Ruin or Victory ~ Manual

Version 1.097

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Controls ~ Basic

The game's controls are roughly similar to most RTS games. In general, left clicking on UI elements activates their function, if any, and occasionally right clicking a button will have a different result. Left clicking in the game world will select, while right clicking will issue an order. See the various sections later in this manual for detailed descriptions of the functions and behavior of all UI panels.

Zooming the camera is done by scrolling the mouse wheel; the camera zoom and move speed can be changed under Options - Controls. You can also hold the camera zoom in/out keys.

Moving the camera is done in three different ways. By pressing and holding the keyboard camera move keys (default WASD), by holding the mouse panning key (default middle mouse button) and moving the mouse, and by positioning the cursor while zooming.

Zooming the camera will move the camera towards the cursor position in the game world when zooming in, and away from it when zooming out. Zoom out so that you can see where you want to move the camera, put the cursor on that position, then zoom in.

When the 'Move Camera to Idler on Select' option is checked in Options - Gameplay, the camera will automatically move to the selected idle peasant (default Tab). This automatic movement can be canceled by moving the camera with the keyboard keys or mouse panning. Zooming the camera will not stop automatic camera movement.

Controls ~ Orders

Left clicking a unit or its icon will select it. Holding left mouse and dragging will create a rectangular selection box; when the left mouse button is released, all units contained in the box will be selected.

By default, left clicking a building or its icon will select it and any units working at it; this can be disabled in Options - Gameplay. Any number and type of units can be selected at once, but only one building can be selected.

When selected anything that you do not own, the display of its information will be limited. You can switch between information about selected owned units and unowned units by pressing the ownership display key (default Spacebar).

Note that when the cursor starts or ends on any UI panel and not the game world, nothing will be selected by clicking and dragging. This is to prevent confusion between interacting with the UI and game world.

Once some units are selected, clicking the right mouse button in the game world will issue an order to those units. Buildings cannot be given orders. When an operated construct, such as a cart, is selected, the order is given to the units operating it and will be interpreted in the context of the function and capabilities of the construct.

The order given depends on the object clicked, but not upon what type of units are selected or if a building is selected. If an order is not relevant or possible for some unit types, it will be ignored.

The behavior of right clicking is as follows:

No object - Move to this position; units will automatically spread out around the destination.

A resource - Gather this resource; when that specific resource is consumed, the unit(s) will gather from the nearest resource of the same type.

An owned unit - Follow this unit; this functions as a guard command; your warriors will still respect their aggressive or defensive stance setting, see the subsections Core Mechanics - Warriors and Unit Panels - Common Buttons for details. If the owned unit is a construct, the selected units will operate it if possible.

An owned building - Performs the relevant task depending on the state of the building:

Unbuilt - Construct the building; connected walls will all automatically be built

Built - Work at the building, if possible

Marked for disassembly - Disassemble the building

Marked for burning - Burn the building

An enemy human, dog, or wild animal - Attack this unit: a group of your units will automatically spread out to engage a group of enemy humans in a rough formation.

An enemy building, domestic animal, or construct - Attempt to capture the building, animal, or construct. If enemy humans nearby prevent the capture, your units will automatically attack them. When enemy units cannot be reached, such as when they are garrisoned in a tower, your units will begin igniting the building. Your units will attack enemy units operating a construct.

A dead human, horse, or ox - Loot this corpse: all resources and items will be looted from corpses in a radius around the designated one. If a corpse contains nothing to loot, clicking a human will not issue an order and clicking an animal will harvest them.

There are other orders that can only be issued from buttons on the UI, such as picking up and dropping off items. All orders have a name and a one or two letter symbol that is displayed on every unit's icon at all times. Most of these cannot be done by animals or constructs.

I - Idle
M - Moving
G - Gathering resource
C - Constructing building
W - Working at building
D - Disassembling building
Pr - Picking up Resource
Dr - Dropping off all Resources

Pi - Picking up Item(s)
Di - Dropping off Item(s)
A - Attacking unit
B - Burning or Capturing Building or Construct
L - Looting the Dead

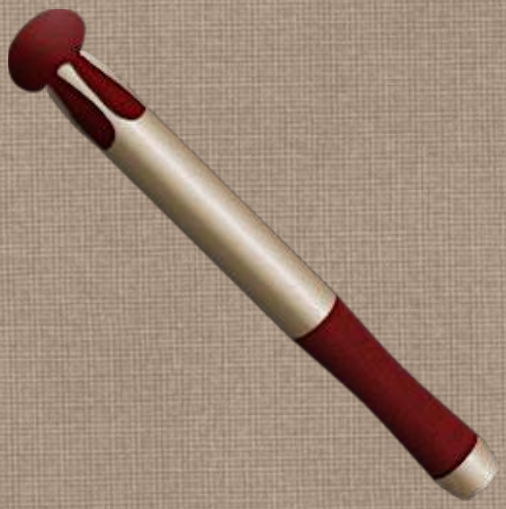
This order job is separate from the unit's current state, which only indicates roughly what action a unit is taking to accomplish their order. The state is shown on the full unit icon in the Unit - Info panel as a single letter symbol; they are:

I - Idle
M - Moving
W - Working

In some cases, a unit will attempt to carry out the order more efficiently by performing another order before or after. For example, when ordering a peasant to gather from a resource, the peasant will search for the best tool for that resource and pick it up. Do not be concerned if a peasant does not appear to be following your order immediately; they are still aware of your order while carrying out an intermediate task.

Regardless of the order issued, when a unit stops carrying out the order and returns to idle, that order is either finished or impossible. Your units will carry out their orders as best they can, but they have no awareness of what other units are doing or how the state of the game world may change in the future. It is your job to give them orders that make sense and contribute to an overall cohesive strategy.

Controls ~ Cursor



By this royal scepter - thy will be done!

The cursor provides a stylized visual pointer for interacting with the UI and game world. The activation point is on the upper left tip of the red plushie end.

The cursor is also a dynamic helper that shows you what action a click will perform. When moved over various objects in the game world, the cursor shows the following indicators:

A resource - The icon for the tool that is used to gather this resource; right click to gather from it.
An owned unbuilt building - A hammer; right click to construct this building. A hammer item is not required to construct.
An owned workshop or smelter - A pliers icon; right click to work at this building.
An owned farm - A sickle icon when harvesting; farm workers will need a sickle to harvest from plants. A plow icon when planting, and a lasso icon for animal farms; a tool is not required to gather

from farm animals.
An owned mine - A pick icon: mine workers will needs a pick to gather ore
An owned building marked for burning - A torch: right click to burn this building
An unowned (enemy) building - A torch: right click to capture this building, or burn it if enemies shelter inside.
An owned unit - A shield: right click to follow this unit.
An unowned unit - A sword: right click to attack or capture this unit.
An enemy domestic animal - A lasso rope: right click to capture this animal.
A dead human, horse, or ox with items or resources to loot - A skull.

Any right click with units selected will change the cursor to an order feedback display. The one or two letter symbol representing the order issued will briefly be shown in place of the normal cursor.

The UI and cursor also have three special modes that you will enter at various times. The cursor will display text prompting you that a mode is active and what its specific controls and results are.

The first mode is building placement mode. This activates when you are placing the foundation of a building after selecting its icon from the Economy subtabs.

A preview of the building with its collision area will be shown in the game world at the cursor position. A green collision area

indicates that the building foundation can be placed, and a red area indicates that there is collision with another building or a swamp. Buildings can be placed over resources; the resource will disappear as the building is constructed.

The cursor will prompt you to confirm the placement of the building by left clicking, or cancel placement by right clicking.

The second mode is rally. This mode allows you to place and delete peasant and warrior rally points in the game world. The cursor will indicate whether you are interacting with peasant or warrior points, and those points in the game world will become larger.

Left clicking in rally mode will place a point. Moving the cursor near a rally point in the game world will cause its icon to change with a red 'X'. This indicates that right clicking will delete this rally point. If no rally points have the red 'X', right clicking will exit rally mode. The distance for deleting a rally point depends on the camera zoom.

The third cursor mode is nearest building select. This mode will prompt you to designate a building with the cursor. This mode is used to specify which armory or stockpile is the destination of an item or resource move order from the selected armory or stockpile. See the Building Panels - Stockpile subsection for details.

The potentially designated building will have the selected icon outline on its world icon - in addition to the currently selected building. The cursor will display text indicating if the selection successfully found a building or not when you left click.

Controls ~ The Queue

Please read the previous subsection Orders if you have not done so already.

While the various orders you can issue your peasants allow them to take intermediate steps to accomplish what you want, it is often very helpful to be able to issue multiple orders.

Thus, humans, but not animals, can remember a sequence of orders called their queue. By default, issuing an order, either by right clicking in the game world or by clicking a UI button, will cancel any current order the unit is carrying out and cause them to immediately start the new order.

There are two order modifier keys that will change this default behavior. The first is the 'Queue Order' key (default Shift): holding this key while giving an order will place the order at the end of the peasant's queue, to be done after all other orders are finished.

Note that if the current order will never end, such as working at a building, the order you have queued can never be reached.

The second modifier is the 'Pre-Queue Order' key (default Ctrl): holding this key while issuing an order will place the order first in the queue, before all others. The peasant will carry out this new order immediately, but not forget about their previous orders.

Pre-queue is very useful when you need a peasant to do something immediately, but do not want to spend time looking for what their current order is and reconstructing their entire order queue.

For example, if you have reached your housing limit (see subsection Core Mechanics - Population), you can pre-queue a peasant to build a house without worrying about interrupting their other tasks for too long.

Do not press both queue and pre-queue keys when giving an order; this is ambiguous and the result is unpredictable.

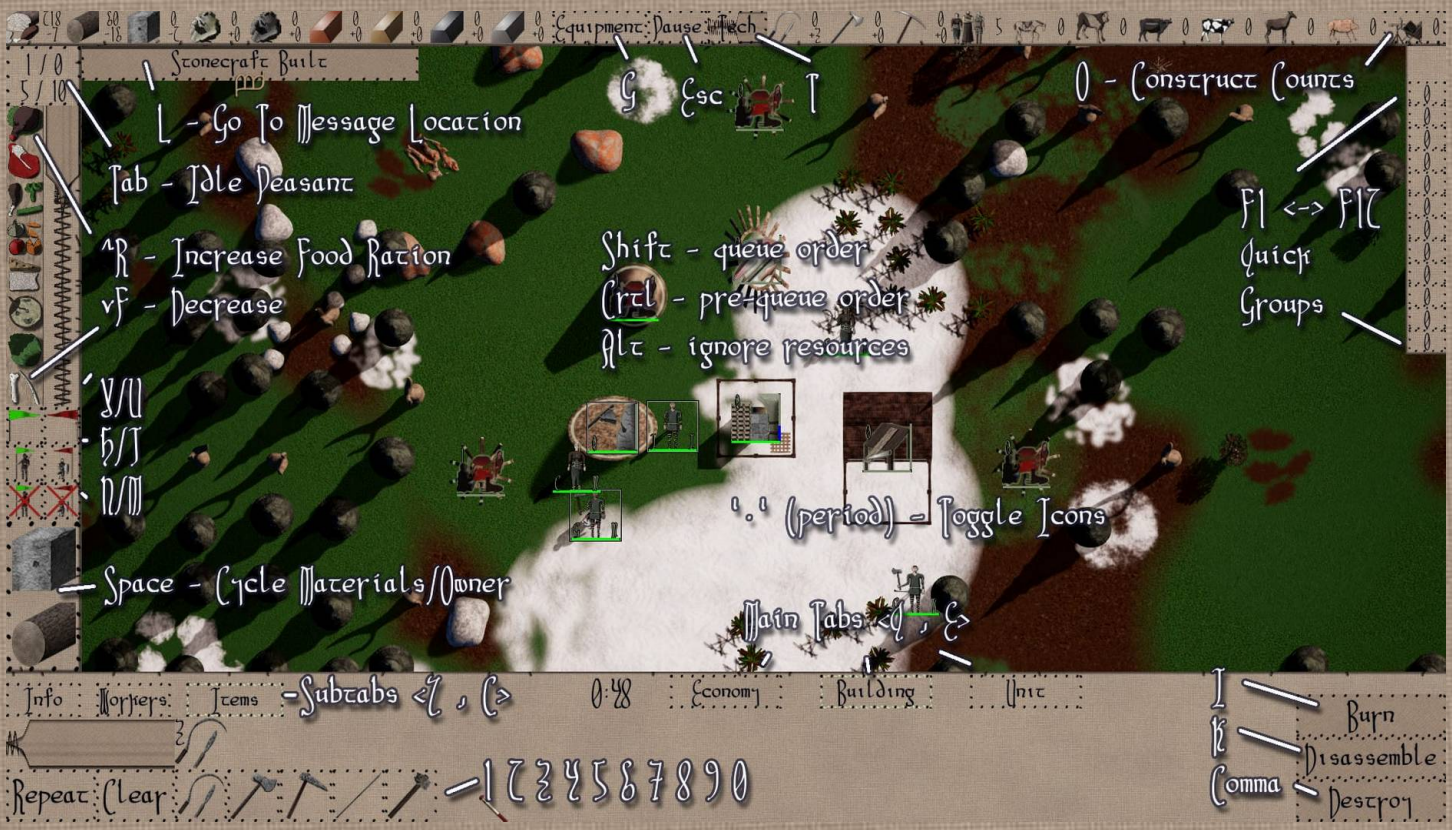
A peasant's queue is displayed by series of icons in the game world that appears when you hold either the queue or pre-queue keys.

Arrows will be drawn, only from every selected human or construct operated by humans to avoid clutter, to icons representing their orders. Each icon contains the one to two letter symbol representing the order type, and for some orders an additional symbol with further detail.

