of setting options for the graphics and sound in *The Guild 2*, as well as various settings for the game itself.

Graphics

In the graphics options, you can set the picture quality, screen resolution, brightness, contrast, and level of detail, among other things.

Game

The game options offer you settings for game speed, camera speed, tool tips, tips & tricks, and selection options for automatic saves, among other things.

Sound

In the sound options, you will find all the settings which apply to the music, sound effects, and voice output in *The Guild 2*.

STARTING A NEW GAME

After you have decided on a Singleplayer or Multiplayer game, you will first be taken to the *Game creation* and then to the *Character creation*.

SINGLEPLAYER GAME

When creating a Singleplayer game, you will first be taken to the menu *Select game world*.

The menu *Select game world* is divided as follows: on the upper left side, you select the **map** on which you want to play. Below this is a description of the individual maps.

The map image in the upper right half of the window shows you the towns on the map. Now you can select your home town. To do so, simply click on a town. If you do not make a selection, this will be chosen at random.

In the lower right half of the window, you can decide on a **game mode** and a **game goal**; the game goal options vary with the selected game mode. The game modes are:

Game mode	Game goal
Endless game	Game without a defined goal
Elimination	Eliminate all opposing dynasties
Time limit	Choose a time limit. Victory points will be compared after this time has expired. (*)
One random mission per team	Every team must complete a random mission.
All teams with the same mission	Select a mission. Every team must complete this mission.

(*) *Victory points are calculated from family possessions, titles and offices earned, and opponents defeated.*

With number of players, you determine the number of computer dynasties which will compete with you for ascendancy on the map.

The general level of difficulty means that you make the game more difficult for yourself, but not for the computer dynasties. The level of difficulty for missions, on the other hand, also affects the computer dynasties.

Finally, you can choose one of 16 family coats of arms. This coat of arms will represent your dynasty throughout the game.

MULTIPLAYER GAME

After deciding in the main menu on a Multiplayer game over the Internet or a local network, you will be taken to the *Overview of all available games*.

UPDATE

With this, you can update the list of games.

JOIN GAME

Select one of the listed games and click on **JOIN GAME** to participate in the selected game. This will take you directly to the *Multiplayer lobby*.

CREATE GAME

Click on this button to open your own game.

In the menu which opens, you can set the map, the game mode, and the maximum number of players for your game. You can also load a saved Multiplayer game and continue playing it.

As soon as you have clicked on **CONTINUE** or loaded a Multiplayer game, you will be taken to the *Multiplayer lobby*.

Multiplayer lobby

In the Multiplayer lobby, you will find the other players of the game. Here you can decide on a team and colour, and communicate with the other players via the chat window in the lower left half of the lobby.

As soon as you have checked the control checkbox next to your name, your settings will be saved and you will be registered for the game.

If you have created the game yourself, you can start the game by clicking on the button **START GAME**. This will take all registered players to the *Character creation*.

CHARACTER CREATION

This is where you create your starting character, assigning name, gender, appearance, class, profession, talent values, and abilities. Bear in mind that you are not bringing to life some unimportant game figure, but the founder of one of the most successful family dynasties of all time.

Name, sex & religion

The last name of your character lays the foundation for your family dynasty; they will bear it and honour it as long as they exist. Choose a first name which fits with the last name.

The sex of your character holds a few special features, but no disadvantages. Of course, a male character cannot flirt with men, while a female character cannot read a poem to a woman to rise in her favour. Also, marriage can only take place between a man and a woman – after all, you want offspring to carry on your dynasty...

With the selection of a religion, your character joins either the Catholic or Protestant religious community. Your characters will always receive a slight favour penalty with all people of the other faith. It is, of course, possible to change your religion during the course of the game.

Character class

In *The Guild 2*, you can choose one of four classes for your character. Every class includes a number of professions which you may practise with that character. You can find an exact description in the chapter *The character*.

Character class	Professions
Patron	Baker, farmer, innkeeper
Craftsperson	Smith, tailor, carpenter
Scholar	Alchemist, priest
Rogue	Thief, robber

Sign

Every sign of the Zodiac provides a talent bonus for your character. You can find more about the signs of the Zodiac in the chapter *The character*.



You can find an overview of the signs of the Zodiac under Tables & Overviews.

Talents

Depending on the character class you chose, your character will have **learning strengths (+)** and **learning weaknesses (-)** in the 10 talents. A learning strength means that your character can more easily improve a talent with experience points (EP), while a learning weakness means the opposite. In principle, every talent can be raised to a value of 10, regardless of whether it does or does not have a learning strength or weakness.



You can find an overview of the talents under Tables & Overviews.

At the beginning, your character receives a few experience points as a bonus. You can now spend these on your talents. You can see the EP costs for the next level in a talent to the right, next to the plus and minus signs. You can learn more about talents and experience points in the chapter *The character*.

Abilities

Every character has special abilities. Some can carry especially heavy loads, others are excellent orators.

Appearance

Do you want to play a jovial patron whose girth demonstrates just how tasty and nutritious his food is? Or do you rather fancy yourself a skilled woman thief who can glide through the window grille of a magnificent manor as silently as a cat? You decide what you like best.

The following options are available for you to give your character the appearance you want:

facial features, build, hairstyle, hair colour, headgear (*), voice, and beard (*)

(*) *only for male characters*

The colour of clothing derives from the family coat of arms which you chose in the *game creation* or in the *Multiplayer lobby*.

GAME CONTROLS

The Guild 2 is designed to be controlled using the keyboard and mouse. It is not a requirement, but the controls will be much simpler if your mouse has a scrolling wheel.



With the left mouse button, you select characters, buildings, and carts, and initiate actions by clicking on a button or icon. By holding down the left mouse button and moving the mouse, you can draw a selection frame for selecting several of your own characters and carts at once.

By holding down the right mouse button, you can see more detailed information when you hold the mouse pointer over an icon. With a simple right-click, you can close open windows and deselect objects.

You can find a complete overview of all keyboard commands and hotkeys under *Tables & Overviews* at the end of the manual.

The statistics contain information about the assets, the accounting, the victory points of your dynasty, and more.



CAMERA NAVIGATION

With the camera in *The Guild 2*, you can both observe the game world from a bird's-eye view and zoom in close on characters and buildings. Thus, you can have a good overview of events from above, but also eavesdrop on conversations between characters from close up, and witness their facial expressions and gestures. You can use the mouse and/or the keyboard to control the camera. Hold down the right mouse button and move the mouse. The camera will follow the movement of the mouse. If you hold down both mouse buttons and move the mouse, you can both freely rotate the camera and zoom in and out. It is also possible to zoom with the mouse wheel, and freely rotate the camera by holding down the mouse wheel.

Hold down the right mouse button to move the camera. If you hold down both mouse buttons, you can freely rotate the camera and zoom.



If your mouse has a mouse wheel, you can use it to zoom in and out, and hold it down to freely rotate the camera.

If the camera is inside a building, you can continue to move it while holding down the right mouse button, and freely rotate it by holding down both mouse buttons at once. Only zooming is not possible while inside.

Inside of buildings, you can freely move and rotate the camera. Zooming is not possible here.



MOVING CHARACTERS & CARTS

You move your characters and carts by selecting them with the left mouse button, and then their target with the right mouse button. Targets can be buildings, or points somewhere in the game world.

Select a character or a cart with the left mouse button, and then click with the right mouse button on a point in the world, or on a building



You can also use the character and cart icons in the building list to select characters and carts. If the target of the movement is a building, you can also select it by right-clicking in the building list.

THE USER INTERFACE

The user interface in *The Guild 2* offers many useful functions. The most important functions are dealt with below.

6) Message bar

Whenever you receive a message, it appears in this bar as a small icon. You can open the message to read it by left-clicking. You can delete the message by right-clicking on the message icon; however, this cannot be undone.

Especially important messages are displayed as blinking icons. You should open them quickly, because they may deal with an important event that you should not miss. Some messages have a time bar. These usually require a decision from you. If you do not make a decision in time, this will automatically be interpreted as a negative decision.



Left-clicking on a message icon opens it; right-clicking deletes the message.

If you no longer wish to receive messages of a certain type, you can filter all incoming messages with the letter icon under the message bar. Thus, for example, you can have all of the messages regarding your businesses intercepted.



With the message filter, you can decide which types of messages you want to receive and which you do not.

7) General functions

You will find the general functions on the lower left and right edges of the screen

1) General information

Here, you will find the coat of arms for your dynasty, the name of your active character, the current date, and the time.



4) Action bar

In this bar, you will find all actions you can take with the currently selected character, cart, or building. Here, for example, you can open the inventory for one of your characters or see the improvements of one of your buildings. But this is

also where you access special actions, such as Talk to someone, or Attack.

The special actions are divided into groups and highlighted in colour according to their type. For example, social actions are highlighted in turquoise, and aggressive actions in red.

2) Player group

In *The Guild 2*, you can add up to three characters to your player group, and control them. Of course, your dynasty can consist of far more characters, but you can personally control only three of them.



To select a character in your player group, simply left-click on the character's picture. Double-clicking with the left mouse button will cause the camera to jump to the character.

3) Building list

In this list are all the buildings owned by your dynasty, as well as the town hall and the marketplace for the home town of the currently active character. If you hover the mouse pointer over one of your own buildings, you can see the characters who live there, and the employees and carts for that building.



Hold the mouse pointer over a building in the list for a moment to gain access to the characters who live or work there, and the carts for that building.

By left-clicking on a building icon, a character, or a cart in the building list, you can select the building, character, or cart. A double left-click will make the camera jump to the desired target.

Once you have selected one of your characters or carts, you can send them to any building by right-clicking on a building icon in the list.



If you hover the mouse pointer over an action icon in the bar, you will be shown all of the actions in that group.

To take an action, you must left-click on the action icon. Some actions ask you to choose a target. This selection is likewise made with the left mouse button.

You can cancel an action that is underway by clicking on the X icon in the action bar.

5) Information bar

This is where you are shown information about the actions with the currently selected character, building, or cart. For example, if you want to take an action that requires a target, you will be asked in this bar to select the target.

GENERAL FUNCTIONS

(Follow-up point 7: The User Interface)

Options

This will take you to the *Options menu*.

Map

Clicking on the globe icon will open the map.



Double left-clicking on an object in the map will cause the camera to jump to it.

If you have one of your characters or carts selected, you can send them there by right-clicking on an object in the map.

Dynasty

This icon gives you access to the **data sheets** for your characters, to the **family tree** of your dynasty, and to the **overview of important persons**.

On the data sheets for your characters, you can improve their talent values with the experience points earned, and acquire new abilities when going up a level. You can find all the important information on this in the chapter *The character*.



On the data sheets of your characters, you can improve their talent values and select special abilities.

Your dynasty's family tree shows you all the members of the family and the degree of kinship between the characters. Select a family member in the family tree to add the character to, or remove the character from, the player group.



Select a family member in the family tree so you can add the character to, or remove the character from, the player group.

In the overview of important persons, you will find all of your family members, friends, and enemies. You can also view all of the information about competing dynasties.

If you want to select a character as the target of an action, for example for the action *Talk to someone*, you can simply select one of the characters listed here as a target.

Diary

In the diary, you can not only read about recent events; you will also find your character's **datebook** where, for example, court dates and appointments for duels are entered; the **book of evidence**, which contains all the evidence you have against your competitors; and the **mission book**, where all your missions are listed.



In the diary, you can find recent messages and your current appointments, as well as all evidence against your competitors, and your game missions.

Politics

This icon will take you to the office overview for all the towns on the map.



As with the overview of important persons, you can also use the office overview to select a character as the target of an action.

STATISTICS

Among other things, this overview provides information about the assets and victory points of your dynasty.

THE CHARACTER

CHARACTERISTICS

CHARACTER CLASSES & PROFESSIONS

In *The Guild 2*, every character belongs to one of four character classes. Depending on the class to which a character belongs, he or she may use special actions and practise all professions of the class. Dynasty characters – i.e. all of your characters – may also build and operate the businesses for each of the professions in their class, provided they have reached the required character level.

Patron

Patrons take care of the food supply. They can pay their employees a bonus, or goad them to work, in order to increase their productivity for a short time. They are also allowed to take out loans from a bank.

As farmers, they provide the raw materials which are processed into food and drink by bakers and brewers. But the farmer also provides the wool that the tailor needs. The brewer can also rent out sleeping rooms in the taverns, and install a bathtub for guests.

