Europa 1400

The Guild

Manual

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Homepage JoWooD: www.jowood.com
Homepage "Europa 1400 - The guild": www.the-guild.com

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Health advice
Some people are susceptible to epileptic seizures when looking at flashing lights or certain patterns in everyday life. Such people may suffer an epileptic seizure whilst watching television or playing computer games. This may happen suddenly, even if the player has no history of suffering from such seizures. Consult your doctor before playing the game if you or any family member is susceptible to epileptic seizures. If you experience any of the following symptoms, you should immediately discontinue the game: dizziness, blurred vision, eye or muscle twitches, disorientation, loss of awareness of your surroundings and / or involuntary movements or convulsions.

Technical Assistance and Customer Service
Are you having problems installing the software or are you are stuck playing the game and want some help?

The JoWooD Productions Team will be pleased to help you.

e-Mail: support@jowood.com

Online register: http://register.jowood.com
As a registered member you will have the chance to voice your opinions in the JoWooD forum or contact our support team with any technical queries.

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1) Technical section

System requirements
To play "THE GUILD", your computer must fulfil the following minimum system requirements:

- Microsoft Windows® 98, ME, 2000, XP
- Intel Pentium® II 400 MHz or 100% compatible
- 8x speed CD-ROM drive
- 16 MB 3D graphics card
- 64 MB RAM
- DirectX® compatible sound card
- DirectX® 8.1 (included on CD)
- 750 MB free hard drive space

We recommend the following system requirements:

- Intel Pentium® III or AMD Athlon, 500 MHz or faster
- 32MB 3D graphics card
- 128+ MB RAM
- This configuration will allow you to play "THE GUILD" with all standard details.

"THE GUILD" will appear in more detail, the higher the performance of your PC. However, "THE GUILD" offers just the same game options in any configuration! If you have a slower PC, do not be afraid to lower various graphics settings. This will not detract from your enjoyment of the game. On the contrary, the game will run more fluently, allowing you to celebrate your success all the more quickly…

Installing
Insert the "THE GUILD" CD-ROM into your CD-ROM drive. If the "Autorun" function is enabled for your drive, the set-up program will start automatically. Otherwise, you will have to start the installation program manually. To do this, double click on the "My Computer" icon on your Desktop and then on your CD-ROM drive. Double click on either the "autorun.exe" or "setup.exe" icon.

The start menu will open. Click on the "Install" button and follow the on-screen instructions.

Uninstalling
You can uninstall "THE GUILD" at any time, either by going to "Programs" in the Start Menu on your Desktop and then to "The Guild", or through the Add / Remove Programs option in the Windows Control Panel.

2) Background

2.1)   The Story

The "golden age of discovery and free spirit", as the late Middle Ages in Europe is known by its contemporaries, is the era of free-thinkers and merchants.

With the nobility in dire financial straits, due to their penchant for extravagance and ongoing, expensive feuds, some wealthy towns are seizing the moment to pay a high ransom in return for increased privileges from their rulers, and occasionally even from the Emperor. Their goal is to achieve wealth and power based on the philosophy of a free middle class, albeit one that rules over others. This is the dawn of the free towns...

Under the administration of the middle class and the merchants, the towns begin to flourish. Trade blossoms and certain citizens acquire increasing power and influence. The era also sees the laying of the foundation stones of double-entry bookkeeping thanks to the Medicis, which, for the first time, allowed a precise calculation and listing of all available financial resources according to debit and credit. This in turn led to the creation of the first genuinely large business houses, those of the Fuggers and Welsers. Thus, more and more people flee the estates of the noble families and head for the free towns, to exchange the burden of servitude for the liberty of the town air and to have the opportunity of starting a new life.

However, the town is not merely a place that promises hope of the prosperity for which everybody strives. Again and again, fatal epidemics run rampant, thieves and cutthroats lie in wait for their loot, and craftsmen and merchants compete mercilessly at the expense of the ordinary town-dweller.

There is also a steady supply of predators in the nobility, who are envious of the towns' hard earned wealth and waste no time in occupying some castle ruins near the town, from where they can spread fear and terror amongst the traders ...

You arrive in a major town to make your fortune. Whether as an honest trader or a robber baron – the choice is yours. Experience the closing era of the Middle Ages, live a rich life of trading, avarice and intrigues from 1400 to 1600.

2.2)   The Diary of John Merryman

17. XII. 1399

After a long journey, I arrived in London late in the evening and went straight to the crooked and crumbling house of my sick uncle.

Tomorrow, my aunt will show me the smithy I am to take over – my uncle has become so ill that he can barely get out of bed.

I hope I will prove to have sufficient skills in this handicraft, and that my short supply of money does not run out too quickly. At least I can be sure of one thing: I shall work conscientiously and hard until I become a respected and prosperous citizen of this town.

29. XII. 1399

Today, my uncle died – God rest his soul.

Gone are the nights we would spend sat in front of the small stone stove, talking about life in the town, work and home ... he would have loved to visit our village one more time and talked things through with father, but instead he has gone to his final resting place in London's graveyard.

My aunt will be welcome to live in the house until the day she dies. That I swore to my uncle, and so shall it be.

And each year on his birthday in February, I shall light a candle for my uncle, so that he knows I have not forgotten him.

I am slowly beginning to miss my family and my home. The town is so strange to me, so incredibly large and full of strange people. But I cannot go back, because I left my family

just as my uncle did over thirty years ago. No, I cannot go back – the town is my home now. Things are going quite well at the smithy. The apprentice smith, Joshua, is a virtuous boy with more than enough strength, but not an abundance of brains.

But before that, the apprentice can make some fittings. There is enough iron left in the storeroom for that.

 In the evening, when my day's work is done, I will visit an experienced master craftsman to improve my skills as a blacksmith – it would be more than foolish of me to while away my free time without learning anything new…

Then, if there is still time, I will go to the local tavern to make myself known and talked about a little. Perhaps there will be a good dice game there – oh, how I love a good dice game.

14. III. 1400

Fortune has smiled upon me: The fittings that the apprentice Joshua made, brought in a tidy sum at the market. I bought in some new iron straight away with the money, so that the apprentice has enough material available next time. Fittings seem to be a product in great demand at the moment … I hope it stays that way.

Today and over the next few days, I will visit a master merchant to learn the art of negotiation. A good talent for negotiation will be of great use to me in buying and selling. Now, I am going to have a look round …

In the evening, I went to the tavern again. There was a pretty maiden there – I think she is a scent mixer or something – who gave me a brief, enchanting glance. Ah … if only I had more money, I could buy one of those wonderful poems written in the scriptorium of the church opposite, and give it to her as a gift.

Unfortunately, my business must come before my loneliness at the moment.

3. VI. 1400

I was right again. The fittings sold out in no time. I did not even have to take them to the market, because people came to my smithy to buy them straight from the storeroom … if things go on like this, I will soon be able to employ another apprentice and produce even more.

I sent the cart to the market to fetch even more iron, but there was none left. The other blacksmith, Albert, has taken the entire supply, as well as my idea of making fittings.

I was left with no option other than to send my cart directly to the mine where I could buy as much iron as I needed. Fortunately, it was not set upon by robbers, as has happened to other citizens who have sent one of their carts out of town.

However, since I had to drastically reduce the price of the fittings – although at least I made plenty of them – I decided upon a change of product: rapiers! It strikes me that the town is lacking a good armourer. So I will fill this position – so long as it pays well.

Besides, I must have sufficient fittings in the storeroom to make them into rapiers with the addition of some iron. So I sent the cart to the market again to buy a few fittings before sunset with the last of my funds.

I will just have to hope that the rapiers sell equally well, otherwise I will have to go to the money lender to take out some credit.

But I'm a good soul, and my luck has never deserted me before now.

11. X. 1400

Hurrah, it worked! The rapiers have brought in so much money, that I can purchase sufficient iron and fittings again. And I can finally make some improvements to my smithy. I have also had a portal built onto my house. Soon, I will be respected and I will no longer have to spend my free time having obsequious conversations with customers.

I am slowly beginning to think that I would like to manufacture a new product in the smithy – I have silver rings in mind, because they are particularly in demand with the wealthy citizens. Moreover, I have been told that wearing such a ring earns recognition from minor officials.

Oh well! I will just have to bring in more money.

That is why tomorrow, I will be taking on another apprentice. With two of them, the smithy can produce twice as many swords. (The term "rapier" is not so widely used here in the town.)

Alas, success alone does not make one happy. I cannot stop thinking about the pretty scent mixer, the way she looks at me timidly with her beautiful eyes and then lowers her gaze and looks away ... I simply must see her again.

At least I have been able to discover her name, Anna-Marie.

2. XII. 1400

Oh dear, my apprentice, Joshua, has burned his hand on a drop of glowing iron whilst he was melting it... I should not have been so careless and will buy an apron immediately. But now Joshua is injured and can only produce half the amount of rapiers per day that he could when he was in full health. I will have to pay for some improvements to my smithy and soon, to reduce the danger of accidents.

I will buy an apron tomorrow to improve my smithy and make sure this never happens again!

There was utter chaos in the town today: A fire broke out unexpectedly in the town councillor Jasper's joiner's, destroying most of the furnishings and fittings; the town councillor's employees escaped in terror. There have been rumours since, that it was an attack ...

However, councillor Jasper is blaming the master smith, Albert, my competitor for the alleged attack, who in turn, has challenged the councillor so as not to lose face. The duel is due to take place in summer of the year 1401.

I only hope that I have made no enemies in the town, because I am slowly beginning to realise that enmity with a wealthy citizen would spell the end for my smithy.

To be safe, I have asked a boy to keep watch on the master smith, Albert, for the next few days – perhaps he is planning an attack on me as well ...

4. III. 1401

Taxes have been raised. Damn! Just when my finances were getting into some sort of order, the greedy powers that be of the town hold out their hands.

At least they have offered to award me civic rights. Or were they just thinking about the 500 coins I would have to pay, even if they were the last few coins in my money box? Upon my soul!

At least now I have sufficient money to pay for some long overdue repairs to my cart. Then I can send it back to the market to turn my stock of silver rings into money.

If I have time, I will send the cart out one more time; this time to sell the three rapiers from my storeroom. Then I should have enough money to replenish my storeroom with raw materials and equip my smithy with a water tub and a large pair of smith's tongs. Oh – and to pay my taxes ...

Unfortunately, the observation of my competitor did not bring forth any useful information. And since my money is slowly running out, I can not afford to send my spy out again on the master smith's trail ...

21. VII. 1401

The lean spell appears to be over!

My smithy is now very well equipped, the storerooms are full and the apprentices are

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producing enough fittings, silver rings and rapiers to be able to sell them for a tidy profit at the market. Now all I am lacking is a larger cart, so that I can always take two different lots of goods to the market. But I will soon be able to afford that as well.

I heard that the duel of honour took place yesterday morning between councillor Jasper and the master smith, Albert. The master smith was seriously injured – but he will survive. Nothing has changed in my love-life.

However, that is set to change, for I have decided that my business seems to be progressing sufficiently well to court the beautiful Anna-Marie...even if it takes years before she finally says "YES" to me! I will do anything to win this beautiful woman's heart!

I have also resolved to acquire civic rights in the next two years. Then I will be able to apply for an office in the town. Who knows, I should surely be granted privileges; so my uncle once told me.

7. X. 1401

A spiteful, envious person has carried out a shameful attack on my smithy today: A revolting little "stink bomb" – though it smelt like an enormous one – placed behind a shelf drove one of my apprentices out of the workshop. I cannot say exactly who did this, but he achieved his aim, because I have lost a lot of money by missing out on work.

However, I will not be pushed around any longer – I shall strike back!

I have created a back room at my house, from where I can plan an attack on my competitor, Albert the master smith. This will enable me to seize an advantage for my business and earn more money.

Things are going very well with my courtship of the beautiful Anna-Marie. But I suspect that I have a rival for her affection – I can only hope that he does not buy her too many gifts, for most women are increasingly impressed by money these days. We shall see ...

2.3)   The Principle of "THE GUILD"

"THE GUILD" is a round-based economy simulation and a 3D real time strategy game with a host of role play elements rolled into one. And it is most certainly a life simulation! However, the most fascinating thing about the ""THE GUILD"" is that you can and must create an entire family dynasty if you want to continue the game with your character's children, rather than see it come to an abrupt end when your character dies. This is a complex and painstakingly detailed micro-simulation, where every individual inhabitant in the town thinks and acts independently. We hope you will enjoy it…

But beware! Your competitors – be they human game players in a network game or computer controlled characters – will be trying to make life as difficult for you as possible. And they, and you of course, have countless ways available in which to do this: Politics, sabotage, plots, etc.

You – the player – do not only create a character, with whom you start the game in early 1400 in one of five towns, but you create an entire world. Whether as a craftsman, priest or landlord of a tavern, immerse yourself in the life of a completely simulated Middle Age town!

The inhabitants go to work every morning, complain when they are poorly paid, enjoy themselves in the public house in the evenings, and each have their own, quite individual aims. In the towns, the four seasons are completely simulated with rain, storms, snow, and their effects. So think carefully about whether you want to set fire to a competitor's house in the middle of autumn – it might rain.

However, the citizens of the town are not only "united" in enmity, you are also sure to make friends whom you can meet for a regular drink in the tavern, and who will vote for you to be awarded that office of building master you have applied for.

4HEAD Studios would like to wish you the best of luck and many hours of pleasure!

3) Main menu

You can call up this menu during the game by pressing the **"Esc"** key. Only the "New Game" option will be unavailable at this time.

New game

This option allows you start a new game. You can read about your options in more detail in The Game Begins.

Load game

To load a saved game, simply left click on the name or picture of the desired game. The picture next to the name shows the game situation you were in when you saved the game. This will help you to navigate more quickly around your saved games. Press the Load button to load the desired game. If you are already playing a game, you will have to confirm the load request.

Save game

This option only appears when you access the Main Menu from a game in progress using the **"Esc"** key.
Games in "THE GUILD" may be saved manually in one of two ways. Your game is also automatically saved at the beginning over every new round (year) using Autosave. You can load your game at this point if you should ever have a particularly bad year. Simply load the Autosaved game before the year the current year has ended.

You can save your current game in "THE GUILD" as follows:

- **"Esc"** – Save: If you click on the "Save Game" menu option, you can click on a game and give it its own name. Now press the "Enter" key and the game is saved.
- If you press the "Q" key during play, the game will be saved using Quicksave.
- The game is automatically saved using Autosave at the beginning of each round (year).

Whenever the game is saved, a small screenshot is taken and displayed with the date and time.

Tutorial (Introduction game)

This option only appears when there is no game in progress – i.e. at the start of a game, or when you quit a game and return to the main menu.
The Tutorial should quickly help you to understand how to play the game and take your first steps. It is made up of five consecutive chapters, each of which deal with specific aspects of the game. In each chapter, you must complete certain assignments in order to progress to the next stage.

The chapters are:
- Controls & Panel
- Tour of the Town
- Production & Trade
- Building Options & Improvements
- Careers & Politics

You can select and deselect each chapter using the left mouse button. When you start the tutorial, you will only play the chapters you have selected.

Game options

The Game Options allow you to set the general game speed, with which the rounds progress in real time, the mouse speed and the speed of the camera panning, individually and according to your own preference. There are also further options.

Graphics options

The Graphics Options allow you to adjust the on-screen appearance of "THE GUILD" to suit your own preference as well as the performance of your PC. The following settings may be adjusted by slider :

- **Screen resolution**: This option is only available when there is no game in progress. If you have a game in progress, you will have to "Exit" it. You can only set / alter the
- 800 x 600
- 1024 x 768
- 1152 x 864

modes in the Start Menu.

- **Building detail:** A higher setting results in more attractive buildings in the game with more shape than the buildings when the game is played at a lower setting.
- **Terrain detail:** The higher this option is set, the finer the resolution of the landscape. Take note! You can increase the speed of the game significantly in some circumstances when you have this option on a low setting.
- **Terrain Mipmapping:** If you activate this option, the landscape in the game appears "softer". Whether you leave this option active or deactivate it is a matter of personal preference. This option has little effect on the game speed. However, it may be advisable to switch off this option on slower computers.
- **Texture resolution:** The higher this option is set, the more attractive the textures in the game. However, to use the finest textures, you will need a 32 MB graphics card!
- **Shadows:** With the lowest option setting, the shadows are switched off. With the highest setting, the shadows are of very fine quality, but take a lot of time to load.
- **View distance:** The further right this option is set, the deeper you can see into the 3D landscape. It looks prettier, but takes a lot longer to load. Reducing the range by 10% will often significantly increase the fluency of the game.
- **Camera freedom:** When this option is on a low setting, you can still only move the camera from left to right by pressing the left and right mouse buttons simultaneously; the zoom is not available. We particularly recommend this setting for slow PCs. With the highest setting, you have almost complete freedom of movement.

