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# 1 Preface

The Hanseatic League was founded in the middle of the 13th century to protect its members trading interests. Initially it was a loose organisation of a few daring traders. Over time, however, it developed into a very powerful trading concern. North Sea and Baltic traders had to be a part of the Hanseatic League if they wanted to have any chance of succeeding. In its heyday, the Hanseatic League was much more than a community of merchants or towns. It held strong political sway and was something of a predecessor of the European Union. In other words, it was one of the first global players in the history of economics - even if only Europe and parts of Africa and Asia were known at that time, and America and Australia had not been discovered yet.

Of course, not everyone could join the Hanseatic League. This was usually restricted to the patricians. This class of wealthy and proud merchants ruled most towns in the Holy Roman Empire and even pushed the jealous nobility into the background.

Patrician III let's you join this exciting world of discovery and new beginnings. Protected by the Hanseatic League, traders travel between Luebeck and London, Cologne and Bergen, Riga and Novgorod. You are a small, but ambitious trader, bent on succeeding and shaping your own empire. To this end you gather information, set up trading offices in other Hanseatic towns, take on various assignments for which you are not always best qualified, and indulge in as much bribery as your purse will withstand. However, it is not just base self-interest driving you in this. You also desire wealth for your home town and toil for recognition and prestige, dabble in local and national politics, ensure your competition is left standing and confront evil pirates and unreasonable princes. In a word, you are busy.

This is why Patrician III has really developed beyond being just a trading simulation. Apart from offering the various elements of construction, you also get to take part in some real action and battles. Fight real-time sea battles or lay siege to a town - not a particularly genteel way of maintaining your interests, but highly effective and quite common for the times. Please take a look through this manual to learn what you need to do to become a successful and respected member of the Hanseatic League. We hope you have fun!

The Patrician III team wishes to thank all who have participated in the Patrician III forum on the ASCARON web site, shared their ideas with us and discussed them with us and others. They have made this game what it is now.

This manual represents the current state of play. All additions and rule changes are incorporated.

## 2 Installation and Starting a Game

### 2.1 Installing the Game

#### **Minimum system requirements**

Pentium II - 233MHz, 32MB RAM, 4-speed CD-ROM, 4MB graphics card compatible with DirectX 8.1, OS Windows98/98se/ME/2000/XP.

#### **Recommended system requirements** (for all graphics options to be available)

Pentium II - 450MHz, 128MB RAM, high-speed 32MB 3D accelerated graphics card compatible with DirectX 8.1

To install Patrician III insert the CD into your disk drive. The set-up program should start automatically. If you have deactivated the autorun option, you can start the program manually by double-clicking on Setup.exe on the CD. Follow the on-screen instructions.

Patrician III has been optimised for DirectX 8 or higher. If you already have this installed, skip this part of the installation.

The Patrician Setup program is launched after installation and tests possible graphics card resolutions for Patrician III. You can also run this program separately (e.g. after installing a new graphics card).

## 2.2 Starting a Game

Please ensure your Patrician III CD is in the CD drive. Start the program from Programs > Autorun or double-click the Patrician III icon on the desktop.

You can skip the intro by pressing ESC.

## 3 Support

Due to the large number of hardware and software components on the market and different system configurations, installation and software problems can never be completely eliminated.

We would like to help you solve any difficulties you may encounter with our software.

Ascaron offers you help via the website, forum or by e-mail (see below) if you need hints, tips or solutions for one of our games or if you have difficulties with our software.

### 3.1 If You are Experiencing Problems

Please refer to the Readme.txt file if you hit on any problems. It is installed along with the game and you will find solutions for any known configuration and networking issues in it.

### 3.2 Contacting Us

If the Readme does not contain the answer you need, you can contact us in one of the following ways.

#### 3.2.1 Website

You will find product information, current updates, patches and solutions for all Ascaron games at:

<http://www.ascaron.com>

English fan sites are available at: <http://www.patricianworld.com> and <http://www.thecrayer.com>. These sites contain hints, tips, help with getting started and charts on the Hanseatic League's world.

#### 3.2.2 Forum

The Forum contains more hints & tips and technical assistance. Access it via:

<http://www.ascaron-forum.com>

Or from the website by following the "Forum" link.

#### 3.2.3 E-mail

You can email us via:

[service\\_p3@ascaron.com](mailto:service_p3@ascaron.com)

Please send us a full description of your problem and we will reply with assistance as soon as we can.

To assist us in providing you with technical support, please include the following information with any technical query:

title and, if known, version of your Ascaron product

your system (processor, RAM, operating system)

your computer hardware (make and model of sound card, graphics card, CD-ROM drive, etc.)

software versions (DirectX, graphics driver, etc)

#### 3.2.4 Post

If you wish to contact us by post, please do so using the following address details:

Ascaron Entertainment UK Limited

Chantry House

High Street

Coleshill

Birmingham B46 3BP

## 4 Quick Start

The five-part tutorial explains the main aspects of operating the game. We recommend that you use this tutorial for all relevant topics. If you want to start a campaign or normal game straight away, the following pages will give you the most important information. For further details see the following chapters of this manual:

6 Main Menu

7 Controls

8 Trade and Goods Production

9 Ships

Appendix

different ways of playing, setting options and difficulty level buttons and operating the interface

purchasing and selling goods, the trade interface

ship types, equipment and crew

all hotkeys

## 4.1 Tutorial

Click on Tutorial in the Main menu to select from one of the five sections:

### Game Interface

Describes the interface and different views, shows you how to switch views and demonstrates the main operating elements.

### Ships

Explains how to interpret the information provided on the ships, how to control, repair or build a ship and how to hire your crew.

### Trade

Provides a lot of general information on how the game works and shows you how to trade goods and obtain information.

### Towns

Explains what the function of trade buildings, town houses and production facilities are, how to build and produce goods, and how these elements affect a town's population.

### Sea Battles

How to manoeuvre at sea, shoot and board ships.

A commentator provides step by step instructions on playing the game. Each tutorial can be stopped at any time.

### Note:

*The tutorial is best viewed at a resolution of 1024x768.*

## 4.2 Quick Start and Game Controls

Click on Campaign in the Main menu and select the first campaign, "Rise". Your task is to rise and become a patrician. You will receive regular hints on trading and information on your reputation.

If you prefer to play independently select Single-player game from the Main menu. In the following screen, enter your playing name and click on Start. The other settings are not required yet (they are explained in Chapter 6).

### 4.2.1 Playing Speed

The game clock can be stopped or resumed by pressing Pause. When the clock is stopped, orders can be entered. A click on the Fast forward button forces time to jump forward to the next event.

### 4.2.2 Game Controls

More details are available in Chapter 7: Controls.

The game starts in town view. You move and perform simple trade through the sea map. The town view allows you to trade, build, get more information and carry out many other actions. Simple commands can also be given via the mini-map.

Hovering the cursor or mouse pointer over an object or button will display its tool tip.

### Mouse Control

#### Left-click on

Your own ship, convoy or building

Action building

Foreign objects (ships, buildings, citizens)

Mini-map

#### Right-click on

Sea, river or town (with ship selected)

Town on the mini-sea map or sea map

(with ship/trading office activated)

Enemy ship (in ship view)

Foreign convoy/ship (in ship view)

(with info window open)

To scroll the main view, move the mouse pointer to the edge of the screen or press the arrow keys.

#### Resulting Action

Selects it, shows commands available

Enter building, shows commands available

Shows information

Main view jumps to map area selected

#### Resulting Action

Moves to destination

Trade window opens

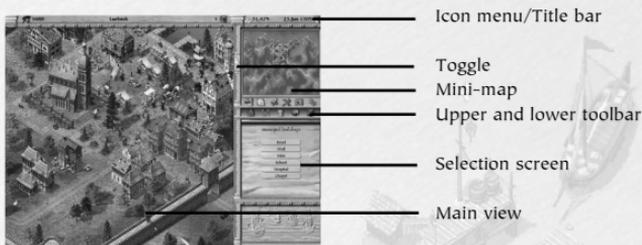
Enemy ship is attacked

Transfer window is opened

Closes window

## 4.2.3 Screen Layout

### 4.2.3.1 Sections of the Screen



### 4.2.3.2 Town View

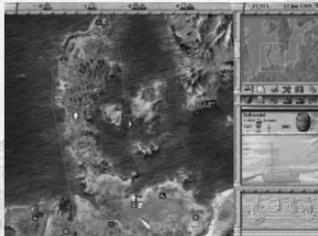
The game starts in this view and in town you can make use of all the town's amenities, as well as trade and build. Clicking *Own buildings* allows you to view your own houses and trade buildings in the town, by temporarily hiding the rest.

Clicking *Leave town* on the toolbar or the mini-sea map switches you over to the sea map.



### 4.2.3.3 Sea Map

Leaving town automatically switches you onto the sea map, showing the whole Hanseatic League region. This shows pirates, storms and all your ships, enabling you to continually monitor their routes and change them as required.



### 4.2.3.4 Sea Battle View

You will automatically be switched to sea battle view whenever you engage in a sea battle. At the end of the battle, unsurprisingly, you will be automatically returned to the sea map!



## 4.3 Trade

And now to the central questions: how to trade and more importantly, how to make a healthy profit.

Firstly: don't start building production facilities straightaway. To begin with trade will offer you much higher margins than production.

### 4.3.1 How to Trade

The trading interface is described in much more detail in Chapter 8.

In order to trade you need to select a ship, a convoy or a trading office. Initially, the main differences between ships lies in their storage capacity. Patrician III has two units of measurement: load and barrel. One load equals 10 barrels. So a 15-load snaikka will hold 15 loads or 150 barrels.

When you are in town view you can open the trading window by clicking (left mouse button) on the dock crane or if you are on the sea map or mini-map you just right-click on a town.

When starting to trade with a ship from a town with a trading office, the selection window (right) allows you to select whether to trade with the town or move goods between trading office and ship.

The trade window (see page XX) displays the trading parties, goods in stock and the current purchase and

selling prices. You can adjust the number of items per transaction at the bottom of the screen. After this has been adjusted, each click on the price button will be purchasing or selling the set number of items.

The average purchase price for your goods is displayed in the right margin. This allows you quickly verify whether you are still making a profit or whether the price is too high.

The fewer goods a town has in stock, the more it will pay for them. In the same way, if you purchase scarce goods you have to pay more.

The effects:

Selling goods lowers their price, as every sold unit contributes to satisfying demand.

When purchasing goods, on the other hand, their price rises, as every unit purchased makes the goods more difficult to obtain in town.

Frequent problems:

You are trying to buy, but nothing is happening.

- Do you still have enough storage space on board (see top right in the trading window) and enough money for the transaction?

The ship sets sail but the goods you have purchased have disappeared.

- Maybe you forgot to select the ship and you purchased the goods with the trading office?

The prices displayed in the trading window aren't right.

- When you set a large number of items per transaction the average price sinks.

### **4.3.2 What to Trade**

Buy cheap and sell high! You may well be thinking to yourself "well that's easier said than done, right now I wouldn't know a bargain if it came up and bit me." So here are a few hints while you are familiarising yourself with trading the high seas:

On route planning:

Look at the sea map and you will notice demand icons next to town names. These indicate which goods are in high demand and are therefore likely sell at a good price.

Towns generally have some stocks of the goods they produce locally, but there will be demand for all other goods. To find out what is produced locally, simply left-click on the town button in the sea map or on the statue in the town centre.

Purchasing and selling:

The difference between the buying and selling price can tell you lots. A small differential (< 10%) indicates the goods are readily available. It is also seldom wise to buy goods with a high differential, as it is often difficult to sell these goods at a profit.

Check out what goods are in stock at the town's market hall. If there are sufficient supplies for several weeks you can purchase at a low price. If there are only enough supplies to last a few days, prices will be high.

The average price of your own goods can serve as a fast reference point. It shows your own purchase price. Sell your goods at a higher price than this and you will have at least made a profit.

### **4.3.3 What Next?**

Now you know enough to start trading. Your wealth and fleet will grow, and soon you will start building workshops and houses and send expeditions to far-away lands. And then?

In order to gain the reputation you need to attain political power; you need to invest your hard-earned money for the benefit of the people. You may also choose to live a double-life as a pirate. Because if you want to be known and respected in your hometown and all over the Hanseatic League region, being a clever trader alone will not suffice.

## **5 The Game World**

Patrician III is set in all twenty-four of the big towns in the Hanseatic League era. The town's surrounding countryside only plays a minor role. If the town is doing well, people will migrate from the countryside to the town. If the town is low on supplies, citizens will migrate to the countryside.

Wars and greedy princes often pose challenges to the Hanseatic League, but on the whole hold little sway on the game engine.

The Mediterranean holds more towns just waiting to be discovered and enter trade with you. These towns differ from game to game.

### **5.1 Towns**

Not all the towns of the Hanseatic League have the same importance. Although you can set up trading offices

and buildings on all twenty-four sites, a career is only possible in the larger towns. You need to make one of these your hometown to get anywhere.

Inland towns such as Cologne, Novgorod and Torun play a special role, as they can only be reached via a long river journey with small snaiKKas and crayers.

### **5.1.1 Hanseatic Towns**

Choose your home from amongst the twelve Hanseatic towns. This is where you will be able to trade and build, strive to improve your reputation or seek to be elected lord mayor. The Hanseatic towns include the North German cities of Hamburg, Bremen, Rostock and Luebeck as well as Cologne, Stettin, Gdansk, Visby, Riga, Reval, Torun and Stockholm.

### **5.1.2 Hanseatic Trading Offices**

Bergen, London, Bruges and Novgorod basically offer you the same opportunities as the Hanseatic towns, but you cannot become lord mayor there.

### **5.1.3 Hanseatic Trading Stations**

The eight trading stations of Malmö, Edinburgh, Scarborough, Groningen, Ripen, Oslo, Aalborg and Ladoga only play a minor role. They have neither guilds nor shipyards, and only offer small docks for repairs.

### **5.1.4 Founding Towns**

If you become an experienced lord mayor at a later stage of the game you will be offered the opportunity to establish production sites for the Hanseatic League (see Chapter 12.5, Candidate for Alderman).

These are historical places where you can set up further production facilities. However you will have to start from scratch, erecting the entire town's key buildings, as well as houses and businesses so that the town attracts new residents.

The town will automatically be passed over to the Hanseatic League once it has reached a certain size. This means you have fulfilled your mission. Your reputation will be greatly enhanced, but the downside is that you have to finance all the building work yourself. The new town will however earn you a tidy profit. Bear in mind that the Hanseatic Council has selected the site according to which goods are most in demand.

In contrast to other towns, founding towns offer fewer production possibilities and therefore have more or less the status of a Hanseatic League Branch. The one difference is that there is no lord mayor in these towns and the builder remains the town manager and thus has privileges resembling those of a mayor. (You can also be a mayor in another town at the same time.)

## **5.2 Inside a Town**

### **5.2.1 The Town's Citizens**

Every town has poor, well-off and rich people, and each of the three strata of society has its own interests and needs. Even a very wealthy town still has poor elements of society, who typically do the hard work.

A growing town will attract migrant beggars from the surrounding countryside. In order to rise from beggar to citizen the migrant needs work and a home, otherwise he will move on. New workers may only be recruited from this group.

Clicking on the Inhabitants button in the icon menu shows information about each social group's size and level of satisfaction. The citizen's level of satisfaction will change very slowly, as a prolonged period of need tends to stick in people's minds.

If you want to expand you need to focus on satisfying the needs of the poor, as they are the foundation the town's population is built upon.

The number of workers in the town indicates the degree of economic activity. Click on individual citizens to find out any needs they might have and your reputation with this group.

The roads that lead in and out of town can also provide you with helpful information. Watch who is arriving and who is leaving the town. The people will tell you their reasons for travelling if you click on them.

### **5.2.2 Goods Supply**

Whether or not a town does well depends essentially on whether it receives the required amount of goods. People will leave if there aren't enough goods in the town, even if plenty of work and housing are available. Different groups have different requirements for basic food items and consumer goods:

Poor citizens need plenty of grain, beer, fish and wood. Once that is covered, they are interested in pottery, oil, leather and wool.

Well-off citizens are more interested in beer, fish and wool, and then meat, grain, wood, oil and cloth.

The rich want meat, wine and cloth as their main priority, and then quite like to have wood, furs, pottery and oil.

The good citizens are very keen to see several days' worth of supplies in stock; after all, deliveries don't come

every day.

Clicking on the market hall will show you the quantities the citizens and businesses consume per week. This will enable you to judge how long supplies will last.

### 5.2.3 Infrastructure

As long as supplies are abundant, the population's satisfaction level is dependent on development and enlargement of the town.

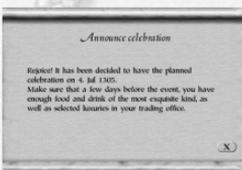
Chapter 11 on Building covers the various building options in more detail. If you want the town to grow, you need to provide enough housing for all sections of society to thrive.

The larger the town, the greater its need for good, paved roads, wells to provide for better hygiene and to help fight fires, as well as hospitals and chapels for preventing epidemics.

The citizens also like the church to reflect their wealth. The costs for these things are usually covered through voluntary donations and donors are always highly respected for their generosity.

Finally, a town also needs enough guards and soldiers to protect the population and a town wall to shield the majority of businesses and houses from outside enemies. Which is also part of the lord mayor's task...