Profession	1st building level	2nd building level	3rd building level
Baker	Bake Shop	Bakery	Pastry Shop
Farmer	Croft	Farm	Estate Farm
Brewer	Public House	Tavern	Inn

Craftsman

Tradesmen are the industrial backbone of any town. They can – like patrons – pay their employees a bonus and goad them to work. They are also permitted to take out a loan from a bank.

Depending on the orientation a smith chooses, his focus is on jewellery and objects, or on weapons and armour. The tailor manufactures all manner of beautiful and useful clothing, and the carpenter is concerned with the manufacture of torches, walking sticks, and wooden weapons.

Profession	1st building level	2nd building level	3rd building level
Smith	Foundry	Smithy	Goldsmithery
		Weapons Forge	Armour Forge
Tailor	Weaving Mill	Tailor's Shop	Clothing Shop
Carpenter	Carpenter's Shop	Turnery	Joinery

Scholar

As special actions, scholars can goad their employees to work, threaten someone, and take a course of studies at university for further education. Priests can influence their flocks with sermons, and gain new believers by holding fiery orations in the marketplace. Alchemists, on the other hand, depending on orientation, can either develop useful equipment as virtuous inventors, or engage in dark summonings as a highly suspect magician.

Profession	1st building level	2nd building level	3rd building level
Alchemist	Tinctury	Alchemist's Shop	Inventor's Workshop
		Magician's Shop	Mages' Guild
Priest	Church (Cath.)	Dome (Cath.)	Cathedral (Cath.)
	Church (Prot.)	Dome (Prot.)	Cathedral (Prot.)

Rogue

Rogues earn their living, to the distress of all upright citizens, with theft and extortion. In addition, rogues are born fighters, unlike all other character classes. They can also threaten someone to achieve their goals, and rob, or even break the bones of, an opponent defeated in battle. Robbers also regenerate their life points in their own camp.

Not only can thieves pick pockets and commit burglaries, they can also extort horrendous sums through kidnapping. Robbers can lie in wait beside the roads and rob passing people and transport carts, and plunder buildings.

Profession	1st building level	2nd building level	3rd building level
Thief	Smugglers' Hole	Thieves' Den	Thieves' Guild
Robber	Robbers' Nest	Robber Camp	Robber Baron's Camp

TALENTS

Every character in *The Guild 2* has 10 talents, and a value between 1 and 10 in each talent. This value provides information on how well the character commands that talent, where the value 1 is the least and 10 is the highest possible.

The talents have certain effects on a character. Thus, the talent constitution, for example, is used to calculate the life points – i.e. the health – of a character.

Some talents can be drawn on for certain actions. The basic rule of thumb here is: simple actions frequently succeed even at low talent values, difficult actions often only with a high value.

For certain actions, the talent values of two characters are compared to determine the victor. This is the case, for example, in combat, where the talent values of the two combatants in martial art are compared. The one with the higher talent value has a better chance of hitting, and therefore strikes his opponent more often.



You can find an overview of all **talents** under *Tables & overviews*.

SIGN

A sign of the Zodiac grants a character a talent bonus. You can determine the sign for your first character yourself. The signs for your descendants are determined by their birth dates.



*You can find an overview of all **signs of the Zodiac** under *Tables & overviews*.*

LIFE POINTS

A character's life points are calculated based on constitution and character level. This determines roughly how long a character will live – if he or she does not meet an early end through violence.



A character's health is displayed as a horizontal bar under the character portrait (select character). The candle in the character portrait shows the remaining life span.

Life points are reduced whenever a character takes damage. If the life points sink to or below 10 % of the maximum value, the character will fall unconscious and sleep. Exceptions to this are non-dynasty characters of the Rogue class, who fight to the death.

Sleeping characters can regenerate life points up to the maximum value.

Characters can only sleep in their own residence, or in a rented room in a tavern.

In addition, your characters can *Rest* at campfires, benches, statues, etc.

DEVELOPMENT

EXPERIENCE POINTS

A character earns experience by carrying out actions. This experience is represented as experience points – abbreviated EP. You can improve the talent values of a character with EP.

CHARACTER LEVEL

The character level provides information on how experienced a character is: the more experience points a character has earned, the higher the level. It does not matter how many EPs you have invested in a character's talents, all EPs earned apply to the character level.



*You can find an overview of all **character levels** under *Tables & overviews*.*

SPECIAL ABILITIES

A character gains advantages over others with special abilities. Thus, for example, he can carry an especially large amount and so has an additional inventory slot, or she has a very good comprehension and earns more experience points for carrying out an action.

You can select special abilities when your character has a certain *character level*. The abilities, in turn, depend on the character class.

TITLE

A title reflects the social status of a family dynasty. In addition, it grants an additional privilege and allows the possession of higher residences. You can purchase additional titles for your dynasty in the town hall of your home city.



*You can find an overview of all **titles** under *Tables & overviews*.*

THE RESIDENCE

Your character lives with his family in this building. If the building condition is over 30 %, the residence cannot be entered by third-party combat units (rogues, henchmen, etc.), with the exception of the city guard. Also, none of your characters can be attacked here.

In addition, your characters have the advantage of being able to sleep in their own residence, which renews their life points. They can also train their talents in their residence and – if they are married – engender offspring with their spouse. There is more on this in the chapter *Favour, diplomacy & courting*.

If you want to apply for an office with one of your characters, that character must have a residence in the corresponding town. Also, court proceedings always take place only in the home town of the plaintiff.

If you have built, purchased, or conquered another dwelling, you can assign it to one of your characters as a residence. To do this, send your character into the building and click on *Assign building* in the character's action bar. However, this will not work if the character holds an office in another town.



*In order to assign a character to another residence, that character must have entered the building. Then simply click on the action *Assign building**

IMPROVEMENTS

Improvements are objects which you can install in buildings you own. Every improvement has a positive effect on the building. For example, you can improve your residence with storage slots and burglary prevention objects, but also objects which unlock additional actions.

More improvements become available at higher building levels. In order to be able to upgrade a building, you must have the appropriate title. You can learn more about titles above in this chapter.

HENCHMEN

Henchmen are mercenaries you can hire at your character's residence. They belong to the Rogue class. You can use them as escorts for your characters, have them guard your buildings, or even spy on someone. If you have added the necessary improvements to your residence, your henchmen can even commit sabotage. They can also simply attack your enemies, or even conquer or destroy your opponents' buildings.

ACTIONS

When you have selected a character, a building, or a cart, you will find a list of actions you can take in the action bar.

The special actions are sorted into groups with different colours. Thus, for example, the actions *Talk to someone* and *Compliment someone* belong to the group of social actions, and are highlighted in turquoise. To see all of the actions in the same group, simply move the mouse pointer over an action in the action bar.

To carry out an action, just left-click on the icon. Some actions will also ask you to select a target.



If, for example, your character should Talk to someone, you must first select your character, left-click on the action, and then select a conversational partner likewise with a left-click.

As soon as you have clicked on an action which requires a target character, an icon corresponding to the measure will appear over all characters in range, who are available as targets of the action.

If you would like to cancel an on-going action, simply left-click on the **X icon** in the action bar.

INVENTORY & EQUIPMENT

Every character has an inventory for carrying objects, and an additional four equipment slots. The number of inventory slots depends on the talent *Constitution* and certain characteristics that the character may have.

All raw materials, consumer goods, and artefacts can be stored in the inventory slots, to a limited amount. Therefore, it is conceivable that a single character could buy iron in the market and bring it to your smithy. However, he can only carry a little of it, so a transport cart is always the better choice. You can find more on raw materials, consumer goods, and artefacts in the chapter *Production & commerce*.

If you have stored an artefact in your character's inventory, this appears as an icon in the action bar. From then on, you can use it as an action. The only difference is that an artefact will be gone after it is used.

As mentioned above, every character has four equipment slots. You can fill them with armour and weapons, which the character will don immediately. You can find more about weapons and armour in the chapter *Combat*.

PRODUCTION & COMMERCE

THE BUSINESS

EMPLOYEES

Employees are the heart of a business, because without them, nothing will get done – unless you want your character to get his hands dirty.

Every employee earns a certain salary per round, depending on his level.

Employees start at the first level and can rise to the sixth level. The higher the level, the more effectively the employee will work. The levels increase by an employee working.



You have two options for hiring an employee for a business: select the building and click on the action Hire random unemployed person, or select an unemployed person directly and click on the action Hire unemployed person, and then on the target business.

If you want to fire an employee, select him or her and click on the action Fire employee.

Except for businesses in the Rogue class and the henchmen in a residence, employees only work a specific number of hours per round. They arrive for work in the morning, and in the evening, they go to the tavern or straight home, while the employees in the tavern and church only start their shift during the course of the day and knock off work correspondingly later.



Businesses open when a dynasty character or at least one employee is in the building. They are closed when everyone has left the building.

STOREROOM & TRANSPORTATION MENU



Every business has a storeroom where raw materials and products are stored. The storeroom consists of a number of slots in which a certain amount of a given item can be stored.



You can reach the storeroom of your business by selecting the building and clicking on Production & storeroom in the building actions.

In addition to the storeroom slots, businesses have a “sales depot”. Any item placed here can be purchased by other characters who are not feuding with your dynasty – more on that in the chapter *Favour, diplomacy & courting*.

To the right of your storeroom is the transportation menu, which lists all carts and characters that are in range. You can use this to move goods into your building storeroom, and from the storeroom to your carts and characters. Of course, it is possible to move goods from the carts to your characters and vice versa.



Left-click once on a slot to take one unit of the goods stored there. By double-clicking, you can take all the goods from the slot. If you hold down the left mouse button on the slot, you can manually set the number of items by moving the mouse up and down.

To put down goods which have been picked up, simply left-click on the target storeroom, the cargo area of a cart, or the inventory of a character.

PRODUCTION

As already mentioned above in this chapter, a business requires at least one employee to be able to produce. However, you can also send your own character into the business and let him or her do the work.

The production menu, which you need to set the production, is located in the left half of the *Production & storeroom* menu. The main section of the production menu is taken up by the range of products for the business. Here, you will find all the goods the business can manufacture. To the right of those, displayed as smaller icons, you can see the raw materials needed for the goods.



*You can get to the production menu of your business by selecting the building and then clicking on *Production & storeroom* in the building actions.*

If a raw material for a product is available in the storeroom, then its icon is framed in green; if not, it is in red. If all the raw materials necessary for a product are in the storeroom in sufficient amounts, and a storage slot is free for the product, then the product symbol is framed in green to show you that you can manufacture this item.

All characters available for production are shown above the list of products. Left-click one or more of these characters to select them. Now left-click on a green-framed item in the product list to start production.



To be able to start production, you must first select a character in the production menu by left-clicking, and then click on the desired product icon.

You can cancel on-going production by clicking on the small X in the upper left corner of the product icon.

You can assign any producing character to another product by selecting the character either by left-clicking on the character in the list above the range of products, or by clicking on the product icon. The character can then be reassigned.

IMPROVEMENTS

As with the residence, you can also add improvements which have certain effects on your own businesses. Some improvements create new workplaces, larger storage areas, protect against burglars, or improve the productivity of your employees. Others, however, are more specialised, because they unlock certain products or even additional actions.

More improvements are available at higher building levels. However, in order to be able to upgrade the business to higher building levels, your character will need a certain character level.



*You can access the building improvements by selecting the business, and then clicking on *Improve building* in the building action bar.*

To install an improvement, simply left-click on the desired object.

MANAGE BUILDING – AUTOMATING YOUR BUSINESS

Particularly in games which are in an advanced stage, you will notice that it can be laborious to take care of several buildings at once. Therefore, you have the option of automating each of your individual businesses.

To do this, select your business, and click on *Manage building* in the building actions. Here, you can assign a budget that the automatic manager should work with. This budget is reallocated at the beginning of every round – so, if the business makes a profit, you receive the surplus. If the business incurs a loss, this is balanced by money from your dynasty.

The automatic manager can take over either the complete administration – employees, carts, purchases, sales, renovations, improvements, etc. – or individual components of the administration. What it should take on for you is decided by you alone.



*If you want to automate one of your businesses, select the building and click on *Manage building* in the building actions.*

COMMERCE

MARKETPLACE

The marketplace is the commercial centre of every town, for this is where all raw materials and products in the area flow together. The marketplace is open in every season and at any time of day.



To open the market menu, simply left-click on the market icon on the right edge of the screen, or directly on of the market stalls.

The market consists of five individual stalls: Raw materials, Food, Iron goods, Textiles, and Miscellaneous. Every stall holds a variety of raw materials and/or goods. You can switch between the individual stalls via the tabs in the upper half of the market menu.

