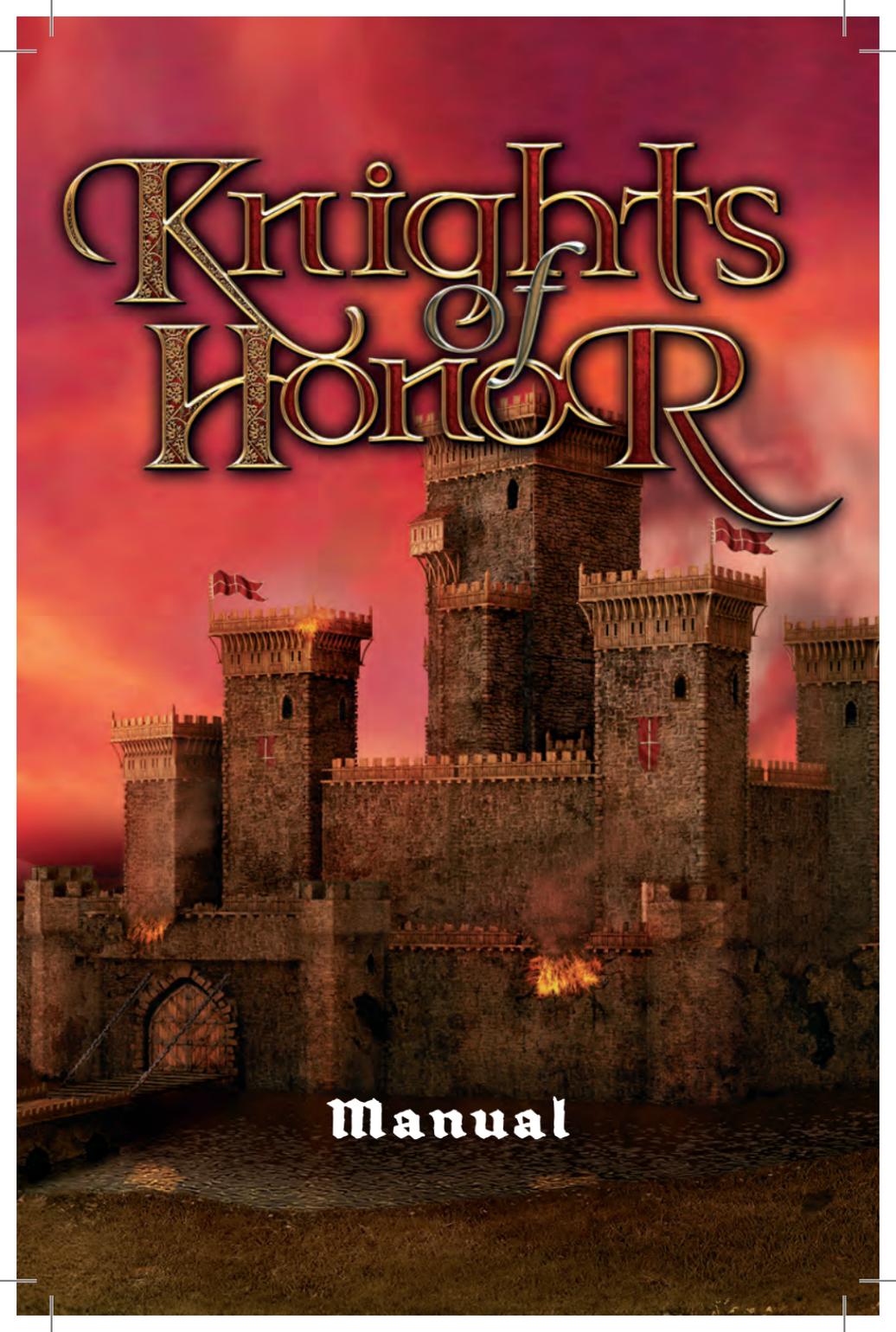
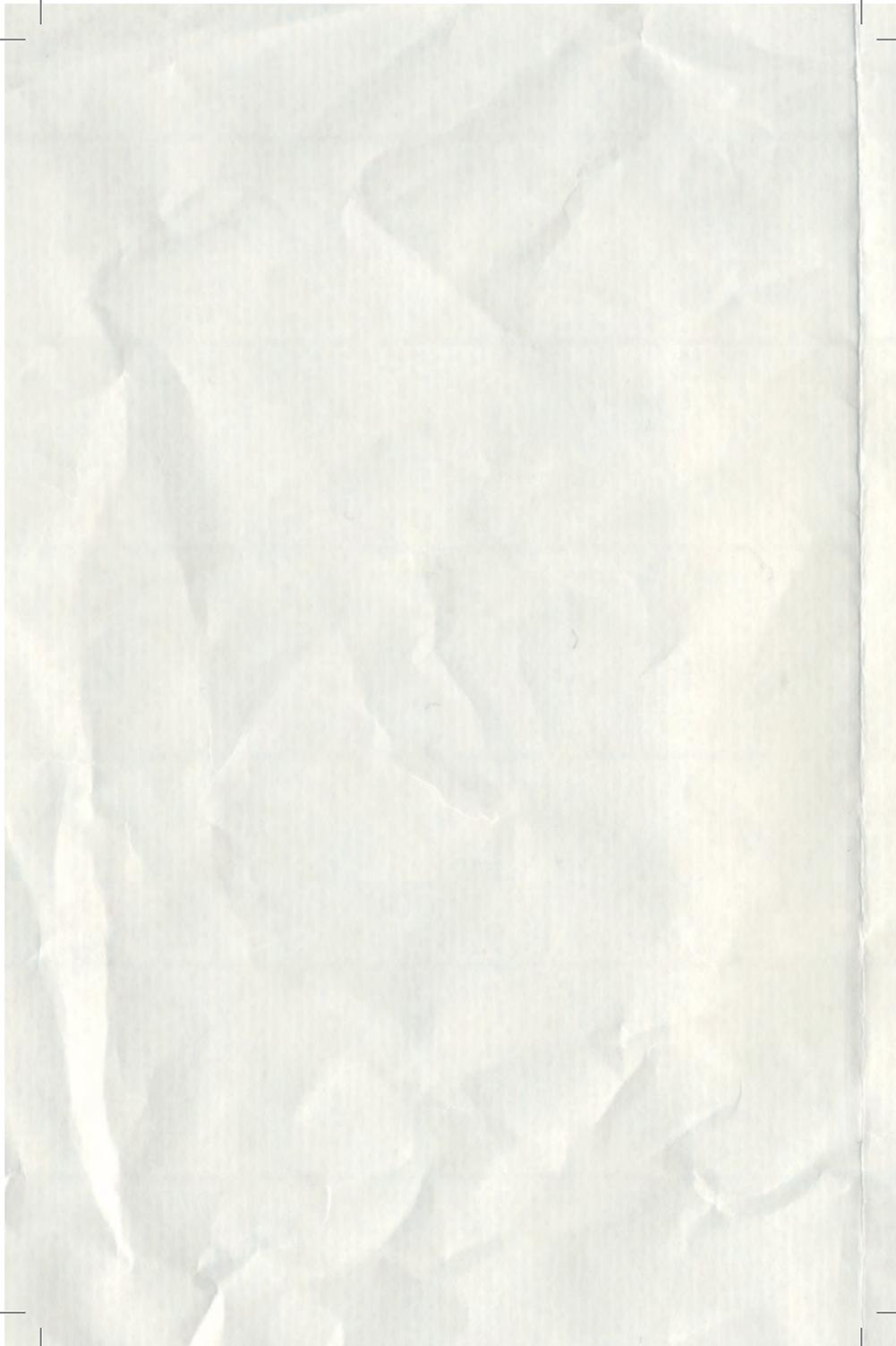


Knights of Honor



Manual



Knights of Honor

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WARNING: TO THE OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor in the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in every day life. Such people may have a seizure while viewing television or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family have ever experienced symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise parents to monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, and/or any involuntary movements or convulsions while playing a video game, discontinue play IMMEDIATELY and consult your doctor.

Precautions to take during use:

- Do not sit too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure the room in which you are playing is well lit.
- Rest at least 10 to 15 minutes per hour while playing a video game

Minimum Configuration

- Windows® XP, Windows® ME, Windows® 2000, Windows® 98 Second Edition (Windows® NT and 95 are not supported)
- 1 GHz Intel® Pentium® III or AMD® Athlon™ processor
- 256 MB RAM
- 8x CD-ROM/DVD-ROM drive
- 1.2 GB free hard disk space plus space for saved games (additional space required for Windows swap-file and DirectX™ 9.x installation)
- 16 MB video card, capable of a resolution of 1024x768
- DirectX 9.x compatible sound card
- Keyboard
- Mouse

Recommended

- 1.5 GHz or faster Intel® Pentium® IV or AMD® Athlon processor
- 512 MB or more RAM
- 16 x or faster CD-ROM/DVD-ROM drive

Required for internet games

- Subscribed internet service with an ISP
- 56 Kbps or faster modem
- ISDN
- Broadband internet connection (DSL, cable modem , or faster)
- 1 disc/player per computer

Required for LAN games

- TCP/IP compliant network
- 1 disc/player per computer

Installing the Game

To install Knights of Honor:

1. Start the Windows operating system.
2. Close all open programs and background tasks, including virus scanners.
3. Insert the Knights of Honor disc 1 into your CD-ROM/DVD-ROM drive.
4. Click INSTALL to initiate the setup program. The InstallShield Wizard opens. Click NEXT to continue.
5. You are now prompted to enter your serial number, which can be found on the back of your Knight of Honor CD case. Click OK to continue.

NOTE: The game installer will now detect whether you need to install

DirectX 9 or not. Click OK to continue.

6. Choose whether you wish to install GameSpy Arcade or not and click NEXT.
7. The Choose Destination Location window appears. This is the location where Knights of Honor is installed. Click NEXT to accept the default.
8. To change the destination folder, click BROWSE &, select the location where you wish to copy Knight of Honor files, and click NEXT.
9. Game files are copied to your hard drive. When the prompt appears, insert the Knights of Honor disc 2 into your CD-ROM/DVD-ROM drive and click OK to continue installation.
10. If you wish to read the readme file or create a Knights of Honor shortcut on your desktop, check the appropriate boxes and click FINISH.

Starting the Game

To start Knights of Honor (with disc already in drive):

1. Close all open programs and background tasks, including virus scanners.
2. Left-click the START button from the Windows Taskbar and select All Programs > Black Sea Studios > Knights of Honor > Launch Knights of Honor.

To start Knights of Honor (without disc already in drive):

1. Start the Windows operating system.
2. Close all open programs and background tasks, including virus scanners.
3. Insert the Knights of Honor disc into your CD-ROM/DVD-ROM drive. The Autorun menu appears.
4. If the Autorun menu does not automatically appear, left-click the START button from the Windows Taskbar and select Run &. Type D:\autorun.exe in the Run dialog box, then click OK (substitute the correct letter of your CD-ROM/DVD-ROM drive if other than D:).
5. Left-click the PLAY button.

Uninstalling The Game

To uninstall Knights of Honor:

1. Start the Windows operating system.
2. Left-click the START button from the Windows Taskbar and select All Programs > Black Sea Studios > Knights of Honor > Uninstall Knights of Honor
3. Follow the on-screen instructions to complete the uninstall process.
4. Decide whether or not you want to keep the savegames and profiles on your PC. They can be used again when you reinstall the game at the same location.

General Introduction

Game Synopsis

Welcome to Knights of Honor, the first Empire Conquering Simulation.

The game's mix of real-time strategy and outright warfare offers something for everyone, while forcing the player to try and maintain the fragile balance between military concerns, governmental appointments, and the economic and cultural development of their kingdom.

It is time to think on your feet, for the decision as to how to conquer Europe is at last thrust into your hands.

The knights are the most important element of the game, and with them, you will fight wars, manage provinces and secure trade agreements with other rulers. Think of the knights as a finite resource, for you have nine slots to fill with these powerful, brave and bold men.

Fight, trade, make peace and form alliances to achieve your goal while developing a successful kingdom, using the knights in a variety of roles as other rulers do exactly the same.

You will play in one of three major time periods during an age rife with conquest and confrontation:

Early Medieval - about 1000 AD

High Medieval - about 1200 AD

Late Medieval - about 1350 AD

These periods represent important milestones in the medieval ages, and each one comes with its own trials and tribulations. As a result, the kingdom you choose affects the difficulty and challenge of the game. For example, choose England and you will get a large kingdom with many resources, which represents a drastically different playing experience than if you had chosen to lead Aragon. Your economic and social situations, province sizes and how the rest of the world reacts to you will also be totally different.

In Knights of Honor, your goal is simple: become the Emperor of all Europe by means fair or foul. However, you should keep in mind that you are not playing in a static environment, as the rest of Europe is vying for the same goals. You will be inundated with requests or threats from fellow rulers, as well as numerous agreements and perhaps even special missions.

Player Objectives

You assume the role of the guiding spirit in a kingdom of your choice and your main goal is to be a successful ruler. You are in charge of the virtual throne and it is your duty to decide the destiny of your empire. You can form alliances, plan conquests, develop your lands or spy upon others. It is your decision upon where you want to focus your efforts.

Ultimate Emperor of Europe

To win the game, you have to become the Ultimate Emperor of Europe. This goal can be achieved in one of two ways:

- Winning the election for Ultimate Emperor of Europe.
- Claiming the title of Ultimate Emperor of Europe.

