The Shattered Kingdom

Knights and Merchants

Contents

The Story

Ah, the new herald of our king honours my humble abode with his presence. Pray be seated, good sir. Methinks in my writing desk lieth a bottle of excellent brandy which hath been saved for quite such an occasion as this. The war hath lasted many years now, and 'twould seem that the rebels continue to be blessed with success. Sadly, the first-born son of our king is the leader of these scoundrels.

Indeed, might thou ask, how so could this affair last so long? Verily, 'tis a long and sorry tale.

King Karolus reigned undisputed for many a year, and in troth loved as much by the people as by his own vassals. So just were his laws and wise his rule that his loyal subjects knew not hunger nor worry. Mayhap in the beginning some were unhappy, and, indeed, some baron or other perforce rebelled, wishing to gain the crown for himself. But King Karolus stopped these few afore they could grow strong, and these serpents learned in troth that Karolus was not one to be taken lightly, but was rather of iron will and courage.

He answered his enemies with fire and sword, until nary a one was left who would dispute his right to reign. Verily, the land was blessed with peace so that trade and crafts blossomed as never afore.

When a new successor to the throne was born, all seemed well indeed. Howsoever, bad omens brought darkness and foreboding at the hour of Prince Lothar's birth, forcing their Majesties to speedily obtain a soothsaying for the young prince. No less a personage than the renowned learned scholar and teacher, Johann von Moorbach, consulted the stars concerning the destiny of the future king.

This wise scholar prophesied a future full of promise for the child. Nary a one would be his equal; he would be a tower of strength in battle and would win many victories. His name alone would fill the hearts of his enemies with terror. Prince Lothar had as his teachers the best scholars in the kingdom, and in troth was a willing pupil. In matters of war he had especial talents, whether'twas bare fisticuffs, the sword or as leader on the training battleground. His tactical wiles were first put to the test against the uncivilized barbarians in the far north. These savages oft-times challenged the borders of our kingdom with impunity.

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

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

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

supposedly never reached Prince Lothar's province. Thou knowest that such emissaries are under the personal protection of the king himself, and the king was deeply angered by this foul deed perpetrated on his loyal subject. He thereupon bade thy predecessor, Hilpert von Rodgau, a fine king's herald and true, to carry a second decree of judgment to the prince. The king gave Hilpert a half troop of his own finest bodyguard to ensure that justice would prevail in this matter.

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

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

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

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

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

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Setup and Installation

System Requirements

Linux Kernel 2.2.x or later
Glibc 2.1.x or later
XFree86 version 3.3.5 or later
400 MHz or better x86 processor
200 MB RAM
Graphics card with at least 16MB of memory
OSS or ALSA compatible sound card
4x CDRom
450 MB Hard disc space

Installation

Insert the CD, mount and run the *setup.sh* script on the mounted CD. This is accomplished with the following commands typed into a terminal window.

```
mount /mnt/cdrom
sh /mnt/cdrom/setup.sh
```

You will then be prompted for install options.
If you have not previously installed the LGP update tool, this will be installed before the initial game installation. This will automate the process of finding and applying patches. You may wish to run it occasionally to check for updates to Knights and Merchants.

Sometimes the CD-Rom is not located in /mnt/cdrom, you should consult your Linux documentation if it is not.

Uninstalling

To uninstall Knights and Merchants, simply select the LGP Uninstall tool from your Program Menu, or type

```
lgp_uninstall
```

from the command line.

Running the Game

Starting Knights and Merchants

Once you have installed Knights and Merchants, you may play it by selecting your Program Menu button on your toolbar, and choosing Knights and Merchants from the Games menu.
To start the game from the command line, simply type

```
knights
```

from the command line.

Startup Hints

If you would prefer to play Knights and Merchants in a window instead of full-screen, simply use -w on the command line. For example: **knights -w** . If you wish to switch between windowed and fullscreen during the game, use **Alt-Enter**.

When windowed, **Ctrl-G** will keep your pointer within the window so you can play Knights and Merchants more easilly. To release your pointer press **Ctrl-G** again.

Gameplay

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

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

For your serfs to transport the necessary materials (six boards and five stones in this example) to your construction site, you need a road to the storehouse. To create a road you must highlight the road's position while you are in the activated Building Construction Menu. Labourers immediately start to level the ground where the road will be. Each road section needs one stone, which your labourers must fetch. When the road is finished, serfs hurry to transport building materials to the construction site. Then schoolhouse construction can begin. When the schoolhouse is finished, build an inn for feeding the populace. Make sure you always have enough wood and stone in your storehouse. The other steps for establishing a functioning economy are explained in the mission training book (Tutorial).