### 5.2.4 Events



A celebration can often raise a town's spirits. The people will honour you highly for this, especially after the successful survival of a famine, an epidemic or a siege. You may prepare for such a celebration in the Market Square.

War and famine will make everyone within the town walls very depressed. It may also come to pass that you are held personally responsible. The citizens have a special dislike for sieges, be they from land or sea. However, if the town manages to survive a siege unscathed, the general mood rises very quickly.

### 5.3 Weather

The town view now shows several different weather effects (rain, frost, frozen port, snowfall and snow on the ground), each of which affect game play in their own particular way:

Rain in town indicates that there is a storm not very far out at sea.

Frost: The ground in all towns is prone to freezing from December through to February. Agricultural production is reduced over this period.

Frozen port: During particularly hard winters it is known for ports freeze up, especially in towns lying further east. No ships will be able to dock in or sail from the port. During this time you will see small icebergs floating in the harbour.

## 6 Main Menu

### 6.1 Tutorial

The Tutorial gives step-by-step introductions for playing Patrician III. For more detailed instructions see Chapter 4, Quick Start.

### 6.2 Campaigns

There are seven scenarios to choose from. When you have clicked on a campaign you will see a short task description appear in the window below. Select the difficulty level under Details (see next section) and begin the game by clicking Start.



### 6.3 Single-player Game

Patrician III is usually played in Single-player mode. Enter your character's information, select the game type and then click on Start. The data entered here will be used for the entire game. The only parameter you can adjust later is game speed. Further settings can be made via the menu options as follows.

#### 6.3.1 Player Settings

Your entries under first and last name will determine how you are addressed in the game.

Your gender will determine the gender of prospective spouses.

World map: Choose from the standard map or a map created by you or somebody else.

Under Hometown you can choose from all Hanseatic towns in the map. This option provides a rough overview of what goods are produced where.

Your start year influences the town size and the number of facilities already built by other traders. From 1350

onwards you have the added advantage that Hulks are available right from the start - any earlier and the Hulk is only just starting to be built by a few experienced shipyards.

### 6.3.2 Difficulty Level



You can choose between five different difficulty levels: small shopkeeper (very easy) through trader, merchant, and councillor up to patrician (very difficult). The Details option shows the settings of different game aspects. They can be changed manually.

The player can usually select from the options low, normal or high.

#### Trade

This difficulty level reduces the trade margin. It lowers the sales prices by approx. 10% per increment and raises the purchase prices by 10%.

Note: After changing this setting you may have to become used to the new prices!

#### Reputation

Your efforts towards maintaining the town's supply of required goods or giving donations will ensure your reputation rises. The higher you set this difficulty level the more efforts you will need to make for your recognition to increase amongst the citizens.

#### Citizens' needs

This indicates the amount of goods the citizens need in order to be satisfied. The higher their requirements, the more different goods you need, and slower the towns will grow.

#### Sea battles

This option determines the ship's manoeuvrability and the cannons' targeting accuracy.

#### Pirates activity

Allows you to adjust the number of pirates that roam the seven seas and the rate at which new pirates join them.

#### Activities of the Prince

Determine how often the Prince approaches the Hanseatic towns with demands. You can also configure the army size during sieges.

#### Start-up Capital

Your start-up capital can be 1,000, 10,000 or 30,000 gold pieces.

#### Number of Ships

At the start of the game you can choose between having either just a *snaikka* or a *snaikka* and a *crayer*. Clicking on **OK** returns you to the game settings. You will now see the difficulty level resulting from your settings displayed.

### 6.3.3 Define your Goal

Define the objective of your game:

#### None

Play with no particular goal in mind.

#### Lord Mayor

Become lord mayor within a given time.

#### Alderman

Become alderman within a given time.

#### Balance of Points

The game ends after a set amount of time and each trader's success is calculated. The trader with the highest point score wins.

#### Balance of Wealth

The game ends after a set amount of time and the wealth of the traders are compared.

#### Hanseatic League Population

The game ends as soon as the game world reaches a certain population count.

The first trader fulfilling the game's goal wins. This can be a player or computer-controlled trader. You are then asked whether you want to continue playing.

### 6.4 Multi-Player Game

This allows you to play *Patrician III* with friends. For more details see Chapter 15, Multi-Player Mode.

### 6.5 Loading

You will see a list of all save games appear in the right hand window. On the left you can toggle between single player save games and campaigns. Click on the game you want to play to display a short description of it in the left-hand window.

The left-hand window allows you to delete or resume a game with *Delete Game* and *Load*, respectively.

## 6.6 Options



You can choose between many different display options:

### Resolution

Choose between 800 x 600, 1024 x 768 and 1280 x 1024 pixels.

### Colour depth

Choose between 16-bit and 32-bit.

### Details

Adjusts the level of detail. The options are Off, Low, Normal and High. The higher the detail the more system resources will be required.

### Weather effects

You will see rain, snow falling and frozen ports during game play. Please note that this option requires a high power computer. If the game display is jerky on your computer, please try deactivating this option.

### Volume: Music, Sound, Video

Adjust the volume by moving the sliders!

### Game speed

Normal makes a day last 60 seconds, on Very fast it will be over in approx. 20 seconds.

### Event videos on/off

The game has a movie for every special event. Activate this option to watch them.

### Tool tips on/off

Activate this to have tips displayed, when you hover the mouse pointer over an object.

### Convoy ships

Choose whether all a convoy's ships are displayed when docked in town or just the lead ship. The latter setting enables you to maintain an overview in town view if you have lots of ships or large convoys.

### Autosave

Set how often the game is saved automatically. Choose between 'Off' to every 30 minutes.

Clicking on *Cancel* deletes your changes and *OK* confirms them. Whatever you select you will be returned to the Main Menu.

## 6.7 Credits

Find out the team behind Patrician III.

## 6.8 Exit

Quits the game.

# 7 Controls

Controls and an overview of the game screens are also contained in Chapter 4, Quick Start.

All hotkeys are listed in the appendix.

## 7.1 Mouse Control

Select objects on the main screen by clicking on them. Usually a menu or information will appear. Clicking on an empty spot on the map deselects the object.

### Left-button click on

### Resulting Action

Own ship or convoy

selects the ship.

Route of own ship or convoys in the sea map

denote the route by click and dragging the mouse, e.g. to pass around a storm.

Foreign ship

displays information on the foreign ship (this information may not always be reliable).

Own convoy in town view

Own ship while pressing Ctrl  
Pull square around several ships  
Action building  
Business or town house

Citizen

Mini-map

Use the right mouse button to perform certain actions. A summary of the most common ones is provided here:

#### Right-click on

##### With ship selected

any position on sea or navigable river  
(with Ctrl pressed) any point on sea or  
navigable river  
town in the mini-map or on the sea map

enemy ship during a sea battle

own ship in town view

convoy in town view

##### Without ship selected

town with trading office in mini-sea map  
or sea map

In contrast to normal windows, movies cannot be closed by right clicking.

Moving the mouse pointer to the edge of the screen scrolls the main view in this direction.

## 7.2 More Controls

Almost all icons are buttons: you can recognise them, because when you move the mouse pointer over them they have a white frame and a tool tip will appear. Clicking on an icon will do something. For instance if you click on the ship icons in the icon menu, you can toggle through all the ships/convoy. Several clicks on the news icon retrieves all news.

Clicking on labelled buttons in the game will also have an effect. By clicking on the arrow buttons in the ship list (in front of the ship names) you jump directly to the ship. Names appearing on lists (usually ship names) also allow you to select the object. To select several ships press Ctrl and left-click on the names in the list.

## 7.3 Sea Map

Even experienced sailors need good maps. The main map shows the whole North European sea and land area and includes all towns of importance to the Hanseatic League. This map provides an overview of the towns you can travel to and trade with. To scroll through the whole map touch the edge of the screen with the mouse pointer. You can also use the arrow buttons on your keyboard or click on the desired area in the overview map. Apart from your hometown you can also select and enter any other town by left clicking on it. This only works if you have at least one trading office or a ship docked there. If this is the case, both maps switch to the town view and you can carry out your business or go to your meetings in peace.

Every town has a red button, which you have to press to enter the town. However you may only enter if you have at least one trading office or ship docked there. If this is not the case, clicking will just display general information on the town.

You can obtain a lot of information without needing to click the mouse once – just use your eyes! You will see various icons displayed next to the town names on the main map. These provide you with information on the town's current situation. Move the mouse pointer over the icons to see a short message (such as "Beer required").

The following icons are available:



If this icon is displayed, the town is suffering a famine and will be more than happy about your food delivery.



This icon indicates that an epidemic is raging in the town. To be avoided at all costs.

selects whole convoy (clicking on one ship in the convoy selects it and displays its goods).

allows you to select several of your own ships

selects several ships

enter building

displays information

find out their opinion

main view jumps to selected map area

#### Resulting Action

ship travels to this position and waits there  
sets a way point, route is then continued (a route  
can have up to 8 way points)

ship sails towards the town and calls at the port. (if the  
selected ship is already at anchor, this opens the trading  
window)

enemy ship is attacked automatically

move captains, sailors and cutlasses

adds the ship to convoy

trading window opens



There is a fire in this town.



This town is suffering from a lack of beer. For a complete list of the goods icons and their meaning look in the appendix.



This town is being besieged, and the port may be closed. Peaceful trading will be impossible.



A convoy is waiting for permission to leave from this town's port. The colour of the icon shows who it belongs to. Blue indicates your own convoy, red the convoy of another player, and any white ones are controlled by the computer.



Beware! A pirate ship is patrolling the waters outside this town's port. Seek refuge or start polishing your cannons and get ready for battle. If you see a pirate ship docked at port, you might like to consider delaying your little promenade along the front. Pirates are invading the town!



One glance at the mini-map shows whether you have a ship or ships at anchor in this town.



Red dots in the sea map indicate towns.



Your hometown is marked by a contrasting blue dot.



You will see a blue dot appearing in the middle of the red, in towns in which you have opened a trading office.

## 7.4 Mini-map and Title Bar

### 7.4.1 Mini-map



The mini-map displays a small version of the current town or the Hanseatic League trading area. The rectangle on the map indicates the section currently displayed in the main view. The mini-map has the following functions:

Clicking on any point in the mini-map changes the area shown on the main view. By right clicking you can send any selected ship to somewhere else and trade in towns. This map essentially offers the same functions as the main sea map.

The Toggle map arrow next to the mini-map switches between town view and sea map, so that you can carry out trade in the town, whilst being able to see how your ships are progressing on the mini-map. The mini-map's icons allow

you to keep a check on where your ships are and in which towns you are trading.

Slow blinking icons indicate your selected ships.

Fast blinking squares indicate something happening, e.g. one of your ships docking or been caught in a storm.

#### Mini-map Icons

##### Icon

Squares (blue, white, red, black)

Red diamond

Blue diamond

Diamond with blue dot

Diamond with white frame

Blinking black diamond

##### Symbolises

Ships or convoys (own, computer-controlled, other players, pirates)

Town without trading office

Town with your own trading office

Town with one of your ships at port

Town currently in view

Storm

### 7.4.2 Title Bar

The title bar above the mini-map always displays the following:



Your current cash quantity is displayed next to the pile of gold. Clicking on the pile will give you various statistics on your enterprise. For details on these see Chapter 8, Trade and Goods Production.



The chronicle contains official news on towns, events and traders.

The variable part of the icon menu above the main view is toggled along with the mini-map.

### 7.4.2.1 Town View Title Bar

 This displays the population of the town you are currently in. Clicking on the icon displays further information on how many of the three social groups and beggars are present. The satisfaction level of each group is also shown.

The town name tells you where you are.

 Displays the number of buildings in the town. Clicking here hides all buildings that are not yours from the main map (only shown as outlines).

### 7.4.2.2 Sea View Title Bar

 The icon menu has four additional buttons in the mini-map's sea view:  
"Ships in port" shows the number of your ships currently docked in port. Clicking on this button will "jump" to the first of these ships. Clicking again jumps through all ships at anchor.

Note:

*Ships in convoys are not shown.*

 Ships at sea shows how many of your ships are currently sailing on their own. Selecting these ships works the same as with the Ships in port command.

 'Convoys in port' gives information about your docked convoys. Select by clicking.

 'Convoys at sea' displays your convoys currently at sea. Select by clicking.

## 7.5 Button Bar

 This toolbar is situated between the mini-map and the selection window. The following are available (other icons are explained in the respective sections):

 Ship overview displays information on all your ships. The icon bottom right allows toggling between weapons and trade information. Clicking the arrow icon takes you directly to the ship, clicking on the name selects it.

 Fast forward. The map is displayed, while time elapses. The fast forward mode ends automatically, when an event occurs. Left clicking at any time stops the clock immediately.

 News menu - these options are explained in the News Menu section below.

 Build Menu is explained in Chapter 11, Building. This icon is not available in the sea map and will appear greyed out.

 Clicking on the town gate transports you away from the town view and switches you to the sea map. This icon is not available in the sea map and will appear greyed out.

 During the game the options only differ slightly from those of the Main menu. Apart from the options for *Resolution*, *Colour Depth* and *Volume* already covered, you will also have *Save Game*, *Load Game* and *Exit Game* available.

### 7.5.1 News Menu

 These icons give access to the following information:

 Displays official documents such as tax statements, fees, charges, court decisions as well as elections and letters.

 Displays your personal news, including data about your business and family.

 The trade icon shows special information and any offers you have received.

 There are also filter options for you to determine how the news items are saved.



Allows you to delete the currently selected news item.

## 8 Trade and Goods Production

### 8.1 Basic Concept

#### 8.1.1 Towns and Supply Needs

You have already been introduced to the three social strata in a Hanseatic town and their different requirements in Chapter 5.2, Inside a Town. The twenty available goods include food items, consumer goods and luxury goods. Rich and poor have very different requirements with those of the well-off lying in between.

##### **Food items**

The staple goods for poor citizens are grain, fish and beer, while meat is mainly reserved for well-off and rich people.

##### **Consumer goods**

These include wool, leather and wood for the poor, and cloth, oil and pottery for the wealthier citizens. There is some need for hemp, salt and ironware, but these are not in high demand.

##### **Luxury goods**

These include wine, spices, cloth, oil and furs, mostly for well-off and rich inhabitants.

The consumption of these goods depends on the size of the social groups. If there are only a few rich people in town there will be little demand for luxury goods.

##### **Raw materials**

Raw materials are needed for building houses and for manufacturing. They include bricks, wood and pitch. The latter is needed for building and repairing ships. Depending on the town, business may also require hemp, salt, pig iron, ironware and wool.

Not all goods have to be available at all times. The difficulty level set under *Citizen's needs* determines how many different goods the citizens need to be comfortable. Only food items play a special role. If a town lacks supplies for a longer time it suffers a famine. As a result, the need for food rises abruptly, while citizens die or migrate to the countryside.

#### 8.1.2 Production and Prices

Each town can only produce certain goods. All other goods have to be imported.

Each town also has public businesses, which manufacture the goods that can be produced. However, these are not displayed in the town view to ensure an overview can still be maintained. The production capacity and number of workers that town-owned businesses can employ are, however, limited. Therefore, only the traders themselves can produce more goods.

All good's prices are governed by supply and demand.

Demand results from the populations' goods requirements and any needs the town-owned businesses have of raw materials. The raw material requirements of the traders' businesses in town are not represented in the market hall. Requirements of building materials such as bricks, wood, hemp and ironware are dependent on the town's size and work load of its shipyards.

Supply consists of the goods stored in town.

The difference between the stocks and the expected demand determines the goods purchase and sales price. The scarcer something is, the more expensive it will be. This equation works for every single transaction.

Supply and demand are well balanced when a town's needs are covered for a certain number of weeks. An indicator for such balance is the purchase and sales price being roughly the same.

##### **Note:**

*All goods have this 'balanced price', and this remains the same in all game settings. However if a higher Trade difficulty level is chosen, scarce goods will be traded at a lower price. For the player this means smaller margins, while costs remain the same.*

#### 8.1.3 Information

What goods can a town produce, and what might they need to buy in? To get this information for foreign towns click on the town icon via the sea map. If you are in town view, click on the monument in the Market Square.

The market hall displays the goods in stock and the town's approximate consumption. This will give you an idea of what quantity of goods might be bought or sold.

Clicking on the pile of coins opens the statistics menu. Most statistics will contain charts, which show the movements of the relevant amounts over time.



Business Overview will show you sorted data about your growing empire.



Competition displays the progress of your competitors.



Town data gives you details on the citizens, how their needs are being supplied and the quality of life of all towns (even those where you do not have a presence). You can also view statistics on the production and consumption of goods.



Town comparison allows you to compare particular areas of individual towns' development directly with each other.

## 8.1.4 Trading



Select a ship or a convoy you want to trade with. If no ship is selected you automatically trade with your trading office.



Click on the dock crane in town view to open the Goods trading window. If you have neither a ship nor a trading office in the town, an error message will be displayed.

In the selection window you set whether you want to trade with the town or move goods to or from your warehouses.

The parties involved in the trade and the respective warehouse capacity, in barrels,

are displayed at the top of the trading window. In town the total amount of all goods in stock is also shown.

Below this you will see a list of all goods, amounts held in stock and the purchase or selling prices per load or barrel.

On the right-hand side, the goods on your ship or at your trading office are displayed along with the average price you purchased them at.