Election

Once in a while, the seven most important kingdoms in Europe are ranked. The rulers of the first two kingdoms will become candidates and the five others will be the voters in the election of the Ultimate Emperor of Europe. The result of the election will be determined by many factors such as your relationship to the voters etc. You can attend the election as an observer to see who is voting for whom. If you are a candidate, you can accept or turn down the nomination. As an elector, you can abstain from voting. The reason behind each vote can be seen in the UI tooltips when rolling over the portrait of each voting king.

There are two possible outcomes:

- You win the election and become Ultimate Emperor of Europe, which means that you win the game.
- You lose the election and another ruler will be elected to that title. In this case, you can accept the results and lose the game, or you can decline them and begin a war with all who voted for the elected ruler instead of you.

Claiming the Title of Ultimate Emperor of Europe

When you feel strong enough to win the election, you need not wait. You can always try to claim the title of Ultimate Emperor of Europe via the Royal Dynasty window. You then can manually initiate the election and see if the other kingdoms will elect you.

Total Victory

If you manage to conquer all provinces in Europe, you will automatically become the Ultimate Emperor of Europe.

Losíng

You will lose the game when you have lost your last province or when you have accepted the election of another ruler to the role of Ultimate Emperor of Europe. You will then be directed to the Statistics Screen, where you can see your overall performance.

Retire

You can decide to leave the game at any time by retiring. If you retire, you will be directed to the Statistics Screen.

Game World

Knights of Honor has three game views, each of which offers a different type of information. The views show the game scenario from three different viewpoints.

Strategic View

The Strategic View represents the strategic layer of the game. This is the main game view and depicts the whole of Europe.

From here you can make global decisions, which include:

- managing your economy
- recruiting and moving armies
- assigning your knights
- caring for the Royal Family
- developing your provinces



Battle View

The Battle View represents the tactical layer of the game and shows the scenery from a much closer point of view than the Strategic View. You will see this view only when you decide to lead a battle yourself. This view can be used to control your troops and knights directly and it is here that you will execute the military strategies you have planned in the Strategic View.



Political View

In essence, this view is the combination of a political and economic map of Europe. From here, you can manage your diplomatic activities, plan your conquests and gain a summary of relevant information. Provinces can also be managed from here.



Interface

Setting Up A Game

Before you try to successfully rule an Empire, it is best to familiarize yourself with Knights of Honor. Knights of Honor can be played completely by mouse but as many players favour keyboard controls, Chapter 13 provides an overview of the keyboard configuration and shortcuts for this style of play.

Main Menu

After loading the game and watching the intro movie, you will find yourself viewing the Main Menu.

All menu keys are deactivated by default when the game is loaded for the first time. Before you can proceed, you must first create a player profile.



Player Profile

Game settings and saved games are stored in your profile.

To create a profile:

1. Click on the head icon.
2. Edit your name and press <ENTER> when done.

3. Click on the arrows to the left and right of the title in order to browse all available titles.
4. Click on the portrait to select a different one.
5. When you are finished, click the checkmark icon and your profile will be created.

To edit a profile:

1. Click on the inkwell icon.
2. Click on the name and edit it. Press <ENTER> to finish.
3. Click on the arrows to the left and right of the title to change.
4. Click on the portrait to select a different one.
5. When you are finished, click the checkmark icon and the changes will be complete.

To change a profile:

1. Click on the arrow icon to open the list with all created profiles on this computer.
2. Browse the profiles with the up and down arrows.
3. Click on a profile you wish to play with.
4. Click the checkmark icon to accept the changes.

Play Alone

To access the Single Player menu, select Play Alone from the Main Menu. In the Play Alone Menu, you have the following choices available to you:

- Play on Europe: Plays the main game mode to conquer Europe.
 Quick Battle: Plays battle maps in the Battle View.
 Continue Saved Game: Loads a saved game.



Play on Europe

If you have decided upon Play on Europe, you will find yourself in the Kingdom Selection Menu. From here, you can select the kingdom you wish to play from all the available kingdoms, which can be browsed in a list or selected directly from the map. The available kingdoms change depending on the chosen period of play.

You can also select the desired difficulty level. These are:

- Easy, recommended for beginning and intermediate players
- Normal, recommended for experienced and advanced players
- Hard, recommended for expert players

Finally, if you so desire, the world in the Strategic View will pause while you lead battles in the Battle View. It is turned off by default.

After you have made your settings and clicked the Play button, you will find yourself in the Strategic View, looking over your kingdom.

Quick Battle

The Quick Battle mode allows you to jump straight into the action of medieval warfare without the strategic level attached to it. To access the Quick Battle Menu, select Quick Battle in the Play Alone Menu. You can choose between two game types, the Open Battlefield or the Town Assault.

Open Battlefield

In this game type, two randomly composed armies meet on a large, automatically-generated battlefield. In order to win, one must kill all enemy units or kill the enemy leader.

Previous game type

Changes the game type

Attacker

Chose to become the attacker

Banner and Colour

Shows your banner and colour

Game Description

Description of the selected game type

Back

Back to singleplayer menu



Next game type

Changes the game type

Defender Chose to become the defender

(Castle Assault only)

Game type

Selected game type

Position

Shows if you are attacker or defender (Castle Assault only)

Play

Play the selected game type.

Town Assault

Here, you have the choice to act either as the defender or the attacker. If you are the defender, you defend a town against the attacker, who tries to breach the walls and enter the town. If you are the attacker, the roles are reversed and you must conquer the town. The armies are randomly composed.

Learn to Play

Learn to Play will teach you how to play Knights of Honor. You will be introduced step by step into the rich gameplay and the sheer number of possibilities open to you in the game. When you leave the tutorial, your status will be saved in your profile and you can continue from where you left off.

Preferences

To access the Preferences Menu, select Preferences from the Main Menu. In this menu, you can customize the game settings to your taste or improve the performance when running Knights of Honor on a slower machine. You can also tweak the volume for the sound FX, music and speech or switch them off completely, should you desire.

Additionally, you can define how often Knights of Honor is to save into the autosave file.



Strategic View

The Strategic View is the main game view. In this view, you rule over your provinces, plan your conquests, develop your lands, move your armies, and so on. Enemy territories are covered by fog of war, which means that you cannot see their armies unless they have crossed your borders.

Kingdom Power

This shows the current level of your Kingdom Power. Click on the number to increase it.

Royal Court

The Royal Court shows all Knights currently in your employ. Click them to issue commands or click on an empty slot to promote a new Knight.

Kingdom Treasury

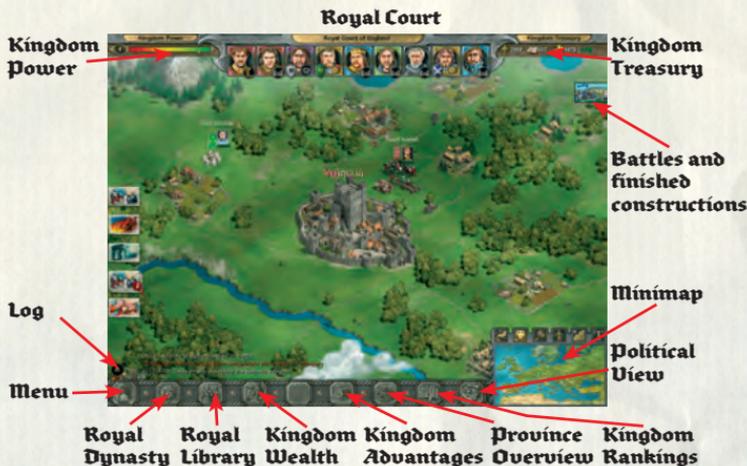
All your Gold, Books and Piety are stored in the Kingdom Treasury. The numbers represent the current stock of each.

Log

Here you see all messages concerning other kingdoms. You can enlarge and reduce this window.

Menu

This will bring you to the Game Menu. From there, you can go to the Preferences Menu, save/load a game or retire.



Royal Library



This opens up the Online Help, where you can learn additional information about the game.

Royal Dynasty

Here you can manage the Royal Family and gain information about them and their status. You will also find the Claim button here, which is used to initiate the claim for the title of Ultimate Emperor of all Europe.

Kingdom Advantages

This leads you to the Advantage Overview to see the Kingdom Advantages, Trade Goods and Exotic Goods that have already been processed.

Province Overview

This is where a list of all your Provinces will be shown including the level of development, ongoing construction, wars and production.

Kingdom Wealth

This opens a detailed overview of the Piety raised, Books written and income in Gold in your kingdom.

Kingdom Rankings

Kingdoms are constantly ranked by power, size, military, economy, trade, happiness and how much they are respected or hated. Clicking here will provide you with a detailed overview.

Political View

This leads you to the Political View, where you can retrieve valuable information about your empire, as well as other kingdoms. For more information, please read paragraph 4 on page 27.

Minimap

The Minimap contains overview information and can be magnified if needed. It can also be switched between Political and Strategic modes.

Terrain

The geography in Knights of Honor plays a strategic role. The terrain defines the types of battles that can be fought and observed in the Battle View. Armies cannot pass through mountains and must board ships to cross the sea.

Battle View

This view can be only seen when you decide to lead a battle yourself, or when you play a Quick Battle or Multiplayer Match. Squads are selected via the left mouse button and are moved by clicking the right mouse button on the target. When you win or lose the battle, you will be presented with an Outcome Screen and transferred back to the Strategic View. During the battle, you can leave the view whenever you wish but you cannot return to it.

Marshal(s)

The portraits of the participating Marshals will be shown. Rolling the mouse pointer over them will display their names.

Marshal Skills

You can expand or reduce the list of skills for both your marshal and the enemy marshal. All skills developed by this point are shown.

Army Morale

This shows the overall morale of the participating armies.

Battle Information

This is where you can see the battle's location and status, e.g. if you are losing or winning.

Battle Bonus

Depending upon the situation, an army may have a Battle Bonus. The bonuses are described in the Knight Concept section under Marshal skills.



Information Filters

You can toggle between five information filters. The Experience filter shows the experience level of all squads. The Stamina filter shows the current stamina of all squads. The Arrow filter shows the remaining arrows of the ranged units. The Men Count filter shows an overview of the men still alive in the squads. The Morale filter shows the current morale of all squads and is the default filter.

Squad Icons

These icons show which of your squads are participating in this battle. If a squad has been completely eliminated, its icon disappears.

Commands

Each of these icons represent a particular command. To order or command your troops, select a squad, click on the Command icon and then on the target.

Formation Commands

You can issue formation commands via these icons.

Special Commands

Stand Ground and Hold Your Fire commands are given to your selected squads via these buttons.

Stamina/Arrow/Men

Depending on the active information filter, this is where you can view the current stamina, remaining arrows or headcount.

Squad Morale

This shows the selected squad's current morale.

Squad Experience

This shows the selected squad's current experience level.

Squad Portrait

This portrait shows you what the selected squad looks like.

Squad

This is a squad on the battlefield.

Political View

In this view, you can retrieve vital global information about the various empires, including your own. You can also gather information about ongoing battles as well as the military activities currently taking place in your lands. On foreign territories, you can switch between kingdom information and province information.



Kingdom Information

Ruler Portrait

Here you can see what the selected ruler looks like. To initiate an audience with the foreign kingdom, you must click on the ruler's portrait, which will cause the Audience Window to appear.

Age

This is the selected ruler's current age. Each ruler can die of old age during the game.

Personality

Each ruler has a specific personality. Their personalities define their diplomatic behaviour.

Economic Information

Clicking this icon lets you retrieve information about the selected kingdom's economy.

Valuable Rumours

Click here to see if there are valuable rumours about this kingdom. The information you gain is more accurate when you have a Spy infiltrated there or a Merchant assigned to a trade route.

Political Information

This gives you information about the friends, enemies and vassalage status of the selected kingdom.

Religion

This shows the religion of the selected province or kingdom.

Relationship

This bar shows your current relationship with the selected kingdom.

Stances

These icons show your agreements and stance with the selected kingdom.

Strategic View

Clicking this button will return you to the Strategic View. Alternatively, you can double-click any kingdom and you will be brought to the location you clicked in the Strategic View.

Province Information



Rebellion Risk

This shows the current risk of a rebellion breaking out in this province. If it is your own province, you can see a detailed overview about the happiness of the population in the selected area.

Province Feature

If a province has specific land features (0-3) they will be shown here.

Piety, Gold, Food, Workers, Books

This shows the current production of this province.

Filters

Kingdoms



This is the default filter. When activated, it shows the current political climate with all kingdoms and their vassals on the European map, broken down by kingdom. It also shows armies currently traveling through your lands or on open seas.

Relations



This filter shows your relationships with other kingdoms. Click on a foreign kingdom to learn more about their relations.

Stances



By activating this filter, you can see your diplomatic stances with other kingdoms, each represented by a different color. It also allows you to find out about other kingdoms' stances.

Religion



When this filter is activated, the map switches to a colour-coded system to show which religion each kingdom follows. Provinces of a different religion than the kingdom's own are striped, where the stripes represent the province's religion. When the province is currently going through conversion, you will see an icon displaying the religion it is being converted to.

Units



Click this to find out more about the availability of the different units in Knights of Honor. When activated, all available units in Knights of Honor are shown. Clicking a unit will display all the provinces where that type of unit is available or can be recruited.