In the market menu, you will find a large number of storage slots as compared to your residence and business. You can sell any of your goods here whenever you like, but you can only purchase what is currently being offered.

The two monetary values in front of the goods icons are the price you must pay when buying, and the money you will receive from a sale.



If the upper price is green, you have to pay less than normal. However, if the upper price is red, then the item is more expensive.

If the lower price is green, you will receive more than normal in a sale. If it is red, you will get less money for your goods.

To the right of the market menu is the transportation menu, which lists all of your carts and characters that are in range. From here, you can sell the goods of your carts and characters in the market, and load goods bought in the market onto the cargo area of your carts, or into the inventory of your characters.



Left-click once on a slot to take one unit of the goods stored there. By double-clicking, you can take all the goods from the slot. If you hold down the left mouse button on the slot, you can manually set the number of items by moving the mouse up and down.

To put down goods which have been picked up, simply left-click on the target storeroom, the cargo area of a cart, or the inventory of a character. Right-clicking will cause the goods to return to their original slot.

When you place goods from your carts and characters in a market slot, you will receive the sales price for the goods. If you take goods from a market slot and place them in the cargo area of one of your carts, or in the inventory of one of your characters, you will have to pay the purchase price.

TRANSPORTATION

Carts are there to transport raw materials from the marketplace to your business, or to sell the products of your business in the marketplace. You can read how loading works under *Storeroom & transportation menu* and *Marketplace* above in this chapter.

Here, we will deal with the transportation itself.

You have two options for sending a cart. The first is simply to select it, and then right-click on a target in the game world.



Option 1: Select the cart and right-click to set a target in the game world, or right-click on a building in the building list.

For the second option, the cart must be in the immediate vicinity of one of your businesses or the marketplace. Then open the corresponding transportation menu, select the cart from the list, and click on the wheel icon in the lower half of the menu. This will open the map, where you can select a building or the marketplace as the cart's target with a simple left-click.



Option 2: Open the transportation menu, select the cart, and click on the wheel icon in the lower half of the menu. This will open the map, where you can select the target building for the cart with a left-click.

The trade routes can be very dangerous, especially if a robber camp is in the area or your dynasty is feuding with another. One or more of your carts may be plundered out of the blue.

To prevent this, you can hire up to four mercenaries for each of your carts. This does cost money, which reduces your profit, but on the other hand highwaymen and your enemies' fighters will think twice about attacking a well-guarded transport.



To have a cart be escorted by mercenaries, you can use the icon with the crossed halberds in the transportation menu. Left-click here once to hire one mercenary. Each additional click hires another mercenary for the escort. If you already have four mercenaries, another click will fire all of them.

The mercenaries will escort the cart until you fire them. The pay for the escort will always be withdrawn from your dynasty at the beginning of the round.

MINE & WOODCUTTERS' HUT

These two businesses produce metal from ore, and boards from tree trunks. Sometimes it is advisable for a smith or a carpenter to travel out to the mine or wood cutters' camp and buy raw materials directly on site, instead of always waiting until a new transport has reached the marketplace with fresh supplies. Direct purchase at both businesses is cheaper than in the marketplace.

GOODS

RAW MATERIALS SOURCES

Raw materials sources are places in the world where raw materials can be extracted. Raw materials sources include, for instance, the fields and pastures of the farm, the veins of ore in the mine, and the plants and vermin habitats where alchemists can find their ingredients.

Thus, if you are the proud owner of a farm, a church, or a tinctury, you can send your employees to these places to acquire raw materials.



Holy water wells are a special type of raw materials source, because the water drawn from them can not only be used for production, but also to purify wells that have been poisoned by an alchemist.

Raw materials sources have an inventory of raw materials units. When the inventory is used up, it takes a while for the inventory to regenerate.

RAW MATERIALS

Raw materials are all goods which are needed to produce higher value goods. They include iron, gold, precious stones, oak wood, pine wood, barley, wheat, fat, various plants, and even vermin.

CONSUMER GOODS

With the exception of the thieves' guild and the robber camp, every business has its own range of different products. Some products are purely consumer goods without a special effect.

Consumer goods include foodstuffs, tools, and construction material. Weapons, armour, and clothing are also counted as consumer goods.

ARTEFACTS

Artefacts are special products which can be used by a character. Apart from the farm, the thieves' guild, and the robber camp, every business manufactures a number of different artefacts.



Artefacts appear as an icon in the action bar of a character who has them in the inventory. An artefact can be used by left-clicking, as with an action. However, unlike actions, they will disappear after being used.

FAVOUR, DIPLOMACY & COURTING

FAVOUR

Favour describes the reputation of a character with another character. Favour encompasses a dynasty, that means all members of a family dynasty share the same favour. A good favour means that a character or family dynasty is liked by someone, while a poor favour can turn into outright hate.

If you have selected a character not from your dynasty, you can see the favour bar below the character's name in the portrait. This represents the favour of your dynasty with this character, or the dynasty of the character.



You can see the favour of a character who is not related to you toward your dynasty from the favour bar. This is found under the name of a selected character in the character portrait.

If your dynasty has a low favour with another character or family dynasty, various social actions may fail and thus have negative effects. These characters will also certainly not take your part in a council meeting or court proceeding.

Favour can only rise to more than 75 % with team members, characters in your own dynasty, and lovers. That means that you cannot enter a mutual assistance pact with every dynasty (more on this later in this chapter).



The favour relation can only rise above 75 % with team members (Multiplayer games), characters from your own dynasty, and lovers.

Improving favour

You have a variety of actions for improving the reputation of your dynasty. For example, you can *Compliment someone* or *Bribe someone*. However, you should also bear in mind that, with each of these actions, there must be a certain

minimum amount of favour before they can to be used successfully. You can also use certain artefacts which will positively influence the favour of another character towards your dynasty.



You can use various actions and artefacts to improve the favour of other characters towards your dynasty.

DIPLOMACY

Diplomacy is used by the major dynasties. It is a simple way of regulating relations between them.

DIPLOMATIC STATUS

Depending on the favour relationship of your dynasty to an opposing dynasty, a certain diplomatic status can result:

Feud

A feud between two dynasties can be compared to a war. In times of feud, all characters in an enemy dynasty – even the employees – are considered potential enemies. Especially characters from the Rogue class will do anything to do away with their enemies.



A feud is declared when the favour relationship is particularly low.

Neutral

This diplomatic status includes no particular agreements. The parties simply live alongside one another.

Non-AGGRESSION pact

In the non-aggression pact, the characters of both dynasties agree not to attack each other any more. Also as part of this pact, thieves and robbers agree to leave the possessions and characters of the other dynasty alone.



The non-aggression pact applies as soon as the favour relationship moves into the upper third of the favour bar.

Mutual assistance pact

With this pact, the two dynasties agree not to attack each other, and even to support each other when there is combat. This also includes kidnapping attempts and sabotage of enemy dynasties.



This pact is agreed upon when the favour relationship approaches the maximum value.

FAMILY HAPPINESS & THE BLESSING OF CHILDREN

Below, you will find a few tips on how to acquire a spouse and to produce offspring.

COURTING & MARRIAGE

So that your dynasty does not end with your first character, you should look for a suitable spouse early on. Select your character, click on the action *Court someone*, and select the lady or gentleman your character should court.



Select your character and click on the action Court someone. Now left-click on the person your character should court. You can also use the overview Important persons for this.

A window will open where you can see the preferences and dislikes of the person. If these appeal to you, you can start courting by clicking on the button OK. Your character will then go to the selected person and address him or her. If the favour of your dynasty with the courted person is sufficient, he or she will express interest to your character and agree to the suit.



The person being courted appears in the Important persons overview and can easily be selected there as the target for actions.

If you select the courted person during the suit, you can see the progress bar for the suit in addition to the favour bar.

It is now your goal to move this progress bar to maximum as quickly as possible, before the courted person loses interest in your character or – in the worst case – even yields to the suit of a competitor.



The progress bar for the suit is shown in the character portrait of the courted person in addition to the normal favour bar.

During a suit, you can use a variety of social actions. Which actions you should take, and in which order, you can see in the preferences and dislikes of the person being courted.



To win the heart of the person you are courting, you can use a variety of social actions. But make sure not to use one and the same action too often.

As soon as the progress bar reaches the maximum value, your character can propose marriage to the courted person with the action *Ask for someone's hand*. You can also *Enter a liaison* with the courted person, which will bring you a loyal ally.



*If the progress bar reaches the maximum value, your character can marry the courted person with the action *Ask for someone's hand*.*

You can now add your character's spouse to your player group to control him or her yourself.



*To add the spouse to your player group, you must open your dynasty's family tree. Now click on the character, and then on the action *Add to group*.*

PRODUCING OFFSPRING

As soon as your character is married and both spouses are in their residence at the same time, your character will have access to a new action: *Spend the night together*. With this action, the married couple will retire to their chamber for an amusing diversion in intimate togetherness ...




*If both spouses are in their residence at the same time, they will have access to the action *Spend the night together*.*


Depending on the age and health of both spouses, this night spent together can result in a child.

THE CHILDREN GROW UP


Starting with their fourth year, you can send your character's children to school by paying tuition. If you do not cancel their academic education, the children will earn a few talent points and – if they belong to the Scholar class – acquire the right to attend university.

 *Children can go to school, starting at the age of 4.*


At the age of 8, your character's children can enter an apprenticeship in another business for a fee. If the children do not interrupt their apprenticeship, they will receive talent points when it is over, and the character class of the profession they have learned.

 *Children can enter an apprenticeship at the age of 8.*

Children who do not take an apprenticeship receive the character class of one of their parents. Boys take the character class of their father, girls that of their mother. As soon as the child reaches the age of 12 – and belongs to the Scholar character class – he or she can attend university. There, they not only receive more talent points, but also earn the right to go for a doctorate in another course of studies. With the second course of studies, the child will ultimately receive a doctorate along with its advantages.

 *At the age of 12, children of the Scholar character class can undertake a first and then second course of studies at a university.*

From the age of 16, a child is considered to be an adult and can from then on be added to the player group. To do this, open your dynasty's family tree, click on the young adult, and then on the button *Add to group*.

 *At 16, a child is considered to be an adult and can from then on be added to the player group. To do this, open your dynasty's family tree, click on the young adult, and then on the button Add to group.*

POLITICS & COURT

THE TOWN COUNCIL

APPLY FOR AN OFFICE

Your character must meet three prerequisites in order to be able to apply for an office: 1. the character must have a residence in the town where he or she wants to apply, 2. the character – and thus the entire dynasty – must hold at least the title of citizen, and 3. the office must be free at the time of application.



*Send your character to the town hall. Then click on the action **Apply** for an office.*

When applying for an office, bear in mind that every character must **work their way up**. You can find more on this below in this chapter.

THE TOWN LEVEL

Every town has a council. The number of offices in the council, and the privileges of the offices, depend on the town level. The level of a town, in turn, depends on the number of its inhabitants. If the population increases, so does the town level, and thus the number of offices.



*You can find an overview of all town levels and the offices in the towns under **Tables & overviews**.*

MINISTRIES & OFFICE HIERARCHY

The offices are divided into seven ministries, while every ministry is represented by a single office holder in each town.



*You can find an overview of the **ministries** under **Tables & overviews**.*

As soon as the town goes up a level, the current office holders assume the next higher level of the ministry. Thus, the village mayor becomes the mayor, the bailiff becomes captain, and the mediator becomes village reeve.



When a town goes up a level, the office holders take the next higher level office of their ministry.

The offices in a town are divided into 5 levels, with the first being the lowest and the fifth the highest. As you can see in the table below, the highest level in the village is the second, while the highest level in a free city is the fifth.



*You can find an overview of the **political levels** under **Tables & overviews**.*

A character must always work his or her way up from the lowest level to the highest. Thus, if he has been a bailiff in a village, he can only apply for the post of executioner or lease master in a free city, rather than marshal or chief magistrate.

OFFICE PRIVILEGES

Every office holder has a number of office privileges. Some of these privileges are passive, granting the holder certain advantages without having to be directly used. The remaining, active office privileges can be used like actions. : *Tables & overviews*
In addition, every office holder receives an office income, which is calculated from the level of the office. They can also apply for the dismissal of another member of the council and, of course, voluntarily resign the office.



In addition to office privileges, every office holder receives an income and may apply for the dismissal of others and voluntarily resign office.

THE COUNCIL MEETING

Council meetings are arranged when a decision needs to be made about applications for dismissal and/or an application for office. Every participant in the meeting is informed and receives an entry in the datebook.



