

The Guild 2



Renaissance



Manual

JoWood ENTERTAINMENT AG

Heiligenstädter Straße 201-203/Top 19,
1190 Vienna, Austria



Homepage JoWood: www.jowood.com
Homepage "Die Gilde 2": www.diegilde2.com

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ing this game. If you should experience symptoms such as dizziness, blurred vision,
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consult a doctor before playing again.

TECHNICAL SUPPORT

e-mail: support@quanticlab.com

Skype: [support.quantic.lab](https://www.skype.com/en/contacts/voice/support-quantic-lab) (Monday - Friday 10.00 - 18.00)

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1. THE TECHNICAL PART

SYSTEM REQUIREMENTS

To play 'The Guild II: Renaissance' your computer must fulfil the following minimum requirements:

DirectX 9-capable system with Windows XP or Vista, 2.2 GHz processor and 1 GB RAM (Vista 2 GB)

DirectX9 capable system with Windows XP or Windows Vista Processor with 2.2 GHz, 1 GB RAM (Vista 2 GB)

We recommend that your system fulfil at least the following requirements:

- 2 GHz Processor (Pentium or AMD Athlon XP 2400+)
- DirectX 9-capable graphics card with pixel shader model 2
- 1 GB RAM (Vista 2GB)

INSTALLATION

„Insert the „The Guild II : Renaissance“ DVD-ROM in your DVD-ROM-drive. If the drive is set to autostart, the set-up programme will start automatically. If this feature is not enabled, start the installation programme manually by doubleclicking the My Computer icon on your desktop, then on the icon for your DVD-drive. Next, either doubleclick on autorun.exe or on setup.exe, and the game install menu will open. Click on Install and then follow the instructions on the screen.

This Stand-Alone does NOT require a prior installation of Guild 2 / Pirates of the European Seas / Venice!“

START GAME

Please remember to deactivate all virtual drives before starting the game!

STARTING THE GAME FROM THE DVD

After you have put the „THE GUILD II : RENAISSANCE“ DVD-ROM in your DVD-ROM-drive, the DVD's start-menu opens up. Click Play to run the game.

STARTING THE GAME FROM THE DESKTOP

If the „THE GUILD II : RENAISSANCE“ DVD-ROM is already in your DVD-ROM-drive, but the game start menu does not run automatically, you can manually start THE GUILD II: RENAISSANCE by clicking Programmes in the START menu on your desktop, and then on „THE GUILD II : RENAISSANCE“. Select the option to Play.

THE GAME BEGINS

NAVIGATING THE MENU

Use the mouse for menu navigation and the keyboard to enter words or numbers.

MAIN MENU

The main menu appears whenever you start The Guild II: RENAISSANCE or quit a game in progress.

SINGLE PLAYER

Clicking this button lets you start the tutorial for the game, start a new single player game or load a single player savegame.

OPTIONS

Takes you to the Options menu.

CREDITS

A list of all the wonderful people who worked on THE GUILD II: RENAISSANCE.

QUIT

Quit THE GUILD II: RENAISSANCE and return to the desktop.

SINGLE PLAYER

If you want to start a single player game, you can choose between three different options.

START GAME

If you click on Start Game you can start playing a scenario.

TUTORIAL

Begin your THE GUILD II: RENAISSANCE experience with a tutorial, teaching you basic control and important features.

LOAD GAME

Load a savegame from before and continue playing.“

OPTIONS MENU

The Options menu offers a wide range of possible settings for graphics and sound in THE GUILD II: RENAISSANCE, as well as different settings for the game itself.

GRAPHICS

Picture quality, resolution, brightness, contrast and detail levels can be adjusted here.

GAME

Game speed, camera speed, tool tips, tips& tricks as well as autosave are controllable here.

SOUND

Music, background noise and dialogue volume in THE GUILD II: RENAISSANCE are adjusted from here.

2 MAPS

2.1 NEW MAPS

This add-on offers 5 new maps to play on.