Province Features and Goods



Clicking on this icon will shade green all provinces where it is available. Clicking on a Trade Goods icon will shade blue all provinces where it is currently being manufactured and striped blue where it is available to be manufactured. Clicking on one of the Exotic Goods will shade pink all the provinces where it is currently being imported. Goods or features you possess are marked with a green tick icon.

Buildings



Applying this filter will show you in which province you have built a specific structure, and which structures you can build. Click on a building and the appropriate provinces will be displayed.

Rebellion Risks



This filter shows you the current risk of rebellion status across Europe, broken down by province. It also shows the current level of town development in all provinces.

Kingdom Banner

The banner shown is that of the kingdom the province currently belongs to. Click on the banner to toggle between province and kingdom information.

Knight Concept



A ruler could be powerful, but he could not be in more than one place at the same time. He had to rely on loyal executives who would lead his armies, develop his lands, trade with other kingdoms or perform clandestine actions upon his behalf. In Knights of Honor, the knights represent these executives, and they can have six different professions. Each kingdom can have a maximum of nine knights in the Royal Court.

Royal Court

All knights hired to the Royal Court are represented within the nine slots at the top of the screen in the Strategic and Political Views. Here, you can see what your knights are currently doing, and interact with them if you so choose. Different colors represent the knights' different professions.

Hiring a knight

With the exception of Merchants, all knights have an upkeep cost. Alternatively, you can assign a Prince or King without any cost at all, although Princes or Kings serving as knights can be killed or captured.

1. Click on an empty slot.
2. a) Click on a Prince/King or
b) Click on the Promote icon to hire a knight.
3. Decide the knight's profession.



Exile / Call back a Knight

If you no longer require the services of a particular knight, you can dismiss him from your Royal Court. A dismissed knight disappears and will never return, while a Prince/King can be sent to other assignments and will keep the experience they have gained.

1. Click on a knight.
2. a) If he is an actual knight, click the Exile button. He will immediately disappear.
 - b) If he is a Prince / King, click the Call Back button. He will return to the Throne Room.

Giving Orders

Every knight can receive orders from you at any given time, depending on his state and profession.

To issue an order you have to:

1. Click on the specific knight.
2. Click on one of the available orders.

Knight states

Occasionally, a small icon representing a knight's current state may appear below him. Roll the mouse pointer over them to retrieve additional information.

Experience



Clerics, Merchants, Spies, Builders and Landlords can be educated to a higher level of experience through the use of books. There are up to five levels of experience, which are displayed as stars above the knights' heads.

The higher the experience level, the higher their bonus when governing towns, or the higher their chance of success may be.

Governing



Merchants, Landlords, Builders and Clerics can govern a province. Depending on their profession and experience, they may give the province a bonus. A knight governing a town can be identified by an icon below his face.

Marshal



Marshals are knights who can lead your armies. Without a Marshal in your service, you cannot conquer other provinces. In order to recruit units for your Marshal, he must be deployed in a town. The Marshal is the only knight in Knights of Honor who can learn new skills in order to improve his military performance. Marshals are also the only knights who appear as in-game units that can be moved around in the Strategic View. Some of your Marshals may even become Crusaders, and the Pope may even choose them to lead a crusade of their own.

Marshal Experience



Skills
Morale
Experience
Points
Experience
Level

A Marshal receives experience during battles. For special achievements, like conquering a province or winning a battle, he receives more experience than he would gain just for participating. When he gains enough experience, he earns a new experience level, represented by a star below his portrait.

Marshal Skills

For each experience level your Marshal earns, he can be granted a new skill, or may choose to upgrade an existing one. A Marshal can have up to six different skills, each of which can be developed in three levels. The skills affect the military behaviour of the knight and the army under his command. They can improve the speed, morale, attack or defense bonus, and so on.

Leadership



Increases the army's motivation when fighting with the Marshal. The army's morale is higher than usual.

Dread



Causes the enemy soldiers to fear the Marshal. They suffer a decrease in morale in battle.

Sword Mastery



Makes the Marshal a master of the art of sword fighting. All sword fighting units gain experience faster than normal.

Archery Master



Makes the Marshal a master of the art of fighting with ranged weaponry. All ranged units gain experience faster than normal.

Cavalry Master



The Marshal becomes a master at horse riding. All mounted units gain experience faster than normal.

Learning



The Marshal becomes a better learner who gains experience faster than usual.

Engineering



The Marshal becomes a specialist in the use of siege weaponry. He can equip his army with advanced siege weaponry.

Ballistics



Makes ranged units more accurate and increases the damage they cause.

Strategist



Causes the army to march faster than normal and become more efficient at intercepting enemy armies.

Healer



The Marshal becomes a healer and, as a result, your army automatically recovers from some losses.

Conqueror



Causes the army to feel much more confident in enemy territory. The morale in foreign lands is higher than usual.

Admiral



The Marshal becomes a sailor, and the army is more confident being aboard a ship as a result. They also get an attack bonus in sea battles.

Enforcer



This skill causes the army to be more efficient at plundering. They collect more loot than normal.

Tactics



The Marshal becomes a tactician and, as a result, your army always gets an attack or defense bonus during camp assaults, fortified camp assaults, coastal landings and river crossings.

Jousting



Causes the Marshal and his guards to be more skilled in hand to hand combat. They have a higher attack bonus than normal.

Endurance



This skill causes the Marshal to train his army more intensely and more efficiently. As a result, they use less stamina in battles than usual.

Night Stalker



Causes the army to use the night as better cover during assaults, giving them a higher attack bonus than normal.

Logistics



Makes the Marshal's army better at rationing their food, so they can travel farther and endure longer sieges.

Siegecraft



Causes the army to be more efficient at sieges and experience less attrition in sieges than it normally would.

Fist



The Marshal fights more brutally against rebels. As a result, the army has a higher attack bonus against rebels.

Manoeuvre



This makes squads much more maneuverable in battle. All squads move more quickly as a result.

Spear Mastery



The Marshal becomes a master at the art of fighting with a spear. All spear-bearing units gain experience faster than normal.

Fanatic



This causes the army to act more fanatically when fighting armies of a different religion. As a result, their morale is higher than normal.

Spy



Spies are knights who perform clandestine actions for you. They can infiltrate other Royal Courts, where they can be hired for one of the six knightly professions. There are several espionage actions they can perform, depending on the profession assigned to them by the other King. But beware! The same can happen to you, possibly leaving you to unwittingly hire a Spy as a knight.

A Spy can be captured and imprisoned, which is displayed as a series of bars over his portrait. A Spy who has not been assigned a mission will automatically protect your Royal Court.

Experience

A Spy slowly and automatically gain experience once he has successfully infiltrated a foreign Royal Court. Experience is gained much more quickly when he succeeds at a mission. The more experience he has, the greater his chance of success.

Cleric



Religion was very important during the Middle Ages, and this is reflected in Knights of Honor. The Cleric is your religious representative, helping you to increase the piety in your lands. Following a successful conquest, you can also send the Cleric to convert provinces of different religions to your own religion. A Cleric can also govern provinces, where he writes books and increases the amount of piety being raised in the area. An experienced cleric may one day become the Pope or Patriarch.

Merchant



Merchants are your trade representatives and allow you to actively trade with other kingdoms. They can import Trade Goods or raise additional gold income for you. Highly experienced Merchants raise more gold than less experienced Merchants. To assign a Merchant to a trade route, you need to have signed trade agreements with other kingdoms. When governing a province, a Merchant increases your gold income.

Landlord



Landlords are responsible for the food supply, which is the cornerstone of land development. He helps to ensure that your population is more effective in the production and consumption of food. Under his government, the population grows more quickly. He also rations the food consumption so your towns can endure longer during sieges. Lastly, he allows you to have more population in your provinces, which means a higher tax income.

Builder



The Builder takes care of construction in towns. He makes sure that your towns develop more quickly and are more efficient. Assigning a Builder to run a province will ensure that you have a higher amount of workers available in that province, how many workers will depend on the builder level.

Prisoner

Imprisoned foreign Spies and knights occupy a slot in your Royal Court. Clicking them lets you decide whether to release them, kill them or hold them for ransom. Your knights can be also imprisoned and you can either negotiate their freedom or leave them in the foreign dungeons. If you do not know where a Spy comes from, you can torture him to find out. However, be aware that doing so may kill the Spy and your relationship with his native kingdom may worsen, while also dropping your Kingdom Power by a significant amount.

How To Build An Empire

Royal Dynasty



In order to build an empire, a ruler has to create a dynasty. Empires are not built in a day, and only a long and lively lineage of kings and heirs can guarantee the successful growth and prosperity of the future empire.

The dynasty includes the royal family tree, which consists of the king, his wife and all their sons and daughters. When you begin the game, you will most probably have a King, a Queen and at least one Prince or Princess. With time, your Royal Family will grow and new children will appear (provided that the king is married). They will be babies at first, but will eventually grow up to be valuable assets that will enrich your kingdom.

King

As the ruler of your kingdom, the King is the central figure of your Royal Family. In Knights of Honor, there are many different kingly titles, such as Sultan, Emperor or Tzar, which are dependent upon the culture and religion of the country you choose to lead.

Should your King die, whether from forcible death (i.e. on the battlefield) or from old age, a new King will be appointed. (Please refer to Succession and Heirs)

You can have your King perform any knightly profession. If appointed to such a role, the King will earn additional bonuses when performing his duties. For example, if you appoint your King to be a Marshal, the armies he leads will earn a considerable boost to their morale. If the King himself enters the battle, all friendly units that see his heroic acts of valor will receive an additional morale bonus.

King Talents



Your King can have up to five talents in three different levels of development, which determine his personality. The talents and their level of development are fixed and do not change. The higher the level of development, the higher the bonus for that talent. They are first shown when a King is but a Prince, and stay constant until his death. You cannot see an enemy King's skills.

Economy:

You get a bonus in your overall kingdom income as well as benefits to the King's performance when assigned as a Merchant.

Diplomacy:

Your King's diplomatic rating affects all diplomatic decisions. For instance, this means that you can more easily gain approval of your proposals.

Warfare:

All of your armies receive a morale bonus based on this talent's level of development.

Espionage:

This talent increases the chance of success for all your spies.

Religion:

This talent speeds the conversion process and improves your Clerics' performance.

Succession and Heirs

When your King dies, the rightful heir will succeed him. In the Royal Family window, you can choose which of his sons will be the rightful heir to the throne.

To choose the King's heir:

1. Roll the mouse pointer over the Prince(s) to see their future talents as king.
2. Click on the portrait of the Prince you wish to inherit the throne.
3. A crown indicates the inheriting Prince.
4. If you want to change heirs, click another portrait and the crown will move.

Be careful: in Medieval times, the eldest son traditionally inherited the throne via right of succession. If you decide to give the your kingdom's crown to the youngest son instead, his brothers may become rather angry when the day of inheritance comes.

Apart from the King's sons, all of the Princesses' husbands can lay legitimate claim to the crown. When your King dies, all foreign Kings kin to yours (through a royal marriage between their sons or themselves and one of your King's daughters) may decide to claim part of your empire. If you deny them their rights, they will go to war with you, so always think twice when marrying a Princess to another kingdom.

If the King has no heirs, the royal succession passes to the Royal Court, where the most distinguished knights will contest the crown between them and decide who will be the new King. However, when the new King is appointed, the other knights may choose to not accept him as their liege, and will rebel. This means that if your King dies and has no heirs to succeed him, there is a very good chance that your kingdom will be plunged into a devastating civil war.

Queen

The Queen is the King's royal wife. She is also mother to all of the potential Princes and Princesses. If one of your Princesses marries a foreign King, or an heir who becomes King, your country will be strongly represented in that particular court, resulting in better chances for espionage on your behalf.

Prince

Probably the Queen's most important duty is to provide the kingdom and royal dynasty with at least one Prince. If the King has fathered at least one Prince, then you can rest assured that, when the time comes, the royal dynasty will continue without commotion. Of course, the more Princes your King and Queen have, the better off your kingdom will be.

Apart from being useful as a political asset, your Prince is also very important in saving your kingdom money, for he can perform all duties that a regular knight can perform, but without charge. So, in effect, your Prince is a free knight. However, don't get carried away and thoughtlessly risk your Princes. You may save the kingdom upkeep by assigning Princes in these positions, but this also means that you could theoretically lose your Princes and leave the kingdom without an heir.

You can marry your Prince off to a foreign royal family. By doing so, you are entitled to a future claim to their crown in the form of one to three provinces. When the time comes and the foreign King dies, you can choose whether or not to exercise your claim. Of course, if you don't claim part of the foreign kingdom, your relation with it

will rise. Your Prince has to be alive in order to be able to make a claim. Don't forget that the same also applies when a foreign Prince is part of your royal family and your King dies.

Princess

In Knights of Honor, Princesses are valuable diplomatic assets. Whenever you are trying to pull off a diplomatic deal, you can offer the hand of a Princess to improve the relationship, which will also greatly improve your chances of persuading the other side to accept a proposal. Similarly, another ruler may also suggest a Royal Wedding, either as a requirement or normal proposal. (See also Diplomacy)

When you marry off a Princess, you will get a hefty bonus on all espionage activities in that kingdom. The bonus increases greatly should the Princess become Queen. (See also Espionage.)

Just keep in mind that by marrying off a Princess, you also grant the other kingdom a right to a future claim to your lands.