The Menus

Building Construction Menu

Symbol:

Key:

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

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

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

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

Press ESC to close the menu

Distribution of Wares Menu

Symbol:

Key:

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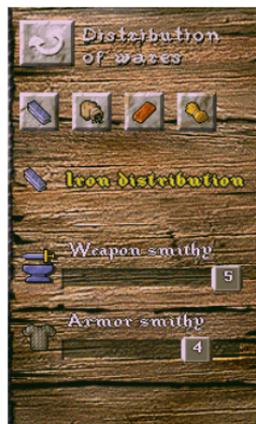
Statistics Menu

Symbol

Key: 3

Here you can see the number of available buildings. The number tells you how many finished production centres of a particular kind you have. The right column displays the number of serfs whose training has been completed, the occupation corresponding to the buildings in the same line. If you don't have enough trained personnel available, a message is displayed. Keep your eye on the number on the lower right side. It tells you how many labourers, serfs, and other personnel you have. Having enough personnel is a vital factor in the smooth, organised, and trouble-free running of your whole economic system. As you gain game experience, you'll learn the optimum number.

Options Menu

Symbol

Key: 4

Here you can save and load your game, and select your favorite tracks from the ingame music.

In the Settings submenu, you can select Autosave, which automatically saves the game every three minutes. The game is saved into the 10th save slot. When you select Fast Scrolling, you double the scrolling speed. The sliders change the sound volume, and music volume.
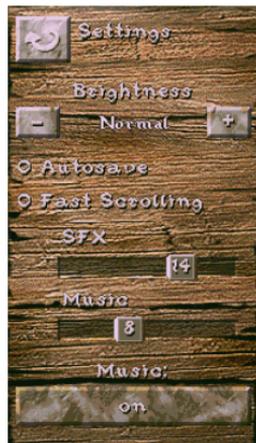
Buildings

The Storehouse

To Build:

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

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

If you click once on a storehouse with your Magnifying Glass cursor, the contents of the storehouse are displayed on-screen. Each item has its own icon.

You can deliver other items to your storehouse with a simple click on the item you select. A red arrow in the icon corner indicates that from now on you can have that item transported away from the storehouse, but no more deliveries of the item to your storehouse will be carried out. You can cancel this delivery block at any time by clicking with the mouse on the particular icon.

The Schoolhouse

To Build:
Requires:

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

You can put up to five units (persons) with different occupations into a "queue," and these units will be trained one after another. To do this, click the arrow on the lower edge of the interface bar. The unit/occupation is displayed. Click until you see the one you want displayed in the middle of the screen over the arrow buttons. Now click on the Equip button directly underneath. Each click moves another subject (with the occupation you selected) into the queue. The Status bar directly above the queue tells you what stage the current unit's training has reached. To the left of the Status bar is a button that cancels the current training in progress. If you want to cancel the training for one unit in the queue, just click the corresponding point in the queue. When you've progressed a bit in the game, you'll find you mostly need serfs and recruits. You can also tell what stage the training has reached by looking at the big schoolhouse clock.

The Inn

To Build
Requires:

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

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

The Quarry

To Build:
Provides:

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

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

The Woodcutter's Hut

To Build:
Provides:

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

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

The Sawmill

To Build:
Requires:
Provides:

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

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

The Vineyard

To Build:
Provides:

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

The Farm

To Build:
Provides:

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

The Mill

To Build:
Requires:
Provides:

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

The Bakery

To Build:
Requires:
Provides:

The flour sacks delivered from the mill are processed into bread here. The baker, who can also be employed in the mill, bakes two loaves from one sack of flour. The loaves are eaten in the inn by the hungry populace or are taken to soldiers by serfs. Make sure you have enough bread on hand; otherwise, the threat of starvation becomes very real.

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The Swine Farm

To Build:
Requires:
Provides:

You need a lot of wheat to breed pigs. Each pig must be sufficiently fattened before the animal breeder slaughters it. The butcher gets the meat, and the tannery gets the skins. The swine farm is vital for the production of leather armour. Meat is important for feeding your population, too. Construct the swine farm near a farm to ensure the steady delivery of wheat.

The Butcher

To Build:
Requires:
Provides:

The people just love the sausages produced here. The sausages have a high degree of saturation (that means they fill you up!), which makes them the ideal food. If you make sure that your inn gets regular deliveries of these sausages, your people won't go hungry. To make three sausages, the butcher needs one pig, which is bred at the swine farm. Place your inn near your butcher to ensure swift delivery of the meat.

The Tannery

To Build:
Requires:
Provides:

Leather armour production is necessary for equipping axe fighters, bowmen, lance carriers, and scouts. The tannery receives hides from the swine farm and processes them into leather. The butcher, who doubles as tanner, produces two rolls of leather from one pigskin. These rolls are then delivered to the armoury workshop for further processing. The tannery should be as near as possible to the armoury workshop.