Sound options

The Sound Options allow you to set the general volume of the game, as well as the volume for sound effects, music and speech individually.

End / extit game

Selecting this menu option will either end the current game or exit the program.

4) The Game begins
4.1)   General options
Firstly, you must establish a few general conditions for your game.

Town selection
First of all, you can determine the town in which your game will take place. Click on one of the little flags on the map and the selected town will appear on the parchment. You have a choice of the following towns: Berlin, London, Madrid, Milan and Paris. The towns differ from each other in their construction, population and historical events.

When you have made your selection, click on the continue button.

Level of difficulty
At the start of each new game, you can determine the level of difficulty. "Normal" guarantees a balanced game. With "very hard", you will have to work harder for your money, purchase prices rise considerably and you will start to come across unpleasant surprises after just a few rounds – initiated by aggressive.

Historical news
Here, you can select the history mode for your game. Historical events are always displayed at the end of a year (round).

The following modes are available for selection:
- **Actual history**
  In this mode, the most important historical facts are displayed, relating to your selected town and Europe as a whole.
- **Without history**
  In this mode, you are not informed of any historical events, allowing you to concentrate fully on the development of your character.

Assignments
In this menu, you can establish whether you would like to go freely about your game, or whether you would like to complete assignments. You can choose from the following assignment modes:
- **Free game**
  A free game can run until the year 1600, or beyond if you so wish. But do not be surprised if in 2002 all of the town's buildings still look like they are from the Middle Ages. In any case, the game may not progress this far due to economic downturn in the town. In this game mode, there are no assignments to complete which could end the game prematurely.
- **Very easy assignments**
  These assignments are designed for beginners and can be completed in 2 to 4 hours. However, if you are completely new to "THE GUILD", even a very easy assignment can keep you busy for a whole day.
- **Easy assignments**
  Easy assignments can generally be completed quite quickly. An assignment in this category might consist of earning a certain sum of money. These will take between 4 and 8 hours.

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- **Medium assignments**
  Medium assignments pose a considerably higher degree of difficulty than easy assignments. An experienced player would take some 40 years of game time to complete one of these assignments, or between 8 and 16 hours of playing time.
- **Hard assignments**
  Only seasoned professionals should attempt a hard assignment. Sometimes a lifetime is barely long enough to complete one of these assignments, so give plenty of thought to your successor. One of these assignments can keep you quite busy for 2 or 3 days.
- **Very hard assignments**
  Even we, the makers of "THE GUILD", can not conquer these assignments sometimes. They will take between a few days and a week to complete. Look after your family and train your children! For you will rarely complete one of these assignments in a generation.
  And don't forget your own family and friends in real life!

4.2)   Character generation

Finally, you can create your character with whom you begin the game. This person will be the "forebear" of the dynasty you create throughout the course of the game. The characteristics of your protagonist will determine the means and manner with which you start the game. Do you want to be an honest trader? Fine. But you also have the option of conferring "talents" upon your character, which will be of advantage in more underhand dealings. Whatever your choice, your character will undergo countless experiences and developments as the game progresses.

Personal details
First of all, you must choose a First name, Surname, Gender, Faith (catholic, catharic, later protestant) and Coat of arms for your character. Neither your faith nor your gender have any positive or negative influence on the game. For the purposes of enjoyment of the game, a female character may also immediately become a priest or bishop, even if this would be quite unimaginable in 1400.

This promotes game play enjoyment and equality. We understand if you consider this unrealistic. However, should you find this difficult to accept or tolerate, we would remind you that "THE GUILD" is a game. We would also add that we are of the opinion that every occupation and office should be open to all, irrespective of gender and origin!

Parents
Here you can decide if you want to choose your character's parents for yourself, or whether you want the computer to do this for you.

- **Choose your heritage**

If you have decided to choose your character's parents yourself, a village scene opens, in which you can firstly choose your father from five candidates (thief, craftsman, priest, trader and mercenary), followed by your mother from four candidates (trader, poet, craftsman and thief).
Once you have selected your parents, this gives your character a basic orientation in terms of his occupation. He may be inclined towards life at the market, or he may be more eloquent. Finally, you are given some talent points that you may divide between your talents at your own discretion. (See also 6.2) Talents)

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- **Automatic**
If you select this option, your character's parents – as well as his talent ratings – are determined by the computer. The range of talents your character has at the beginning of the game depends exclusively on the automatic choice of occupation.

Select occupation
Now you can select your character's occupation. There is a choice of: Blacksmith, Joiner, Stone Mason, Alchemist, Perfumer, Landlord, Thief and Preacher. The choice of occupation will establish your character's field of work at the beginning of the game. However, later in the game, further occupations will be open to you to learn through your privilege "Occupation" / "Change of Occupation".

5) Game controls
5.1)   General menu guidance
You navigate around all menus in "THE GUILD" using the mouse, selecting the desired menu item by moving the cursor over a button or phrase and activating the function with a left click. In some cases, this will open another menu with further options.
To exit a menu in "THE GUILD", simply click the right mouse button. The exception to this is the Main Menu, where you must click on "Exit" to exit "THE GUILD".
In some menus in "THE GUILD" you can make adjustments that must be verified with the "Confirm", or "OK" buttons or similar options, in order for these to become effective. Should you be unhappy with your alterations, you can restore the previous settings by leaving the menu by clicking on the "Cancel" button, or by clicking the right mouse button.

Keyboard input
You are only required to input details with the keyboards at two stages in the game.
1. At the beginning of the game, you must enter your first name (or a pseudonym) followed by your surname. The names that you enter will be your character's name in "THE GUILD" from now on. Help him and yourself to achieve fame and standing!
2. If you have successfully courted a bride (or a groom if you are female), you (or your wife) will have children after a while. This event is portrayed in a game scene, after which you must give your child a name.

Sliders
Some menus allow you to make adjustments using a slider. To do this, either click with the left mouse button on the desired point on the scales, or hold down the left mouse button on the blue dot and move it by hand into the desired position.
The further right you move a slider, the higher the setting becomes. Conversely, the setting becomes lower, the further left you slide the dot.

Scrolling
Some menus, as well as parchment scrolls, have a small arrowhead in the bottom right corner. These allow you to scroll up and down to display the entire menu content.
If your mouse has a mouse wheel, this can also be used to scroll through the menus or parchment scrolls.

5.2)   Navigating, entering figures, entering words

You can generally navigate your way throughout "THE GUILD" with the mouse, as already mentioned. You select something with the left mouse button (menu items, buildings, objects, characters, etc.) and deselect it with the right mouse button.

Town view
This view gives you a bird's eye view of the town. There are three ways in which you can set the camera in **(a) motion**. Either move the mouse cursor in the desired direction to the edge of the screen and the camera will move in this direction, or hold down the right mouse button hold down the right mouse button and you now have complete control over the movement of the camera.

Give it a try
Hold down the right mouse button and move the mouse over the town. See!? It's that easy. Finally, if you prefer keyboard control, you can use the arrow keys to navigate.

To change the **(b) perspective and orientation** of the camera, simply hold down both mouse buttons simultaneously. If you move the mouse backwards, the camera draws away from the buildings and adopts a more elevated position. If you move the mouse forwards, the camera zooms in and adopts a lower perspective.
If you move the mouse left and right – still whilst holding down both mouse buttons – you can control the camera's orientation freely. Move the mouse (with both buttons held down) to the left and the field of view turns to the left. Naturally, the opposite happens if you move the mouse to the right. You can set the camera's freedom of movement in the Graphic Options under "Camera restriction".
If you hold down the left mouse button on a building, the camera will (c) zoom in on the building, so that you can look at it more closely.
> **The mouse wheel**
> In 3D View, you can zoom in and out about the town using the mouse wheel. In the Production Menu and Transport Menu, you can scroll up and down through your goods and carts. You can also scroll up and down through the text in balance sheets, poems, historical news and some of the other menus. In these cases, there will also usually be 2 small horizontal or vertical arrow symbols in the menu.
> **Entering / leaving buildings**
> When you are in Town view and select a building with the left mouse button, the mouse cursor will turn into a door handle for as long as it remains over the selected building. (The panel on the right allows you to select new options and display information on the building…) If you now click on the building again, you can enter it – this does not work, however, with other people's residences. Of course, you are able to enter other people's businesses during opening hours – you may be able to pick up some items that you need…
> To leave a building, simply click the right mouse button.
> **Interior rooms**
> Inside buildings, the camera is generally restricted to pre-set panning movements – and in other people's workshops, there is only one camera option: to look at the goods on sale for this business.

When you have entered a building, gold arrows appear at the four edges of the screen, pointing in all four directions. These arrows indicate that you can "swing" the current screen. Move the mouse to the edge of the screen, and the camera automatically pans into a pre-set position.
If you move the mouse over certain objects in a room, the cursor changes into a golden

symbol or a Help message appears at the cursor. These messages indicate measures that you may wish to take by clicking the left mouse button.

If you press the **"Ctrl"** key when you are in a room, all available measures in your direct field of view will be displayed.

Changing rooms

When you are inside buildings, you can switch back and forth between the rooms in two ways. One way is to left click on the relevant door, the other is via the floor plan beneath the clock.

A right click on the mouse (RC) will always exit the current interior room, and you will find yourself back above the town.

Receiving information

When you move the mouse cursor over a building, object, character, or option in 3D view (Town view, interior rooms and businesses in the surrounding area), a brief explanation appears underneath the mouse cursor (name or description).

Tool tip system / The right mouse button

If you hold down the right mouse button, you will receive information about the object that the mouse cursor is pointing to. This may be an icon (picture symbol) or also a picture of a character (a person).

The meter beneath a character's picture indicates your character's favour with this person. Hold down the right mouse button on one of these "favour meters", and this person's favour with other people will be displayed.

Selecting characters / Using selection frames

You can select almost every character that appears in the camera's field of view individually with the left mouse button. If you do this in one of your own workshops, the selected character will give a commentary on recent events or the situation in the town.

However, if you are in one of your own workshops and you select one of your employees, the character will appear in a small picture next to the mouse cursor and you can assign a task for him to complete (see 8.2 The Workshop) or send him to another room in the building.

If you hold down the left mouse button on an empty area of the room, you can draw a selection frame using the mouse. This allows you to select several of your employees at the same time.

Picking up and putting down objects / Entering quantities

To pick up an object or product with the mouse in order to load it or place it in your inventory bag, simply click on it with the left mouse button. This will pick up a single item. A double click, on the other hand, will pick up the entire stock of goods beneath the cursor.

If, however, you want to pick up a specific quantity of a product, hold down the left mouse button on the product, and you can now vary the quantity by moving the mouse up and down. A vertical, gold scale appears for visual support.

Objects on the mouse cursor are put down exactly the same as they are picked up. A single left click puts one object down, a double click puts all objects down, and holding down the left mouse button allows you to control the quantity yourself.

Entering figures

Whenever there is a "figure entry symbol" (a framed, downward-facing arrow) behind a numerical figure, this figure can be varied upwards and downwards. To do this, move the mouse cursor over the figure, hold down the left mouse button, and the figure can now be increased or decreased to a certain limit using the mouse.

Entering words

When using certain privileges, you are required to alter words highlighted in blue. If, for example, you are a building master and you want to alter the building price level,

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which is currently "high", a left click will alter the level to "very high". A further click will alter the level to "very low". Each left click cycles forwards through the list of possible entries.

5.3)   Shortcut keys / Quick jump keys

In "THE GUILD", there is a series of shortcut keys, which have specific functions allocated to them and allow you to call up game functions in a quick a uncomplicated way, without having to use the mouse.
During the game – except when an event is in progress – the following shortcuts can be used:

"ESC" =	Calls up the Game Menu and pauses the game.
"Space" =	Pause – this only works in one-player games, and not in networks.
Hold down "Ctrl" =	Displays all available measures when inside a building.
Hold down "Alt" =	Displays all improvements when inside buildings and businesses in the surrounding area. When the Alt key is held down, a left click will zoom in on the object so that you can look at it more closely.
"M" =	Opens the town map (2D map). The map can also be called up via the compass symbol in the right-hand panel or via the compass card when inside buildings.
"N" =	Returns the camera to a north-south orientation in Town view.
"Q" =	Performs a Quicksave at the current point in the game.
"Cursor keys" / "Arrow keys" =	Moves / scrolls the camera in Town view.
"End" =	Switches the game to the fastest game speed, in order to "fast forward" through a round. If you decide that you want to do something in the current round after all, simply press the right mouse button (RC).
"+" and "-" on the number pad =	Increases or decreases game speed.
"Enter" =	In a network game, you can open a message / chat window to send other players messages.

A special type of shortcut in "THE GUILD" is controlled by the **quick jump keys**. These allow you to allocate camera settings to the **"F1"** to **"F11"** keys, so that you can always go straight to a place you want to visit.

If, for example, you allocate the camera setting of the study in your residence to the **"F1"** key, the camera setting of the workroom at your business to the **"F2"** key and the camera setting above the market place to the **"F3"** key, you can jump back and forth between these

three locations quickly and effortlessly. However, the most important locations are already allocated at the start of the game. Press **"F12"** for an overview.

Setting up quick jump keys = Pressing the **"Shift"** key and **"F1 "** to **"F11"** at a desired camera setting will simply overwrite a previously allocated Quick Jump key with a new camera setting.

Default allocation = Note! You can only allocate Quick Jump keys from inside buildings or businesses in the surrounding area of the town. If you press an **"F"** key when you are above the town, this will always allocate the market place to that key. At the start of the game, the **"F"** keys are allocated as follows:
"F1" = Market place
"F2" = Town hall
"F3" = Player's residence
"F4" = Player's first business
Call up settings = Press **"F1"** to **"F11"**
Overview of key allocation = Press **"F12"**

5.4) The panel

A – 3D view
The 3D view occupies the largest area of the screen. This is where the game actually takes place.

B – The coat of arms
The coat of arms in the top left corner allows you to access your character's family tree. If you left click on one of the faces, you can view the characteristics of the selected member of your dynasty. You can view the same information by holding down the right mouse button.

C – The name field
This shows the title and name of your character. A left click on the name field allows you to view and use your privileges.

D - The date
This displays the current year in the game, along with the season (spring, summer, autumn or winter). In "THE GUILD", a single season lasts for a whole year. You start in spring 1400, and continue as follows: summer 1401, autumn 1402, winter 1403, spring 1404, summer 1405, and so on. The years go by continuously, whilst the seasons repeat the cycle of spring, summer, autumn and winter.

E - The action points symbol / Dynasty comparison
The figure next to the AP symbol tells you the number of action points (AP) available to you in this round. These are required for various actions, which are described later. A left click on the symbol opens a parchment, which allows you to a view a comparison of the success of all 8 important families.

F – The clock
The clock always shows the current time in the round. If you click the left mouse button on the face, the time will pass more quickly. A right click will return to normal game speed.

G – The town crest / The floor plan
When you are in Town view, this field displays the name and crest of the town. If you then click on the crest, a parchment appears, which allows you to view information on the town. When you are inside a building, however, a floor plan of the building appears in this field. This allows you to change between the individual rooms. Look at the floor plan in every building, so that you don't miss any rooms and the options that are "hidden" there.

H – The compass / town plan (2D map)
You can call up the town map either by clicking on the compass or simply pressing the "M" key (for "map"). On the 2D map, you can view the name and location of each individual building in the town and surrounding area – long-distance traders can also access their branches in other towns via this map.
The small dots in the colour of your family crest indicate the positions of your carts in the town.

If you hold down the right mouse button on the town map, you can move this around with the mouse. If you left click on a building, the town map is closed and the camera moves to the selected area in Town view.
If you hold down the right mouse button on a building, you can view information on the owner of the building.

Along the lower edge of the map, there are eight symbols, which act as a selection and deselection filter. These symbols refer to the dynasties, or up to eight main players, the six political chambers and the honorary offices. If you select one of the symbols with a left click, all buildings belonging to persons in this chamber are highlighted brightly.

Shows buildings belonging to your opponents.