Orders that end on a unit or building will display the order symbol next to that object's world icon. An order that has no physical destination at the time of display - usually because the peasant will only search for that destination at the time it becomes the current order - will be displayed left of the order preceding it.

You can interact with the queue display by right clicking any order icon on the letter(s) to delete it, removing it from that unit's queue.

Controls ~ Hotkeys



The game offers numerous hotkeys to streamline interaction with the UI. Most of these hotkeys are listed and can be changed in Options - Controls.

The only hotkeys that cannot be changed are:

Escape - Pause the game and open the pause menu
Left and right mouse buttons -
The mouse scroll wheel - Zoom the camera

Most of the hotkeys have an absolute function on the UI. They will always press their corresponding button and are not modal.

Some hotkeys change their behavior depending upon which tab or subtab is active in the lower UI panel. These include the common building and unit buttons, which will press whichever is displayed.

There are also the sequence hotkeys 1-10. These change for every UI panel and in general are mapped to whichever element on that panel follows a sequential pattern and is most commonly used. See the panel subsections later in this manual for details.

The last dynamic hotkey is the generic 'UI function' key, which will perform a completely different function depending upon the selection and subtab.

When only units are selected, it always presses the 'All Stop/Idle' common button.

When a stockpile or armory is selected, it reverses which resources or displayed item types are allowed there.

When a workshop is selected, it toggles repeat mode. When a smelter is selected, it toggles run. When a pasture is selected, it toggles lure: a pasture can only lure a new wild animal when there are no animals in it.

Core Mechanics ~ Population

Your human population grows continuously; no command is required to create a new peasant, and there is no command to stop population growth. The rate of population growth depends on food rationing, overcrowding, and the total population. See the next subsection Food about rationing.

Houses are required to increase your population. A new peasant appears at any of your houses at random, regardless of where it is. Each house, and the barracks, increases two population capacity numbers - a normal capacity and a maximum capacity.

While your population is below the normal capacity, its growth rate is not decreased by overcrowding. Once the total population surpasses the normal capacity, growth rate decays rapidly until reaching zero at the maximum capacity.

The growth rate also increases slightly with the total population; this effect is much less than the impact of food rationing. At 100 population, a new peasant appears about 5 seconds faster.

Domestic animals are obtained by luring a wild animal to a pasture and taming it. Buffalo become cows and oxen, deer become reindeer, wild horses become tame horses, and boar become pigs. Domestic animals can be bred at a pasture, and farm animals at a farm as well (see subsection Farming). Animals do no require houses.

Any human or animal near a house or barracks will be slowly healed over time. Animals also heal in a pasture.

Core Mechanics ~ Food

Food is consumed constantly by your entire human population at the rationed rate. Each ration level increases the food consumed from 5 to 40 per minute per human in steps of equal size.

Domestic animals consume half the food humans do and use the lowest ration, unless they are breeding or training at a farm or pasture.

Increasing the food ration increases population growth rate linearly for lower rations, and with decreasing returns for higher rations. The highest ration reduces the time for a new peasant by 20 seconds.

Ration more food also gives other smaller benefits, including increasing warrior training speed, domestic animal training and breeding rate, and healing speed.

A change to the food ration slider (see Common Panels - Main UI) takes effect immediately in both food consumed and effect on population growth rate.

When there is no food left, your peasants' hunger increases. At low hunger levels, the rate of the next peasant will be slowed. Without food, hunger will rapidly increase and peasants and animals will start dying. You will see this change in the next peasant progress bar of the UI, see Common Panels - Main UI - 6.

The three basic resources in the game are food, wood, and stone. They are used for construction and items throughout the game. The basic resources, as well as copper ore and iron ore, are gathered from objects in the game world.

This gathering can be done by any peasant, but efficiency will be greatly reduced if the correct tool is not used. A sickle is used to gather food, an axe for wood, and a pick for stone and ore. See the next subsection Items about making tools.

The last four resources - copper metal, bronze, iron metal, and steel - are made from gathered resources at the smelter building. See the later subsections Smelting and Building Panels - Smelters.

Regardless of how they are obtained, all resources always exist physically in the game world. From their map object, to the peasant carrying them, to the stockpile building where they are stored, and on to where they are used, resources must be transported by peasant, cart (see Carts subsection), or ox, (see Oxen subsection).

The only exception to this is rationed food that is automatically consumed. Peasants will not have to stop what they are doing to pickup food for eating. Food used for construction or items must still be transported.

A small stockpile holds 900 resources, while a large stockpile holds 7400. All resources stored - except food, which is stored inside the stockpile - are shown in the stockpile yard.

Core Mechanics ~ Items

Items are all the tools, weapons, and armor made, carried, and equipped by humans in the game. Like resources, items exist physically in the game world. Only ammunition for ranged weapons can teleport a limited distance to and between ranged warriors.

Items are made at a class of buildings called workshops. There are five workshops: stonecraft, woodcraft, armorer, fletcher, and blacksmith. All items, as well as mechanical constructs, are divided between these five.

Items are made from a certain resource, or material, and have a relative quality based upon the skill of their maker. Both the material and quality determine the effectiveness of an item.

The stonecraft makes all tools and weapons from stone, and is the first workshop you will need at the beginning of the game.

The woodcraft makes wooden shields and machines such as carts and siege weapons.

The armorer makes all wearable armor from both leather and metal.

The fletcher makes all ranged weapons and ammunition in all materials.

The blacksmith makes all metal tools and weapons as well as metal shields.

All workshops require a human worker to create these items, and each item requires certain resources. Although the cost of an item is tiny compared to constructing a building, the crafter working there must still get those resources. Thus, workshops cannot operate far away from a stockpile.

Once made, an item is stored either at the workshop itself or at an armory. Leaving items at the workshop prevents you from managing them like at an armory, but is efficient at the very start of the game.

Workshops have very limited storage space, and you will need an armory soon: once a workshop is filled with items, no new items can be made there.

Core Mechanics ~ Skills

All peasants are created equal, but some tasks benefit from special skills that are gained through practice. Gaining a skill changes a peasant's role, making them suitable for more important tasks than gathering and transporting.

The peasant skill itself benefits farming and training animals. It improves crop grow times and yields, the amount of food gained from farm animals, the speed of taming and breeding animals, and the quality and training speed of animals.

Creating items at a workshop makes a peasant a crafter. There are six specific crafter skills - one for each workshop and the smelter: stonecrafter, carpenter, armorer, fletcher, blacksmith, and smelter.

The most skilled crafter at a workshop is the master there, and a second peasant working there gains skill from the master as they make items. A more skilled master makes higher quality items faster and trains their apprentice more quickly.

The smelting of ore into ingots benefits from the smelter skill, giving benefits to speed and efficiency. A smelter may have up to eight workers, while a workshop is limited to two.

The most important skill for defeating your enemies is that of the warrior. Skill as a warrior improves all aspects of combat efficiency. See the next subsection Warriors for details.

Warrior skill is gained from dealing damage in combat and training at the barracks. The barracks increases the skill of all warriors training there over time. The most skilled warrior at a barracks lends the benefit of their skill to others, increasing the rate of gain.

The technology tree contains all unlocks, improvements, and benefits available in the game. Any missing or greyed buildings or items can be researched here. See the Common Panels - Tech Tree subsection for details on the UI.

You can create a technology plan preset from the main menu 'Tech Tree'. The currently selected technology preset from that page will be loaded when you start a game. The technology researched can still be changed at any time in game.

Core Mechanics ~ Farming

Wild plants and animals will soon not be enough to feed your growing population. Researching farming and constructing a farm will allow you to grow larger quantities of food more efficiently. Although you can place a farm anywhere, farming on sand or snow will greatly reduced crop yield and increase animal breeding time.

However, farms are not an immediate source of food. Once the type of crop to be farmed is chosen, peasants must spend time planting the seeds. It takes time for those seeds to sprout and fully grow.

Once all the seeds are planted, peasants can only wait at the farm during the grow time. Their time would be better spend elsewhere until the harvest is ready.

Thus, you must continue to gather food from other sources while planting and waiting. Different crops will have different grow times, yield quantities, and speed of harvest.

Once you have researched 'Plow', each farm can have one horse or ox that helps plant seeds by pulling the plow. This decreases planting time and makes plants grow faster and yield more. Horses and oxen cannot help when farming animals or harvesting crops.

Reindeer and cows produce food directly. Each farm worker can care for three animals; additional workers will harvest any leftover plants still growing at the farm. Pigs are killed and harvested by human workers as more are bred. Farm animals working a farm count towards the total limit of eight workers.

Core Mechanics ~ Mines

Some ore is located underground and is not easily accessible to peasants with just a pick. This is indicated by partially buried veins of ore located near some ore rock clusters.

A mine building is required to gather this ore. It is researched on the tech tree after 'Wood Walls'. Once researched, a mine can only be built on an ore vein.

Once the mine is built, order peasants to work there to gather ore. Some stone is also gathered as a result of clearing away rock to reach the ore.

Underground ore veins have a finite quantity of ore that can be exhausted. When there is nothing left to mine, the mine is useless.

Core Mechanics ~ Smelting

The smelter building provides a furnace that transforms wood and ore into metal ingots. Workers at a smelter must deliver the ingredient resources and bring the finished ingots back to a stockpile.

Like a workshop, a single master crafter operates the smelter (see Skills subsection), and any other workers bring resources to and from the smelter. If there is only one worker, they will have to do everything themselves.

See the subsection Building Panels - Smelters for more information.

Core Mechanics ~ Carts

Carts are a construct that provide a mobile stockpile and armory. They are capable of transporting larger quantities of resources and items faster than a peasant can carry them. Carts are researched in the Tech Tree and made at the woodcraft workshop.

A cart must be operated by a peasant to move, even when animals are pulling the cart a human must direct them.

The stockpile and armory attached to a cart function similarly to their full size versions, except that peasants cannot interact with them while the cart is packed. When unpacked, you can select and interact with the armory and stockpile normally. Food is always eaten from carts, even when packed.

While the full armory and stockpile buildings have a fixed maximum storage quantity, a cart's maximum storage reflects how its limited weight must be shared between resources and items. Thus, storing items or resources in a cart will reduce the maximum stored quantity of the other type.

Packing or unpacking the cart is done using [U] button described in the subsection Unit - Common Buttons. A cart cannot move while it is unpacked, and packing and unpacking will take time.

A cart and all other constructs share the same capture or burn logic as buildings. Warriors ordered to attack a cart will attack the enemy humans operating it instead, then capture the cart for your own use.

Any construct can also be burned like a building by marking it for burning, then ordering units to it.

A cart driven by a human can be ordered to work at a stockpile or armory and will carry out any move orders at these buildings like a human would do, except by using the full carry capacity of the cart automatically.

A cart can also be ordered to construct a building, which will have the driver attempt to pickup and delivered the resources required for the building's construction. The driver will not actually build with the resources. Similarly, a cart can disassemble a building by taking resources from its foundation, once the building has been dismantled by humans.

Core Mechanics ~ Oxen

See subsections Population and Building Panels ~ Pasture for obtaining oxen, and subsection Farming about oxen helping at a farm.

In addition to helping plant crops at a farm, oxen can pull a large cart, see subsection Carts. A large cart holds significantly more resources and items, and an ox provides greatly increased pulling force over a human.

Compared to a horse, an ox moves slowly but can pull an enormous weight with little decrease in speed. A horse moves faster with a lightly loaded cart, and an ox moves faster with a heavy cart. Up to two horses or oxen can pull a large cart.

Oxen also carry resources and items in their own pack, similar to a human, but with a much higher carry weight limit. Ordering an ox to work at a stockpile or armory will make him carry out move orders given to those buildings like a human would. Oxen can help construct a building by bringing required resources there like a cart or disassemble a building by taking resources once it is dismantled.

An ox working a pasture with at least one human will gain quality through training and exercise. Higher quality improves an ox's pulling force, carrying capacity, and bonuses to planting at a farm.

Oxen respond to store all resource and item commands from the UI panels just as a human would. Keep in mind that, unlike a human, all domestic animals have no order queue.

Core Mechanics ~ Horses

See subsections Population and Building Panels ~ Pasture for obtaining horses, and subsection Farming about horses helping at a farm.

In addition to helping plant crops at a farm, horses can pull a large cart, see subsection Carts. A horse can pull a cart faster than a human or an ox, but slows down significantly under heavy weight.

A horse working a pasture with at least one human will gain quality through training and exercise. Higher quality improves a horse's cart pulling force, maximum speed, health, and reduces the penalties to speed from its heavy armor and rider.

Any human can ride a horse if ordered to, giving the benefits of increased speed and carry weight to all their tasks. Horses can also be assigned to warriors by their equipment set, creating cavalry; see the Warriors subsection regarding the bonuses cavalry receive.

Core Mechanics ~ Dogs

See subsections Population and Building Panels ~ Pasture for obtaining dogs.

The only order dogs can follow is to attack an enemy human, dog, or wild animal. They have no economic use and cannot carry or pull anything.

Dogs have several special abilities suited to their combat role. They can spot enemy units and buildings like a human, making them good scouts. They will automatically attack spotted enemies at any range when set to aggressive stance, or only at very close range in defensive stance.

They cannot be captured like other domestic animals and will fight to the death. However, they cannot capture enemy buildings or animals or reach an enemy human inside a building or on a wall.

Dogs benefit from training at a pasture. Higher quality will give them more melee damage, health, and movement speed. They also benefit from the 'Ferocious Charge' tech, granting them increased movement speed while attacking and a charging damage bonus.

Whether trained at the barracks or starting as a peasant, a warrior must be equipped for battle. The Equipment Set UI, Barracks - Equip subtab, and the Unit - Items subtab can all assign an equipment set to a peasant, after which they will pickup the required items and equip them. See the relevant sections of the manual for a description of these UI panels.