Before the meeting date, a message is sent with an invitation to attend. This also includes a note on whether the character can still make it on time.

In council meetings, the decision of the computer players depends on favour. The decision is also influenced by the *Rhetoric* of the applicant and the *Empathy* of the decision maker.

In order to influence the favour during a meeting, you have a moment to use certain actions and/or artefacts in the consideration time after the candidates are introduced.



The decision of a computer player depends on the favour. During a meeting, you can still use actions and/or artefacts to influence the favour of the deciding council members.

It can happen that a vote results in a tie, or that no deciding office holder is present at the meeting. In such a case, the decision is made by lot.



If there is no result from a council meeting, the decision is made by lot.

APPLICATION FOR DISMISSAL

In an application for dismissal, all office holders in the council deliberate. The applicant opposes the person to be dismissed.

AWARDING AN OFFICE

In an office election, the council members of the next higher level and the highest office holder of the council decide on up to four applicants for the office to be awarded. If the highest office in the council is to be filled, all office holders decide. For example, if you apply for the office of *guild master* in a city, the *inquisitor*, *seneschal*, and *city mayor* decide if you will be assigned the office.

JUSTICE & INJUSTICE

CRIME & EVIDENCE

Whenever your dynasty characters or their employees commit a crime, every witness may receive evidence against your dynasty.



In a crime, all witnesses have a certain probability of receiving evidence against the perpetrator.

Crimes are any actions which damage other people, such as sabotage, attacks on honourable citizens (any character other than those in the Rogue class), burglaries, kidnappings, highway robbery, threats, extortion, etc. Bribery and the use of potions to damage someone also count as crimes.

Every crime has a certain valency and a quality. Thus, for example, lesser crimes, such as bribery and pickpocketing, also have a lower valency than kidnapping and murder. The quality, in turn, provides information on how direct the evidence is, that is whether you saw the crime yourself, or heard the evidence as a rumour.



The valency of evidence indicates the seriousness of the crime. The quality expresses whether the character observed the crime directly, or received the evidence from someone else.

The higher the quality of the evidence, the more probable the conviction. The higher the valency, the higher the penalty in the event of a guilty verdict.

GATHERING EVIDENCE

You can use your henchmen to obtain evidence of the crimes of your competitors. This is made possible by two actions – provided the appropriate improvements have been made to your residence: *Ask around* and *Spy on someone*.

With the first action, your henchmen ask random passers-by and thus obtain evidence of lower quality. Other characters also learn about crimes the same way.



With the action Ask around, henchmen ask random passers-by and receive evidence of lower quality.

With the second action, you can set a henchman directly on the heels of a character. Depending on his talent *Empathy* and the talent *Stealth* of the perpetrator, the henchman can uncover evidence himself and provide his employer with proof of particularly high quality.

! *With Spy on someone, a henchman follows hot on the heels of a character and thus can obtain evidence of particularly high quality.*

PREFERRING CHARGES

As soon as you have gathered enough evidence against a competitor, you can haul the delinquent into court. You can view the evidence you have in your *Diary* on the *book of evidence* page.

! *Send your character to the town hall. Then click on the action Prefer charges.*

COURT PROCEEDINGS

Five people are of essential significance in a court proceeding: the accuser, the accused, the president (judge) and two associate judges (randomly selected persons).

! *Before the court date, a message is sent with a summons to appear. This also includes a note on whether the character can still make it on time.*

During the trial, the accuser and accused court the favour of the judge and the two associates. In addition, the decision of the judge and the two associates is influenced by the *Rhetoric* of the accuser and accused, and by their own *Empathy*.

In order to influence the favour during a trial, you have a moment after the reading of the charges to use certain actions and/or artefacts.

! *The court's decision depends on favour. You can still use actions and/or artefacts during the trial to influence the favour of the judge and the associates.*

COMBAT

A MATTER OF LIFE AND DEATH

Combat calls for the talents *Martial art* and *Dexterity*. A character uses martial art to attack an opponent, and the opponent uses dexterity to try to dodge the attack.

DAMAGE

Damage is done whenever an attack is successful. Damage is subtracted from a character's life points.



Damage is determined by the damage value of the weapon, the talent Martial art, and the character level.

Armour, on the other hand, protects the character from part of the damage. The total armour value of all armour being worn is added together, and a percentage is subtracted from the damage. If the total armour has an armour value of 65, then 65 % of the total is subtracted from the damage.



Damage is partially reduced by armour: the total armour value is deducted from the damage as a percentage.

Depending on the *martial art*, there is a certain chance per attack of making a critical hit. A critical hit does significantly more damage than a regular hit.

UNCONSCIOUSNESS & DEATH

If the life points sink to or below 10 %, the character falls unconscious. An exception to this are non-dynasty characters of the Rogue class, who cannot fall unconscious and will continue to fight until their life points are exhausted.



Using the corresponding actions, one can Break someone's bones, Rob someone, or even kill (Do someone in) an unconscious person.

BE PREPARED

It is advisable to equip a character who could be involved in combat situations with a weapon and armour. There are four equipment slots in the inventory for this: one slot each for helmet, body, arms/legs, and close combat weapon.

WEAPON

In *The Guild 2*, you can choose from among five different weapons besides the naked fist. The weapons vary in the amount of damage they do.



You can find an overview of all weapons under Tables & overviews.

ARMOUR

There are seven different armour pieces in *The Guild 2*. The armour varies in the way it is worn, and in armour value.



You can find an overview of all armour under Tables & overviews.

THE DUEL

Starting with the title Patrician, it is possible for a character to insult another person so seriously that that person will demand satisfaction. The appointment for the duel is set for the beginning of the next round. Someone who fails to appear will suffer a significant loss of favour.



Before the duel, a message is sent with a summons to appear. This also includes a note on whether the character can still make it on time.

The duelling grounds are usually located outside of the individual towns. A doctor and two seconds wait for the adversaries there. Someone who does not cheat in a duel will be treated afterwards by the doctor.

CHEATING

At the beginning of the duel, both adversaries can decide if they want to cheat, or not. Cheating produces advantages over one's opponent, but also means that the doctor will not help.



Someone who cheats gains advantages, but must accept that the doctor will not provide help after the duel.

SHOOT QUICKLY

A quick shot reduces the accuracy, but you could also surprise your opponent so much that he can only dodge with difficulty.

AIM AND SHOOT

Your character will first aim, and then shoot.

INSULTING

With this, you can daunt your opponent so much that his next action will be made more difficult, regardless of whether he shoots or dodges. For the insult, the *Rhetoric* of your character is checked against the *Empathy* of your opponent.

DODGE

Your character will attempt to dodge the opponent's shot. Here, the talent *Dexterity* is called upon.

TABLES & OVERVIEWS

TALENTS

Talent	Effects, or required for actions
Charisma	<ul style="list-style-type: none">- Permanent favour bonus- Embracing- Kissing- Courting (marriage & lovers)
Empathy	<ul style="list-style-type: none">- See through rhetoric in politics, trials, duels, bribes- See through stealth
Bargaining	<ul style="list-style-type: none">- Bonus when buying goods- Cheaper loans
Arcane knowledge	<ul style="list-style-type: none">- Duration of effect for artefacts- Artefacts can be used again more quickly
Dexterity	<ul style="list-style-type: none">- Speed of movement- Dodging in combat- Pickpocketing- Burglaries- Dodging in duels
Handicrafts	<ul style="list-style-type: none">- Speed of production in businesses
Martial art	<ul style="list-style-type: none">- Attacks in combat- Attacks in duels
Constitution	<ul style="list-style-type: none">- Life points- Number of inventory slots
Rhetoric	<ul style="list-style-type: none">- Courting (marriage & lovers)- Insulting- Threatening- Political meetings- Trials- Insulting in duels- Bribery
Stealth	<ul style="list-style-type: none">- Concealing illegal actions

SIGN

Sign	Talent bonus	Birth date
Aries	Constitution +1	March 21st – April 19th
Taurus	Rhetoric +1	April 20th – May 20th
Gemini	Dexterity +1	May 21st – June 21st
Cancer	Empathy +1	June 22nd – July 22nd
Leo	Martial art +1	July 23rd – August 22nd
Virgo	Arcane knowledge +1	August 23rd – September 22nd
Libra	Charisma +1	September 23rd – October 23rd
Scorpio	Stealth +1	October 24th – November 21st
Sagittarius	Arcane knowledge +1	November 22nd – December 21st
Capricorn	Handicrafts +1	December 22nd – January 19th
Aquarius	Bargaining +1	January 20th – February 18th
Pisces	Empathy +1	February 19th – March 20th

CHARACTER LEVELS

Level	EP	Special
1	500	-
-	750	One special ability of the first level
3	1100	Build and upgrade businesses to the 2nd building level
4	1800	One special ability up to the second level
5	2700	Build and upgrade businesses to the 3rd building level
6	3800	-
7	5100	One special ability up to the third level
8	6500	-
9	8200	-
10	10000	One special ability up to the fourth level

TITLE

Title	Privileges	Permitted residence
Serf	-	-
Commoner	May run a business	Hut
Citizen	<i>Apply for an office</i>	House
Patrician	<i>Insult someone (duel)</i>	Gabled house
Nobleman	<i>Political regard</i>	Patrician house
Landgrave	<i>Noble blood</i>	
Baronet		Mansion

TOWN LEVELS & OFFICES

Town level	Offices
Village	Village Mayor, Bailiff, Mediator
Town	Mayor, Captain, Village Reeve, Head Torturer, Guild Representative
City	City Mayor, Colonel, Magistrate, Inquisitor, Seneschal, Jailer, Guild Master
Free city	Sovereign, Marshal, Chief Magistrate, Bishop, Consul, Dungeon Master, Master of the Guild, Executioner, Lease Master

MINISTRIES & OFFICE HIERARCHY

Ministry	Village	Town	City	Free city
Mayoral offices	Village Mayor	Mayor	City mayor	Sovereign
Public order offices	Bailiff	Captain	Colonel	Marshal
Court offices	Mediator	Village Reeve	Magistrate	Chief Magistrate
Diplomatic offices	-	-	Seneschal	Consul
Clerical offices	-	-	Inquisitor	Bishop
Dungeon offices	-	Head Torturer	Jailer	Dungeon Master
Guild offices	-	Guild Representative	Guild Master	Master of the Guild
<i>Offices without ministry</i>	-	-	-	Lease Master

POLITICAL LEVELS

Level	Village	Town	City	Free city
5				Sovereign
4			City mayor	Marshal Chief Magistrate
3		Mayor	Colonel Magistrate	Bishop Consul
2	Village Mayor	Captain Village Reeve	Inquisitor Seneschal	Dungeon Master Master of the Guild
1	Bailiff Mediator	Head Torturer Guild Representative	Jailer Guild Master	Executioner Lease Master

WEAPONS & ARMOUR

Weapon	Damage value
<i>Fist</i>	4
Dagger	8
Shortsword	12
Mace	16
Longsword	20
Axe	24

Armour	Armour value	Location
Iron bracers	5	Hand
Leather gloves	10	Hand
Iron cap	10	Head
Full helm	20	Head
Leather jerkin	20	Body
Chain mail	30	Body
Plate mail	40	Body

KEYBOARD & MOUSE CONTROLS

Camera controls

W, cursor up	Move camera forwards
A, cursor left	Move camera left
S, cursor right	Move camera right
D, cursor down	Move camera backwards
Shift key + both mouse buttons	Freely rotate camera with the mouse
N	Orient camera north
F	Tracking camera (only when a character is selected)
Ctrl + F1 – F12	Save camera position
	Go to camera position
	<i>Default:</i>
F1 – F12	F1 : Marketplace
	F2 : Town hall
	F3 : Residence

Additional function keys

Esc	Open options menu
Spacebar	Pause (*)
+ / -	Adjust game speed (*) very slow – slow – normal – fast – very fast
End	Fast forward (*)
Q	Quick save (game is saved as quick save)
L	Quick load (last quick save will be loaded)
M	Open/close map
C	Open/close dynasty menu
V	Open/close statistics
B	Open/close diary
P	Open/close political overview
G	Open/close building menu
Print	Screenshot (saved in the folder Shots)
Enter	Open chat window, send chat message (**)
Ctrl + 1 – 0	Save character selection

1 - 0	Select character <i>Default:</i> 1 : first dynasty character
<i>When placing buildings:</i> Ctrl + move mouse	Freely rotate building

Mouse controls

Right mouse button + move mouse	Move camera
Left and right mouse buttons + move mouse	Freely move, rotate, and zoom camera
Hold down mouse wheel + move mouse	Change camera angle
Scroll mouse wheel	Zoom camera
Left mouse button	Select, carry out action
Right mouse button	Deselect, get information

() only for Singleplayer games (**) only for Multiplayer games*



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TECHNICAL SECTION

System requirements

In order to be able to play THE GUILD II – PIRATES OF THE EUROPEAN SEAS, your computer must meet the following minimum system requirements:

- MS Windows® XP, Vista
- 2 GHz processor
- DVD-ROM drive
- DirectX9-capable graphics card with pixel shader model 1.1
- DirectX9-compatible mouse, keyboard, and sound card
- 512 MB RAM

We recommend the following system configuration::

- 2.8 GHz processor
- DirectX9-capable graphics card with pixel shader model 2
- 1 GB RAM

Installation

Insert the THE GUILD II – PIRATES OF THE EUROPEAN SEAS DVD-ROM in your DVD-ROM drive. If the **Autoplay** function is enabled for your drive, the set-up programme will start automatically. Otherwise, you will have to start the installation programme manually. To do this, double-click on the My Computer icon on your desktop, and then on the icon for your DVD drive. Double-click on either the file **autorun.exe** or the file **setup.exe**.