The bottom line allows you to determine the quantity of goods that are traded per click. Changing the amount also changes the average price.

Max. can be used for purchasing or selling all goods in the warehouse. Now click on the price button next to the product to buy or sell goods. The cost is automatically added to or deducted from your account.

Trading goods					
Goods	Town	Buy	Sell	Ship	price
beer	123	35	35		
bricks	82	65	48		
cloth	14	346	290		
fish	13	461	440		
grain	35	111	109		
hemp	42	264	220		
honey	16	139	130		
iron goods	77	294	285		
leather	7	893	354		
meat	6	1308	1161		
pig iron	12	1297	1198		
pitch	21	67	63		
pottery	8	258	234		
salt	74	31	30		
skins		0	1454		
spices		0	593		
timber	101	54	53		
whale oil	30	88	85		
wine	34	261	250		
wool	6	1199	1064		

## 8.1.5 Ships and Transport

Trading in towns alone won't make you rich. After all, your job is to juggle supply and demand between the various towns and earn lots of money out of this. Read more about what sort of ships are available to you in Chapter 9, Ships.

You must try to work cost effectively at all times. You will be constantly paying out for crew salaries. Also, each sea mile your ship travels will wear it out, and will need to be repaired sooner or later. Empty and long journeys cost money. So plan your routes well!

Work out carefully whether it's worth investing in larger ships. Their maintenance is much more costly.

Your ships will travel more slowly if they are in a bad condition. This will also cost you money in the long run.

## 8.2 Your Trading Office



This is your office and first warehouse. Clicking on your trading office opens the trading office window on the main map. The selection window has various icons, which allow you to move about your trading office:

### 8.2.1 The Trading Office Menu

#### 8.2.1.1 Total

This shows a small profit and loss account of your enterprise. It also allows you to hire or fire a manager.

### 8.2.1.2 Stock of Goods

Shows current stock levels and production or consumption levels in your business during the previous week. A '0' next to a product means that you own the corresponding business, but it has not produced anything during the last week. The reason for this is usually a lack of workers or raw materials.

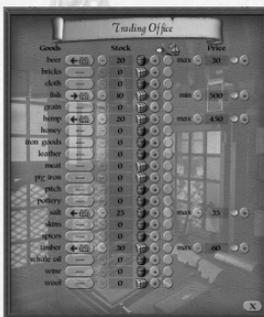
### 8.2.1.3 Stock of Weapons

All stocks of ship and hand weapons are displayed here.

### 8.2.1.4 Warehouse

This displays your required and actual storage space. Initially, your trading office has capacity for 50 goods loads. For every additional load you have to pay through the nose to rent additional space. So if you need more space, it is worth building extra warehousing capable of storing 200 loads each (see below and Chapter 11).

### 8.2.1.5 Trading Office



The manager of your trading office (see Total) has the right to buy and sell and carry out trade automatically. You can automatically purchase and sell any product or stash it away, i.e. protect it from being transported away by your ships.

The first thing you have to do is set whether you want to buy, sell or just store the goods safely:

#### Buying goods

The quantity set here indicates the maximum number of goods you wish to hold in stock at any one time. Once this amount is stocked in the trading office's warehouse, no more goods of this type will be purchased.

The price you set here is the maximum price your manager is allowed to pay for goods.

#### Selling goods

The quantity set here indicates the minimum number of goods that needs to be held in stock. Once this amount is reached no further goods of this type may be sold. This way you ensure that goods required for production are not accidentally sold.

The price you set here is the minimum price for selling goods to the town.

### Storing goods

This option allows the trading office manager to ensure that your own ships travelling a particular trade route (automatic trade) do not empty the trading office. This is important for goods that are needed for production. To store goods, set the quantity required and mark the small circle next to the amount. Ships on a trade route now won't be able to take any goods below the set amount.

### 8.2.1.6 Personal

This entry indicates whether you are respected in the town and whether your reputation is rising or falling. Your standing within the Hanseatic League depends to a large extent on the reputation you enjoy in your hometown. If you are married, you will also be able to see how many children you currently have.

### 8.2.1.7 Move

Use this button to move your hometown to this trading office. You be given a cost for the move. Once this is paid, the move will be completed.

### 8.2.2 Limitations to building trading offices

You cannot just build a trading office in any old town. You first need to get a bit of respectability in the town. This can be earned through activities such as trade. To check the reputation you currently enjoy ask the citizens by clicking on them. As long as you are unknown or nobody wants to deal with you, you will have no chance of receiving planning permission.

### 8.2.3 Warehouse



Every town's trading office has enough space for 50 loads of goods. If you need more storage space you will have to build an extra warehouse. This will provide you with enough room for another 200 loads. Your trading office will provide you with an overview of your warehouses.

Once you have two warehouses or more you should seriously consider hiring guards, as the more goods you hold in stock, the more difficult it is to keep track of all your possessions. Thieves - working by themselves or sent by the competition - will take advantage of this. Warehouses don't have any workers and cost 280 per week in land tax.

## 8.3 Goods Production

Producing goods costs rather a lot of money. When you add together taxes, the cost of raw materials, and the cost of wages, the production costs of a completely efficient business working at maximum capacity are not much less than the average market price. And you may well be able to purchase the goods cheaper in some towns.

However despite this, producing yourself does pay dividends in the long run. Your produce can be transported to towns where they are scarce and therefore much more expensive. A continuous production guarantees supplies for your trade routes and supplies at a set price. Building businesses also creates employment. This makes the town (your market) grow, and increases your reputation to boot.

Your businesses will take the raw materials needed directly from your trading office, irrelevant of where the manufactured goods are destined for. A lack of raw materials does not mean that a business stops running: you will still incur costs for wages and tax. You should consider employing a trading office manager to assist you (see above).

Building new facilities is described in Chapter 11, Building in more detail.

Once the building work is complete you need workers. Make sure you check Inhabitants on the icon menu beforehand. If the town is growing and has some beggars, you will only need to verify that there is enough housing for your new employees.

If the mood is very poor, especially amongst the poor, you should look into fixing the supply of goods first. Otherwise you will find your business will be lying dormant. If there are no beggars, your town may be growing too fast, and you may have difficulties recruiting workers. You can change this by making the town more attractive (see Chapter 11) or by donating food to the church, as this attracts beggars.

Left clicking on your business will display information on all your businesses of this type: number of employees (current/maximum), overall production and consumption, capacity level and overall costs (all per week). The + and - buttons allow you to raise or lower capacity.

The toolbar also allows you to demolish or auction off your business.

### 8.4 Trade routes: automatic trading



You can trade automatically with your ships as long as you have a captain in charge:

As soon as you have a captain on board you can select the automatic trade button from the Ship menu. This function allows you to set up a profitable route, which will then be automatically serviced. 

The captain will buy and sell goods according to whatever parameters you've given. You may also choose to set a purchase and/or sales price for the goods.

#### 8.4.1 Selecting Towns

Clicking on this button will first give you an empty menu. Select up to 10 towns which will be visited one after the other. Drag and drop if you wish to change the order these automatic trade towns appear in.

#### 8.4.2 Choosing Goods and Trading Methods

Once a town has been selected you will see a Goods button appear beside the town name. Click on this to specify the goods to be traded in this town. You can set whether the goods are exchanged between the ship and the trading office or whether you want to trade directly between ship and town. The trading office can only be used if you already have a trading office in this town.

#### 8.4.3 Price Limits

For direct trade between ship and town you have to set the prices. For selling goods you have to set the minimum price. The captain will not be allowed to sell below this price.

On the other hand if goods are to be bought, you have to set the maximum price he is allowed to pay for them.

#### 8.4.4 Goods Quantities

You will of course also need to think about quantities. In other words you need to set how many are to be bought or sold, or transferred to or from your trading office.

#### 8.4.5 Goods Priorities

Sometimes you will want to give certain commodities a higher priority. For example: You wish to purchase pottery in Cologne, but only if wine is not available. In this case you set the quantity and price limit for both

goods, but then assign a higher priority to the wine. To do this click on Wine and drag it (holding the mouse button depressed) so that it sits above Pottery. Now, the captain will ensure wine is bought first. If there is still space available on the ship, he will also buy pottery.

### 8.4.6 Activating Trade

Once you have specified all the towns, don't forget that you will need to activate the automatic trade route! Your ship will then call on the first town on its route. Once the route's last town has been visited, the whole route will be repeated from the start again.

If visiting a town is pointless - e.g. because the goods that are to be sold are not on board - the captain won't bother.

#### Tip

Automatic trade also makes it much easier to provide your businesses with the raw materials they need as well as transporting the goods you produce away.

### 8.4.7 Loading and Saving

Clicking on **File** in the Info window will open the File menu. This allows you to save the trade routes of selected ships. A new name will appear by default, so you only have to click on Save.

If you want to assign one of the saved routes to the ships you have selected, choose a route from the list and click on Load. **Note:** a previously assigned route will be overwritten with the route selected.

#### Limitations:

As it is possible to load trade routes from various different games, it can happen that a particular saved trade route contains commands that are not executable. Don't forget to check whether the route you have loaded is really applicable to your current position after you have loaded it.

Otherwise you may experience one of the following:

If trade is to be carried out with your trading office in a particular town, but you don't have a trading office in this town in your current game, this action will be deleted.

If a town not included in your current game is included on your trade route list, the town will be changed to a comparable one providing one is available. If it isn't, the town will be deleted from the trade route.

To avoid these problems only use automatic trade routes created within the game.

### 8.4.8 Blocking Towns and Repairs

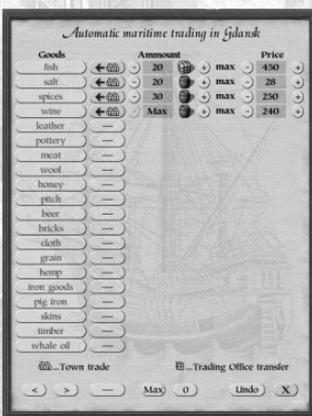
A small button to the right of a town allows you to set the following options for each town:

The captain sails to the town as usual, but only lands if the crew needs shore leave to boost morale or the condition of one of the convoy's ships is below 90%. If this is the case the captain will automatically take the affected ship/s to the shipyard for repairs.

The ship does not call at this town. You could of course delete the town from the list, but you may just want to avoid the town for a short period of time.

Your ship docks normally (default).

### 8.4.9 Goods Menu



You will see several options appear under the goods list, when you click on Goods at the bottom right hand side of the Info window (when you set goods options for that town):

- displays the goods window of the previous town
- displays the goods window of the next town
- determines what you want to do with all goods (buy, sell or transfer)
- Max** sets all goods in the window to maximum (see below)
- 0** sets all goods amounts to zero
- Undo** undoes all your changes in the goods window
- X** closes the window

## Setting Goods to Maximum

To set goods quantities to be traded to maximum adjust the amount to '-1' or click the **Maximum** button. Depending on the trade, this will have one the following effects:

Selling to a town	all goods on board are sold up to the minimum price.
Buying from a town	all goods in town are bought providing the ship has capacity and the maximum price set is not exceeded.
Unload to trading office	all goods on board are delivered to the trading office.
Load to ship	all goods at the trading office are delivered to the ship, providing the ship has enough capacity and the goods have not stored by the trading office manager (see Chapter 10.1, Trading Office)

### 8.4.10 Prices

The program will remember the price you last entered for a particular commodity. This price is suggested as your standard price the next time you set up automatic trade.

Purchase and sales prices are saved separately.

### 8.4.11 Town and Action Order

You can change the order in which towns are visited by dragging and dropping a town name to another position on the list. Click on the town button, keep the mouse button pressed down, drag it to the required position and drop it.

The same applies to changing the order in which goods are traded. For instance if you only want to buy a particular commodity (for reasons of space for instance) when another is not available, just click and drag this commodity above the other.

Goods are managed in the order they appear on the list starting from the top for selling and unloading. Once this has been done, loading will commence, again following the order the goods are listed in, starting from the top and finishing at the bottom.

## 8.5 Other Trades

### 8.5.1 Loans

You can borrow from or extend a loan to the moneylender in each of the towns.

It is quite possible that when extending a loan to a citizen, you find he can't pay you back. If this happens, you will be notified of the fact and can instigate proceedings to impound his possessions. It is however advisable to think carefully about this! In most cases you will be dealing with some poor and hapless individual who has fallen on bad times. Taking away his last possessions won't do your reputation much good.

### 8.5.2 Trade with the Hinterland

The hinterland is the back-country that surrounds a town. Trade with the hinterland is conducted at the town gate through the Prince of the region or his emissary. The Prince will post a notice at the town hall to announce the goods he requires.

You can make contact with the Prince's emissary at the town gate and offer him the required goods. You will however need to have at least made it to councillor for him to do business with you (see Chapter 12, Career and Politics).

If you are a successful trader (patrician or higher), you may be approached directly. The Prince may ask you to extend him a loan of goods.

### 8.5.3 Imports

The Hanseatic League region will regularly get deliveries of salt, fur and wine from the hinterland and deliveries of spices from the Mediterranean. The first three commodities will be delivered to three towns, spice imports to six.

## 9 Ships

### 9.1 Ship Types

There are four different types of ship: snikka, crayer, cog and hulk. Snikkas and crayers have little draught and so can navigate rivers; cogs and hulks sail the wide seas. The ships not only differ in hold capacity and speed, but also in the number of crew they require, which accounts for their different maintenance costs. Repair costs are relative to the original building costs.

## Snaikka



capacity: 15-25  
weapon slots: 0-6  
crew: 5-23  
speed (knots): 6  
manoeuvrability: 100%  
building costs incl.  
raw materials: 11500-12800

## Crayer



capacity: 28-35  
weapon slots: 0-10  
crew: 8-31  
speed (knots): 6  
manoeuvrability: 90%  
building costs incl.  
raw materials: 24400-26000

## Cog



capacity: 45-55  
weapon slots: 8-18  
crew: 10-55  
speed (knots): 5  
manoeuvrability: 100%  
building costs incl.  
raw materials: 22300-23500

## Hulk



capacity: 55-70  
weapon slots: 12-24  
crew: 12-70  
speed (knots): 5  
manoeuvrability: 80%  
building costs incl.  
raw materials: 34500-36600

An overview of the small weapon slots is provided. Depending on the arrangement of weapons you can also merge two small weapon slots to create a big one. The number of weapon slots depends on the ship's upgrade level. Each ship can be upgraded twice. Each upgrade will give the ship greater stability and additional weapon slots, but will remove some of its hold space.

The speed indications are for empty ships. Fully loaded ships are approximately 15% slower.

## 9.2 Shipbuilding and Repairs

### Shipyards and Repair Docks

Ships can be built, renamed, repaired and changed in the shipyard. You can watch how the work is progressing at the repair dock.

The more assignments a shipyard has carried out, the more experienced it is, and the higher the quality of the ships will be.

Hanseatic League trading posts have no shipyards, and no new ships can be built there.

Left clicking on one of the buildings opens a menu showing a picture of the shipyard. A message in the selection window indicates when the shipyard will be available and whom it is currently working for. A menu with the following options is also shown:

## 9.2.1 Repairing Ships

If this button is available, you have damaged ships in the port.

An order book will appear with all ships requiring repair. You may select the ships you want to repair here. You can stop ship repairs by selecting the ship. However any material costs will then be forfeited.

## 9.2.2 Building a Ship

Select one of the four ship types from the book. There are two limitations: the river towns Novgorod, Torun and Cologne can only build crayers or snaikkas, and hulks are not available at the beginning of the game. The more experienced a shipyard is, the more likely it is to be able to build this type of ship.

You will see a short description of each ship type, an overview of raw materials, goods and costs, as well as information on the amount of time needed to build the ship. Any raw materials which you do not have on board your ships, or in your trading offices, will have to be bought in town. Red numbers indicate that the town is lacking in those particular raw materials.

After you have confirmed your order, a message in the main map window will show you the amount of time left to completion. Click on OK to finally complete the order and if relevant to have another ship put on order. Once a ship is being built, you cannot cancel the contract.

The load capacity is dependent on a shipyard's experience. The capacity of the ships you build will increase during the course of the game.

## 9.2.3 Order List

As soon as a building project has got underway, you can see how everything is progressing (date job started, completion date, ship type) with the help of the order list.

You can delete a ship from the list as long as building has not yet commenced. If you choose to do this, you will be refunded 90% of the cost price, but not the goods supplied. Should the shipyard have already started building your ship, you won't be able to cancel the job.

### **Note:**

*You should always keep your preferred shipyard in work. A busy shipyard will employ more people (raising your reputation), will have shorter building times and build better ships.*

## 9.2.4 Repair List

Like the order list, but for repairs.

## 9.2.5 Upgrading your Ship

Upgrading a ship strengthens it and will provide you with more weapons slots for cannons.

This will however be at the cost of some of the hold's storage space. For example, a fully armed snaikka with a load capacity of 15-25 will only be able to carry loads of 5-15 once it has been upgraded.

Each ship can be upgraded twice. The shipyard will only carry out the work on the ship; you will have to purchase weapons yourself from the weapon smith.

## 9.2.6 Changing a Ship's Name

You can also have the shipyard change the name of any ship you have anchored in the harbour.

## 9.3 Hiring a Crew

You find the necessary crew you need in every town's tavern. Click on the tavern to enter it. The ship has to be anchored in the port, but need not be selected.