The Stables

To Build:
Requires:
Provides:

Like the swine farm, the stables needs a lot of wheat to feed the growing horses. The animal breeder feeds each horse roughly four units of wheat until the horse has grown enough to be sent for cavalry duty. Have a farm near your stable to guarantee the steady supply of wheat. When the horses have reached the correct size and weight, they are taken to the barracks, where they wait for riders. If you need a lot of scouts and knights, it makes sense to have several stables, enabling you to breed a greater number of horses more quickly.

The Weapons Workshop

To Build:
Requires:
Provides:

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

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

The Armoury Workshop

To Build:
Requires:
Provides:

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

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

The Coal Mine

To Build:
Provides:

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

The Iron Mine

To Build:
Provides:

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

The Gold Mine

To Build:
Provides:

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

The Metallurgy Shop

To Build:
Requires:
Provides:

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

The Iron Smithy

To Build:
Requires:
Provides:

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

The Weapons Smithy

To Build:
Requires:
Provides:

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

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

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The Armour Smithy

To Build:
Requires:
Provides:

You can order heavy armour and shields here. The smith works only on what you've ordered. He needs coal and iron for this production process. Construct this building near a coal mine to ensure a steady supply of coal for your smith. Have your barracks close at hand, enabling quick delivery of the armour to the waiting recruits. When you order different sorts of armour, your smith finishes one sort first, then starts on the next.

The Barracks

To Build:
Requires:

The barracks is the centre of all your military activity. The recruits who've finished their training in the schoolhouse go directly to the barracks, where they receive weapons, armour, and horses. Depending on what weapons and armour you have stores, you can put together different kinds of units. Keep an eye on your barracks, watching out for enemy attacks. It's better to have the smithies and workshops near your barracks to speed up deliveries of much-needed armour and weapons.

The Watchtower

To Build:
Requires:

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

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

The King´s Subjects

The Serfs

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

The Labourers

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

The Stonemasons

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

The Woodcutters

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

The Carpenters

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

The Farmers

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

The Bakers

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

The Animal Breeders

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

The Butchers

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

The Metallurgists

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

The Blacksmiths

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

The Miners

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

The Recruits

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

The Troops

The Militia	The Axe Fighter	The Sword Fighter
Attack: 35%	Attack: 35%	Attack: 55%
Armour: 0%	Armour: 50%	Armour: 70%

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

Your infantry can protect your cavalry from enemy lance carriers and can protect your long-range weapons from enemy infantry. Axe fighters need a suit of leather armour, a wooden shield, and a hand axe. Because sword fighters need other equipment, namely a suit of iron armour, an iron shield, and sword, you can equip these two fighters together. However, the militia is the weakest infantry unit. Send them into battle only when you have urgent defense problems or when you have too much gold in your storehouse.

The Scout

Attack: 35%

Armour: 50%

The Knights

Attack: 55%

Armour: 70%

The cavalry is the fastest unit in the field and is therefore great for scouting forays and surprise attacks. Long-range enemy fighters can be reached quickly by these scouts and knights, and they don't usually have too many casualties among themselves.

Scouts are equipped with a hand axe, a suit of leather armour, and a wooden shield, while knights wear a suit of iron armour and fight with iron swords and shields. Both ride on horses.

The Lancer

Attack: 25%

Armour: 50%

Cavalry: +55%

The Pikeman

Attack: 35%

Armour: 70%

Cavalry: +80%

The lance carriers are the ultimate protection against enemy cavalry.

With their long lances, they knock enemy riders out of their saddles. Lance carriers need a suit of leather armour and a lance.

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

The Bowman

Attack: 35%

Armour: 50%

The Crossbowman

Attack: 100%

Armour: 70%

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

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

Battle Tactics

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

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

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

In the pictures shown here, Red, with his weak units, will win against Blue in spite of Blue's much stronger heavy Infantry.

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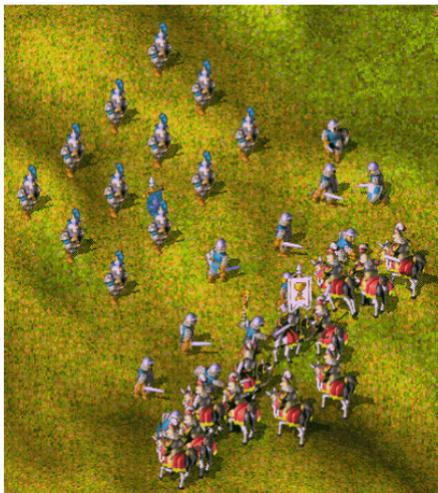
Commands and Shortcuts

Send ⌊S⌋

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

Halt ⌊H⌋

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

Attack ⌊A⌋

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

Wheel Left, Wheel Right

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

Storm Attack

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

Change Formation

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

Separate

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

Combine ⌊K⌋

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

Order Food

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

Keyboard Shortcuts

Key	Action
A	Attack
D	Dispatch Troop
H	Halt Troop
L	Link Up Troops
1	Building Menu
2	Wares Menu
3	Statistics Menu
4	Options Menu
ESC	Leave Menus
F12	Pause
DEL	Delete Messages
SPACE	Move Camera to Attack Site

Special Keys in Multiplayer Mode

Key	Action
ENTER	Open Message Window

The Multiplayer Game

Selecting 'Start Multiplayer Game' from the main menu will allow you to test your skills against up to five other players. Whoever manages to utterly destroy all enemy armies and buildings wins the game.