The start menu will open. Click on the **Install** button and follow the instructions on your screen.

This game add-on requires an installed version of THE GUILD II !

Starting the game

Make sure that all virtual drives are disabled before starting the game!

STARTING FROM THE DVD

After inserting the THE GUILD II – PIRATES OF THE EUROPEAN SEAS DVD-ROM in your DVD-ROM drive, the DVD start menu will open. Click on the **Play** button.

STARTING FROM THE DESKTOP

If the THE GUILD II – PIRATES OF THE EUROPEAN SEAS DVD-ROM is already in your DVD-ROM drive, but the DVD start menu will not open automatically, you can also start THE GUILD II manually. To do this, click on **Programs** in the Start menu on your desktop, and then on “THE GUILD II – PIRATES OF THE EUROPEAN SEAS”. Then select the option **Play**.

TUTORIAL, MAPS & CAMPAIGN

Tutorial (intro video)

In order to facilitate your introduction to the world of the PIRATES OF THE EUROPEAN SEAS, we have prepared an introductory video for you. You can start the video via the menu item CAMPAIGN in the main menu.

New maps

This game add-on comes with two additional maps.

THE HANSA

The Hansa is the most powerful trading alliance in northern Europe. From Hamburg, the Hansa dominates trade throughout the North Sea and the Baltic. It has a mighty merchant fleet, consisting mostly of cogs, and has opened trading posts, so-called counting houses, everywhere.

The Hansa has been battling with the royal house of Denmark and the pirates of the North Sea for ages. Not only Hamburg suffers the effects, but the other cities with close trade relations as well.

Towns:

Bergen, Danzig, Hamburg, London

Counting houses:

Bruges, Edinburgh, Novgorod, Skanör, Visby

BRITAIN

The original inhabitants of Britain, the Celtic people of the Picts, once called their island “Albion”. However, with the conquest by the Roman Empire after the birth of Christ, the name “Britannia” prevailed. Following the withdrawal of the Romans, the Scoti from Ireland - the ancestors of the Scots - and the Saxons and Angles invaded Britain and ultimately formed the modern countries of England, Scotland, and Wales.

London, the most magnificent city on the island as well as the capital and royal seat of England, was founded in AD 47 by the Romans as “Londinium”. It was destroyed and rebuilt repeatedly. Today the city is not only an important trading centre, but also the arena for a constant struggle for supremacy in Britain.

Towns:

London

Counting houses:

Edinburgh

NORTH SEA

The North Sea is a marginal sea of the Atlantic Ocean, stretching between the British Isles, Scandinavia and central Europe. Called “Mare Germanicum” - the German Sea - by the Romans, it was the Hansa which gave the North Sea its modern common name. Seen from Hamburg, it lies to the north, and the Baltic Sea lies to the east.

There are dozens of important shipping lanes in the North Sea, but also countless pirate lairs. It was the Victual Brothers - the most legendary pirate association in Europe - who terrorised the North Sea after the Teutonic Knights drove them bloodily from the Baltic.

Towns: Bergen, Hamburg, London

Counting houses: Bruges, Edinburgh, Skanör

POMERANIA

Gothiscandza - “Coast of the Goths” - so the Goths once called today’s Danzig. A few generations later, the city was conquered by the Baltic tribe of the Prussians, after whom the later principality of Prussia would be named. Even then Danzig was a major trans-shipment centre for amber and furs.

Danzig lies in Pomerania and belongs to the monastic state of Prussia, which was established by the Teutonic Knights. With entry into the Hansa in 1361, the city flourished and ultimately became the leading Hanseatic city in Prussia.

Can you stand up to the tough competition in the struggle for supremacy in Pomerania? Or will you be swept away like a withered leaf?

Towns: Danzig

Counting houses: Novgorod, Visby

The Campaign

Immerse yourself in the world of the Northern German Hansa. Witness the rise of one of the 15th century’s most successful Patrician families from poor fishers to wealthy and influential merchants.

The PIRATES OF THE EUROPEAN SEAS campaign is divided into four chapters, and set on the Hansa map. You can start the campaign via the menu item CAMPAIGN in the main menu.

NEW PROFESSIONS

PIRATES OF THE EUROPEAN SEAS offers you three new professions to choose from: Fisher, Medicus, and Pirate. This chapter contains the descriptions of all three professions as well as the associated building levels, products and special measures.

The fisher (patron class)

The fisher makes a living harvesting fish and mussels. His products include various foodstuffs as well as jewellery and stink bombs.

BUILDING LEVEL 1: FISHER SHACK

Fishers store their hooks and nets in these humble shacks.



Herring

About an ell long, the silvery green shining herring is the favourite food fish of our time. It appears in large schools and is easy to catch using nets.



Mussels

The flesh of mussels is a tasty ingredient in soups. Besides that polished mussel shells can be made into handsome jewellery. And sometimes, with a little luck, a shimmering pearl can be found in a mussel...



Fried Herring

A well-fried herring is tasty and will keep for a few days. It stills the hunger of common people.



Mussel necklace

A necklace of polished mussel shells is a fine piece of jewellery for common people.

BUILDING LEVEL 2: FISHING HUT

In this hut, the fishers gut the fish they have caught. Therefore, more sensitive noses will notice a rather unpleasant smell in the fly-plagued fishing hut.



Salmon

Salmon can reach more than a pace in length and live almost half a human lifetime. They feed on crustaceans and smaller fish. Their meat is reddish in colour and very healthy.



Mussel soup

Tasty and nutritious, mussel soup is the appropriate soup for upright citizens.



Smoked salmon

The healthy meat of the salmon loses its taste after just a short period of storage, ultimately becoming foul and inedible. This is prevented by smoking

BUILDING LEVEL 3: SMOKEHOUSE

Fish are dried and preserved in the smokehouse therefore, it also smells less of stinking fish guts and more of tasty smoked fish.



Pearl necklace

The pearls of many mussels are needed to make beautiful and rather costly pearl necklaces. That is why they are purchased and worn exclusively by rich citizens.



Stink bomb (artefact)

Foul-smelling fish offal mixed with the odour-enhancing essences of a perfume. If you throw a stink bomb at the feet of your enemies, they will flee in droves. Only a very few can withstand the stink.

THE FISHING BOAT

Every fishing business has a boat which allows the owner to catch fish. The fish are then processed in the business.

FISHING

Use this measure to send out your fishing boat to fish.

The medicus (scholar class)

For the most part, the medicus makes a living by healing sick people. Anyone who has contracted an illness will hurry towards the nearest hospital and seek treatment. This is only possible, however, if the place always has sufficient supplies in stock for the treatment of various injuries and diseases. For a list of ailments, please see the chapter **OTHER NEW FEATURES**.

BUILDING LEVEL 1: PESTHOUSE

In the poorly equipped pesthouse, surrounded by rat droppings and crusty bandages, barely qualified "barber surgeons" try to alleviate the suffering of all those unfortunate souls who cannot afford better treatment. They are probably doing their best, but... oh well...



Bandages

Woollen bandages can be used by healers to help with sprains and colds.



Soap

Regular ablutions with soap and water help prevent many diseases. Eating with clean fingers is also not only healthier but much more enjoyable - after all the use of forks has been brought back to Europe by crusaders only recently and has not really caught on so far...



Miracle cure (required for measure: Quacksalve)

This panacea will remedy anything, be it halitosis or the plague. It will cure a bad cough and keep your skin forever young. Squirt it on a cleaning rag, and you can even use it to polish your old dining table and shine your rusty plate armour. Buy two bottles of Miracle Cure today and get the third one for free. Hurry up, good people, my supplies are limited...

BUILDING LEVEL 2: INFIRMARY

The infirmary is somewhat better equipped than a pesthouse, rat excrements are less abundant and the refuse bins are emptied in regular intervals. The main problem you face here is that the methods of treatment are a bit antiquated. The healers in this house are still ignoring medical insights from the Orient. Perhaps you had better not get sick in the first place.



Ointment

Healers use ointments against all kinds of physical damage.



Medicine bottle

This bottle contains an essence considered miraculously by most, which, through the blessing of God, will heal the most evil diseases. An educated physician who is well aware of the beneficial interaction of swamproot and lavender may roll his eyes - but then we all know that faith can move mountains... This remedy may cure influenza, leprosy and burns.



Caduceus (artefact)

Whoever carries the caduceus will be immune against any disease for several hours. This may be due to the essential oils with which the staff is anointed. However, superstitious people will insist that the aura of the caduceus alone is enough to ward off all evil...

BUILDING LEVEL 3: HOSPITAL

The hospital boasts the most modern equipment of our time. This is also where you find the most skilled physicians. While seeking treatment in a hospital is certainly not cheap it ensures that you receive the best care that is possible in our day.

Pain medication



If a healer sees fit to apply this treatment in order to help a patient, the illness must be very serious indeed... Pain medication can provide relief with the following injuries and diseases: tooth rot, pneumonia, broken bone, and Black Death.

Healer's pouch (artefact)



Especially out in the fields of honour, where fighters bleed from many wounds and no healer can be found, you find yourself wishing you carried this handy little bag. It contains all that is necessary to clean and bandage wounds, plus a powerful ointment that accelerates the healing process.

Secret mixture (artefact)



The Secret Mixture is created by combining >samples< from carriers of various diseases. If the vial is broken, or merely damaged, its bearer will be doomed. Purposefully placed, however, one single drop of this abominable mixture will suffice to give someone a terrible disease...

QUACKSALVER

The medicus may send out one of his employees in order to hawk the most wondrous panacea of all: the miracle cure.

QUACKSALVE

Use this to send out one of your employees to hawk miracle cures. This requires at least one *miracle cure* in your pesthouse's warehouse.

The pirate (rogue class)

The pirate makes a living by raiding and plundering ships and trading posts and by offering the salacious services of pirate wenches.

BUILDING LEVEL 1: PIRATE HAVEN

In a pirate haven, all sorts of greedy scallywags will assemble and form a dangerous crew. Woe to anyone who is chosen as their victim...

BUILDING LEVEL 2: PIRATE NEST

Not quite as shabby as the small pirate haven, the pirate nest is nonetheless even more evil and dangerous. Those who gather here are infamous outlaws who have nothing to lose but their miserable lives. Rum and booty is therefore all that counts for them.

BUILDING LEVEL 3: PIRATE FORTRESS

The pirate fortress is the terror of all law-abiding seafarers. It is from here that pirate ships, armed to the crow's nest, set sail in order to capture every merchant cog they can get hold of.

PIRATE WENCHES

These women ply what is probably the oldest trade in the world and yet the

righteous treat them like lepers – although everybody knows that they are usually the first to make use of their services. Thus, no-one but the outlawed pirate will give them the time of day.

ASSIGN TO SALACIOUS SERVICES

Send out one of your ladies to turn the heads of passing men.

MAKE USE OF SALACIOUS SERVICES

Lonely? Why not approach one of the damsels in low-cut dresses for a little friendly conversation?

DISTRACT CITY GUARDS

Generally, men like women to think that they are strong-minded and unfaltering. But take a single woman who shows a little more skin than the rest of them, and every man in sight will lose his mind instantaneously. You can easily make use of this fact by sending your ladies after the city guards.

THE PIRATE SHIP

Every pirate business includes a pirate ship, enabling the following measures:

CAMOUFLAGE PIRATE SHIP

Allows you to cover up your ship so nobody outside of your dynasty will notice it.