We will just deal with Sailors and Captain from the select window for the moment.

### 9.3.1 Hiring Sailors

Decide how many sailors you want to recruit from the tavern and adjust this number in the middle of the screen.

If the town is growing, there are always plenty of new sailors available. Your new employees are much too precious to fire. If you should have too many sailors on a ship, just move them to another ship.

### **Note:**

*Any sailors you employ over and above the minimum crew size required will take up load room. Be aware that every ship has a maximum crew size, which must not be exceeded.*

### 9.3.1.1 Crew's Morale

The sailors' morale is measured on a scale of 0 (very bad) to 4 (very good). The higher the morale, the better your chances of surviving a sea battle intact. Remember that a lost sea battle or very long sea journeys can depress the sailors' spirits.

To improve morale you have to let your sailors have a few days of shore leave. If you have your ship repaired at the shipyard at the same time, no time is wasted.

### 9.3.1.2 Mutiny

If you ignore the crew's morale for any length of time, you are seriously at risk of mutiny at sea. The ship then veers off its set course and heads for the nearest port. You can still select the ship, but not navigate it. The selection window will show the unmistakable message 'Crew is mutinous! '.

Once the ship has reached port, you will not only lose most of the crew, but also a large part of your cargo.

### 9.3.2 Recruiting Captains

You won't come across a captain at a tavern very often. If you are lucky enough to come across one, you can take a look at his characteristics (see below). If you should happen to have a ship without a captain at anchor, you can 'hire' him and he will board your ship. A star in front of the crew size means that you have a captain on board.

Just to be clear: you can't hire a captain for every ship, good captains are scarce and expensive. Many snaiikkas and crayers will do perfectly well without a captain.

#### 9.3.2.1 Special Skills of all Captains

You will need a captain if you:

want to run automatic trade routes with a ship or convoy (see Chapter 8, Trade and Goods Production).

need a warship for a convoy (see the section on convoys below).

want to provide an outrigger for a town.

Each captain has the ability to evade dangers such as storms, or icebergs.

#### 9.3.2.2 A Captain's Attributes

All captains have different experience levels of manoeuvring, trading and fighting in battles. Experience is measured by bonus points on a scale of 0 to 5. Not only will they increase the journey speed, but also the ship's targeting accuracy. Captains with lots of trade experience will negotiate better prices for you when you trade automatically. A bonus of 5 can mean a good 10% worth of difference. A skilled captain can increase the manoeuvrability of a ship by up to 30%. Such a man is worth weight in gold. Only snag is, he knows it!

### 9.4 Arming Ships

You can buy all weapons required for a sea battle at the town's weapon smith – but only if you have a trading office in the town! The ship deck menu displays the number of trebuchets, bombards and cannons. Use your trading office to purchase the required number from the weapon smith.

Click on the dock crane with the ship selected. Click on Weapons in the selection window, which replaces the usual trade window with that of weapons. Now you will be able to transfer all weapons from your trading office to your ship.

For hand-to-hand fighting you can supply the crew with cutlasses. These are also available from the weapon smith. Hand weapons are not used for this purpose, these are only used by land bound foot soldiers.

### 9.5 Ship Menu

The ship menu is displayed, whenever one of your ships is selected.



It will show you an overview of the goods onboard that particular ship.

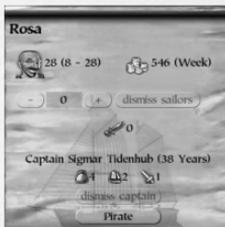


The ship data is displayed in the top bar:

Its destination (at anchor near Luebeck), condition (99%), crew (8 sailors without captain), weapons 7 (made up of big red ball = 5 and two black balls = 1; in the image one of them is inside the red one) and how the load capacity has been utilised (see barrel to the right). Weapons use up 20 barrels worth of room and goods 60 barrels worth, making a total of 180.



Clicking on this button will show your ship's crew and more details on your captain (if one is on board).



The crew is at maximum levels. There are no cutlasses on board. The captain's trading experience is 4, sailing experience 2 and fighting experience 1. The ship is currently alone on the high sea, so the captain cannot be fired.

He could raise the Jolly Roger (the traditional pirates' black 'skull and crossbones' flag).



The deck view provides an overview of the ship's weaponry.



To create convoys, select the relevant ships and click this button.

You can dissolve the convoy with this button.



This allows you to set up an automatic trade route. Your captain will carry out trade on your behalf and visit a pre-selected number of towns in a set order. For further details on this refer to Chapter 8.



Trade and Goods Production.

## 9.6 Special Cases

### 9.6.1 Transfer between two Ships

Any of your ships lying at anchor together in the same town can exchange crew, captains and cutlasses. Select a ship when in town view and right-click on the other one. You will then see the two ships move towards one another and the 'Move Crew' window will open.

You can now move sailors and their equipment with ease. You will not be able to effect such a transfer from the sea map.

### 9.6.2 Blocked Ships

You will come across certain situations when your ship will not be able to leave port, even though the command to sail has been given. Ships can be blocked when:

you do not have enough crew on board,

the ship is overloaded,

the ship is in too poor condition,

the morale of your crew is too low,

your ship is currently being repaired (you can cancel repairs, but will need pay for them anyway)

the ship is reserved for a blockade or as an outrigger.

A small window will appear letting you know what the reasons behind this problem are.

### 9.6.3 Wear and Tear

Long journeys will exert wear and tear on your ships, even if they don't fight on the way. They will suffer serious damage if they encounter storms or icebergs. A badly worn ship will not only be weak in battle, but will also be slower and less manoeuvrable when sailing normally.

## 9.7 Convoys

You can group several ships together to form a convoy, so that they sail from one port to the next as a tight group. The combined firepower offers more protection, and the advantages of a captain (faster journey times, evading storms) are transferred to all ships in the convoy.

### 9.7.1 Putting a Convoy Together

Selecting a single ship at anchor activates the convoy icon in the toolbar. Click it to put a convoy together.

However, you do need to ensure that at least one of the ships meets the requirements of the lead (war) ship.

This ship...

must not have any damages of more than 50%

needs to have the necessary weapons (weapons strength = 10, i.e. 2 x red)

needs a minimum crew of 20

needs a captain on board.

You will be shown a message even if only one of these conditions is not met.

### 9.7.2 Public and Private Convoys

As long as you have a suitable ship available, you can choose whether to make the convoy public or private. A private convoy can be managed like one of your ships.

If the convoy is to be public, you will need to be a member of the local Guild and provide a destination, which is then published at the Guild. During the next 5 days, other traders' ships can join your convoy, thus benefiting from protection on the journey to your chosen destination.

Once your convoy has reached the destination safely, members will disperse and will once again go about their own individual business. You receive remuneration from all participants as reward for providing safe passage. The amount depends on the value of the goods and the distance travelled. Such a noble deed will also have a positive effect on your reputation.

#### **Note:**

*Once you have set and confirmed your convoy's destination, you will no longer be able to change it.*

### 9.7.3 Dissolving a Convoy

A public convoy is automatically dissolved as soon as its destination is reached (see above) or if the lead ship sinks on route. To dissolve a convoy at anchor select it and click on the respective icon in the toolbar. However, you think carefully before doing this, if other traders have already joined your convoy. News will spread quickly and will quickly damage your reputation within the Hanseatic League and amongst its affiliated traders.

### 9.7.4 Joining a Convoy

You can always join a competitor's public convoy if his ships are in the same port as yours. Select your ship and click on the convoy button in the ship menu. You will now be able to choose which convoy you wish to join.

### 9.7.5 Leaving a Convoy

Even if you have joined someone else's convoy you can leave at any time, even at sea if needs must. Select your ship and click on the 'Disband Convoy' button in the toolbar. Even easier is to just right-click on your ship and send it to a new destination. This won't affect your reputation at all, so long as you aren't the owner of the lead ship.

### 9.7.6 Blocked Convoys

Like individual ships, convoys are not able to sail if one (or several) of the conditions described above apply. However, there are various special cases that apply to convoys:

*Your convoy leader is blocked*

If your leading ship is blocked, a message will inform you that the whole convoy is unable to sail. The convoy can't move without the lead.

*One of your convoy's ships is blocked*

The message is the same as with a blocked single ship, but you will be given the option of removing this ship from the convoy and letting the rest sail. Click on the Sail button to remove your ship from the convoy and let the rest sail.

*One ship within another person's convoy is blocked*

If your blocked ship is part of another's convoy, your luck's run out. The convoy will sail and leave your ship behind.

*Several ships and convoys are blocked*

If several ships and convoys are blocked, the convoys will not be listed individually. As a rule of thumb, your own convoys will wait patiently for you to solve the problems, and other people's convoys will sail on.

## 10 Action Buildings

Apart from facilities and town houses, every town also has action buildings. Click on these to enter them and carry out certain actions. All action buildings are around the town's port and market square. A click on most buildings will open a window in the main view, and will give you a selection menu in the bottom right-hand corner.

### 10.1 Your Trading Office



The trading office is your most important building in town. It serves as your office, your warehouse and your calling card. You can set up a trading office in each of the Hanseatic League region's towns, but only if your reputation level is high enough!

You must have a trading office as a pre-requisite to building additional production facilities in a

town, performing transactions with the moneylender, or trading with the weapon smith.

Please refer to Chapter 8, Trade and Goods Production for more details.

## 10.2 Dock Cranes



A left-click on a dock crane at the quay will open the trade menu, provided that you have a trading office in town or a ship selected in port. For more details see Chapter 8, Trade and Goods Production.

## 10.3 Market Hall



The market hall will give you information about the town's production and consumption levels.

### 10.3.1 Stock

Like the dock cranes, this displays the town's goods stocks and prices.

### 10.3.2 Production

This lists the quantity of goods produced weekly by public and trader-owned businesses. This figure includes production from your own businesses.

### 10.3.3 Consumption

Displays the goods needed on a weekly basis. This figure is constructed of the needs of the citizens and the town's businesses: only these influence prices. The more a certain commodity is required, the greater the stocks of it the town will want to have.

## 10.4 Town Gate



Click on your hometown's gates to make contact with the Prince. You need to have reached the rank of councillor at a minimum for him to deal with you.

### 10.4.1 Presents

This will show you whether or not your Prince is satisfied with your town at the moment. If he is very dissatisfied, you may seek to influence him with a little gift. As such gifts are funded from the town's coffers, you will have to be lord mayor of the town in order to do this.

### 10.4.2 Selling Goods

You can provide the Prince with any goods he may currently need. Though he does not pay very well, he does buy in bulk. You also have the additional benefit of raising his level of satisfaction by doing this.

### 10.4.3 Delivery Agreements

You have the possibility of arranging a delivery contract with the Prince. With this you will commit yourself to having a certain quantity of goods available for his agents to collect from your trading office at regular intervals.

Be very careful! Do not make promises you may not be able to keep!

### 10.4.4 Loans

You may occasionally be asked by the Prince via a letter to provide him with a large quantity of goods on credit. (However this will only happen once you have attained a high status within the town). If you agree, you can hand the goods over at the town gate via the Credit button.

### 10.4.5 Overland Route

The Hanseatic League may ask you to set up a new overland trade route. If this is the case this button will allow you to deliver the necessary goods to the Prince. In this instance you do not need to be a town citizen for the button to be available.

### 10.4.6 War

In case of a war, the lord mayor may buy the town's freedom, surrender or order an attack.

## 10.5 Barn



All towns with overland trade routes will have a barn near the Market Square. In order to use the overland route you will need a trading office in each of the two connected towns.

The barn enables you to send goods from one trading office to the other via the overland route. You have a total of 10 carts each with a capacity of 10 barrels (1 load) at your disposal for each delivery, but you can despatch as many deliveries as you like..

The higher the value of the goods to be transported, the greater the risk of robbery. For this rea-

son guards accompany each shipment. You can determine how much you want to spend on the guards. However we recommend optimum protection at all times.

## 10.6 Tavern



The tavern is always situated close to the port. It's easily recognised by the large barrels lying in front of it. Once you've entered the tavern you can choose to talk to a variety of people. Not all the people listed here may be present at any one time.

To those of you who like conversing with pirates, thieves or weapon dealers – be warned – you are not the only person in the tavern. If one of the town guards catches you chatting with an outlaw, you may be charged.

### 10.6.1 Contract Brokers

Contract brokers will always be named and will appear whenever you have accepted an order from the Notices in the Town Hall that includes meeting with a certain trader. The trader will remain in the tavern until you have completed the order.

### 10.6.2 Ordinary Trader

Sometimes traders will offer you a fairly large quantity of goods, which they are having trouble offloading in town due to an oversupply. You may also be approached to rent out storage space at one of your trading office.

### 10.6.3 Sailors and Captains

For details on hiring sailors or a captain see Chapter 9, Ships.

### 10.6.4 Weapons' Dealers

Your best chance of meeting one of the highly dodgy weapons dealers is in the pub. Beware: this is strictly illegal! You should try to restrict your weapon's purchases to buying from the weapon smith.

### 10.6.5 Pirates

Please refer to Chapter 13.3, Pirates for information on hiring pirates.

This isn't as silly as it might at first appear. Once you've hired a pirate, you select the region he'll operate in (the window gives this option) and he will cause considerable unrest with his raids. This at the least will damage a competitor's business or possibly be his ruin. However, if the pirate is caught, the long arm of the law will catch you – and this can prove very expensive.

### 10.6.6 Thieves

During your travels you may find that you come across one of these low life characters. Cross such a character's palm with some money and they will break into another local trader's office and destroy some goods for you. Quite handy if you really want to make an annoying competitor's life a bit more difficult.

### 10.6.7 Informers

Informers will offer to sell you information about unusual events affecting supply and demand. They will also be happy to impart special events such as famine, shortage of certain goods or weapons, fires, epidemics, sieges and the presence of pirates to you – as long as you pay handsomely for the pleasure.

If you are willing to oblige, the amount demanded will be paid from your account, and the news item will appear in Personal News in the News menu.

### 10.6.8 Travellers

You won't meet travellers very often, but whenever you do they are likely to be in quite a hurry.

Most of the time they will want to get to some far-flung place and will be willing to pay through the nose to get to this destination. Travellers will always tell you exactly how long they have to get there. If you take the job on, you will have to get a move on.

### 10.6.9 The Side Room

In this room you can occasionally meet with individuals wanting to conduct business with you. You can make deals to purchase treasure maps, hunt down pirates for a bounty, escort endangered citizens, transport goods, smuggle some goods, or just rent out free space in your warehouses.

You never know quite what you may find!

## 10.7 Shipyards and Repair Docks



The shipyard is one of the most important buildings in town, as the ships built, repaired or upgraded here form the basis of your whole enterprise. You can watch the work being carried out on current orders in the repair dock.

Hanseatic League trading posts have no shipyards capable of building new ships, just repair docks to carry out repairs or upgrades.

You will find more information about shipyards in Chapter 9, Ships.

## 10.8 Weapon Smith



As soon as you have a trading office in town you will be able to purchase weapons from the weapon smith. There are six types of ship weapons to choose from, from small trebuchets to bombardars and cannons, as well as cutlasses for your sailors.

As lord mayor you may also purchase hand weapons for the troops.

You can tell the weapon smith what kind of hand weapon you require most urgently. Mark these weapons in the Priority column.

*Note:*

*You have to be lord mayor of the town to purchase hand weapons from the smith.*

*An alderman can purchase weapons in any town.*

*You can also obtain hand weapons illegally from the weapon's dealer in the tavern.*

## 10.9 Money Lender



The Middle Ages did not have banks in the present sense of the word, but they did have money lenders. These were usually rich businessmen who were willing to give ordinary citizens (and sometimes potentates) a helping hand with a certain sum of money.

There are six different possibilities:

### 10.9.1 Take out a Loan

This option allows raising a loan, up to a maximum of three are available (the conditions of each will differ according to amount, duration and interest). You will see all the loans displayed, where you have a ship or trading office in town.

### 10.9.2 Repay a Loan

One click and you can view all your debts in all the towns in one go. As long as you have a trading office or ship in town, you will be able to pay back the loan in full or in part.

Click on the loan to be repaid and confirm by clicking on Pay off Loan. The amount shown will be paid off and the loan deemed repaid.

### 10.9.3 Grant a Loan

You can also become a moneylender yourself. You will be informed of up to three people interested in taking out a loan and their suggestions of amount, interest rate and period of repayment. Decide on the interest rate and wait a moment for the interested party to accept.

### 10.9.4 Granted Loans

This displays a list of the loans currently extended. The name of the client, amount and the date of repayment will be shown. You cannot ask for the loan to be repaid earlier.

### 10.9.5 Buy Shares

This allows you to purchase shares of other (human-controlled) enterprises. The lender informs you of the opportunities available and you will see any existing purchases listed.

### 10.9.6 Sell Shares

This allows you to sell shares of your own business or any shares of other enterprises that you may own.

## 10.10 The Guild



The Guild is a club for rich traders and the building functions as the clubroom. They exist in every Hanseatic town and every Hanseatic League trading office. You do not have to become a member of the guild, but membership does offer distinct advantages such as access to expeditions, participation in auctions and public convoys, and the high regard guild members are held in.

You should carefully consider, whether you really need to join the guild of every town. Membership is cheapest in your hometown, but if you want to make it to alderman, you may need

to go the extra mile!

### 10.10.1 Joining

Even the humblest shopkeeper can join, that is as long as he can stump up the high membership fees.