Warfare

The number one method of expanding and building an empire is by conquest. World history has records of numerous campaigns, wars and conflicts all with the same ultimate goal: to conquer more lands and to become more powerful. In Knights of Honor, this tradition is maintained, as you are provided you with many tools to plan, execute and maintain your conquests. Take care not to fall in the oldest of all pit-traps: military power, although very important, is not enough to build a true empire. You will need to be wise and consider your actions carefully before deciding to send your armies on a rampage.

Squads

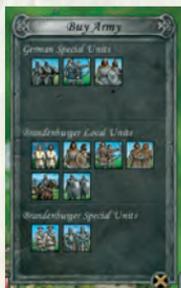
In Knights of Honor, you do not control single units but rather complete groups, which are called squads. Whenever you hire new troops, you hire complete squads. The number of units within a squad depends on the type of unit recruited. Only siege weaponry will be recruited and controlled on a single unit basis.

Army

In order to wage war, you must first build an army. An army consists of a marshal, who leads up to nine squads of soldiers and up to four siege units. Also, every army has a separate food supply that depletes over time when the army is not in a city.

Recruiting

You can recruit squads from any town that you own. To recruit, you have to deploy a marshal in the town and then click the Recruit Army button on the interface. You will then see a menu with all units available in this town. If you roll the mouse pointer over a unit type's icon, you will see a short description of the unit as well as the cost of recruiting one squad of that type. The costs include gold and food, and each unit takes away one of your citizens. Be careful not to run out of citizens when recruiting units from cities with a smaller population. Each city has three types of units that you can recruit:



1. Special units for the kingdom you are playing. They can be recruited in every province you own.
2. Local units available only in the region where the province is located.
3. Provincial special units. They can only be recruited in this province.

Some units have prerequisites to be met before they can be recruited. These could be buildings, such as Stables for mounted units or Swordsmith for sword units. The more complex the units, the more prerequisites you need to meet to recruit them. Some units may have as many as five prerequisites.

Experience

Every squad in your army gains experience from the battles they survive. With time, the squad will increase its level and greatly enhance its statistics. There are three levels of experience beyond the initial rookie level: regular, veteran and elite. The current experience level is represented by the stars next to the squads' portrait in the Battle View.

Replenishment



When you fight battles, you will eventually face casualties. You can replenish squads from any town that you own. When restocking squads, you actually put fresh soldiers amongst the veterans, thus diluting the squad's experience and increasing the time it takes them to increase in level. You can replenish every type of unit in every town.

Food Wagon



Recruited armies require food to support themselves during their march. When stationed in a city, the army uses food from the city reserves. When you order your Marshal to embark upon a military campaign, the army starts to consume food from its own stock, which will eventually be used up. When

that happens, the army will receive a penalty to their morale due to low rations. The food carried is represented by a Food Wagon in the interface.

An army's food rations can be restocked in two ways:

1. When the army is deployed in a town, click on the wagon and its rations will automatically refill. Be aware that this food will be transferred from the city's food storage.
2. When the army is marching in enemy territory, you can command them to plunder a farm, and they will get food as loot.

Army Commands

You can order your army to perform different actions while playing in the Strategic View.

March



This is a basic command that tells your army to move to the location you choose with the mouse. In order to move over a sea, you will have to board ships in a harbor or build your own ships.

Stop



This orders your army to stop executing the previously issued command.

Camp



When given this command, your army will build a camp and begin resting. While camping, the army replenishes lost morale and eats less food.

Fortify



The army builds a fortified camp that can be defended much more successfully. Your marshal has to have the Tactics skill to be able to use this command.

Attack



This is a generic command that includes attacking an enemy army, reinforcing a battle, plundering a rural area or assaulting an enemy town.

Siege



The army will lay siege to the enemy town. When the town's food reserves are depleted, it will fall. If the army's food stores are depleted before the town's, it may break off the siege.

Board Ship



This command can only be issued if the target is a harbor. The army will go to the harbor and, after a short boarding process, they will appear on a ship in the water, close to the harbor.

Land



This command can only be issued to an army aboard a ship. The army will disembark from the ship at the target location. If the target is inland, they will disembark at the coast and march to the desired position. After the army has left the ship, it will disappear.

Build Ship



Your marshal must have the Admiral skill, and the army has to make a camp close to the shore. When ordered to build a ship, the army will approach the shore and start building a ship. After a while, the army will appear on a ship in the water.

Battles

Battle Types

Whenever your army meets an enemy object, such as an army, rural area or town, you automatically engage in battle. There are different types of battles based on the object, terrain or circumstances that preceded the battle.

Open Field



This battle is held in the open field between enemy armies. While each side enters battle with one army, it may reinforce it with another army later on. You can also choose to lead the battle personally, in which case a battle will be spawned in Battle View. The objective here is to destroy the enemy army or to force a retreat.

Plundering



Plundering occurs when an army attacks an enemy rural area. The primary reason for attacking the enemy's rural areas is to plunder or to weaken them. If the area is

undefended, the battle ends after a given time. If a defending army attacks the plunderer, you can choose to lead your army and a battle will be spawned in Battle View. This battle will feature a rural area and the objective is either to defend the rural area or to destroy the defending army. If the plundering army wins the battle, the rural area is destroyed.



Town Assault



The town assault automatically occurs whenever an army attacks a town without a wall. If you chose to lead the battle, then a battle will be spawned in Battle View. If your army occupies the town, then you are the defender and your objective is to defend the town. If you are the attacker, then your troops are placed outside the town and your objective is to conquer the town. If the attacking army wins, the province will fall into their hands, as there is but one town per province. The defender can use up to two armies to defend his castle, as well as the garrison and the castle guards from the Town Watch building. The attacker can have up to two armies engaging in this battle.

Siege



If the town has a Palisade, Stone Wall or Bulwark, the attacking army can decide to lay siege to the town in order to starve them out. The siege lasts as long as the town has food reserves or until the attacking army's food reserves are gone. The attacker can decide to assault the town at any time, at which point the Town Assault mechanics come into play. However, the defending army can decide to try to break the siege, and again the Town Assault map will be loaded. The town gives up when it runs out of food, and the province falls into the hands of the attacker.

River Cross



A River Cross battle occurs when one army meets another army while crossing a river. If you decide to lead the battle in this instance, then a River Cross battle will be spawned in Battle View. The defending army will be placed on the shore with armed watch towers, while the attacking army appears on rafts in the middle of the river. The attackers' immediate task is to land while being under fire from the defender's ranged squads and towers; once landed, they must then form a battle order and attack.

Camp Assault



A Camp Assault battle occurs when an army attacks a camped army. If you decide to lead the battle, a Camp Assault battle will be spawned in Battle View. The defending army is caught unaware and the army is distributed over a number of tents. If the attacker is quick to advance, he could overrun the defender's camp before the latter has time to break camp and arrange his battle formation.

Fortified Camp Assault



This is a version of the previous battle with one important difference: the defender's camp is well fortified and there are towers protecting the tents. It is much more difficult to overrun this type of camp. To fortify a camp, the marshal has to have the Tactics skill.

Sea Battle



A Sea Battle occurs when two ships meet at sea. This battle cannot be lead or played as a battle in Battle view.

Terrain

The terrain plays a very important role in Knights of Honor. There are five basic types of terrain: plains, forests, hills, mountains and water. The plains are the basic terrain type with penalties and bonuses for all units, depending on formations, marshal skills and unit types. The forests are a serious hurdle for all mounted units. If you have cavalry in your army, you should avoid battles in forested areas at all costs. Ranged units are also at a disadvantage in forests. The hills are heaven for archers as they receive a bonus on their range when placed on higher ground. The mountains are impassable in Knights of Honor, which makes the passes an important strategic asset. The big rivers spawn River Cross battles, while the seas can only be crossed with ships.

Morale

The units in Knights of Honor don't have hit points. They only have one life and if hit, they die instantly. As a result, in order to win, you have to either kill the entire enemy army or scare it away. The units' morale is the measure of how eager they are to fight, which might allow you to win the battle with fewer troops than your enemy, provided you use a carefully planned strike.

Definition

Morale is the amount of combat confidence possessed by a given unit. It is calculated per unit and shown per squad and army. Morale is dynamic and changes all the time to accommodate the changing conditions in this Medieval empire conquering simulation.

Factors

Morale is affected by many factors such as heavy losses, fighting on enemy territory, night marches, army leaders fighting side by side with the army, and so on. Many global economic, diplomatic and religious factors can also affect the army's morale. The best way to rebuild morale is to camp the army often.

Formations

Since you command squads and not single archers or swordsmen, they can be ordered to assume three different formations to improve their tactical advantage. Once your squad assumes formation, you can order it to change formation, or to wheel left or right. You can also decide whether you want a narrow or a loose formation.

Line Formation

The line formation places the squads in two or three lines (based on the squad size). This formation is best for polearm units, such as those wielding spears and halberds,

since it allows the units in the rear ranks to fight together with those in the first rank. It is also good for ranged units.

Square Formation

Square is the bread-and-butter formation for the sword-wielding units. It is a robust formation that turns easily and is quick to face the enemy, avoiding flanking or rear attacks.

Wedge Formation

This is mainly a cavalry formation and is used to break the enemy's battle order and to lower their morale. The wedge is very dangerous, especially when used with heavy cavalry. It is also recommended to be used by shock troops like the Teutonic Knights.

Narrow formation

Dense formations are more efficient in melee but are also more vulnerable to arrows.

Wide formation

Wide formations are less efficient in melee but are harder to hit with arrows.

Wheeling

You can wheel your squads left and right to improve the effect of the chosen formation and to avoid flank attacks.

World View Simulation

All battles can be fought without going into the Battle View. Instead, the battle can be simulated in the Strategic View. During the battle, you can click on it and you will see the type of battle, the leaders of the armies taking part with their respective bonuses, and a representation of the course of the battle. All conditions such as army morale and terrain are taken into account when calculating the outcome of the battle.

Rebels

Rebel armies spawn in provinces where the Rebellion Risk has become unbearably high. They always have a leader: the Rebel. Rebels have no banner and dress in white. Rebel armies usually consist of angered Peasants. If you do not fight the Rebels, they may decide to assault your town and claim independence. After a while, a Rebel becomes a Famous Rebel, making him much harder to beat. At this point, they start attacking neighboring provinces. Rebels disappear when the Rebellion Risk decreases or when killed.

Loyalists

After a province has been conquered and the realm changes the kingdom's ownership, nostalgia may be so strong among the population that Loyalist armies may spawn. These units still feel loyal to their old kingdom and start to plunder or attack

the new ruler's armies. Loyalists can be easily identified as they carry two flags, one white (for rebels) and one with the old ruler's banner. They fight independently and cannot be controlled by the player. They disappear either when nostalgia decreases or when killed. The nostalgia is gradually decreased when the kingdom is at peace with all other kingdoms.

Mercenaries

From time to time, you will get a message that Mercenaries are camped near one of your towns. To find out what units are sitting within the Mercenary camp, you have to click on it. If there are squads you like, you can hire them for a price much lower than it would cost to produce them yourself. It is always worthwhile to find out what units they offer, as it is possible that very advanced and rare units are offering their services. To hire units, you must bring a Marshal to the camp.

Crusader Armies

When your Cleric has been appointed Pope, you can assign your Marshals to be Crusaders and lead Crusader armies. You can then tell each Marshal to begin a Crusade against ex-communicated and non-catholic kingdoms.

Economy

In order to have a better understanding of the economy in Knights of Honor, you have to grasp the structure of the economic system. No matter which flag you choose, you will always start the game with one kingdom. Some kingdoms only have one province, others have many provinces. In order to transform your kingdom into an empire, you need to know the building blocks of your kingdom.

Kingdom Treasury



Every action you take needs a certain investment on your side. You can accumulate resources so that when the time is right you can spend them to build an army, call a crusade or take over a conquered town more quickly. A short summary of your global treasury can be found in the upper right part of the screen and detailed information in the Kingdom Wealth screen, which you can open from the bottom interface or by clicking on one of the three symbols in your Kingdom Treasury.

Gold

Your primary resource is gold. You can earn gold in many ways. Your main sources of income are taxes, direct income from certain buildings, trade, diplomatic tributes, religious payments, plundering, and so on.

Income

Total Income	101	Total Expenditures	858
Tax Income	22	Marshals' Wages	10
Town Tributes	30	Spies' Wages	10
Trade Routes	12	Cleric Wages	10
Vassal Tributes	-	Land Lords' Wages	-
King's Retinue	14	Knights' Wages	-
Religions (+30%)	23	Exotic Goods	-
Kingdom Power (0)	-	Vassal Tributes	-
		Inflation (8.20%)	828
		Total Balance	-757
		War Tax	2200

Your income statement shows where your gold comes from. The income from trade is summarized. If you want to check how much a particular route is making, just roll your mouse pointer over the Merchant.

All happy citizens pay taxes. If you raise the tax level, you will collect more but you will have more unhappy citizens who don't pay taxes. As a result, you should be careful when you raise the taxes, because you can occasionally lose money. On the other hand, if your citizens are excessively happy, you could raise the tax level and greatly increase your income. Excessive happiness is an profitable luxury. If your income is greater than your expenses, your profit is shown in green.

