

# Bellfortis Handbook

Version 0.9.1 based on Bellfortis v. 1.0.2

*As I am not a native English speaker, please excuse my English, hopefully someone will correct it in time. :)*

How to play the strategy game Bellfortis - a guide to the basics of the indie grand strategy game Bellfortis created by Rake in Grass.

The game page: <https://store.steampowered.com/app/2532470/Bellfortis/>

## About the game

Bellfortis is an independent strategy game set in the Early Middle Ages that alternates tactical turn-based map play with real-time battles on the battlefields. In the game, you take on the role of ruler of one of several factions and use force or clever politics to try to conquer all (or a large portion) of the regions on the map.

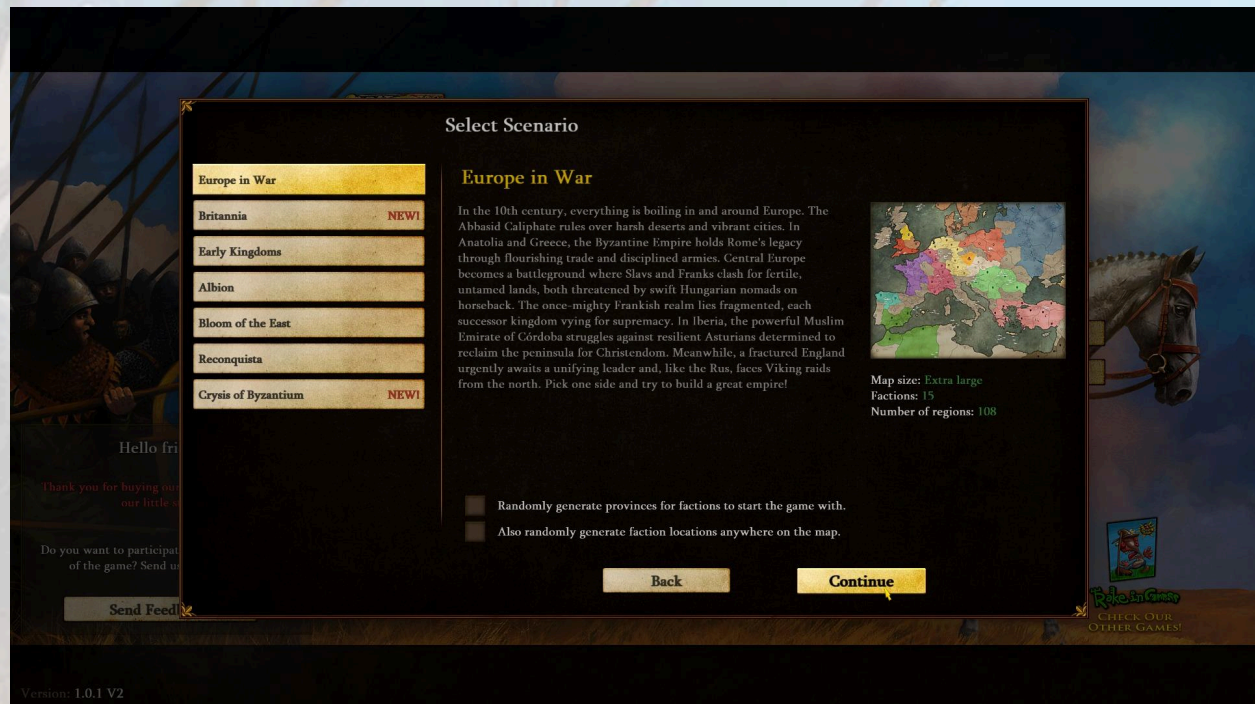
The author was inspired by his favourite strategy games such as Total War Medieval II, Defender of the Crown, Centurion, as well as many others.

Unlike the big AAA titles, the game is designed more simply for faster gameplay. But simplicity can be deceiving, beneath the surface hides a complex strategy and a rather intricate system of relationships and features, which this manual will describe in subsequent chapters.

# Starting the game

After starting the game, you have the option to load the campaign you have played (Continue), play one of the predefined battles (Play Battle) and try to beat your best time and score, or start a new campaign (New Game).

## Campaign selection



A new game starts by selecting one of several campaigns from the list on the left. The right side shows a preview of the map, the number of factions and the number of regions, described by the size of the map.

In the middle section, below the campaign description, there are options for modifying the game to support replayability:

1. Randomly generate provinces for faction - randomly generates the owners of provinces around the faction centers, leaving the faction center in its original position. So faction Wales can be found in Wales and generate Wales provinces around it.
2. Random generated faction location - unlike the previous one, it randomly shuffles faction centers around the map, so the Wales faction can be in North Africa.

The Continue button opens the faction selection.



## Faction selection



Each map contains several playable factions and one faction called Rebels, which is not playable. Rebels do not function as a classic large faction, but are autonomous independent countries. Attacking the rebels does not change the relationship with other factions and de facto the rebels are automatically at war with all factions. The rebel faction won't even attack you, they just keep their province. At the beginning of the game, if you want to expand but don't want to start a conflict with large factions, you can focus on conquering rebel provinces.

When selecting a faction, you will see the number of regions at the start of the campaign and the difficulty of the campaign for that faction.

On the right side of the faction selection is the basic trait of the faction. This is a trait, usually a positive bonus, that this faction has and uses throughout the game.



## Campaign settings



Before the start of the Campaign itself, you can choose the Campaign features and bonuses that your Sovereign will receive.

The upbringing of a ruler can give a bonus depending on the mentor who raised him. You - as the ruler - have this bonus throughout the game. If you want to focus on making money, choose a merchant. If you want to be active in politics, a politician or a spy.

Adjust the difficulty of the game according to your experience and how intensely you want to play. Standard difficulty is not easy, but it's not difficult either, it's a good compromise. Choose easy difficulty if you want to enjoy leisurely gameplay, while hard difficulty will be welcomed by keen strategists.

Depending on the difficulty, you will receive money and resources to start the game.

The basic goal of the game is to get at least 80% of all provinces on the map under your control. You can change it to a condition of capturing all provinces or capturing all provinces by you or your allies. It is up to you which option you choose.

Some campaigns offer so-called long-term events. These events make the game more interesting later on. They now include a raid by the hordes of one of the more aggressive factions. These events change the focus of the game in the short term.



If you don't know the rules of the game well, I recommend you keep the help display turned on. It will familiarize you with the basics of the game. If you don't like the portrait of the ruler, you can generate another one by clicking the generate button below the portrait.

## Map and basic panels

Everything happens on the map, except the battle itself. The map is composed of provinces that belong to the factions. You manage your own provinces, build important buildings, hire an army, elect governors, etc. You try to get foreign provinces by force or diplomacy, or you establish diplomatic relations with them by sending a diplomat or, if you choose a subterfuge strategy, by sending a spy.

On the province you see the flag of the faction that controls the province. Hovering the cursor will bring up a window with quick information, but this is limited by the level of the spy in that province.



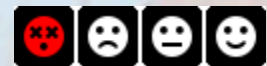
On the map, each province is coloured by the faction's colour. There are often different icons around the flag of a province (especially yours). Above the province, the province level I to IV is shown in Roman numerals. If the province is the main province in the empire (or with a capital city), there is a golden crown below the level number.

Your provinces have soldier and building icons next to their flags. Click on one of these elements to distinguish which information window will open. Clicking on the flag opens the province window, clicking on the soldier opens the army window and clicking on the building opens the building window. Clicking on the province itself outside of these icons opens the most recently opened window.



If there is a plus under the soldier icon, it means that it is possible to recruit military units in that province. A plus under a building means that it is possible to build buildings there.

The smiley face icon under the flag indicates the mood and public order in the province. If you see a red smiley face, the mood in the province is very bad, then you need to improve it as quickly as possible, for example by cutting taxes. If the smiley smiles, the mood is great. Then, for example, you can raise taxes and make more money from the province.



On foreign provinces you don't see the mood, army or building icons, but there may be icons of a diplomat or a spy. These appear above the flag and show you if you have a diplomat or spy in that province.





## Panel provinces



In the province window, under the province name and faction name, you can find the population of the region and information about the production in the province.

**Population** shows the population growth in the province. If it is positive, the total population of the province is also increasing. If it is negative, the population is decreasing. Population affects the gold income of the province. However, it is decreasing; although gold income increases with the number of people, the growth slows down.

**Gold** is an indicator of the amount of gold that a province contributes to the common treasury of the Kingdom. Gold is used to buy troops and pay their salaries, build buildings, is needed in some actions, etc.

The gold income is the sum of the basic income of the country, the income obtained by taxing the population and the income from the buildings constructed. These amounts are increased by various bonuses, namely the province bonus, the ruler bonus, the governor bonus, and the building bonus.

The level of taxation has a major impact on the amount of income. This is set using the arrows in the middle of the province window. Beware, however, that high taxes can reduce the population (people don't like it and will leave the province), but they also reduce the mood in the province, which can end in a revolt.



**Food** shows the food production in the province. Food is mainly needed to feed the troops, but it is also needed in some random events, for example.

Similarly to gold, the value of food is composed of the basic production of the province, the production of the buildings and again is increased by the bonuses of the province, buildings, king etc. Food production can also be increased by the royal council.

**Building** resources is the production of building materials that are used exclusively for the construction of buildings outside of random events. The most material is obtained by constructing sawmill and mine buildings. Production bonuses are similar to food. Mountain provinces also add a significant bonus to production, so it is ideal to develop material production in them.

**Prestige** is meant as the glory of the ruler, his influence on the people and rulers of other factions. It is mainly used in politics, where you perform political actions for her, both positive with the help of diplomats and negative with the help of spies. Some of the provinces have the Promised Land trait, they are historically interesting and famous locations and it is these provinces that add bonuses to gain prestige. You also gain it from advanced buildings such as palaces, but also universities for example.

**Technology** is primarily used to gain advanced technology and inventions through research. Technology is obtained from buildings where new things are taught, i.e. schools and universities. The bonus system is similar. Unlike other resources, technology does not add a province trait, but some factions, for example, have a base trait "Adoption of technology" that adds a bonus to technology for each province gained.

**Fortification** is the defense value of a province. It is increased by defensive buildings such as walls or the province level. For these points, if an enemy attacks you, you build defensive elements such as roadblocks, traps, defensive towers, etc. on the battlefield before the battle. Of course, you can build them not only if you have enough points, but also if you own an invention that allows you to do so. In addition to buildings, the value of fortifications is increased by the "Wilderness" province trait.