### 10.10.2 Auctions

This is where you can get information on Hanseatic ship auctions, just click on it to have a look. If you have one or more ships in port (they can't be part of a convoy) a selection window will appear and you can put them up for auction.

The selected ship will immediately be taken out of your hands, including any goods or crew you might still have on board.

To put one of your buildings into the auction, select it. The 'Auction' button will then be made available in the toolbar.

You can also participate in an auction as a bidder. Set yourself a reminder, so that you don't miss the date. Note that you can only sell or buy at an auction, where you are member of the town's guild.

### 10.10.3 Auction Room

This button becomes available one day before the auction. If you want to participate you will have to enter the room before the auction starts.

A dialog box will give details about the goods to be auctioned. These can be ships, houses or businesses. You will also see an image of the object and the current highest bid.

Click on Bid more. You will see your name appear next to the bid price. The last bidder wins the bid.

### 10.10.4 Convoys

This contains a summary of all public convoys. If you are setting up public convoys yourself, you should be member of the guild in the town of departure. Otherwise you will find that few ships will join you.

### 10.10.5 Members

If you want to take a look at who else is a member of this elite club, just click to find out. All traders in the guild are listed along with their reputation and the number of ships and trading offices they own.

### 10.10.6 Goods Trading Centres

This displays all goods trading centres in the Mediterranean and another (secret) location. Even non-members may take a look at the expedition map, but might not find any new information, as it only lists goods trading centres you have discovered yourself. For further details on expeditions see Chapter 14.

Members have the advantage of more detailed information: they will see every single goods trading centre discovered by members of all guilds listed.

### 10.11 Town Hall



All towns have a town hall. Information on the town and the Hanseatic League can be viewed here and you can also receive orders for goods here. The town hall offers additional functions to lord mayors and aldermen. See Chapter 12, Career and Politics for more information.

The town hall provides the following information:

#### 10.11.1 Public Notices

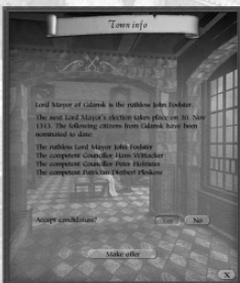
Displays the orders currently on offer. If all orders have been accepted, the button is inactive. You can accept up to five orders at a time. Click on Forward or Back to look at them all.

To accept an order, select it and then click on the 'Accept Order' button.

#### 10.11.2 Outrigger

This displays the name of the trader currently providing the outrigger protecting the port (a sort of patrol to scare pirates away). If a new outrigger is needed, this option will show the remuneration offered. (See Chapter 13.5 Attacks on Town -Sea).

#### 10.11.3 Town Info



This tells you:

name of the current mayor,

date of the next elections for lord mayor,

name, rank and reputation of the current candidate.

You can declare here that you are not available to be nominated as a candidate for mayor. To do this, click on 'No' next to 'Accept Candidature' in the Town info. You will then be removed from the list of candidates.

However, this may upset some people. You can however always choose to stand as a candidate again. You also have influence as soon as you have reached the status of councillor and above to use the 'Make offer' button. This allows you to table an offer for consideration by your hometown's council. For instance, if you want the town walls to be strengthened (see Chapter 12.2.

Councillor for more information).

After suggesting such an offer, the Town info shows when the next council meeting will be held.

#### 10.11.4 Hanseatic Info

The Hanseatic League info displays information about the political leaders of the Hanseatic League. Displayed are:

name and home town of the current alderman

date and location of the next Hanseatic League Day (with the election of the new alderman)

names of up to 4 nominated candidates with rank, reputation and home town

date of the next special Hanseatic League Day with topic (if planned).

#### 10.11.5 Council Chamber

The chamber is the venue for electing the mayor, council meetings and Hanseatic League days. The chamber can only be entered on the day of a meeting (see Chapter 12.4, Lord Mayor).

#### 10.11.6 Town Hall Cellar

The cosiest pub in town.

#### 10.11.7 Town Coffers

As mayor you have the coffers of your hometown at your disposal (see Chapter 12.4, Lord Mayor).

#### 10.11.8 Alderman's Office

An alderman's office only exists in the hometown of the current . You may only enter it, if you enjoy a high reputation in the Hanseatic League. As soon as this is the case, you will receive a written invitation for an audience. You will then be given the opportunity of accepting special missions for the Hanseatic League (see

Chapter 12.5, Candidate for Alderman).

Once you have become alderman, the alderman's office is your own and you will have the power to instigate various actions such as intimidating breakaway towns (see Chapter 12.6, Alderman).

#### 10.12 Bath House



The public bath house is a place of relaxation and casual talk. The hot steam and vapours loosen the mood and will tolerate comments not suitable for public knowledge. In other words, this is a place where you can bribe influential citizens with impunity (see Chapter 12.7, Bribery).

#### 10.13 Church



Every Hanseatic town needs a church. A left clicking on the church will open the following menu on the selection window:

##### 10.13.1 Pray

Say a small prayer before the next deal – you never know – it might help!

##### 10.13.2 Feeding the Poor

A food donation will ensure the town's beggars are all given a good square meal. Deliver goods from your trading office or ships to the church and click on the Donate button. If you are in need of workers, donating food will help bring more people to the town (see Chapter 11, Building).

##### 10.13.3 Donation for Church Interior

A substantial donation for the church interior will increase your reputation and social standing in the town. The more sumptuous the church decorations are, the more it will impress. However, if donations dry up, the splendour will gradually disappear. Choose an amount and confirm by clicking on 'Donate'.

##### 10.13.4 Extending the Church

The splendour of a large church increases the quality of the citizens' lives. Therefore a considerable donation for upgrading the church (three upgrade levels are possible) will leave everyone with a good impression. Click on the Upgrade button. If an upgrade is possible, you will see the current level of donations (you are not after all the only donor). Then you can enter the amount you want to give. After confirming you can rest easy in the knowledge that you have done a good deed for your soul and for the town!

## 10.14 Market Square



This is where you can organise a celebration for all the good citizens of the town. You just have to make sure that all necessary goods (grain, beer, wine, honey, fish, and meat) are available at your trading office on the day before the festivities commence.

The number of participants will be dependent on your popularity and can be quite difficult to estimate beforehand. Your guests will require approximately one load of goods per thousand guests. If your guests leave happy it will do wonders for your reputation in town.

## 10.15 Competition's Trading Offices

This trading office lists all competitors (human and computer-controlled), with at least one trading office in town. It also will show information on any offices they hold.

The 'Make Offer' button will only be available in multi-player mode. It allows you to make an offer to another fellow human player. Click on the button and enter the goods you want to sell under 'I offer'. You can offer goods, a ship (but not if it's in a convoy), gold pieces, a business or a town house. Type in your price expectations under 'I expect'. Then click on Send and wait to see whether the other player accepts your offer or not.

Other players may also send you offers. This will then appear in the Personal News section of the News menu (see also Chapter 7, Controls).

## 10.16 Harbour Master



Next to the port you will see a small building faintly reminiscent of a lighthouse. Here, the harbour master will provide you with a complete overview of all ships at anchor. This is a great way of seeing who is currently trading in town.

## 10.17 Arsenal



The arsenal will be the most boring place in town for quite a while. However this will change as soon as you've made it to lord mayor, for then you will be responsible for defending the town. The arsenal is where town guards are trained.

# 11 Building

## 11.1 Basics of Building

### 11.1.1 Building Contracts



You can build in towns by left-clicking this button. If you do not have a trading office yet, you will be asked to build one as the first step - that is, if your standing is high enough in this town.

The raw materials for your building will be taken from your trading office or your ships in the port. If any materials aren't available, they will automatically be purchased from the local market. If they aren't available there, the missing raw materials are marked in red.



You will now get a message about the actual building costs. Possible building sites will be highlighted. Clicking on Back cancels the building job, placing the building confirms the order.

You will not be able to build outside the town walls if the town is under siege.



"Trading Office" will allow you to build warehouses and town houses, or your trading office when you establish yourself in a town.



"City buildings" will allow you to choose from one the following:  
Road, Well, Mint, School, Hospital and Chapel.



Clicking on Raw Materials will display agricultural facilities, sawmills and iron works.



The Finishing option lists all other businesses which process raw materials.



The Fortification is only available to the town's lord mayor. It allows the strengthening of the town's defences.

Only buildings which can actually be erected in a town will appear on the menus.

Note: When founding a town, "City buildings" will allow you to choose from the necessary 'standard' city buildings, such as the Town Hall, Church, Tavern, and so forth.

### 11.1.2 Construction

Once you have placed a building, all labour and materials costs will be subtracted from your account and a building site will appear.

Each town has a number of building contractors available. If all these contractors are busy, then building activity will be delayed. The raw materials are deducted straight away, but the actual construction work will only start once builders become available. Technically speaking, you can even make plans for a complete town wall to be erected.

Work on a town wall will be periodically stopped whilst various other building contracts are completed. This is to ensure that such a large project doesn't stop all other building.

A town starts off with up to 5 building contractors. Another building contractors will be added for every additional 5000 inhabitants.

## 11.2 Trading Office Buildings

Town houses and warehouses can only be built within the town walls.

### 11.2.1 Warehouses



Every additional warehouse increases your available storage space by 200 loads. The trading office gives an overview of what warehousing you require and gives you the option of hiring guards.

### 11.2.2 Town Houses



There are three different types of town houses: half-timbered houses for the poor, gabled houses for the well off and merchant's houses for the rich citizens.

Clicking on one of your own houses displays an overview of the number of houses you own in the town, to what extent they are let, incoming rent and land tax. You can set the rent for the entire house class (the half-timbered, the gabled or the merchant houses) here. Three different levels are available.

Houses owned by others will show you information on what extent this owner's properties are let and the general housing situation in the whole town.

## 11.3 City Buildings

The following buildings will increase the quality of life in the town. They are not however, subsidised via the town's coffers. The rich will give donations and thus ensure personal recognition from their fellow citizens. All these buildings can only be erected within the town walls.

### 11.3.1 Wells



Wells improve hygiene in town and offer protection from fire. Click on one of the wells to see how many exist in the town. It is better to build one too many, than it is not to have enough.

### 11.3.2 Roads

Better roads improve a town's hygiene, through better sanitation.

### 11.3.3 Hospitals



Broad availability of hospital care reduces the risk of epidemics and increases the citizens' level of satisfaction. A benefactor will be remembered.

Click on a hospital or chapel to view information on general health provision in the town. It will also show you what state the roads are in.

Once health care has risen to an adequate level, you will be notified of this fact with a message.

*Note: Hospitals cannot be built until the city wall has been expanded at least once.*

### 11.3.4 Chapel



Chapels look after the needy and so help to improve the general state of health in the town.

Building a chapel therefore has a similar effect to building a hospital. The town's building department will ensure that roughly the same number of chapels and hospitals are built.

Chapel and hospital can only be upgraded after the town wall has been upgraded at least once.

*Note: Chapels cannot be built until the city wall has been expanded at least once.*

### 11.3.5 School



A school raises the influx of new inhabitants by 30%. You only need one school per town.

### 11.3.6 Mint



Providing a building to produce coins will increase the proportion of rich people in the town by 50%. You only need one mint per town.

### 11.3.7 Monument



If you happen to be a particularly good lord mayor, you may find that the town will erect a monument to commemorate you. For this to happen you have to be at least in your second term of office and have achieved a great deal for the citizens.

## 11.4 Production Facilities

Production and consumption figures are always given on a weekly basis. Operating and raw materials costs are calculated per week based on operating at maximum capacity.

Building costs are inclusive of the average costs for building materials.

### Note:

You will find a list of buildings with their raw material requirements in the appendix.

If you build more than one of the same type of business in a town you will get a production bonus. You get the first bonus for three businesses and additional bonuses for six and nine businesses. This will increase production efficiency. So this will mean that you can produce more goods in the same time and at the same costs.

### Tip:

The Own building button in the icon menu allows you to hide all town houses and production facilities that are not yours. The town view then only shows the action buildings, your businesses and town houses.

### 11.4.1 Businesses Producing Raw Materials

All agricultural businesses won't be as productive between December and February (grain farm 2/3, hemp farm, winery and apiculture 50%)

#### Iron Smelting



production: 3.5 pig iron  
consumption: 0  
raw materials cost: 0  
operating expense: 3360  
workers: 30  
building costs: 13,000  
building time: 10 days

#### Fishery - whaling



production: 5.2 fish and 28 whale oil  
consumption: 10.5 salt and 0.5 hemp  
raw materials cost: 500  
operating expense: 4200  
workers: 30  
building costs: 21,000  
building time: 3 weeks

#### Fishery - fish



production: 7 fish  
consumption: 14 salt and 0.7 hemp  
raw materials cost: 700  
operating expense: 2520  
workers: 30  
building costs: 21,000  
building time: 3 weeks

#### Grain farm



production: 7 grain  
consumption: 0  
raw materials cost: 0  
operating expense: 770  
workers: 30  
building costs: 5,500  
building time: 10 days

#### Hemp farm



production: 1.75 hemp  
consumption: 0  
raw materials cost: 0  
operating expense: 770  
workers: 30  
building costs: 5500  
building time: 10 days

## Aplary



production: 14 🍯 honey  
consumption: 0  
raw materials cost: 0 🍯  
operating expense: 1470 🍯  
workers: 30  
building costs: 8000 🍯  
building time: 3 weeks

## Sawmill



production: 14 🪵 wood  
consumption: 0  
raw materials cost: 0 🍯  
operating expense: 840 🍯  
workers: 30  
building costs: 5500 🍯  
building time: 10 days

## Sheep farm



production: 3.5 🐑 wool  
consumption: 0  
raw materials cost: 0 🍯  
operating expense: 3360 🍯  
workers: 30  
building costs: 18,000 🍯  
building time: 6 weeks

## Cattle farm



production: 1.75 🍖 meat and 7 🐄 leather  
consumption: 5 🍯 salt and 0.1 🪵 wood  
raw materials cost: 180 🍯  
operating expense: 3430 🍯  
workers: 30  
building costs: 15,000 🍯  
building time: 6 weeks

## Winery



production: 14 🍷 wine  
consumption: 0  
raw materials cost: 0 🍯  
operating expenses: 2940 🍯  
workers: 30  
building costs: 18,000 🍯  
building time: 6 weeks

## 11.4.2 Finishing Businesses

### Brewery



production: 49 🍺 beer  
consumption: 0.5 🪵 wood and 1.2 🍯 grain  
raw materials costs: 180 🍯  
operating expenses: 1820 🍯  
workers: 30  
building costs: 9500 🍯  
building time: 3 weeks

### Hunting lodge



production: 7 🐾 furs  
consumption: 1/28 🌿 hemp and 0.3 🐉 ironware  
raw materials costs: 130 🌿  
operating expenses: 5040 🌿  
workers: 30  
building costs: 20,000 🌿  
building time: 3 weeks

### Pitch Maker



production: 7 🐾 pitch  
consumption: 0.7 🌿 wood  
raw materials costs: 40 🌿  
operating expenses: 385 🌿  
workers: 15  
building costs: 1500 🌿  
building time: 5 days

### Salt Works



production: 35 🐾 salt  
consumption: 3.5 🌿 wood  
raw materials costs: 150 🌿  
operating expenses: 910 🌿  
workers: 30  
building costs: 910 🌿  
building time: 10 days

### Pottery



production: 14 🐾 pottery  
consumption: 0.7 🌿 wood  
raw materials costs: 50 🌿  
operating expenses: 2520 🌿  
workers: 30  
building costs: 11000 🌿  
building time: 3 weeks

### Weaving mill



production: 21 🐾 cloth  
consumption: 2.1 🌿 wood  
raw materials costs: 2000 🌿  
operating expenses: 3080 🌿  
workers: 30  
building costs: 18,000 🌿  
building time: 8 weeks

### Workshop



production: 21 🐉 ironware  
consumption: 2.1 🌿 wood + 2.1 🐉 pig iron  
raw materials costs: 2000 🌿  
operating expenses: 3640 🌿  
workers: 30  
building costs: 18,000 🌿  
building time: 6 weeks

### Brickworks



production: 7 🧱 bricks  
consumption: 3.5 🌿 wood  
raw materials costs: 200 🌿  
operating expenses: 385 🌿  
workers: 30  
building costs: 1500 🌿  
building time: 5 days

## 11.5 Town Fortifications

Only the town's lord mayor can commission defence installations, and then only when the decision has been approved by the town council. The costs are carried by the town's coffers (see Chapter 12.5, Lord Mayor).

### 11.5.1 Bombards (port and gate)



The bombards (primitive medieval cannons) protect the port from pirate attacks and the town gate from besiegers. Distribute these towers evenly over the town gates to protect the town walls.

### 11.5.2 Cannons (port and gate)



An existing port bombard can be upgraded to a port cannon. The tower gains stability and firepower. You can upgrade a gate bombard to be a gate cannon in the same way.

### 11.5.3 Town Wall



The town wall protects businesses and town houses from destruction by besiegers. The old defences will only be superseded once a new town wall has been completed.

Town houses and public buildings can only be built within the town wall.

### 11.5.4 Pitch Shoots



Every town gate can be equipped with a pitch shoot to deter the besiegers' battering rams. The pitch shoot only works if enough pitch is available in the town.

In times of peace the gate is used for trade with the country, at times of war this is where the town can purchase its release from a siege, surrender or make a counter-attack.