Assigning equipment to a peasant will change their UI icon to that of a warrior, but their skill will be no better than when they were a peasant. Peasant icons do not display equipped armor.

There are six equipment slots: weapon, shield, head armor, body armor, leg armor, and horse armor. Each can be specified by the equipment set. All except the weapon slot can be empty.

Every warrior uses their aggressive or defensive stance setting to determine their reaction to spotted enemy units. Melee warriors do not chase the enemy when in defensive stance.

Ranged warriors with a defensive setting still fire on any enemy within range, but retreat from approaching enemies before they close to melee range.

Lone warriors react to the nearest enemy threat, while warriors moving in a group coordinate their attack against enemy groups and attempt to maintain a rough formation.

When a warrior attacks an enemy in melee, the defender has a chance to dodge or block the attack. The chances are based on the defender's and attacker's skill, and each have a short cooldown.

If dodging fails, the defender randomly uses either their weapon or shield to block, with the shield being more likely. Every weapon and shield has a base block chance, which is modified by the item's quality and material, as well as increased by the defender's skill and decreased by the attacker's skill.

When a ranged weapon is used, the distance to the target determines the attacker's accuracy; a warrior's skill increases both their accuracy and maximum range. If the projectile hits the defender, their shield will give them a chance to block the shot.

If the defender is hit, one of their three armor slots is chosen to receive the hit at random. Their armor's coverage area determines the chance that the armor protects them from the hit. If their armor is hit, its hardness is compared to the weapon's armor penetration, decreasing the damage.

This system also includes various secondary effects inspired by real ancient and medieval warfare to give the combat more flavor.

A melee attack from behind cannot be blocked or dodged, making surrounding the enemy extremely effective. Retreating warriors use their shield against ranged weapons at half effectiveness.

A warrior with a melee weapon and no shield automatically uses their weapon with two hands, granting bonus damage, at the cost of a shield's defenses. Weapons gain increased melee block chance when two-handing.

A warrior's equipment determines their maximum speed, so lightly armed archers will outrun heavily armored infantry. Heavy armor, shields, and carried weight will also reduce a warrior's chance to dodge an attack.

Speed is also briefly reduced when attacking and when hit, making disengaging from melee difficult and causing ranged attacks to slow down charging warriors. This does not apply to cavalry.

As a warrior loses health, both their speed and skill is penalized, reducing their effectiveness and making retreat more difficult. Gaining warrior skill slightly increases health.

A hit to the head, while less likely than the body or legs, causes much more damage if the warrior's helm does not protect them. Heavy metal helms provide almost total coverage.

Attacking in melee tires a warrior, and fatigue builds up quickly. This results in a penalty to melee hit chance and movement speed. Warriors recover slowly from fatigue over time.

Warriors with ranged weapons cannot fire within a minimum distance, and must fight at a great disadvantage in melee or flee. They also use ammunition for their weapon, which must be made at the fletcher and replenished from a nearby armory, giving the defender a

significant advantage.

A projectile's damage and armor penetration is reduced over range, making ranged weapons weaker against armor at a long distance. This, combined with accuracy, makes ranged units most powerful at close range, where they are most vulnerable.

A projectile that misses its intended target can hit anything nearby, including a friendly warrior.

Cavalry are not slowed as significantly by weight and heavy armor as infantry and receive several combat bonuses. Cavalry can use all the same equipment as infantry, with the exception of a crossbow, as well as horse armor.

Mounted warriors gain a damage bonus against infantry due to their height advantage. This also gives them a much greater chance to hit infantry on the head or torso instead of the legs; conversely, infantry are likely to hit the horse or the rider's legs.

Infantry using a spear negate some of this advantage and do bonus damage to charging cavalry on impact from the front, if they have not just attacked another target.

Ranged weapons have a greater chance of hitting cavalry than infantry and a large chance to hit the horse. A rider's shield only partially covers their horse from ranged fire, but a shield protects the horse and rider equally in melee.

Cavalry also gain increased damaged against both infantry and cavalry based on their movement speed, resulting in potentially devastating blows when charging into the enemy. A spear's increased reach will ensure that the charging warrior's blow lands first. In addition, there is extra impact damage from the momentum that cannot be blocked or negated by armor.

Cavalry are not momentarily slowed when the rider is attacking or is hit, but a horse's speed is reduced when it is wounded. They also cannot dodge an attack. Horses and their riders can be killed individually; dismounted warriors continue to fight on foot, and abandoned horses are vulnerable to capture by the enemy. Falling from a horse will make a warrior briefly unable to dodge or attack.

Core Mechanics ~ Walls

Understanding walls and collision with walls and buildings is important for both defending your base and allowing your peasants to take efficient paths as they perform various tasks.

You cannot form a wall from regular buildings. All of them have a collision buffer area around them that ensures there will be sufficient space for units to navigate between and around them.

A building's foundation does not immediately block the movement of units. A building only has collision when more than half of the required resources to construct it are built, or it is burning.

Fortifications are a type of building that snap together and block movement across a large space. Fortifications are selected from the Economy - Walls subtab and must be unlocked on the Tech Tree.

Fortifications are placed like any other building, except that when their foundation preview is moved close to another fortification, they will snap to attach to it. Fortifications must still maintain the standard buffer distance from other types of buildings.

The rotation of a fortification is controlled as with any other building, but once their preview is snapped, the range of rotation will be limited.

For walls, there is a limited angle arc based upon the rotation of the snapped to wall section. This allows you to build curving wall chains.

When snapping a wall to a gate or tower, the rotation keys now cycle the facing direction of the wall. A wall can only be accessed from the side without crenelations: this is the side that should face inward towards your base, so that you can place archers on your walls.

A gate automatically closes when an enemy is near. This can be changed to always open or closed when a gate is selected on the Building - Gate panel. A human must be near the gate to operate it.

For rapid placement of walls, hold the 'Extend Wall' hotkey (default 'X'), then click once to place the first wall (it can be attached to an existing fortification). Then move the mouse and the wall sections will be placed following it. The rotation of this wall cannot be changed with the normal hotkeys and only follows the cursor's relative position to the last wall placed.

Core Mechanics ~ Siege Weapons

Siege weapons are constructs that are researched on the tech tree and made at the woodcraft. They require humans to move and operate them, and can be captured if abandoned. Each siege weapon has a maximum number of operators, and each additional operator increases its movement speed and rate of fire.

Although wooden walls can be set on fire, with some difficulty, by your warriors, stone walls cannot burn. You will need siege constructs to overcome such defenses.

Projectile firing siege weapons are also very effective against enemy warriors, nullifying their armor and shields. Each siege weapon serves a different purpose.

A ram protects the humans operating it from ranged fire, except against a catapult and trebuchet. It must be pushed slowly up to the enemy's walls to batter them down. A ram receives a substantial bonus against gates. It can be upgraded with a wet cloth covering to protect it from flaming projectiles.

A scorpion is an enlarged crossbow on a stand operated by two humans. It cannot damage fortifications, but is deadly against humans. Unlike a handheld crossbow, the scorpion's powerful bolts cannot be blocked by a shield and can penetrate multiple targets.

A scorpion requires special ammunition made at the fletcher to fire. It can be mounted on a tower once the 'Wall Artillery' technology is researched.

A catapult can attack humans, constructs, and buildings at great range. It causes area damage amongst infantry, damages constructs as well as the humans operating them, and hits humans inside buildings. However, a catapult is slow to move and fire, and its operators are unprotected from attack.

A catapult can be mounted on a stone tower once the 'Wall Artillery' technology is researched.

A trebuchet has greater range and accuracy than a catapult, but takes longer to fire and must deploy to fire and pack up to move. Packing and unpacking is faster with more operators.

The siege ladder and tower allow humans to climb onto enemy walls from the crenelated side. Once ordered to move to a wall, the ladder/tower moves to the crenelated side and, upon reaching it, attaches itself. Once attached, any humans operating it will leave the ladder/tower and climb over the wall, and any additional humans ordered to operate the ladder/tower will also climb it.

A ladder/tower can only be removed from the wall by burning it or destroying the wall section it is attached to. If it is attached to a wooden wall that burns, the ladder/tower will burn as well. A siege ladder/tower cannot interact with a gate or fort tower.

A siege ladder provides no protection to its operators, but moves faster. A siege tower protects its operators from all projectiles except catapult and trebuchet shot. Both can be set on fire by flaming projectiles; a wet cloth siege tower has a greater resistance to this.

Core Mechanics ~ Ships

Ships are constructs that allow movement over deep water. Ships must be researched on the tech tree; then, they are built like buildings from the Economy - Ships subtab.

A ship must be placed near deep water but on land so human can build it before pushing it into the water. A ship in this position is beached; a beached ship can embark and disembark crew. You can order a ship at sea to beach by right clicking on land.

There are two types of ships - the fisher boat and the galley. The fisher can hold only two human crew and its only function is to gather food from the water. Once at sea, enable the 'Fish' button in the lower right (see Unit Panels ~ Common Buttons).

A fisher gathers a limited quantity of food before coming back to store it at a stockpile. Although this process is automatic, building a stockpile near your fishers will improve their efficiency.

A galley is larger transport and warship that carries out all other tasks on the water. It includes a stockpile and armory like a cart (see subsection Carts), which unpack when it is beached. It can transport humans and all domestic animals.

Human warriors on a galley will fire at the enemy from it, and a galley can be ordered to close with the enemy by enabling its 'Ram/Board' button the lower right. If the galley was built with a ram, it will use that to damage the enemy ship before boarding.

If melee warriors from the boarding vessel are victorious, the enemy ship will be captured and the surviving attackers divided the crew both ships.

Technology can also unlock the artillery galley, which can mount a scorpion or catapult on its bow. This siege weapon functions as it does on land (see subsection Siege Weapons) and requires it own operators. You can switch crew and operators from the Unit - Attached subtab (see Unit Panels - Attached).

The speed of a ship depends several factors. The number of humans in its crew, up to the number of oars will add speed to the vessel.

The ships sails will harness the wind, and the wind strength varies randomly as time goes on. For balances reasons, the wind strength is the same everywhere and has no direction.

Heavy cargo and damage to the ship will slow it down, making ships damaged by ramming or catapult fire easy prey.

Finally, there are several technologies that will improve a ship's speed and maneuverability. Note that some only apply to galleys and most only to newly built ships.

Common Panels ~ Main UI



1 - The resource counts: the upper number is the total quantity stored in all stockpiles, and the lower number is the expected gain or loss of that resource in the next 10 seconds.

When the quantity reaches and exceeds 10000, the value is shown as ---h, where h means hundreds. Thus, 173h means 17300. Even higher values are shown as ---k, where k means thousands.

2 - The tool counts: the upper number is the total quantity of each tool that is stored in all workshops and armories. The lower number is the quantity of that tool that is queued at all workshops: both counts combine all materials.

3 - The owned units counts; each type of unit is shown with its icon and current population. Clicking the dotted button over the construct icon will open a second panel counting all constructs individually.

4 - The idler and housing counters. At top left number is the number of idle humans, followed by the number of idle domestic animals. The lower numbers are the normal and maximum population limits provided by your houses. Clicking in this area will select the next idler (hotkey default Tab); idlers also include peasants working at a stockpile or armory when there are no move orders.

5 - The food ration bar. Clicking on an icon on this bar will set the food ration level; the current level and all beneath it are shown as eaten icons, while the icons above are untouched. The food ration can also be changed with hotkeys (default R & F).

6 - The next peasant progress bar. This bar represents the time remaining until a new peasant appears. When the stitches reach the top and fully reveal the peasant icon, a new peasant will appear. When the stitches unravel past the bottom, revealing the skull and tombstone, a random peasant will die.

7 - The rally buttons. The three left, green rally buttons control peasant mode, while the three right, red rally buttons control warrior mode. Cursor rally mode will display prompts for its controls. All of these buttons are accessible through hotkeys (default V G H J & M).

The buttons in each mode, from the top, are: set the cursor to rally mode, order units to rally, and delete all rally points (double click to confirm; the hotkey must also be double pressed within [seconds).

8 - The selected display materials. Clicking these icons or pressing the change material/ownership hotkey will cycle between displaying wood, stone and leather, copper metal and bronze, and iron metal and steel in various subtabs.

When no items of the selected material can be displayed - such as stone at a blacksmith - the material selection automatically changes so that something is displayed.

9 - The main tabs of the lower panel of the UI. Economy is always available, and Building, Unit, and Resource are available when the applicable object is selected.

10 - The subtabs of the lower panel of UI. These will change based upon the main tab and the selected building or unit.