**Public order** and the derived **Mood** are very important values to keep an eye on. They indicate the current mood of the province. If this mood drops, not only may people flee the province, but they may also start to riot, which can turn into skirmishes in the streets and damage not only financially, but also damage to your army, or even the whole province may secede from you. In that case, it is much harder to reclaim it afterwards.



Besides taxation, which changes the mood of the population and public order radically, you increase it by building certain buildings (mainly military ones, which add order to the streets) and the amount of soldiers in the province (mostly see lack of money and food) also increases this value. Furthermore, it can be influenced (both positively and negatively) by various random events, inventions, ruler characteristics, etc. In addition to taxation, which changes the mood of the population and public order radically, you increase it by constructing certain buildings (mainly military ones, which add order to the streets), and also the amount of soldiers in the province (mostly see the lack of money and food) increases this value. Furthermore, it can be influenced (both positively and negatively) by various random events, inventions, qualities of the ruler, etc.

If you occupy a province, you are defended as an invading force for several rounds and the province has reduced public order. It usually takes 1-2 rounds for the population to calm down. For provinces with a different culture, it can take up to three rounds. However, if the enemy captures your province and you recapture it within a few rounds, this negative effect does not occur because the people see you as liberators.

When there is a shortage of money and food, when the population is not deprived and you do not have enough money to pay the army, the mood of the population decreases significantly. And even in this case, the large number of troops in the province doesn't help - the soldiers stop maintaining order and looting the city, so with a large army in the province, public order decreases again.



**The tax rate**, or provincial **taxation**, directly affects the amount of money raised from the province. Higher taxation will increase the collection of money. But beware - it radically affects the mood of the province. Keep the tax rate so that residents don't revolt. If you increase Public Order in various ways, you can then afford to increase taxation.

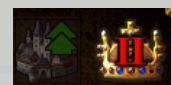
If you don't want to keep setting your taxation, you can take advantage of one of the Royal Council's objectives and have your taxation set automatically.

Do you have a bad mood in the province and people are rioting? **Cut taxation in it as soon as possible!**

On the right side of the province panel you will find several icons and buttons. On the top right there is a button that opens a detailed overview of the production in the province (more about it in the Land overview chapter).



Next to it there is a button to increase the province level and display the province level. **If there is a crown under the level number, it means that the province is the capital of the kingdom.**





The **province level**, which can be from 1 to 4, brings various bonuses to the province, such as an increase in the number of building plots in the province, an increase in the maximum number of recruitment slots of military units per turn, an increase in the happiness of the population, the defence of the province, as well as an increase in the prestige gain and last but not least an increase in the number of units that the province keeps for

free.

There is a button at the bottom right where you can **select a governor**. If you have a sufficient number of capable people at court, you can assign them to both the royal council and the provincial governorships. The province will automatically get the bonuses of the person who is appointed to this position. Does the province produce a lot of food? Selecting a governor with a food production bonus will increase that production even more!



To the right of the governor button, the **basic trait of the province**, if any, is shown. This gives the province (and its main production) various bonuses that you can use wisely. Does the province have a food production bonus? Build buildings there to produce it!

Basic traits of the provinces:

**Crossroads** - the crossroads of trade routes, increases the province's income by +20%.

**Fertile land** - a region suitable for agriculture. It will increase all food production by +20%.

**Mountains** - forests and mountains with mineral resources. Increases all construction material production by +20%.

**Promised land** - a region known from myths with a long history of settlement. Increases prestige by +20%.

**Wild land** - The harsh region reduces all production by -10%, but acts as a natural fortress. Defense +30%.



## Army Panel



The army panel not only shows us an overview of the units in the province, but also acts as a starting point for recruiting new units, replenishing old units, and moving units.

You can see your military units in the province in the list of current units. They are represented by their icon. If you hover the cursor over their icon, a small window will appear with detailed information about them.

To the right of the active units are the big plus buttons that show how many units you can recruit in a province per game round. There are between one and three depending on the level of the province. Use the multiple hiring slots to quickly replenish your army.



If you want to move units to another province or attack an enemy province with them, you must first select units for the army you want to move. To select a unit, click on it. If you want to select all available units, the first button above the list of units with green arrows is used for this.



The red arrow button deselects all units.



If you have selected at least one unit capable of moving, the map will highlight the province to which you can send the selected army.

The selected army can move around one of its own provinces, but it can only attack the adjacent province, as it takes more time to attack. Crossed swords on a province shows that the province is foreign and a battle will occur when the army moves to that province.



If you move a troop, a crossed-out shoe will appear on the unit icons. This means that you cannot move the unit this turn.



After a battle, units often lose some of their soldiers. They then have a reddish colour, which means that it is ideal to replenish the unit in the next round. You can do this via the right-click menu, or use the refill button to refill all units in a province, which will show up when there are incomplete units in a province. Of course, you must have money to

replenish units.



If you right-click on your unit, a small unit menu will open, allowing you to disband the unit, add another unit to the unit (it must be marked and the adding unit must be of a similar type, which means that a Light Infantry will add another Light Infantry), or use money to replenish the unit's status.





When you hover the mouse over the unit icon, information about the unit will be displayed. The basic characteristics of a military unit are:



**Experience** is the number of points that units gain in combat.

Experience increases their ability to deliver a blow and not to avoid a blow. Although it is counted as a chance, a simplistic way to say it is that a unit with a maximum experience of 1000 has twice the attack and defense.

**Attack** shows the base damage a unit deals to an enemy in combat.

**Defense** shows the basic defense of the unit.

**Life**, or a unit's hitpoints, indicates how much attack a unit can survive.

**Speed** is the movement speed of a unit in a battle.

**Endurance** describes how long a unit is able to move quickly in combat and attack on the run. When making such an attack, troops gain a damage bonus (for infantry it is usually +100%, for cavalry it is about +1000%).

**Morale** indicates how mentally capable soldiers are to face combat. Morale is reduced by how many soldiers die in the unit and is also reduced by, for example, the flight of own troops in the vicinity. A unit with lower morale is more likely to panic in combat and join the flight. If the soldiers thrive and destroy the enemy, their morale increases. It also increases if they drive the enemy to flee. Sometimes you don't need to destroy the entire enemy army, but you just need to destroy the morale of the troops. The army, or part of it, can then flee the battle.

The **Soldiers** number indicates the number of soldiers in the unit. If the number of soldiers in a unit is less than the maximum, this number is shown in the format Number of Soldiers / Maximum Number of Soldiers.

**Cost per turn** is the soldier's pay and food consumption by a troop per game round. The **price** at which you hire the unit is also shown when you buy it.

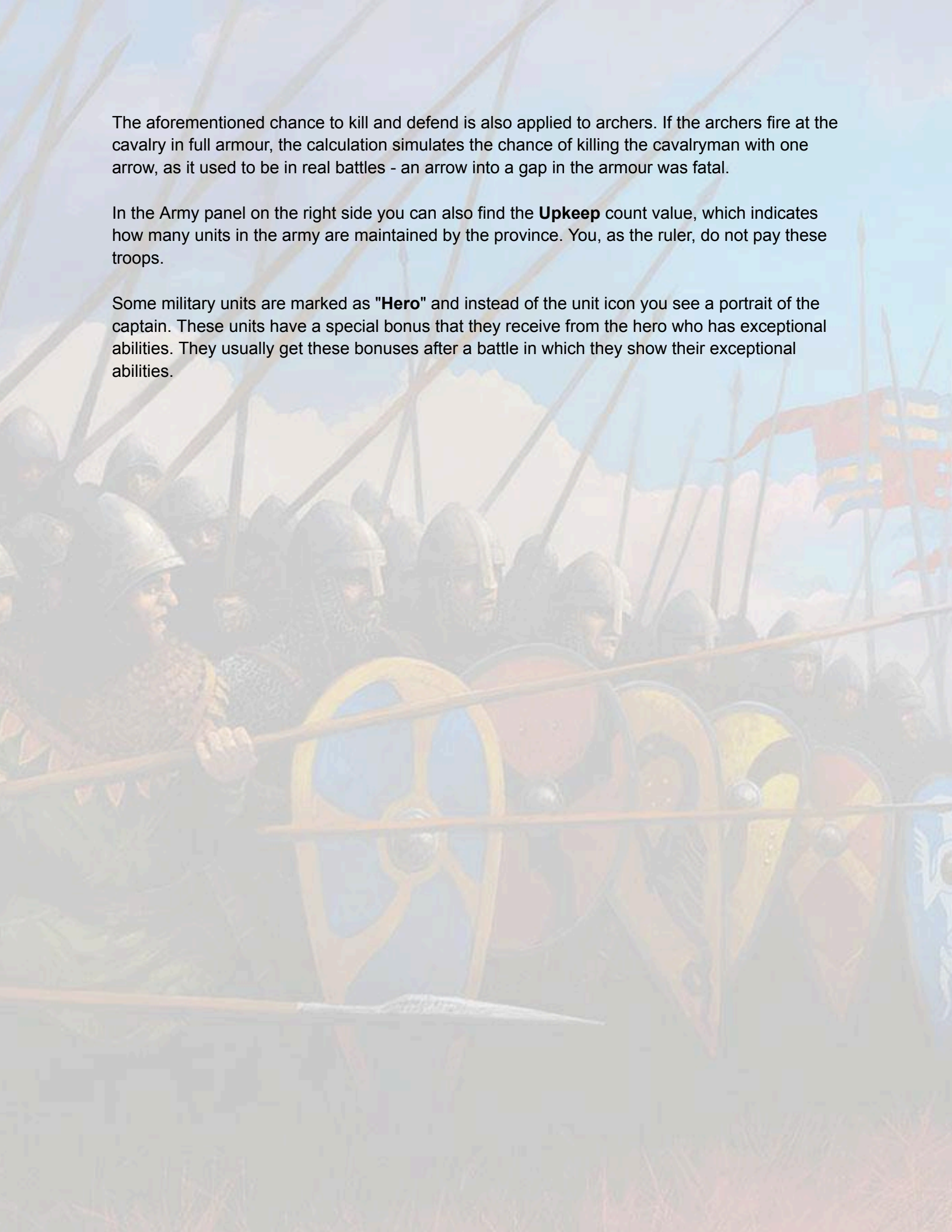
Attack and Defense are not absolute numbers. Bellfortis doesn't use the calculation of most games where offense is subtracted from defense, etc. In Bellfortis, these numbers are converted to some sort of chance where a unit can either deal a blow to the enemy or take a blow itself. These chances are increased, for example, if the unit attacks on the run. And the angle that the two units are at with each other is also crucial. If you attack a unit from the side or even in their back, the chances of killing soldiers increases radically. So heavy cavalry sent into the back of the enemy is literally devastating.