Shows buildings belonging to officials of the state authority.

Shows buildings belonging to officials in the town council.

Shows buildings belonging to officials of the church authority.

Shows buildings belonging to town servants.

Shows buildings belonging to officials amongst the town bailiffs.

Shows buildings belonging to officials amongst the town informants.

Shows buildings belonging to holders of honorary offices.

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I – The information window
When you click on a building, object or character, a small picture of it appears in this window. If you hold down the right mouse button on this picture, a help window appears in the 3D view, showing information on the selected building or object – this also works with people. If you call up an "option" when inside one of your own businesses and you have to select at least one of your employees to carry it out (e.g. production or pickpocketing), a list of all workers available in the building appears in the information window.

J – The options field
Different options and information appear in this field.

K - Cash
This displays your cash in local currency.

L – The book
The book allows you to look at various overviews:
- Your financial situation
- All buildings in your possession
- All master craftsmen employed by you

M – The inventory bag
The six boxes in the inventory bag show the equipment that your character carries around. A maximum of three items of one kind can be stored in each box. If you hold down the right mouse button on an item, you can view information about the benefits of using this item. The inventory bag also appears in the transport menu and at the individual market stands – as a small bag on the right-hand frame of the menu.
To use an item of equipment, simply click on it. You will then be asked whether you want to use or throw away the item.

N – The message panel
This is where messages intended for you are displayed, using various symbols. If you have more than four messages waiting at one time, you can expand the panel by clicking on the blue and gold arrow at the left-hand side.

6) The Character / Characteristics and values
6.1)   Action points
Your character has a certain amount of action points (AP) available for each round. The APs are used in a round to carry out certain "Measures", such as training in a talent at home or insulting somebody.
Action points are calculated on the basis of 4 initial APs per round, the use of certain items, and extensions to your residence. You character can obtain further APs if, for example, he achieves the sixth master grade in an occupation.
Unused APs from the previous round are added to the next round's supply.

6.2)   Talents
Every character in "THE GUILD", whether a human player or not, possesses five talents. A character's skills in a talent are indicated by half and whole stars, where six whole stars indicate mastery in the talent.

Negotiation
This talent is always called upon when it comes to agreeing on a price for goods.

Handicraft

The better your skills in this talent, the more efficiently your employees will be able to perform their work.

Stealth

A character's "secret" talent contains covers a range of underhand behaviour. Whether you prefer theft, kidnap or espionage, or are followed by the town watch or brought before the court, or you want to cheat in a dice game or a duel: this talent will always give you a big advantage.

Combat

Everything connected with physical force comes under this talent: raids, attacks, thrashing people, kidnap and, of course, duels.

Rhetoric

This talent reflects your character's eloquence. It is used in all kinds of word play and can be of great benefit to the talented rhetorician in votes, bribery, sermons, drawing up lampoons, in court, in blackening the name of a disliked person, when asking for a favour and in the battle of words before and during a duel of honour.

6.3)   Standing / Favour

All characters and people in "THE GUILD" have a specific standing with each other. Since standing is evaluated individually by and for each person, it is quite possible for a character to be popular with officials but despised by all citizens.

Standing can be enhanced in many ways – e.g. through bribery – but can also be easily damaged – e.g. by a tirade of hatred. A good standing with officials indicates, for example, that you would be preferred in an election for office; a poor standing with your competitors, however, can soon lead to a sabotage of your business or a visit from a gang of thugs.

A character's favour with another person people is always shown beneath the character's picture by a green meter. If you hold down the right mouse button on another character's favour meter, you can view his favour with other characters.

6.4)   Health / Life expectancy

Health is a constantly changing value, which determines the life expectancy of a character. Life expectancy is represented by a candle to the right of the picture of the character (see also: 6.6) Character Information).

Your employees' health has a direct influence on their productivity. It is shown as a percentage above the characters' picture in the panel. A health of 100% means that the character has no deficiencies at work. If, however, the health is lower than 100%, the employee's productivity will decrease accordingly.

Illnesses

If you call up further information on a person by holding down the right mouse button on the character's picture (see also: Tool tip system), you can see this character's current illnesses in the lower right half of the information window.

Illnesses influence the health and / or talent values of a character. They will cure themselves after a certain amount of time. However, to accelerate the healing process, you can either go see a physician (see also: 11.2) Privileges) or take a herbal liqueur.

Your character can contract illnesses in many ways. One way is poor hygiene. The possibility of your character contracting an illness in this way can be reduced by improving your residence with certain objects, such as a chimney (see also: 14.4) Improvements). You can also damage the health of your opponents, for example, by using toad slime. Your opponent is almost certain to contract an illness through this.

Bone fracture

Although fractured bones are not exactly an illness, they are still classed as such. A character with a fractured bone will suffer losses in the stealth and combat talents.

Cough

A character suffering from a cough will incur deficiencies in the rhetoric talent for the duration of the illness.

Dysentery

Dysentery is a serious infection of the bowels, whereby the victim can not hold back what is usually saved for the toilet... Because of this, he will suffer deficiencies in the negotiation and rhetoric talents for the duration of the illness.

Fear of the dark

A character who is afraid of the dark will suffer from a deficiency in the stealth talent for the duration of the illness. This is particularly bad for thieves.

Forgetfulness

This illness is the curse of all traders and craftsmen: The victim loses some of his skills in the negotiation and handicraft talents for the duration of the illness.

Hair loss

The disappearance of a magnificent head of hair will damage the standing (favour) of a character suffering from hair loss with all citizens of the town until the illness is cured.

Laughing fits

Uncontrollable laughing fits will hinder any conversation. And anybody who suddenly starts laughing at a funeral ceremony can hardly be surprised that their standing (favour) suffers...

Plague

The scourge of mankind, the wrath of God or the black death, as the plague is also known. There is no known cure for this, the worst of all epidemics...

The unfortunate victim of the plague will suffer serious damage to his health, often resulting in death.

Pneumonia

A character suffering from pneumonia will see his energy sapped by surging fevers. This will mean deficiencies in the handicraft and combat talents for the duration of the illness.

6.5)   Titles

Every person in the game has a civic title, which can be bestowed up him according to status.

The title is the basic condition for the building level of a character's residence as well as his privileges. Titles are bequeathed from parents to children and can only be revoked by court judgement.

Title (in increasing order):	Serf
	Gentleman or Lady
	Citizen
	Patrician
	Nobleman or Noblewoman
	Baron or Baroness
	Count or Countess

Each title carries certain privileges, which make different measures available to you (see: 11.2) Privileges).

Your character's initial title is "Gentleman" or "Lady". This allows you to own or build a residence up to the level of "house" (see: Chapter 7).

6.6)   Character information

When you hold down the right mouse button on a character's picture, an information window appears about the person. Here, you can learn important details about the person, such as age, occupation and master grade, fortune and talent values.
All of this information helps you to work out your opponents and to plan and carry out suitable measures against them.

Symbol explanation
To the left and right of a character's picture, there are various symbols, from which you can deduce the following information:

- **Cross = faith; the magnificent cross denotes catholic and the simple cross catharic or protestant**
- **Information (i) = an "i" means that you have evidence against this character**
- **Heart = the character has a loved one**
- **Weight = the character is being blackmailed**
- **Candle = condition of health / life expectancy**

The meter beneath a character's picture represents his standing with other people. If you hold down the right mouse button on another character's favour meter, you can see his favour with other characters.

7) The residence / Home sweet home

A character's residence is the place where he sleeps but also where various measures are available to him. However, the range of measures is dependent on the rooms that have been created at the residence.

7.1)   Building levels of the residence

There of five building levels for residences, which may only be built or owned by characters with a certain title. In each of the five building levels of residences, there are some rooms already available, and a limited number of new rooms that can be created:

TITLE	PERMITTED RESIDENCE	ROOMS IN THE RESIDENCE...		
		AVAILABLE	FREE	POSSIBLE
Gentleman / Lady Citizen	House	Study	1	Back room, library, drawing room
Patrician	Townhouse	Study	2	Back room, library, drawing room
Nobleman / Noble Woman	Villa	Study, wine cellar	3	Back room, library, drawing room
Count / Countess Baron / Baroness	Palace	Study, wine cellar, music room	3	Back room, library, drawing room

Each type of residence allows certain improvements, which will have a positive effect for your character. You can select these via extend in the building options of your residence. The number of improvements possible increases with the building level. If, for example, you have acquired the title of patrician and you enhance your house to a townhouse, you can build all improvements for a town house in addition to all improvements for a house.

7.2)   Options in the study

A number of options are available to you, according to which rooms you have created in your residence. In this instance, there are just five options for the study:

Gain new master grade
As time passes, your character gains more and more experience in his occupation. When he is good enough, you will receive and offer to send him on a course for four action points. This will allow him to improve by one master grade.
Espionage
This option enables you to employ spies to spy on your opponents and gather evidence.
Improve handicraft
If you would like to improve your characters skills in handicraft, you can send him to a handicraft master.

Improve negotiation skills
Identical to the option for handicraft, only for the negotiation skills of your character.
View evidence
This option allows you to see all evidence of your opponents' crimes that your spies have gathered.

7.3)   Other rooms in the residence

At your character's residence, there are various measures available, which increase with the number of rooms created. Many of these measures will cost you APs and / or money to have the desired effect.

The number and type of rooms you may create in your residence depends on the building level.

The back room
In the back room, you can plot all kinds of underhand behaviour that will make life difficult for your opponents, such as bribery, sabotage or thrashing them. You can also train here in the stealth talent.

The drawing room
The drawing room is the perfect place for inviting your competitors to a feast, which will increase your favour with the guests. It is also spacious enough to allow fencing exercises, in order to improve your skills in the combat talent. However, you can also hatch plots from here to blacken the name of a disliked person in the eyes of another person, with a little evidence.

The library
The library not only allows you to study for your rhetoric talent, it also allows you to compile all kinds of shameful literature, namely threatening letters and lampoons.

The music room
A character who owns a music room can have a strong effect on members of the opposite sex and pass many an amorous hour at home. Having this room available will enable you to win a loved one, and in turn, increase your influence. This room also allows you to hire musicians when holding a feast in the drawing room.

The wine cellar
Besides the obligatory bottles and barrels of wine, the wine cellar also contains a secret barrel in which you can hide cash from prying eyes and the hands of thieves. Sums of money hidden in the wine cellar are not accounted for in a person's fortune – nor are they in your assessment for inheritance tax or the financial evaluation of the bank house. This allows you to keep you opponents in the dark about the true state of your fortune.

8) Business / Minimum wages and workload

This section explains one of the most important aspects of "THE GUILD" - the administration of employees and production.

8.1)   Goods
Goods are subdivided into three categories, but all goods can generally be traded. You can find a list of all goods in 14.5) Range of Goods.

Raw materials
Raw materials include all goods required to manufacture an intermediate product or a finished product.
Raw materials can be unprocessed materials, such as ores, raw granite and barley.

Intermediate products
Intermediate products are all goods that require a second (or even third) production stage before becoming finished products. Intermediate products can still be sold – such as fittings and ethanol – although finished products are far more valuable.
They include, for example, iron and silver, which can be processed together to make silver rings, or ethanol and barley, which can be combined to produce weak beer.

Finished products
A finished product can not be processed any further. Finished products include, for example, silver rings and weak beer. Finished products can be sold or placed in your inventory (in the transport menu / at the market) where they can be used later.

8.2)   The workshop

Goods can be manufactured in all handicraft businesses, workshops, undertakings, and businesses in the surrounding area.

The staff register
The staff register contains details of all employees of a business. This allows you to determine the salary and treatment of your employees, pay your employees a bonus – which increases their motivation – and, by clicking on an empty personnel field, to find and employ a new apprentice or assistant for a certain amount of money.
If you click on one of your employees' pictures, you have the option of dismissing him or promoting him to a journeyman.

Employees
At first, every new employee is a mere apprentice or assistant. With this status, he only has limited knowledge of handicraft and needs a lot of time to finish a product. Only after four years can you promote him to journeyman status, which distinguishes him as a genuine craftsman and reduces his production time.

The master's certificate
A master certificate can generally be found in every business. This allows a master craftsman or foreman to be installed, who will then run the business for you if you ask him to do so.
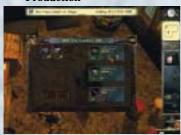
The master craftsman / foreman
A master craftsman or foreman can be installed in every business via the master's certificate.

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He can run the business for the actual owner, who can then devote his full attention to some of his other businesses, or his office or on an elaborate plot against a person he dislikes.

The master craftsman or foreman can run a business completely alone (production, goods transport, purchasing and sales). When employing one of these, you can specify whether he is to take over the business or whether you would like to remain solely responsible for this. With the latter, he will remain in your employment and you will still have to pay him, otherwise he might start to do some "handicraft on the side".

If the master craftsman or foreman is to run your business, you will have to set him a budget from which to work.

Production

If you left click on the "production" option, you will see the production menu. The left half of this shows your goods storeroom where the same settings apply for sales from the storeroom as in your actual goods storeroom (see in game).

The right half contains a list of all products that can be manufactured in by your business. These are represented by a small picture and described on the right-hand side. The raw materials required for production appear beneath the picture.

Assigning work

You must assign work to the employees of your business. There are two ways of initiating production in your business:

One way is to select one or more of your employees with the mouse, then click on "production", then the production menu and finally on the product that you would like manufactured.

However, the other method is far easier. Simply click on "production" and select one or more of your employees from the information window in the right-hand panel and assign a task to them.

Looking for herbs / Catching animals

This is a speciality of perfumers and herb trading businesses. In these, you will find one or two additional menus similar to the production menu. These are called "look for herbs" and "collect ingredients".

If you have a perfumer's business, you can only look for herbs. As a herb trader (alchemist), however, there are other options available.

Look for herbs

This menu also shows your stock of goods on the left-hand side. However, the righthand side shows a list of herbs and flowers: lavender, jasmin and roses.

If you drag employees onto these symbols, they will leave your business and go to the woodland area to look for the appropriate ingredients.

Catch animals

If you have created the "musty cellar" room in your herb shop, you can also catch animals to obtain the following ingredients: bat's blood, spiders' legs and toad eyes.

The storeroom
You can access the storeroom via the "storeroom option" in your business. This allows you to see which goods are in stock in your business, and in what quantity. The upper storage slots contain the raw materials available to your business for further processing. The lower storage slots contain all products that have been manufactured by your business so far.

The storage slots
When there are goods in a storage slot, the quantity of these goods is indicated to the left by a green meter – in relation to the capacity of the storeroom. You can discover the exact quantity of goods by moving the mouse cursor over the storage slot.

Lock storage slot
The unit price for your goods appears beneath the storage slot for occasions when somebody wants to buy the goods directly from your storeroom. However, to prevent the entire contents of your storeroom from being sold, you can left click on the field with the green goods stock meter to indicate the amount of goods that you would like to remain unsold. A red meter then appears in the background to protect your stock from unwanted purchases from competitors.

Release storage slot
Once a storage slot has been filled with a product, a "place-marker" remains in the small box as soon as the supply runs out. This "place marker" reserves the storage slot for this exact product, so that no other goods can be stored in this space.
To release the storage slot for new goods, you must remove the place marker by left clicking on it and simply dragging it to the dustbin in the right-hand frame.

Build storage slot
This option allows you to build additional storage slots for raw materials and / or products. The number of additional storage slots you can build in your storeroom depends upon the building level of your business. The exception to this is "businesses in the surrounding area".

Increase capacity
This allows you to increase the capacity of your storage slots so that you have room for more goods.

Take care of supplies
When you have assigned work to your employees, they will continue to produce until there are no more raw materials in the store room of the business – even over a period of days.
Therefore, you must constantly ensure that there is a sufficient supply of raw materials so that your employees are never left standing around with nothing to do.

9) Trading goods and the market place
9.1)   Goods transport

When you have produced sufficient goods or require new raw materials, you should send out your cart ("transport option"). Select one or more of your carts then click on destination. This calls up the 2D map, which allows you to determine the destination of your transport.

There are three types of cart, all of which have different transport speeds and loading surfaces:

Cart
This simple hand cart only has a small loading surface, which only allows a single type of goods to be transported. It has a capacity of 15 products.

Trading cart
The trading cart has a larger loading surface, allowing two types of goods to be transported at once. It has a capacity of 2 lots of 20 products.