Hosting a game

To host a game, simply select 'Create Game' from within the Multiplayer game menu. You will then be asked to select options for the game, and you will see other players as they connect. As the host you are the only one able to change the game options.

Firewall configuration: The Knights and Merchants host server must allow connections via UDP/IP to port 3000.

Joining a game

To join a game, simply select 'Enter Game' from the Multiplayer menu. You will be asked for the address of the server to connect to. Enter the address of the host and the game will connect.

If you are playing with more than 2 players, it is strongly advised to run Knights and Merchants with your firewall configured as above. If the host disconnects from the game, then one of the remaining players will become the host, and all other players will be connected to the new hosts computer. If no players can become the host, then the game will end.

Helpful Internet Resources

To help you set up or join internet games, we recommend the following resources:

Our chat channels, at http://chat.linuxgamepublishing.com

Join the Knights and Merchants Multiplayer League and compete against the best players around the world at http://multiplayer.linuxgamepublishing.com

Tips and Tricks

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

A   A carefully planned network of roads is absolutely vital for a functioning economy. First, you can broaden the roads. The most important buildings in your town should be connected by a main road that is two or three lanes wide. Another way to avoid congestion is to enlarge the paved area infront of your most busy buildings, such as the storehouse and inn. Also try building a second storehouse or inn, to share the load around.

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

A   All labourers have road construction as their main priority, because roads enable the transport of materials to the sites that are being built. Try not to lay out too much road in advance, or your buildings will never end up being built!

Q   What are the differences between wine, bread, and sausages in the food supply chain?

A   There is a big difference between the needs of the civilian populace and the military. Both have a status bar that tells you how full they are. The serfs and labourers need more food than the military. If a serf eats a sausage, which has a high nutritional value, the status bar fills up (like the serf's stomach). Bread doesnt have quite the same filling effect as a sausage, and wine has least of all. This means that if you give your civilians only wine to drink, they're going to be hungry again pretty soon.

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

Q   Is it important to build several storehouses and inns?

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

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

A   You should always ensure you have a farm close to your animal breeders to ensure wheat delivery. If you already have enough wheat on hand, you can go into the Distribution of Products menu and change the priorities of your various production centres (see the section on Game Menus, p7).

Q   My farmer needs too much time to work on his fields, how can I fix this?

A   Try and lay out your wheat fields as close to the farmer's front door as you can. Ideally a farmer can work between twelve and eighteen squares of field.

Tips and Tricks

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

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

Try not to train more than eight labourers, because they will get in each other's way.

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

Gold and iron mines play a major role in determining the strength of your military. Try and construct your town near these mines.

Out of town industrial centres should have a storehouse of their own. Then the serfs don't have such a long distance to walk.

Press the delete key to close opened messages.

When it is troop feeding time, try and move them near to one of your storehouses, to reduce the distance your serfs have to walk to deliver the food to them.

Try to produce all three kinds of food, so your population can satisfy their hunger whenever they want.

Check your food reserves occasionally. If the level is slowly but surely decreasing, it is time to build more food production centres, otherwise starvation may be just around the corner.

Always order the right number of matching products from your weapon makers. For example, order only one longbow per suit of leather armour.

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

Large armies need a lot of food! Don't delay your attack too long, or the armies will eat all of your spare food, and your population could starve!

Technical Support

Please be sure to read the README document on the game CD, and review the Frequently Asked Questions on our support webpage: **support.linuxgamepublishing.com**. Here you can also check for any updates to ensure you have the latest version of the software.

You may also launch lgp_update as the user who installed the game to check for product updates, while connected to the Internet.

If you are still having problems, please contact our technical support team. Full information about how to do this is found on the above website.

By email, please contact **support@linuxgamepublishing.com** and we will do all we can to resolve your Knights and Merchants problem. In your email, please include the following information:

Complete product title and version number (found by typing `knights -v`)

Exact error message (if any)

Linux distribution

Linux version (found by typing `uname -a`)

Computer processor type and speed (e.g. Athlon64 - 1.5GHz)

Video and sound card make and model

Faulty Disks

If you receive a faulty disc, please contact the company you purchased the game from.

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