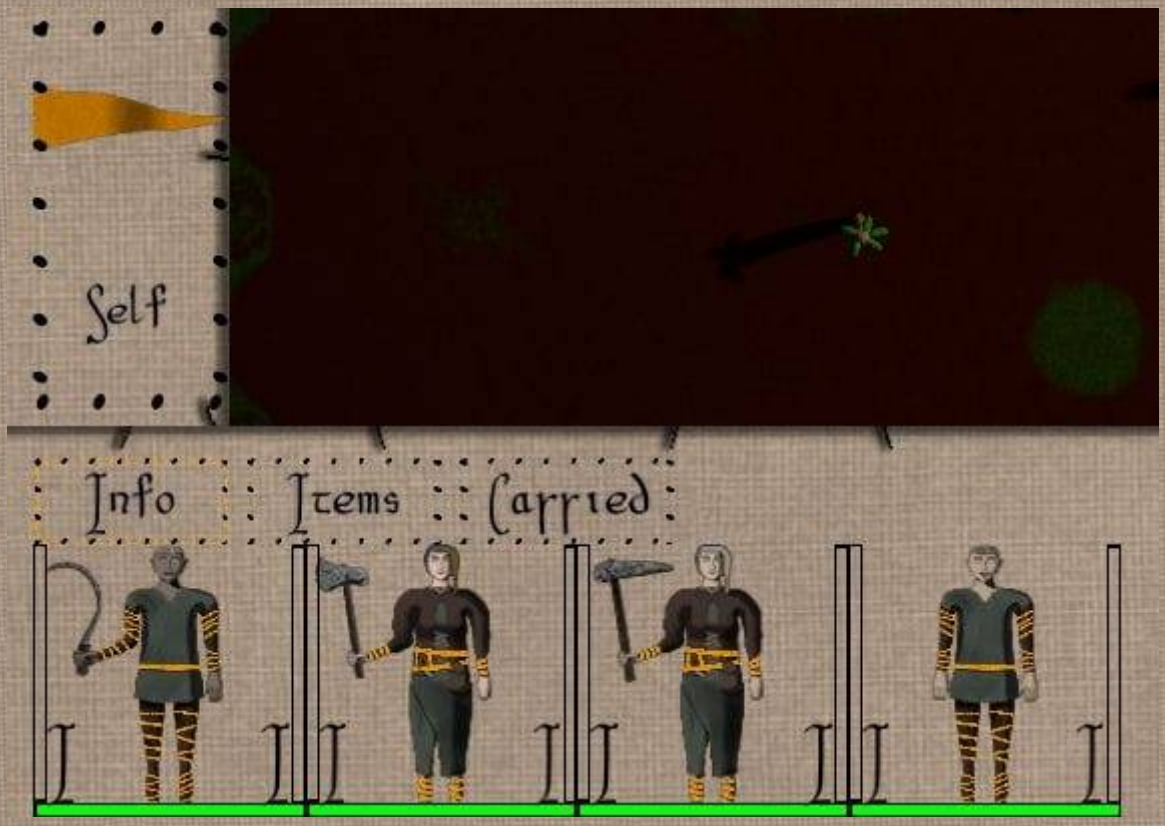
11 - The game clock, showing elapsed time since the current game start.

12 - The message scroll unfolds to alert you to various events; when applicable, clicking the message will move the camera to the relevant location. Clicking the brass handle will expand the scroll to show many previous messages.

13 - The quick groups panel shows the number of units, or 'B' for building, stored in the twelve groups. Left click to select the group; this will add to the current select if the queue key is held. Right click to store the current selection as the group.

You can also tap the corresponding quick group hotkey (default F1-F12) to select or hold the hotkey for at least one second to store.

14 - The selection arrows point in eight directions to the selected building and units that are off the screen.



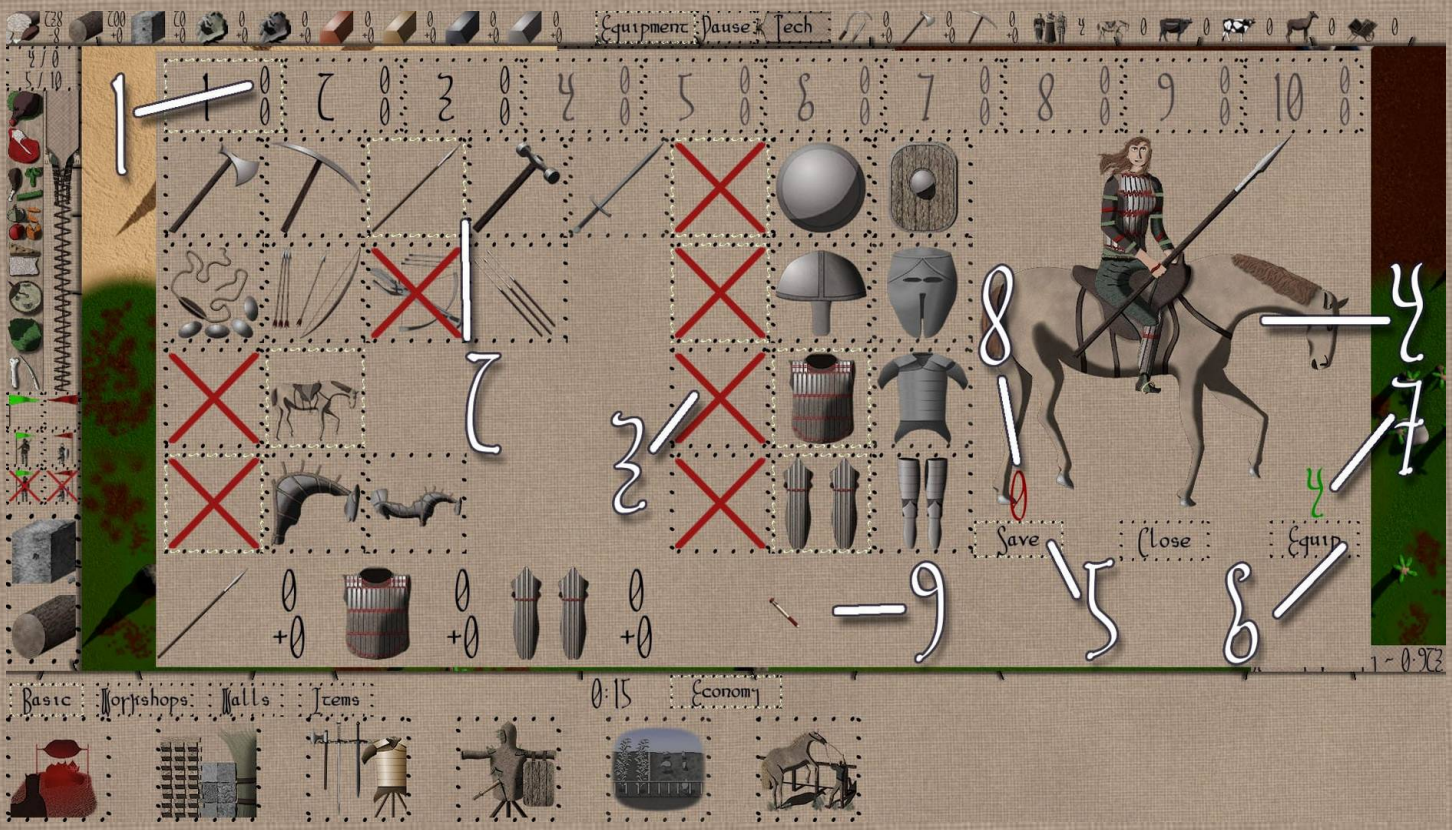
88 - When units are selected, the unit ownership display and button are presented instead of material selection. A color flag and text are shown to indicate the allegiance of the viewed units.

Clicking the icon or text, or pressing the change material/ownership

hotkey, will cycle between the display between selected units of different allegiances, if units of more than one are selected.

When selecting units this display will automatically be set to the ownership of whichever units are selected, with priority given to your own units.

Common Panels ~ Equipment Sets



1 - Equipment set selection buttons; the highlighted number is the selected set, the dark numbers are saved sets, and the grey numbers are unsaved, default sets. Sequence hotkeys 1-10 press these buttons. For each set, the total number of sets stored and ready to equip is shown above the total sets queued across all workshops.

2 - Only one weapon can be assigned in a set. Greyed weapons and armor must be researched on the Tech tree. A red 'X' over an item button indicates that the equipment is incompatible with the selected equipment, such as shields with a bow or a crossbow for cavalry.

3 - The red 'X' buttons select no item of that type.

4 - The preview icon: the warrior is shown with the current set as an icon would appear in game.

5 - Save button: this saves the current equipment selection for this set. Warning: selecting another set or closing the equipment set UI without clicking save will not save the selected equipment. The save button will be highlighted when saving is successful.

6 - Equip button: this will attempt to select the best warrior unequipped by skill or the first idle peasant and assign the currently selected set to them. This button will highlight momentarily if a human has been ordered to equip the set.

7 - Total ready to be equipped count displays the number of warriors or peasants who are training at a barracks or idle and do not have an equipment set.

8 - Total equipped count displays the number of warriors who currently use the selected equipment set.

9 - Individual item counts show the total quantity stored (upper number) and total queued at all workshops (lower number) of each item in the set. This quantity combines all materials.

Note that equipment sets are not defined per material. Items of any material or quality will be picked up and used to satisfy a set assignment. Steel material is shown as the item icons only for UI consistency. Horses must be idle to be available.



When the equipment set UI is opened on the main menu, an additional panel appears on the right. This panel allows you to save ten equipment sets as a named preset.

Clicking on the name of any preset will load its ten sets into the equipment UI and highlight the preset's name. When clicking the save button described above, the entire preset will be saved to disk.

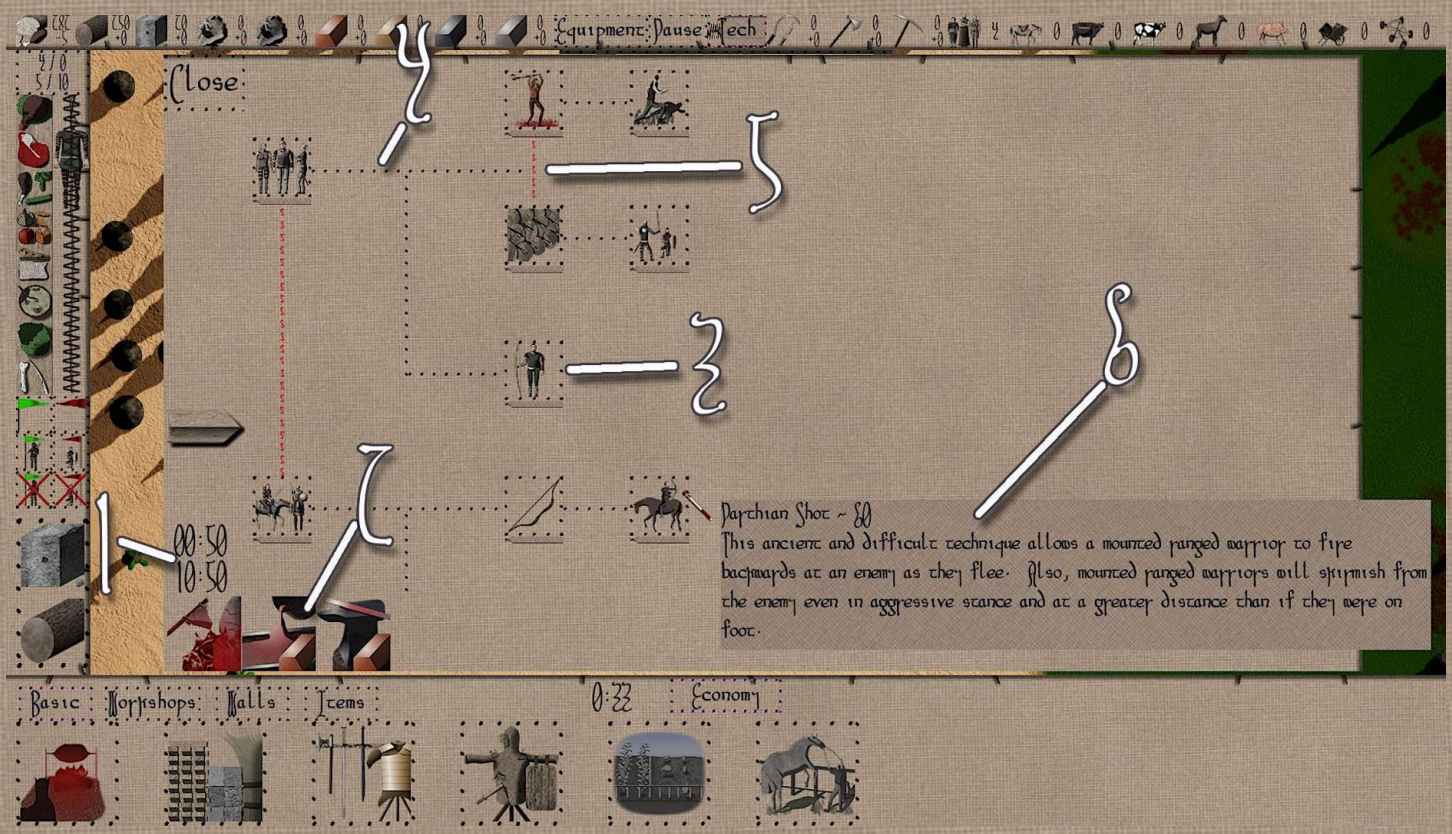
This selected preset will be loaded when you start a new map, and any changes made while playing will not be saved to the preset. Your currently selected preset will persist after exiting and launching the game again.

The clear button resets all sets in the currently selected preset and renames the preset to the default 'preset number' name. This button must be clicked twice, the first click will highlight it, indicating that the next click will confirm and clear the preset.

The rename button allows you type a new name for the selected preset; once you have entered the new name, click rename again, click anywhere outside the currently selected preset's button, or press the enter key to confirm the new name. It is not necessary to click 'save' to store the new name.

The copy and paste buttons allow you to overwrite one preset with another. To do this, select the set you want to copy from and click 'copy'. Then select the set you want to overwrite with the copy and click 'paste'. The overwritten set will be renamed 'previous set +' to indicate that it is a copy.

Common Panels ~ Tech Tree



1 - Current and total queue timer; the top clock shows the time to research the next technology in the queue. The lower clock shows sum of the research time of all technology in the queue.

2 - The tech queue display shows all technology queued for research in order from left to right. Left clicking a tech icon here will move it and any unresearched prerequisites to the beginning of the queue.

Right clicking while in a game will move the selected tech and any technologies requiring it to the end of the queue. Right clicking while in the main menu will remove that tech and any requiring it from the queue.

3 - Each tech button and bar displays the technology icon and the current progress in researching it.

Left click on a technology icon to add that tech and all its unresearched prerequisites to the start of the tech queue. Right clicking will append it and its prerequisites to the queue.

The current technology being researched, or the last technology researched if there is no active research, is highlighted.

4 - Black dotted lines between technology indicate a prerequisite requirement to researching the next technology. A color fill between the dots indicates that this prerequisite is satisfied.