ATTACK SHIP

Just say the word and the enemy ship will be attacked with all available cannons, rendering it defenceless.

PLUNDER SHIP

This is how you order a ship to be boarded and plundered.

RAID A BUILDING

This will command your ship to attack and plunder a storehouse or counting house.

NEW TITLES & OFFICES

New titles

With Pirates of the European Seas the list of obtainable titles is extended by Baron, Count and Margrave.

BARON

The baron is the lowest member of the upper nobility and, as such, is a welcome guest at courts.

Cost:	200,000 thalers
Permitted buildings:	maximum of 70

SEND SUITOR

The baron may send an agent to court a prospective spouse on his behalf. Naturally, this privilege can be used by the baroness as well.

COUNT

Earlier, the count belonged to the so-called service nobility; he was a royal official and representative of the king in an administrative area assigned to him. However, after the reform of the aristocracy, the title of count became hereditary and the administrative area a fiefdom.

Cost:	500,000 thalers
Permitted buildings:	maximum of 75

APPLY AT THE IMPERIAL LEVEL

When the count applies at the imperial level, his application will not be denied, even if he has not previously held the highest office in any town. In short: all he needs to do is take residence in the imperial capital.

MARGRAVE

The margrave is a low-ranking prince with extensive military rights. He is responsible for the defence of a section of border.

Cost:	1,000,000 thalers
Permitted buildings:	maximum of 80

THE GOLDEN SPOON

The margrave belongs to the absolute elite of society. He is simply so far above everyone else that they are scarcely able to come close to him. Therefore, he is also accredited with a large number of *victory points*...

The Imperial Capital

The first free city on a map to exceed a certain population will be declared the imperial capital. It will receive three more offices above sovereign: The Imperial level.



The Imperial level consists of the three offices Cardinal, Supreme Commander and King. They can only be held by nobles. Therefore, whoever wants to apply for one of these three offices must at least have the title of nobleman. In addition, the applicant is required to have once been the city ruler (mayor) of a town, city or free city and now to reside in the imperial capital.

With the elevation to the imperial capital the appointment of the sovereign also changes. This office is now elected by the Marshal, Chief Magistrate, Bishop, Consul and the King.

The royal throne can only be applied for when the office is empty.

CARDINAL

The Cardinal belongs to the highest circle of the enlightened. He is granted control over the Inquisition and the right to declare a crusade. It is also said that he can work true miracles...

Requirements:

Elected by:

Privileges:

the title of Nobleman & office in the highest level of a town or higher Sovereign, bishop, and king
Income from office, Immunity, Inquisition, Lead a crusade, Work miracles

INQUISITION

The Cardinal can summon the Inquisition and set them on disagreeable persons of the other faith. If the 'heretic' manages to change his faith in time the Inquisition will depart without having achieved anything. Otherwise, the person will be executed for vile heresy.

LEAD A CRUSADE

The Cardinal summons all persons of the same faith within a certain radius and marches with them to the Holy Land. Those who survive the Crusade return home laden with fame and gold – of which the Cardinal naturally receives the lion's share. In addition, there is a certain probability that the Cardinal will find a legendary artefact and bring it home.

WORK MIRACLES

The Cardinal, with a miracle can end all epidemics, fires, and toad excrement attacks in a certain radius of his position.

SUPREME COMMANDER

The Supreme Commander is a tactical and strategic genius. With skilled tactics, he can grant his men more fighting strength and even spur them to run faster. He also has the vested right to confiscate goods.

Requirements:

The title Nobleman & office in the highest level of a town or higher.

Elected by:

Sovereign, marshal, and king.

Privileges:

Income from office, immunity, rage, train someone as a fighter, train yourself as a fighter, confiscate goods, improved command structure.

RAGE

The supreme commander can raise the morale of himself and his men for a limited time, giving everyone a bonus to their martial art.

TRAIN SOMEONE AS A FIGHTER

The supreme commander can train a member of his dynasty as a fighter (rogue).

TRAIN YOURSELF AS A FIGHTER

The supreme commander can train himself as a fighter (rogue).

CONFISCATE GOODS

The supreme commander can confiscate all of the goods in a building. As a result, the building will lose all of the goods in the warehouse, while the supreme commander will be paid the equivalent value of the goods.

IMPROVED COMMAND STRUCTURE (PASSIVE PRIVILEGE)

All of the supreme commander's combat units, including his henchmen, are 20% faster than usual.

KING

Whoever sits on the royal throne has the right to make decisions over the property of others as he sees fit. He is also not bothered by any immunities which might protect a criminal from punishment. With fiery speeches, he can easily make himself heard. And those who dare to oppose the king are swept away by his guard like a leaf in the wind.

The king cannot be deposed in order to open the office for application. Only a non-violent death clears the throne for the subsequent election of a successor. If the king is killed, the crown goes to the regicide; as they say: 'The king is dead! Long live the king!'

The regicide or, in the case of a peaceful passing on, the applicant must nevertheless meet the following requirements in order to become the successor.

Requirements:

The title of Nobleman & have held office in the highest level of a town or higher at least once

Elected by:

(Only for peaceful death or in the event that the regicide is not a nobleman)
Sovereign, Cardinal, and Supreme Commander

Privileges:

Income from office, Immunity, Summon royal guard, Fiery speech, Disappropriate, Repeal immunity

SUMMON ROYAL GUARD

The king can summon his royal guard and give them a target area to clear of all enemies of the king.

FIERY SPEECH

The king holds a fiery speech that enthralled every person in his vicinity. This raises the king in the favour of all listeners.

DISAPPROPRIATE

The king can transfer any building of another dynasty to his own.

REPEAL IMMUNITY

The king can repeal the immunity of an officeholder for a certain period of time. This makes it possible to impeach the office holder.

The new council meeting

The course of a council meeting, familiar from *The Guild II*, has changed fundamentally in *Pirates of the European Seas*. While, in the basic game, you must

first apply for a dismissal from office in order to be able to apply for the vacant seat later, it is now sufficient simply to apply for an office at the town hall. If the office is still occupied when it comes to a vote, the applicant must compete with the office holder.

Example: You are applying for the office of executioner in Hamburg. In the vote, you and the current executioner will be treated as applicants for the office; however, he will have a certain advantage in favour with all other office holders.

Shortly before the vote, every applicant has the opportunity of influencing the opinion of the electors, for instance through bribery or compliments.

SEAFARING & LONG-DISTANCE TRADE

The Storehouse

Any dynasty may build or purchase storehouses, as long as they are situated close to the water. Every newly built storehouse comes with a *caravel*. Other ships can be purchased in any of your own storehouses.

The storehouse serves as the warehouse and dock for your ships. Here they can be loaded, unloaded, repaired and provided with improvements.

Ships

In Pirates of the European Seas, ships are used both as a means of transporting goods and for battles at sea (Measure: Attack ship) – with the sole exception of the fishing boat.

Except for the fishing boat and the carrack – which is the ship type favoured by pirates – ships can be purchased in any of your own storehouses.

ATTACK SHIP

Just say the word and the enemy ship will be attacked with all available cannons, rendering it defenceless.

SHIP TYPES

There are five ship types, which differ in their design, the size of their cargo holds, and in their combat strengths. The fishing boat is the only ship which cannot be used for transportation and sea battles.



Fishing boat

The fishing boat is basically just a rowboat with sails. It is just large enough to hold fishermen and their catch.

This ship is used by fishermen only. Additional fishing boats can only be acquired as a building improvement.



Caravel

For its size and the spread of its sails, the caravel is remarkably fast. However, its hull is relatively narrow and unable to hold much cargo.



Cog

The cog is the perfect merchant vessel of our time. It has a large cargo hold and enough room for expansions in order to fend off pirates successfully.



Holk

The holk is a heavy warship with little room for cargo. But it has a fortified superstructure and fortified hull, which gives it a considerable advantage in sea battles.



Carrack

Compared to the cog, the carrack has a shallower draught, which makes it faster and more agile. It is the ideal privateer vessel.

This ship is used by pirates only. Only one pirate ship is allowed for each pirate fortress.

NAVIGATION

Ships are controlled the same way as characters and carts. To do so select the ship by left-clicking, or by holding down the left mouse button and dragging a selection frame around the ship or a group of your ships. Then right-click on a free spot on the water or on a counting house, harbour, or one of your own storehouses.

Ships can only move on the sea – river navigation is not possible!

IMPROVEMENTS

With the exception of the fishing boat, any ship can be improved by its owner with various items if it is in the vicinity of a harbour or one of the owner's storehouses. These items have the following effects on the ship:

CREW

The more crew members your ship has, the better it can defend itself against boarding attempts, or the more successful your own boarding attempts will be.

ARMAMENT

With this you can give the crew of your ship better weapons.

GUNPORTS

The more gunports a ship has the more damage it can do in combat.

NAVIGATION

An experienced helmsman and the right equipment allow your ship to make tighter turns.

ARMOUR

The better your ship is armoured, the more damage it can absorb in combat without sinking.

RIGGING

More than anything else, the masts and sails determine the speed of a sailing ship.

The Harbour

The harbour is directly connected with a town's marketplace. Ships can dock here and trade with the town. In addition, ships can be equipped (see **SHIPS - IMPROVEMENTS**) and damaged ships can be repaired.

Counting houses

Counting houses are trading outposts which can only be approached by ship. Counting houses deal in a variety of goods, including five special trade items: luxury goods.

At indeterminate intervals, counting houses also look for certain goods which they will purchase for a lot of money, or they will offer certain goods at particularly favourable prices. (see OTHER NEW FEATURES – USER INTERFACE)



Amber

Amber is probably the oldest gemstone in the world. Even the ancient empires were familiar with it and crafted it. Even today 'yellow amber' is as popular and desired as ever. Only prosperous citizens can afford it now.



Tableware

Golden plates, ivory cups, crystal goblets. Costly tableware like this is highly coveted by high-ranking citizens.

**Spices**

While the rabble can rarely add more than salt and wild herbs to their food, the wealthy enhance their meals with all manner of expensive spices, all of which are merely called 'pepper' by the ignorant.

**Silk**

Silk is a very expensive fabric common only in prosperous circles. Fine to look at and delicate to the touch, silk clothing caresses the body like a second skin.

**Wine**

Wine imported from distant lands is a real delicacy. However, it is so expensive that only the most prosperous can afford it.

Watchtowers

Watchtowers can be built by any dynasty near one of its own buildings. They serve to defend against attacks from both land and sea.

Thus, your towers defend your buildings and units. Towers belonging to the city shoot at outlawed characters.

LOOK-OUT TOWER

The look-out tower is equipped with only limited firepower but can be quite dangerous for a small ship.

WATCHTOWER

A watchtower is a good defensive position against small and medium-sized ships. However it can hardly withstand fire from a warship.

CANNON TOWER

The cannon tower lives up to its name. Not only does it have immense firepower; it is built from solid masonry and can even withstand attacks from large warships for a time.

OTHER NEW FEATURES

User interface

The user interface has been expanded or changed as follows:



(A) BUILDING FILTER

Above the overview of your own and public buildings on the right edge of the screen, there are three buttons which can be used to switch certain building types on and off. This allows you to find certain buildings more quickly.

The three buttons are: Public buildings, Business buildings, and Residences.

Business buildings:

Toggles all businesses, marketplaces, and counting houses on / off

Public buildings:

Toggles all public buildings on / off

Residences:

Toggles all residences and watchtowers on / off

(B) IMPORTANT UNITS

Clicking on the **IMPORTANT UNITS** button on the lower right edge of the screen will take you to this menu. Here you can see important people and the building overview.

Important people

Overview of all important characters (**B1**) – in the basic game, this overview was in the Dynasty menu

Building overview

Overview of all of your buildings and their employees (**B2**)

You can sort the list by type, value and owner using the three buttons above the building overview (**B3**)

(C) TRADING CONTRACTS

Whenever a counting house awards a contract this remains visible as a short message in the lower left half of the screen.

Character measures

PIRATES OF THE EUROPEAN SEAS adds three special measures for characters to the game. All three measures have no effect on game events; however, they may provide a fine role-playing atmosphere with fellow players in a multi-player game.

Roleplaying: Many players really enjoy immersing themselves deeper in the world of **THE GUILD** and breathing life into the main characters of their dynasty. For example, if the main characters of two player dynasties meet in a network game, the characters can now converse directly using the measure **SPEAK**. They can also go to an inn together and **SIT** at a table to eat and drink while they talk. Furthermore, it is now possible to transfer an item from the inventory of a dynasty character to the inventory of another player's dynasty character using the measure **GIVE ITEM**.

