Games for Windows

⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:

VIOLENCE | BAD LANGUAGE | FEAR | SEXUAL CONTENT | DRUGS | DISCRIMINATION | GAMBLING

For further information visit http://www.pegi.info and pegionline.eu

Family Settings

Family Settings in Games for Windows – LIVE and Windows Vista® parental controls work together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to **www.gamesforwindows.com/live/familysettings**.

Introduction

The Hanseatic League was an association of Low German merchants from some 70 large and 100 to 130 smaller cities. These cities were in an area that today comprises seven European countries: from London in the west to Novgorod in the east, from Bergen in the north to Cologne in the south.

Founded in the mid-13th Century, the Hanseatic League was at first only a loose association of daring traveling merchants who plied their wares mostly by sea on the Baltic and North Seas. With the help of their cogs - solid, fat-bellied ships with a lot of cargo space and the striking stern castle on the aft deck - they brought finished goods from Western Europe to Eastern Europe and returned bearing raw materials.

For many hundreds of years, a period unimaginable from the point of view of current global economic conditions, the Hanseatic League played a central roll in German and European history. Many historians consider them a forerunner of today's globalization, as they forged economic bonds between distant countries and regions and central Europe, which in turn led to social relations.

'Patricians IV' takes you to the exciting beginnings of the Hanseatic League. Those already familiar with predecessors in the series will also be familiar with the underlying gameplay: starting out as a simple Grocer, you begin by buying goods cheaply in one city and then transporting them by ship to another city, where you then sell the goods at a higher price. The production, transportation and consumption of all goods in the game is simulated in detail and the prices determined by supply and demand. The difference between the buying and selling price is your profit - and the foundation of your entire commercial success: no matter how you acquire your goods - whether through purchase, your own production or even piracy - in the end, it is how much you have earned through their sale that counts.

Later, you will expand your merchant fleet to serve more and more towns. You will set up and optimize automated trading routes. And you will set up your own production businesses, first in your hometown, and then later in other cities where your reputation has increased sufficiently through trading. Your business will grow in the process, and with it the cities - all of the cities. Because the more you produce in a city, the more workers you need, the more people come to your city and the more goods are consumed. This consequently increases the production of goods in other cities, because your city can only produce some of the goods it requires.

And, as in the earlier games, profit isn't everything, as you also strive to rise politically within the Hanseatic Council - with the goal of one day becoming Alderman: the most famous, most popular and most successful trader in the entire

Hanseatic League.

Not everything can be regulated with a good mood and a bulging wallet: pirates scour the seas for prey - and if no one stops them, their hideouts thrive and grow. Bad-tempered princes are jealous of the cities' success and demand ever higher tribute - demands, however, with which a well-fortified city does not strictly have to comply.

By the way, the depth of play featured by the predecessors of "Patrician IV" has been maintained in all areas. In other areas, such as in setting up trade routes, research and the guild, it has even increased. At the same time, we have worked very hard to simplify entry into the game and to make the controls leaner and the events in the game world more transparent. New are also the eight competitors, one for each region. On your way to becoming Alderman you will need to overtake these competitors. And if, in addition to having fun playing, you happen to have one or the other eye-opening experience, whether due to economic domino effects or to the historical background depicted in the game, that would make us very happy indeed.

Whether you plunge directly into the introductory campaign adventure or read the manual first: we wish you an exciting trip as you delve into the adventurous life of a Hanseatic merchant and a hand's width of water always beneath your keel!

Your Patricians 4 team

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Game Controls

Interface Basics

Patrician 4 has 3 layers of play:

- In the city view, you can click on buildings and perform various actions in them. You can also build new buildings and businesses.
- The nautical chart lets you send your ships from one city to another. You can also be attacked by pirates or hunt them down yourself.
- During sea battles - if you want to conduct them manually - you will find yourself in an enlarged section of the nautical chart where you can control your convoy's escort ships individually.

Mouse and Keyboard Assignments

City View	
Enter building	Left-click
Leave building	Right-click
Select ship/convoy	Left-click ship/convoy
Change camera angle	Right-click and move mouse
Zoom	Mouse wheel
Rotate building (Construction mode)	Mouse wheel
Nautical chart	
Enter city	Left-click
Dispatch convoy	Right-click
Trade	Right-click on city
Mini-map	
Display map section	Left-click
Enter city	Left-click on city
Dispatch convoy	Right-click
Trade	Right-click on city
Naval battle	
Move ship	Right-click

Fire broadside	Left-click on water
Select ship	Left-click on own ship / Keys 1-3
Keyboard commands - City	
ENTER key	Open Trade window
K	Open Counting house
B	Open Architect
T	Open Tavern
TAB key	Cycle through convoys
TAB key (in counting house)	Cycle through counting houses
Keyboard commands - Nautical Chart	
TAB key	Cycle through convoys
Keyboard commands - General	
F1	Open Convoy list
F2	Open Logbook / Advisor
F3	Open Logbook / Assignments
F4	Open Logbook / Info
F5	Open Chronicle
Space bar	time lapse
Arrow keys	Scroll view
+ / -	Change playing speed
shift 1…0	Assign convoy to key
1…0	Call up convoy

Game Help

The Info Symbol

Whenever the info icon appears in the game you can move the mouse over it to view a detailed description of the situation. The info icon informs you about all of the background information and more complex contents.

Advisor Tips

The advisor will contact you during the game with tips and hints, depending on the situation. In addition to video and voice, a message will also be entered in the log book under “Info”, to which you can refer at any time.

Tutorial Movies

In some situations during the campaign, messages will alert you to tutorial movies. Clicking one of these messages will play a movie about the function and operation of a particular game feature.

The Advisor’s Problem List

In the logbook under “Advisor” you will always find a list of all the current events which could cause problems for your trading company. Click on an item to jump directly to the location with the problem.

The City View

1 Opens the Chronicle.

2 Changes the playing speed. We recommend leaving the speed on the lowest setting and pressing the space bar when needed. Your competitors are always active in the background, and can beat you to the deal even when trading at normal game speed if, for example, you take too long in the trade window.