## 12 Career and Politics

You've heard of the saying "Money won't buy you happiness" well here true happiness can be found in political power. This is where decisions are made, determining the well being of your town and even of the whole Hanseatic League.

### 12.1 Rise and Reputation

When you start out as a young insignificant shopkeeper, unknown to anyone even in your hometown, your aim is to increase your wealth. You will soon find that money alone will not suffice. Initially your sights won't be set very high, you may just want to get planning permission in other towns or try to influence protection of your businesses in town.

#### 12.1.1 Career Development

Your rise through society is primarily dependent on your wealth and your reputation in your hometown. There will be a review at the beginning of each month to see whether your social standing has leapt to the next level at all.

The lord mayor and alderman are elected. Nominations and election dates can be viewed in the town hall. Your social rank won't ever be taken away from you, even if your reputation sinks or you lose some of your wealth. However, there are no guarantees to you being re-appointed to a political post.

Here is an overview over the different ranks in society:

#### Shopkeeper

You are an inexperienced and young trader, and hardly anybody knows you.

Still, you can join the guild and apply for contracts at the town hall of your hometown.

#### Trader

Your wealth exceeds 100,000 gold pieces, and some citizens have heard of you.

#### Merchant

Your wealth now exceeds 200,000 gold pieces and you have risen in reputation.

## **Travelling Merchant**

Your wealth now exceeds 300,000 gold pieces and you are member of your hometown's guild.

## **Councillor**

Your wealth now exceeds 500,000 gold pieces. You are known to the simple people and have influence in the higher circles of your town.

As a council member you participate in the decisions the town council makes, and you are able to contact the regions Prince.

## **Patrician**

Your wealth now exceeds 900,000 gold pieces; you enjoy a good reputation throughout all sections of the town's society.

## **Lord Mayor**

Now it is just your reputation in town that matters and you have the task of converting this into people voting for you on election day. The lord mayor is a widely respected person.

He is in charge of the town coffers and implements all decisions the council makes on improving the town's wealth and defences.

The lord mayor's position also ensures he is known beyond the limits of your hometown.

## **Candidate for Alderman**

You are a successful trader and a lord mayor of your hometown. As you have enjoyed success solving some difficult tasks you are now an eligible candidate for the next alderman elections.

## **Alderman**

You have reached your goal by being elected to the highest office in the Hanseatic League. You will have earned yourself a better reputation than any of your competitors in the whole Hanseatic League, to be elected to this post.

### **12.1.2 Types of Reputation**

#### **Reputation in society**

Each of the three social strata will judge you on the whole by what you have done for them. Providing the goods valued by the poor or helping to create jobs will increase your social standing. The rich will value you by your provision of luxury goods, the wealth you have gained, and your position as employer and member of the guild. The well-off will lie in between these two.

Everyone will value your efforts for upgrading the town and improving safety, and battling against pirates.

#### **Local and Global Reputation**

Delivering goods and building houses only affects the citizens of one particular town. By contrast, important discoveries, fighting against pirates and your fleet's size will impress all the Hanseatic League's citizens.

#### **Stable and Transient Reputation**

Some activities such as discovering a place for trade, donating a building or sinking pirates will ensure your reputation is high forever. But goods deliveries or wonderful feasts will quickly be forgotten. As an employer, landlord or owner of the outrigger you will only be valued as long as your efforts last.

Some actions can also have a negative effect on your reputation, for instance if you buy up scarce goods, one of your outriggers flees from pirates, or if you commit a crime and are caught and sentenced.

### **12.1.3 Checking and Raising your Reputation**

Clicking on any citizen will provide you with information about your reputation in the town.

Initially you are not well known. Keep a regular check to see how your status is developing.

You can also find out information by looking at Personal matters in your trading office.

The easiest (and most profitable!) way to raise your reputation is by supplying the citizens with goods. Certain events such as a famine, boycott or siege can make this even more pronounced. It also helps to effectively manage loans. If you do none of these you won't even get planning permission to build a trading office. Your wife and the number of your children will help to increase your reputation to a lesser extent. The added benefit of marriage is that your wife's dowry will give you financial benefit.

The number of your workers and tenants in the town will count just as much as providing an outrigger or having a successful pirate hunt. Donating a building has a lasting effect, but is expensive. The rich will also be interested in your Guild membership, the size of your fleet and your wealth!

People won't take kindly to you demolishing a business, organising unsuccessful feasts, demanding high interest rates, and not paying your fines or your outrigger fleeing.

### 12.1.4 Your Reputation

The world is small. Whatever you do, whatever you achieve and whomever you deal with, will be noticed.

#### Reliability

Ensure that you always try to complete public tasks or missions – otherwise you will find that you are simply not asked again. If you are known to be unreliable you may find that the council doesn't consider you for doing official orders, and you may also find that other merchants will choose not to join your convoy.

Illegal activities and piracy will damage your reputation for reliability – but only if you get caught!

#### Public Reputation

Your public reputation is always mentioned along with your name. It reflects the nature of your activities so far.

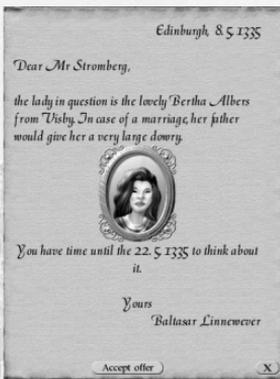
If you tend to be peaceful, people will call you inexperienced, meek, hard working, experienced, successful, clever, a man of the world or simply unbelievable. On the other hand if you are a bit pushier, you will be considered rough, brave, daring, aggressive, inconsiderate or even darn right dangerous.

#### Reputation in the Underworld

Your reputation amongst the underworld depends largely on the number and nature of your contacts with it. The more you seek the company of pirates or dubious characters at the pub, your more your reputation will grow.

This will make it easier for you to forge contacts, and might even, as a fellow pirate, spare you from being attacked. Unsurprisingly running outriggers or pirate hunts, on the other hand, will greatly damage any reputation you have amongst the low life.

### 12.1.5 A Family



Once you have enjoyed the first flush of professional success, you will start being approached by people offering to find you a partner.

The initial letter will offer to find you a suitable partner for a small fee. If you accept, you will receive another letter with a picture and some more information about a prospective marriage partner.

You will then have five days in which to decide whether you wish to agree to the match or not. If you agree, you will then be informed of the date that your wedding will take place.

You will need to buy the necessary goods before the wedding day (see Chapter 10.14, Market Square). On the day after your wedding you will receive the dowry, which can prove quite considerable.

You will be able to observe the effect your new partner is having on improving your reputation amongst simple folk or whether his or her business acumen is reaping social reward by looking at Personal Matters in your trading office. Having children definitely helps to raise your social standing.

## 12.2 Councillor

### 12.2.1 Member of the Town Council

As a councillor you have a vote in council meetings. You may also put a motion forward for consideration in the council chambers (see Chapter 12.5.1). This will ensure a meeting is called to decide on the matter.

### 12.2.2 Contacts with the Region's Prince

You will be able to make contact with the Prince of your hometown's region, once you've reached the rank of councillor. For a list of options available to you, please refer to Chapter 10.4, Town Gate.

The Prince will usually be fairly tolerant of a town expanding into his domain, and of the fact that some traders will become much richer and more powerful as patricians, than many of his landed gentry. But in return the Prince will want to reap some benefits, from the rich markets within the town walls. It is therefore quite understandable that the Prince lets some of his 'wishes' be known at the town gate.

Make sure that you visit the town gate from time to time, to keep an eye on his demands and to check what sort of mood he is in (under 'Gifts' will be able to see how happy the Prince is with your town). The unhappier he gets the greater the risk of a siege becomes. Never, ever make an agreement with him that you are unable to keep! It will make dealing with him almost impossible. On the other hand, he will be quite happy to relieve you of large quantities of overstocked goods, as this allows him to demand low prices. You should always agree to such trade. Even if you do not make much of a profit, you will ensure that his troops leave your town in peace.

## 12.3 Patrician

Once you have reached the rank of Patrician and beyond, the Prince of your hometown may approach you directly, asking you to extend him a credit on goods. If you agree you will need to transport the large quantity of goods required, directly to the town gate. You will find the appropriate button here to deliver the goods to him.

## 12.4 Lord Mayor

The lord mayor is elected annually. The mayor is responsible for managing the following for the town:

- administering the town's coffers
- building defensive towers
- expanding the troops via the armoury
- buying and selling hand weapons from the town's weapon smith
- building the town walls (any size)
- increasing the number of troops by one unit (e.g. 10 soldiers)
- changing the amount of tax charged per person
- setting up an extra tax

But don't get too excited just yet: the last four decisions have to be ratified by the town council first. For this, you have to table a motion under 'Town Info'. You can only put your plans into action, if a majority during the following council meeting passes the motion.

### 12.4.1 Town Council Decisions

The lord mayor or any of the other town councillors can propose council motions at the town hall. If you want to propose a motion, enter the town hall, click on 'Town Info' and then on 'Propose Motion'. There are four different motions available for you to choose from, each with the following possibilities:

#### Enlarge Town Walls

This allows you to extend the town wall to the size stated in the motion (see Chapter 11.5, Town Defences). The wall will gradually be completed section by section. The town coffers carry the costs of the new town walls.

*You can only apply for a new wall, once older plans have been completed.*

#### Expand Military Presence

If you are successful getting this voted in, you can recruit as many new troops into the armoury as the motion specified.

#### Change Tax Rate per head

You have to specify the new tax rate in your proposal. It becomes valid as soon as the council passes the motion.

#### Levy an Extra Tax

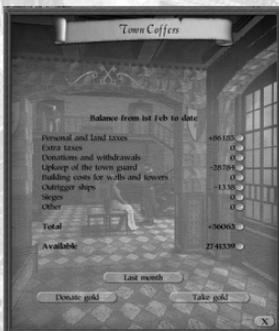
You state the amount in the motion. If it is successful, the extra tax is levied on the town's rich merchants and is paid directly into the town's coffers.

### 12.4.2 Vote

Electing the Lord Mayor, Town Council and Hanseatic League meetings are all held in the council chambers. Look at the Town Info menu in the town hall to see when the next meeting will take place and what subjects are up for discussion. You may only enter the council chambers on the day of a meeting, so make note of the date if you want to participate!

Select one of the available options and then press 'Vote' to register your vote. You will be pleased to know that if you are a lord mayor you can cast two votes, as an alderman a magnificent three.

### 12.4.3 The Town Coeffers



The most important part of being Lord Mayor is having access to the town's coffers situated in the town hall. Although you won't get wages as Lord Mayor, it being an honorary position, many of your expenses will be carried by the public purse. All costs of town walls, the military and military buildings are paid from the town's coffers.

A proportion of the tax revenues, from personal tax, land tax and extra tax, are paid into the town's coffers. The council clerks keep the rest to pay for the town's infrastructure. The only thing that you need to remember is the larger the town, the more money you will have at your disposal in the town's coffers.

Use the Town coffers button that you will find in the Town Hall to check the amount available and view the individual line items.

Line items listed are:

#### **+ Land tax and tax per head**

This item is updated at the beginning of every day, i.e. the daily tax influx is added.

#### **+ Extra taxes**

These taxes are added once they have been levied.

#### **+ / - Donations and Expenses**

The total the Lord Mayor has donated to the town's coffers or taken from it.

#### **Town Guard's Wages**

Cost of the town guards are subtracted daily.

#### **Wall and Tower Building Costs**

Town walls and defence towers are always paid from the town's coffers.

#### **Outrigger costs**

This cost is updated daily.

#### **Sieges**

Money which the besieging army loots or receives if the town buys its freedom (see Chapter 13.4, Attacks on Town - Land).

#### **Other**

Other costs, such as fines paid to the Hanseatic League or donations to the Prince.

### **Choosing which Period is Displayed**

Select which timeframe is shown by using the 'This Month/Last Month' buttons below the balance. This is very helpful if you want to see what revenue and expenses you can still expect in the current month.

### **Stabilising the Town's Coffers**

If you let the town's coffers go into the red as Lord Mayor, you will not be able to build any more new town defences. Even worse, the town guards will stop receiving their wages and will gradually quit the service in anger. If this happens, you must try to stabilise the town's coffers as quickly as possible. You have two choices: either donate some of your personal money by clicking on 'Donate Gold', or try to levy an extra tax (see above). Obviously the former will be much more popular with the citizens than the latter.

If the town's coffers are very full, you can use the 'Take Gold' button to transfer money from the town's coffers into your own pocket. But take care: you should not do this if your citizens are paying high personal taxes, if you have levied an extra tax or if the town still needs money to improve infra-structure and buildings. Otherwise people might get the impression you are using the town's coffers to get rich.

#### **12.4.4 Troops**

You may find that your town is put under siege by the army of a dissatisfied Prince, or by passing mercenaries. Trouble with the Prince can be avoided by keeping him sweet with goods and gifts (see Chapter 10.4, Town Gate), you have no influence on mercenaries. It is therefore advisable to try to maintain and improve the town defences, even if you are currently on good terms with the Prince.

You will not have to arrange for an outrigger to guard against sea attacks yourself. The town hall will automatically organise for a message to be posted.

Clicking on the armoury will open a menu showing the different types of weapon available, the number of troops currently available and the number being trained as well as the individual and the overall cost. Clicking on one of the weapon types will activate the following two options:

#### **Create New Unit**

Each new unit requires workers (just like a business producing goods).

A new unit has to receive a weeks training before it can start service. If one unit is already being trained, the new unit will only be available the week after the current unit.

Each unit requires five weapons. These can be purchased from the weapon smith using money from the town's coffers. If the funds won't stretch you can always top them up at your own expense.

#### **Dismiss Unit**

First select the desired unit and click on 'Dismiss Unit'. This will effect the immediate dismissal of any unit currently in training. You won't be asked to confirm this action.

Should there happen to be no unit being trained, one of the serving units will be dismissed.

### **12.5 Candidate for Alderman**

Once you have established yourself as a successful trader and mayor of a town, the day will come when you will receive a letter from the Hanseatic League Council. This will inform you that the council is pleased with your success and asks whether you would like to complete some tasks on behalf of the Hanseatic League. You can learn about these directly from the currently incumbent alderman. You will find him in his office in

the town hall of his town.

If you complete two or three of these tasks successfully (the number depends on their level of difficulty) you will be put forward as a candidate for the next elections.

We are not going to give away too much about the tasks themselves here. You will receive detailed instructions in the game. However this much we will let on: you will have to deal with new Hanseatic League sites, rebuilding towns, with pirates and overland routes.

## **12.6 Alderman**

You will be added to the list of candidates for Alderman, after you have proven your abilities completing the alderman's tasks. Your reputation amongst all Hanseatic towns is an important factor. The alderman is also re-elected every year.

### **12.6.1 Hanseatic League Day**

This is a regular event, when all town mayors and special Hanseatic League council members meet to vote on particular issues and to elect the new alderman.

Voting is conducted in the same way as in the town council. You can find out when the next day is at the town hall under Hanseatic League info. Normally, you will only see the next election date listed (ordinary Hanseatic League Day). However if something out of the ordinary happens in the Hanseatic League region, an extraordinary Hanseatic League Day may be called to vote on the issue.

If you are right at the top of the list of candidates, you can be elected as alderman at the next elections (the date can be found under Hanseatic League info in the town hall). Like any other vote, the alderman's elections can be 'influenced' by bribing people.

### **12.6.2 Events**

Every now and again a town will seek to benefit from the Hanseatic League's or one of its local traders success to an even greater extent than they already do via regular supplies and expanding production. In other words they get greedy. Sometimes it can also be triggered by envy of other town's success or displeasure at irregular deliveries. If this happens a town may resort to one of the following measures:

#### **Levy Export Taxes**

The town will inform you by post that tax will now have to be paid on particular goods. This will make these goods more expensive in this town.

#### **Levy Extra Taxes**

Traders producing goods in the town have to pay extra taxes.

#### **Loot Warehouses**

The town loots local trader's warehouses.

#### **Despatch Pirates**

The town sends out pirates to loot Hanseatic League ships.

### **12.6.3 Calling a Hanseatic League Day**

In contrast to the town council, the alderman himself is the only person who can call a special Hanseatic League Day. Furthermore, this can only happen if there has been some special event (see above).

As alderman, you can call a Hanseatic League Day from your office in the town hall as soon as you have been informed of the event in writing. You will be presented with a list of events, and must decide which of these to put forward to a vote and what measures are appropriate against the town in question. An assistant will give you some guidance of what measures might be appropriate in the circumstances, so you are not left completely to your own devices.

After confirming your selection a date will be set and all members of the Hanseatic League council are informed. It is completely at your discretion whether or not call a Hanseatic League Day. However as alderman you will be expected to respond decisively to certain events. The following are available:

#### **Fine**

The lord mayor of the town in question is ordered to pay a fine to the Hanseatic League. The money is divided equally amongst the other Hanseatic League town's coffers.

#### **Boycott**

During a boycott no traders are allowed dock in the town in question. Two ships guard the town's port. Traders who ignore the boycott may be charged.

The Hanseatic League council may ask you to provide a ship to enforce the boycott. To do this, you sail to the town in question and join the Hanseatic League convoy. You may provide as many ships as you like, even

if you are not asked.

If you are asked, though, you should definitely comply, or your reputation will be damaged. After the blockade is over you will be informed of the result and can collect your ship again.