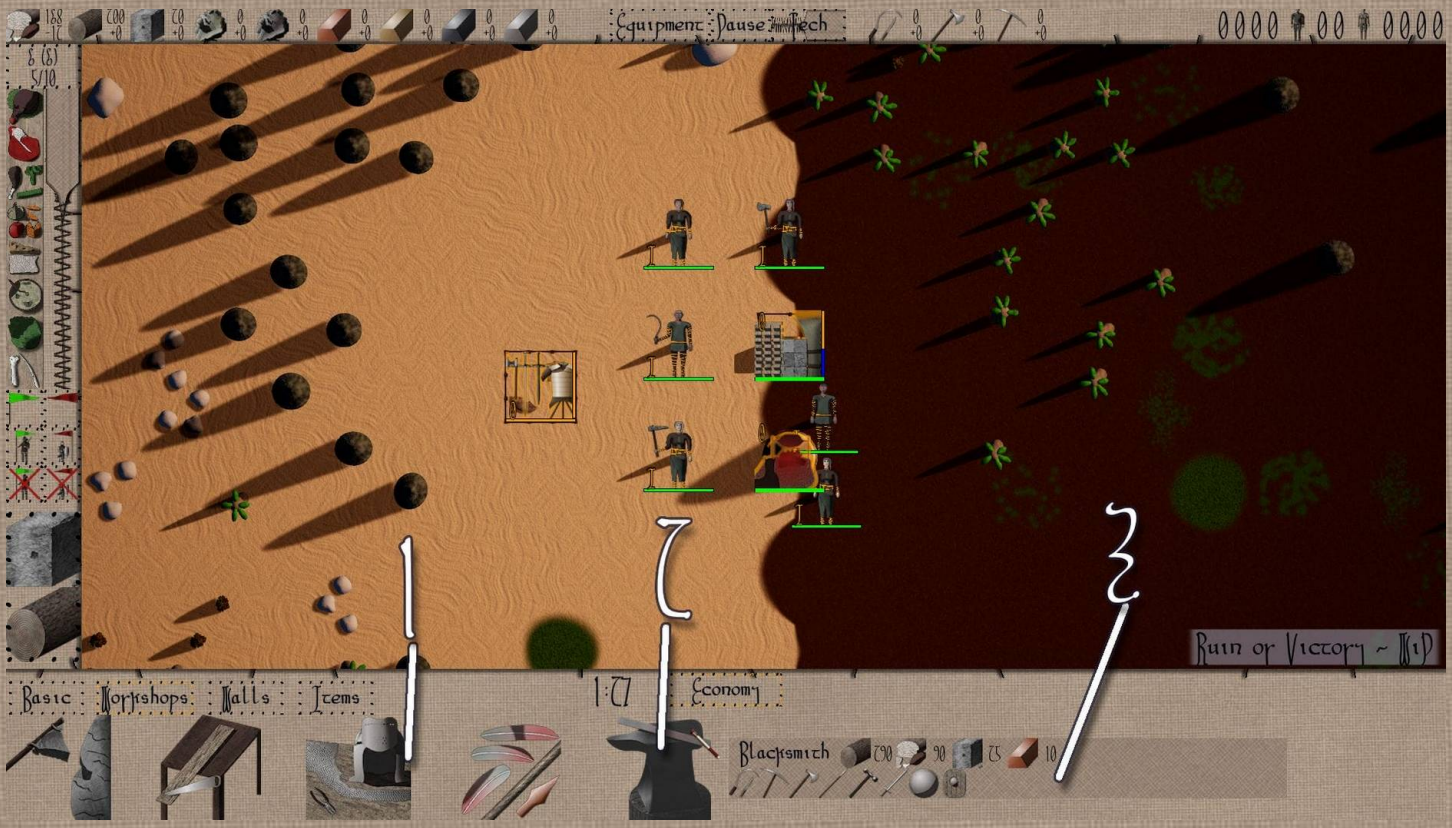
5 - Red dashed lines between technology buttons indicate that researching the two technologies is exclusive. Researching one of these technologies will disable the other; this applies to all technology for which the disabled technology is a prerequisite.

6 - Mousing over a technology button will show its tooltip, showing the name of the technology, the time in seconds required to research it (not including any required technologies), and a description of the technology's effects once researched.

A notification appears at the top of the screen when a technology has been researched.

While on the main menu, a technology plan preset selection menu identical to the one for the equipment UI is shown.

Economy Panels ~ Buildings



1 - Each building subtab has icons depicting the buildings you can select for placement in the world: left click will select that building and show the foundation preview in the game world. Sequence hotkeys 1-10 also select these buildings in order.

The stockpile is unique in that it has large and small variants. Right click its icon to choose the small stockpile. While placing the stockpile press sequence hotkey 7 to cycle between variants.

7 - A building that requires technology to unlock will be greyed out until that technology is researched.

2 - Placing the cursor over a building icon shows a tooltip. In the top row, the building's name and the resources required to construct it are shown. The bottom row shows any items that can be made at the building once it is constructed. The cost of a small stockpile is shown on the lower line of the tooltip.

Note that items are shown as steel for UI consistency; they are not an indication of what items or materials are researched.

Ships are built like buildings: upon completion, they become functioning constructs. They must be placed near deep water.

Economy Panels ~ Items



1 - All items of the selected materials, see Common Panels - Main UI - 8, are shown with counts for the total stored in all workshops and armories (upper number) and the total queued at all workshops (lower number).

2 - Each item icon is also a clickable button; this button will queue the selected item at the workshop where it will take the least time to make (considering the workshop's other queued items), if the workshop that can make this item exists.

Because the material display combines copper metal and bronze, and iron metal and steel, a left click will queue the item with the highest displayed unlocked material, while a right click will queue the item with the lowest displayed unlocked material.

For example, with both copper metal and bronze unlocked and displayed, left clicking the axe icon will queue a bronze axe, and right clicking the axe icon will queue a copper metal axe.

Item icons are used throughout the game's UI; each item has a slightly different representation for stone and metal, as well as different colors for its metal material.

Copper, bronze, iron, and steel are shown by a color roughly the same as their appearance in reality, and with a metallic shine.

It is noted in this manual which counts and panels represent items of all materials (shown in steel color), and which represent items of only the selected material.

Building Panels ~ Common Buttons



1 - The burn button: this does not immediately burn the building, but marks it for burning. Any peasants ordered to work at the building will now burn it instead, and the cursor will change to a torch icon when hovering over the building.

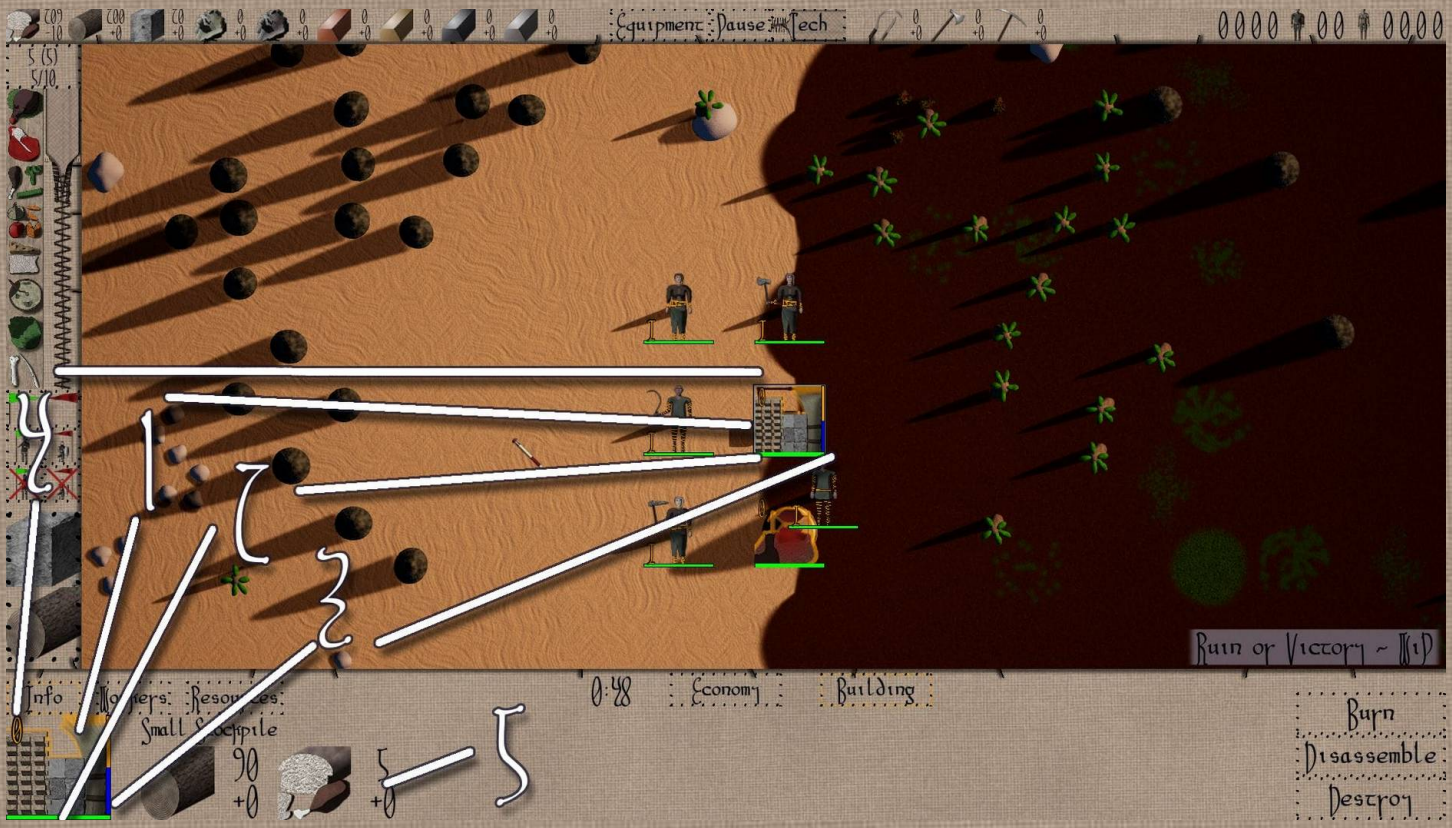
It takes some time to light a building on fire, especially for walls and fortifications. See the next subsection 'Info & Icon' for how that is indicated. Once burning, any flammable resources the building is constructed from as well as resources and items stored or crops growing there will be lost over time. There is no way to stop a fire once it has started.

C - The disassemble button: like with burn, disassembly requires peasants to physically take resources from the building to dismantle it.

Also like burning, a building cannot function or have workers while it is being disassembled. Those resources are stored on the building's foundation like resources delivered for construction. Human, carts, and oxen can take those resources and return them to the nearest stockpile once the building is fully dismantled.

Z - The destroy button: this will remove the building's foundation from the world entirely, allowing you to place another building at its location. This can only be done when the building has no resources built into it, and any resources or items stored at the building will be lost.

Building Panels ~ Info & Icon



1 - The building's icon is the UI symbol representation of its type. Surrounding the icon is a glow in the color of the player or AI who owns it.

While peasants are working on igniting a building, its icon will show the progress as four red triangles in the corners. These will get progressively darker as the building catches fire.

2 - The building's health bar is at the bottom of its icon. The magnitude of the bar indicates the quantity of resources built into the building relative to the total required to construct it.

The bar is green while the building is being constructed or operating normally, blue when it is being disassembled, and red when it is burning.

3 - The storage bar shows the quantity of resources or items stored at the building relative to its maximum capacity. When the storage bar reaches the top of the icon, peasants will have to take their resources and items elsewhere.

4 - The worker count number shows how many workers are at the building. Note that workers send out on various errands are counted in this number while they are away from the building.

5 - The Building - Info tab also states the building's name and the resources present or missing from its construction. The upper number of each resource is the quantity constructed in the building, while the lower number is the quantity missing.

All of these elements are also present on the building's icon in the game world, with the addition of a selection box surrounding the icon when it is the selected building. Only one building can be selected at a time.

Building Panels ~ Workers

The Building - Workers tab depicts the icons of all workers currently at the building. See subsection Unit Panels - Info & Icon for details.

Right clicking a unit icon will remove them from the building.

Building Panels ~ Stockpiles



1 - The resource counts and selection buttons: clicking a resource icon will select that resource for move orders and highlight the icon and count. The upper count is the quantity of each resource stored at the selected stockpile; the lower count is the sum of all move orders of each resource to or from the selected stockpile. Sequence hotkeys 1-10 select each resource.

Note that resources being actively transported to or from the stockpile are not counted here, only resources queued and still stored in a stockpile.

Right clicking a resource icon will display a red 'X' through it, indicating that this resource is not allowed for drop off at the selected stockpile.

Peasants will follow this command and take that resource to another stockpile. The [U] function key toggles permission for all resources.

C - The move resources buttons; pressing these will set the cursor to building select mode, where you can designate the destination stockpile or cancel. See Controls - Cursor. Move orders are carried out by units in the order that they are given.

Auto move is a persistent move order that represents an infinite move quantity. Giving this order will place an '-A' as the resource change quantity for auto moving out, an '+A' when another stockpile has an auto move order with the selected stockpile as the destination, and 'AA' when both to and from auto move orders exist. 'AA' is not recommended, and one of these orders should be canceled using the buttons described in Y.

Z - The move quantity slider and count; this is the quantity of the selected resource that will be queued for moving when selecting the 'Move' button. Dragging the slider sets the move quantity relative to the total stored in the selected stockpile.

Y - The cancel move orders buttons; clicking these will cancel either all move orders of the currently selected resource from this stockpile to all others, or from all others to this stockpile. Peasants currently transporting resources will continue to their destination.