SIT

With this, your character will look for a place to sit down. If you use this measure in a tavern your character will start drinking. But be careful: excessive consumption of alcohol may have dire consequences...

GIVE ITEM

This measure allows you to give an object from your inventory to a member of another dynasty.

SPEAK

Use this measure to have your character say something. Simply enter the text and it will appear in a speech bubble above the character.

Building measures

Two new building measures were added to the game:

TEAR DOWN BUILDING

This allows you to tear down one of your own buildings.

CANCEL BUILDING SALE

This enables you to cancel your offer to sell one of your own buildings.

The Town Crier

In every town there is a town crier who announces important historical events but, if you slip him some money, he will also gladly report on the outrages committed by one of your competitors.

CHARACTER ASSASSINATION

With this measure, you slip the town crier a little money so that he will loudly announce the (invented) disgraceful actions of a character of your choosing. As a result you, and all those in the area, will receive a piece of evidence.

The amount to be paid depends on the title and charisma of the victim.

The Notice Board

The notice board is located near the marketplace of every town. Defamatory pamphlets against unpleasant citizens can be posted there reducing the reputation of the affected person.

VIEW NOTICE BOARD

This allows you to take a peek at the notice board.

PUT UP PAMPHLET

In order to drag the reputation of one of your competitors through the dirt you can post a defamatory pamphlet on the notice board.

TEAR DOWN PAMPHLET

One of your characters can tear down a pamphlet from the notice board once per round.

Ailments

Any character may fall ill and will have to bear the negative effects of an ailment. Most ailments are not lethal but they should still be treated in a hospital as soon as possible.

BURN

Burns are very painful and quite dangerous as well and with every hour that passes they considerably diminish the remaining life energy. Healers treat burns with a medicine bottle used internally and externally.

COLD

A simple cold, dismissed as harmless by many people, can quickly develop into a full-blown case of influenza. In order to prevent this well-trained healers treat colds by wrapping the patient in warm bandages.

INFLUENZA

Influenza is nothing to sneeze at. Once in its grip you will soon feel miserable, sapped and feeble. The only thing that can help you now is a medicine bottle, dispensed by a healer, or you might develop pneumonia and die...

BROKEN BONE

Anyone who breaks a bone will obviously be in great pain and therefore be able to move but slowly. Pain medication may help accelerate the healing process.

LEPROSY

Leprosy, while not inherently lethal, is almost as dangerous as the plague. It covers the bodies of those unfortunate enough to contract it with ugly ulcers damaging their bodies as well as their minds.

The only known efficient treatment for leprosy is external and internal application of a medicine bottle. If left untreated the patient will remain a leper forever.

PNEUMONIA

Bouts of fever, bloody phlegm, painful breathing...

Those who have come down with pneumonia are doomed to die soon unless a skilled healer starts treating them with pain medication immediately.

BLACK DEATH

The plague is extremely contagious and lethal in most cases. Some claim that the pestilence is God's punishment for all sinners. Others think it was sent by the Unclean one, Satan himself..

Be that as it may the Black Death will kill you fast unless you start treating it with pain medication immediately.

SPRAIN

Without doubt someone with a sprained ankle will suffer severe pain whenever he or she tries to move the foot.

The treatment of choice for a sprain is a bandage soaked in cold water.

TOOTH ROT

Tooth rot is a terrible thing. You are in constant pain, unable to eat properly, and your breath smells quite awful..

The only way to treat this is to have the tooth pulled and take some pain medication.

TABLES & OVERVIEWS

TALENTS

Talent	Effects, or required for actions
Charisma	<ul style="list-style-type: none">- Permanent favour bonus- Embracing- Kissing- Courting (marriage & lovers)
Empathy	<ul style="list-style-type: none">- See through rhetoric in politics, trials, duels & bribes- See through stealth
Bargaining	<ul style="list-style-type: none">- Bonus when buying goods- Cheaper loans
Arcane knowledge	<ul style="list-style-type: none">- Duration of effect for artefacts- Artefacts can be used again more quickly
Dexterity	<ul style="list-style-type: none">- Speed of movement- Dodging in combat- Pickpocketing- Burglaries- Dodging in duels
Handicrafts	<ul style="list-style-type: none">- Speed of production in businesses
Martial art	<ul style="list-style-type: none">- Attacks in combat- Attacks in duels
Constitution	<ul style="list-style-type: none">- Life points- Number of inventory slots
Rhetoric	<ul style="list-style-type: none">- Courting (marriage & lovers)- Insulting- Threatening- Political meetings- Trials- Insulting in duels- Bribery
Stealth	<ul style="list-style-type: none">- Concealing illegal actions

SIGN

Sign	Talent bonus	Birth date
Aries	Constitution +1	21. March 21st – April 19th
Taurus	Rhetoric +1	20. April 20th – May 20th
Gemini	Dexterity +1	21. May 21st – June 21st
Cancer	Empathy +1	22. June 22nd – July 22nd
Leo	Martial art +1	23. July 23rd – August 22nd
Virgo	Arcane knowledge +1	23. August 23rd – September 22nd
Libra	Charisma +1	23. September 23rd – October 23rd
Scorpio	Stealth +1	24. October 24th – November 21st
Sagittarius	Arcane knowledge +1	22. November 22nd – December 21st
Capricorn	Handicrafts +1	22. December 22nd – January 19th
Aquarius	Bargaining +1	20. January 20th – February 18th
Pisces	Empathy +1	19. February 19th – March 20th

CHARACTER LEVELS

Level	EP	Special
1	500	-
2	750	One special ability of the first level
3	1100	Build and upgrade businesses to the 2nd building level
4	1800	One special ability up to the second level
5	2700	Build and upgrade businesses to the 3rd building level
6	3800	-
7	5100	One special ability up to the third level
8	6500	-
9	8200	-
10	10000	One special ability up to the fourth level

TITLE

Title	Privileges	Permitted residence	Max. buildings
Serf	-	-	-
Commoner	<i>May run a business</i>	Hut	2
Citizen	APPLY FOR AN OFFICE	HOUSE	4
Patrician	INSULT SOMEONE (duel)	Gabled house	8
Nobleman	POLITICAL REGARD <i>Apply at the imperial level</i>	Patrician house	16
Landgrave	NOBLE BLOOD		32
Baronet		Mansion	64
Baron	SEND SUITOR		70
Count	APPLICATION AT THE IMPERIAL LEVEL		75
Margrave	GOLDEN SPOON		80

TOWN LEVELS & OFFICES

Town level	Offices
Village	Village Mayor, Bailiff, Mediator
Town	Mayor, Captain, Village Reeve, Head Torturer, Guild Representative
City	City Mayor, Colonel, Magistrate, Inquisitor, Seneschal, Jailer, Guild Master
Free city	Sovereign, Marshal, Chief Magistrate, Bishop, Consul, Dungeon Master, Master of the Guild, Executioner, Lease Master
Imperial Capital	King, Supreme Commander, Cardinal, Sovereign, Marshal, Chief Magistrate, Bishop, Consul, Dungeon Master, Master of the Guild, Executioner, Lease Master

MINISTRIES & OFFICE HIERARCHY

Ministry	Village	Town	City	Free city
Mayoral offices	Village Mayor	Mayor	City mayor	Sovereign
Public order offices	Bailiff	Captain	Colonel	Marshal
Court offices	Mediator	Village Reeve	Magistrate	Chief Magistrate
Diplomatic offices	-	-	Seneschal	Consul
Clerical offices	-	-	Inquisitor	Bishop
Dungeon offices	-	Head Torturer	Jailer	Dungeon Master
Guild offices	-	Guild Representative	Guild Master	Master of the Guild
<i>Offices without ministry</i>	-	-	-	Executioner
	-	-	-	Lease Master

POLITICAL LEVELS

Level	Village	Town	City	Free city
7 <i>Imperial level</i>				King
6 <i>Imperial level</i>				Cardinal Supreme Commander
5				Sovereign
4			City mayor	Marshal Chief Magistrate
3		Mayor	Colonel Magistrate	Bishop Consul
2	Village Mayor	Captain Village Reeve	Inquisitor Seneschal	Dungeon Master Master of the Guild
1	Bailiff Mediator	Head Torturer Guild Representative	Jailer Guild Master	Executioner Lease Master

WEAPONS & ARMOUR

Weapon	Damage Value
<i>Fist</i>	4
Dagger	8
Shortsword	12
Mace	16
Longsword	20
Axe	24

Armour	Location	Armour value
Iron bracers	Hand	5
Leather gloves	Hand	10
Iron cap	Head	10
Full helm	Head	20
Leather jerkin	Body	20
Chain mail	Body	30
Plate mail	Body	40

AILMENTS

Ailment	Lethal?	Develops into...	Treatment
Burn	No	-	Medicine bottle
Cold	No	Influenza	Bandages
Influenza	No	Pneumonia	Medicine bottle
Broken bone	No	-	Pain medication
Leprosy	No	-	Medicine bottle
Pneumonia	Yes	-	Pain medication
Black Death	Yes	-	Pain medication
Sprain	No	-	Bandages
Tooth rot	No	-	Pain medication

KEYBOARD & MOUSE CONTROLS

Camera controls	
W, cursor up	Move camera forwards
A, cursor left	Move camera left
S, cursor right	Move camera right
D, cursor down	Move camera backwards
N	Orient camera north
F	Tracking camera (only when a character is selected)
Ctrl + F1 – F12	Save camera position
F1 – F12	Go to camera position - <i>default</i> : F1 → Marketplace F2 → Town hall F3 → Residence
Right mouse button + move mouse	Move camera
Left and right mouse buttons + move mouse	Freely move, rotate, and zoom camera
Hold down mouse wheel + move mouse	Change camera angle
Scroll mouse wheel	Zoom camera
Shift key + both mouse buttons	Freely rotate camera with the mouse
Additional function keys	
Esc	Open options menu
Spacebar	Pause (*)
+ / -	Adjust game speed (*) very slow – slow – normal – fast – very fast
End	Fast forward (*)
Q	Quick save (game is saved as quick save)
L	Quick load (last quick save will be loaded)
M	Open/close map
C	Open/close dynasty menu
V	Open/close statistics
B	Open/close diary
P	Open/close political overview
G	Open/close building menu
H	Show/hide user interface
Print	Screenshot (saved in the folder Shots)

Enter	Open chat window, send chat message (**)
Ctrl + 1 - 0	Save character selection
1 - 0	Select character <i>Default:</i> 1 → first own dynasty character
<i>When placing buildings:</i> Ctrl + move mouse	Freely rotate building
Mouse controls	
Left mouse button	Select, carry out action
Right mouse button	Deselect, get information

(*) *only for single-player games*
 (**) *only for multi-player games*

Snabbstartguide - SVENSKA

Välkommen till installationsanvisningen!

Vi rekommenderar att du stänger alla program som du inte behöver innan du börjar att installera det här programmet på din dator. Det gäller även antivirus- och spionskyddsprogram som skulle kunna påverka installationen.

Innan du börjar att spela bör du även avaktivera alla eventuella virtuella enheter som du skapat!

INSTALLERA SPELET

Gör så här för att installera spelet och sätta igång det:

- Lägg i spelets installations-CD/DVD i CD/DVD-enheten.
Om datorns automatiska startfunktion är aktiverad för den enheten startar installationen automatiskt när du har lagt skivan i CD/DVD-enheten. Klicka då på Installera och följ anvisningarna på skärmen.
- Gör så här om den automatiska startfunktionen inte är aktiverad:
 - Dubbelklicka på Min dator på skrivbordet. Ett fönster öppnas som visar alla tillgängliga enheter.
 - Dubbelklicka på CD/DVD-enheten som du nyss lade skivan i.
 - Dubbelklicka på antingen på filen autorun.exe eller filen setup.exe.
- Läs och acceptera villkoren i licensavtalet och följ sedan anvisningarna på skärmen.
- Under installationen skapas, om du vill det, automatiskt en programgrupp och en programikon i Start-menyn.

Tips 1: Det kan hända att spelet ligger på flera CD-/DVD-skivor. Under installationen kommer du då att uppmanas att lägga i en ny skiva för att fortsätta installationen. Mata i så fall ut CD/DVD-enheten, lägg i den aktuella skivan och klicka därefter på OK.

Tips 2: Du måste ha den senaste versionen av DirectX installerad för att spelet ska fungera korrekt. Om du inte redan har den senaste versionen av DirectX installerad på datorn, finns möjlighet att installera den under installationen av spelet.