3 Opens the general information on the city. Also available from the nauticalchart.

4 City population and your reputation in the city (from 0 to 100%).

5 Leaves the city and displays the nautical chart.

6 Your cash, your rank and the button which opens the Logbook.

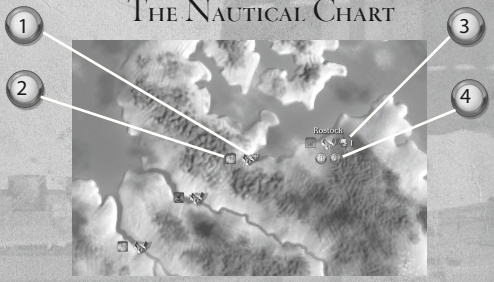
7 This bar fills up with blue color and shows you your progress towards the next rank.

8 The mini-map shows the structure of the city. Your own buildings are colored. You can also switch the mini map to the nautical chart and thus send a convoy or trade in a different city without ever leaving your current city.

9 Shows the convoy both with and without an assignment. The button on the far right opens the Convoy list.

10 Opens the Options Menu.

The Nautical Chart



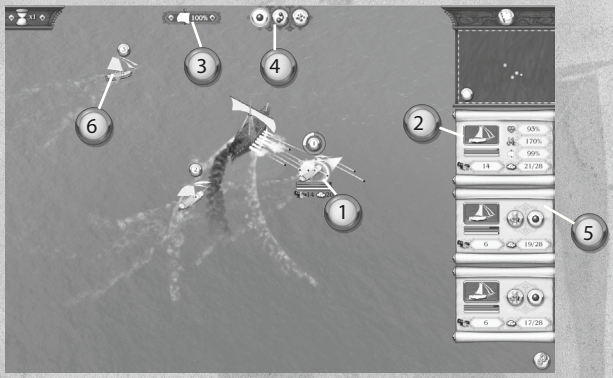
1 Every city has a different icon depending on size. Click on the icon to enter the city. Right-click on the city to send a convoy there, or to trade with the city if you already have a convoy at the port.

2 Current events and the currently most urgently needed goods are displayed to the left of each city.

3 Click the ship icon to cycle through the convoys currently in the harbor.

4 If you hover the mouse pointer over the city for a while, two buttons will appear that allow you to either inform yourself about the city or begin trade.

Naval battles



1 The selected ship will be marked by a circle below the ship. You can steer it with a right-click and fire its cannons with a left-click. Warning: a broadside will only be fired when there is a chance of hitting an enemy ship.

2 Displays details on the selected ship.

3 Here you can set the selected ship's speed (amount of sail).

4 Choice of ammunition for the selected vessel:
There are three types of ammunition: chain shot (sail damage), case shot (crew), and round shot (hull). There is an unlimited supply of all types of shot.

5 If you have more than one escort ship fighting in a battle (the merchant ships in your convoys do not take part in the battle), the current tactics and munitions used by the other ships are also shown. You can change one or both on either of the other ships at any time by pressing the button.

6 Click on one of your own ships to select it. Alternatively, you can also press the 1, 2 or 3 keys on the keyboard.

Cities and Burghers

Population Classes

Each city has three classes of citizens: the poor, the well-off and the rich. All of these people need a job in the city and housing for themselves and their families.

Each employee of a manufacturing business requires accommodation for 4 people. This means that for a company with 25 employees, the city requires housing for 100 people.

However, the three classes cannot live in the same house. Each group lives solely amongst themselves, with the rich gravitating more towards the city center and the poor more towards the outskirts - where the rents are lower.

Since every citizen works in a business, every citizen produces a product (unless there is a shortage of materials, but more on that later). At the same time, each citizen consumes a bit of each product daily, some more, some less.

Beggars

Beggars are the city's job seekers. They live on alms and neither consume nor produce goods.
However: beggars are extremely important for the city's growth, as they represent the workforce of tomorrow. The better a city is, the more beggars there are. There are also ways to increase the influx of beggars, such as feeding the poor in the church.

A city cannot grow any further if one segment of the population no longer has enough housing. In the city info you can see how many houses and different tenants a city has. There should always be a few more houses than businesses.

Trading Goods

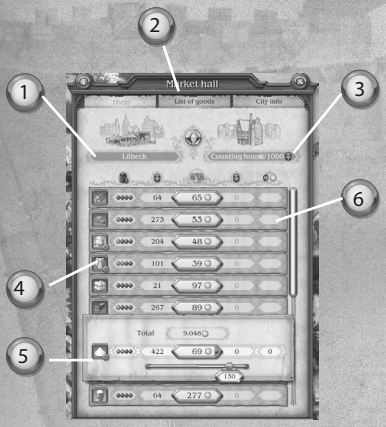
Patricians 4 simulates the historical trade in goods between the cities of the Hanseatic League. It is less about the variety of products that play a role in the life of a city and are produced their for the city's own use. 'In Patrician 4' the emphasis is on the goods that were produced in abundance in a city for sale in other cities, instead.

If one considers that cities can only produce 4-5 goods for export, but on the other hand have to import all the other goods they need, it is clear that there is a lot of activity on the seas - for all goods must be transported by ship.

Supply and Demand

The truly special feature in trading in Patrician 4 is that the prices of commodities are determined by supply and demand, and therefore change constantly, as much as today's stock prices. For example, if a city needs 200 barrels of corn for the next 10 days, and they only have 50 barrels currently in stock, they will be willing to pay a high price for every additional barrel of grain.

But as you supply grain to the city the demand drops, and the price with it.



The Trade Window

In order to trade you must select a convoy or a counting house in a city.

Then click on the city's market hall (see next chapter, Actions in Cities) or on a harbor crane.

1 The city and its supplies are shown on the left.

2 Here you can change the direction of trade, if you have a convoy selected and a counting house in the city: City - Counting house, City - Convoy, Counting house convoy.

3 Here your counting house or your convoy is displayed. Convoys have a limited capacity, but a counting house can hold more goods than it has space for by simply renting additional space - but this is expensive, so be careful!

4 Goods displaying a sprocket are produced in the city for export, and therefore are in less demand in the city - which usually makes them cheaper. But beware: even such goods can be expensive if a city is sold out..

Beside the product is the city's stock level indicator:

The product is very expensive and is urgently required by the city. Buy such a product and your reputation in the city will drop. Selling such a product increases your reputation..

Only buy such goods if you need them urgently. You cannot make much of a profit anyway, due to the high price.

The product is abundant and the price is only slightly above the price of production.