Horse cart
A horse cart can transport three types of goods at once. Additionally, long-distance traders can travel to other towns with these carts, allowing them to import and export goods. It has a capacity of 3 lots of 25 products.

Escorts
Each cart has a symbol beneath the axle and to the left. This shows whether your cart is being sent...

- Without escort -> There is no cost for the transport, but if it is attacked by robbers, your goods will probably be lost.
- With a normal escort -> There is a moderate cost for each transport, which makes a few mercenaries available to you in the event of an attack, or
- With a heavy escort -> Only a large amount of very well trained robbers would be in a position to attack your transport.

By left clicking on the sword symbol, you can cycle through the options from "without escort" to "normal escort" to "heavy escort" and the back to "without escort". You can vary the escort strength of each transport as you wish.

If you do not send any goods you will not incur any costs, regardless of the escort used – and what robber would attack an empty cart...

9.2)   Trading goods

Trading goods is essential for every owner of a business. To be able to pay taxes incurred, finance your standard of living, pay your employees and / or purchase new raw materials, you must offload the goods you have produced at the highest possible profit.
In "THE GUILD", there are two ways – or three if you are a long-distance trader – of selling your goods:

Sales from the storeroom
Sales from the storeroom means either that somebody comes into your business to buy goods directly from your storeroom, or that you send a cart to another person's business to buy goods via the "purchase option". It is also advisable to make occasional purchases from a business in the surrounding area, where you can buy raw materials at lower prices than at the market. These are the mine, the woodland area and the quarry.
You can prevent sales from the storeroom in one of your businesses by locking the end product storeroom. This is done by left clicking on the fullness meter in the storage slots for end products in your businesses. A red meter appears and locks in a stock of goods up to this level. Nobody may purchase stock that has been locked in your businesses.

At the market place

The best place to sell or purchase goods in the town is obviously the market place. Here, you can select from the various ranges of goods at the market stalls. Goods are often quickly sold out, so it can pay to wait around for a couple of hours for fresh supplies.

The individual market stands are listed below, along with all of the goods that can be purchased or sold there:

Wood & Iron
Crossbow, fitting, walking stick, gold chain, long sword, metaphysical belt, wooden spigot, comb, pistol, rapier, protective cross, silver chain, silver ring, nobleman's staff

Heavy stone & Full tankard
Diamond, Drunkard Brew beer, lucky stone, herbal liqueur, skullfire, slate board, grindstone, sanding block, strong beer, spinning top, stone soldier, ethanol, wholegrain meal, weak beer

Aromatic herbs & Phials
Endurance drink, bloom of discord, bomb, Dartagnan's scent, Faust's elixir, poison dagger, sacred scent, toad slime, musk scent, polish, shadow dagger, pot grenade, stink bomb, paint

Rob's raw materials
Beechwood board, oakwood board, iron, gold, granite block, pinewood board, slate tile, silver, brick, precious stone

Ian's imports
Barley, musk, rye

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Brian's bookshelf
Letter from Rome, poems, Handicraft certificate, tirade of hatred, paper, On talents I, On talents II

Long-distance trade
Long-distance trade can only be conducted by traders. To do this, send out your horse cart via the 2D map, in order to purchase goods cheaply or sell them at an expensive price in another town. If you master the art of this, you will soon earn a nice "nest egg" for yourself ...
You should always send an escort with particularly valuable loads.

10) Building options and the inventory bag
10.1)   Buildings / Options in town view

Building options
You access the building options in Town view, clicking on a building with the left mouse button and then on the options field "options".
This menu contains a few options relating specifically to your building.

Sell
If you want to sell one of your buildings, this allows you to indicate the amount of money for which the building should be announced for sale in the town hall. If nobody has purchased your building, you can also withdraw your offer at any time from this menu option.

Renovate
This option allows you to improve the condition of your building. If you have opted to carry out a renovation, you will not be able to select any further options for this buildings for a certain amount of time.
Pay attention to the condition of your buildings! The poorer the condition, the slower your goods will be manufactured, and the weaker the effect of improvements for protection from thieves etc.

Tear down
Whatever the reason you have decided to tear down one of your buildings – you may urgently need the building area, or the building might look dilapidated – this option will flatten everything to the ground.

Extend

This option allows you to improve your building. You also view the effects of all improvements to the building to date.

Create new rooms
You can only create a new room in your residence, and only then when the building level allows for an additional room.
You can only have one room of each kind in your residence – having two back rooms would be quite pointless.

Enhance building by one level
You can enhance a building by one level when you have the necessary permission and sufficient funds. Enhancing means that you can improve your business by one level, with the necessary master grade, in order to produce better goods and be able to make further improvements. You can also build more storage slots in a "goldsmith's" than in a simple "foundry".
At your residence, a higher building level means that you can create more rooms.

Make this your residence
This option is only available when you have built at least a second home. This allows you to change your official residence to another home.

Building information
You can access building information by clicking on another person's building and selecting "info" in the options field.
The owner and value of the building along with any other information is now displayed in a separate window.

Make a bid
If you are interested in buying this building, you can make a bid to the owner. But remember that you can only operate businesses for which you hold the corresponding master grade.

Build a building / The building menu
If you are above the town and have not clicked on any building, the "build" option appears in the options field. Click on this to open the building menu.
Here you can decide on the type of building for which you would like to issue a building contract. Next, you must find a building area for the building in the town and confirm this with a click of the mouse.
Any trees in the building area are quickly cleared. Building workers will then hurry to the site to construct the building brick by brick.

10.2)   Interior rooms / Options in businesses

Improve
This option is identical to the "extend" option described above, only it applies to improvements made in interior rooms of handicraft businesses. It allows you buy better tools or objects such as an apron to protect your employees from accidents.

Purchase
This option allows you to buy goods from the storeroom of another person's business. To do this, you must be inside the business. If there are none of your carts outside, your purchases are limited to the capacity of your inventory bag.

Staff register
Employ a worker, set his salary and treatment, promote good workers and pay them bonuses. If you turn the page, you can also see the location of your carts and quickly "jump" there if you wish to do so.

Production
With this option, you can initiate and monitor production in your business. The name of this option varies according to the type of business (e.g. manufacture, forge, brew / bake etc.).

Transport
This option opens the transport menu, which allows you to send out, repair and sell on your carts and also to order new carts.

Storeroom
This option takes you to the storeroom of your business.

Master's certificate
This is where you can appoint a master craftsman if you no longer have the time or inclination to run the business yourself.

10.3)   Options in the town hall

Entrance hall
In the entrance hall of the town hall, you can learn about all buildings for sale and the agenda of the town's official chambers. This is also where you will find official information, where you can view the tasks and privileges of each individual office.

Town hall registry
In the town hall registry, on the other hand, you can acquire the freedom of the town, provided that you have accumulated a sufficient fortune and then apply for an office in the town. Additionally, the three statute books of the town are on display here.

Entrance hall

Town hall registry

10.4)   The inventory bag
You can carry all kinds of useful objects around in the inventory bag, whose use can be of benefit to you.
Obviously, you can not use raw materials or intermediate products. Equally, there are few weapons that you can use – these are only intended for military units (see also: 13.1) Weapons and 13.3) The Units).

Store objects
You can place items in your inventory bag via the transport menu in a business or at the market place. Firstly, click on the small leather bag in the right-hand menu frame in order to open it. You can now transfer goods between the storeroom and the inventory. Each of the six little boxes in the inventory bag can take up to 3 items of the same kind.
Use objects
You access your inventory by left clicking on the large bag at the bottom of the right-hand panel.

To use an item from your inventory bag, simply click the left mouse button on the desired item. Each item may only be used once per round.

Remember! You can only open the menu to use items if there are no trading menus open.

11) Office overview, privileges and laws

A man has achieved true greatness once he holds one of the offices of our beautiful town. And if he keeps a cool head and makes decisions cleverly and with consideration, not only will law and justice be formulated at his behest, but many gleaming coins will also find their way into his purse...

11.1)   Office overview

The office trees appear if you click on Office overview in the options field, or when you want to use a measure (e.g. espionage) or an object (e.g. a poem) for or against another person. Here, you can display a list of all heads of the resident dynasties, all current officials of the different chambers or all important people, who are in some way connected with you (e.g. family members, friends, enemies, etc.).

You can find further information on the individual offices under 14.2 Seats of Office.

The civic offices are divided into three levels, six chambers and nine stages:

State authority		
Town council Church authority		
Town servants	Town bailiffs	Informants

The three official authorities:

A character can only initially apply for an office from the first stage. If he holds or has held an office from the first stage, he may apply for an office from the second stage, and so on – but he may not apply for an office from the same or a lower stage.

When your character fulfils the necessary requirements, you will receive notification specifying the offices you may apply for in the registry of the town hall. Remember, however, that you may only submit one application per round.

Town servants, town bailiffs and informants (1st level)

Town servants (1st chamber)

STAGE	SUBDIVISION	APPOINTED BY
3	Council assistant	All officials of the chamber
2	Town clerk	Council assistant
1	Town servant / Town servant	Town clerk

Town bailiffs (2nd chamber)

STAGE	SUBDIVISION	APPOINTED BY
3	Fencing master	All officials of the chamber
2	Guardsman	Fencing master
1	Night watchman / Night watchman	Guardsman

Informants (3rd chamber)

STAGE	SUBDIVISION	APPOINTED BY
3	Council informer	All officials of the chamber
2	Informer	Council informer
1	Spy / Spy	Informer

Town council and church authority (2nd level)

Town council (4th chamber)

STAGE	SUBDIVISION	APPOINTED BY
6	Mayor	All officials of the chamber
5	Treasurer / Judge	Mayor
4	Customs master / Lease master/ Building master	Treasurer and judge

Church authority (5th chamber)

STAGE	SUBDIVISION	APPOINTED BY
6	Bishop	All officials of the chamber
5	Inquisitor / Prefect	Bishop
4	Deacon / Dungeon master / Tax collector	Inquisitor and prefect

State authority (3rd level / 6th chamber)

STAGE	SUBDIVISION	APPOINTED BY
9	Sovereign	All officials of the chamber
8	Archbishop / Court councillor	Sovereign
7	Grand inquisitor / Colonel / Privy councillor	Archbishop and court councillor

Honorary offices

An honorary office is always awarded to the most successful member of a guild. The thieves and robbers award a joint honorary office, which is called Prince of thieves or Chief robber according to the holder.

HONORARY OFFICE	POSSIBLE CANDIDATES
Master of the perfumers' guild	Members of the perfumers' guild
Master of the smiths' guild	Members of the smiths' guild
Master of the stone masons' guild	Members of the stone masons' guild
Master of the joiners' guild	Members of the joiners' guild
Prince of thieves or chief robber	All owners of a thief's business / robber baron's fortress

11.2) Privileges

Privileges are divided into two categories: passive and active privileges. Passive privileges are permanently effective, which means that you do not have to do anything extra to exercise them. Active privileges, on the other hand, only become effective when they are used, and this often costs action points.

Subdivision and overview

Privileges of the free people

The privileges listed below are all granted to gentleman, lady's and of course to citizens:

Active privileges

Prefer charges	= if you have evidence
Change occupation	= if there are 8 action points available
Blackmail someone	= with at least 3 proofs
Go see a physician	= if ill or injured
Court a spouse	= if unmarried or widowed

Privileges through title

The privileges listed below are all associated with a title:

Passive privileges

100 % increase in credit - worthiness	= from count / countess up
50 % increase in credit - worthiness	= from nobleman / noblewoman up
A bodyguard	= from nobleman / noblewoman up
Courtship time halved	= from count / countess up, unmarried / widowed
Permitted residence	= according to existing title
Two bodyguards	= from baron / baroness up Active privileges
Divorce	= from baron / baroness up, if married
Inspire fear	= from patrician up
Insult someone	= from patrician up

Privileges through office

The privileges listed below are all associated with an office:

Passive privileges

Appointment to office	= according to office
Cheap malice	= inquisitor, grand inquisitor, court councillor
Civic construction	= building master, mayor
Feign torture	= dungeon master
Immunity	= sovereign, mayor, bishop, judge
Low-cost training: "Combat"	= chief robber, colonel
Low-cost training: "Handicraft"	= all guild masters
Low-cost training: "Rhetoric"	= bishop, archbishop
Low-cost training: "Stealth"	= prince of thieves
Office income	= all officials
Reduced building costs	= treasurer, building master
Release prisoners early	= dungeon master
Share of the rents	= lease master
Spymaster	= colonel, prefect

Active privileges

Beg forgiveness	= grand inquisitor
Bewitch	= privy councillor, court councillor, deacon
Change a law	= according to office
Change seats	= bishop, mayor, sovereign
Convert the people	= bishop, archbishop
Counter-espionage	= prefect, inquisitor, grand inquisitor, archbishop
Demand a removal	= all officials
Embezzle money	= treasurer
Expel a worker	= privy councillor, court councillor
Generate hatred between 2 people	= grand inquisitor
Interrogate someone	= colonel, prefect, inquisitor, judge
Make peace between 2 people	= sovereign
Perform miracles	= archbishop
Summon the inquisition	= deacon, privy councillor

Descriptions

100 % increase in credit - worthiness
This privilege allows you to take out more credit with your creditors. This means that your character will have to accumulate a lot of debts before being thrown in the debtors' prison.
Holder: *from count / countess up (title)*
Applicable: *passive*

50 % increase in credit - worthiness
See "100 % increase in credit - worthiness".
Holder: *from nobleman / noblewoman up (title)*
Applicable: *passive*

A bodyguard
A bodyguard will be at your character's side in the event that someone attempts to thrash him or kidnap him.
Holder: *from nobleman / noblewoman up (title)*
Applicable: *passive*

Appointment to office
If you hold an office, you may have a say in decisions, or make them alone, on new appointments to certain offices.
Holder: *according to office*
Applicable: *passive*

Beg forgiveness
If you hold the office of grand inquisitor, you can beg forgiveness for crimes committed. You will be "forgiven" for as many crimes as you invest action points.
Holder: *grand inquisitor (office)*
Applicable: *1 to 9 action points*

Bewitch
This privilege enables you to flatter a member of the opposite sex so successfully that your favour with them increases. Bewitching costs between 1 and 5 action points.
Holder: *privy councillor, court councillor, deacon (office)*
Applicable: *with 1 to 5 action points*

Blackmail someone

If you have at least 3 proofs against one of your opponents in the evidence book at your residence, you can blackmail him for some of his privileges. This means that you can use his privileges as well as your own for a specified period of time.

> *Holder:*   *from gentleman / lady up (title)*
> *Applicable:*   *with at least 3 proofs*

Change a law

The higher officials of the town are empowered to lay down certain laws (see: 11.3) Law and Order / Laws).

> *Holder:*   *according to office*
> *Applicable:*   *constantly*

Change occupation

If you want to take up a new occupation, you can do so via this privilege. However, a change of occupation will cost you 8 APs.

> *Holder:*   *from gentleman / lady up (title)*
> *Applicable:*   *with 8 action points*

Change seats

If you are a bishop, mayor or sovereign, this privilege allows you to exchange the chambers of two officials:

> *Bishop:*   *inquisitor & prefect*
> *Mayor:*   *treasurer & judge*
> *Sovereign:*   *court councillor & archbishop*
> *Holder:*   *see above*
> *Applicable:*   *with 6 action points*

Cheap malice

If you have this privilege at your disposal, you only have to pay half the amount of money for espionage and all measures taken from the back room of your residence. However, the AP costs remain unchanged.

> *Holder:*   *inquisitor, grand inquisitor, court councillor (office)*
> *Applicable:*   *passive*

Civic construction

If you are a building master or mayor, you will have the privilege and the duty of taking charge of the town's development. The cost of these building contracts are paid for from the town treasury.

> *Building master:*   *well*
> *Mayor:*   *dungeon, town hall, workers' accommodation*
> *Holder:*   *see above*
> *Applicable:*   *passive*

Convert the people

As a high clerical dignitary, you have the privilege of being able to convert inhabitants of the town from another faith to your own. The amount of inhabitants you are able to convert depends upon your skills in the rhetoric talent.

> *Holder:*   *bishop, archbishop (office)*
> *Applicable:*   *with 6 action points & a large sum of money*

Counter-espionage
This privilege enables you to turn all spies currently being used against you on their original clients. You will no longer be monitored yourself, but instead, you will receive information about those who wanted to spy on you in the first place.