STARTA SPELET

STARTA FRÅN DVD

När du lägger i CD/DVD-skivan med spelet i datorns CD/DVD-enhet öppnas CD:ns/DVD:ns startmeny. Klicka på knappen Spela.

STARTA FRÅN SKRIVBORDET

Om du redan har lagt CD/DVD-skivan med spelet i datorns CD/DVD-enhet, öppnas inte CD:ns/DVD:ns startmeny automatiskt.

Klicka i så fall på Start > Alla program och sedan på spelmappen. Välj alternativet Spela.

AVINSTALLERA SPELET

Gör så här för att avinstallera spelet:

Alternativ 1: Klicka på Start > Alla program och sedan på spelmappen. Välj alternativet Avinstallera.

Alternativ 2: Klicka på Start > Kontrollpanelen > Lägg till/ta bort program. Klicka på spelet i listan över installerade program och därefter på Ta bort.

Viktig teknisk och aktuell information som eventuellt inte kommit med i handboken, återfinns i filen liesmich.txt i spelets installationskatalog.

INSTRUKTIONER (INTRODUKTIONSFILM)

För att det ska bli enkelt för dig att bekanta dig med den medeltida världen i PIRATES OF THE EUROPEAN SEAS AddOn, har vi förberett en introduktionsfilmen. Du startar filmen via menyposten KAMPANJ i huvudmenyn.

NYA KARTOR

I detta tillägg ingår extra kartor

HANSA

Städer: Bergen, Danzig, Hamburg och London

Köpmanshus: Brygge, Edinburgh, Novgorod, Skanör, Visby

NORDSJÖN

Städer: Bergen, Hamburg och London

Köpmanshus: Brygge, Edinburgh, Skanör

STORBRITANNIEN

Städer: London

Köpmanshus: Edinburgh

POMMERN

Städer: Danzig

Köpmanshus: Novgorod, Visby

NYA YRKEN

PIRATES OF THE EUROPEAN SEAS erbjuder tre nya yrken som du kan välja mellan:

FISKAREN (mecenatklassen)

Sill, musslor, stekt strömning, halsband av musslor
Lax, musselsoppa, rökt lax
Pärilhalsband, stinkbomb (A)

LÄKAREN (den lärda klassen)

Förband, tvål, mirakelmedicin
Salva, medicinflaska, merkuristav (A)
Smärttillande medicin, medicinväska (A), hemlig blandning (A)

PIRATEN (skurkklassen)

Piratsflickor:

- Utföra speciella tjänster
- Utmytta speciella tjänster
- Distrahera statsvakten

Piratskepp:

- Kamouflera piratskepp
- Anfälla skepp
- Plundra skepp
- Plundra en byggnad

NYA TITLAR OCH ÄMBETEN:

Baron: 200 000 daler/70 byggnader
Skicka budbärare

Greve: 500 000 daler/75 byggnader
Tillämpa på imperienivå

Markgreve: 1 000 000 daler/80 byggnader
Den gyllene skeden

Kardinal: Inkvisition, leda korståg, utföra mirakel

Överbefälhavare: Ilska, träna andra/dig själv som kämpe, beslagta varor, förbättra befälsstrukturer

Kung: tillkalla högvakten, hålla brandtal, konfiskera egendom, upphäva immunitet

SJÖFART OCH FJÄRRHANDEL

SKEPP

- Fiskebåt
- Karavell
- Kogg
- Holk
- Karack

KÖPMANSHUS

Köpmanshus är handelsstationer som bara kan nås av skepp och handlar med fem nya lyxartiklar: bärnsten, serviser, kryddor, silke och vin

Pika-aloitusohje - SUOMI

Tervetuloa tämän asennusohjeen pariin!

Suosittellemme, että suljet kaikki tarpeettomat ohjelmat ennen kuin aloitat ohjelman asennuksen. Tähän sisältyvät myös virusten ja vakoiluohjelmien torjuntatyökalut, jotka saattavat haitata asennusta.

Pysäytä lisäksi ennen pelin käynnistämistä kaikki virtuaaliasemat!

PELIN ASENTAMINEN:

Peli asennetaan ja käynnistetään seuraavasti:

1. Aseta asennuslevy CD/DVD-asemaan.
Jos AutoRun-ominaisuus on käytössä, asennusohjelma käynnistyy nyt automaattisesti. Napsauta silloin Asenna ja noudata näytössä näkyviä ohjeita.
2. Jos AutoRun-ominaisuus ei ole käytössä, toimi seuraavasti:
 - a) Kaksoinapsauta Oma tietokone -kuvaketta. Näyttöön tulee ikkuna, jossa näkyvät kaikki levyasemat.
 - b) Valitse CD/DVD-asema, jossa on pelin asennuslevy
 - c) Kaksoinapsauta autorun.exe tai setup.exe.
3. Lue käyttöoikeussopimus ja hyväksy se. Noudata sen jälkeen näyttöön tulevia ohjeita
4. Asennusohjelma voi halutessasi luoda kansion ja kuvakkeen käynnistysvalikkoon.

Vinkki 1: Pelin tiedostot ovat useammalla CD-levyllä. Asennuksen aikana sinua pyydetään asettamaan tietty CD/DVD-levy asemaan. Avaa silloin levyasema, aseta kyseinen levy CD/DVD-asemaan ja napsauta OK.

Vinkki 2: Peli vaatii uusimman DirectX-version. Ellei sinulla ole vielä uusinta versiota, asennusohjelma voi asentaa sen koneellesi.

PELIN KÄYNNISTÄMINEN:

KÄYNNISTÄMINEN DVD-LEVYLTÄ

Aseta pelilevy CD/DVD-asemaan. Näyttöön tulee nyt levyn aloitusvalikko. Valitse Pelaa.

KÄYNNISTÄMINEN TYÖPÖYDÄLTÄ

Jos pelilevy on jo CD/DVD-asemassa, levyn aloitusvalikko ei avaudu automaattisesti.

Valitse silloin Käynnistä > Kaikki ohjelmat > Pelin nimi. Valitse kansioista vaihtoehto Pelaa.

PELIN ASENNUKSEN POISTAMINEN:

Pelin asennus poistetaan seuraavasti:

Vaihtoehto 1: Valitse Käynnistä > Kaikki ohjelmat > Pelin nimi. Valitse Poista asennus.

Vaihtoehto 2: Valitse Käynnistä > Kaikki ohjelmat > Ohjauspaneeli > Lisää tai poista sovellus. Valitse peli luettelosta ja napsauta Poista .

Pelin asennuskansiossa on tiedosto readme.txt, joka sisältää tärkeitä teknisiä tietoja, joita ei ole päivitetty käyttöohjeeseen.

OPASTUS (ESITTELYVIDEO)

Olemme tehneet tämän esittelyelokuvan, jotta pääsisit sujuvasti sisään PIRATES OF THE EUROPEAN SEAS -lisäosan maailmaan. Voit käynnistää elokuvan päävalikon kohdasta CAMPAIGN.

UUSIA KARTTOJA

Tässä lisäosassa on mukana lisäkarttoja.

HANSA

Kaupungit: Bergen, Danzig, Hampuri, Lontoo

Konttorit: Brügge, Edinburgh, Novgorod, Skanör, Visby

BRITANNIA

Kaupungit: Lontoo
Konttorit: Edinburgh

POHJANMERI

Kaupungit: Bergen, Hampuri, Lontoo
Konttorit: Brügge, Edinburgh, Skanör

POMMERI

Kaupungit: Danzig
Konttorit: Novgorod, Visby

UUSIA AMMATTEJA

PIRATES OF THE EUROPEAN SEAS -pelissä on valittavana kolme uutta ammattia:

KALASTAJA (patruuna)

Silli, simpukat, paistettu silli, simpukkakaulakoru
Lohi, simpukkakeitto, savustettu lohi
helmikaulakoru, hajupommi (A)
salainen mikstuura (A)

LÄÄKÄRI (oppinut)

Siteet, saippua, ihmelääke
linimentti, lääkepullo, lääkärin merkki (A)
kipulääke, lääkärinlaukku (A)

MERIROSVO (rikollinen)

Sisäkkö:

- Määrää siveettömiin palveluihin
- Käytä siveettömiä palveluja
- Hämää kaupungin vartijoita

Merirosvolaiva:

- Naamioi merirosvolaiva
- Hyökkää laivan kimppeun
- Ryöstä laiva
- Ryöstä rakennus

UUSIA TITTELEITÄ JA ASEMIÄ:

Paroni: 200.000 taaleria/70 rakennusta
Lähetä kosija
Kreivi: 500.000 taaleria/75 rakennusta
Hac asemaa keisarillisella tasolla
Markiisi: 1 000 000 taaleria/80 rakennusta
Kultainen lusikka

Kardinaali: Inkvisitio, johda ristiretkä, tee ihmeitä
Ylipäällikkö: raivoa, kouluta jotakin/itseäsi taistelijana, takavarikoi tavaroita, parannettu komentorakenne
Kuningas: kutsu kuninkaalliset joukot, tulinen puhe, palauta varat, poista immuniteetti

MERENKULKU JA KAUPPA PITKIEN ETÄISYYKSIEN YLI

LAIVAT

- Kalastusalus
- Karaveli
- Koggi
- Holkki
- Karakki

KONTTORIT

Konttorit ovat kauppa-asemia, joihin pääsee vain laivalla. Konttoreissa käydään kauppaa viidellä uudella ylellisyustuotteella: meripihka, astiat, mausteet, silkki ja viini.

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Pierre Langer

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CONDUCTOR: Bernd Ruf

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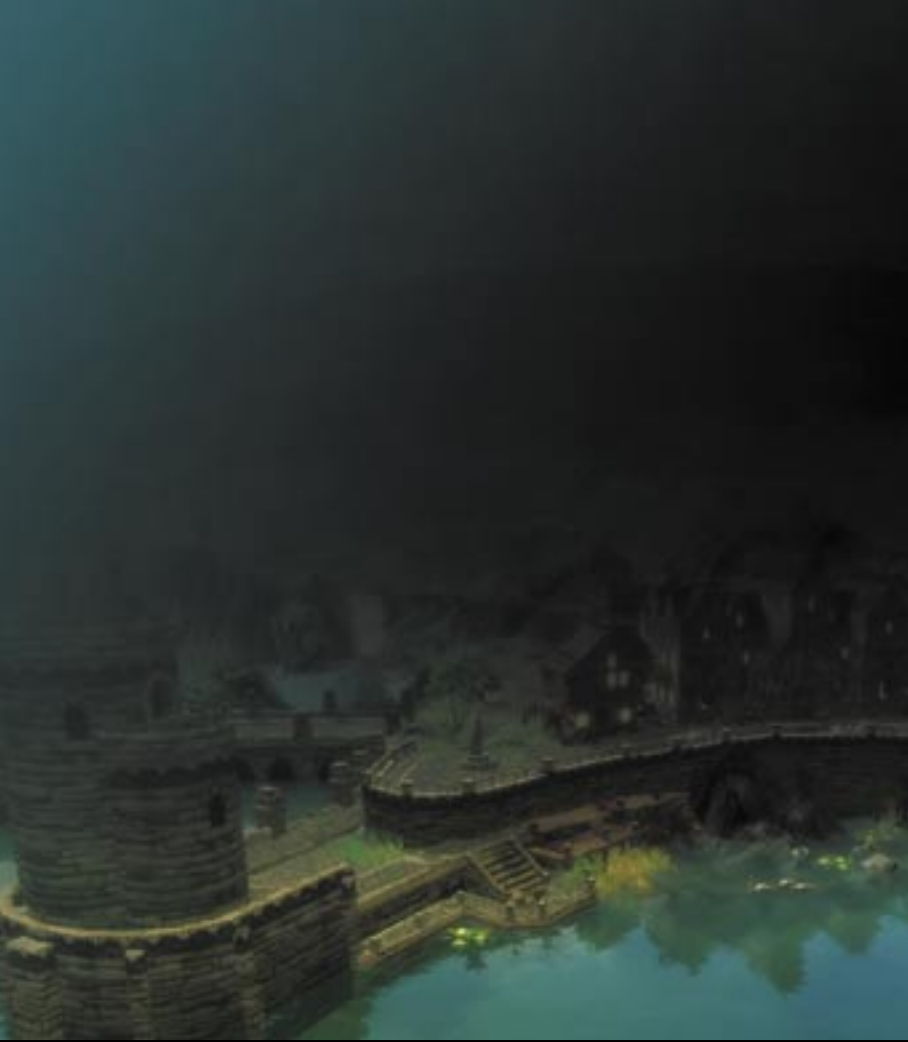
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