The product is produced in the city and there is a large supply in stock.

There is too much of the product on the market, and the price is therefore below the production price.

5 Click on a product to start trading that commodity. Use the mouse to move the slider left or right to adjust the amount. Special feature: as you change the quantity, the price also changes. Keep an eye on the stock level indicator while adjusting the amount!

6 The right column shows the average price you have paid. If you produce the goods yourself, then this is the price of production. It goes without saying that you should never sell a product under the average selling price - unless you have a special reason for doing so.

Spices

Spices cannot be produced within the Hanseatic League. Different quantities are transported by land from the Mediterranean to Cologne, Bruges and Thorn via the old land trade routes. Consequently, there are large quantities of spices available cheap in these three cities at irregular intervals. From there they are then shipped throughout the entire Hanseatic League.

Once you have gone up a few ranks, you can also launch expeditions to the Mediterranean in order to purchase spices directly from the source. See the chapter "Advanced Options".

Actions in Cities

You perform actions within a city by clicking one of the buildings there.

1 **Market hall**

The market hall and all harbor cranes open the Trade window (see chapter "Trading Goods")

2 **Your Counting House**

For the most part, it provides information about your transactions within a city.

- Balance for your business in the city
- Storage capacity and guards
- Your businesses' inventory, daily consumption and production
- Personal (wife, children, title in the city)
- Move to another city
  Furthermore, in the counting house you can also hire an administrator and delegate the automatic buying and selling of goods to him (see Advanced Options / The Administrator).

3 **Shipyard**

Here you can commission the building of a ship or buy one out of the stock on hand (at a steep price). Available ships come from other traders who have sold them to the shipyard. You, too, can sell a ship to the shipyard any time you wish.
You can also have a ship armed with cannons in the shipyard (the vessel must be in port as a single ship - not part of a convoy).

4 **Town Hall**

The Town Hall offers:

- Ratskeller
- Posting of city assignments
- A list of the most popular citizens in the city (very handy if you want to be mayor yourself)
- The Office: Here you can make suggestions as to what should be done as the next in the city or which municipal buildings should be built, once you reach the rank of Councilman. Of course, you will have to wave enough cash to make a proposal attractive.
- You can provide a patrol convoy to protect the harbor and the approach to the city, a convoy which automatically attacks any pirates sighted. Increases your reputation in the city.

As mayor of a city, you have full access to the office and can make all the decisions yourself (see chapter "Mayor").

5 **Church**

In the church, you can at first pray and donate gold for the expansion of the church (increases your reputation). Once the church has been upgraded to a minster you can feed the poor. This increases the number of beggars and your reputation.
Once the upgrade to cathedral is complete you can even buy indulgences. They allow you to erase against any negative reputation (which you have acquired through piracy or sabotage, for example) in an instant through payment of a significant sum.

6 **Guild**

The Guild offers the following areas:

- Membership / Privileges: You require the Guild's consent before you can build a counting house in a city. The same applies if you want to begin producing goods.
- Trader: Displays a list of the most popular merchants in the Hanseatic League. Very handy if you have an eye on the Alderman's seat (see chapter "Alderman").
- Statistics: Displays a selection of statistics concerning the entire Hanseatic League.
- Expeditions: shows which goods trading spots have already been discovered in the Mediterranean.
- Measures: when certain events occur (e.g. if there are too many pirates active in the Hanseatic League), the Alderman and the Hanseatic Council meet to decide which measures are appropriate to solve the problem. These measures are then announced to the ablest traders in the Hanseatic League. Carrying out these measures increases your reputation in the Hanseatic League considerably - a good thing for a prospective Alderman.
- Official duties: Once you have actually managed to become Alderman, you can decide which measures are to be displayed in the Guild yourself (see chapter "Alderman").

7 **Tavern**

You can hire additional sailors for your convoys in the tavern. Note: You only need this additional crew for faster operation of your cannons. Your ships always automatically have a basic crew on board.
You can also accept assignments in the tavern, or hire villains to engage in morally dubious tasks, such as sabotaging your competitors.
Inasmuch as the sailors all meet in the tavern to share their experiences and rumors of pirates, you will also find a list of known pirates here.

8 **Architect**

Every city has an Architect, who sees to it that the many traders and businesses in the city comply with building regulations and do not hinder one another. You must therefore visit the architect whenever you want to erect a building in the city. For details, see the chapter “Construction”.

9 **City gate**

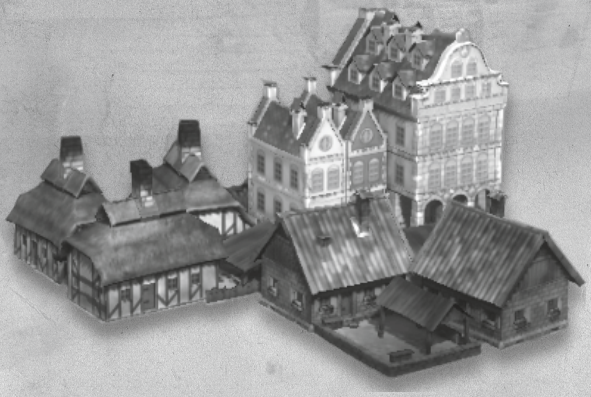
You can meet envoys from local Princes at the city gate. See the “Princes” section of the chapter “Competitors and Enemies”.

10 **Marketplace**

The bigger the marketplace, the bigger the city. The more burghers throng the markets, the more prosperous they are.

11 **Businesses and Houses**

Click on these buildings to find out who owns them. These owners always represent your competitors in a city.
In addition, for businesses the goods produced are shown, as is the number of inhabitants for houses



Businesses and Buildings

Businesses, houses and other buildings can be built in each city. You simply visit the architect and select the desired building. Once you have placed the building and paid for its construction, the building materials required are collected from the market hall and construction begins. If the required building materials are not available, the architect will wait until they are before beginning construction..

A business's construction costs include the cost of building site, construction, fees and the cost of building materials. The more building materials currently cost in the market hall, the more you have to pay for construction. If you sell the building materials needed to the city before erecting a building, you can earn double: first by selling the goods, and then by paying significantly less for the building's construction.

Production Buildings

Each city can produce 4 to 5 goods for export to other cities. The standard unit of weight for goods produced is the Lübeck Salt Barrel, or "Barrel" for short.