The aforementioned chance to kill and defend is also applied to archers. If the archers fire at the cavalry in full armour, the calculation simulates the chance of killing the cavalryman with one arrow, as it used to be in real battles - an arrow into a gap in the armour was fatal.

In the Army panel on the right side you can also find the **Upkeep** count value, which indicates how many units in the army are maintained by the province. You, as the ruler, do not pay these troops.

Some military units are marked as **"Hero"** and instead of the unit icon you see a portrait of the captain. These units have a special bonus that they receive from the hero who has exceptional abilities. They usually get these bonuses after a battle in which they show their exceptional abilities.





## Panel of buildings



For a list of important buildings in the province and the possibility to build new ones, see the Building panel. The building icons show what buildings you have in the province. Hovering over a building will show detailed information about the building, indicating what bonuses it gives. The cost indicates how much money and building materials you need if you want to build that building in the province.

***So in the case of the shop in the picture, each round you get +5 food, +5 building materials, and the building will also increase all gold income in the province by 20%.***

In addition to resources, buildings can increase for example prestige (expensive and magnificent buildings), technology (schools and universities), as well as public order in the province. Military buildings also bring the possibility to recruit more advanced units - for example, you need stables for cavalry.







The number of buildings in a province is limited and is displayed as free icons, see image above. You can increase the number of building spaces by enlarging the city (by increasing its level) or by a clever invention.

As with the Army, the plus button opens a window with a selection of buildings you can build in the province.



In this window you can select buildings from three categories using the buttons in the upper left part. The first category is **city buildings**, which usually improve the functionality of the city and increase prestige and technology. These are for example the city centre, the university or the palace.

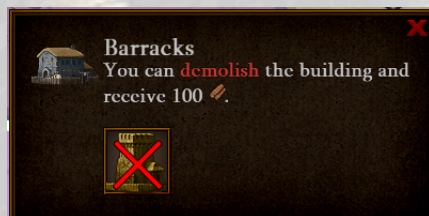


**Military buildings** are those that allow the subsequent recruitment of special forces. If you want archery units, you'll need a bow maker in the province.

The third group of buildings are those **producing the basic resources**, namely food and building materials.

To build buildings, you need building materials as well as money. You don't only need it for buildings that can produce it.

Some buildings you can't just build, but you need to have another building built first. For example, you can only build a magnificent town hall when you have built the city centre, and you need to have a town hall to build a palace.



If you run out of space for a building, you can have it destroyed by right-clicking on its icon. A small window will open with the option to dismantle the building.



# The Ruler's Panel



The Ruler panel shows the main information about the Ruler and the faction.

Each faction is based on a specific culture, which is displayed to the right of the ruler's portrait. Several factions can share the same culture. Culture is only marginally used in the game so far, hopefully the game will make more use of it in the future. However, in some cases it will show up - if you conquer a province with a different culture than yours, the inhabitants will be dissatisfied with you for much longer and may rebel.

Under Culture is the number of provinces a faction controls, the total population of your empire and the strength of your kingdom compared to others.

Status indicates whether you are single or have a wife. A wife can be acquired during the game, for example, with an entire empire of a friendly kingdom through political actions.

On the right side is a list of the ruler's traits. These affect your entire empire. Some of them rulers have from the start, some can be acquired during the game.

Below them is a list of known character traits of the ruler in question. Since you play for your faction, there are usually none, but this list is important for your opponents. The



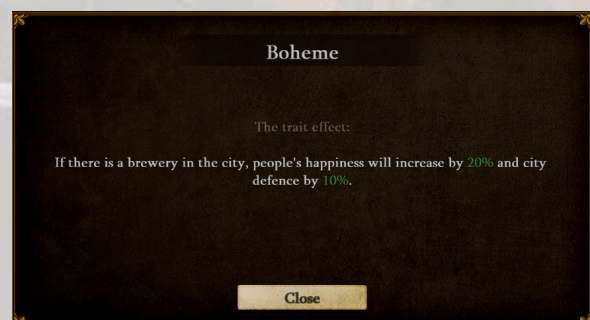


ruler makes decisions based on these character traits. However, some of them are hidden and not visible to the player.

The game can use the ruler's characteristics and character traits to react to your decisions. For example, if you attack without declaring war, you may gain the “Untrustworthy” trait, and this may then be reflected in political actions.

Basic character traits	
Builder	Like to build buildings.
Military builder	Build military buildings.
Economy builder	Build economy and production buildings.
Power loving	Build big armies.
Careful	He doesn't like to attack, but when he does, he attacks with a large army.
Conqueror mind	He wants to conquer and attack. Often at any cost.
Aggressive	He likes to attack no matter how strong his opponent is.
Peaceful	He avoids conflict, preferring politics and peace. There is very little chance of him attacking you (or any other faction). Even if you don't have a good relationship.
Friendly	He likes good relations with his neighbours.
Vindictive	He's vindictive, likes to attack those he doesn't like.
Coward	He wisely chooses the provinces with the least defense for his offense.
Greedy	It favours wealthy provinces as a target.
Power-hungry	Prefers interesting destinations, countries with a greater cultural impact.

The main traits of the ruler, as well as the basic traits of the province, etc. appear as interactive buttons in the game. If you hover over them, information about the feature and bonuses you can use will appear. The same appears when you hover the cursor over this button. Taking





advantage of these bonuses is often very beneficial and will make the game easier.

Keyboard shortcuts to control on the map	
WSAD	Map shift.
+/-	Zoom in and zoom out of the map.
1	Quickly open the province panel.
2	Quickly open the army panel.
3	Quickly open the construction panel.
4	Quickly open the ruler panel.
5	Quickly open the taskbar.
Escape	Call up the game menu.
Tab	It will switch to your next province. However, this switch works depending on which panel you have open. If you have the army panel open, the button switches between provinces where there is an army recruitment slot available. If the buildings panel is open, it jumps between provinces where you can build a building.



## Quests - missions



The last button on the bottom bar opens a window with missions given by your nobles. In the description, in addition to the mission assignment, you will also find information about the reward you will receive and the number of rounds you have to complete the mission. If you don't complete the mission, nothing happens, but if you do, you get a reward that can help you in the game. You can find out about a new quest by looking at the information on the left side of the screen (the round icons that appear mostly at the start of a round), or by the pulsing Quests button.



# Land Overview

Prague overview							
Land economy characteristics with all bonuses and its planned production.							
	Gold	Food	Building resources	Prestige	Technology	Fortification	Public Order
<b>The production from</b>							
Land	62 🏠	2 🍷	8 🪵	4 🏰	4 📖	20 🏰	0 %
Taxation and army	15 🏠	0 🍷	0 🪵	0 🏰	0 📖	0 🏰	95 🏰
Province level	0 🏠	0 🍷	0 🪵	2 🏰	0 📖	15 🏰	10 🏰
Buildings	200 🏠	5 🍷	25 🪵	5 🏰	0 📖	10 🏰	20 🏰
Inventions	0 🏠	0 🍷	0 🪵	0 🏰	0 📖	0 🏰	0 %
Traits	0 🏠	0 🍷	0 🪵	0 🏰	0 📖	0 🏰	0 %
Temporary & negative	0 🏠	0 🍷	0 🪵	0 🏰	0 📖	0 🏰	0 %
<b>The bonuses from</b>							
Land	0 %	0 %	0 %	+20 %	0 %	0 %	0 %
Province level	0 %	0 %	0 %	0 %	0 %	0 %	0 %
Buildings	+20 %	0 %	0 %	0 %	0 %	0 %	0 %
Inventions	+10 %	0 %	0 %	0 %	0 %	0 %	-5 %
Traits	+40 %	0 %	+40 %	+40 %	+40 %	0 %	0 %
Governor's bonuses	0 %	0 %	0 %	+3 %	+26 %	0 %	0 %
Bonuses from mentor	+10 %	0 %	0 %	0 %	0 %	0 %	0 %
Player's traits	+10 %	0 %	+10 %	0 %	0 %	0 %	+10 %
Other bonuses (traderoutes etc.)	+37 %	+6 %	+2 %	0 %	0 %	0 %	0 %
Temporary & negative	0 %	0 %	0 %	0 %	0 %	0 %	0 %
Kingdom efficiency	+28 %	+28 %	+28 %	+28 %	+28 %	0 %	+14 %
<b>Total</b>	<b>708 🏠</b>	<b>9 🍷</b>	<b>59 🪵</b>	<b>21 🏰</b>	<b>7 📖</b>	<b>45 🏰</b>	<b>100 🏰</b>
Close							

Detailed information about the province can be found in the window that opens with the button on the Province panel. In this window you will find a detailed table with the production of all resources, the fortifications of the province and the public order. The table is composed of two parts - the first shows the absolute production increments and the second shows the bonuses earned. Both numbers can be positive (province produces or gains bonus) or negative (losses and penalties). Not all values and bonuses are used in the game, but theoretically they can be. The descriptions of each line are:



Absorbent production increments	
Land	Values produced by the country itself. These values are set by the province and cannot be changed, only bonuses increased.
Taxation and army	Values derived from the rate of taxation and given by the military. The rate of taxation is mostly reflected in the money income (this line shows the bonus income received due to taxation) and public order. The more taxation, the more money, but the worse Public order.



## Absorbent production increments

Province level	Production obtained from the province level. Increasing the province level increases these values.
Buildings	Production obtained from constructed buildings.
Inventions	Production from inventions you own (see Research for more information).
Traits	Production obtained from the basic characteristics of the province.
Temporary & negative	Temporary production. This is rarely brought about by some random events and both positive and negative (diseases). It appears rarely in the game.

## Produce bonuses

Land	Values produced by the country itself. These values are determined by the province and cannot be changed.
Province level	Bonuses earned from Province level.
Buildings	Bonuses that add buildings built in the province.
Inventions	Bonuses earned from inventions (see the Research section for more information).
Traits	Bonuses gained from the basic characteristics of the province.
Governor's bonuses	Bonuses added by the Governor if assigned to the province.
Bonuses from mentor	Bonuses the Ruler has received from the Mentor (at the beginning of the game).
Player's traits	Bonuses from player and faction base traits.
Other bonuses (traderoutes etc.)	Other bonuses, such as those from the royal council or from trade routes you can establish between your realm and another realm. For example, the bonus from trade routes is +4% of income from each route established.
Temporary & negative	Temporary bonuses due to plague and disease for example.
Kingdom efficiency	Bonuses and penalties stemming from the effectiveness of the kingdom. See below.