CASTRUM NOVAESIA

Towns: Colonia, Novaesium, Düsseldorf and Leverkusen
Offices: Bonn

THE ARCHDUCHY OF TIROL

Towns: Hall, Kufstein and Innsbruck
Offices: Augsburg, Milan and Prague

THE KUFSTEIN AREA

Towns: Hall, Kufstein
Offices: Prague

TRANSYLVANIA

Towns: Törzburg
Offices: Trading posts and caravans

HERZOGENFURT (Duel map for 4)

Towns: Herzogenfurt
Offices: Stromfurt, Steintal, Hohnquell and Bruningen

DUCHY OF DRAGENTHAL

Towns: Herzogenfurt
Offices: Stromfurt, Steintal, Hohnquell and Bruningen

3 NEW PROFESSIONS

3.1 THE MILLER (PATRON CLASS)



Building level: Windmill
Requirements: Patron, level 1

Barley Flower

Flower is produced by grinding grain. It looks like powdered sugar, but tastes completely different.

Wheat Flower

Wheat flower is very similar to barley flower. It's just made from a different grain.

3.2 THE ORCHARDIST (PATRON CLASS)



Building level: Orchardist
Requirements: Patron, level

Honey

Just like Maya the bee and her lazy friend Willy, the rest of the world is also crazy about this sticky, nutritious 'glue'. On top of that it tastes very sweet, and the capable hands of a baker know how to turn it into delicious pastry. It is also used to brew mead.

Fruit

You should eat some fruit 5 times a day - like fruitcake, for example.

3.3 THE GRAVEDIGGER (SCHOLAR CLASS)



3.3.1 BUILDING LEVEL 1: VAULT
Requirements: Scholar, level 1



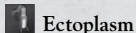
Skull

These bones used to belong to some poor soul...



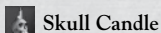
Bones

A gravedigger can make use of everything. I wonder what he might turn this into?



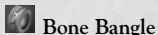
Ectoplasm

Indispensable to certain products. The gravedigger's employees use it as a glue!



Skull Candle

Might be a little spooky, but there is nothing more beautiful than letting the evening end with candlelight.



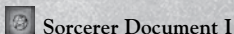
Bone Bangle

A piece of jewellery made out of the bones of people long gone or just recently deceased...



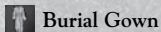
3.3.2 BUILDING LEVEL 2: CRYPT

Requirements: Scholar, level 3



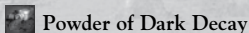
Sorcerer Document I

This document produces proof of a crime, with witnesses against the accused.



Burial Gown

Some people are said to be so generous that they'd give the shirt off their back for the good of others, but does that hold true for corpses? Well, if they are not willing to, then you might have to help a little...



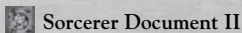
Powder of Dark Decay

If you use this powder on your competitor, he'll dry up faster than a prune in an oven.



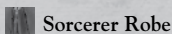
3.3.3 BUILDING LEVEL 3: GRAVEYARD

Requirements: Scholar, level 5



Sorcerer Document II

As opposed to Sorcerer Document I, here two proofs are produced.



Sorcerer Robe

If you dress in the dark robe of the sorcerers, you will receive a bonus on the rhetoric, stealth and empathy skills.

At the same time you lose some of your charisma, which is no surprise... This summer violet is mega out!

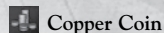


In order to be able to lend your fellow citizens money, you first have to build up some capital yourself. No capital, no business! You can then simply manage your credits and decide how much money you want to be at the disposition of the bank. Of course, you only give your clients credit with a certain interest, as you are not a charity...



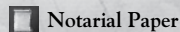
3.4.1 BUILDING LEVEL 1: PAWN BROKER

Requirements: Scholar, level 1



Copper Coin

Coins made of copper that turn green over time.



Notarial Paper

A verbal contract might be good, but a decent contract should always be put down on paper. In case the other party changes its mind, it is all there in black and white.



3.4.2 BUILDING LEVEL 2: MONEY LENDER

Requirements: Scholar, level 3

Silbermünze

There is a saying, 'Silver is lesser than gold, and gold is lesser than virtue.' So silver is not that bad after all.

Certificate

Certificates are always needed, everywhere. Each deed, be it great or small, is rewarded with a certificate.

Obligation

Obligations are extremely important, so don't lose track of who owes you how much.



3.4.3 BUILDING LEVEL 3: BANK

Requirements: Scholar, level 5

Gold Coin

All that glitters ain't gold - but in this case it is.

Stock Purchase Warrants for Gold, Silver, Iron

You urgently need gold, silver or even iron, and you can't get any? With this warrant you can! It secures you a certain amount of the desired metal.