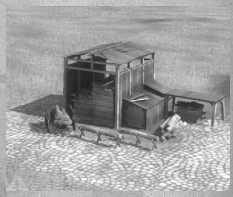
The cost of production per barrel of a given product is calculated as follows:

- The business's basic operating cost (property tax, maintenance ...) of 50 gold pieces per day
- The daily labor costs (6 gold pieces per worker × 25 workers at maximum load)
- The amount produced each day in barrels
- Raw material costs

The following overview describes the characteristics of all of the businesses in Patricians 4. The daily costs include basic operating costs, labor and (raw materials at production cost).

Sawmill

Production per day	6 Wood (Basic product)
Raw materials required	---
Cost per day	200
Cost per barrel	33
Construction costs	6000 20 40

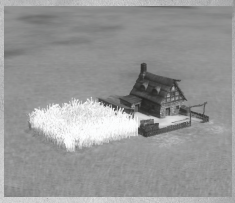


Brickworks

Production per day	6 Bricks (Basic product)
Raw materials required	---
Cost per day	200
Cost per barrel	33
Construction costs	6000 20 40

Grain farm

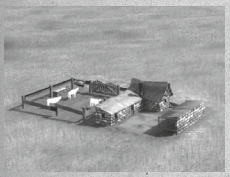
Production per day	6 Grain (Basic product)
Raw materials required	---
Cost per day	200
Cost per barrel	33
Construction costs	6000 20 40



Hemp farm

Production per day	6 Hemp (Basic product)
Raw materials required	---
Cost per day	200
Cost per barrel	33
Construction costs	6000 20 40

Sheep farm



Production per day	4 Wool (Basic product)
Raw materials required	---
Cost per day	200
Cost per barrel	50
Construction costs	6000 20 40

Smelter

Production per day	4 Metal (Basic product)
Raw materials required	---
Cost per day	200
Cost per barrel	50
Construction costs	6000 20 40

Beekeeper

Production per day	4 Honey (Basic product)
Raw materials required	---
Cost per day	200
Cost per barrel	50
Construction costs	6000 20 40

Salter

Production per day	4 Salt (Basic product)
Raw materials required	4 Wood
Cost per day	233
Cost per barrel	58
Construction costs	6000 20 40

Smith

Production per day	2 Metal goods (Refinement)
Raw materials required	2 Metal + 1 Wood
Cost per day	333
Cost per barrel	166
Construction costs	10000 40 80

Mead brewery

Production per day	2 Mead (Refinement)
Raw materials required	2 Honey
Cost per day	300
Cost per barrel	150
Construction costs	8000 30 60

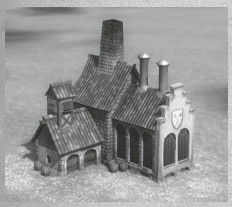
Tailor

Production per day	1 Clothing (Refinement)
Raw materials required	1 Cloth
Cost per day	350
Cost per barrel	350
Construction costs	10000 40 80

Weaver

Production per day	2 Cloth (Regional good)
Raw materials required	2 Wool
Cost per day	300
Cost per barrel	150
Construction costs	8000 30 60

Brewery



Production per day	3 Beer (Regional good)
Raw materials required	0.75 Wheat
Cost per day	300
Cost per barrel	150
Construction costs	6000 20 40

Smokehouse

Production per day	3 Stockfish (Regional good)
Raw materials required	3 Hemp + 1.5 Salt
Cost per day	390
Cost per barrel	130
Construction costs	10000 40 80

Dairy

Production per day	2 Cheese (Regional good)
Raw materials required	---
Cost per day	200
Cost per barrel	100
Construction costs	6000 20 40

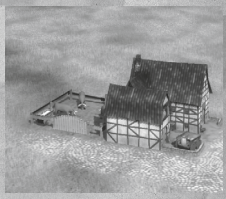
Pitch maker

Production per day	2 Pitch (Regional good)
Raw materials required	1.5 Wood
Cost per day	233
Cost per barrel	116
Construction costs	6000 20 40

Hunting lodge

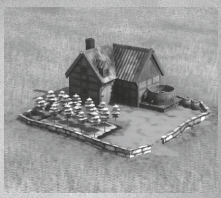
Production per day	1 Pelts (Regional good)
Raw materials required	0.5 Hemp + 0.5 Metal goods
Cost per day	300
Cost per barrel	300
Construction costs	10000 40 80

Stock farm



Production per day	1 Meat (Regional good)
Raw materials required	1.5 Salt
Cost per day	288
Cost per barrel	288
Construction costs	10000 40 80

Winery



Production per day	0.5 Wine (Regional good)
Raw materials required	---
Cost per day	200
Cost per barrel	400
Construction costs	10000 40 80

There are 8 different regions in world of the Hanseatic League. Each region features one product which can only be produced there. Since these goods are in demand throughout the Hanseatic League, these regional products can be produced in huge quantities in their home region, making them a safe source of income.

Other Buildings

In addition to the businesses, there are other buildings that can be built in a city:

Counting house

The counting house is always your first building in a city. Without a counting house you can neither erect any other buildings nor conduct any local trade.

Construction costs 10000 40 80

House

Employees require housing for themselves and their families. If there is no available housing in a city, the businesses will be unable to find workers.

Each house can shelter 100 burghers, or 25 workers plus their families. So on the average, each business requires one house. Each house is home to only one class of burgher, as detailed in the "Population Classes" section of the chapter "Cities and Burghers".

Construction costs 14000 40 80

Convent school

Increases the immigration of beggars by 50%.

Can only be built by the mayor. In those cities where you are not mayor, you may submit an application to have this building built to the City Council.
Can be upgraded to a University and then used for research (see chapter "Research").

Construction costs 14000 60 120

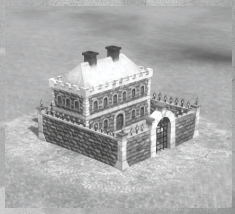
Hospital

Reduces the likelihood of an outbreak of disease. The security is highest when there is one hospital per 3000 inhabitants.

Can only be built by the mayor. In those cities where you are not mayor, you may submit an application to have this building built to the City Council.

Construction costs 14000 60 120

Coins



Increases the number of well-off and rich burghers.