**Kingdom Efficiency** is the sum of bonuses and penalties that come from the size of the Kingdom and the number of rounds played. It is a simulation of kingdom size, where with each additional country the ruler loses some control due to the size of his empire and bureaucracy. The bureaucracy grows over time. Together, late in the game, these efficiencies fundamentally erode resource intake and citizen satisfaction, and must be balanced by other positive bonuses gained in the game from, for example, buildings constructed or inventions acquired.

## Management and overview tools



At the bottom left of the map there is a minimap and buttons that open various tools to make the game easier.

### Minimap

The minimap is located at the bottom left of the game. It shows a scaled down map of the map you are playing on. There is a highlighted rectangle on the minimap that corresponds to the cutout in the large map you see on the screen. Clicking into the minimap will quickly move the map camera to that position.

The small plus and minus buttons allow you to change the zoom of the map, much like a mouse wheel.



To the right of the map, the first column of icons is used to toggle some map views on and off.



The production button shows the amount of production on the map symbolically using the icons of the given production (food, building material, etc.). One icon corresponds to about 10 units of production. The exception is for gold, where one icon represents 100 gold. The maximum number of icons is 5, higher values are not shown.







The Cultures button colors the map according to the cultures, giving the player an idea of the distribution of cultures on the map. This has no effect on gameplay.



The book button opens the player's stats window. It displays various interesting values related to the progress of the game. Some of them are then a picture of achievements.

Stats	
Your game progress.	
Page 1/2	
Turns	4
Number of your attacks	1
Battle won	1
Battle lost	0
Lands occupied	1
Lands pillaged	0
Total provinces acquired	1
Number of inventions discovered	2
Gold earned	8644
Gold spent	3758
Max gold earned in one turn	931
Food produced	303
Building resources produced	102
Technology point received	75
Prestige earned	94
Max population of your kingdom	140668
<div>NextClose</div>	

Other buttons next to the map access functions and open these windows:



Province Overview



Financial information about your empire



Diplomacy summary information



Information about your army



Shop



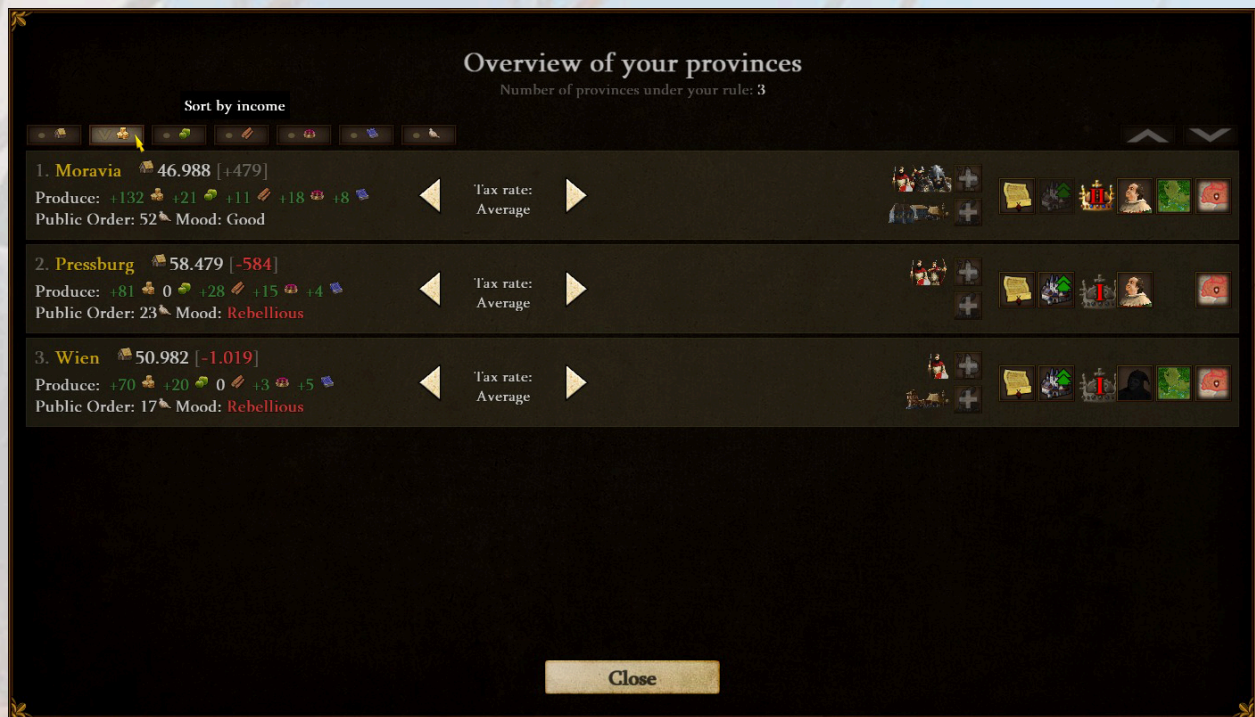
Research





The Royal Council

## Overview of provinces



A list of all your provinces is especially useful in the later stages of the game, when you need to have a simple overview of the provinces and all their parameters, such as production information, but also mood, taxation, garrison, governor occupation, etc.

The list consists of information blocks for each province. Important is the possibility to sort these provinces according to your requirements, the sorting buttons on the top left are used for this purpose.



You can sort provinces by population, income, food production, building materials, prestige, technology and sort by public order.



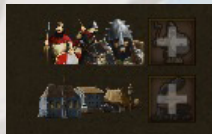
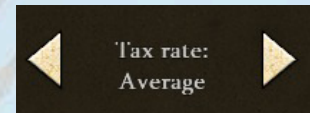
1. **Moravia** 🏰 46.988 [+479]

Produce: +132 🍷 +21 🍌 +11 🍌 +18 🍷 +8 🍷

Public Order: 52 🏰 Mood: Good

On the left side of the province panel you will find (from left to right) its name, population, population growth. Below that is a row with the current production, as well as public order and the mood of the inhabitants.

To quickly change the level of taxes, use the taxation arrows. The change in taxes is immediately reflected in the information in the province block, so you can optimize your taxes.



On the right you will find the garrison block in the province and also the buildings constructed. There are buttons next to them and if you can recruit new units or build a building in the province, there is a plus on them.

The next few buttons and icons are (from the left to the right) a button with **detailed information** about the province, a button that **increases the level** of the province, an icon with the **level of the province**



(if there is a golden crown on the background, it means that it is the main province of the empire), a button to choose a **governor**, a button with information about the **basic trait** of the province (if the province has one) and a button that points to the province on the map.

How to use this overview effectively? As you wish. But, for example, if you want to increase food production, rank your provinces by food production and optimize the province with its highest production by building administrative buildings or occupying a governor with a food production bonus.



# Financial information about your empire

Your faction overview					
FINANCE					
	Gold	Food	Material	Prestige	Technology
Start stock:	80	726	181	596	62
Current stock:	80	726	181	596	62
Planned income:	1.129	265	117	107	20
Direct purchases:	0	0	0	0	0
Planned soldiers' pay:	-981	-58	0	0	0
Total costs:	-981	-58	0	0	0
Planned:	228	933	299	704	82
Real change:	+148	+207	+118	+107	+20

The financial overview shows not only the finances, but also the total production of your entire empire. It is de facto a more detailed breakdown of the values you see on the map in the top production bar.

80 +148	726 +207	181 +118	596 +107	62 +20	Turn: 7
---------	----------	----------	----------	--------	---------

**Start stock** are the values at the beginning of the round.

**Current stock** are the values of the current production of the empire.

**Planned income** is what the empire should produce.

**Direct purchases** are the costs associated with spending per round namely recruiting units, building, buying research, etc.

**Planned soldier's pay** is the cost that is needed to pay for your army's rations and food.

**Total cost** is the total cost per round.

**Planned** are the projected values for the next round.

**Real change** shows the real change per round.



# Diplomacy summary



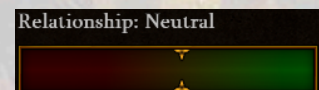
The Diplomacy window provides summary information about each faction. If a faction is active, the button with its color is colored and when clicked, displays information (especially political) about the faction. A destroyed faction has its button de-colored.



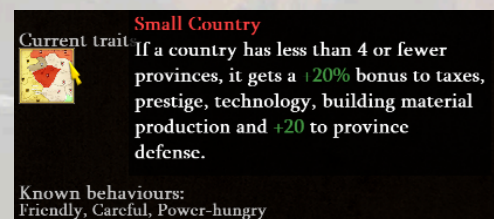
Next to the ruler's portrait there is information about the faction - its name, culture, number of provinces the faction controls. Also, its power relative to other factions, its main provinces, the number of diplomats in the foreign country, the number of spies.



To the left of the button that displays the main province on the large map, your relationship with that faction is shown both verbally and as a measurement window, where arrows show the relationship graphically. If the measuring arrows are in the red zone, your relationship with that faction is poor. The green zone shows good relations. Relationships are important in politics.



On the right side of the diplomacy window is a list of that faction's enemies. Below these are the basic traits of the faction and ruler, and a list of their known character traits, see the ruler panel.





## Information about your army



It is a summary window with the number of your military units, the number of soldiers, the size of your largest army (Maximum units), the number of units you have lost and the number of soldiers who have died on the battlefield. Below this, the strongest action (depends on militarily) is mentioned.

The information is ended with the soldier's pay and the amount of food your army needs each round.



# Shop



If you have a surplus of the two basic resources of food and building materials, or a shortage of them, you can sell them or buy them from the shop.

At the top is your supply of raw materials and also the amount of gold in your treasury. The following are the blocks with resources. In them you can see the selling price (the amount of gold you get per unit of the resource) and the buying price (again, the price per unit you need to buy one unit of the resource). Both buying and selling are done in increments of 10 or 100 units of the resources. So if you sell 100 units and the price is 5 gold/unit, you will get 500 gold after this sale.

Your stock: 200 food 200 wood  
Your treasure: 5000 gold



# Research



You can buy inventions in the Invention Window with the research points you earn from buildings such as schools and universities, as well as from various random events.

Inventions are located in three sections: **Army**, **Production** and **Kingdom**.