## Blockade

During a total blockade 2 ships will guard the town's port. In contrast to a boycott, no ship is allowed to either enter or leave the port during a blockade. All ships in port at the beginning of a blockade are effectively locked. You won't be able to assign a destination to them.

The Hanseatic League council may also ask you to provide a ship for the blockade.

### Note:

Your only chance of removing a blockade is by attacking the town with pirate ships. This will result in a battle between your ships and those of the blockade. If you win the port's blockade will be lifted. This is, of course, highly illegal.

## Create a Pirate Hunt Convoy

A convoy can be created in the alderman's town for tracking down pirates. One trader will be asked to provide a warship, and 4 other traders will be asked to provide one accompanying ship each.

If the Hanseatic League council asks you to provide a ship you have to join it to the Hanseatic League convoy in the alderman's town. The convoy will depart on a set date and will start searching for pirates.

## 12.7 Bribing

You can bribe influential citizens at the bath house (see Chapter 10.12) to see your point of view a bit more clearly.

Any person you bribe will be on your side for the next vote. The bribe will not have any effect beyond that.

### 12.7.1 Influencing Elections

At council meetings or elections for mayor the bribed person has to come from your hometown. At a Hanseatic League council meeting bribes from all towns are counted together. Successful bribery allows you to call the tune: each bribed member will wait until you have voted and will then agree with your view. You have about five seconds to point everyone in the right direction.

In elections for mayor each successful bribe will earn you 20% of the votes of the rich citizens.

### 12.7.2 Trials

If you stand accused in a particular town, just two bribes will ensure your safety. The court's decision is based on four factors. The opinion of the plaintiff, the evidence provided to the court and the opinions of the two judges.

# 13 Fights and Battles



Even if you do not want to fight, you should at least prepare so that you can defend yourself against dangerous pirates, envious competitors, rebellious towns, marauding mercenaries or Princes hungry for power.

## 13.1 Preventative Measures

### 13.1.1 Town Defences

Organisation of the town defences is down to the town's lord mayor.

### 13.2 Sea Battle

Sea battles are the most likely and common form of altercation you will have to endure as a Hanseatic League trader. Sea battles always happen when enemy ships (at least one will usually have the Jolly Roger flying) meet on high seas, or when a foreign ship enters the port and suddenly attacks another. In either case it is totally possible that you are the aggressor.

## 13.2.1 Identifying the Enemy

### 13.2.1.1 View Radius

Every ship has a certain view field, inside of which other ships can be recognised. Ships crossing the radius may not be automatically sighted. Once outside the radius, ships will disappear from view.

You can still escape being attacked, even when you have been sighted.

### 13.2.1.2 Attack Radius

Your weapons' range is a lot less than your view range. So the enemy ship needs to be within your attack radius if you are to engage in battle with it. Select your ship and right-click on the foreign ship. Your ship will now sail towards the enemy and get into position.

### 13.2.2 Sea Battle Commences

The battle will start as soon as the two ships draw close enough to each other.

A menu will open at the beginning of a sea battle asking whether you want to fight the battle manually. You only have a few seconds to decide or close the window, before the battle will start automatically.

#### 13.2.2.1 Automatic Battles

The screen closes and after a few moments you will receive a message with the battle results. This will also include details on the condition and status of the ships involved. The fight itself remains out of view to you. Your ship will vanish from the sea map and you won't be able to select it for the duration. Only a battle icon on the sea map will show that these waters are currently echoing to the sounds of battle. Clicking on this icon opens a dialog box showing the most important information. You will see the your enemy's name, the names of all of your ships, and the name of the enemies captain or that of your own warship.

If the battle takes place in a port or if you decided to conduct the battle manually, you will have to control the ships yourself.

#### 13.2.2.2 Manual Battles

Clicking on this button will bring the local sea chart, the sea battle window to view. Select the ships you want to use for the attack and give them orders! More details of exactly how to do this are provided below.

If you have selected several battle ready ships, the ship with the highest firepower will always pull in front of the weaker ships. These will remain at a safe distance from the enemy.

The sea battle screen will give a short message with the result once the battle has ended. The screen then closes and you will find yourself once again on the normal sea map.

#### 13.2.2.3 Captain and Crew

With a good captain on board your ship will be 10% faster and up to 30% more manoeuvrable than usual. The captain's long years of experience will also influence the effectiveness of your ship's weapons may increase damage done by up to 30%. This is especially critical if you have approximately the same number of weapons as your enemy. In this case the experience of your captain will be the determining factor to the outcome of the battle.

The crew's morale also plays an important role. Targeting accuracy increases by 10% if a highly motivated crew is manning the guns.

### 13.2.3 Controlling your Ship Manually During Battle

The selection window shows all ships deck view during a sea battle. This allows you to monitor the condition of your ship and weapons as well as maintain awareness of your weapons' status (Reloading/Ready).

The following options are available:



#### Select all Ships

Selects all your ships currently engaged in the sea battle.



#### Capture

If this is selected your crew will be fighting to board and capture the enemy ship, providing it is close enough. If this is successful, the enemy ship will be added to your fleet.



#### Plunder

With this the crew will be fighting to board and plunder the enemy ship, providing it is near enough. In contrast to Capture however, only the ship's goods will be taken and the ship itself won't be touched. If you do not have enough space for all the goods on your ship, only the most valuable goods will be looted.

A ship can be looted several times by different ships.



## Flee

Allows you to order selected ships to flee. The ships will try to leave the battle arena as quickly as possible. You will not need to worry about these ships any more.



## Quit

You can choose to end the battle if all enemy ships are fleeing and you are not interesting in pursuing them.



## White Flag

Unless all enemy ships are on the run, the white flag will be displayed in place of the Quit button. This means that if you are being attacked by a much stronger enemy and see no chance of fleeing,

you can indicate to the enemy that you want to end the battle to save your ships and crew. Your ships will then be seized and looted.

### 13.2.3.1 Sail Automatically

Select your ship or ships! Right-clicking on an enemy ship then ensures your ships sail towards it, taking the prevailing wind conditions into account, and try to get into a favourable firing position. As soon as they are close enough they will open fire automatically.

### 13.2.3.2 Sail Manually



You can also sail a ship into battle manually, using a combination of mouse and hotkey controls (refer to the Appendix for an overview of hotkeys available).

#### Increase/Reduce Sail

Click on one of the rope notches in the deck view, to increase or reduce the amount of sail and thus your speed. Sail is not the only determining factor for speed. This is also governed by the ship type, load and captain's experience. Choose between 0, 1/4, 1/2, 3/4 and full sail.

#### Steer Ship

Your ship will set course for any free area of waters you right-click on.

### 13.2.3.3 Weapons and Tactics

Success in battle is totally determined by the clever tactical deployment of your weapons. A large trebuchet is superior to a bombard (primitive cannon) at long range, but at close range inflicts less than half the damage.

If you just rely on weapons such as the heavy bombards, you will always have to try and get as close as possible to the enemy, as these weapons only develop their maximum damage potential when fired from close range. So when arming your ship try to focus on achieving a good balance between the different weapon types.

### 13.2.4 Damages sustained during Sea Battles

#### 13.2.4.1 Ship Damage

The selection window in deck view allows you to monitor the damage your ship sustains during battle. A ship can withstand up to 20% worth of damage with relatively few problems, but beyond that its speed, manoeuvrability and load capacity are significantly reduced. The reduced load capacity will of course only become noticeable when the ship is reloaded again in port. No goods will ever be lost during a battle.

#### 13.2.4.2 Weapon Damage

Weapons can be totally destroyed during battle. Keep an eye out for weapon slots becoming empty in the deck view.

#### 13.2.4.3 Loss of Crew

After the sea battle you will usually need a few new crew members. If the crew levels fall below the minimum required, your ship will just about make it to the next port. There you will have to hire new sailors again before you will be able to leave.

Even the captain is not invincible, though he will always die last.

### 13.2.5 Battles to Board another Ship

The Capture and Plunder buttons allow you to try and capture the enemy ship by hand to hand combat. By right clicking on the enemy, your ship will try to get close enough to start boarding it.

Capture means that you are going to try and add the whole ship to your fleet by disposing of its crew. If you click on Plunder, you will only be taking the most valuable goods.

If your ship is engaged in a boarding fight, you won't be able to select it as usual. You will receive a message

and have to wait until the battle is over. This is also the case if several ships are selected, but one of them is engaged in a battle to board another ship.

Decisive factors to winning in close combat, are crew size and supply of cutlasses. The morale of your crew can also play an important role.

### **13.2.6 Taking a Ship over after a Sea battle**

The battle over a ship ends when one of the ships hasn't got any crew left. At this point the crew of the victorious ship is split across both ships. To do this first left-click on your own ship and then right-click on the captured ship. This will bring up a window from which you can send sailors from one to the other.

If the crew is then under the minimum amount required, the only option you will have is to head for the nearest port. The goods of the captured ship will remain on board, and the ship and its goods will now be your property.

### **13.2.7 Attacking Convoys**

Convoys are not immune from being drawn into sea battles. In this case however, only the attackers and the armed ships of the convoy's leader will be directly involved in the battle.

If the lead ship of the convoy loses the battle, the attacker will try to go after the second ship as well. If the other ships belonging to the lead ship are too strong or too fast for the enemy, the enemy will desist.

Should the lead ship be sunk during battle, the convoy is considered dissolved. The ships will continue the journey towards their destination, but after that each will pursue its own way.

If the convoy's leader wins the battle, the convoy continues its journey. The leader's reputation will have risen, and if he was successful at capturing the enemy ship too, the war spoils will be his to boot.

## **13.3 Pirates**

You will come across pirates quite often in the game. You may meet them as hunter or the hunted, merchant or may even be a pirate yourself.

Pirates are really only interested in one thing: looting. If pirates attack you and you see no chance on winning, you should raise the white flag immediately. Your selected ships will then no longer be under attack, but will be boarded and looted. You will lose all the goods in the hold, but at least your ships will remain in a seaworthy condition.

However, you can only raise the white flag so long as you have not attacked yet. If you have angered them with hits already, pirates will not be content with looting, but will try to sink or seize your ship.

Once you have raised the white flag you can't change your mind. There is one exception to this: if your enemy has raised the white flag and you continue shooting, he can lower it again. If you have several ships involved in the battle and you do not raise the white flag on all ships, the pirates will concentrate their efforts on the remaining ships. The ship with the white flag will be looted later.

### **13.3.1 Hiring Pirates**

You can enter any pub and hire a pirate there, then make one of your ships (with crew, but without the captain) available to him. 50% or more of the total booty will land in your coffers. You will receive messages and notice of money transfers via your personal news. The pirate can work directly outside the town or over the whole Hanseatic League area.

### **13.3.2 Turn Pirate Yourself**

All you need is an armed ship and a captain. In order to raise the Jolly Roger you need to be out of view of any towns or other ships. Just click the captain's Pirate button in the crew menu. Now you can attack.

Going after traders' ships as a pirate is completely and utterly illegal. If you are caught and charged, you will have to bargain with high fines and suffering a large dent to your reputation. So make sure that no other ships see you (in view range), while pirating! But even if you are really careful, there is always a risk of one of the crew getting blind drunk and blabbing.

If ships you attack escape or should you audaciously decide to attack a port, the chances of being recognised are increased enormously. If you are unlucky enough to be captured yourself; you not only lose your ship, its goods and the booty, but all your hard-earned reputation. What's worse is that you will have to appear in court. Your captain will be put out of commission for a couple of months languishing in prison.

Capturing ships is investigated much more intensively and punished more severely than just plundering. You should therefore only capture in an emergency!

If the enemy raises the white flag, the only way you will be fighting is if you decide to capture the ship. So if your crew is smaller than that of the enemy's, you should limit yourself to plundering. In this case the enemy crew will hand goods over to you of their own free will. You could also choose to shoot at them for as long as it takes for your crew to be larger than theirs.

Since you started the attack, you will not be able to raise a white flag.

### 13.3.3 Pirate Hunt

Pirate hunters acquire a great reputation amongst all towns of the Hanseatic League. In contrast to being a pirate yourself, hunting them does not require you to have a captain, just fast, well-armed ships. If a pirate feels overwhelmed by your strength, they will not fight but will just try to flee.

## 13.4 Attacks on Town (Land siege)



A town is termed under siege, whenever it is attacked by land. The attackers will be marauding mercenaries or a dissatisfied Prince.

During a siege the town will be cut off from the hinterland and goods supplies will be limited to whatever its own businesses can produce or bring in by sea. Traders delivering goods and thus helping to alleviate the town's need, will benefit from a significant increase in reputation.

Only the lord mayor has an influence on the course of battle. Whilst under siege the town will close its gates and defend its walls. All businesses situated outside of the town walls will quickly fall into the hands of the

besiegers and will then have production halted.

### 13.4.1 First Skirmishes

#### 13.4.1.1 The Besiegers Set Up Camp

A besieging army will always seek out the town's weakest point, for instance a town gate with the least number of defence towers. They will start by pitching their tents at a respectful distance from the towers. Then their troops will march in with the weapons.

#### 13.4.1.2 The Town Reacts

All the town's citizens will flee to the town centre as soon as the besieging army is sighted. The gates are closed, and guards are posted on the town walls. The troops assemble at the town gate and the armoury halts training any further units. All local traders are notified of the besieger's power, the name of the responsible Prince and the reasons behind the siege.

### 13.4.2 The Town Gate Functions during a Siege

As all orders given at the town gate directly affect the town's well being, you have to be lord mayor to have access there during an attack. As Lord Mayor you have the following options available:

#### 13.4.2.1 Attack

The town's troops will make an attack. The gate is opened and all your troops will storm out to try and make the attackers flee. You should be certain that your troops are capable of winning before choosing this option.

#### 13.4.2.2 Surrender

The town surrenders and the town gate is opened to the besiegers. Though the town will be looted, at least troops and defences will remain undamaged. Surrender is not wise unless you really are weaker than your attackers, for otherwise you are going to be considered quite cowardly.

#### 13.4.2.3 Buy Freedom

A slightly more elegant solution than surrender, is buying your liberty from the besiegers. For this, you hand a sum of money (the maximum is the entire contents of the town's coffers) to the besiegers' leader. If the amount is high enough, the leader will accept and withdraw with his troops.

The problem is that you have no way of knowing how many gold pieces the besiegers expect. This depends on the town's size. You will get a second chance if the amount was too low, but if the sum offered is so low to be considered derisory, it will offend the leader profoundly and he will cease all contact.

### 13.4.3 The Attack Starts



After a few days the besiegers will start attacking.

#### 13.4.3.1 Behaviour of the Attackers

The attackers will first put the ram to work. It will move towards the town gate and try to destroy it. Meanwhile the trebuchets will be attempting to destroy the defensive towers and then to shoot the guards off the walls.

The archers will start to fight the guards as well, but will then retreat, awaiting the arrival of the swordsmen. The swordsmen will storm the town gate with the battering ram. Any buildings in their way will be given short shrift and burnt.

Once the gate is destroyed, the town troops are the final hurdle to overcome before the looting can start.

### 13.4.3.2 Behaviour of the Defenders

The guards in the towers will always try to take out the trebuchets, before turning their fire on the long distance units and swordsmen. However, the towers are powerless against enemy units by the town walls. This is the task of the swordsmen, while the long distance units try to take out enemy archers, before turning their attentions to attacking the swordsmen and trebuchets.

### 13.4.4 Final Decision



Once the town gate has been breached, its time for the decisive battle to commence. All of the town's surviving swordsmen will fight the enemy at what remains of the gate.

If the defenders succeed in wiping out all the enemy swordsmen, the attackers will start their retreat.

The town's defenders will use this opportunity to try to pursue the fleeing attackers.

If however the town's situation becomes hopeless, any surviving troops will flee.

### 13.4.4.1 Victory goes to the Besiegers

Three swordsmen storm the town hall and loot all contents of the town's coffers. As soon as the besiegers have retreated with their loot, all the local traders will receive an official letter asking them to pay extra tax to help rebuild the town.

### 13.4.4.2 Victory goes to the Town

The town sends out a message informing all local traders of the glorious victory and the unavoidable losses. The siege has ended and the quality of life now rises abruptly.

### 13.4.5 The Citizens' Behaviour

During a siege the people in the town are living under a state of emergency. Goods shortages severely damage the mayor's reputation. By contrast, the popularity of traders supplying the town with much needed goods, will rise dramatically. The number of beggars always increase in times of unrest due to unemployment. The citizens increasingly regard this trend as very disturbing. The mayor will increase his popularity tremendously, should the population not suffer any shortages despite the siege. As the siege continues all these emotions are heightened with every day that passes.

In the long run, any satisfaction or dissatisfaction the citizens express will be determined by the siege's costs. If the mayor manages to have the enemy defeated in open battle, his reputation will rise to a new and unprecedented level.

After a siege the town's defences need to be repaired and the ranks of the town guards replenished.

## 13.5 Attacks on Town from the Sea



A town may also be attacked from the sea. This is why it is crucial for the port to be well protected. Bombard (primitive cannon) towers can protect you and your town against the worst. Three spots are reserved for such towers in each port.

Attacks from the sea completely shut a town off from sea trade. A town cannot be attacked for 30 days after such plunder has occurred. Anyone trying this will have a message sent to them, pointing out that there probably won't be anything much to loot in town for a while to come.