Can only be built by the mayor. In those cities where you are not mayor, you may submit an application to have this building built to the City Council.

Construction costs 14000 60 120

Chapel

Increases the burghers' satisfaction in hard times.
Can only be built by the mayor. In those cities where you are not mayor, you may submit an application to have this building built to the City Council.

Construction costs 14000 60 120

Furthermore, you can also build a few other buildings such as walls (see “Princes” in the “Competitors & Enemies” chapter), defensive towers and fountains. As usual, you have commission the architect to build these buildings.
If you found a new outpost you must also build the other public buildings required, such as a church, a town hall, a market hall and a tavern.

Ships and Convoys

It goes without saying that ships are a Sea traders’ most important assets. Once you acquire a ship from the shipyard it will be available in the harbor. Before you can do anything with the ship, you must either add it to a convoy or hire a captain for it - whereby a new convoy is formed.

Organizing Ships

The following is a list of the main possibilities offered by a ship:

Form a New Convoy

To form a new convoy, click on your ship in the harbor and then click on the “Build a convoy” button on the right of the interface. This will automatically hire the best captain currently available in the city.
Do not worry if the captain is somewhat inexperienced, as he learns from experience and will improve with time.

Adding Another Ship to Your Convoy

If you would rather add a single ship in the harbor to an existing convoy, anchor the convoy in the same port as the ship. Then select the convoy and click on the “Organize”. This opens a dialog where you can easily shuffle ships back and forth between the convoy and the harbor.

Arming a Ship With Cannons

Before you can arm a ship with cannons it must lie alone at anchor in the harbor. Then visit the shipyard and have it armed with cannons.
A ship cannot protect a convoy until it has been armed with cannons.
Most ships can be upgraded twice, although some cannot be upgraded at all. Each upgrade costs cargo capacity. In addition, upgrades cannot be rescinded.

Basic Crew and Additional Crew

Each ship automatically comes with the basic crew required for normal operation. Once you have upgraded a ship, however, you should make sure you hire additional sailors to man the cannons, as otherwise the reload time in battle will suffer immensely.
You can hire sailors to man your cannons in any tavern. 4 sailors can be hired per cannon.

Assign a Ship as Escort for a Convoy

To assign a ship to a convoy as escort, simply add the ship armed with cannons to the convoy. Then select the convoy and click on the Ship list button (1). Select the ship armed with cannons (2) from the Ship list and click on the “Escort ship” button (3).

Types of Ships

The following is an overview of all the different types of ships. A few important pieces of information about the list:

- The construction costs shown for ships are approximate. As in building construction, they can vary according to the current cost of building materials in the market hall.
- The price ratio refers to the ratio of cargo capacity to price.
- Some ships can only sail the seas, while others can sail both rivers and seas.
- The hit points represent a ship's durability. This plays a key role in naval battles. However, your ships are also subject to normal wear and tear on the high seas, and must be refitted in the shipyard at regular intervals.
- The basic costs are based on the cost of the basic crew. These costs arise only when the convoy is at sea. The convoy's captain and the additional crew generate additional costs, even if the convoy is at anchor.
- The Hanseatic cog, the river cog and the caravel are special ships which first become available one the corresponding research has been completed.

Snaikka

Capacity	200
Speed in knots	4 - 7
Speed in m/s (internal)	16 - 28
Maneuverability	100%
Construction costs (craftsmen)	10000 Gold
Building materials	Ca. 6000 Gold
Price ratio (Capacity / Price)	Cheap
River / Sea	Both
Upgrade options	2x
Hit points	50
Basic costs / Day (When at sea)	20

Crayer

Capacity	300
Speed in knots	5 - 7
Speed in m/s (internal)	20 - 28
Maneuverability	90%
Construction costs (crafts-men)	15000 Gold
Building materials	Ca. 11000 Gold
Price ratio (Capacity / Price)	Expensive
River / Sea	Both
Upgrade options	2x
HP	75
Basic costs / Day (When at sea)	30

Cog

Capacity	500
Speed in knots	4 - 6
Speed in m/s (internal)	16 - 24
Maneuverability	80%
Construction costs (crafts-men)	25000 Gold
Building materials	Ca. 17000 Gold
Price ratio (Capacity / Price)	Cheap
River / Sea	Sea
Upgrade options	2x
HP	125
Basic costs / Day (When at sea)	50

Hulk

Capacity	650
Speed in knots	4 - 7
Speed in m/s (internal)	16 - 28
Maneuverability	90%
Construction costs (crafts-men)	32500 Gold
Building materials	Ca. 22600 Gold
Price ratio (Capacity / Price)	Expensive
River / Sea	Sea
Upgrade options	2x
HP	160
Basic costs / Day (When at sea)	65

Hanseatic cog

Capacity	1000
Speed in knots	4 - 6
Speed in m/s (internal)	16 - 24
Maneuverability	60%
Construction costs (crafts-men)	50000 Gold
Building materials	Ca.30000 Gold
Price ratio (Capacity / Price)	Cheap
River / Sea	Sea
Upgrade options	0x
HP	250
Basic costs / Day (When at sea)	100

River cog

Capacity	1000
Speed in knots	4 - 6
Speed in m/s (internal)	16 - 24
Maneuverability	70%
Construction costs (crafts-men)	50000 Gold
Building materials	Ca.30000 Gold
Price ratio (Capacity / Price)	Cheap
River / Sea	River
Upgrade options	0x
HP	250
Basic costs / Day (When at sea)	100

Caravel

Capacity	2000
Speed in knots	6 - 8
Speed in m/s (internal)	24 - 32
Maneuverability	50%
Construction costs (crafts-men)	100000 Gold
Building materials	Ca.60000 Gold
Price ratio (Capacity / Price)	Medium
River / Sea	Sea
Upgrade options	0x
HP	500
Basic costs / Day (When at sea)	200

Captains

Each captain has four areas of experience, each with five levels. Although a captain automatically gains experience as time passes, he can also learn from trainers, who can occasionally be found in taverns.

A captain's four areas of experience are:

Experience Value	Effect	Limitations
Combat experience	Increases damage during naval battles. The damage increases by 2% per point..	- none -
Trade experience	Shorter halts on trade routes. The lay time decreases by 10% per point.	1 point is required for trade routes
Ship construction	Shorter repair times. The repair time required sinks by 5% per point.	- none -
Navigation	Faster travel: the convoy's speed increases by 2% per point.	3 points are required for expeditions.