Expense

The expenses part of your income statement shows all regular money outflows. The upkeep for your knights is one of the major expenses. The upkeep is progressive, so for each additional knight in a profession, you will pay more. This means that having three Marshals will cost almost twice as much as having a Marshal, a Cleric and a Spy. Members of your Royal Family don't require upkeep, so use them as wild cards. You incur expenses if you import resources or if you have to pay vassalage or religious fees. If your expenses are more than your income, your loss is shown in red.

Inflation

The most important expense is inflation. It appears when the gold in your treasury is much greater than the gross income of your kingdom. You can avoid inflation by spending some of the gold in your treasury or by increasing your income. Please note that inflation takes your income into account, so even if you are operating at a loss, a sufficiently high income will still prevent inflation.

Piety

Piety is a resource that quantifies the religious fervor possessed by your kingdom and your subjects. It is produced in town-based churches and cathedrals, as well as in monasteries/mosques. You need to spend piety for many religious and state activities.

Books

Books are very important to your cultural advancement. Books are written in libraries and universities and your Clerics automatically write books when assigned as governors. You need books to adopt populations in conquered territories and to educate your knights.

Kingdom Power

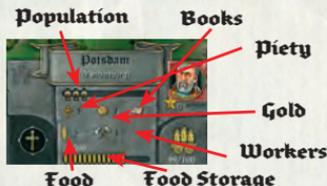
Kingdom Power is a representation of your kingdom's stability and prosperity. The greater your power, the better it will be. Each level of Kingdom Power will bring you reduced risk of rebellion and additional gold income. You can raise your Kingdom Power at any time by paying a certain amount of gold and piety, based on your kingdom's size and constitution. Dishonorable diplomatic activities on your part will greatly hurt your Kingdom Power. The kingdom power meter is in the upper left part of the screen and ranges from -5 to +5.

Towns

In every province, there is one town. It is the heart of the province, and all settings affecting your province are made here. Your towns will gradually develop, and with every new improvement you make, they will increase in size and capacity.

Clicking on any of your towns will open the town interface, which offers a lot of information, including how much the town is producing, the risk of revolt, the governor, the garrison and deployed armies, and so on.

Town Resources



In addition to the global resources collected in the kingdom treasury, every town has a stock of local resources made up of food and workers, which are produced and used only in the towns. All resources are collected from the rural areas, at which point

the local resources are filtered into the town treasuries while the global resources are redirected to the Kingdom Treasury. In addition to the production in the rural areas, every town has a base amount of gold, food and workers that it produces. All production, including base town production, can be increased through certain buildings and improvements.

Food

Food is produced on farms and some town buildings, and is stored locally. It is part of the cost of recruitment for new units, and is also used during sieges to replenish the army's food supply.

Workers

The workers are a representation of the town's building potential, and mostly come from outlying villages. Some buildings also grant additional workers. The more workers a town has, the faster its improvements will be completed.

Town Improvements



In every town, you can build a number of improvements to unlock new buildings or to enhance resource production, defense capabilities and unit recruitment. There are three groups of buildings: military, civilian and advanced. You can only make 18 improvements to your town, so choose carefully. To erect a new building, click on an empty slot and all available buildings will appear. Buildings which cannot yet be built are darkened and buildings which cannot be built at all are shown as grey stones. To find out about their requirements, roll the mouse pointer over them.



Happiness and Revolt Risk



Depending on your actions, there can occasionally be the risk of rebellion. You can check what exactly is causing the risk by opening the Revolt Risk window. If the risk is negative, you need not worry; if positive, the chance of an outbreak of rebellion is much more likely.



Rural Areas

As previously mentioned, all resources are produced in rural areas. Each time you start the game, the rural areas will be reset and you will have a different choice of rural areas to play with, even if you are playing with the same kingdom. After specific buildings have been constructed, you can increase the rural areas' production.

Farms

The farms produce food.

Monasteries / Mosques

Piety is raised in the monasteries / mosques.

Villages

The villages provide the town with workers.

Coastal Villages

In coastal villages, you earn gold from the trading taking place there. Coastal Villages grant the town additional buildings and are only available in provinces with a path to the sea.

Governing a Province

You can assign all types of knights to be governors in your towns, with the exception of Marshals and Spies. A town can only have one governor and he will give you different bonuses, depending on his profession. Some of the game's functionality will be available to the knights only if they are governors. For example, the Cleric can convert the religion of a given province only if he is governing it.

Kingdom Advantages

Kingdom advantages are rare economic achievements that give your kingdom unique bonuses. You can see all advantages and their respective bonuses in the Kingdom Advantages window. In order to achieve an advantage, you have to possess all the Trade Goods and Exotic Goods shown below each of the advantages. The advantages you currently do not possess are shown as silhouettes. When you gain one of these Kingdom Advantages, it will become fully colored. When a province which produces one or more of the goods necessary for a Kingdom Advantage is lost to the enemy, the Kingdom Advantage will also disappear immediately, and a replacement for the resource must be found.



Age of Discoveries



Entering the Age of Discoveries will allow you to access never-before-seen riches. Your ships return fully loaded from the New World and cause all your coastal villages to raise additional gold.

Age of Enlightenment



Accessing the Age of Enlightenment will allow you to hire the most respected scientists, doctors and philosophers to teach at your universities. The production of books written in your universities also increases.

Crop Rotation



Crop Rotation is an outstanding farming achievement. It enables your farmers to exploit your farmlands more effectively and increases food output while granting you additional food storage within your towns.

Glorious Conquest



Creation of the Glorious Conquest will improve your military ability immensely. It causes all of your units to fight even more bravely and to have a higher morale.

Grand Cathedral



The main achievement of the Grand Cathedral is to increase the faith within your kingdom. Visitors to your cathedrals will be awed and piety production is increased.

Grand Fortress



Creating the Grand Fortress makes your population feel safer and more secure under your protection. During sieges, your towns can stand longer against the besieging enemy.

Secret Order



Establishing the Secret Order gives your spies a significant advantage in espionage. Your spies get better training and gain more knowledge, improving their chance of success.

Silk Route



Discovery of the famous Silk Route grants you access to previously unknown precious goods. The demand for these goods is so high that the income from all your merchants increases.

Spring Festivals



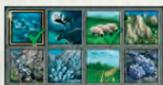
Granting your citizens Spring Festivals provides a welcome alternative to their daily hard work. The ale consumption increases and famous bards entertain the people. It increases the happiness in towns that have an inn or hostel.

Urbanization



Starting the Urbanization of your kingdom attracts more serfs from other kingdoms to move into your towns, increasing your population.

Province Features



Each province can possess different types of terrain called Province Features. A province can have up to three or none at all. These let you build additional structures which can later produce Trade Goods. For instance, the Province Feature known as Brine Deposits allows you to build a Salt Mine.

Trade Goods



Trade Goods are medieval products obtained from the assets in your province through manufacturing. You have to erect the appropriate buildings to obtain the required Trade Good. If you cannot produce a Trade Good, you can import it from a kingdom that does. Just check the Political View via the Province Feature and Goods filter to see who has the needed Trade Good, then establish a Trade Agreement and send a Merchant to import the needed product. You can check the Royal Library for a comprehensive list of all assets and valuables.

Exotic Goods



Exotic Goods are similar to valuables but they cannot be produced. As the name suggests, they come from exotic countries and can only be imported by towns which have built an admiralty. When the province falls into enemy hands, so does the Exotic Good.

Diplomacy



Almost every action you take has not only military and economic consequences, but also diplomatic consequences. For starters, you cannot invade a foreign country without first declaring war. What's more, conquering an enemy will cause his friends to heavily dislike you. If you are too weak, you may find several of your enemies uniting to deal you a coordinated blow. In other words, you may have a lot of diplomatic work to do before you draw your sword. In order to engage in diplomatic activities, you have to select the kingdom you want to negotiate with and ask for an audience with the current ruler.



King Personalities

Every kingdom is represented by a ruler. Clicking a specific kingdom will display its ruler's portrait. Every ruler has personality traits which play an important role in their decisions on all diplomatic and military matters.

Ungrateful

An ungrateful ruler is more likely to ask for more tribute than to perform goodly deeds.

Ruthless

A ruthless ruler is more likely to break agreements and promises. He is also more likely to plunder.

Militarist

A militaristic ruler is more likely to go to war and is reluctant to accept peace.

Timid

A timid ruler is more likely to underestimate himself and is easier to persuade. He is also more likely to be weaker in his choice of language.

Greedy

A greedy ruler is more likely to be interested in buying cheaply while selling expensively. He is also likely to negotiate terms.

Honourable

An honourable ruler is more likely to keep promises, and is also more upset about broken promises.

Grateful

A grateful ruler is more likely to improve his relations with kingdoms who offer gifts and perform good deeds.

Religious

A religious ruler is more likely to focus on religious development, and prefers to deal with kingdoms of his own religion.

Arrogant

An arrogant ruler is more likely to overestimate himself and is less afraid of others. He also tends to speak rudely more often.

Expansionist

An expansionist ruler is more likely to agree to higher terms when acquiring land and does not easily give land away. He is easily upset about lost land.

Pacifist

A pacifistic ruler is more likely to quickly agree to peace and often hesitates to go to war.

Vassalage/Independency

Kingdoms can be independent or they can be a vassal to a stronger kingdom. If a kingdom is a vassal, it cannot follow a diplomacy that is different from its patron. The only option a vassal kingdom has is to declare independence, in which case war is declared on the former sovereign. Being a vassal also means paying 50% of one's total income to the overlord as a constant form of tribute.

Stances



The diplomatic situation changes constantly. The stances between kingdoms include being at war, being at peace, kin, trading, non-aggression or allied. When the stance is "at war", the only option is to negotiate for peace.

Relationship



The relationship is the foundation of all politics. Your kingdom's relationship with your neighbors, friends and enemies will change dynamically with every action you take and sometimes even without your involvement. Other kings' decisions mostly depend on their relations with you. If the relationship is good, the chances of a ruler accepting a diplomatic proposal are higher. A good relationship does not automatically mean you are at peace, nor does a bad one mean you are at war. However, if your relationship with someone is poor and you do something which angers them, chances are good that they will declare war.

Agreements

In Knights of Honor, you can have several diplomatic agreements. Agreements can be seen as contracts signed between two kingdoms.

Trade agreement

This agreement enables you to trade with a given kingdom. It establishes a trade route between one kingdom and another. If you assign a Merchant to this route, he can either trade for gold or import goods.

Pact of Non-Aggression

This agreement is a mutual promise to not attack one another so long as the agreement exists. You have to have a trade agreement in place to sign this. If you break this agreement, you will suffer a penalty to your Kingdom Power and all kingdoms will regard you as less trustworthy.

Alliance Pact

This agreement is one step further than the Pact of Non-Aggression, in that it contains a promise of help against a common enemy. You have to have both a Trade agreement as well as a Pact of Non-Aggression in order to sign this one. If you break this agreement, you will suffer a severe penalty to your Kingdom Power and all kingdoms will regard you as much less trustworthy. When signed, a new option becomes available in the audience window, allowing you to invoke the alliance when you are at war with someone else.

Diplomatic Assets

When negotiating a given agreement, you may be asked for certain diplomatic assets to sweeten the deal. You can also initiate such an offer yourself, or you may choose to demand assets from other kingdoms.

The available diplomatic assets are:

Gold

You can offer gold to the selected ruler. When offering gold, you can choose between suggested amounts of gold. The higher the amount, the more pleased the selected ruler will be. You may also request gold from the selected ruler.

Land

To please the selected ruler, you can offer him one of your provinces. You can theoretically grant him all of your provinces but one. Similarly, you can also demand land from him, unless he has but one province remaining.

Royal Wedding

The princesses are a great asset. Arranging a wedding with a foreign prince or king makes your kingdoms kin, greatly increasing the relationship. However, do not forget that doing so can earn you the right to claim land when the other ruler passes away, whether of natural causes or covert action by one of your spies.

Vassalage

Your greatest asset is your independence. If you give it up, you are then ruled by another kingdom. However, sometimes it is better to have a strong protector.

Diplomatic Actions

Depending on your kingdom's state different diplomatic options are open to you.

At peace

When you are at peace with the kingdom with which you are negotiating, you can offer a gift, propose a wedding or propose a trade agreement. You can also demand an attack on another kingdom or that they break off relations with another kingdom. Of course, you can also choose to break off all relations or declare war, which will allow you to attack enemy buildings or armies. If you break off relations, your Kingdom Power will drop.

Existing Trade Agreement

When you trade with another kingdom, you have the same options as if you were at peace, except that you can now offer a Pact of Non-Aggression.

Existing Pact of Non-Aggression

When you have a Pact of Non-Aggression, you have the same options as if you were at peace, except that you can now offer an Alliance Pact. If you break your agreements, your Kingdom Power will drop.

Existing Alliance Pact

If you are allied with the kingdom with which you are negotiating, you can invoke your alliance to make him attack a kingdom with which you are at war.

Being Vassal

If you are vassal to another kingdom, the only option you have is to declare independence. This means you are automatically at war with your former overlord but you get full access to negotiate with this kingdom.

At war

If you are at war, you can only propose a peace agreement.

White Peace

If you feel that you and your enemy are equally matched, you can propose a white peace. This means that the war will end immediately without further repercussions.

Tribute



If one side performed much better than the other in a given war, they may want a certain tribute before signing the peace agreement. The tribute is in the form of one or several diplomatic assets. You can demand or offer tribute.