Holder: *archbishop, grand inquisitor, inquisitor, prefect (office)*
Applicable: *with 4 action points*

Court a spouse
This privilege allows you to bid for the hand of a member of the opposite sex (see: 15.3) Life and Death / The Dynasty). After a couple of years of courtship – and many expensive gifts – you can finally walk up the aisle.

Holder: *from gentleman / lady (title)*
Applicable: *if unmarried or widowed*

Courtship time halved
This halves the time of courtship for a partner, because your character holds a title of nobility – and must, therefore, have a lot of money…

Holder: *from count / countess up (title)*
Applicable: *passive*

Demand a removal
As soon as you hold an office, this option will be available to you. This allows you to enter a petition for the removal of a member of your chamber (see: 12.2) Cut Scenes).

Holder: *all officials*
Applicable: *constantly*

Divorce
If you want to divorce your spouse because, for example, you have found a younger woman who can still have children, you can do so with this privilege. However, a divorce will eat into the contents of your purse…

Holder: *from baron / baroness (title)*
Applicable: *with 8 action points & if married*

Embezzle money
If you hold the office of treasurer, you can secretly pilfer money from the town treasury once a year for 4 APs.

Holder: *treasurer (office)*
Applicable: *with 4 action points*

Expel a worker
This privilege allows you to expel a worker from one of your competitors' businesses from the town for ever.

Holder: *privy councillor, court councillor (office)*
Applicable: *with 5 action points*

Feign torture
As dungeon master, you may only feign the torture of an offender during a trial. The accused must pay you a handsome sum of money in return, provided that you meet his request…

Holder: *dungeon master (office)*
Applicable: *passive*

Generate hatred between 2 people
This privilege allows you to initiate a nasty plot between two people specified.

Holder:	*grand inquisitor (office)*
Applicable:	*with 4 action points & and a specified sum of money*

Immunity
This privilege protects high officials of the town from charges.

Holder:	*sovereign, mayor, bishop, judge (office)*
Applicable:	*passive*

Inspire fear
If you exercise this privilege, your victim will not be able to carry out any measures against your character from his back room for a whole round.

Holder:	*from patrician up (title)*
Applicable:	*with 2 action points*

Insult someone
If you insult one of your opponents, he has but one option to restore his honour: He challenges you to a duel (see: 12.2) Cut Scenes). If he does not do this, he will lose favour with all other characters without fail.

Holder:	*from patrician up (title)*
Applicable:	*with 2 action points*

Interrogate someone
To exercise this privilege, you must invest 2 APs. However, your victim will lose 3 APs through the interrogation...

Holder:	*inquisitor, colonel, prefect, judge (office)*
Applicable:	*with 2 action points*

Low-cost training
This privilege reduces AP costs for training in a certain talent by 70 %.

"Combat":	chief robber, colonel
"Handicraft":	all guild masters
"Rhetoric":	bishop, archbishop
"Stealth":	prince of thieves
Holder:	*see above*
Applicable:	*passive*

Make peace between 2 people
If you are a sovereign, you can improve the mutual favour of two people.

Holder:	*sovereign (office)*
Applicable:	*with 3 action points*

Office income
If you hold an office, this privilege entitles you to a certain remuneration.

Holder:	*all officials*
Applicable:	*passive*

Perform miracles
As archbishop of the town, you have the greatest privilege of all – at least, as far as all believers are concerned – you can perform miracles.

Holder:	*archbishop (office)*
Applicable:	*with 4 action points*

Permitted residence

This privilege allows your character to own and live in a certain level of residence.

> *Holder:*   *all characters*
> *Applicable:*   *passive*

Prefer charges

When you have recorded evidence against your one of your competitors in the evidence book at your residence, you may file a charge at the court.

> *Holder:*   *from gentlemen / lady up (title)*
> *Applicable:*   *if evidence exists*

Reduced building costs

When you want to build a new building, you receive a 15 % rebate on the building costs.

> *Holder:*   *treasurer, building master (office)*
> *Applicable:*   *passive*

Release prisoners early

If you hold the office of dungeon master, you may be asked to release a detainee early – for a fairly large sum of money of course.

> *Holder:*   *dungeon master (office)*
> *Applicable:*   *passive*

Share of the rents

The office of lease master entitles you to a certain share of the rents for the mine, the quarry and the woodland area.

> *Holder:*   *lease master (office)*
> *Applicable:*   *passive*

Spymaster

If you have this privilege, all of your spying missions will monitor the victim for twice as long. The costs remain unchanged.

> *Holder:*   *colonel, prefect (office)*
> *Applicable:*   *passive*

Summon the inquisition

This privilege allows you to bring a disliked competitor before a tribunal of the inquisition. The chances of acquittal are far lower here than at an ordinary court trial.

> *Holder:*   *deacon, privy councillor (office)*
> *Applicable:*   *if evidence exists,*
> *with 2 action points & a specified amount of money*

Two bodyguards

With two bodyguards it is practically impossible for someone to have your character thrashed or kidnapped.

> *Holder:*   *from baron / baroness up (title)*
> *Applicable:*   *passive*

Go see a physician

If your character falls ill, he will suffer deficiencies in his health and his talents (see: 6.4) Health / Life Expectancy). However, if you go see a physician, your illness will be cured – this will cost you action points and money of course.

> *Holder:*   *from gentleman / lady up (title)*
> *Applicable:*   *if ill or injured*

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11.3) Law and order / Laws

It often seems that the laws are the only tangible way reason why it is possible for people to live together in a town – although there are ways and means around them...

The laws of the town are drafted and/or amended by certain town officials. If a citizen of the town commits a crime, thus breaking an existing law, and this can be proven, he can be charged and brought before the court.

A town has three statute books: Constitutional laws, Financial laws and Criminal laws. Laws that may be violated are marked with an "X".

Constitutional laws

Severity of the law		= grand inquisitor
Torture		= grand inquisitor
Town faith	X	= archbishop
Books and lampoons	X	= deacon
Insult	X	= privy councillor
Rent price level		= treasurer
Building price level		= building master
Lease price level		= lease master

Financial laws

Sales tax		= mayor
Guild tax		= mayor
Church tithe		= bishop
Import duty		= customs master
Inheritance tax		= treasurer
Usurious interest	X	= tax collector
Income level		= court councillor
Bribery	X	= judge

Criminal laws

Use of perfume	X	= court councillor
Use of potions	X	= deacon
Threatening	X	= prefect
Duel	X	= prefect
Thrashing	X	= dungeon master
Blackmail	X	= inquisitor
Theft	X	= colonel
Sabotage	X	= privy councillor
Waylaying of transports	X	= colonel
Kidnapping	X	= inquisitor

12) Events and history

12.1)   Messages

There are two types of message: Events and notifications. You will be alerted by a tone whenever a new message appears.

Most messages have two options available: "Go there quickly" and "Thank you for the information". The first option takes you straight to the site of the event, while the second simply closes the message window.

Events

These messages relate to general events in the town and are immediately displayed in 3D view. They may tell you, for example, that there is an important service in a church of your faith or that an interesting recital is taking place on the rostrum.

Notifications

Notifications appear in the message panel (see 5.4) The panel) at the lower right-hand edge of the screen and are only displayed in 3D view when you click on the message symbol. There are different types of notification, all of which are marked by a different symbol. Some of the common notifications are listed below:

- Your transport has reached its destination
- Your business has run out of raw materials
- One of your employees has suffered an accident at work
- Someone has thrashed you
- etc.

Random messages

Throughout the course of the game, you will receive certain messages, which contain information about random events for your character. These may inform you, for example, that a purse has been found, or that your own purse has been lost.
Random messages may have positive or negative consequences.

12.2)   Cut scenes

Cut scenes feature special events

Auction

An auction is called whenever the lease for a business in the surrounding area (mine, quarry or woodland area) has expired or the town decides to sell one of the businesses in the surrounding area. You may enter a bid yourself, if you want to gain control of one of the businesses in the surrounding area.

Birth

When you are married, sooner or later your successor will come along. You can also choose the name of your child.

Death

You will see this cut scene when your character has met his maker one way or another. Again, if you still have no successor by this time, the game is over.

Debtors' prison

You are thrown in the debtors' prison if you are completely bankrupt. If you have no successor, then the game is over. In a network game, however, you may still play on with certain restrictions.

Dice game

A dice game can only take place in a public house equipped with a dice table. To enter a dice game, you must stake money, which you can either lose completely or win back with a lot more besides.

Duel

A duel can only arise as a consequence of an insult in order to restore the honour of the person insulted. The opponents stand facing each other and can shoot at each other with pistols.

Cheating

At the start of the duel, you are asked whether you want to cheat or follow the rules without exception. If you cheat, you can create a good advantage for yourself, but the physician present will refuse to treat you afterwards.

Rounds

A duel consists of three rounds. At the start of each round, you can select one of three different courses of action: Curse, to confuse your opponent, Dodge, so that you can dodge the next shot better, and Shoot, to fire a shot yourself. But beware: You will need to make a quick decision, or after a few seconds you will no longer be able to select a course of action.

The physician

When the three rounds are over, the physician rushes to each opponent, provided that he has not cheated, and treats his wounds.

Execution

Executions may take place as the result of a trial, but can also be historical events if you have selected to play your game with "player-based history".

Official meeting

If your character holds an office, he is always invited to meetings of his chamber whenever there is an election for an office in the same chamber and / or if the removal of an official has been demanded from the same chamber.

Official election
The voting in elections for offices in the chamber are arranged as follows:

1. Low offices are balloted by intermediate officials
2. Intermediate offices are decided by the highest official of the chamber
3. The highest office in the chamber is balloted by all officials of the chamber
4. In the event of a tie, the election will be decided by a draw
5. If a person entitled to vote is absent, his vote will be decided by a draw
6. If there is only a single applicant for an office, he automatically wins the election

Removal
All members of a chamber vote on a removal from office in that chamber. In the event that the vote is tied, the official will remain in office.

Trial
A trial takes place whenever a character is proven to have committed a crime and finds somebody prosecuting him. Trials are chaired by the town judge, or the inquisitor – at trials of the inquisition.

Wedding
When you have successfully completed your courtship for a spouse, your wedding will take place on a specified date.

12.3)   Disasters

There is always the chance that, one fine day, the plague will break out in the town, a hurricane will rage through the streets and lanes or a great fire will reduce part of the town to soot and ashes.

13) Armed conflict
A battle ensues when enemy groups (e.g. town watch and robbers) come face to face. In contrast with a duel, you control several characters.
A battle can result from three situations:

Attack / Raid
Military installations and businesses in the surrounding area are often heavily guarded. So if, for example, robbers carry out an attack on the town watch building, the guardsmen are sure to respond by reaching for their weapons rather than giving up without a fight.
A military installation can be conquered by the attacker, whilst businesses in the surrounding area can only have their storeroom emptied (conquered).

Patrol
Since the town watch also patrols the surrounding area, they might come across robbers who are lying in wait. So while the robbers attempt to save their skins, the town guardsmen will be trying to earn a reward for every robber they take out of the action.

Waylaying
When robbers waylay a transport, a battle can ensue if the defender has hired an escort for his transport.

13.1)   Weapons

Equipping military units
You can fit a weapons shelf or stands in all military installations, which you can use to equip your units with weapons.
Simply click on the weapon in the information window, followed by the unit to which you would like to give the weapons. Keep in mind that each unit can only carry a single type of weapon.

To take back a weapon from a unit and return it to the weapons storeroom, click on the weapon in the character's picture and then on the storeroom – this is only possible if the weapon is in 100 per cent condition.

Clarification of terms:

Use =	indicates which weapons are used by which units
Chance of scoring =	the probability of a hit with completed training in the combat talent
Damage =	the amount of health damage suffered from a hit
Ammunition =	the number of available shots / launches with long-range weapons
Counter-attack =	indicates whether a counter-attack can be launched against this weapon

Close-range weapons

Long sword

Use:	only town guard units
Chance of scoring:	80% for best training status
Damage:	20-60 points
Counter-attack:	possible

Poison dagger

Use:	only robber units
Chance of scoring:	100% for best training status
Damage:	5-20 points, plus 5-20 points poison damage
Counter-attack:	not possible

Rapier

Use:	each unit
Chance of scoring:	95% for best training status
Damage:	10-40 points
Counter-attack:	possible

Shadow dagger

Use:	only thieves' units
Chance of scoring:	110% for best training status
Damage:	5-35 points
Counter-attack:	not possible

Long-range weapons

Bomb
Use: only thieves' units
Chance of scoring: 100% for best training status
Damage: 0-30 points, area-wide
Ammunition: 5 bombs
Counter-attack: not possible

Crossbow
Use: only town guard units
Chance of scoring: 70% for best training status
Damage: 20-45 points
Ammunition: 5 shots
Counter-attack: not possible

Pistol
Use: each unit
Chance of scoring: 60% for best training status
Damage: 5-40 points
Ammunition: 3 shots
Counter-attack: not possible

Pot grenade
Use: only robber units
Chance of scoring: 90% for best training status
Damage: 0-30 points
Ammunition: 5 grenades
Counter-attack: not possible

13.2)   Preparing for battle

Before you and your men attack a building, you should have it thoroughly scouted out beforehand, so that your "attack commando" does not unexpectedly fall into a trap or simply overlook a well camouflaged entrance.

The intelligence parchment

The intelligence parchment in your military installation allows you to view information that your spies have gathered about a building. The percentage informs you of how much information is available to you and, therefore, the probability of success when your people force their way into the building.

13.3)   The units

The individual characters are divided into three categories according to how they are equipped – each character may only carry one weapon:

Close-range fighters

This category contains all characters who carry a close-range weapon as their main weapon. Close-range fighters with a rapier or long sword can respond with a counter-attack every time they are attacked in close-range battle.

Long-range fighters

Long-range fighters include all pot throwers, pistol and crossbow marksmen.

Bombers

This category refers to characters who carry bombs as their main weapon.

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13.4)   The battle sequence

A battle takes place in real time, but may be paused with the space bar during one-player games at any time.

Giving orders

If you want to give an order to one of your units, click directly on the character in 3D view or on the character's picture at the upper edge of the screen.

You can then choose an opponent for the unit or click on an area of the battle scene that you would like the unit to move to.

The unit will then proceed into battle in accordance with his main weapon – a close-range fighter, for example, will attack an opponent directly, whereas a long-range fighter will shoot from a safe distance.

Indications

Combat values

The character picture of each individual unit contains three indications:

- **Skills in the "combat talent", shown from 1 to 6 stars**
- **Health condition (hit points) as a percentage**
- **The character's main weapon**

Damage points

When a unit is hit in battle, a figure appears above the character. This indicates the number of damage points incurred.

13.5)   The end of the battle sequence

A battle can end if different ways:
   1. All units of one side are killed or have fled.
   2. One side has surrendered.
   3. All "battles of conquest" have been won by the attacker.
   4. The time limit has been reached.

14) Various overviews
14.1)   Occupations

Every character in "THE GUILD" has an occupation, which he learns from his childhood onwards. However, in the course of the game, it is quite possible to change occupation or take on another occupation.

Master grade
Each occupation in "THE GUILD" has six master grades. The first five determine the level of building a character can build or own for his business. However, the sixth has the following benefit: Since the character has reached the peak of his occupation in attaining the sixth master grade, he requires considerably less time for his administrative work and receives a further action point every round to put to use.
At the start, the character has the first master grade and can only own or build the first level of building. In every new occupation the character takes up, he will have the first master grade.
To improve your master grade, you can send your character on a course from the study at your residence (see: 7.2) Option).