3.5 STEINMETZ (HANDWERKER KLASSE)

3.5.1 BUILDING LEVEL 1: BRICKERY

Requirements: Craftsman, level 1



Clay

The Lord himself knew about the advantages of clay, and so he used it to create Man. In a brickery it is used to produce clay vases, among other things.

Grindstones

Needed to sharpen blades.

Clay Vase

A simple clay vase to keep flowers in.



3.5.2 BUILDING LEVEL 2: STONECUTTERY

Requirements: Craftsman, level 3

Stone Block

Solid square granite blocks. Ideal for walls or further processing.

Stone Top

Children always learn best, when they learn in a playful manner. Give your child a stone top, and it will gather precious experience points.

Bust

Important people have their image cut in stone to preserve their memory and demonstrate how important they are.



3.5.3 BUILDING LEVEL 3: STONEMASON HUT

Requirements: Craftsman, level 5

Statue

What is more impressive than a statue? Many people have vanished and eras gone by, but statues still prove their former glory.

Lucky Stone

There are people who are born lucky. For those that aren't, there are lucky stones. If you believe in luck, that is...

3.6 THE JUGGLER (ROGUE CLASS)

3.6.1 BUILDING LEVEL 1: VAGABOND CAMP

Requirements: Rogue, level 1



Willow Withes

The flexibility of this wood makes it very popular with craftsmen and jugglers.

Spindle of the Sleeping Beauty

Does your competitor stand better chances to get the office you so desperately want? Well, what impression will he make on the honourable head of the council, if he is snoring away on the bench during a council meeting? With such behaviour his chances will dramatically sink, and that opens the way for more suitable candidates - like you for instance!



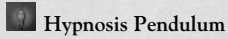
3.6.2 BUILDING LEVEL 2: JUGGLER CAMP

Requirements: Rogue, level 3



Clay

This resource is not only popular in pottery classes, but is also a universal material. The juggler knows a lot of things that he can produce with it and then sell profitably.



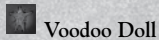
Hypnosis Pendulum

Using this perfidious object you can distract your poor victim and make them stupid all day. Your victim might have deserved it or not, but they will forget a lot of important appointments like appearing before court, or council meetings, where they might vote against you.



3.6.3 BUILDING LEVEL 3: TRAVELLING FOLKS CAMP

Requirements: Rogue, level 5



Voodoo Doll

With this doll you hold a powerful toy in your hands. Your opponent will roll around on the floor with a pained face, while you keep on poking tiny needles into the doll with diabolical laughter. He won't forget his manners next time he meets you...

3.7 INN KEEPER (ROGUE CLASS)



Building Level 1: Pub

Requirements: Rogue, level 1

The pub is not just a run-down guesthouse, no, it's a place of pleasure. And if the girls are not pretty enough for you, distract yourself with some gambling: Can you hold your drink? Then dare your luck in the drinking game. If you are out for some more thrills, you can gamble house and hearth in a dice game.



Building Level 2: Shebeen

Requirements: Rogue, level 3

Goods are rare on the market, or your town is gripped by prohibition? No problem, if you are an innkeeper, you always have an open backdoor. Your 'alternative merchant' (some would call him a smuggler), always has some of the rare resources left for you. To prevent the town guards catching you, have your capable employees distract them a little.



Building Level 3: Hedge Tavern

Requirements: Rogue, level 5

Why not use your employees to do your competitors some 'good'. Send them close to a competitor and have them sell delicious cold beer with the action 'Poison Enemies'. The poor sod won't be able to resist, and will be completely drunk after just one jar. To get rich quicker, have your employees rob their clients during this labour of love.

3.8 THE MERCENARY (ROGUE CLASS)



Building Level 1: Mercenary Quarters

Requirements: Rogue, level 1

Send your mercenaries out to collect hush-money or demand toll. Woe to the one who doesn't pay!



Building Level 2: Mercenary Castle

Requirements: Rogue, level 3

Do you have sufficient proof of the recklessness of your competitors? Then just act on behalf of the public good and organize a raid on the workshop of one of the rogues...



Building Level 3: Mercenary Fortress

Requirements: Rogue, level 5

Set up a protectorate and your mercenaries will no longer treat rogues and thieves with kid gloves. The town will thank you with head money.