Espionage

The dark and shady ways of the Spy are yet another way to help your kingdom to become an Empire.

Infiltration



In order to be able to conduct Espionage, you must have a knight assigned as a Spy. After you have assigned a Spy, you must select the kingdom you want him to infiltrate. He will then enter the kingdom unrecognized and wait to be assigned as a member of the enemy court. Every time the enemy hires a knight in his court, there is a chance that this knight will be your Spy. The more experienced he is, the faster this will happen. However, it is possible that the court may choose to wait some time before assigning new knights. During the infiltration process, a small eye icon appears below the Spy's portrait.

Active Spy

Once the Spy manages to successfully infiltrate the other kingdom's Royal Court, you will be notified. At this stage, new options are available to you. The icon below the Spy's portrait also changes to match the profession he is assuming in the foreign Royal Court.

Spy Actions

The actions your Spy can perform depend greatly on the profession he has been assigned. For example, if he is hired as a Marshal, he can induce the army to revolt or sign a secret peace treaty with you. If he is a Cleric, he can secretly spread your religion instead of that of the enemy. He can even become King of the enemy kingdom if the King dies and there are no heirs. Explore the opportunities available when your Spy is hired for different professions.

Propagate Culture (Cleric)



Raises nostalgic feelings in all border provinces of the infiltrated kingdom.

Spread Heresy (Cleric - governing)



Makes a province accept paganism as their religion.

Spread Religion (Cleric- governing)



Makes a province accept your religion.

Hand over Town (Builder, Landlord, Merchant, Cleric governing)



When governing a town, the Spy can hand over the town without a fight.

Claim Independency (Builder, Landlord, Merchant, Cleric governing)



The spy claims independence for the province he is governing and he becomes king of the newly formed kingdom. The relationship towards you will be very good.

Steal Gold (Merchant)



The spy steals gold from the other kingdom's treasury.

Sabotage Trade Route (Merchant trading)



This will make the infiltrated kingdom's trading partner cancel their trade agreement.

Arrange Annexation (Merchant)



This allows you to annex all of the other kingdom's lands. You can only issue this command when the other kingdom is smaller than yours, or a vassal.

Assassinate King (Spy idle)



The spy will try to kill the other kingdom's ruler.

Assassinate Royal Family (Spy idle)



The spy will try to kill a member of other kingdom's Royal Family.

Nasty Gossip (Spy)



The spy can make the other kingdom break all agreements with you. Useful when you want to attack and avoid the drop in Kingdom Power that arises from breaking all agreements.

Peace Persuasion (Marshal)



The spy will persuade the other ruler to offer you peace.

Instigate Army Revolt (Marshal)



This will turn all of the other kingdom's armies into rebel armies which then start to fight their former ruler.

Excommunicate (Cleric who is Pope)



The spy excommunicates another kingdom for you.

Declare War (Puppet King)



Your Spy, the puppet King, declares war on another kingdom.

Divert Crusade (Marshal who is Crusader)



When participating in a Crusade, the Spy can divert the Crusade against someone else.

Hand over Crown (Puppetking)



When your spy becomes King, you can ask him to hand over the crown to you, and all the lands will fall to your kingdom.

Invade (Marshal who is rebel)



When your Marshal leads a rebel army you can order him to invade a specific province.

Preach Crusade (Infiltrated spy as Cleric is Pope)



The spy calls for a Crusade against a specific kingdom. The spy must be infiltrated into the Papacy as Cleric and elected Pope.

Counter-espionage

You can protect your court from enemy spies by keeping a spy unassigned. Only when staying in the court will he actively search for enemy spies and inform you of their presence. The more experienced he is, the greater the chances are that he will detect foreign spies.

Capturing



If your spy fails on a mission or is revealed by a counterspy, he may be captured. If captured, he will go to prison and you will either have to ransom him out or deny any connection with him by ignoring his pleas to free him, thus abandoning him. The chance of success increases once more experienced spies have infiltrated the court.

Religion

Just as in the Middle Ages, religion plays a very important role in Knights of Honor. Your kingdom can follow one of the four different religions, each of which has its advantages and disadvantages.

Catholic



The Catholic religion is common to most of Western Europe. It descends from Rome and the Pope is its patron. Catholicism gives a kingdom an income bonus. If you are Catholic, you must behave properly, refraining from

attacking other Catholic nations and keeping up your relations with the Pope. If the Pope decides that you are not behaving properly enough, he can excommunicate you. You then lose all bonuses and other Catholic kingdoms can attack you without penalty, and may even declare a crusade against you. The Catholic kingdoms are the only ones that can call for crusades.

Orthodox



The Orthodox church is based in Eastern and Southeastern Europe. The Orthodox church's patron is the Patriarch. If you play an orthodox kingdom, you will at first be subordinate to the Byzantine Patriarch. As a subordinate, you will automatically receive income and piety bonuses, but your armies will have a lower morale than normal. At any point later on, you can declare your church to be independent. To do so, your Royal Court must contain a level five Cleric, who then becomes your own Patriarch. The Cleric has to be a normal knight and not a member of the Royal Family. When you become an Independent Orthodox kingdom, you will have a book bonus and your armies' morale will be normal but the gold and piety bonuses will be gone. Your Patriarch ages normally and will eventually die of old age. When this happens, you have to have an eligible replacement or your church will lose its independence and you will again be subordinate to Byzantium. Of course, you can play as the Byzantine empire. When you do so, you do not suffer the morale penalty, and still enjoy the benefits of the piety and gold bonuses. Additionally, you will have a new income subject on your balance sheet where you receive a constant payment from all subordinated Orthodox kingdoms.

Muslim



The Muslim kingdoms are based in North Africa and the Middle East as well as southern Spain in the early periods of the game. The Muslim religion gives a bonus on your units' morale. This religion doesn't have a patron. Only Muslim nations can call a Jihad, which is for defensive purposes only. When a Jihad is called, rebel armies spawn at the Mosques and attack any infidel army within the kingdom's territory.

Paganism

The pagan kingdoms are mainly descendants of the tribes that invaded Europe during the Dark Ages. If you play as a pagan kingdom, you don't collect piety at all and you suffer a penalty to your kingdom's income.

Conversion

When you conquer a province with a religion different than that of your own, you can choose to convert it to the state religion. This is done with the help of a Cleric assigned as governor of the province. A province with a different religion increases the unhappiness and risk of rebellion in the province.

Accepting new Religion

You can change your kingdom's religion at any time, although you need to have enough provinces of the chosen religion in your possession. It also costs you gold and piety. When you do this, your Kingdom Power will drop dramatically and you will have to convert all your provinces to the new religion one by one. It is not possible to embrace Paganism.

Religious figures

Throughout history each religion has had its focus points. In Knights of Honor we have recreated the Vatican and The Byzantine Patriarchy.

The Pope



The Pope is the head of the Roman Catholic church. He is the principal of the only unplayable kingdom in the game The Papal States. He has a special status because he can excommunicate kingdoms that have strayed from the path of god or call crusades against infidels (including excommunicated Catholic kingdoms). When the Pope dies a new one is elected from all available Clerics in all Royal courts from all catholic kingdoms. The stronger the kingdom and the higher the Cleric's level the better the chance of his being elected Pope. If your cleric gets elected Pope you will be able to excommunicate and call crusades through him. But be careful; if you abuse this power the Pope can even get angry at you.

Patriarch



The Patriarch has no special functions except that if you have an independent church and you assign your Patriarch as governor, he will perform his duties far better than an ordinary Cleric.

Note: When a kingdom has been excommunicated or has declared independence, the religious symbols change into flaming icons.

Multiplayer

Knights of Honor can be played simultaneously by six people over LAN, TCP/IP Internet or through the GameSpy matchmaking service. You can test your battle skills against your friends in four different modes.

Setting Up A Multiplayer Game

Joining an existing game

To join an existing game:

1. Run Knights of Honor
2. Select Play with Friends in the main menu
3. Define the preferred connection type
 - a. When you want to play via TCP/IP or GameSpy you have to be connected with your ISP.
4. Select one of the available games
 - a. If you play via TCP/IP you need to know the host computer's IP address

1.2. Creating your own game

To create your own game

1. Run Knights of Honor
2. Select Play with Friends in the main menu
3. Define the preferred connection type
 - a. When you want to play via TCP/IP or GameSpy you have to be connected with your ISP.
4. Click on Create Game
5. Enter the game's name
6. Select the multiplayer mode
7. Define the number of players
 - a. Historical Battles is 2 players only
8. If you want to protect your game with a password, click on locked

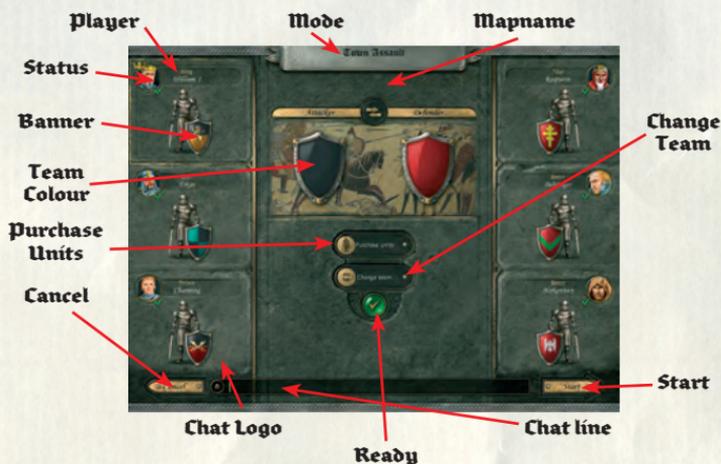
Differences

There is one notable difference from the Battle View within the standard Single Player gameplay: when your units camp during battle, they increase their morale and replenish projectiles, except in the Historical Battles.

Setup before start

Once you have created a game, you will find yourself in the multiplayer lobby. Here you can chat with the other players, decide which team you want to play, and the team color / banner. In King of Towers and Town Assault, the player can purchase

their units. In Open Battlefield, each player gets a randomly chosen set of units, and in Historical Battles, these are always predefined.



Player

This shows the portrait, name and title of the profile you have chosen in the Knights of Honor main menu.

Status

This shows if the player is ready or still changing settings. The game can't start until all player statuses change from a red cross to a green checkmark.

Banner

This shows the banner of the player's own units. Clicking with the left mouse button lets you change your secondary color, and you can change your ornament by clicking with the right mouse button. The banner you see is formed by the primary (team) color, the secondary color and the ornament.

Team Colour

This is the primary team color and can be changed by clicking it. It applies to all team members.

Crown

The crown represents the player who created and is currently hosting the multiplayer game.

Purchase Units

To purchase units, you have to click here. This option is only available in the King of Towers and Town Assault modes. You can purchase predefined sets of units but you cannot mix units from different sets.



Chat

Players can chat with one another. You can type your sentence in the chat line and then click send. The spoken text always appears next to the avatars. To review a conversation, you can open the chat log.

Ready button

When you have finished adjusting your settings, you can click the Ready button, which changes the status icon from a red cross to a green checkmark.

Changing team

Click here to join the other team. You can only do this when the other team still has an empty slot.

Start

Once all settings are complete and the Ready buttons have been hit, you have to click here to start a multiplayer game. The button is disabled until you and the other players have all hit the Ready button.

Multiplayer Modes

Knights of Honor features four multiplayer game modes. Each mode has its own rules and objectives.

Open Battlefield

When playing an Open Field battle, you play with randomly chosen units on a randomly generated map. If your knight gets killed, you instantly lose the game.

Town Assault

Town Assault is similar to the Open Field Battle with a few differences. All of the defenders are spawned inside a town that they will have to defend. Again, if you lose your knight, you lose the game.

Historical Battles

Some of the most thrilling historical battles of all time have been recreated in this section. You can choose whichever side you want and play the following battles. These battles are for two players only and are played on an open field.

Lechfeld (955 AD)

The Magyar threat escalated quickly in the middle of the tenth century. Otto I assembled a strike force of 4000 heavy armored knights and rode to meet the Magyar army near Augsburg. The battle took place between the Lech and Schmutter rivers. Otto achieved a resounding victory, managing to capture or kill most of the Magyar nobility, effectively putting an end to the Magyar invasion.

Hastings (1066 AD)

Fought on October 14, 1066, between William, Duke of Normandy and King Harold Godwinson of England, this battle was a major turning point in English history. This battle is also remembered for the heavy casualties that were suffered by both sides. The Battle of Hastings was the last time England was successfully invaded and conquered by a foreign army.

Hattin (1187 AD)

The battle of the Horns of Hattin on July 4, 1187, was one of the bloodiest battles of the Crusades. Its final outcome was disastrous, with the end result being the destruction of the Crusader army of the kingdom of Jerusalem. It also led to the eventual capture of Jerusalem by the Muslim forces of Saladin. He destroyed the Crusader kingdom and, in a way, created the motives for the Third Crusade.

Lake Peipus (1242 AD)

The battle at Lake Peipus was fought between the Teutonic Knights and the inspirational Kniiaz of Novgorod, Aleksander Nevski. The Teutonic Order had the backing of the Pope and the Emperor of the Holy Roman Empire but they still could not break the resistance of the Russian city-state. This fierce battle at the frozen shores of the Baltic lake brought the Eastern Crusades to an end.