To find out more about your captain's current experience values, select the convoy and then click the third button "Convoy properties".

Naval battles

Whenever one of your convoys at sea is attacked by a pirate, a dialog instantly pops up in which you can make one of the following decisions:

Escape Attempt
If your convoy does not have an escort, or if it is not powerful enough, you can try to escape. It is usually unsuccessful, however, but your ships immediately surrender, after which the pirates' plundering is quite moderate.

Manual Combat
To defend your convoy yourself, choose automatic combat. In this case, the naval battle view opens and you can control your escort ships manually (see "Naval Battles" in the chapter on "Game controls").

Automatic Combat
If you are certain that you will win the naval battle, you can select automatic combat. In this case you do not have to watch the battle yourself, and you immediately receive information on the outcome of the battle. If you win, you can even plunder your opponent's ships.
However, automatic combat is not available if you are the aggressor.

You can also start a naval battle yourself. To do so your convoy must have at least one escort ship. You then have the following options:

Attacking a Pirate
To attack a pirate, right-click the pirate ship on the nautical chart. The selected convoy will then attempt to catch the pirate. If they are successful, the naval battle dialog will open as usual.

Attacking a Trader

First, select the convoy and click on the "Convoy properties" button (1).
Now click the "Hoist pirate flag" button (2) to raise the pirate flag over your convoy. Your convoy is now more-or-less anonymous. Now you can right-click a trader convoy on the nautical chart to attack it. If your attack is successful, you can plunder the convoy at the end of battle.
But be careful: there is a certain probability that convoy will still be recognized, or that one of your sailors is a little too chatty. Both will lead to a nasty loss of reputation in both the Hanseatic League and the trader's hometown.

The Patrol Function

You can also have your convoy patrol an area at sea - such as close to a city, for example. To do so, activate the "Patrol" function (3). The convoy will then automatically attack any pirates who come

within range.
You can also combine the patrol function with the pirate flag to automatically attack any traders who come within range. Again, be careful, as doing so will cause the Hanseatic League to send out their Battle convoy “Die bunte Kuh”, which will immediately take up the hunt for your convoy. So never stay too long at any one position if you want to stay away from this convoy.

Only your escort ships take part in naval battles - and that can be a maximum of three vessels. If the battle ends in plundering, however, the merchant ships are always affected.
Convoys traveling a trade route will always fight their battles automatically when attacked. If the captain feels he cannot win, he will immediately surrender in order to avoid unnecessary damage to his convoy and to hold the plundering to a minimum.

Capturing Ships

Under certain circumstances, you can also seize one of your opponent’s ships after a successful battle. The following conditions must be met:

- Your convoy must have been attacked.
- Your opponent is a pirate.
- You have sunk all of the opposing ships but one, and have reduced the number of cannons on that ship to 0.

If these conditions are met, the crew of the last ship will be so demoralized that they will surrender.

Reputation and Advancement

Reputation

City

You have a reputation in each city. You require a certain reputation before you can acquire privileges from the local Guild, such as when you wish to build a counting house or other building, for example. If you wish to become Mayor of a city you will require an extremely good reputation (see “Mayor”).

The following actions improve your reputation:

- Selling a city goods when their stock level indicators are at 0
- Accepting and completing an assignment from the town hall
- Donating to the church
- Upgrading the church
- Per worker in your employment (×)
- Per tenant in your houses (x)
- Per special building you have built (x)
- When you provide a patrol convoy (x)
- You receive a reputation bonus in your hometown (x)

The following actions lower your reputation:

- Buying goods from a city when their stock level indicators are at 0
- Sabotage, piracy (if you are recognized)
- Blockading a city

As always, people eventually forget your actions. Respect gained through individual actions (e.g. trade) is eventually forgotten. This also applies to bad things such as piracy. The respect gained for items marked with an (×), however, is permanent - as long as the situation persists.

Hanseatic League

You also have a reputation amongst the Hanseatic Councils and Mayors in the Hanseatic League, which is to say all of the cities. It is composed of your city

reputation and your guild reputation.
It increases whenever you fulfill a Guild assignment or upgrade a city you yourself have built (see “Advanced options” in “Building New Outposts”).
Your Guild reputation sinks whenever you fail to complete a Guild assignment you have accepted, or when you fail to react to global events as Alderman..

Ranks

As a Trader you can attain the following ranks:

- Grocer: this is your starting rank
- Trader
- Wholesaler (required to be able to erect buildings)
- Merchant
- Traveling merchant (you must attain this rank before you can outfit expeditions)
- Grand merchant
- Councilman (required to submit applications to the council and to contact princes)
- Council Chairman (required for Mayor)
- President
- Patrician (required for Alderman)

Before you can advance to the next rank you will have to amass a certain wealth (calculated according to your cash, your ships, your goods, your businesses and your houses).
You can see just exactly which conditions you must fulfill by hovering the mouse pointer over the advancement bar at the upper right.

Mayor

As mayor of a city you have a new tab available to you in the town hall. As mayor, you can build many other buildings and, above all, plan new and larger walls to create more space for homes and businesses to be brought under the protection of the city. This has an impact most especially felt when the city is besieged by a local prince (see “Princes” in the chapter on “Competitors and Enemies”).

To become mayor of a city you will require a better reputation than any of the other candidates. Above all, you must employ more workers than your competitor, should he also be running for mayor. Remember that for a burgher steady employment is the most important thing there is.

Alderman

To become Alderman you will require a better reputation in the Hanseatic League than any of the traders. You can do this by earning an excellent reputation in a few cities and a respectable reputation within the Guild. Fulfill a couple of Guild assignments if you want to become Alderman.

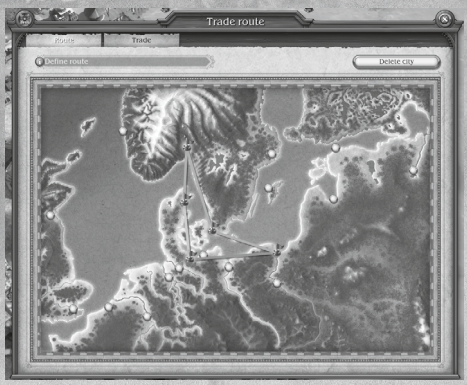
As Alderman, you can determine the reactions to events in the world which lead to Guild assignments yourself. When an event occurs, you can look in the Guild to see if there is a suitable measure available and then decide on it immediately. The Hanseatic Council then draws up an assignment available to all reputable traders - including yourself.