Inventions in the **Army** section, as the name suggests, improve the functionality of the army. Here you will find, for example, the development of incendiary arrows, more modern defensive elements, improvements to armour and military tactics.

The **Production** section contains inventions that improve the Kingdom's production in every way. There are also several improvements to diplomacy.

In the **Kingdom** section there are a number of different upgrades that affect the behaviour of Obligations - you will increase the amount of construction sites in the provinces, other inventions will increase public order, but some affect the highest politics..

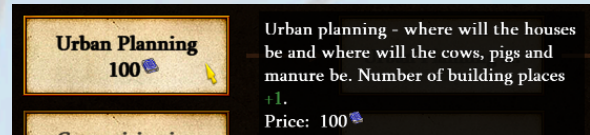
I recommend studying the inventions thoroughly and getting the ones that best suit your playstyle.

Do you have enough technology points? Spend them wisely on inventions that best fit your strategy.  
Your technology points: 50

You acquire individual inventions for technology points. The number available to you can be found at the top of the window.



The invention button, in turn, shows the price of the invention. To get a description of an invention, hover over the invention button or click on the button.



## The Royal Council





Nobles and important figures come to the royal court. You acquire these characters throughout the game, whether they come randomly or are acquired from random events. Each of these people has special bonuses, mostly production bonuses, that you can use. Persons acquired in random events (like a scholar who seeks asylum) are more likely to have these bonuses increased.

You can then place these persons in the governorships of each province, as well as in the royal council.



The Royal Council consists of five officials. Each of these positions gives certain bonuses to the person's entire kingdom.

**Chancellor** - all the bonuses of the Chancellor are applied to the whole realm, so to the production of all resources.

**Chamberlain** - the kingdom gets a financial bonus from him to collect taxes.

**Steward** - increases the production of resources, so the kingdom gets bonuses to the production of food, building materials or both.

**Secretary** - takes care of politics, so increases prestige.

**Castellan** - increases public order and population growth.

So it's smart to fill council positions to maximize the bonuses your realm gets.

In addition, depending on the number of positions on the board, you can assign tasks for the board as a whole to deal with. A list of these tasks is on the right and you can select only one of them. These are

**Tax collection** - optimise tax collection in all provinces so that it is as high as possible without people revolting. Just clicking on this will realign taxes across the entire province, you can take advantage of this.

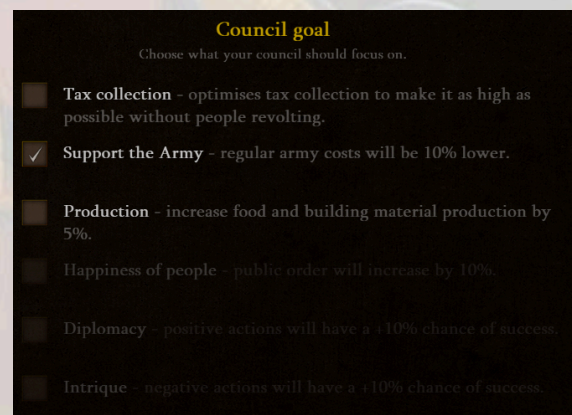
**Support the Army** - reduces the cost of the army by 10%.

**Production** - Increase the production of food and building materials by 5% throughout the province.

**Happiness of people** - public order will increase by 10% throughout the empire.

**Diplomacy** - positive political actions will have a +10% chance of success.

**Intrigue** - Negative actions will have a +10% chance of success.





By choosing the right ministers and long term royalty you increase the productivity of the kingdom, so be sure to use the advice!

## Choosing an important person



When selecting one of the important persons in the court for the position of provincial governor or minister of the royal council, the person selection window will appear. At the top is the position of the selected person, below that are the persons you are selecting from. Each person lists the type (Politician, Trader, Inventor, etc.), the person's age, loyalty to you as ruler, and the bonuses the person adds when used skillfully. The selection is made by clicking on the person.

For example, if a person has a bonus of +11% prestige, this means that if you use them to take the position of Governor in a province, you will raise the prestige production in that province by 11%.

Persons have a **limited age**. The age of important persons indicates how long the person can live. The older the person is, the more likely they are to die in the next round. This is natural. In the Middle Ages, people lived to a lower age, but there is always a chance that a person will live to a high age.



Even more important than age is a person's loyalty. If you occupy the position of governor with a person, enemies may try to control it. Not only can they lower her loyalty, but they can even bribe her and get your entire territory, including the army, by bribing her. The higher the loyalty, the less chance they can bribe the governor. But a governor with very low loyalty can be a problem.

There are several specializations-types of people. A specialized person has a greater chance of bonuses based on his type. The basic types of persons and the bonuses they can have are:

Typ	Bonuses	Bonuses with more chance
Scholar	Gold Income Food Production Building Material Production Prestige Gain Technology Gain Public Order Increase Population Increase	Gold Income Food Production Population Increase
Cleric		Profit of prestige Increase in public order
Trader	Gold income Food production Building material production Profit of prestige	Gold income
Politician	Gold income Food production Building material production Profit of prestige Profit of technology Increase in public order Increase in population	Profit of prestige
Inventor	Building material production Profit of prestige Profit of technology	Profit of technology

Then there are two other types and that is **general** and **wife**. The wife in the current version is not yet more used. The general serves in the army and has bonuses that he uses in battle. These are applied to all your units on the battlefield.

Typ	Bonusy	Bonuses with more chances
General	Attack bonus	



	Troop life bonus Speed bonus Troop projectile bonus (both archers and e.g. catapults) Troop range increase Troop morale bonus Troop experience bonus Stamina bonus	
--	--	--

## Foreign Factions and Politics

The basis of the game is to seize foreign provinces and conquer entire empires. You can do this by force and thus build everything on the army, or by clever politics to build relationships with friendly factions or use intrigue.

If you hover over a foreign territory on the map, a small window will appear with basic information about the province. Below the province name is the owner and the relationship you have with him. Below that is information about the military garrison in the province and what buildings are built in the province, and other information such as the province's characteristics. However, this information is secret and if you want to see it, you have to increase the espionage in the province (you can find the espionage value in the window at the very bottom), which means at least sending at least one spy (via Political Action below).

If you click on a foreign territory, a window will open with that province's information.





## Foreign Faction Province Panel



Unlike the own province panel, the foreign province panel is aggregated and combines information about production, military and buildings.

The left side of the panel is similar to the own province panel, except that you can only see the production if you have a sufficient amount of spinoffs in the province. This means that you have sent a spy there ("Spy" action - see Political actions), or you have done a complex spy ("Spy Master" action). This also applies to information about the army and buildings in the province - the higher the spy value, the more information you see. For an army, when you send the first spy, you get information about the number of units (as many question marks appear as there are units), but you can't see what units are in the garrison. Only after the Spy Master action do you also see the individual units

Between the production and army and building information there is a section where you will find an icon with the province level, information about your relationship to the faction, and the spy value. Underneath you can see the Governor icon (again, it appears after spying) and a button with which you can call a Political Action on the province (see Political Actions).



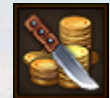
Espionage can also be increased by upgrading the King of Spies, which can be obtained in Research. This upgrade will show you the size of your crews and their occupation of all foreign provinces, even if you have zero espionage in them.



# Political actions



Direct politics is done in the game through political actions on foreign provinces. Political actions can be invoked either by clicking the Political and Espionage Actions button in the Foreign Province panel. However, the easiest way to open the actions window is to right-click on the foreign province.



Political actions are categorized into three categories - **Basic Diplomacy**, **Intrigue**, and **High Political Game**. Within each category is a list of actions you can attempt to invoke on a foreign province. The list of actions at the beginning is not exhaustive. Additional actions will appear if, for example, you send a Diplomat or Spy to a province.

Some actions can be invoked on each province separately, but some can only be invoked once on an entire faction. For example, it doesn't make sense to invoke a declaration of war more than once.

There is a cost to invoking an action, you usually need prestige for it, and rarely other resources or money. Prestige adds significantly more valuable buildings such as a palace, but you can also get it from provinces especially if they are of higher levels. You can also get it as a reward for some random events or political actions triggered by foreign factions.

Especially important is the figure with the **chance of successful execution of the action**. This chance depends on many factors. Naturally, if you have better relations with a faction and want to take a positive action on it, the chance of success is higher. The chance is also increased by the ruler's traits such as the mentor bonuses Politician, which adds +10% chance for positive actions, and Spy, which adds +10% chance for negative actions. Furthermore, some upgrades that you acquire in research, such as Communication (+10% chance of positive actions), Secret



Brotherhood (+10% chance of negative actions), High Game (+10% chance of both positive and negative actions) also increase the chance. Your behaviour during the game can also affect the chance. If you are sneaky and for example attacking without declaring war, this may result in a lower chance for positive actions, as even your friends may not trust you.

However, chance can depend on other factors as well. For example, the success rate of some intrigues like Quick Raid is reduced if there is a strong garrison in the foreign province in question. It all works logically, or in this case if there are a lot of troops in the province, there is a high chance of hitting a raiding party sent by you and its success rate will be reduced.



Ongoing political action appears on the map as a parchment icon with an hourglass. Click on this icon to get information about the action and you can even stop it.

## Basic Diplomacy

In this category we find basic political actions. The most important is sending a diplomat to a foreign province. A diplomat opens many other political actions.

Basic Diplomacy Actions	
Diplomat	Sending a diplomat to a province opens other actions.
Alliance	Proposing a joint alliance to a foreign faction.
Declare War	Declaring war on a foreign faction. You can attack it even after declaring war, but then you may lose trust with other factions.
Make Peace	Make peace with another faction.
Trade route	Support a trade route between two empires. For each trade route, the income to the treasury increases by 4%.
Marriage	Joining your faction and another faction by marrying one of your descendants or a relative. This will radically improve relations with that faction.
Gift	Send a gift to a foreign ruler. Improves relations between you.
Financial help	If you have good relations with a foreign ruler, you can ask for financial help.



## Intrigues

Intrigues, as the name suggests, are mainly negative actions that you use if you want to harm the enemy. The most important one is the Spy, which, in addition to increasing the value of the Spy, also opens up other intrigues that you can then use to damage the enemy.