Bannockburn (1314 AD)

Bannockburn was the climax of King Robert the Bruce's career. The death of 'iron' Edward I (Longshanks) had left England to be ruled by his son and heir Edward II, who was not forged from the same mould as his father. His carelessness allowed the Scots to recover from the heavy blows his father had dealt them, and by 1314, Robert

the Bruce had captured almost every English city north of York. Edward II gathered an army and marched forth to subdue the Scots, but Bruce won the decisive battle at Bannockburn, thus giving Scotland its independence.

Nikopolis (1396 AD)

By the late 14th century, the once-mighty Byzantine Empire had been reduced to little more than the city of Constantinople. In 1391, the Ottoman ruler Bayazid besieged the city. Pope Boniface IX called for a crusade, and John De Nevers, the son of the Duke of Burgundy, led a Bracno-Burgundian army to fight the Ottomans. He was joined by King Sigizmund of Hungary. The crusaders met the Ottomans at Nikopol on the Danube. The arrogance of the French nobles was once again shown when John De Nevers led his knights into a frontal charge of the Ottoman positions without waiting for the bulk of the army to follow. The Turks took advantage of this reckless act and counter-attacked the Franks with their heavy cavalry and Serbian allied regiments. The last Crusade ended infamously on the banks of the Danube.

King of Towers

King of Towers is a special mode of play where both sides compete for the towers on the battlefield. In this mode, you will play on an open field with a set number of towers. In the beginning, the towers are neutral. You have to capture as many towers as possible, for every tower in your possession generates an additional amount of money. If you order your knight to camp, you can purchase additional units for your army from the knight's tent. The goal of the game is to capture all of the towers or to kill all enemy knights.

Controls

Battle View

Action	Controls
Single squad selection.....	LMB
Multiple squads selection	SHIFT + LMB
Group squads	CTRL + (1...0)
Group selection.....	1...0
Draw formation.....	RMB + Mouse movement
Default squad command	RMB over target/destination
Squad command.....	LMB over target/destination
Set Waypoint	SHIFT + RMB on terrain
Center screen on squad	SPACE
Center and select Marshal 1	ALT+1
Center and select Marshal 2.....	ALT+2
Select all squads on field.....	CTRL+A
Attack	A
Move.....	W
Run.....	U
Charge Enemy	C
Mobilize/Camp.....	P
Shoot	O
Cease Fire / Continue Firing - toggle	F
Stand Ground / At ease - toggle.....	G
Squad info - experience	F5
Squad info - stamina	F6
Squad info - arrows.....	F7
Squad info - men count.....	F8
Squad info - morale	F9
Select complete army 1.....	SHIFT+A
Select complete army 2.....	ALT+A
Wedge formation	W
Square formation	Q
Line formation	I
Widen formation	D
Narrow formation	N
Turn left.....	E
Turn right	R

Strategic View

Action	Controls
Army selection.....	LMB
Default army command.....	RMB over target/destination
Army command	LMB over target/destination
Set Waypoint	SHIFT + RMB on terrain
Open Menu	ESC
Open Royal Library.....	F1
Quicksave	F2

Quickload	F3
Open Royal Dynasty	F5
Open Kingdom Wealth	F6
Open Kingdom Advantages	F7
Open Province Overview	F8
Open Kingdom Rankings	F9
Toggle between Political View and Strategic View	F10
Opens Audience Window of another kingdom	D
Opens Town Development menu of selected town	B
Opens Happiness menu of selected town	H
Default view minimap	M
Open Load Dialog	L
Open Save Dialog	S
Refills all squads when deployed in town	R
Alphabetical order of towns when assigning governor	A
Captured time order of towns when assigning governor	T
Center screen on currently selected object	SPACE
Board Ship	Numpad 1, O
Land	Numpad 2, N
Build ship	Numpad 3, U
Fortify Army	Numpad 4, F
Attack Army	Numpad 5, A
Siege Town	Numpad 6, I
March	Numpad 7, W
Stop	Numpad 8, T
Camp	Numpad 9, C
Jumping between war events	Backspace

Political View

Action	Controls
Own kingdom selected	SPACE
Kingdoms Filter	Numpad 7
Relations Filter	Numpad 8
Stances Filter	Numpad 9
Religions Filter	Numpad 4
Rebellion Risk Filter	Numpad 5
Province Features and Goods Filter	Numpad 6
Units Filter	Numpad 1
Buildings Filter	Numpad 2
Toggle between Strategic and Political View	Numpad 3, F10
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Town Improvements



Admiralty

The Admiralty allows exotic resources to be imported into the coastal village.

Upgrade of: Harbour

Upgradeable to: Coast Guard



Armoury

The Armoury is required for training armored units within the town.

Requires: Training Grounds

Allows: Plate Armourer, Scale Armourer, Chain Mail Workshop



Axe Smith

The Axe Smith is required for training units armed with axes.

Requires: Training Grounds



Bakery

The Bakery increases the ability of the town to support its citizens with pastries. It increases both food storage and food supply.

Requires: Granary

Bonuses: +1 food in all farms, +200 extra food storage in the province



Ballista Towers

The Ballista Towers are equipped with ballistae. During sieges and assaults, they automatically fire missiles towards the enemy.

Requires: Stone Wall

Bonus: Siege attrition for the town



Bee Yard

The Bee Yard features bee-hives, which produce honey and beeswax.

Required Province Feature: Fertile Soil

Product: Honey



Bulwark

The Bulwark is a massive stone wall designed to protect the town. It increases the amount of time needed for the enemy to take the town by siege. It also reduces the attrition amongst the defenders.

Upgrade of: Stone Wall



Butcher

The Butcher supplies the citizens with fresh meat. This ensures that the towns will endure longer when under siege.

Requires: Salt Mine, Tool Smithy, Cattle Farm

Bonuses: +2 food in the town, +1 food in all farms, +200 extra food storage in the province



Catapults

The Catapults are placed on the drum towers. They increase the attrition that the enemy armies suffer during sieges. The catapults on the towers are very deadly and shoot automatically during assaults.

Requires: Tool Smithy

Upgrade of: Drum Towers

Bonuses: Siege attrition for the town



Cathedral

The Cathedral raises more piety in your province than a simple church. Orthodox Christians need a cathedral to be able to claim independence from the church.

Requires: Wax Maker, Dyes Workshop, Sculptors Guild

Upgrade of: Church

Bonuses: +2 piety in the town, +3 piety in the monasteries



Cattle Farm

The Cattle Farm supplies cattle, which can be used to strengthen the economy of the town.

Allows: Tannery, Butcher

Required Province Feature: Pasture

Product: Meat



Cauldrons

The Cauldrons are placed on top of the gates. During assaults, they cause deadly damage to enemies who try to breach the gates.

Requires: Tool Smithy

Upgrade of: Gate Towers



Chain Mail Workshop

The Chain Mail Workshop is required for training chainmail-wearing units within the town.

Requires: Armoury



Church

The Church increases and raises piety in the provinces. It also raises the price for religious conversions in this province.

Upgradeable to: Cathedral

Bonuses: +1 piety in the town, +1 piety in the monasteries



Coast Guard

The Coast Guard watches for enemy ships in the nearby coastal waters. If the enemy attempts to land on this realm's coastline, the Coast Guards will rise to prevent the landing.

Requires: Stonemason, Town Watch House

Upgrade of: Admiralty

Bonuses: +5 gold



Corner Towers

The Corner Towers strengthen the town's fortifications. They increase the attrition suffered by the besieging enemy. They also provide outstanding tactical positions for the defending archers during assaults.

Requires: Stone Wall

Bonus: Siege attrition for the town



Docks

The Docks allow small trading ships to moor in coastal villages, making them more profitable. As a result, the food supply for the town is also increased.

Allows: Harbour

Upgrade of: Fishmongery

Bonuses: +2 food, +1 gold in the Coastal Villages



Drum Towers

The Drum Towers are half-round towers set in the walls, which create additional space for units. Drum towers increase the attrition that the enemy army suffers during sieges.

Requires: Stone Wall

Upgradeable to: Catapults

Bonuses: +5 siege defense for the town



Dyes Workshop

The Dyes Workshop processes minerals and prepares dyes.

Requires: Tool Smithy

Allows: Cathedral, Tailor

Required Province Feature: Mineral Deposits

Product: Dyes



Fishmongery

The Fishmongery increases the food supply in the town.

Allows: Pickler

Required Province Feature: Fishery

Upgradeable to: Docks

Bonus: +1 food in the coastal village



Fletcher

The Fletcher crafts bows and arrows. He is necessary in order to train ranged units within the town.

Requires: Training Grounds



Gate Towers

The Gate Towers strengthen the town's gates. Gates protected by towers are much harder to breach. They also provide defending archers with an outstanding tactical position for shooting at enemies.

Requires: Stone Wall

Upgradeable to: Cauldrons
Bonus: Siege attrition for the town



Granary

The Granary increases the town's food storage. Increased food storage allows the town to endure enemy sieges for a much longer period of time.

Allows: Stable, Bakery

Bonus: +100 extra food storage in the province



Halberd Mastersmithy

The Halberd Mastersmithy is required to train units armed with halberds.

Upgrade of: Spear Maker



Harbour

The Harbour allows bigger ships to anchor in the province, which in turn increases the gold income.

Requires: Docks

Upgradeable to: Admiralty

Bonus: +3 gold in the coastal village



Hemp Field

The Hemp Field is an area of fields that grow hemp. Hemp is used for making linen.

Allows: Rigger's Store, Weaving Mill

Required Province Feature: Fertile Soil



Hostel

The Hostel provides more space for travelers and workers. It also increases the number of workers in the province. The citizens gather here to entertain themselves, which increases the town's overall happiness.

Upgrade of: Inn

Bonuses: +2 workers in the town, +1 worker in all villages, +1 happiness in the province



Hunters Huts

The Hunter's Huts are where the hunters skin and prepare their hunted animals.

Required Province Feature: Game land

Product: Hides

Bonuses: +1 gold in the town



Ink Maker

The Ink Maker is where ink is produced.

Allows: Scribe's Office

Required Province Feature: Mineral Deposits

Product: Ink



Inn

The Inn provides basic space for travelers and workers. It also increases the number of serfs in the province. The citizens

spend time here drinking ale and singing, increasing the town's overall happiness.

Upgradeable to: Hostel

Bonuses: +1 workers in all villages, +1 happiness in the province



Library

The Library is where enlightened scribes work to increase the number of books written in the kingdom.

Requires: Parchment Maker

Upgradeable to: University

Bonuses: +1 books in the town



Market

The Market provides space for traders to exchange their goods, increasing the town's gold income.

Requires: Tax Collector's Office

Upgradeable to: Merchant Guild

Bonuses: +1 gold in the town, +1 gold in all villages



Merchant Guild

The Merchant Guild provides the wealthiest merchants in town with a place to create rules in order to enhance their profits. It increases the town's gold income.

Requires: Tailor, Winery

Upgrade of: Market

Bonuses: +2 gold in the town, +1 gold in all rural areas



Moat

The Moat is a trench full of water encircling the citadel and can only be crossed via a drawbridge. Moats are the most sophisticated form of fortification and make the town almost invincible against enemy assault.

Bonus: +5 siege defense for the town



Palisade

The Palisade is the most basic shelter for citizens during times of enemy invasion. Without it, towns are instantly invaded, which usually results in many casualties.

Upgrade able to: Stone Wall



Parchment Maker

The Parchment Maker is where parchment is made from sheep skin.

Requires: Sheep Farm

Allows: Scribe's Office, Library

Product: Parchment



Pickler

The Pickler uses salt to preserve fresh fish, thereby increasing food storage and the food supply for the town.

Requires: Fishmongery, Salt Mine

Bonuses: +2 food in the town, +50 extra food storage in the province



Plate Armourer

The Plate Armourer crafts the most sophisticated pieces of medieval harness. He is required to train high-class units within the town.

Requires: Armoury



Quarry

The Quarry is a particular type of open-cast mine from which marble is extracted.

Requires: Tool Smithy

Allows: Stonemason, Sculptors Guild

Required Province Feature: Marble Deposits

Bonus: +1 workers in all villages

Others: -1 happiness in the province



Rigger's Store

The Rigger's Store is where riggers produce and sell tackling.

Requires: Hemp Field, Wax Maker, Tool Smithy

Product: Tackling



Salt Mine

The Salt Mine extracts salt from brine. Salt was very important in medieval daily life for preserving and flavoring food.

Requires: Tool Smithy

Allows: Butcher, Pickler

Required Province Feature: Brine Deposits

Product: Salt



Scale Armourer

The Scale Armourer is needed to train scale mail-wearing units within the town.

Requires: Armoury



Scribe's Office

The Scribe's Office gathers the most talented and ambitious members of the clergy.

Requires: Ink Maker, Parchment Maker

Allows: University



Sculptors Guild

The Sculptors Guild is where sculptors can gather together to sculpt and sell statues.

Requires: Quarry

Allows: Cathedral

Product: Statues



Sheep Farm

The Sculptor's Guild is where sculptors can gather together to sculpt and sell statues.

Requires: Quarry

Allows: Cathedral

Product: Statues



Siege Workshop

The Siege Workshop is required to build siege equipment within the town.

Requires: Training Grounds, Tool Smithy



Silver Mine

The Silver Mine extracts pure silver from silver ore. Silver is a rare commodity and strengthens the town's economy, increasing its gold income.