The blacksmith
The blacksmith is the "master of the forge". His handicraft not only produces practical objects made of iron, but also shiny weapons such as the rapier and long sword.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Iron smelter	Foundry	-
2	Founder	Foundry	-
3	Blacksmith	Foundry, smithy	-
4	Silversmith	Foundry, smithy	-
5	Goldsmith	Foundry, smithy, goldsmith's	-
6	Master blacksmith	Foundry, smithy, goldsmith's	+1 AP

The foundry
Employees:	max. 2 apprentice / journeyman blacksmiths
Storage slots:	max. 3 for raw materials, max. 2 for products
Other rooms:	none
Intermediate product:	fittings
Finished products:	silver ring, rapier

The smithy
Employees:	max. 3 apprentice / journeyman blacksmiths
Storage slots:	max. 5 for raw materials, max. 4 for products
Other rooms:	none
Intermediate product:	fittings
Finished products:	in addition: silver chain, long sword

The goldsmith's
Employees:	max. 4 apprentice / journeyman blacksmiths
Storage slots:	max. 8 for raw materials, max. 6 for products
Other rooms:	none
Intermediate product:	fittings
Finished products:in addition:	gold chain, metaphysical belt

The joiner

In his workshop, the joiner can combine simple wooden boards with wooden spigots and fittings, to manufacture all kinds of useful goods, including pistols and crossbows.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Cutter	Joiner's	-
2	Carpenter	Joiner's	-
3	Turner	Joiner's, turner's	-
4	Joiner	Joiner's, turner's	-
5	Master turner	Joiner's, turner's, sawmill	-
6	Craftsman joiner	Joiner's, turner's, sawmill	+1 AP

The joiner's

Employees:	max. 2 apprentice / journeyman carpenters
Storage slots:	max. 4 for raw materials, max. 2 for products
Other rooms:	none
Intermediate product:	wooden spigot
Finished products:	walking stick, protective cross

The turner's

Employees:	max. 3 apprentice / journeyman carpenters
Storage slots:	max. 7 for raw materials, max. 4 for products
Other rooms:	none
Intermediate product:	wooden spigot
Finished products:	in addition: comb, pistol

The sawmill

Employees:	max. 4 apprentice / journeyman carpenters
Storage slots:	max. 8 for raw materials, max. 6 for products
Other rooms:	none
Intermediate product:	wooden spigot
Finished products:	in addition: nobleman's staff, crossbow

The stone mason

A stone mason is adept at grinding out precious products such as stone soldiers or even diamonds from a variety of stones.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Bricklayer	Bricklayer's	-
2	Master bricklayer	Bricklayer's	-
3	Supervisor	Bricklayer's, stone cutter's	-
4	Stone cutter	Bricklayer's, stone cutter's	-
5	Stone mason	Bricklayer's, stone cutter's, stone mason's hut	-
6	Building master	Bricklayer's, stone cutter's, stone mason's hut	+1 AP

The bricklayer's

Employees:	max. 2 apprentice / journeyman stone masons
Storage slots:	max. 3 for raw materials, max. 2 for products
Other rooms:	none
Intermediate product:	sanding block
Finished products:	grindstone, spinning top

The stone cutter's

Employees:	max. 3 apprentice / journeyman stone masons
Storage slots:	max. 7 for raw materials, max. 4 for products
Other rooms:	none
Intermediate product:	sanding block
Finished products:	in addition: stone soldier, slate board

The stone mason's hut

Employees:	max. 4 apprentice / journeyman stone masons
Storage slots:	max. 8 for raw materials, max. 6 for products
Other rooms:	none
Intermediate product:	sanding block
Finished products:	in addition: diamond, lucky stone

The alchemist

Alchemists can produce the most wonderful tinctures from a variety of herbs. These include endurance drink and Faust's elixir. To the anger of the town guard, however, the alchemist also supplies robbers and thieves with effective explosive elixirs.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Tincture mixer	Tinctury	-
2	Tincture trader	Tinctury	-
3	Chemist	Tinctury, herb shop	-
4	Herb trader	Tinctury, herb shop	-
5	Sorcerer	Tinctury, herb shop, alchemist's parlour	-
6	Alchemist	Tinctury, herb shop, alchemist's parlour	+1 AP

The tinctury

Employees:	max. 3 initiates / acolytes
Storage slots:	max. 4 for raw materials, max. 2 for products
Other rooms:	none
Catch animals:	none
Look for herbs:	jasmin, lavender
Intermediate product:	paint
Finished products:	endurance drink, bomb

The herb shop

Employees:	max. 4 initiates / acolytes
Storage slots:	max. 8 raw materials, max. 4 for products
Other rooms:	laboratory, musty cellar
Catch animals:	toad eye, bat's blood, spiders' legs
Look for herbs:	jasmin, lavender, wild rose
Intermediate product:	paint
Finished products:	in addition: Faust's elixir, pot grenades

The alchemist's parlour

Employees:	max. 4 initiates / acolytes
Storage slots:	max. 8 raw materials, max. 6 for products
Other rooms:	laboratory, musty cellar
Catch animals:	toad eye, bat's blood, spiders' legs
Look for herbs:	jasmin, lavender, wild rose
Intermediate product:	paint
Finished products:	in addition: toad slime, stink bomb

The perfumer

A perfumer, also known as a scent mixer, can make the most effective scents from herbs, such as musk scent. But he is also extremely capable at producing poisonous vapours, which may be used as a weapon.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Boiler	Boilery	-
2	Scent mixer	Boilery	-
3	Scent trader	Boilery, scent workshop	-
4	Perfumer	Boilery, scent workshop	-
5	Master perfumer	Boilery, scent workshop, perfumery	-
6	Master of scents	Boilery, scent workshop, perfumery	+1 AP

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The boilery

Employees:	max. 3 apprentice / journeyman fragrancers
Storage slots:	max. 4 for raw materials, max. 2 for products
Other rooms:	none
Look for herbs:	jasmin, lavender
Intermediate product:	polish
Finished products:	bloom of discord, poison dagger

The scent workshop

Employees:	max. 4 apprentice / journeyman fragrancers
Storage slots:	max. 8 raw materials, max. 4 for products
Other rooms:	none
Look for herbs:	jasmin, lavender, wild rose
Intermediate product:	polish
Finished products:	in addition: Dartagnan's scent, musk scent

The perfumery

Employees:	max. 4 apprentice / journeyman fragrancers
Storage slots:	max. 8 raw materials, max. 6 for products
Other rooms:	none
Look for herbs:	jasmin, lavender, wild rose
Intermediate product:	polish
Finished products:	in addition: sacred scents, shadow dagger

The landlord

On the one hand, the landlord runs his tavern, where the citizens meet in the evening for a drink or even a dice game. On the other hand, however, he can produce a range of popular beers, spirits and liqueurs.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Adulterator	Tavern	-
2	Restauranteur	Tavern	-
3	Publican	Tavern, public house	-
4	Landlord	Tavern, public house	-
5	Innkeeper	Tavern, public house, inn	-
6	Patron	Tavern, public house, inn	+1 AP

The tavern

Employees:	max. 2 barmen / cooks
Storage slots:	max. 3 for raw materials, max. 2 for products
Other rooms:	none
Intermediate product:	ethanol
Finished products:	wholegrain meal, weak beer

The public house

Employees:	max. 3 barmen / cooks
Storage slots:	max. 4 raw materials, max. 4 for products
Other rooms:	none
Intermediate product:	ethanol
Finished products:	in addition: strong beer, Drunkard Brew beer

The inn

Employees:	max. 4 barmen / cooks
Storage slots:	max. 7 raw materials, max. 6 for products
Other rooms:	none
Intermediate product:	ethanol
Finished products:	in addition: skullfire, herbal liqueur

The thief

As a thief, you mostly earn your money from other citizens' carelessness. Either you break into a building that you have thoroughly scouted out beforehand, send your people on a purse cutting tour, or have someone kidnapped in order to receive a high ransom.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Fence	Smugglers' hole	-
2	Master fence	Smugglers' hole	-
3	Forger	Smugglers' hole, hide-out	-
4	Master forger	Smugglers' hole, hide-out	-
5	Pickpocket	Smugglers' hole, hide-out, thieves' guild	-
6	Master thief	Smugglers' hole, hide-out, thieves' guild	+1 AP

The smugglers' hole
Employees:	max. 4 apprentice / journeyman thieves
Other rooms:	storeroom

The hide-out
Employees:	max. 6 apprentice / journeyman thieves
Other rooms:	storeroom, prison

The thieves' guild
Employees:	max. 8 apprentice / journeyman thieves
Other rooms:	storeroom, prison

The preacher

As the spiritual shepherd of all believers of his denomination, a preacher can hold sermons about disliked people in the town, collect donations, hear confessions and sell indulgences for a profit. In addition, valuable documents can be prepared in the scriptorium of the church.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Lay preacher	Church	-
2	Student	Church	-
3	Preacher	Church, abbey	-
4	Local councillor	Church, abbey	-
5	Pastor	Church, abbey, cathedral	-
6	Priest	Church, abbey, cathedral	+1 AP

The church
Employees:	max. 2 church helpers / servers
Storage slots:	max. 3 for raw materials, max. 2 for products
Other rooms:	confessional room, bell tower
Intermediate product:	paper
Finished products:	poem, On Talents 1

The abbey
Employees:	max. 3 church helpers / servers
Storage slots:	max. 6 raw materials, max. 4 for products
Other rooms:	confessional room, bell tower
Intermediate product:	paper
Finished products:	in addition: tirade of hatred, letter from Rome

The cathedral

Employees:	max. 4 church helpers / servers
Storage slots:	max. 8 raw materials, max. 6 for products
Other rooms:	confessional room, bell tower
Intermediate product:	paper
Finished products:	in addition: handicraft certificate, On Talents 2

The money lender

The owner of a banking house can conduct profitable money exchange into other currencies – particularly important for traders – and give high interest credit.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Money teller	Money exchange	-
2	Money exchanger	Money exchange	-
3	Money lender	Money exchange, money lender	-
4	Financier	Money exchange, money lender	-
5	Banker	Money exchange, money lender, banking house	-
6	Maecenas	Money exchange, money lender, banking house	+1 AP

With every building level, the money lender gains access to certain improvements for his business. In contrast to all other businesses, he can even earn additional action points each round.

As with the trader, the money trader does not need to appoint any employees in his business.

The trader

The trader does not own his own workshop. This allows him to conduct long distance trade with other towns and import sought after goods for a cheap price, or export them for a profit.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Rag-and-bone man	Storage shed	-
2	Trader	Storage shed	-
3	Merchant	Storage shed, storage house	-
4	Long distance travelling salesman	Storage shed, storage house	-
5	Long distance salesman	Storage shed, storage house, storage hall	-
6	Magnate	Storage shed, storage house, storage hall	+1 AP

The storage shed

Employees:	none
Storage slots:	max. 8 for raw materials and products
Other rooms:	none

The storage house

Employees:	none
Storage slots:	max. 12 for raw materials and products
Other rooms:	none

The storage hall

Employees:	none
Storage slots:	max. 16 for raw materials and products
Other rooms:	none

The robber
From the base of his fortress in the surrounding area of the town, the chief robber can carry out malicious attacks on buildings and goods transports with his men. However, extorting protection money is also a tool of his trade.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Scoundrel	Robber baron's fortress	-
2	Villain	Robber baron's fortress	-
3	Footpad	Robber baron's fortress	-
4	Highwayman	Robber baron's fortress	-
5	Robber	Robber baron's fortress	-
6	Robber baron	Robber baron's fortress	+1 AP

Robber baron's fortress
Employees:	max. 8 apprentice robbers / companions
Storage slots:	max. 12 for raw materials and products
Other rooms:	thieves' tent, tunnel

The guardsman
It is the guardsman's responsibility, along with his men, to ensure the security of the town and surrounding area. His duties include not only patrols and business inspections, but also raids on the hiding places of robbers and thieves.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Corporal	Guard house	-
2	Sergeant	Guard house	-
3	Lieutenant	Guard house, town watch	-
4	First lieutenant	Guard house, town watch	-
5	Captain	Guard house, town watch, garrison	-
6	Major	Guard house, town watch, garrison	+1 AP

The guard house
Employees:	max. 4 town bailiffs / mercenaries
Other rooms:	weapons chamber

The town watch
Employees:	max. 6 town bailiffs / mercenaries
Other rooms:	weapons chamber

The garrison
Employees:	max. 8 town bailiffs / mercenaries
Other rooms:	weapons chamber

Change occupation
If you would like to change your character's occupation, you can do this via your privileges. However, your will need eight action points.

14.2)   Seats of office

In each game of "THE GUILD", there are 30 civic and 6 honorary offices you may hold. To acquire a civic office, you must have civic rights, which your character will only be offered for purchase when your fortune reaches a certain level and only after the first year. Honorary offices, on the other hand are bestowed by a guild or community.

Initially, a character may only apply for an office from the first stage. If he holds or has held an office from the first stage, he may apply for an office from the second stage, and so on – but he may not apply for an office from the same or a lower stage.

When your character fulfils the necessary requirements, you will receive notification specifying the offices you may apply for in the registry of the town hall. Remember, however, that you may only submit one application per round.

Characters who hold an office have access to certain privileges and, in addition, are granted an expense allowance at the end of each round.

Holding an office also gives your character additional assignments that he completes "on the side", so that you the player do not have to worry about them.

The archbishop

The archbishop is the highest representative of the church in the town, and as such, determines the official religion. Rumour has it that, once the archbishop has received the holy consecration for his office, he can even perform miracles...

Privileges
1. Office income
2. Joint appointment of privy councillor, colonel and grand inquisitor with the court councillor
3. Petitions for removal in the state authority
4. Low-cost training: rhetoric
5. Convert the people
6. Counter-espionage
7. Perform miracles

Legislation
1. Town faith

The bishop

The bishop is the head of the "chapter" – the council of all the representatives of the church of the official town faith. He sets the church tithe and enjoys absolute immunity from every secular accusation.

Privileges
1. Office income
2. Sole appointment of the prefect and inquisitor
3. Petitions for removal in the church authority
4. Low-cost training: rhetoric

5. Immunity from accusations
6. Exchange offices of prefect and inquisitor
7. Convert the people

Legislation
1. Church tithe

The building master

The building master is responsible for the public buildings of the town, and also sets the level of the building costs for all new buildings.

Privileges
1. Office income
2. Petitions for removal in the town council
3. Civic building activities
4. Reduced building costs

Legislation
1. Building price level

The council assistant

The council assistant is answerable to the town council, the church authorities and the state authorities. His tasks are primarily running errands and making announcements in the market place.

Privileges
1. Office income
2. Sole appointment of the town clerk
3. Petitions for removal in the town servants' chamber

The council informer

The council informer has the most information about the events in the town – however, he is under a holy oath never to use this information for his own purposes.

Privileges
1. Office income
2. Sole appointment of the informer
3. Petitions for removal in the informants' chamber

The court councillor

The court councillor, with the support of the privy councillor and the colonel, sees to the peace and order of the town's area of rule.

Privileges
1. Office income
2. Joint appointment of court councillor, colonel and grand inquisitor with the archbishop
3. Petitions for removal in the state authority
4. Cheap malice
5. Expel a worker
6. Bewitch

Legislation
1. Income level
2. Use of parfume

The chief robber

The honorary title of chief robber is granted by the assembly of thieves and robbers at regular intervals to the one who has achieved the relatively largest financial success of all guild members.

Privileges
  1. Office income
  2. Low-cost training: combat

The colonel
The colonel is answerable to the court councillor. He takes care of security in the town and the surrounding area. It is also his task to put down uprisings.
Privileges
  1. Office income
  2. Petitions for removal in the state authority
  3. Low-cost training: combat
  4. Spymaster
  5. Interrogation
Legislation
  1. Theft
  2. Waylaying of transports

The customs master
The customs master sets the amount of the duties to be paid at the town gates. In the evenings, after the town gates are closed, he receives the customs fees, counts the takings and passes them on to the treasurer.
Privileges
  1. Office income
  2. Petitions for removal in the town council
Legislation
  1. Import duty

The deacon
The deacon is the right hand of the inquisitor. Often, it is thanks to his efforts that a shameful heretic is brought to just punishment by the holy inquisition…
Privileges
  1. Office income
  2. Petitions for removal in the church authority
  3. Bewitch
  4. Summon the inquisition
Legislation
  1. Books and lampoons
  2. Use of potions

The dungeon master
The dungeon master is responsible for the debtor's prison, the oubliette, the dungeons and the torture chamber. He also personally performs the "questioning under torture" for a just determination of the truth.
Privileges
  1. Office income
  2. Petitions for removal in the church authority
  3. Feign torture
  4. Release prisoners early
Legislation
  1. Thrashing

The fencing master
The training of the town militia is the responsibility of the fencing master, so that they know how to hold their ground during an attack by incendiary mercenaries.
Privileges
1. Office income
2. Sole appointment of the guardsman
3. Petitions for removal in the town bailiffs' chamber

The grand inquisitor
The grand inquisitor takes care of the spiritual purity of the Christian community. He presides over the tribunal of the inquisition of the town and can, therefore, beg forgiveness for the salvation of a sinner with the clergy.
Privileges
1. Office income
2. Petitions for removal in the state authority
3. Cheap malice
4. Beg forgiveness
5. Counter-espionage
6. Generate hatred between 2 people

Legislation
1. Severity of the law
2. Torture

The guardsman
The guardsman is captain of the watch on the town's gates and walls.
Privileges
1. Office income
2. Sole appointment of both night watchmen
3. Petitions for removal in the town bailiff's chamber

The informer
In order to fulfil his mission as "tracker of shameful intrigues against those in high places", the informer regularly moves in the circles of the town's upper classes – and therefore must always watch his back...
Privileges
1. Office income
2. Sole appointment of both spies
3. Petitions for removal in the informants' chamber

The inquisitor
The inquisitor sees to it that the town is free of apostasy and heresy.
Privileges
1. Office income
2. Joint appointment of tax collector, dungeon master and deacon with the prefect
3. Petitions for removal in the church authority
4. Cheap malice
5. Counter-espionage
6. Interrogation

Legislation
1. Blackmail
2. Kidnapping

The judge

The judge presides over all trials in the town and, therefore, enjoys complete secular immunity.