Intrigue Actions	
Spy	Sending a spy to a province. With this, you increase the amount of espionage and open new intrigues.
Spy Master	Maximum amount of espionage in a country.
Sabotage	Plan a sabotage where your agent destroys a building and deprives the enemy of money.
Stealing of Technology	Your agent will steal new technology for you (you gain technology points).
Bandit support	Bandit support in a foreign province. You can get money and food by doing this.
Quick Raid	Quick raid into a foreign province. It must have common borders with your province. You can get gold or building materials.
Blackmail	Attempt to blackmail a foreign nobleman. If you succeed, you will get a large amount of money.
Request Payment	Blackmailing a monarch. You'll want a good amount of money for not attacking him.
Lower Loyalty	You can use this to lower the loyalty of a foreign governor. You can then attempt to gain a province in the High Political Game.



## High Political Game

In this category you will find the most complex actions, which are also very expensive. Again, some of these will only become apparent after you send a diplomat or spy to the province. Here you will find actions to win a province or an entire kingdom through marriage.

High Politics Actions	
Buy Province	Offer a large sum of money for one of the foreign provinces.
Take Province	You can get a whole province by this intrigue. Just bribe the foreign governor. The less loyal the governor is, the more likely you are to get the province. You can lower the loyalty by using the Lower Loyalty intrigue.
Be my vassal!	If you're strong enough, you can try to take over an entire foreign kingdom. To succeed, your opponent must be afraid of you - your units (counted in your entire empire) must significantly outnumber them.
Connect the Kingdoms	If you don't have a wife and you are friendly with another empire, you can propose a union and marriage between you and the daughter of the friendly ruler.

## Political actions of foreign factions



You are not the only one who interferes with the game's political actions. Computer-controlled factions can do the same. From time to time you will receive a proposal from a foreign ruler that



you may or may not accept. For example, he will offer to buy a province from you (which can be a significant income for you to start with). Foreign factions also use intrigue. You will often learn about these when the enemy's intrigues succeed :)

## Random events

Something is always happening during the game. Each of the empires is trying to consolidate power, seize foreign provinces, increase their chances of dominating the other factions, using politics and intrigue, and of course their armies. In addition, so-called random events appear on the map. They appear as parchment icons with an exclamation mark on the province they relate to, or even in the list of information at the left edge of the map.



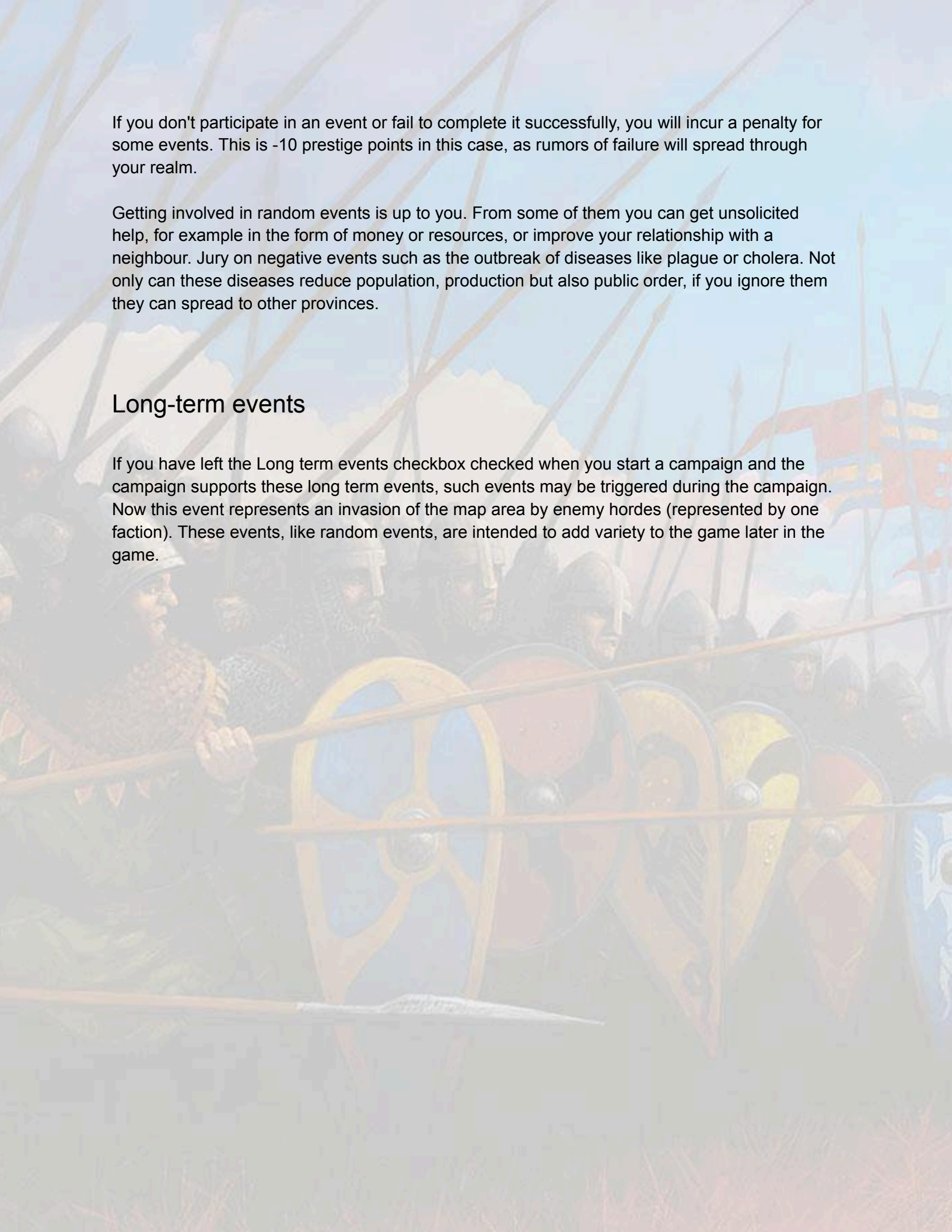
Random events are actions that directly or indirectly affect your faction. Some are positive, but they can also be negative. Some will occur in your province, sometimes even foreign ones. You can gain rewards by reacting to these events, but usually engaging in a random event requires some resources.



We'll demonstrate this with the Save the Nobleman event in the picture. Below the description you will find the chance of success. This is very similar to the chance of success for political events. Below that is the cost you have to invest in the event if you want to participate and the length of turns the event will take

This is followed by the possible reward (in this case a choice of two rewards) if the event can be used to your advantage. Then for the 25 prestige points invested you can gain 80 prestige points, or a new prominent person to the court, who you can then appoint as a governor or minister to the royal council.





If you don't participate in an event or fail to complete it successfully, you will incur a penalty for some events. This is -10 prestige points in this case, as rumors of failure will spread through your realm.

Getting involved in random events is up to you. From some of them you can get unsolicited help, for example in the form of money or resources, or improve your relationship with a neighbour. Beware of negative events such as the outbreak of diseases like plague or cholera. Not only can these diseases reduce population, production but also public order, if you ignore them they can spread to other provinces.

## Long-term events

If you have left the Long term events checkbox checked when you start a campaign and the campaign supports these long term events, such events may be triggered during the campaign. Now this event represents an invasion of the map area by enemy hordes (represented by one faction). These events, like random events, are intended to add variety to the game later in the game.

# Battles

To attack a foreign province, open the army panel in your province (for example, by clicking on the army icon on the map), select the army you want to move (the button to select all units that can move, which can be found above the list of units) and right click on the province you want to attack. The army will move to the selected province and the attack window will open.



## Start of Attack

Before the attack, the attack window opens, showing the two armies that will clash on the battlefield.

If you want to engage in a realtime battle, you select **Battle**. The **Quick Battle** button starts a quick battle, where the computer calculates the win for you. The calculation is based on the type of units, their defense and attack, as well as other attributes such as experience, bonuses from generals, etc. It also takes into account the defence of the invaded province.



In case you change your mind about the attack, you can withdraw the army, using the **Retreat** button. In this case, the retreating units survive without penalty, but lose the ability to move that turn.

***If the enemy is attacking and you are defending, the only difference is that you cannot flee.*** The province's defensive bonuses are then added to your troops.

## Deploying Units

If you decide to fight on the battlefield, the first step is to place your army on the battlefield. Whether you are attacking or defending, your army always starts on the left. In the bottom panel you have your units. Click on a unit in this panel to select it and you can place it on the battlefield anywhere in the illuminated rectangle that borders the location of the army you have built.





If you are not happy with the position of a unit, click on it again to select it and you can fix its position. Right-clicking on a unit adds it back to the list of units.



To start the battle, click the **Start Battle** button. If you don't have all your units placed on the battlefield, the remaining units are automatically added to the battlefield.

The defending side has defensive objects available. If a player is defending, objects appear in the bottom panel similar to units, the number on their icon indicates how many are available. The number of defensive objects is based on the number of defense points of the province. Object types in turn stem from your research, where you can invest in objects like exploding barrels and the like.



Defensive objects are placed on the field in a similar way to units. Don't forget to use those objects that are on the battlefield automatically. Some, like swamps, will get in your way, but try to use them to your advantage. The aforementioned swamps will slow down units, including cavalry, and you have one or two volleys of archers to attack them to your advantage. Haystacks can be set on fire.

## Types of objects on the battlefield



Swamps are placed on the field automatically. They can slow down all units.

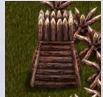


A wooden wall stops soldiers until they break it.

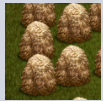


Sharp stakes are a deadly trap. They can kill several enemy soldiers before they are destroyed.

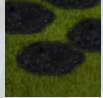




Towers are elevated structures filled with archers. They pick their targets at random, but they can be very dangerous. Avoid them when attacking, or destroy them by shooting from a distance.



Haystacks aren't much of a problem until you set them on fire.



Oil works much like hay - it can be set on fire and do a lot of damage.



Barrels filled with flammable oil will explode moments after ignition and set everything around them on fire. Including the soldiers.

Unlike archer shots or catapults, the defensive elements of a defending army do not harm that army. If its soldiers cross them, they'll dismantle them immediately.

Enemy objects can be destroyed by infantry or cavalry attacks, but it is much more effective to destroy them with catapults or archers. And if you have flaming arrows available, they are particularly effective against these objects. In addition, many defensive elements can not only burn, but the fire can spread from one object to another. And fire can do a lot of damage in the ranks. Take advantage of it!