Requires: Tool Smithy

Required Province Feature: Silver Ore

Product: Silver

Bonus: +5 gold in the town

Others: -2 happiness in the province



Spear Maker

The Spear Maker is required to train units armed with spears.

Requires: Training Grounds

Upgradeable to: Halberd Mastersmithy



Spinning Mill

The Spinning Mill is a place with spinning wheels, which process sheep wool into yarn.

Requires: Sheep Farm

Product: Wool



Stable

The Stable is required to train mounted units within the town.

Requires: Granary



Stone Wall

The Stone Wall causes enemies to suffer attrition during sieges.

Allows: Drum Towers, Gate Towers, Ballista Towers, Corner Towers

Upgrade of: Palisade

Upgradeable to: Bulwark

Bonus: +10 siege defense for the town



Stonemason

The Stonemason is where masons craft stone columns.

Requires: Quarry

Product: Columns

Bonus: +1 worker in the town

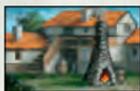


Stud

The Stud is an area of fields used for breeding horses.

Required Province Feature: Pasture

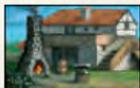
Product: Horses



Sword Mastersmithy

In Sword Mastersmithy, highly skilled smiths forge advanced swords, which are required to train high-class units within the town.

Upgrade of: Swordsmith



Swordsmith

The Swordsmith is required to train units armed with a sword within the town.

Requires: Training Grounds

Upgradeable to: Sword Mastersmithy



Tailor

The Tailor sews clothing for the citizens.

Requires: Weaving Mill, Dyes Workshop

Allows: Merchant Guild

Product: Clothes



Tannery

The Tannery is where the tanner makes leather from cattle hides.

Requires: Cattle Farm, Tool Smithy

Product: Leather



Tax Collectors Office

The Tax Collector's Office is the office of the King's tax collectors. It increases the town's gold income.

Allows: Market

Bonus: +1 gold in all villages

Others: -1 happiness in the province



Tool Smithy

The Tool Smithy supplies the town with quality tools. It increases the number of serfs available in the province.

Allows: Catapults, Cauldrons, Dyes Workshop, Rigger's Store, Weaving Mill, Tannery, Butcher, Siege Workshop, Salt Mine, Silver Mine, Quarry

Bonus: +1 worker in the town



Town Watch House

The Town Watch House hosts the Town Guards. The larger the town, the greater the number of guards hosted here. Town Guards are very strong and are very helpful during enemy assaults.

Allows: Coast Guard



Training Grounds

The Training Grounds are required to train any military units other than Peasants.

Allows: Coast Guard, Siege Workshop, Axe Smith, Armoury, Spear Maker, Swordsmith, Fletcher



University

The University allows talented and ambitious authors to write many books.

Requires: Scribe's Office

Upgrade of: Library

Product: Illustrated Books

Bonuses: +3 books in the town, +3 books in all rural areas



Vineyard

The Vineyard is an area with yards to grow vines for grapes.

Allows: Winery

Required Province Feature: Fertile Soil

Bonuses: +1 food in all farms



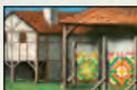
Wax Maker

The Wax Maker is the building where beeswax is processed into much more usable forms.

Requires: Bee Yard

Allows: Cathedral, Rigger's Store

Product: Wax



Weaving Mill

The Weaving Mill is a building where the weavers create linen from hemp.

Requires: Hemp Field, Tool Smithy

Allows: Tailor

Product: Linen



Winery

The Winery is where grapes are pressed and the juices are made into wine.

Requires: Vineyard

Allows: Merchant Guild

Product: Wine

Bonus: +5 happiness in the province

Military Units



Akyndji

Akyndji are cheap and undisciplined units, originating from the early Ottoman feudal system. They are not armoured at all and are armed with rusty spears. They are mainly useful on plundering raids as they increase the amount of loot significantly.

Requires: Spear Maker, Armoury



Archers

Archers are the most basic ranged units. Their low price makes up for their light armour and simple bow.

Requires: Fletcher



Axemen

Axemen are one of the most simple melee units. They wield nothing but a rusty axe.

Requires: Axe Smith



Ballista

Ballistae shoot huge arrows at high speed. On a direct hit, the kill ratio is approximately 100%.

Requires: Siege Workshop

Required Marshal Skill: Engineering - Level 1



Battering Ram

A Battering Ram is used by the army to breach the castle gates so that the attackers can enter. It moves slowly due to its weight and can be easily destroyed by enemy melee units.

Requires: Siege Workshop

Required Marshal Skill: Engineering - Level 1



Bowmen

Bowmen are one of the most simple ranged units. They use nothing but a simple bow.

Requires: Fletcher



Boyars

Boyars are a typical heavy cavalry originating from the Russian principalities. They have scale armour and very long spears.

Requires: Stable, Chain Mail Workshop, Armoury, Spear Maker



Camel Riders

Camel Riders are average warriors originating from the North African deserts. As horses are scared of the smell of camels, even the most elite cavalry are easy prey for them.

Requires: Swordsmith, Armoury, Stable



Cataphracts

Cataphracts are a typical heavy cavalry originating from Southeast Europe. They are very well protected by scale armour, which makes them slow. They are equipped with iron shields and lances.

Requires: Stable, Scale Armourer, Sword Mastersmithy



Catapult

Catapults are mobile siege machines. They are used to throw rocks against castle fortifications in order to destroy them or to crack holes in town walls.

Requires: Siege Workshop
Required Marshal Skill: Engineering - Level 2



Crossbowmen

Crossbowmen are moderately well-armoured. Their crossbow bolts are very deadly and can even penetrate heavy armour.

Requires: Fletcher, Armoury



Crusader Cavalry

Crusader Cavalry are feudal knights sworn to fight against the infidels. They

are armoured with perfectly crafted plate armour and armed with sharp lances.

Requires: Plate Armourer, Sword Mastersmithy, Stable



Crusader Crossbowmen

Crusader Crossbowmen are very well-protected infantry units armed with crossbows. Their unique shooting skills render them deadly against even elite heavily armoured units.

Requires: Fletcher, Chain Mail Workshop



Crusader Infantry

Crusader Infantry are a well-armoured infantry unit. They are famous for their swordsmanship and are a dangerous foe even for the most skilled units.

Requires: Church, Chain Mail Workshop, Sword Mastersmithy



Desert Archers

Desert Archers are a very basic ranged unit. Their low price makes up for their lack of proper armour and their use of a simple bow.

Requires: Fletcher



Desert Cavalry

Desert Cavalry are a light cavalry originating in the Arabian deserts. They are very

fast and have a good attack. The weak armour they use makes them vulnerable.

Requires: Stable, Spear Maker, Armoury



Desert Spearman

Desert Spearman are the most typical defensive unit and are equipped with spears. They have a good charge when in the right formation. In a good formation, they can be very deadly against mounted enemies.

Requires: Spear Maker, Armoury



Feudal Knights

Feudal Knights are a typical heavy cavalry originating in Western Europe. They have outstanding plate armour and are armed with lances. They tend to perform best when charging, which is usually devastating against enemy numbers.

Requires: Plate Armourer, Sword Master-smithy, Stable



Ghulam Cavalry

Ghulam Cavalry is a heavy Turkish cavalry originating back to the Ghaznavid slave system. They are well armoured and are armed with spears. Ghulams have a very fast charge.

Requires: Stable, Scale Armourer, Halberd Mastersmithy



Halberdiers

Halberdiers are well-armoured foot soldiers. They have a good charge and can be deadly against mounted enemies.

Requires: Halberd Mastersmithy, Plate Armourer



Heavy Archers

Heavy Archers are moderately well-armoured ranged units that travel on foot. They are typical of Western Europe and are armoured with chain mail.

Requires: Fletcher, Chain Mail Workshop



Heavy Crossbowmen

Heavy Crossbowmen are very well-protected infantry units armed with a crossbow. Their unique shooting skills make them deadly even against elite heavily armoured units.

Requires: Fletcher, Plate Armourer



Heavy Swordsmen

Heavy Swordsmen are moderately well-armoured melee foot units. They are widely spread across Europe and are armoured with chain mail.

Requires: Chain Mail Workshop



Highlanders

Highlanders are a light infantry. They fight with the famous two-handed claymore sword and have no armour. They are very fast on the battlefield.

Requires: Swordsmith



Hobilars

Hobilars are the famous Irish version of the Light Cavalry. Armed with short javelins, they are fast and have a good charge.

Requires: Stable, Spear Maker



Horse Archers

Horse Archers are the European version of the Steppe Horseman but less skilled than their cousins. They are armed with a bow and are not armoured.

Requires: Stable, Fletcher



Janissaries

Janissaries are special units which can fight equally well with sword and bow. This makes them unique, and they are a force to be reckoned with on the battlefield.

Requires: Fletcher, Swordsmith



Jinetes

Jinetes are famous medium cavalry units originating from the planes of Andalucia. They are lightly armoured but are very fast on horseback, making them hard to catch.

Requires: Stable, Spear Maker



Knight (Marshal)

Knights are the most skilled warriors available. They are well-protected, armed with perfectly crafted swords and have a deadly charge.



Laddermen

Ladders are the simplest form of siege equipment. They have to be placed on enemy walls so that the infantry can climb to the top and penetrate the city or castle.

Requires: Siege Workshop



Light Cavalry

The Light Cavalry are basic mounted units armed with a sword. They have a good speed and can be used for surprise attacks.

Requires: Stable, Swordsmith



Longbowmen

Longbowmen are famous for their long bows, which are capable of hitting distant targets. Their armour is not very good, which is counterbalanced by their low price.

Requires: Fletcher



Mameluks

The Mameluks are foot soldiers outfitted with light armour, a shield and a spear. They originated from Arabic Egypt and spread across the Islamic world.

Requires: Chain Mail Workshop, Swordsmith



Men At Arms

Men-at-Arms are an advanced version of the Swordsmen. They are well-armoured and their swords are of good quality.

Requires: Chain Mail Workshop, Swordsmith



Mongolian Cavalry

The Mongolian Cavalry are a very fast and light cavalry. They are equally strong in shooting and sword-fighting, which makes them a deadly enemy.

Requires: Stable, Fletcher, Swordsmith



Normans

Normans are excellent melee warriors. They wear chain mail armour and carry a typical Norman shield giving good additional protection.

Requires: Chain Mail Workshop, Swordsmith



Peasants

The Peasants are the cheapest and weakest unit. They are typically armed with pitchforks and wear no armour. They walk in bunches, not formations, and have the lowest basic morale of all.



Pronoias

Pronoias are a medium cavalry which emerged from the late Byzantine feudal system and spread all over the Balkans. They are armed with a very long lance and have a very strong charge.

Requires: Stable, Scale Armourer, Swordsmith



Roman Infantry

Roman Infantry are medium infantry units which originated in the early Byzantine military system. They are armoured with chain mail and big shields, and are armed with swords.

Requires: Chain Mail Workshop, Swordsmith



Saracens

Saracens are the most common swordsmen and originate from northern Africa and Middle East. Their armour is weak, which is counterbalanced by their good swordsmanship.

Requires: Swordsmith



Slavonic Axemen

Slavonic Axemen are one of the most simple melee units. They use nothing but a rusty axe.

Requires: Axe Smith



Slavonic Bowmen

Slavonic Bowmen are one of the simplest ranged units. They use a simple bow.

Requires: Fletcher



Spahias

Spahias originated from the Ottoman timar-fiefs system and are a medium cavalry armed with lance. They are fast and usually appear in large numbers.

Requires: Stable, Scale Armourer, Halberd Mastersmithy



Spearman

Spearman are the most typical defensive units and are equipped with spears. They have a good charge and can be very deadly for mounted enemies.

Requires: Spear Maker



Steppe Cavalry

Steppe Cavalry are famous warriors who endangered the whole of Europe with their outstanding riding and shooting skills. They are very fast but only lightly armoured.

Requires: Stable, Fletcher, Swordsmith, Chain Mail Workshop



Swordsmen

Swordsmen are the backbone of every army. They are lightly armoured and equipped with swords. Their low price makes them very popular.



Templars

Templars are well-armoured infantry units. They are famous for their sword fighting skills and are a dangerous foe even for the most skilled units.

Requires: Church, Chain Mail Workshop



Teutonic Knights

Teutonic Knights are amongst the best sword fighters. They are additionally equipped with perfect plate armour that gives outstanding protection. They are, however, rather slow due to the weight of the armour.

Requires: Church, Plate Armourer, Sword Mastersmithy



Town Guards

Town Guards are available in the towns to provide basic protection. They are good soldiers and must be taken into account by the enemy. They spawn automatically in a Castle Assault and need not be recruited.

Requires: Town Watch House



Trebuchet

Trebuchets are huge static siege machines. Once deployed, they cannot be moved to another location before the end of the battle. They are used to hurl rocks against castle fortifications to destroy them or to crack holes in the walls.

Requires: Siege Workshop

Required Marshal Skill: Engineering - Level 3



Varangians

Varangians are distant descendants of the Vikings who migrated to Southeastern Europe and gained prestige as elite guards in Constantinople. They are armoured with chain mail and a big iron shield. They are armed with a sharp battleaxe.

Requires: Town Watch House, Chain Mail Workshop, Axe Smith



Vikings

Vikings are famous for their axe fighting skills and brave charges. Many other units are afraid to face Vikings on the battlefield.

Requires: Axe Smith

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