The armory's items subtabs function almost identically to the stockpile's as described in the previous section. The only difference is that an armory deals with items organized across three tabs.

Building Panels ~ Barracks



The Barracks - Equip tab is one place to assign equipment sets to your warriors. The sets are depicted with the same icons as shown in the equipment set UI and on the icons of warriors themselves. If all items in a set are not stored somewhere (the upper right number is 0), the icon will be greyed out.

Clicking a set button, or pressing the corresponding sequence hotkey 1-10, will assign that set to the most skilled warrior working at the selected barracks who does not have an assigned equipment set. After picking up the items in the set, the warrior will automatically return to the barracks and continue training.

In the lower left corner is the number of warriors at the selected barracks who are equipped with the depicted set. In the upper right is the total number of sets stored and ready to be equipped. In the lower right is the total number of the depicted set queued across all workshops.



1 - The farm information display; this text provides details on the state of the farm and the crop selected. The top line indicates the current state of the farm.

'Planting' appears when not all seeds are planted; in this state workers at the farm will move around automatically planting seeds of the selected type.

'Waiting' means that all seeds have been planted, and you must wait for the crops to grow before harvesting them.

'Harvesting' means that at least one plant is fully grown and ready to be gathered from. Workers at the farm will now automatically gather from all fully grown plants.

These states reflect only the status of the farm and will be the same even when there are no workers.

The second line gives the number of seeds that can be planted times the quantity of food that each fully grown plant will have.

The third line gives the total time in seconds that each plant will need to grow from a seed to be ready for harvest. This time does not count down; many plants can be in different states of growth at any one time.

It also does not reflect various bonuses to plant grow speed that are applied individually to seeds as they are planted by a peasant and helper animal.

7 - The crop selection buttons; clicking any of these buttons will designate that type of crop to be grown at this farm. Greyed buttons require technology to unlock. The currently selected crop is highlighted in your color. Sequence hotkeys 1-10 press these buttons.



When farm animals are selected, the text box changes to display relevant information. The state of the farm is 'no animals' or 'no humans' if either type is missing, or 'farming' when both are present and food is being gathered.

The second line shows the time remaining in seconds until another animal of the farmed type is bred. The breeding time depends on the skill of the farmers, the current food ration, and the type of animal. Breeding requires at least one human worker.

The bottom line shows the amount of food, beyond the minimum ration eaten by all domestic animals, that is being consumed by animals at the farm over a 10 second interval (the same as the gain or loss quantities shown in the resource counts at the top of the screen). Since the food ration is set to the lowest in the example above, the extra food consumed is zero.

Building Panels ~ Smelters



1 - The smelt button; pressing this button toggles the operation of the smelter and the corresponding highlight of the button. No metal will be produced when smelt is not highlighted. The U1 function hotkey presses this button.

2 - The get resources button toggles permission for workers at the smelter to bring ingredient resources there from stockpiles. Toggling this off does not prevent workers from stockpiling produced metal ingots.

3 - The return resources button is the opposite of get resources, and they cannot be active at the same time. When toggled on, return resources makes the workers at the smelter return all ingredient resources stored there to the nearest available stockpile.

4 - The product metal selection buttons select which metal resource will be produced. The knowledge required to smelt each type of metal is researched in the Tech tree. Sequence hotkeys 1-4 press these buttons.

5 - The metal product tooltip shows the name of the product resource along with its symbol in the top row and the ingredient resources in the bottom row. The numbers are the total quantity of each resource that will consumed or produced by the smelter every minute.

6 - The resource counts display the type and quantity of resources stored at the selected smelter.

Building Panels ~ Workshops



1 - The item buttons can be clicked to add the item represented to the queue. Sequence hotkeys 1-10 press these buttons. Holding either the queue or pre-queue keys while clicking will queue 5 of the item.

Because the material display combines copper metal and bronze, and iron metal and steel, a left click will queue the item with the highest displayed unlocked material, while a right click will queue the item with the lowest displayed unlocked material.

For example, with both copper metal and bronze unlocked and displayed, left clicking the axe icon will queue a bronze axe, and right clicking the axe icon will queue a copper metal axe.

7 - The item progress bar indicates the progress to completion of the current (left-most) item in the queue.

8 - The repeat button toggles infinite repetition of the current queue. When the repeat button is highlighted, a completed item will be added back on the end of the queue. The F1 function key presses this button.

9 - The clear button removes all items from the queue and cancels the progress of the current item. Its resource cost will be refunded to the crafter.

5 - The item queue itself lists all items to be made and the quantity of stacked items. Items must still be made one at a time. Left clicking on an icon in the queue adds another item of that time there; right clicking on a queued icon deleted one of that item from the queue.

6 - The item tooltip shows the name of the item or construct, the time in seconds it will take to create, and the resources required. The time does not include time spent picking up the required resources, but it does account for the bonus in crafting speed of the workshop's master crafter.

Building Panels ~ Pastures



Pastures have a master-apprentice logic similar to a workshop, and only two human workers are allowed. The master animal trainer's peasant skill is used to determine bonuses to animal taming, training, and breeding speed.

When there are several animals training at the pasture, the bonus from the master's skill is reduced because they must divide their time between animals. If an apprentice trainer is present, their skill will combine with the master's and speed of the training of several animals.

Building a pasture over sand or snow will greatly increase breeding and training time; the building preview will turn orange to reflect this penalty when placing the building.

A maximum of one wild animal or four domestic animals can be at a pasture. Domestic animals of different types can be mixed. Wild and domestic animals cannot be mixed at a single pasture, and a pasture cannot lure a wild animal while domestic animals are working there.

1 - The information box shows the state of the pasture in the first line. Idle indicates that the selected pasture is doing nothing.

Luring means that the pasture is placing bait to lure the selected animal type. Once a wild animal is lured in, it will be trapped in the pasture and the mode will change to taming. Luring does not require a human worker to be present.

Taming mode requires at least one human worker and turns a wild animal into its tame counterpart.

Training/Breeding mode is a combined mode that improves and multiplies the domestic animals working at the pasture. This requires a human worker.

The second line shows the time remaining in seconds until either the wild animal is tamed or another animal is bred. The breeding time depends on the current food ration and the type of animal.

In the example image above, that number is not present since the pasture is idle, having reached the maximum of four domestic animals bred.

The bottom line shows the amount of food, beyond the minimum ration eaten by all domestic animals, that is being consumed by animals at the pasture over a 10 second interval.

Since the food ration is set to the lowest in the example above, the extra food consumed is zero.

Luring and Taming modes always feed the wild animal at the minimum animal ration, which is reflected in the number.

C - The lure button toggles whether an empty pasture should switch to lure mode automatically or remain idle. The U function key presses this button.

Z - The lured animal type selection buttons allow you to choose which type of wild animal to lure into the selected pasture.

Y - The animal icon display shows all animals working at the selected pasture. The animals' icons will also be shown under the workers tab. Right clicking an animal's icon will remove it from the pasture. Wild animals will run far away when released.

Unit Panels ~ Common Buttons



1 - The 'All Stop/Idle' button sets all selected units to idle and clears all queued orders. This button is always present when units of any type are selected.

2 - The aggressive and defensive stance buttons set warriors to these respective modes. The current mode of the selected warriors is highlighted; when both buttons are highlighted, both modes are set for some selected warriors. See Core Mechanics - Warriors for details on stance behavior. These buttons also appear for dogs.

3 - The store resources button orders the selected units to return all carried resources to the nearest available stockpile. When carts and oxen are selected in addition to humans, 'Store Resources' will issue the same order to them as well.



The unit common buttons change when certain types of units are selected. For example, the buttons above are shown when only a cart is selected.

1 - The detach all button removes all humans and animals that are currently operating all the selected constructs.

2 - The pack/unpack button is only displayed when a single cart operated by a human is selected. The text reflects its command to change the cart's state: when packed, the button will show 'unpack'.

Packing or unpacking requires a human operating the cart and a short amount of time depending how much is stored in the cart. It also stops the cart's movement. While the selected cart is in the process of packing or unpacking, this button will be highlighted.

When a single unattended cart (above), or multiple carts and/or at least one siege construct are selected, this button changes to 'Burn'. This toggles all selected unattended carts and siege equipment for burning. 'Burn' will be highlighted when any selected construct is set to burn.

3 - The 'Store Resources' command functions as for a human; it will not be present when only siege constructs are selected.



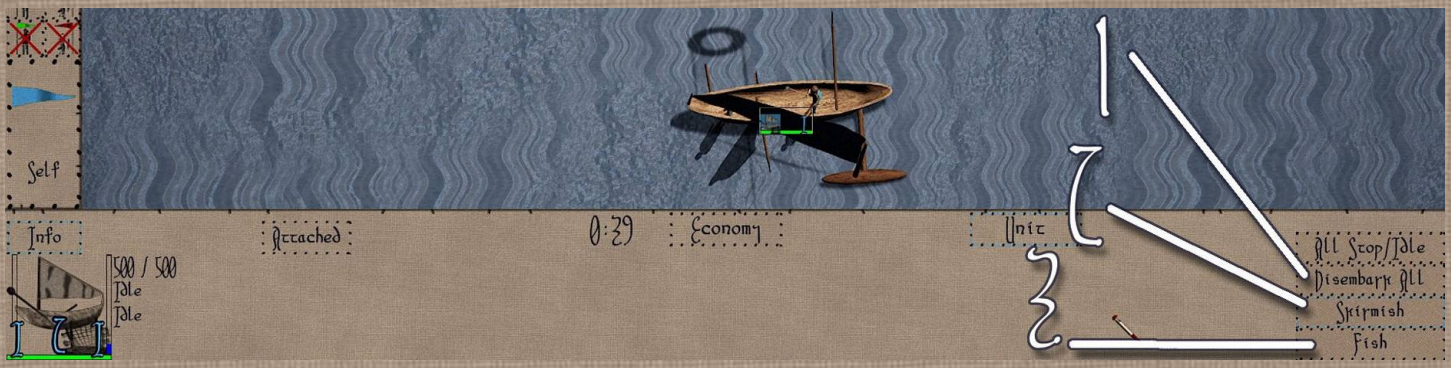
The buttons above are shown for all domestic animals. The display of these options takes precedence over carts and siege machines when both domestic animals and constructs are selected.

1 - Go to pasture will send all selected domestic animals to work at the nearest pasture, or if no pastures are available, to the nearest farm that has space for them.

Animals count towards the total of eight workers at a plant farm; farm animals only go farms designated for their type.

2 - Slaughter must be clicked twice to activate; when it is highlighted a second click will kill all selected domestic animals. A human must be within 25 meters of an animal to kill it.

3 - Store resources applies only to an ox and functions identically to a human and cart.



1 - Ships can detach all crew like any construct; however, the crew can only disembark when the ship is beached.

2 - Ships have a skirmish defensive stance toggle like human warriors. Enabling this makes them automatically run away from enemy ships.

3 - Fisher ships have a do fish command toggle. When this is highlighted, they will move around gathering fish. Once full, the fisher automatically beaches near a stockpile and the crew delivers the food.

Galleys share all except the bottom button with fishers. For a galley, the 'Ram/Board' toggle instructs the galley to close in against enemy ships in close combat.

Unit Panels ~ Info & Icon



1 - The unit icon depicts the type of unit, with colored straps on their clothing showing their allegiance. Peasants, crafters, and warriors each have a distinct icon. Animals, such as the deer in the image above, and constructs, will also have a type icon.

Note that icons for male and female humans are for cosmetic purposes only, and there is no gameplay difference between them.

2 - The skill bar is shown in red on the left side of a human's icon. This represents the magnitude of their skill relative to its maximum. The maximum of all skills is fixed and does not vary between humans.

3 - The health bar depicts the percentage of the unit's health.

4 - The unit's current job is represented by one or two letters in the lower left of their icon.

5 - The unit's current state is shown the lower right.

6 - The ammunition bar is shown in blue for all warriors equipped with a ranged weapon. This shows the current quantity of ammunition the warrior is carrying relative to the maximum that can be carried for their equipped weapon type.

Observe that while most the elements of the icons in the lower screen panel are also present on the world icon, a few have been removed to reduce screen clutter. The skill bar and state letter are missing. As with buildings, a selected unit's world icon has a box around it.

Every icon on the panel is also a button: sequence hotkeys 1-10 align with these buttons. Left clicking, or pressing the corresponding hotkey, will select that unit exclusively. Right clicking an icon will deselect only that unit.

By default unit icons in the game world are not the full icons shown above. This can be changed in Options -> Gameplay. The simple icons show only health, carried weight or ammo, skill, the equipped weapon or equipment set, and the current job.



1 - The crafter type icon indicates which particular crafter skill is highest for the depicted crafter. This icon is the same as the building where the skill is used, for example a stonecraft above.

Crafter icons do not depict equipped weapons or armor, as crafters are not meant to engage in gathering and combat.

Note that a crafter's job symbol has been moved to make room for his skill type symbol.

7 - The carried weight bar and icon: the blue bar shows the total weight of items and resources carried out of the maximum weight. Each resource and item has a different density or weight.

The carried icon shows the type of resource that the depicted unit is carrying the most of.

3 - The health quantity shows the current and total health of the unit as numbers.

4 - The unit's order job and state are printed as text.

5 - The carried weight and maximum weight as numbers. This is shown for humans, oxen, and carts. Horses and farm animals cannot carry resources or items.

6 - A human's skills are listed with their magnitude here. A human may have gained several skills, but only the highest one determines their icon type.

Unit Panels ~ Items



1 - The tool interaction bars show the tool's icon, the percentage of selected humans that are carrying that tool, and the average relative efficiency of the tool as a color. Red is the least effective tool, while green is the highest. A tool's efficiency is determined by both its material and quality.

2 - The pickup and drop off buttons will order the selected humans to perform the respective action for that tool. Drop off is not possible without a built, not full armory, including unpacked carts.