During such an attack a new map view will be displayed. This shows a small section of the town map, just indicating the positions of the defensive towers.

### 13.5.1 Opponents

Only the enemy ships, the town's outriggers and the defensive towers are involved. No other ships will be able to participate in the battle.

### 13.5.2 Defenders

The bombards and cannon towers present a big danger to any vessel attacking the town. However, no town can afford more than three such towers. So any additional protection the town wants to give itself has to be done via outriggers.

Every town can pay for an outrigger or a guard convoy to provide extra protection. The local traders will be approached to provide these.

### 13.5.3 The Attack from Sea

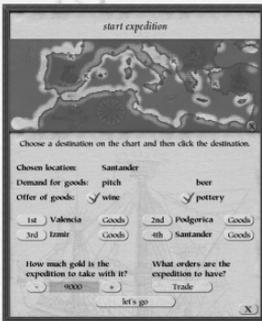
The town's inhabitants remain largely unaffected by this type of attack. Only fly in the ointment is that none of the neutral ships can leave the port.

If the attackers are defeated or flee, the sea attack ends with the defender's triumph.

The lord mayor will find any attackers successful in destroying all towers and defeating the outriggers, with their hands dug deep into the town's coffers – much to his detriment.

The citizens won't be slow in showing their anger and contempt for any owner of an outrigger that flees before an overpowering enemy.

## 14 Expeditions



Patrician III allows you to send expeditions to the Mediterranean. To do this, select a convoy and click on the arm of the sea indicated in the southwest on the big sea map. This will open a new window with an expedition map allowing you to make various different settings.

Expeditions will allow you to sail through the initially unexplored Mediterranean Sea in search of towns. Once discovered, goods trade is opened up. Each game has twelve towns waiting to be discovered, which will be in a different place each time.

Mediterranean towns are divided into trading posts and harbour towns. Trading posts have a larger quantity of goods available and also tend to purchase larger quantities of goods than harbour towns.

Successful expeditions will do wonders for your reputation in the Hanseatic League.

#### Note:

Only convoys can be sent on expeditions. See Chapter 9, Ships.

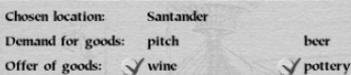
### 14.1 Destinations

The first thing you need to do is specify where you want your expedition to go. You can ask it to call at up to four destinations before returning. If the destination is a town, the captain of your expedition will try to buy or sell goods according to your orders. If there is no town at the destination, the surrounding area will be searched for possible settlements.

The Mediterranean region will be completely unexplored when you start the game and you will have to go in search of trading partners along the coasts. So space your destinations well apart and send your expedition into the unknown! You never know, maybe the first expedition will return having made a very profitable new discovery!

Click on a known town or just a section of coast to select a destination for the expedition to visit. Then click on one of the four destination buttons to assign it. You can assign the three remaining destinations in the same way, should you choose to use all four.

### 14.2 Goods and Gold



Each town is interested in two types of goods and will have two types of goods on offer.

If you put a known town on your expedition list, you see which goods the town is interested in and which it offers.

Usually the captain will try to purchase all goods on offer in the town. If you do not want him to do this, you can deactivate particular goods. This will ensure the captain just brings back more of the others.

If you send the expedition to a town with a known demand for certain goods, you can load your ships with them. The captain will then try to sell these at the best possible price.

If the expedition is supposed to buy goods, you will have to give it gold to take along. However as the captain always sells before purchasing, you can also have him just use the gold he receives.

Harbour towns and trading posts only purchase and sell a limited quantity of goods. If you visit one destination too frequently, you may find that your captain returns empty-handed or can't get rid of all the goods he has taken along.

Trading posts usually have a larger supply of goods and can also purchase more goods than harbour towns.

## 14.3 Orders

### What orders are the expedition to have?

Trade

You can give each expedition one of three orders, which will influence your captain's approach to the trip.

Click on the order button until the desired order shows. Choose from:

### 14.3.1 Explore

The captain takes his time carefully exploring and charting. This makes the explored area larger and increases the chances of finding trading partners. It does however also have the disadvantage of these expeditions being at sea for longer periods of time.

### 14.3.2 Trade

The captain achieves better purchase and sales prices, taking time to find the best trading partners.

### 14.3.3 Contracts

The captain searches his destinations for trading partners, who want to enter into trade contracts.

Trade contracts guarantee the purchase or sale of an agreed quantity of goods at a good price. All trade contracts are signed over a certain period of time. Once the agreed time has elapsed the contract becomes invalid, irrelevant of whether it has been fulfilled or not.

You can trade quite normally at the same time as fulfilling your contract obligations, even in the same town. As the search for a trade partner is very time-consuming, you will only ever see one contract negotiated per expedition.

### 14.4 Risks

Ships on expeditions can be damaged by normal wear and tear, storms or pirate attacks. The rate of wear is higher than that in the Hanseatic League area, as the expedition is in unknown waters. You may also find that pirates loot the ship and take all your gold, leaving your goods untouched.

### 14.5 The Expedition Returns

As soon as an expedition returns, you will receive a letter giving a summary of what was achieved (an expedition info). This will include:

the goods purchased or sold and the price achieved

whether or not an existing contract was fulfilled

whether a new trade contract was signed

whether a new trading post or harbour town has been discovered.

## 15 Multi-Player Mode

Select Multi-player in the Main Menu.

Multi-player allows for up to eight players to play with or against each other at the same time. You can play in hot seat mode, over a network (LAN) or the Internet.

### 15.1 Hot Seat

Hot seat is a special multi-player mode that allows several players to play on one computer. It cannot be combined with network mode.

Game setup and client registration works in exactly the same way as in a network game. The only difference is that everything is happening on one computer.

The hot seat mode is turn-based, so you do not play at the same time, but take it in turns. You end your turn by clicking on End Turn (instead of Fast Forward).

Moves are made at the beginning of each day. Once all the players have finished, the game time jumps forward. As soon as an event occurs (such as a ship entering a port), the player in question can give fresh orders.

#### Notes:

*Some aspects of hot seat mode games differ from those of real-time games. For instance elections and auctions take place in turns.*

### 15.2 Network Game (LAN)

You need to be on a TCP/IP network to play in this mode. All players need to have the TCP/IP protocol installed on their computers and be connected to the network.

Every network game has a server run by the host, who sets the game up on the network and clients, who

take part in the game.

Select 'Network' to play a network game.

**Note on direct computer connections:**

*In Windows 98 you can set up a direct TCP/IP connection via a serial link cable. However, the transmission rate of this connection is below that of network cards. You may therefore experience delays when playing the game.*

### 15.2.1 Setting up a Network Game

Click on the Set up game button on the right. You will then see the game settings screen open (same as single-player mode). The game host, whose machine functions as the server, can then set up the necessary game information and personal details like name, town, etc.

Once these settings are confirmed you will be transported to the lobby. This is where all players have to meet before they are able to start playing the game.

This screen is split into four sections:



#### 15.2.1.1 Game Description

Displays the settings entered by the host for all to see.

#### 15.2.1.2 Personal Settings

Allows players to change their name, gender and hometown. Clicking on 'Use' confirms the game settings and publishes them to the other players.

#### 15.2.1.3 Players

Shows a list of everyone taking part in the game. The game host (server) is at the top.

The list consists of eight rows. Each row has a toggle button on the left, allowing the host to release that row to another player or not as the case may be.

As soon as a new player joins, he/she will be allocated with a row displaying his personal data and ready status.

Once all clients are ready, the host clicks on 'Start' to begin the game.

**Note:**

*The number of available rows determines the number of players that can join. The host sets up the number of rows and thus decides the number of players.*

#### 15.2.1.4 Chat Area

This allows the players to chat during the set up phase. The area consists of a chat window and a chat field. Clicking on the chat field activates a cursor. Type your message and send it by pressing the Enter key. This text is displayed in the chat window, visible to all.

### 15.2.2 Joining a Network Game

To join in a network game click on Multi-player in the Main Menu and then select 'Join Game'. The computer now searches for games set up by a host on the network.

**Note:**

*The only games that will be visible are those where a host is waiting in the lobby for clients to join his/her game. You can refresh your search for a host by clicking on Search.*

The lobby is the equivalent to that of the server. Each client must enter their personal details and click on 'Use'. This data is then published into one of the available rows.

As soon as you are ready to start the game as a client click on your ready button. All clients have to be ready before the host can start the game.

### 15.2.3 Loading a Game

Instead of setting up a new game the host also has the option of loading a saved game. This needs to be a previously saved multi-player game.

The difference with loading a save game is that every player will need to select the trader he/she wants to be. This can be a trader previously played by a human or by the computer.

A trader needs to be selected before you enter the lobby. You can however, still change the trader once you are in the lobby, but obviously each trader can only be selected the once.

**Note:**

As soon as the host has chosen a trader and entered the lobby, he can set the number of players as usual. This number need not correspond exactly to the number of human traders in the saved game. Loading a game therefore allows you to change the number of players.

If you load a saved game in multi-player mode and want to add a new player, you will not be able to change the name of the trader to be played. The Use button is therefore not available.

**15.2.4 Special Features of Network Games****15.2.4.1 Saving a Game**

Any player can save the game. This allows you to carry on playing the current game sometime later. The person saving the game must however be the person who will be hosting the game when it is resumed.

**15.2.4.2 Removing or Adding Players**

Saving or loading games in multi-player mode allows you to remove or add players. You save and exit from the current game. The host then loads the saved game and all players meet in the lobby again (refer to Load Game above). This is where the host can now change the number of players.

**15.2.4.3 Chatting during Game**

Players can chat to each other during the game by pressing Enter. This opens the chat field. Type your message and then press Enter again to send it to all players. Messages are displayed in the top right-hand corner of the main view.

**15.2.4.4 Fast Forward**

The Fast forward option is not available in Multi-player mode.

**15.3 Playing over the Internet**

Patrician III now allows you to battle with others over the title of Alderman via the Internet. Internet games are set up and played in the exactly same way as network games. The only difference is that all players do need to know the host's IP address in order to connect to his machine.

***So you want to know exactly what an IP address is?***

*Every computer connected to the Internet has its own unique address to identify it. All players who want to join a game need to know the addresses of one another's computers in order to communicate during the game.*

Internet service providers (ISP) allocate the IP addresses when connecting. Usually, a new IP address is allocated each time a connection is established.

Your own IP address will be displayed below the game description in the lobby after you have connected. Under windows, you can also find it by clicking Start > Run and typing in winipcfg and then enter.

Now you have two options for establishing the connection:

**15.3.1 Connecting through the Main Program**

Click on Multi-player and then Internet in Patrician III's Main menu to start an Internet game. You will need to know the IP address of the game's host before you can join a game via this route.

**15.3.2 Connect through Ascman**

Ascman is a connection utility provided by ASCARON, to enable you to connect to the ASCARON game server.

Once you are connected, you can set up a Patrician III game or join a game that is about to start. The advantage of Ascman is that all games that have been set up are registered at the Ascman game server and displayed to all users. This increases your chance of finding other players.

Ascman supports password protected games and allows you to chat with other users.

You will find the Ascman program next to the Patrician III game in your start menu.

The program itself is stored in the Ascman sub-folder in the Patrician III folder. You can also start it directly from there.

After starting Ascman you have to enter a name for other users to see. If another player is already using this name, a number (e.g. 1) will be added to it. Ascman automatically submits the IP addresses of all players.

**15.3.2.1 Ascman Interface****User name/channel**

Displays all players on the Ascman game server, sorted by user name or channel. A channel is a particular chat area or game.

To start with you will find yourself in the lobby.



## Channel/user

This window shows how many users are in which channel and allows you to enter particular channels such as 'Patrician players'. Double-click on a channel to join.

## Games/Players

Lists all currently open and running games and the number of players registered.

If additional players are still needed, you can join by double clicking.

## Chat

Displays the messages posted to you on your channel. To send a message to all players in your room, type it in the field underneath the chat window and

send it by clicking on < Return > .

### 15.3.2.2 Starting a Game

When you first visit you will need to enter which game you have installed and want to play under 'Settings', in this case Patrician III.

Help and Updates (bottom right) will give you help on how to use the game. It also offers particular hints if you are experiencing problems with firewalls, proxy servers or LAN.

Clicking on 'New Game' starts a network game as explained in Chapter 15.2.

# 16 Credits

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**Special thanks to**

Dr. Rainer Decker, Dr. Michael Bhatti, Björn Lilleike, Peter Luber, Raphael Dumont and the participants of the Patrician forum, whose contributions and ideas have made the Patrician sequels possible.

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# 17 Appendix

## 17.1 Game Hotkeys

### Mouse Controls

#### Ships

##### Left-button click on

own ship  
pull square around ships  
own ship + Ctrl  
other ship  
water

##### Right-click on

open window  
town in sea map

position

enemy ship

(ship) convoy or ship

#### Town

##### Left-button click on

action buildings  
facility or town house

citizens

dock crane

town button in sea map

##### Right-click on

open window

### General Controls

#### Town, Sea Map

Pause

-

+

ESC

Arrow keys

F 5

F 6

F 7

F 8

F 12

Space bar

1, 2, 3, 4

TAB

Del

#### Sea Battle

Space bar, Num-0

Page up

Page down

Ins

Del

Pos1

End

##### Resulting Action

select own ship  
select several ships  
select several own ships  
display information  
deselect

##### Resulting Action

close window  
1. ship sails to this town and calls at the port  
2. trading window opens (if selected ship is at anchor)  
ship sails to position and waits there  
attack ship  
display transfer window

##### Resulting Action

enter building  
display information  
find out their opinion  
opens trade between trading office and town  
1. enter town (if own ship or trading office is in the town)  
2. display town info (if you haven't either of above)

##### Resulting Action

close window

##### Resulting Action

Stops time  
Slower  
Faster  
Closes window, Options menu  
Moves screen details  
Toggle mini-map  
Ship list  
News menu  
Leave town  
Fast forward  
Open trade window  
Units in trade window  
Switch and centre ships  
Delete selected message

##### Resulting Action

fire  
make sail  
strike sail  
seize  
loot  
escape  
hoist white flag/quit

## 17.2 Price of Buildings in Goods

Building Type	Bricks	Wood	Iron	Hemp	Gold	Building time
<b>Trading Office Buildings</b>						
Trading Office	50	20	20	-	13,000	6 weeks
Warehouse	40	20	20	-	10,000	3 weeks
Half-timbered house	25	2	2	-	5,000	10 days
Gabled house	40	10	10	-	8,000	3 weeks
Merchant's house	50	20	20	-	8,000	6 weeks
<b>Buildings for Producing Raw Materials</b>						
Iron works	-	10	10	-	10,000	10 days
Fishery	40	5	5	20	5,000	3 weeks
Grain farm	25	2	2	-	3,000	10 days
Hemp farm	25	2	2	-	3,000	10 days
Apiary	40	10	5	-	3,000	3 weeks
Sawmill	25	2	2	-	3,000	10 days
Sheep farm	50	20	20	-	8,000	6 weeks
Cattle farm	50	20	20	-	5,000	6 weeks
Winery	50	20	20	-	8,000	6 weeks
<b>Manufacturing Businesses</b>						
Brewery	40	5	5	-	5,000	3 weeks
Hunting lodge	40	10	10	10	8,000	3 weeks
Pitch Making	10	1	1	-	1,000	5 days
Salt works	25	2	2	-	3,000	10 days
Pottery	40	10	10	-	5,000	3 weeks
Weaving mill	50	20	20	-	8,000	6 weeks
Workshop	50	20	20	-	8,000	6 weeks
Brickworks	10	1	1	-	1,000	5 days
<b>Public Buildings</b>						
Roads	10	1	1	-	200	5 days
Well	10	1	1	-	2,000	5 days
Mint	80	50	50	-	25,000	8 weeks
School	80	40	40	-	15,000	6 weeks
Hospital	80	30	30	-	7,000	6 weeks
Chapel	80	30	30	-	2,000	6 weeks
<b>Town Defences</b>						
Port bombard (primitive cannon)	20	20	20	-	2,500	6 weeks
Gate bombard (primitive cannon)	20	20	20	-	2,500	6 weeks
Port cannon (bombard upgrade)	50	20	20	-	4,000	0 days
Gate cannon (bombard upgrade)	50	20	20	-	4,000	0 days
Pitch shoot	25	5	5	-	2,000	0 days
Town walls	10	1	1	-	200	5 days

## 17.3 Price of Ships in Goods

In building ships, the necessary time and cost depend on the shipyard's experience. If the shipyard is able to build bigger versions of a ship it uses up more wood and becomes more expensive.

Ship type	wood	cloth	ironware	hemp	pitch	gold
snaikka	7-11	3	3	3	20	7,650-8,800
crayer	12-16	5	5	5	30	18,270-19,890
cog	18-22	3	4	4	40	16,560-17,490
hulk	30-36	10	10	8	50	22,968-24,840
<b>Upgrading cost per level</b>						
snaikka	2	-	1	-	1	approx. 1,300
crayer	3	-	2	-	2	approx. 2,000
cog	4	-	3	-	3	approx. 3,000
hulk	5	-	4	-	4	approx. 4,000

## 17.4 Types of Goods



beer



bricks



cloth



fish



(grey) furs



grain



hemp



honey



ironware



(brown) leather



meat



pig iron



pitch



pottery



salt



spices



whale oil



wine



wood



wool