4 NEW TITLES

Overview of titles:

COMMONER

Costs: --
Permitted buildings: 1
Residence: Hut
Privileges: --

YEOMAN

Costs: 500 Gold
Permitted buildings: 2
Residence: House
Privileges: --

LESSER CITIZEN

Costs: 2500 Gold
Permitted buildings: 4
Residence: House
Additional privileges: Office application on lowest level

CITIZEN

Costs: 10 000 Gold
Permitted buildings: 7
Residence: Gable House
Additional privileges: Apply for an office

FREE CITIZEN

Costs: 25 000 Gold
Permitted buildings: 10
Residence: Gable House
Additional privileges: Insult someone

PATRICIAN

Costs: 100 000 Gold
Permitted buildings: 15
Residence: Patrician house
Additional privileges: Political recognition

NOBLEMAN

Costs: 250 000 Gold
Permitted buildings: 30
Residence: Patrician house
Additional privileges: Hire promoters

BARON

Costs: 500 000 Gold
Permitted buildings: 45
Residence: Manor
Additional privileges: Noble descent

BARON

Costs: 1 000 000 Gold
Permitted buildings: unlimited
Residence: Manor
Additional privileges: Golden spoon

COUNT

Costs: 5 000 000 Gold
Permitted buildings: unlimited
Residence: Manor
Additional privileges: --

MARQUIS

Costs: 10 000 000 Gold
Permitted buildings: unlimited
Residence: Manor
Additional privileges: --

5 NEW & IMPROVED BUILDINGS

„The Guild II: Renaissance“ does not only introduce a number of new buildings, already existing ones have also been revised and upgraded.

5.1 THE ARSENAL



Here you can equip before you go into war.

5.2 THE COUNTRY HOUSE



Requirements: Nobleman

The four walls of your estate are getting too small already? Then it's time to look around for a new place of residence that matches your rank. It also makes it a lot easier to avoid meeting your family...

5.3 THE COUNTRY ESTATE



Requirements: Nobleman

The fancy people nowadays are out and about in carriages. Let the riffraff walk! Your time and feet are much too precious!

5.4 THE PLEASURE PALACE



Requirements: Nobleman

If you can call this castle your own, you really made your way up! Now lean back and take care of the important things in life: intrigues for example!

5.5 THE TOWNHALL

In the future the townhall will constantly be available for the town's inhabitants - even during court sessions and council meetings. With the new room layout there is an entrance area, where you can apply for offices, acquire titles and file a lawsuit, while in the council hall meetings and sessions go on.

6 ADDITIONAL IMPROVEMENTS

6.1 ARRANGED MARRIAGE

To gain the necessary money, you can now spare yourself the time-consuming courting and go straight ahead. You see someone in the street whom you like and who isn't yet engaged? Then don't hesitate! The costs for the arranged marriage depend on the title and fortune of the player and the person courted.

6.2 WAR

There is a war going on, and the country's bravest men are taking up arms. Are you courageous enough to go to war? Join the campaign, or let others risk their lives for your glory and honour... This way you will not only be rewarded with a part of the loot, but you will also be granted a bonus to your imperial reputation, provided the is successful! In case of a defeat you are obliged to pay reparations however, if you didn't get killed in battle that is...

To be able to take part in a war, you must be close to the arsenal. There you have the possibility to either finance mercenaries for your town or take part as an officer yourself.

6.3 BREEDING

Mass animal farming is over in „The Guild II: Renaissance“. With the use of new techniques, sheep now survive the shearing procedure and don't get killed like they used to in the good old days. The sheep are now properly taken care of and shorn regularly. Cattle, however, are still slaughtered.

6.4 AUTOMATIC TRADING ROUTES

You can now set automatic routes for your wagons. You can choose single waypoints for your routes and decide what to carry.

6.5 MONEY STORAGE



From now on you can protect your money against greedy relatives and other riffraff and store it in a hiding place.

6.6 EDUCATIONAL SYSTEM

6.6.1 SCHOOLS:

MONASTERY SCHOOL

In the monastery school your child gets a basic education and religious training for the future.

Costs: 500 Gold

SCHOOL OF THE GUILD HOUSE

Your child receives additional guild reputation.

Costs: depending on the guild reputation

SCHOOL OF THE NOBELMAN'S MANSION

Your child receives additional imperial reputation and a better education than church or guild would have offered.

Requirements: Title of Citizen

Costs: depending on the imperial reputation

6.6.2 APPRENTICESHIP:

GUILD OF THE CRAFTSMEN OR OF THE PATRONS

Send your offspring to one of the guilds, and your child will be taught the according skills depending on the will of the guildmasters.