3 - The tool upgrade button will order the selected humans to search for a more efficient tool of that type, if they are carrying the tool and if a better tool exists.

Better tools are distributed among the selected humans only, and it will take them time to pickup the better tool. Thus, clicking upgrade multiple times with different humans selected may send multiple humans to pickup the same tool.

4 - The dismount button orders the selected humans to get off their horse; if they are not riding a horse, this does nothing. It will not unassign their equipment set, regardless of whether that is a cavalry set.

5 - To Arms! will order the selected humans to pickup any available weapons and armor within the search distance set in the Options; they first search their carried items as well. They will be assigned a unique equipment set for the items they get that is separate from sets 1-10.

As with tool upgrade, this command distributes items among the selected humans; issuing this command individually to many nearby humans may result multiple humans attempting to take the same item.

6 - Unequip and store all items will order the selected humans to unassign their equipment set and store all carried items at the nearest available armory. If no armory is present, the equipment set will still be unassigned.

7 - The upgrade equipment button will order the selected humans to attempt to find better items for the equipment they are currently assigned. It will also refill the ammunition of ranged weapons if possible. This does not upgrade tools and does nothing when an equipment set is not assigned to a selected human.

If the set assigned to a selected human has been changed in the Equipment UI since assignment, the selected human will simply drop off all their current items and search for better equipment of the assigned set. If a selected human's assigned set has not been modified in the Equipment GUI, they will first check that a complete set is ready for pickup, just as when assigning a set.

This command does not check for better items in either of the cases described above, unlike the tool upgrade button. You must determine when enough superior items exist to make this order worthwhile.

8 - The equipment set buttons will assign the numbered equipment set to the selected humans and order them to pickup all relevant items. If those items do not exist, the set will be unassigned to prevent confusion. Sequence hotkeys 1-10 select these buttons.

The two numbers below each set count how many humans have equipped that assigned set entirely and how many have been assigned that set. For example, '1/1' indicates that one human has that set fully equipped, and '0/1' indicates that one human is picking up that equipment set.

Assigning a set to humans, then changing that set in the Equipment UI will not change the set assigned to those humans. The entire UI tracks only sets currently defined in the Equipment UI, but humans will remember what they have been assigned.

Next to each set number is an upper number showing the total number of that set stored and ready to equip and a lower number for how many sets are queued at all workshops.



When no humans are selected, the Items subtab displays the ammunition panel. Only oxen and carts are relevant to this panel; other animals and constructs cannot transport ammo.

1 - The icon of each type of ammo is a button. Left clicking this will order all selected oxen and carts to each pickup 5 stacks of that ammo. Right clicking will order them to drop off 5 stacks.

Holding the queue or pre-queue keys while clicking the icons will queue the order for carts. For oxen you can queue more ammo in the same order by hold either queue key; for example, hold shift and left clicks arrows 3 times to get 15 stacks of arrows. Otherwise, if the order does not match the oxen's current job, it will be replaced.

7 - Like other item counts, the upper number of the icon is the total stored, and the lower number is the total queued at all workshops.

All counts and pickup orders are for ammo of any material, so the icons are shown as steel. The counts do not include ammo stored in packed carts or oxen, but do include unpacked carts.

8 - The lower numbers are the stacks carried / the number ordered for pickup by all selected oxen and carts. A negative number indicates that the selected carts and oxen have been ordered to drop off ammo.

Unit Panels ~ Carried



1 - The carried resources counts display the sum of all resources held by the selected units.

2 - The carried item counts display the quantities of items carried or equipped by the selected units. When all items will fit, they are displayed by materials. If there are too many different items, their materials are combined and they are shown as steel material.

Unit Panels ~ Categories



When many units are selected, the UI displays them in organized categories. The unit categories form a branching logical structure that is always consistent. Each selected unit belongs to a specific subcategory depending on its type, skill, and equipment.

Subcategories are combined into higher categories so that the category icons fit on the lower panel. Subcategories will not be displayed if few units are selected and their icons will fit in the lower panel, unless the relevant option is selected.

The bars from a single unit icon are present on a category icon. For all of these, the bar value displayed is now the average of quantity being measured. In addition, the total number of units represented by the category icon is shown as a large number.

While the color of the units' allegiance is present, equipped items are not displayed on category icons. The armor and weapons depicted on the icons are for cosmetic purposes only.

1 - The peasant category contains all humans with no skills. It is further divided into subcategories by which tool a peasant is using.

Subcategories will display their specific type using an icon in the upper left corner; each peasant subcategory icon will show its tool symbol. Further subcategories show peasants with other weapons, split between melee and ranged, and those that are unarmed.

2 - The crafter category includes all workshop skills and smelters. The subcategory icons for crafters use the same icon as their crafting skill in an individual icon.

3 - The melee warrior category contains all warriors equipped with one of the five melee weapons, warriors with javelins, as well as unarmed warriors who have not been assigned an equipment set or have not picked up their weapon yet.

4 - The ranged warriors category contains all warrior equipped with one of the four ranged weapons. This category icon also includes the ammunition quantity bar.

The warrior categories can be distinguished either by different overall icons and weapon symbols in their upper left corner.

There are additional categories that will display mounted warriors, domesticated and wild animals, as well as constructs like carts, siege weapons, and ships.

The position of a category on the Unit - Info panel is fixed, and corresponds to its sequence hotkey 1-10. Click and hotkey actions are functionally the same as with single units, but now deal with all units contained within the categories displayed.

In addition to the categories presented in the Unit - Info panel when units are selected, the world icons of individual units can be combined into world category icons to reduce screen clutter. This is enabled by checking the 'World Unit Icon Grouping' option under Options - Gameplay.

World icon grouping occurs automatically based on the current camera zoom, the distance between units in the game world, the number of units close together.

Simple world category icons will display only a small icon, bars, and the number of units grouped.

World category icons display the same groups as described above, but never expand into subcategories. World category icons reposition based upon how many need to be displayed.

Left or right clicking a world category icon will perform the same actions, selection or the relevant order, as if you had clicked on an individual world icon.

Unit Panels ~ Attached

The Unit - Attached panel is available as a subtab when only constructs are selected. It displays ten of the humans and animals operating the constructs with the same icons as described in Unit - Info and Icons without grouping.

Right clicking a unit icon in this panel will remove it from the construct. For ships, this can only be done when the ship is beached.

When the selected construct is a galley that is not beached, right clicking a human's icon will switch them between crewing the galley and operating the siege weapon attached to the galley, if present and possible.

This also works in reverse, right clicking the icon of a siege operator on a galley will put them in the galley's crew.

When more than ten selected units are attached, or the option 'Always Show Unit Categories' is checked, the attached subtab will show the units in six categories: peasants, crafters, melee warriors, ranged warriors, domestic animals, and siege weapons.

When categories are shown, left click to reduce the display to the units under that category; sequence hotkeys 1-6 perform the same action for their corresponding category, if present.

Journey ~ Introduction

Journey is a series of games linked together by a world map layer. You play as one of several tribes vying for control of a continent. Your tribe's resources, technology, and units are persistent during the game.

The results of every game affect the world map, which has its own economy and strategic rules. The goal is to expand your tribe across the map while defeating enemy tribes in your way, and this determines your objectives for every game.

You will establish new settlements, build your tribe's resources and strength, advance your technology, and attack and defend from enemy tribes.

The world map operates in turns: every turn, you can view the world map situation and must make an single expansion. This expansion can attack the enemy, establish a new settlement peacefully, or gather resources.

After this game is complete, all AI tribes take their turn, in which their strategic options are the same as yours. You may have to defend your settlements from AI attacks, playing more games.

Once all these attacks are resolved, you start your turn again. Each turn, every settlement gathers resources for its tribe and can grow in population.

Journey ~ Settlements

The presence of a tribe is defined by their settlements: each settlement controls a small area of influence on the map. A tribe's resources and technology are not local to any settlement, but the population is. Each turn, every settlement's population gathers resources, grows due to excess food or starves due to lack of food, has random deaths, and may suffer natural disasters.

The resources gathered by all your settlements are added to the global stockpile. The total population is used to determine how many units a tribe can bring to expand peacefully, attack the enemy, and defend its settlements.

However, the more settlements a tribe has, the more its population and resources are tied to maintaining them. Thus, a large tribe will have an advantage over a smaller one, but cannot bring its full might to battle.

Every settlement can be upgraded to increase resource production or to provide better defense. Every upgrade type has multiple levels, each with a resource cost, minimum population, required technologies, and time to complete: some may reserve part of the population for continuous work, increasing the population requirement of future upgrades.

You can earn or reduce the cost of the first level of all upgrades, except garrison, by investing up to the the upgrade's resource cost into the appropriate buildings. For wall upgrades, build 2000 wood or stone worth of connected walls: for farmland fencing, build 10

farms or 20 pastures combined; for lumber mill, build 10 woodcrafts; for quarry, build 10 mines; for smelters, build 10 smelters.

Garrison can be earned by training warriors so that the average warrior skill of your population is greater than 7.5, or 5.5 with Commoner Militia tech.

If you do not have enough warrior skill to receive the Garrison upgrade, some of the metal cost of your warriors equipment will be returned to the global stockpile.

The resources a settlement gathers are based on the terrain around them. Good farmland produces much more food from farming and farm animals; with fishing technology, peasants gather food from any nearby water.

A fraction of the food gathered is taxed to your global stockpile, while the rest is consumed to feed the population. Excess food after feeding the population causes it to grow.

If a settlement cannot produce enough food to feed itself, it will draw food from the global stockpile; if the global stockpile is empty, many peasants and animals will die.

Wood, stone, and ore are also gathered by their density around the settlement. Each settlement makes metal from ore, wood, and stone; as with food extra resources can be drawn from the global stockpile.

Journey ~ Technology

Technology can only be researched by time passing during a game, and is persistent across the entire journey. Many technologies have additional benefits in the world map similar to their effects in game.

All agricultural technologies and Grain Mill contribute to increasing food harvested from the land; a substantial penalty is imposed if basic farming is not researched.

Animal Domestication is required to obtain animals; their population will grow along with humans in settlements. Every animal, except dogs, provides an economic benefit similar to their function in game. Dogs can fight in expansions and defense.

Cart technology increases wood, stone, ore, and metal produced. With Animal Domestication, Large Cart further increases the gain of these resources.

Boat Building research is required to gather fish and cross water. Shipbuilding technology allows more resources and units to be brought across water in an expansion.

Cart and Large Cart increase the range of a land expansion. Siege engineering research allows known siege weapons to be brought when attacking.

Wood and Stone Fortifications allow wall upgrades for your settlements.

Mines increase the amount of ore gathered by settlements, and decrease the amount of stone. This knowledge also allows the quarry upgrade.

Metal smelting research allows your settlements to produce ingots of the best metal known. Copper or iron ore will automatically be gathered accordingly. Charcoal technology reduces the wood used by settlements when producing ingots.

Metal forging allows you to start games with tools, weapons, armor, and ammunition of the best known metal, if you have enough in your global stockpile. No metal forging greatly reduces the amount of wood, stone, and ore settlements gather.

Commoner Militia and Rigorous Training improve the skill of starting warriors. Weapon specialization knowledge gives your starting warriors additional specialization skill with their equipped weapon.

After every game, you may allocate two points to any of the four technology categories, granting a bonus to research speed for those technologies; these points are cumulative and persistent.

All AI tribes also research technology with the time you spend in a game.

Every turn, you must expand: you cannot wait or pass your turn. You choose the position of your expansion, its objectives, and which resources and units to start the game with. You must choose an expansion position within reach of one of your settlements.

You can either travel by land, if there is a land route not blocked by water, or by water, if Boat Building technology is researched and a settlement in range has water in its area of influence.

Water travel can go much further and allows you to reach islands. Using boats greatly reduces what you can bring on the expansion; research Shipbuilding to bring as much as a land expansion.

A potential expansion position is checked for both land and water routes from all your settlements, with land routes preferred. Choosing to expand near an enemy settlement will force you to attack them.

When selecting what to bring to a game, the maximum total resources, humans, animals, and siege weapons will be calculated according to your tribe's resources, population, and number of settlements. Humans are further divided by skill: the number of warriors and crafters you can bring are limited.

Crafters are always very limited, while warriors may be limited when defending because most of your settlement's population are peasants. For every warrior you choose, you may also choose from your defined equipment sets: this will give them starting weapons and armor, with

the metal cost of these items being taken from your global stockpile, if at least Copper Forging is researched. You also receive one siege weapon of any researched type from each of your settlements for every battle.

After a game has ended, the winning tribe keeps most of their the resources and units on the game map. If you selected the first expansion objective, a settlement is established at the expansion position. The defeated tribe loses all resources invested in the battle, as well as all its units.

The winning tribe automatically captures stockpiled resources and some domestic animals from the losing tribe. All these units are used to form the starting population of the winning tribe's new settlement. If you elected to not start a settlement, all the units will be redistributed among your existing settlements.

A small spoils fee per human of food, wood, stone, and any metal will be taken from the winner's final resources, with the rest going to the global stockpile.

The AI can expand and attack just as you can. Once your expansion game has ended, returning to the world map will show if there are any attacks against your settlements (otherwise it will appear as normal).

If attacked, you must select the resources and units to defend your settlement and engage the enemy in battle. Once all AI attacks against you have been resolved, your next turn begins.

Journey ~ Map GUI



1 - The journey world map shows the terrain of the world and every tribe's settlements. Water in blue cannot be built on, but can be crossed. Brown dirt represents good farmland, while sand or snow is poor farmland. Green leafy symbols are trees, and dark grey squiggles are rocks; all rocky areas contain both copper and iron ore.

The graphics of the map are a slightly randomized high-level approximation of the real terrain, and the game map will look different. Information about the terrain shown by the tooltip is more accurate than the graphics.