## Battle and its control

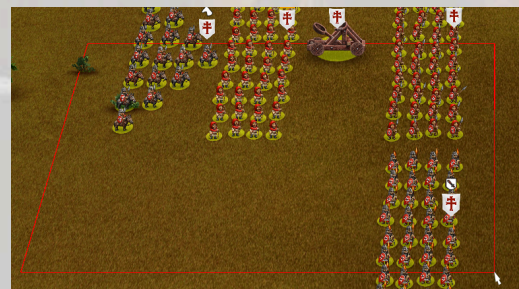


When you start a battle, you see a battlefield with military units and a battle panel below it. In the middle of the panel are icons of your units that you have on the battlefield.

To select a unit, click on it both on the battlefield and on its icon. The selected unit (or units if more than one is selected) will be highlighted with a yellow circle.

There are several ways to select multiple units:

1. Click on the battlefield, hold down the left mouse button and move the mouse to select the area (highlighted with a red border) where all your units will be selected when you release the mouse button.





2. Holding left CTRL and clicking on the unit icons in the bottom panel will add or remove those units from the selection.
3. Double-clicking on a unit on the battlefield or on an icon will select all the same units on the battlefield. So if you click on your archers, you select all the same archers in your army.

If you want to save the selection of units, you can make them a group. The group is created by pressing left CTRL and the numbers 1-8. After the group is created, the group number with that unit will appear on the left side of the icon of the units in the group. To select a group, click on that group number.



So Left CTRL + 1 will create the 1st Group. Press 1 at any time to re-select all units in that group.

Right-click on a battlefield to send the selected unit (or units) to that location and the unit will go to that location. If you right-click on a soldier of a foreign unit, you set that unit as your unit's target. Your unit will then try to reach the target and attack it. Similarly, you can select an enemy defensive object on the field as a target.

Right double-clicking works similarly to single-clicking, but soldiers switch from walking to running. They then attack in a wild run, and if they have high speed, they get a damage bonus to their initial attack. This is especially overwhelming for cavalry. Take advantage of it!

To make it easier to create battle lines, select multiple units, right click in the battlefield, hold this button. Move the mouse to draw a sort of virtual line along which units line up side by side. This also works with one unit, which you can rotate.

On the right side of the bottom panel is a group of command icons for the selected military units and for displaying information in battle.



The bow icon enables or disables archers to fire if you have them selected.



Next to it is an icon to toggle incendiary arrows if you have them available (they must be acquired in research first).



The second pair of buttons toggles Defense (also the G key) and Free Attack (the F key). Soldiers in Defense mode defend where they stand. They have a slight bonus to defense. Soldiers in Free Attack automatically seek out enemies and attack them.



The walk button (one shoe) sets the soldiers movement speed to walk. The charge button (two shoes) switches to running.



The Stop button (or the S key) stops the movement.

In the second row there are several buttons that display auxiliary information for units on the battlefield:



Show banners displays a flag above the unit and the unit type above it. For a description of the unit types, see the How to Fight section below.



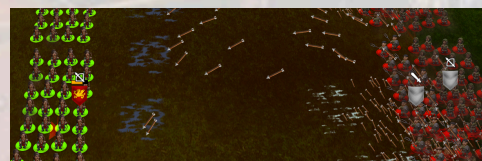
The Show details button turns on and off detailed information in the form of icons around the flag. These icons are similar to the detail information that appears in a small window when you hover over your unit. A heart indicates unit fatigue (a green heart means the unit is fresh, a red heart means the unit is tired), a smiley underneath indicates mood (a green smiley indicates a great mood, a red smiley indicates panic).



On the left, a black and white shield indicates that the unit is in defensive mode. A sword in the same place would indicate that the unit is in free attack mode. The black and white shoe in turn indicates that the unit is moving slowly, the two shoes that quickly.



Highlight players toggle on and off highlighting armies. Your army is green, the enemy army is green.



Show destination shows where the unit is going. It's similar to when you select a unit, but in this case automatic for all your units on the battlefield.



## Keyboard shortcuts to speed up battle control

WSAD	Camera movement.
+/-	Zoom in / Zoom out map.
Esc	Open game menu.










## Keyboard shortcuts to speed up battle control

Num + a -	Change combat speed.
Space	Stop and restart the game. If you pause the game, you can issue orders to soldiers, so this is a great thing for controlling soldiers on the map.
G	Defend a position. The unit stands and defends.
F	Free unit attack. Archers in this case try to automatically retreat if another unit is nearby.
W	Walk (unit speed).
R	Run (unit speed).
T	Stop unit.
Left click on a unit	Select a unit from your army.
Left double click on a unit	Select all units of the same type in your army.
Right click	Set the destination of your selected unit(s), when you click on an enemy unit or defensive element, the unit or element becomes the target of the selected units.
Right double click	Same as right click, but your units go into run.
Left CTRL (or Left SHIFT) + left mouse click	Adds a unit to the unit selection.
Left CTRL + 1 to 8	Creates a group of units numbered 1 to 8.
1 - 8	Quickly select troop groups 1 to 8, if such a group exists.

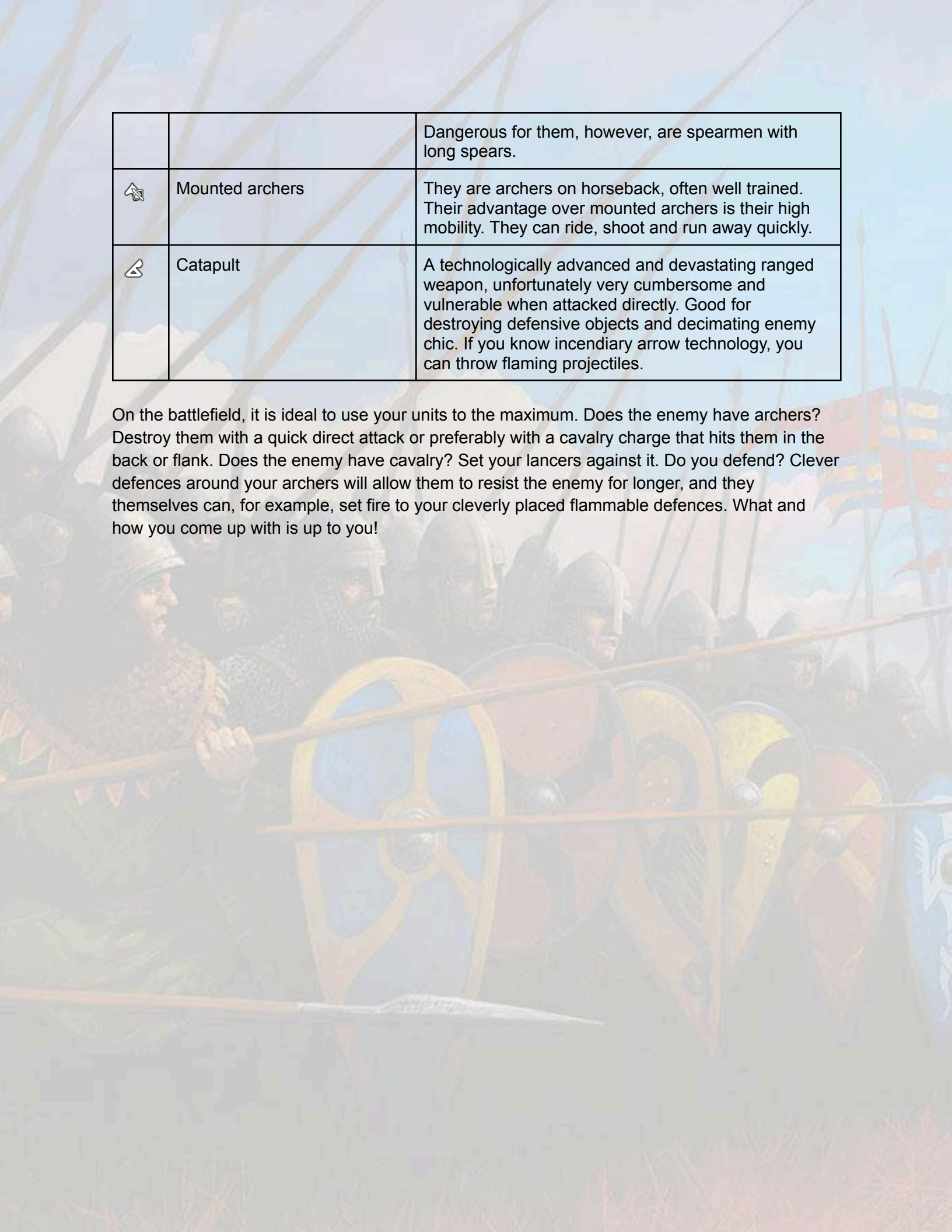
# How to fight



When do you win the battle? Just defeat the enemy, you don't have to destroy him completely. This means that you either destroy the units or make them flee the battlefield. This happens when you break their resolve, the units panic and try to flee the battle. You do this by lowering their morale. Unit morale decreases for every soldier killed in the unit. Unit morale also goes down quickly when other units in the vicinity go on the run. Conversely, morale increases with each enemy killed and with each unit that goes on the run.

To destroy the enemy army, you need to lead your troops as efficiently as possible and use their abilities. The ideal attack is to the enemy's back. It may not be the most honorable, but the position of the two units depends on the clash. If you attack an enemy unit in the back or at least on its flank, you get a bonus to your attack. As for unit abilities, it's important to know the best way to use units. Here is an overview of the basic unit types and how to use them:

	Light Infantry	Light infantry are foot warriors with swords, axes, spears, short spears, clubs, maces, etc. Light infantry serve mainly as a support force due to their lower attack and weak armour.
	Heavy Infantry	Unlike light infantry, heavy infantry has much better armor, but often has a stronger attack, making it very effective against any other infantry unit.
	Lancers	This is infantry with long spears. While usually not as strong as heavy infantry, the long spears make it very effective against cavalry and can not only stop them, but destroy them.
	Archers	These include units that fight at a distance, whether using a bow, sling, or other firearm. These units are very dangerous at a distance, but are very vulnerable at close range. They also have a limited amount of ammunition. How much ammunition they still have in reserve is indicated by a small gauge above their flag. 
	Light Cavalry	The horses make the ride very fast, great for flanking and attacking in the rear. But it's also dangerous in frontal combat, especially when attacking in a jet, gaining a devastating bonus. Light riding is the basic type of riding.
	Heavy Cavalry 	Compared to light cavalry, heavy cavalry is well armed and has quality armor. It is almost unstoppable in a jet and when rear-ending infantry or archers.