Costs: 1000 Gold

CHURCH

In a monastery your offspring will learn how to read and write, as well as the art of herbalism.

Costs: 1000 Gold

CAPTAIN OF THE GUARD

The guard captain will teach your child everything it needs to know to be a good fighter.

Costs: 1000 Gold

COURT BAKER

If you really want your child to get somewhere in life, then provide it with the necessary title and send it to the court bakery for an apprenticeship. Only there can it learn how to bake the delicious brioches only nobility can enjoy. Hmm, and smell those rolls....

Requirement: Title of Baron

Costs: depending on the guild reputation

COURT PURVEYOR

Only the best is good enough for nobility. So if your child learns from the best, there is a brilliant future in store.

Requirement: Title of Baron

Costs: depending on the guild reputation

COUNSELLOR AT THE COURT

Who could give better educational advice to your child than the counsellor at the court? Someone who gives advice to the emperor must definitely be the right person to get your child somewhere.

Requirement: Title of Baron

Costs: depending on the imperial reputation

ARMY

If you see glorious campaigns and a career as a fighter for your child, then the army is definitely the best place to go to make it a brave and courageous soldier.

Requirement: Title of Baron

Costs: depending on the imperial reputation

SELF EDUCATION

Hand on your profane and hard-acquired knowledge to your child, as who else could teach him better about the hardships of life? And it is cheap on top of that!

Costs: --

6.7 THE QUESTION OF STAFF



You can only hire workers according to their level of experience. There is a difference between apprentice, journeyman and master.

6.8 THE QUESTION OF BUILDERS

The builders working for your neighbour are toiling away, while the constructor only sends you his most lazy workers? Improve your guild reputation, and your buildings will be finished in no time!

7 CREDITS

Runeforge Game Studio

Project Lead
Heinrich Meyer

Lead Artist
Stephan Kubisch

Lead Game Design
Heinrich Meyer

Technical Director & Programming
Fabian Hackhofer

Additional Concept & Game Design
Jakob Marczynski
Fabian Hackhofer
Tobias Horn

Scripting
Fabian Hackhofer
Heinrich Meyer
Jakob Marczynski

2D & 3D Artists
Stephan Kubisch
Jakob Marczynski

Additional Artists
Andre Panzerzynski
Isabell Panzerzynski

Map Design
Tobias Horn
Stephan Kubisch
Heinrich Meyer

Quality Assurance Manager
Tobias Horn

Renaissance Soundtrack & Sound FX
Yannick Süß
Robin Birner

Manual
Angelika Lorenz
Betatesting
Alex „Rocky_4r“ Marocchi
Ivan „Aragornil“ Lábaj
Patrick „pad11“ Donghia
„Siriusgirl“
Marcus Reichel
Alexander Just
Angelika Lorenz

Forenmoderatoren
„Merlin1“
„Freiherr Reinhold“
„nirvana“

JoWood Entertainment AG

Production

Producer
Reinhard Pollice

Testing Coordinator
Dan Dawang

Localisation Manager
Gennaro Gianì

Marketing and PR – Europe

Head of Publishing
Stefan Berger

Marketing Manager
Markus Reutner

Product Marketing Manager
Roswitha Hauke

PR Manager
Tamara Berger
Clemens Schneidhofer

Community Management
„Megalomaniac“

Graphic Artist
Sabine Schmid

Web
Ernst Satzinger
Christian Hutterer

Trailer Creation
Ernst Satzinger

Age Rating Coordinator
Thomas Reisinger

International Sales
Roland “HobbiBobbi” Hobiger

Online Sales
Thomas Reisinger

Manufacturing
Masen Watti

Legal Affairs and Business Development

Legal Affairs
Kourosh Onghaie

Business Development
Reinhard Pollice
Stefan Berger

Executive Management JoWood Group

CEO
Franz Rossler

CFO
Klemens Kreuzer

Dreamcatcher Interactive

Marketing and PR – North America

Product Marketing Manager
Dan Dawang
Bryan Cook

PR Coordinator
Michael Mota
Art Director
Jay Kinsella

Graphic Designers
Esther Sucre

Online Marketing and Web Design
Ted Thompson

Sales
Eric Edwards

CEO
Roman Wenzl

External QA:

Quantic Lab
www.quanticlub.com

CEO
Stefan Seicarescu

Lead Tester
Pap Szilveszter

Testers
Szilagyí Zoltan
Christian Arva

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