Privileges
1. Office income
2. Joint appointment of building, lease and customs master with the treasurer
3. Petitions for removal in the town council
4. Immunity from accusations

Legislation
1. Bribery

The lease master

The lease master sets the amount of the leasing fees for the civic buildings and oversees their leases – for a not exactly small portion of the fees, of course...

Privileges
1. Office income
2. Petitions for removal in the town council
3. Share of the rents

Legislation
1. Lease price level

The master of the joiners' guild

The honorary title of guild master is granted at regular intervals to the member of "THE GUILD" who has achieved the relatively greatest financial success in the preceding years.

Privileges
1. Office income
2. Low-cost training: handicraft

The master of the perfumers' guild

The honorary title of guild master is granted at regular intervals to the member of "THE GUILD" who has achieved the relatively greatest financial success in the preceding years.

Privileges
1. Office income
2. Low-cost training: handicraft

The master of the smiths' guild

The honorary title of guild master is granted at regular intervals to the member of "THE GUILD" who has achieved the relatively greatest financial success in the preceding years.

Privileges
1. Office income
2. Low-cost training: handicraft

The master of the stone mason's guild

The honorary title of guild master is granted at regular intervals to the member of "THE GUILD" who has achieved the relatively greatest financial success in the preceding years.

Privileges
1. Office income
2. Low-cost training: handicraft

The mayor

The mayor is the head of all the town's officials. He is the highest and most respected worthy of the town council.

Privileges
1. Office income
2. Sole appointment of the treasurer and judge
3. Petitions for removal in the town council
4. Immunity from accusations
5. Civic building activities
6. Exchange offices of and judge

Legislation
1. Sales tax
2. Guild tax

The night watchman

The task of the night watchman is to keep an eye on the nocturnal activities in the town. With the bell in his tower, he warns the inhabitants of terrible disasters and attacks by hostile mercenary armies.

Privileges
1. Office income
2. Petitions for removal in the town bailiffs' chamber

The prefect

The prefect is answerable to the bishop and serves him by monitoring the clerical order in the town.

Privileges
1. Office income
2. Joint appointment of tax collector, dungeon master and deacon with the inquisitor
3. Petitions for removal in the church authority
4. Spymaster
5. Counter-espionage
6. Interrogation

Legislation
1. Threatening
2. Duel

The prince of thieves

The honorary title of prince of thieves is granted by the assembly of thieves and robbers at regular intervals to the one who has achieved the relatively largest financial success of all guild members.

Privileges
1. Office income
2. Low-cost training: stealth

The privy councillor

The privy councillor is the right hand of the court councillor. His task is to track down all seditious citizens and mete out their just punishment so that no unrest will arise in the town.

Privileges
1. Office income
2. Petitions for removal in the state authority
3. Expel a worker
4. Bewitch
5. Summon the inquisition

Legislation
1. Insult
2. Sabotage

The sovereign
The sovereign is the highest official in the town.
Privileges
1. Office income
2. Sole appointment of the court councillor and archbishop
3. Petitions for removal in the state authority
4. Immunity from accusations
5. Exchange offices of court councillor and archbishop
6. Make peace between 2 people

The spy
Whenever the council informer requires information about an inhabitant of the town, the spy can get it for him.
Privileges
1. Office income
2. Petitions for removal in the informants' chamber

The tax collector
The tax collector sees to it that every resident of the town pays his taxes fully and on time. He also sets the amount of usurious interest.
Privileges
1. Office income
2. Petitions for removal in the church authority
Legislation
1. Usurious interest

The town clerk
Civic dispatches, essays and statute books all fall into the area of responsibility of the town clerk. He is, in addition, responsible for the municipal archives.
Privileges
1. Office income
2. Sole appointment of both town servants
3. Petitions for removal in the town servants' chamber

The town servant
The town servant is responsible for the less important tasks in the town hall. These include getting things ready for official meetings, receiving and escorting important guests, supervising the servants and, of course, arranging "bathing trips":
Privileges
1. Office income
2. Petitions for removal in the town servants' chamber

The treasurer
The treasurer manages the town treasury and oversees all of the town's financial transactions. He also sets the price level for rents and the inheritance tax.
Privileges
1. Office income
2. Joint appointment of building, lease and customs masters with the judge
3. Petitions for removal in the town council
4. Reduced building costs
5. Embezzle money
Legislation
1. Rent price levels
2. Inheritance tax

14.3)   Buildings

Building level
With the exception of residences and businesses in the surrounding area, every building has three building levels. The principle here is: the higher the building level, the more options available in the building and the better the improvements that can be made.
So, for example, handicraft businesses with a higher building level have a larger range of products available and service businesses are visited by more guests.

Security level
Buildings also vary in their security level. So it is more difficult for spies and thieves to force their way into a banking house than into a handicraft business.
The security level of a building increases on the one hand with the building level, and on the other through burglary protection improvements.

Building condition
Every building has a value, which indicates its condition. When a building is built, it has a conditions of 100 per cent. Over the course of time – as well as through sabotage – the condition deteriorates.
The building condition effects the value of the building and the effectiveness of all improvements. So, if the condition is 50 per cent, any improvements will only have an effectiveness of 50 per cent.
To raise the condition of a building again, you can have it renovated.

Businesses in the town
These buildings include all handicraft businesses, service businesses, merchants' businesses and military installations.
Handicraft businesses
These buildings include all workshops of the smiths, joiners, stone masons, alchemists and perfumers.
Service businesses
All businesses of the landlords and preachers fall into this category.
Merchants' businesses
This category includes all traders' and money lenders' buildings.
Military installations
This type of business includes all buildings belonging to thieves, robbers and the town watch.

Businesses in the surrounding area
These businesses are located way outside the protective town walls. Carts that are sent from here on the way to town or on the way to a business in the surrounding area, always run the risk of being held up by highwaymen. Buildings in the surrounding area have no individual building levels.

The mine
All kinds of crude ores and rough precious stones are mined here, before being processed into iron, silver, gold and valuable precious stones on site.
The quarry
The quarry is a source of clay, granite and slate. These are then baked or hewn to make bricks, granite blocks and slate tiles.
The woodland area
Here, the trees chopped down in the woodland area are sawn down into pinewood, beechwood and oakwood boards.

The robber baron's fortress
Although the robbers' hideaway is strictly a military installation, it is still classed as a business in the surrounding area.

Public buildings
Public buildings are commissioned by the mayor and the civic building master. They can neither be sold nor let.

The market place
The market place is generally located in the heart of the town. You can purchase or sell goods at the individual market stands, and view the announcements on the notice board.

The town hall
The town hall is the place where the official go about their duties. The mayor is responsible for the upgrading of the town hall at the cost of the town treasury.

The rostrum
If a bard should pass into town, you can listen to a poem read out to the crowd from the rostrum at the place of execution.
Poems have a range of effects, such as improvement in talents.

Workers' accommodation
This is where the decent working people – the majority of the town's population – live. These buildings are built by the mayor of a town.
There are three levels of workers' accommodation, which can house an increasing number of inhabitants:

Workers' hut	=	up to 8 inhabitants
Workers' cottage	=	up to 12 inhabitants
Workers' house	=	up to 20 inhabitants

Guild houses
A guild house is constructed as soon as a guild has been formed. After that, the current guild master is responsible for the upgrading of the building.

The prison
The prison "houses" all those convicted of a crime. The dungeon master of the town is responsible for the upgrading of the prison at the cost of the town treasury.

The well
There are numerous wells in a town. They are particularly necessary for fighting fires and the hygiene of the town. The civic building master is responsible for the building and upgrading of wells at the cost of the town treasury.

The town wall / Town gates
The town wall can neither be extended nor upgraded. It designates the limits of the town and thus the building areas available. The town gates, on the other hand, allow trade to be conducted with the surrounding area and other towns.

14.4)   Improvements

Improvements are objects that can be installed in or at a building. The improvements permitted depend upon the building level and – at residences – the number of rooms available.

Some improvements can be installed via the "building options", whilst others can are only available in the interior rooms.

Accident protection
Accidents happen every day. But if you want to reduce work accidents in your workshop to a minimum, you should quickly improve it with objects that will protect your employees from injury – these include an apron for the smiths and a pipette for the perfumery.

Action points bonus
All objects that relieve a character of work – such as an employment tract – bring additional action points.

Burglary protection
To prevent uninvited guests from snooping around your building or even taking some souvenirs, there are always objects available to improve your building and make the crooks' life more difficult. These objects include, for example, an iron door and a wall.

Divine blessing
The divine blessing is particularly important for owners of a church, and guarantees them the goodwill of the Lord. To earn this, they can improve their churches with such useful items as a Picture of the Virgin Mary.

Faster currency acquisition
Items such as a coin chest are particularly useful for the money exchanger's business, and allow him quicker access to the foreign currencies required.

Faster transport speed
Fast transport of goods shipments is vital for survival in trading. To increase transport speed, there are items such as a block and tackle and various shafts available.

Higher guest revenue
A high guest revenue is the bread and butter of every landlord. A high amount of guests is also very useful for the owner of a church, as this is reflected in the sales of indulgences and the donation box. Guests can be attracted by such items as leather stools.

Improved combat skills
Improvements such as a supply of spirits will greatly improve the motivation of the men in your military installation to defend the building.

Improved camouflage
He who belongs to the darker figures of a town must always ensure that his hide-out is not easily discovered. He can do this with improvements such as a lookout or camouflage for the archway.

Improvement in health
To improve the health of your character, his spouse and his children, there are useful improvements such as a chimney and panelling.

Improvement in training status
To train the employees at your military installation to be more effective, you should install, for example, a scarecrow or a target.

Increased yield of herbs
To process the herbs found in the best possible way, alchemists and perfumers can improve their businesses with all kinds of useful equipment, such as the screw press and the retort.

Kidnap opportunity
This improvement makes it easier for thieves to kidnap a person in order to extort a ransom. These include, for example, thieves' writing paper and the patrician bed.

Productivity bonus
Your employees will work far more efficiently if you improve your workshop with the some of the range of work materials such as tongs and hammers.
Standing bonus
A character's standing does not only improve through his deeds, but can also improve through a magnificent residence. Lawns and statues, for example, will see to it that your property attracts plenty of admiring glances.

14.5)   Range of goods

Generally, goods can be bought at the market place or directly from the manufacturer, whether they be raw materials, intermediate or end products – although the manufacturer can refuse to sell to you (Lock storage slot, see: 9) Trading goods and the Market Place).

The range of goods of your town is always limited to the goods that are manufactured in the town or imported by a long-distance trader. So if, for example, there is no abbey in the town, it is highly improbable that there will be any tirade of hatred. That will change as soon as a church is upgraded to an abbey, from which time tirades of hatred will also be sold at the market place.

All items, including raw materials, intermediate products, wholegrain meal, weak beer and weapons can be placed and used in the inventory. Items with a specific duration of usage will show a percentage when they are used in the inventory bag. All other items disappear after they are used. Items of the same kind can only be used once per round.
A maximum of three items of the same kind can be stored in each of the six boxes in the inventory bag at any one time.

Raw materials

Beechwood board
Beechwood boards are made from the trunks of beech trees. They are sturdy and weatherproof.
Manufacturer: *Woodland area*

Precious stone
Precious stones are cut from raw precious stones in the mine. They are required by the stone mason to produce diamonds.
Manufacturer: *Mine*

Oakwood board
These superior wood boards are sawn from the robust trunks of oak trees in the woodland area. They are very sturdy and durable.
Manufacturer: *Woodland area*

Iron
The iron ore unearthed in the mine is smelted to produce the most important raw material for a blacksmith: iron.
Manufacturer: *Mine*

Bat's blood
The musty cellar of the alchemist is home to bats, whose blood is required for some of his recipes.
Manufacturer: *Alchemist (Catch animals)*

Barley
Barley is required by the publican for his meals, beers and liqueurs.
Manufacturer: *Market place (Imports)*

Gold
Gold is produced at the mine from gold ore. Scarcely affordable for righteous citizens, it is used by the wealthy to display and increase their wealth.
Manufacturer: *Mine*

Granite block
Granite is an extremely durable type of stone, often used for the houses of rich merchants. Granite blocks are produced from raw granite at the quarry.
Manufacturer: *Quarry*

Jasmin
The blooms of the delicate jasmin shrub are used in many a perfume and elixir.
Manufacturer: *Alchemist, perfumer (Look for herbs)*

Pinewood board
These wooden boards are sawn from felled pine trees in the woodland area. They are not entirely sturdy, but are still used for certain functional objects.
Manufacturer: *Woodland area*

Toad eye
In his musty cellar, the alchemist can trap toads and use their eyes his mixtures.
Manufacturer: *Alchemist (Catch animals)*

Lavender
Lavender is quite beautifully smelling herb that finds its way into many scent mixtures and potions.
Manufacturer: *Alchemist, perfumer (Look for herbs)*

Musk
This ingredient is obtained from animal scents. However, since this practice is not very widespread, this raw material can only be found at the market place.
Manufacturer: *Market place (Imports)*

Rye
This type of cereal is required by the publican for the producing meals and certain beers and liqueurs.
Manufacturer: *Market place (Imports)*

Slate tile
Slate tiles are produced from raw slate at the quarry. They are used as the main component in slate roofs when building houses.
Manufacturer: *Quarry*

Silver
A whole variety of items of jewellery are produced from this precious metal. It is obtained from silver ore at the mine.
Manufacturer: *Mine*

Spiders' legs
For some of his brews, the alchemist requires the legs of spiders. He can find
these in the musty cellar of his business.
Manufacturer: *Alchemist (Catch animals)*

Wild rose
The blooms of the wild rose give off the most wonderful scent. It is, therefore,
used in all scents and potions intended to have a particularly "attractive"
effect...
Manufacturer: *Alchemist, perfumer (Look for herbs)*

Brick
Bricks are produced at the quarry from the clay extracted there. They are used
by the stone mason to produce sanding blocks.
Manufacturer: *Quarry*

Intermediate products

Fittings
Fittings are used as hinges, for reinforcement or for decoration.
Manufacturer: *Foundry, smithy, goldsmith's*
Raw materials needed: *2 x iron*

Paint
Paint is required for use as ink for writing books. It is also used to embellish
some workpieces.
Manufacturer: *Tinctury, herb shop, alchemist's, parlour*
Raw materials needed: *1 x lavender, 1 x jasmin*

Wooden spigots
Wooden spigots are dried out and used to connect pieces of wood. Water is then
added, so that they expand and provide a seamless connection.
Manufacturer: *joiner's, turner's, sawmill*
Raw materials needed: *1 pinewood board, 1 beechwood board*

Paper
Individual pieces of writing and entire books are written on paper – clay
tablets are just too unmanageable...
Manufacturer: *Church, abbey, cathedral*
Raw materials needed: *1 pinewood board, 1 beechwood board*

Polish
Polish can bring a bright shine to workpieces made of metal, wood and stone.
Polish can also be used as a replacement for scent mixtures and potions, if you
want these to have a stronger effect.
Manufacturer: *Boilery, scent workshop, perfumery*
Raw materials needed: *1 x lavender, 1 x jasmin*

Sanding block
A sanding block is needed to grind away the rough surfaces and sharp edges on workpieces.
Manufacturer: *Bricklayer's, stone cutter's, stone mason's hut*
Raw materials needed: *1 brick, 1 granite block*

Ethanol
Ethanol is pure one hundred per cent alcohol. It acts as a base substance for many potions and scent mixtures, but is also found in some beers and liqueurs.
Manufacturer: *Tavern, public house, inn*
Raw materials needed: *1 barley, 1 rye*

Finished products

Crossbow
Although gun powder has been discovered, the crossbow remains the most potent weapon for long-range fighters. They can only be used by mercenaries.
Manufacturer: *Sawmill*
Raw materials needed: *2 x iron, 2 oakwood boards, 2 wooden spigots, 2 fittings*

Endurance drink
An endurance drink gives its user 2 extra APs.
Manufacturer: *Tinctury, herb shop, alchemist's parlour*
Raw materials needed: *2 x jasmin, 1 x lavender*

Letter from Rome
Using this letter will allow you to blacken the name of a competitor with three random officials of the same faith as a blasphemer. This will cause his favour with these three people to decrease by 5%.
Manufacturer: *Abbey, cathedral*
Raw materials needed: *2 x paper, 2 x silver, 1 x gold*

Bloom of discord
This underhanded potion will make two people you dislike into enemies of each other.
Manufacturer: *Boilery, scent workshop, perfumery*
Raw materials needed: *2 x lavender, 1 x jasmin*

Bomb
When well placed, this awful weapon of thieves can injure many opponents at the same time with its violent, explosive power.
Manufacturer: *Tinctury, herb shop, alchemist's parlour*
Raw materials needed: *1 x iron, 1 x paint*

Dartagnan's scent
The wearer of Dartagnan's scent will frighten his opponent so much at a duel, that his accuracy will be severely affected.
Manufacturer: *Scent workshop, perfumery*
Raw materials needed: *2 x jasmin, 1 wild rose, 1 x polish*

Diamond

If you character wears a diamond on his clothing, his standing will improve with all officials of the state authority by 7 per cent for 3 rounds.