		Dangerous for them, however, are spearmen with long spears.
	Mounted archers	They are archers on horseback, often well trained. Their advantage over mounted archers is their high mobility. They can ride, shoot and run away quickly.
	Catapult	A technologically advanced and devastating ranged weapon, unfortunately very cumbersome and vulnerable when attacked directly. Good for destroying defensive objects and decimating enemy chic. If you know incendiary arrow technology, you can throw flaming projectiles.

On the battlefield, it is ideal to use your units to the maximum. Does the enemy have archers? Destroy them with a quick direct attack or preferably with a cavalry charge that hits them in the back or flank. Does the enemy have cavalry? Set your lancers against it. Do you defend? Clever defences around your archers will allow them to resist the enemy for longer, and they themselves can, for example, set fire to your cleverly placed flammable defences. What and how you come up with is up to you!

# Siege

An army that defends itself always has a bonus to defence and attack from being in its own territory and can prepare for an attack. If you attack and have at least one catapult in your army, you have an advantage and can reduce these bonuses in the Conquest minigame, which is a minigame in which you symbolically destroy the city walls.



Your task is as much as possible to destroy the fortifications and it is ideal to stretch the catapult, so that the missile crashed into the walls in the place where it will do the most damage. The aim of the catapult, which you perform by pressing and holding the left mouse button on the FIRE! button, changes and you have to learn it gradually. It doesn't matter that you're not very good at it at first, you'll gradually get better at it.

The number of shots you have is based on the number of catapults you have in your army. 5 shots is the base, with the second and additional catapult the number increases up to a maximum of 10 shots.

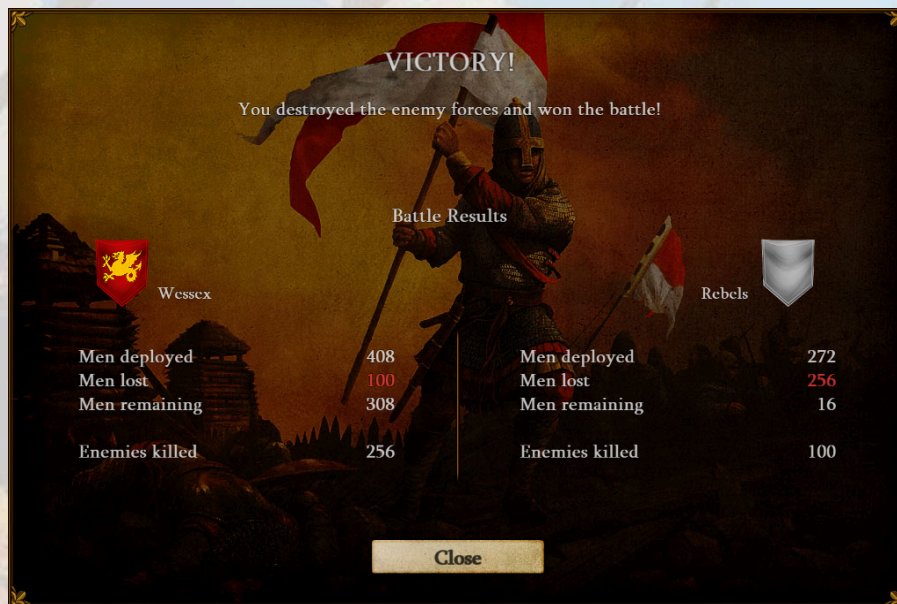
If you don't want to play the minigame, you can skip it by pressing the **AUTO** button. The computer will then calculate your bonus.



## Losing

If you lose a battle and you are the attacker, the remnants of your army will return to your starting province from which you started the attack. In case you defended, you will lose the province.

## Victory



After defeating an enemy army, a victory window will open with information about the battle. On the left side is information about your army, on the right side about the enemy.

**Men deployed** is the number of soldiers that have been put on the battlefield by that faction.

The losses are in the results under **Men lost**. Surviving soldiers under **Men remaining**. The last figure shows how many soldiers a given army destroyed.



If you have attacked a foreign territory, the next step is to decide whether to **Occupy** the province or to **sack** it before taking it. In the latter case, you will get a lot more money out of the province, but the mood of the inhabitants will also be miserable for a long time and there is a good chance that they will riot.

## Replenishment of the army



After a battle your units often lose soldiers. You can see the units with missing soldiers in the unit list in red. If you click on them, you can see how many soldiers are left in the unit.



In the next round you can fill in these incomplete units. The easiest way is to use the **Replenish All button**, which appears when there is at least one incomplete unit in a province. This button will replenish all units, if you have the funds for them, of course.



If you don't have enough funds or only want to replenish individual units, right click on them. A small window will appear where you can add units but also disband them.



If you refill a unit, it cannot make another move this turn.

If you have multiple incomplete units of the same type, you can **combine them**. To do this, left-click on the unit you want to refill and then right-click on the one you want to refill from. A small window will appear again, but you can click on the middle button to add the soldiers. **The advantage of this replenishment is that the replenished troop can make another move this turn, so it can move or attack.**



# Other tips

## Public order

The mood in the region and the associated public order is most influenced by the level of taxation (the higher the tax rate, the worse the mood in society) and the size of the garrison in the province. The bigger the garrison, the better the public order. The only exception is if you don't have pay and food for the troops, then people with large garrisons grumble more because they have to feed them.

Then in the long run, public order is affected by the construction of some buildings, some of the inventions, and also the bonuses of the governor or the royal council.

## Lack of money

Are you short of money? Reduce the army. You can move some units to where the provinces pay for it (number of **Upkeep units** in the provinces panel). Next, build buildings that increase money income, increase taxation (if you can). Governors in provinces that raise money collection can also help, and of course ministers in the royal council or setting the right long term task in the council.

In the short term, selling resources at the store can bring in money if you have a surplus of food or building materials. Occasionally a foreign ruler will offer to buy out one of your provinces. You may lose a province, but the income to the royal treasury is usually very significant and can help stabilize the economy.

## Options

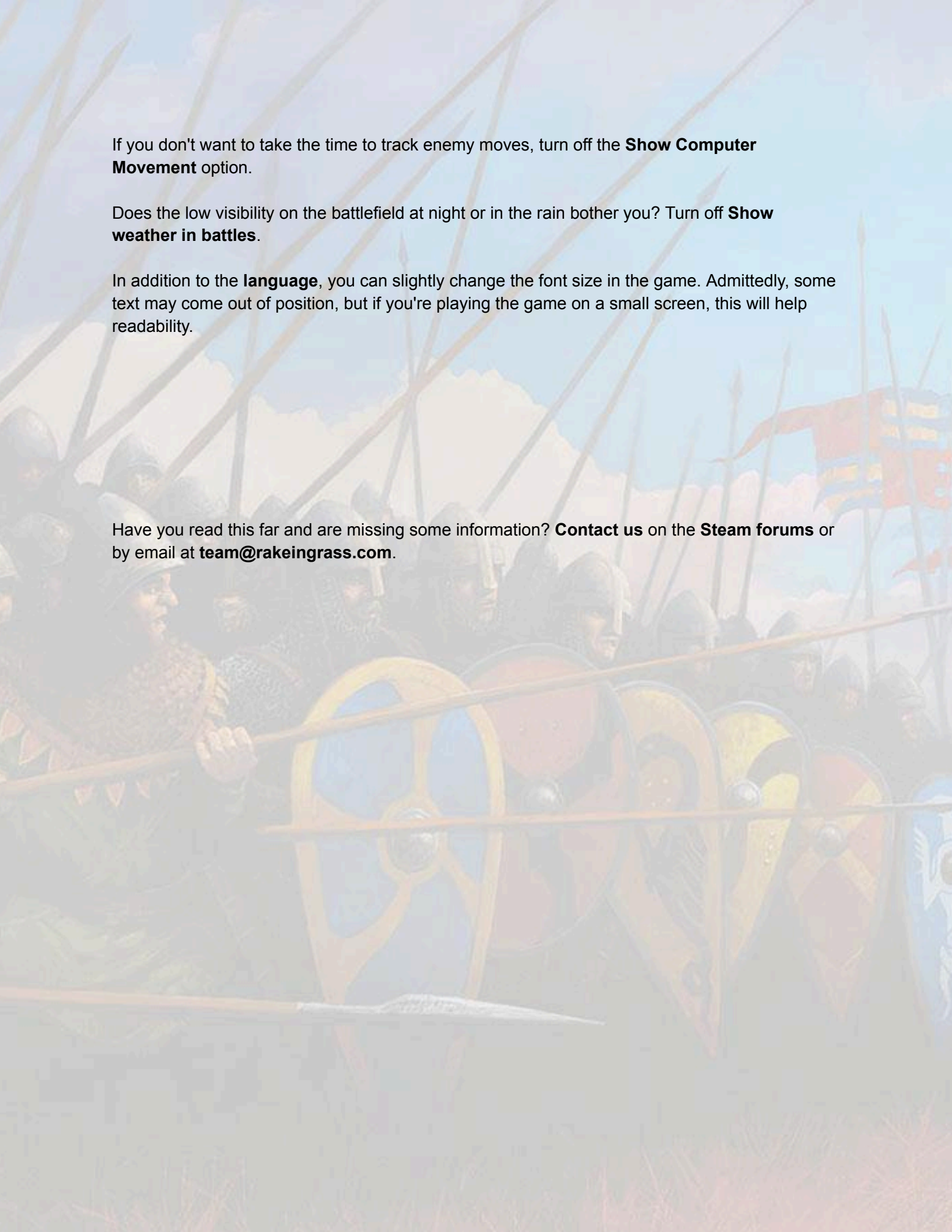
In the settings window you can find some interesting options to influence the game:

**Details** - while the game is well optimized and doesn't require powerful hardware, you can reduce the quality if you encounter any problems. This will mainly show up in combat in the amount of effects, soldiers' bodies on the battlefield and blood.

Turning **Violence** on or off - is the game too bloody for you? Turning violence off will remove blood and body parts from the game.

**Battle Speed** - choose between **Arcade battles** which are very fast, **Tactical battles** which are slower or the slowest **Tactical battles II**.





If you don't want to take the time to track enemy moves, turn off the **Show Computer Movement** option.

Does the low visibility on the battlefield at night or in the rain bother you? Turn off **Show weather in battles**.

In addition to the **language**, you can slightly change the font size in the game. Admittedly, some text may come out of position, but if you're playing the game on a small screen, this will help readability.

Have you read this far and are missing some information? **Contact us** on the **Steam forums** or by email at **[team@rakeingrass.com](mailto:team@rakeingrass.com)**.