Advanced Options

Trade routes

Creating a Trade Route

If your company has several branch offices in various cities and several convoys, you may not want to control all the convoys by hand. In this case, you can set up automatic trade routes for your convoy. Setting up a trade route consists of several steps:
First, select a convoy and click on the “Trade route” button on the right of the convoy window. Now select “New trade route” and then “Edit route”.



Step 1:

First specify which cities which the convoy is to visit in which order. Once the last city has been visited the convoy automatically returns to the first city of the route. You can also visit a city twice on the same trade route..

Step 2:

Now click the “Trade” button above the map. A list of the cities in the correct order will appear. Now click on one of the cities to display its goods list. There are three areas:
“Do not trade”, “Automatic trade” and “Trade according to specifications”. Automatic means that the captain will buy cheap goods independently and sell expensive goods automatically.
To move a good to a different area, click on the good and hold the mouse button down.

Step 3:

This step is optional, as the automatic trade works quite well if you select cities that produce as wide a variety of goods as possible. But in order to give the captain precise instructions as to which products he is to buy or sell at what price, and in what quantity, you will have to move the goods into the “Trade according to specifications” area. This activates another area to the right in the dialog, which the allows you to set the following:

A. In the first column, you specify whether you want to move the goods into your counting house in the city or sell them to the city instead.

B. In the second column, you determine the maximum amount of goods product to be unloaded or sold.

C. In the third column, you specify the minimum price you want to charge for the goods. When you press on the "100%" button at the very top, the normal production price for the goods will be entered.

D. The "Trade mode" button lets you switch between unloading and loading.

In principle, you can specify loading and unloading parameters for each individual good.

Example

Let us assume that you produce salt in Lübeck and want to sell the salt automatically in Aalborg and Malmö. The simplest option would be to specify the product Salt in Lübeck and then load the maximum amount possible from your counting house onto the ship. In Aalborg and Malmö you simply drag the goods into the "Automatic trade" area.

Of course, the route becomes even more effective when you test to see what price you can demand for salt in Aalborg and Bruges. It goes without saying that you should still include other products in the route.

Monitoring Trade Routes

You can see how much profit (or loss) a trade route makes as soon as your convoy has completed one entire tour. Click on the “Convoy list” button below the mini-map at top right and then select the “Trade routes” tab.

The Counting House Administrator

The counting house administrator allows you to set up automatic trading in your counting house - similar to that used on trade routes. Hire an administrator and then specify which goods he is to buy up to which stock level and the maximum price he is to pay the city. Furthermore, you can also specify how much of which goods he is to sell to the city and the minimum price he is to charge.

Two examples of how the administrator can be of real use:

Let us assume that you produce salt in Lübeck. To do that you also need some wood as raw material. To ensure that you always have enough wood on hand, you can have your administrator ensure that there are always 10 barrels of wood in your counting house. Of course, you can always acquire wood yourself, and maybe at a better price, but it is good to know that the administrator is there in an emergency.

Let’s assume that a trade route delivers large amounts of meat to Lübeck. But sometimes the demand in Lübeck just isn’t sufficient to allow you to sell the goods at a decent profit. In this case, you just have the goods delivered to your counting house and instruct your administrator to sell the meat when the price is more favorable.

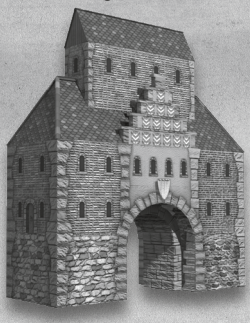
The administrator can also protect stocks in the city from being taken for trade routes. For example, if you do not want your stock of wheat to drop below 50 barrels due to a trade route, because you want to keep that much to supply your breweries, you can have your administrator reserve that quantity. To do so, set the sale of wheat to sell everything except for a minimum remaining stock of 50 barrels, and then block that remaining stock by moving the mouse pointer over the product icon and clicking the "Block minimum stock" button which appears.

Expeditions

Once you have reached the rank of "Traveling merchant" you can send out expeditions to the Mediterranean to procure spices for the Hanseatic League. Wine and cloth are two other products which can be bought cheaply in the Mediterranean - although this is usually unnecessary, as you can produce both goods within the Hanseatic League, as well.

In return, you can sell metal goods, skins and pitch in the Mediterranean.
Before you can send a convoy to the south, you must first acquire permission from the Guild to do so. Then you equip your convoy according to the guidelines, select it and right-click on the sea in the extreme southwest of the map (southwest of London). This then opens the expedition dialog.

Before you can start trading goods, however, you must have discovered at least one Mediterranean port. So, at the start, you have no choice but to have your expedition scour a few coastlines.
Upon returning from an expedition your convoy always sails back to your hometown. Your captain also writes a report, which can be viewed in the convoy list's "Expedition" tab.



Research

You can upgrade a convent school to a university. Luckily, the monks allow you to submit research projects. Research back then bore little resemblance to research today - it was more like "collecting". The scholars of that time basically assimilated and correlated knowledge gained while traveling, and from the perusal of foreign documents.
We are not going to reveal too much here in order to allow you to explore the research yourself. But: there are new types of ships and outposts to discover!

The more universities you build in the Hanseatic League, the faster research will be completed.

Founding New Outposts

Once you have attained the rank of "Council chairman" you can take on special guild assignments. Fulfilling these assignments is very useful as it enhances your reputation within the Hanseatic League. Occasionally the Guild will offer an assignment calling for the establishment of a new outpost. This assignment always appears once a "Geography" research project has been completed, which you can as even start yourself as builder of the university. However, it also appears in other situations as well.
Once you have accepted the assignment, your job is to help a small village grow into a city. First, however, you will have to build a few buildings - such as a market hall, town hall and a church, for example. And that requires an awful, awful lot of building materials.
Once you have delivered the building materials, the city will automatically be built. Since you are lord of the city in the new outpost, you are automatically mayor for life (unless you leave the citizens in the lurch). You can therefore go to the Town Hall and have the town upgraded to a Hanseatic trading post whenever you so desire.