Every tribe's settlement influence area is shown in their color. A skull is shown over a settlement that has suffered a disaster in the

previous turn, and in places where a settlement has perished due to starvation or attack (unless another settlement is started nearby).

7 - Click the 'Technology' button to view your tribe's technology plan and tech category bonus points. You may change your planned technology, but research only progresses in the game map. Changes to the tech plan made during a game will update this display.

8 - Click the 'Equipment' button to view your defined equipment sets. These are the sets you will choose from when equipping your warriors at the start of a game. Changes to equipment sets made during a game will update this display.
9 - The total global resource stockpile for your tribe. The upper numbers are the current amount stored, while the lower numbers are the expected gain from all settlements this turn.

Random disasters may decrease productivity unexpectedly. Taking units from settlements to use in an expansion will reduce productivity.

An 'h' after a number means hundreds: thus 12h means 1,200. A 'k' after a number means thousands: thus 12k means 12,000.

5 - The total population from all of your settlements.

6 - Select an owned settlement by left clicking on it to open this panel. Every upgrade level completed in the selected settlement will be shown as with its number highlighted over the upgrade icon.

The upgrade currently being built, if any, will have its icon highlighted. Left click on an upgrade icon to start working on its next level, if possible.

You may cancel an upgrade by right clicking on its icon in the same turn as it was started (before expanding); however, once it is being built, you must wait for it to complete.

7 - Click the select point button to put the cursor in expansion mode. In this mode, mousing over the map will show if your tribe can make an expansion to that position. See the Expansion Symbols subsection for details on the cursor's icons.

Left click to confirm the position, if possible. Click the button again to cancel this mode at any time.

8 - Once a valid expansion position is set, the expansion objectives panel will be visible.

The topmost button can be toggled on and off to select whether a successful expansion will establish a settlement.

The second button will be enabled when attacking an enemy to show that one of your objectives will be to defeat your foe.

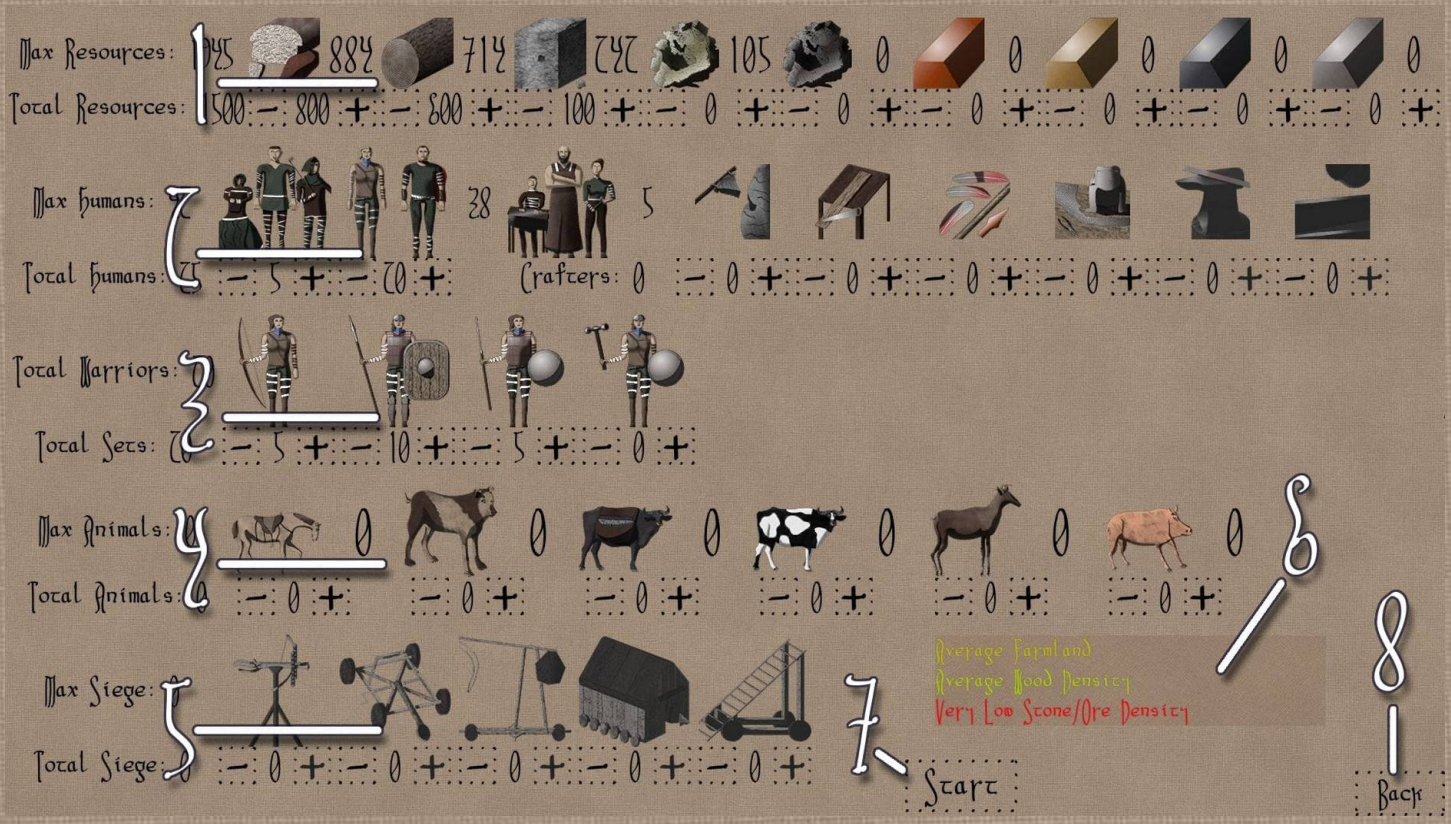
The next three buttons allow you to select economic objectives. All three are required in a peaceful expansion, and they are optional in a battle; right click to remove them.

To select a different economic objective, left click on the button;

this will highlight it and show dots around the resource and unit counts on the sides of the screen. Left click on a resource or unit icon to set that as the target of the selected objective; you may not have duplicate objectives.

9 - After an expansion position and its objectives are set, click this button to proceed to the Muster UI.

10 - Click the back button to return to the journey save and loading menu. This will save the current journey.



1 - The maximum resources available are shown on the upper line, while the resources selected to bring are on the lower. Use the '+' and '-' buttons to add and subtract starting resources, up to either the total maximum or the maximum of that type of resource.

2 - The maximum humans available are shown on the upper line, while the humans selected to bring are on the lower. Use the '+' and '-' buttons to add and subtract starting humans according to their skill. You can only bring as many equipment sets as warriors.

3 - Use the '+' and '-' buttons to increase or decrease the number of equipment sets to arm your warriors with. There is no limit on the number of an individual set, but the cost of the items in metal will be deducted from your global stockpile.

If you have no metal, or have not researched forging technology for metal, your warriors will receive stone weapons, leather armor, and wooden shields for free.

4 - The maximum total and per type of domestic animals is shown on the upper line, and the numbers of animals selected to bring are on the lower. Use the '+' and '-' buttons to add and subtract starting animals.

5 - You may bring one siege weapon per settlement to a battle. Use the '+' and '-' buttons to add and subtract starting siege weapons. Siege selection does not include human operators, so plan your warriors accordingly.

6 - A repeat of the map tooltip at the game's position is shown for reference.

7 - Click the start button will cancel preparations and return to the world map.

8 - Click the back button to start the game.



The top line states the relative quality of the farmland within a small radius around the cursor in both words and color: green is the best and red is the worst.

The second line states the relative density of trees within a small radius around the cursor in both words and color: green is the most and red is the least.

The last line states the relative density of stone and ore within a small radius around the cursor in both words and color: green is the most and red is the least.

This information is only for land, and the area of water is not shown. This water area can be used by settlements to gather fish for food, if Boat Building technology is researched. All water has an equal density of fish.



The first line shows that you own this settlement.

The second line shows the total population of all types of units living in this settlement.

The third line shows the expected contribution of this settlement to your tribe's global stockpile at the end of this turn.

The last line shows the icons of any completed upgrades at this settlement. Multiple icons indicate subsequent levels of the upgrade.

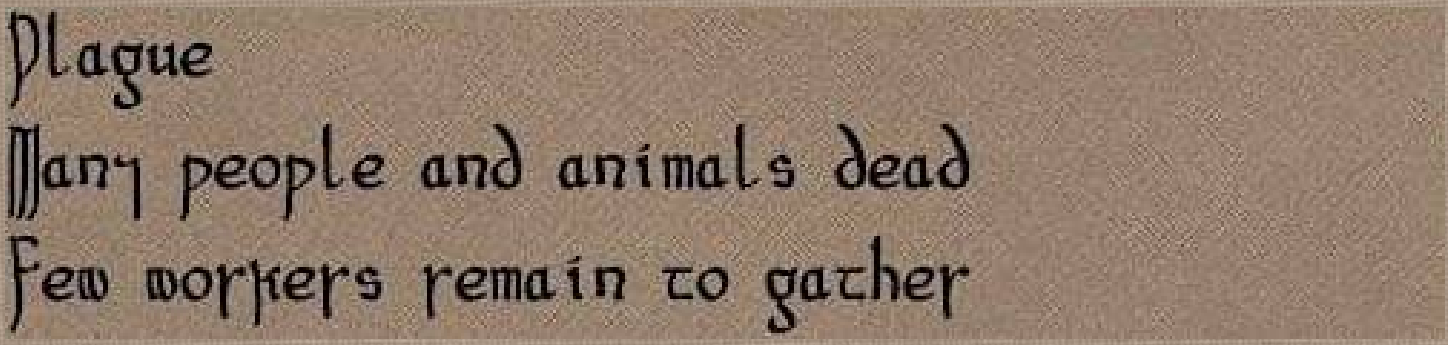


The first line indicates that an enemy tribe owns this settlement.

The second line gives a rough estimate of the total human population of this settlement. The quality of knowledge your tribe has about this enemy settlement is shown in color; red being least, green being very good knowledge.

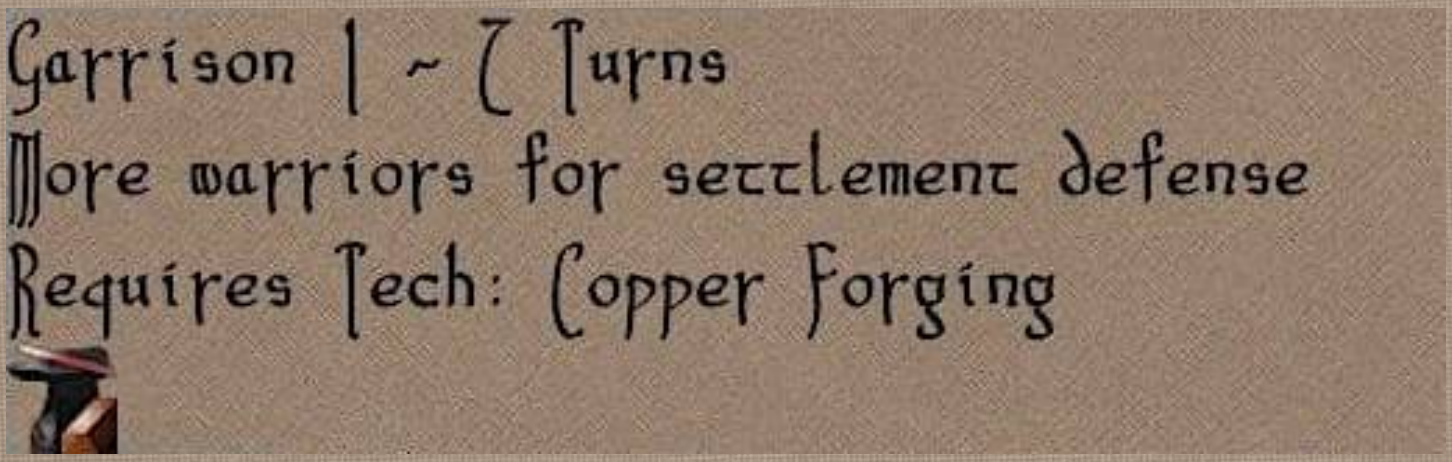
The third line is a rough estimate of the resources this settlement might gather. Like population, this number will be further from its correct value the less knowledge you have about the settlement.

The fourth line shows known upgrades to this settlement. A lack of knowledge about an enemy settlement can cause some upgrades to not be displayed.



A relative text description of the effect a disaster has had on a settlement last turn. Fewer resources gathered has already been applied, and only loss of population will impact the current turn.

A lack of knowledge about an enemy settlement can cause this information to be unknown.



The first line gives the name and level of the upgrade and the number of turns required to complete it.

The second line summarizes the effects of the upgrade.

The third line states a requirement of the upgrade. Upgrades have multiple requirements that can prevent them from being started. When all necessary conditions are met, you must pay the resource cost of the upgrade to start it.

The last line shows graphically or numerically the requirement on the third line.

A green cart indicates that there is a land route to this position in range of one of your settlements.

A red cart indicates either that there is a land route to this point from one of your settlements that is too far to reach, or that this point is only reachable by land. For example, inland on an island that you cannot reach.

A green fisher or galley indicates that there is a sea route to this point in range of one of your coastal settlements. Expanding by fishing boat severely reduces what you can bring.

A blue fisher indicates that there is a sea route in range, but you must research Boat Building technology to travel by sea.

A red fisher or galley indicates either that there is a sea route that is out of range, or that this position could be reached by sea if you had a coastal settlement with a path to it.

A green sword and axe indicates that can attack the enemy settlement near this position.

A blue sword and axe indicates that you must research Boat Building technology to travel by sea to attack the enemy settlement.

A red sword and axe means there is no valid path or you are too far away to attack this settlement.