Manufacturer: *stone mason's hut*
Raw materials needed: *2 precious stones, 2 x gold, 1 sanding block*

Dagger

This simple stabbing weapon is part of the basic equipment of every military unit (thieves, robbers and mercenaries). It is not produced by any business and can neither be bought nor sold.

Manufacturer: -
Raw materials needed: -

Weak beer

Weak beer is there purely and simply to quench the thirst of the visitor to a public house. However, it can also be sold at the market for a profit.

Manufacturer: *Tavern, public house, inn*
Raw materials needed: *1 x barley, 1 x ethanol*

Faust's elixir

This potion is the "elixir of life", although it is tantamount to making a pact with the devil. For he who drinks the contents of this little bottle is sure to receive a bonus of 10 per cent on his health – and thus extend his life-time…

Manufacturer: *Herb shop, alchemist's parlour*
Raw materials needed: *2 x lavender, 1 x paint, 1 wooden spigot*

Drunkard brew beer

If your character drinks this beer, nobody will dare challenge him to a duel, kidnap him or thrash him, for a whole round – but your character will also lose 50 per cent of his skills in rhetoric for a whole round…hic…

Manufacturer: *Public house, inn*
Raw materials needed: *2 x barley, 2 x rye, 1 wooden spigot*

Poem

A poem can increase your character's favour with a member of the opposite sex by 5 per cent.

Manufacturer: *Church, abbey, cathedral*
Raw materials needed: *1 x paper*

Walking stick

Using a walking stick will bring a character a bonus of 1 AP per round for 4 rounds.

Manufacturer: *Joiner's, turner's, sawmill*
Raw materials needed: *2 pinewood boards, 1 beechwood board*

Poison dagger

The poison dagger is the cowardly weapon of thieves. When used on a person, it delivers a poison directly into the bloodstream, thus causing further damage.

Manufacturer: *Boilery, perfumery*
Raw materials needed: *1 x iron, 1 x polish*

Lucky stone

The user of a lucky stone will receive a standing bonus of 15 per cent with all officials of the state authority for a whole round.

Manufacturer:	*stone mason's hut*
Raw materials needed:	*2 slate tiles, 2 granite blocks, 1 x gold, 2 sanding blocks*

Gold chain

A magnificent gold chain will improve its wearer's standing with all officials of the state authority by 7 per cent for 3 rounds.

Manufacturer:	*goldsmith's*
Raw materials needed:	*2 x gold, 1 precious stone, 1 sanding block, 1 x polish*

Long sword

The long sword can only be used by mercenaries. And if the user has sufficiently high skills in the combat talent, then it becomes the deadliest of all weapons.

Manufacturer:	*Smithy, goldsmith's*
Raw materials needed:	*3 x iron, 2 oakwood boards, 2 x polish*

Metaphysical belt

Wearing this belt is rewarded with a bonus of one star in the combat talent for three rounds.

Manufacturer:	*goldsmith's*
Raw materials needed:	*1 x iron, 2 x silver, 2 fittings, 2 x paint*

Handicraft certificate

A handicraft certificate improves your standing with all employees of your business by 10 per cent for 3 rounds.

Manufacturer:	*Cathedral*
Raw materials needed:	*2 x paper, 2 oakwood boards, 1 x paint, 1 x silver*

Tirade of hatred

This piece of writing will turn two of your competitors into enemies of each other. Each character's favour will fall by 10 per cent with the other.

Manufacturer:	*Abbey, cathedral*
Raw materials needed:	*1 x paper, 1 beechwood board, 1 paint*

Sacred scent

This perfume surround its wearer with an "aura of sacredness". If your character is convicted by the court, he can expect a much milder punishment.

Manufacturer:	*Perfumery*
Raw materials needed:	*2 x lavender, 1 x polish, 1 x ethanol, 3 wild roses*

Comb

A comb increases its user's standing with all town servants, town bailiffs and informants by 10 per cent for five rounds.

Manufacturer:	*Turner's, sawmill*
Raw materials needed:	*1 oakwood board, 1 x gold, 2 wooden spigots*

Wholegrain meal

This nutritious porridge is frequently enjoyed by visitors to a tavern – although that is its only use…

Manufacturer: *Tavern, public house, inn*
Raw materials needed: *1 x barley, 1 rye*

Herbal liqueur

A herbal liqueur can combat and cure illnesses and their negative effects.

Manufacturer: *Inn*
Raw materials needed: *1 x barley, 2 x ethanol, 2 x silver, 1 x paint*

Toad slime

Toad slime is smeared on a competitor's door handle. This person will then – in all probability – contract an illness.

Manufacturer: *Alchemist's parlour*
Raw materials needed: *2 toad eyes, 2 spider's legs, 1 x bat's blood, 1 x paint*

Musk scent

This perfume increases your character's standing with three random officials of the opposite sex by 5 per cent.

Manufacturer: *Scent workshop, perfumery*
Raw materials needed: *2 x musk, 2 x ethanol, 1 wild rose*

Pistol

The pistol is somewhat inaccurate, but can cause great damage. It can be used by all military units (thieves, robbers and mercenaries).

Manufacturer: *Turner's, sawmill*
Raw materials needed: *2 x iron, 2 beechwood boards, 2 fittings*

Rapier

This elegant stabbing weapon is the standard weapon of all military units (thieves, robbers and mercenaries) in the era of "THE GUILD".

Manufacturer: *Foundry, smithy, goldsmith's*
Raw materials needed: *1 x iron, 1 fitting*

Skullfire

Pouring this strong liqueur into a disliked person's drink will cause the victim to incur deficiencies in the negotiation and rhetoric talents for one round.

Manufacturer: *Inn*
Raw materials needed: *1 x rye, 3 x ethanol, 2 fittings, 1 wooden spigot*

Shadow dagger

A thief equipped with a shadow dagger gives off a scent that confuses his opponent to such an extent that he can hardly see him – even if he is extremely close.

Manufacturer: *Perfumery*
Raw materials needed: *2 x iron, 2 fittings, 2 ethanol, 2 wild roses*

Slate board

A slate board allows you to instruct one of your own children in the rhetoric talent.

Manufacturer: *Stone cutter's, stone mason's hut*
Raw materials needed: *2 slate tiles, 1 oakwood board, 2 x paint*

Grindstone
A grindstone improves the condition of all weapons in a military installation by 20 per cent.
Manufacturer: *Bricklayer's, stone cutter's, stone mason's hut*
Raw materials needed: *2 bricks, 1 granite block*

Protective cross
A protective cross renders all lampoons against its wearer ineffective for 3 rounds – they are removed from the notice board.
Manufacturer: *Joiner's, turner's, sawmill*
Raw materials needed: *1 oakwood board, 1 wooden spigot*

Silver chain
The slender silver chain improves the standing of its wearer with the town council and church authority by 10 per cent for 3 rounds.
Manufacturer: *Smith, goldsmith's*
Raw materials needed: *2 x silver, 1 x iron, 1 fitting*

Silver ring
A silver ring improves the standing of its wearer by 10 per cent for 3 rounds with all town servants, town bailiffs and informants.
Manufacturer: *Foundry, smithy, goldsmith's*
Raw materials needed: *1 x iron, 1 x silver*

Nobleman's staff
He who uses this splendid walking stick will receive a standing bonus of 8 per cent with all officials in the town council and church authority for four rounds.
Manufacturer: *Sawmill*
Raw materials needed: *2 beechwood boards, 2 x gold, 2 sanding blocks*

Strong beer
This potent beer is given to an opponent to drink by secretly exchanging it with his weak beer. The victim subsequently incurs deficiencies in the stealth and combat talents.
Manufacturer: *Public house, inn*
Raw materials needed: *2 x barley, 1 x rye, 1 x ethanol*

Spinning top
The spinning top improves the handicraft talent in a child.
Manufacturer: *Bricklayer's, stone cutter's, stone mason's hut*
Raw materials needed: *1 granite block, 1 sanding block*

Stone soldier
You can use the stone soldier to improve the combat talent in your children.
Manufacturer: *Stone cutter's, stone mason's hut*
Raw materials needed: *1 granite block, 1 x gold, 2 sanding blocks*

Pot grenade
The pot grenade can only be used by robbers. When thrown, it has a devastating effect on all opponents…
Manufacturer: *Herb shop, alchemist's parlour*
Raw materials needed: *3 x iron, 2 x paint, 1 wooden spigot*

On talents I
Reading this book will improve one talent at random.
Manufacturer: *Church, abbey, cathedral*
Raw materials needed: *1 x paper, 1 pinewood board*

On talents II
Reading this book will improve two talents at random.
Manufacturer: *Cathedral*
Raw materials needed: *2 x paper, 2 oakwood boards, 2 x gold, 2 fittings*

Stink bomb
The stink bomb is placed within a competitor's business where it causes the
employees to flee from the stench with a certain probability.
Manufacturer: *Alchemist's parlour*
Raw materials needed: *2 toad eyes, 2 spider's legs, 3 x bat's blood, 2 x*
                                   wooden spigots

15) Playing the game
15.1)   Getting started

Step 1: Visit your workshop
- At the start of the game, the camera floats above your business.
- You can now enter your business by making two left clicks on the building.
  This takes you into your workshop.

Step 2: In the workshop
- Hold down the **"Ctrl"** key to display all options in your field of view.
- Click on the production option (named differently according to the business).
- Now you can select a product for which you have the raw materials needed in
  your store room (left click on the raw materials, or the raw materials beneath
  the product,to display the name and exact number available).
- Assign some work to your apprentice by clicking on him in the information be
  window, and then clicking on the product. Remember! Your apprentice will not
  available in the business until 8 o'clock in the morning. That is the beginning
  of the working day.

Step 3: Supplies
- Click on the transport option.
- Select your cart and click on "transport".
- On the 2D map, click on the market place.
- Purchase the raw materials needed one after the other, and sent your cart back
  to your business.

Step 4: Trading goods
- Load the goods manufactured in your business into your cart and send it to the
  market place.
- Sell your goods and, preferably, purchase new raw materials.

Step 5: The residence
- Go to your residence via the 2D map.
- Select "improve handicraft" or "improve negotiation" to train in your talents.

15.2) Competition

A player's aim in "THE GUILD" – whether human or computer controlled – is to become the richest and most powerful person in the town, or to complete a specified assignment. However, since every other player shares this objective, there is vigorous competition, which involves not just espionage, threatening and blackening people's names, but even thrashing and sabotage.

Envy leads to despicable acts – your competitors will not miss an opportunity to cause damage to you if you have a flourishing business and / or hold an office.

Your competitors are, as already mentioned, the heads of the seven other dynasties – whether they be human or computer controlled players. However, all other prosperous people of the town can also become opponents that should be taken seriously.

Intrigues

In the higher echelons of society in a town, enviousness and furtiveness are part of everyday life. Every character who has built up his business will be dragged into this undercurrent sooner or later.

Intrigues include evil slander and false accusations, as well as the universally popular blackmail. The aim of an intrigue is always to drag the standing and business endeavours of a competitor into the dirt.

You have plenty of options by which to do this. One is to use certain pieces of writing, such as a tirade of hatred, or a letter from Rome. Another is to use evidence that you can obtain via your spies.

Evidence book

Your evidence book is in the study of your residence. All evidence gathered by your spies against your competitors is automatically entered into this book.

Evidence is essential for threatening, blackmail and an accusation before the court.

Regulars' table

Every good public house has a regular's table, where the senior personalities of the town can be invited by the landlord. These illustrious rounds will improve your standing.

The dark corner

In some shady taverns, an unsavoury figure can be found sitting at a table cast in half-light. Perhaps you could pick up some information on your competitors…

15.3) Life and death / The dynasty

As the years progress, you should give some though to who will take over your character's business after he dies. In order to keep your business in the family – and therefore under your control - your character must marry and have children.

Courtship

The first step towards a dynasty is courtship, as you find a prospective spouse for your character and eventually – after a successful proposal – marry.

You title and fortune will dictate which man or woman you are allowed to court and how long it will take before you can propose. To reduce your courtship time, you can give your potential future spouse a gift each round for a certain amount of money, which will improve your standing with this person. The option to give a gift during courtship can be found in your privileges. This also allows you to view the remaining courtship time.

Of course, while you are wooing your partner, other citizens of the town are doing likewise. Therefore, it is quite possible that you will lose out in your courtship to a better rival...

Bond of matrimony

When your courtship has been successful, you can finally walk up the aisle and enter the holy bond of matrimony.

Marriage not only brings the prospect of the successor you are hoping for, but also an ally who will support you against all of your enemies. And provided that you do not divorce – only possible with the title of baron or higher – then your marriage will run smoothly until your character's death.

Successor

You should pay particular attention to one of your children, because he may soon have to step into your character's shoes. To prepare him for his duties, you have the option of giving him toys as gifts, which will gradually improve his talents.

After a few years, you can send your child on an apprenticeship, where he will learn the first master grade of an occupation. Subsequently, you have the option of sending him to study in another town. Apprenticeships and studies both cost money every round.

Your character's successor not only inherits your title, but also all master grades in all occupations acquired by your character to date. However, your successor must start from scratch with offices and favour.

15.4)   End of the game

Even the best game has to end some time...

Winning and losing

There are no real winners or losers in "THE GUILD", since the aim of the game is simply to experience life in the medieval world of "THE GUILD". However, it could certainly be said that any player who manages to reach the year 1600 in a "free game" is a winner. And the first player to complete his assignment in an "assignment game" can celebrate a small victory in a long campaign.

16) Network game

To play a network game, you will need to be connected to a local area network (LAN). Each participant in a network game will need to own a version of the "THE GUILD".
Note: If a network connection is not successful, this may be caused by the following:

1. The server address / name is incorrect
2. There is no Guild server on the server entered
3. A firewall is blocking communication with "THE GUILD" server
4. The Windows network is not configured correctly

As a client in a network game of "THE GUILD", you can not use the following options:
1. All speeds
2. The **"Esc"** key and the "space bar" for pause

Start new game

A network game requires a so-called Guild server, from which a game is started. The number of players, town and assignment mode for the game can only be set from this computer.

Join an existing game

To be able to join an existing game, a Guild sever must already have been started in the network to which your computer is connected.

Resume game
This option allows you to resume a previous network game.

Chat
In a network game, you can converse with the other players by typing and sending messages to them via the chat option. You open chat by pressing the "Enter" key.

The chat option consists of a window for incoming messages and an input window, where you can type your own messages. The other players' family crests appear below. Use the left mouse button to select or deselect the players' family crests according to whether you would like them to receive your message or not.

When you have typed your message, you can send it by pressing the "Enter" key. You message will appear on the screens of those players whose family crest was selected.

Messages in chat always appear in the colours of the respective family crest. So you can quickly recognise who has sent the message.

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NOTES

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