Other traders will not visit the city until it has reached Hanseatic trading post status. Until then, you will have to supply the city and its needs yourself. You will have to decide when the time is right for the upgrade. But it is important to remember that you can lose your "Lord of the city" title forever, if the city is too poor for too long.

Competitors and Enemies

Competitors

Whenever a foreign convoy anchors in port, you can be certain it belongs to a trader. You will meet them time and again on the seas, as they are incredibly numerous. They tirelessly transport goods from one city to another, always looking for a good offer or a profitable demand.

Yet many of them are just simple local traders, who usually are not interested in traveling any long distances. Your real competitors, your opponents, are wealthy business people who want to build themselves a sizeable business just as you do. Each region has one of these competitors. They are often mayors in their respective hometowns, and strive for wealth, prestige and power. Don't worry, you will meet your competitors soon enough, for they are watching your every step very carefully indeed, and will soon let you know if something is not to their liking.
Should you someday wish to topple one of your competitors from their position as mayor you will have to acquire a better reputation than they have, as jobs are the most important thing to a city's burghers. You must therefore either build more businesses than your opponent, or take over some of his. As far as the last option is concerned, there are various possibilities:

1 The easiest but most expensive method is to simply buy up some of your competitors' holdings. But, of course, he will see through your plan and demand a higher sum for each business bought..

2 Another method is to create a shortage of the materials a competitor requires for production. If your competitor produces meat, for example, you can buy up all the salt in the city and see to it the little or none is delivered (such as by having a convoy hoist the pirate flag and blockade the harbor, for example). After a while, production will be too inefficient for your competitor and he may end up tearing down one of his businesses. Of course, this method will cause a huge drop in your reputation, but if you start to produce the goods yourself afterwards, your reputation will recover.

3 There is also a third method: produce huge quantities of the good in question yourself, and then throw so much of it on the market for a period of about 2 weeks that the city permanently has 4 bars of stock and the price drops below the cost of production. The product will no longer be lucrative, and your opponent will have to fire his employees, one by one. Eventually, he will also tear down some of his businesses.

When you build new businesses in your region your opponents will automatically do the same in theirs. After all, your businesses need workers, and they in turn consume goods. If a competitor notices that the demand for goods - and thus the price - rises, they will eventually increase their production - and grow in the process.

Princes

Every region has a prince, whose country is home to several cities. This may be a duke, a baron, or even a king. These rulers have at some point in time granted their communities their town charters, which made them cities and gave them the right of self-management.

Although these princes for the most part leave a city in peace, every once in a while one of them becomes envious of the city's success and demand tribute. The larger and more prosperous a region's cities are, the more demanding the claims. When the city fulfills the prince's demands, he remains satisfied. Should he feel neglected, he will become angry and, in extreme cases, may even decide to lay siege to a city in the region - which can have dramatic consequences for a city, as during a siege are all businesses outside the city walls are shut down.

So you basically have two ways to protect your city open to you: either you fulfill the local prince's demands or you ensure that the city is protected by a bigger, stronger wall with gates protected by guard towers. You can do both from the town hall by either convincing the town or city council or, if you are mayor, by making the necessary decisions yourself.

You can contact the local prince's envoy via the city gate to - provided you have attained the rank of councilman. You can learn more about his level of satisfaction and his current demands at the city gate.
If the prince unhappy, it is not always possible to predict which city he will lay siege to. However, you can estimate this if you monitor his troop strength in the vicinity of each city (this information is obtained at the city gate).
Once the prince has selected a city, his troops will attack the gate which appears to be most poorly defended.

Pirates

In Patricians 4 there are two types of pirates: on the one hand, there are those hired by a city, a country's prince or a trader (if, for example, you hired some in the tavern).
On the other hand, there are also the simulated pirate clans. These include, for example, the famous pirate Störtebecker. Pirates always have a hideout from which they operate: sending their convoys out to loot traders before returning from time to time to unload the looted goods and repair their ships.
The more successful a pirate clan is, the more ships they have and the more convoys the will send out.

When the pirate proble gets to be too much, you have the following options:

1 Set out to search for pirate convoys. In the tavern you can pick up clues about their last known location. You will also receive a reward from the Hanseatic Council for each convoy destroyed..

2 You can also strike a heavy blow against a pirate clan by attacking their hideout. But you have to find their hideout first: for this you have to observe a pirate convoy returning to its home and then follow it. If you can see just where on a coastline it disappears from the map, you have a real chance of finding their hideout. If this is the case, the guild at once offers an assignment which allows you to destroy the hideout. Then wait a couple of days to allow as many convoys as possible to return there. When you attack the hideout, you will fight all of the pirate convoys found there in sequence. If you win the hideout is automatically destroyed, as it does not have any defenses of its own..

Once you have accepted the guild assignment to take out a pirate's nest, you should wait a few days before you attack. Once they hear you are coming, the pirate convoys will gather there to offer you a suitable reception.
If you destroy a pirate clan's hideout while one of their convoys is still underway somewhere else, that convoy will simply find another hideout and re-emerge at a later date under a new name.

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Therefore, we need the following information:

- The complete product name.
- If available, the exact error message and a description of the problem.

Both services are free of charge. Please note, that we are not able to anwser requests concerning tips and tricks via email.

However, before you contact our support team:

- Please make sure that your PC fullfills the system requirements.
- When you are placing the call, please make sure that your PC is switched on. Additionally, please start the DxDiag program before your call, as the information of this Microsoft software will help us to find the problem.

How to start the DirectX diagnostic program ("DxDiag"):

Windows XP: Please click on the "Start"-Button on the taskbar and afterwards „Run". Please enter "dxdiag" (without quotation marks) and click on „OK".
Windows Vista: Please klick on the "Start"-Button. Under "Start search" please enter "dxdiag" and push the „Enter"-Button.

Exchange of serial codes (serial number / CD-Key)

NOTE: serial codes cannot be replaced! Please make sure, that you don´t lose your serial code. In case of loss, you have to buy a new game. Therefore, please avoid requests in this vein.

Exchange of CD/DVD's

We offer you a free exchange of damaged CD/DVD's, up to one year after the first publication of the product. Therefore, please send us only the damaged media as well as your name and address to the following address:

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