CRUSADER KINGS

Manual

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Credits

Paradox Entertainment:

CEO: Theodore Bergquist

Producer / Lead Programmer: Johan Andersson

Programmers: Jonas Bjering, Johan Andersson, Henrik Fåhraeus

Lead Artist: Marcus Edström

Artists: Dick Sjöström, Stefan Thulin

Game Designer: Joakim Bergqwist

Scenario Development: Henrik Rothen

Manual: Joakim Bergqwist, Mark H.Walker, Fredrik Lindgren

Layout: Stefan Thulin

Marketing & Sales: Fredrik Lindgren

Music: Inon Zur

Sound Efffects: Wave Generation / Michael Elman

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Crusader Kings

Crusader Kings is a strategy game depicting the feudal times of Medieval Europe and the Crusades to retake the Holy Lands. The player assumes the personae of the head of a medieval dynasty. As such, he is responsible for ruling his lands, conquering provinces, developing advances, and growing his economy.

Acquiring Prestige and Piety are the ultimate goal of the scenarios. These are acquired in a variety of ways, but all have two things in common. You acquire Piety by doing good works for the church, and you gain Prestige by building your kingdom and conquering lands. The dynasty with highest total score is the winner.

Consumer Safety Warnings and Precautions:

Epilepsy Warning

Some individuals may experience epileptic seizures when exposed to certain patterns of flashing lights. Exposure to certain light patterns on a television screen or while playing computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms in persons who have no history of prior seizures of epilepsy. If you, or anyone in your family, have an epileptic condition, consult your doctor prior to use. If you experience any of the following symptoms while playing a computer game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your doctor before resuming use.

Follow these precautions whenever using this software:
- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10 to 15 minute break every hour while playing.

CAUTION: Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10 to 15 minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long-term injury. If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

System Requirements

To play Crusader Kings, you'll need the following hardware:

Minimum requirements
- OSX
- 500MHz processor
- 256Mb RAM

Recommended
- OSX
- 600MHz processor
- 512Mb RAM

Installation

To install the game, first insert the Crusader Kings CD into your CD ROM drive. Double click on the "Crusader Kings" icon and copy the "Crusader Kings" folder to your harddisk. To launch the game, double click the "Crusader Kings" icon and complete the registration information. Please enter your name and the registration code found on the manual. The game will allow two installations using this code. This is to allow installation on another machine you own, for example a PowerBook. Please note that this code is your own personal code and should be kept safe. If this code is given out to third parties, it will become void and your game will fail to run. You can find additional information regarding Crusader Kings within the "Read Me" file.

Definitions of Terms

Succeeding in Crusader Kings takes not only a true strategic mind, but also the combination of diplomatic skills and intrigue. The game is different from many traditional empire-building games, and so is the terminology. Below you will find a list of common words used to describe central aspects of the game.

Dynasties

First and foremost, Crusader Kings is a game about dynasties. Each player is the head of a dynasty. Each dynasty head must grow his dynasty, gain more territory, garner wealth, and get influence in Europe's politics. The land that each dynasty head holds is his personal demesne, or as Webster's dictionary defines it: a legal possession of land as one's own.

Vassals will swear their allegiance to you, and you may form friendships with other dynasties through marriage and shrewd politics. In fact, marriage is a key facet of Crusader Kings. After all, you must have heirs to whom you may bequeath your throne.

All the characters in Crusader Kings have traits, and there are plenty of characters. From the Pope to the wife of the first cousin of the Count of Gästrikland, there are scads of characters in Crusader Kings. You also have a court from which you may appoint your marshals, advisors, or appoint Bishops

or Counts. Each has a number of traits. They may be brave or cautious, religious or worldly, trustworthy or deceitful. These traits govern how they will react and respond to your moves as well as assist you in the creation of your glorious lands.

You govern a medieval, feudal dynasty. You may be a Christian Emperor, King, Duke, or Count but there are also non-player Dukes, Counts and Bishops even the Pope. The feudal hierarchy was a stiff and conservative institution. Despite the brutality of the age, fighting unprovoked wars was frowned upon. Therefore you must hold claims to provinces to declare war on its owner. Claims may be obtained from marriages, Papal or Imperial decree, by claiming the title or by events. You may also usurp the throne of a dynasty that holds a higher title than yours and assume that title, but that is rarely a popular decision.

Province

A province is a defined area on the map separated by borders. A province contains provincial buildings; social groups with different amounts of political power, and may generate income and mobilize troops.

Demesne

Demesne is the province or provinces under the direct control of one ruler. The Demesnes are divided into Royal, Ducal, and Countal depending on the status of the ruler of the particular Demesne.

Realm

Each realm, which consists of all demesne and vassal provinces, has one ruler. The ruler has full control of his demesne provinces, but only partial control of vassal provinces. The vassals are supposed to mobilize troops when instructed by the ruler. The ruler guides the advances and set the laws.

Coat-of-Arms

The Coat-of-Arms is the symbol for a dynasty/ruler in the game. A Christian Coat-of-Arms in Crusader Kings is always in the form of a shield, while the Muslim Coat-of-Arms is a circle.

The Hierarchical System

- Kings: Kings are the most powerful ruler and govern entire realms.
- Dukes: Dukes are the second most powerful ruler in Crusader Kings, and pledge allegiance only to the king of the land.
- Counts: Although powerful, counts are the least powerful of the Crusader King rulers.

Counts and duke can also be independent, which means they are not vassals but may legislate and rule without interference from a King.

Vassal/Liege

A vassal is a lord of a Ducal or Countal demesne that has sworn allegiance to a lord of higher rank than himself/herself. The higher ranked lord is called the Liege of the lower

ranked one. During the medieval age, wars between different vassals were not uncommon. Even revolts against lieges were quite common—if vassals felt powerful enough to challenge their lords.

Crusades

In addition to growing your kingdom and gaining Piety and Prestige, you'll also participate in the Crusades to retake the Holy Lands from the Muslims. Doing so, and doing so successfully, can garner your character large bonuses in Piety and Prestige. There are also certain Piety penalties for those who refuse to go on Crusades.

The Pope

The Pope in Crusader Kings is a non-player character (NPC) able to significantly influence the game. The Pope may instigate a Crusade, sanction a dynasty lord, or bestow his favor. The Pope and some of his selected few may also place the ultimate penalty on those who are not deemed to be faithful Christians—excommunication. The player cannot become the Pope. However, he may get an ecclesiastical courtier of his elected as Pope, and thus control the Pope.

Events

Events are an important part of the game. These are in-game happenings that are either triggered by circumstances or occur randomly. Sometimes the events require no player action (such as a plague), other times the player's response to an event (such as granting subjects rights), will have global consequences.

Muslims

The Muslims and their lords are non-player characters and armies. Players are given both Piety and Prestige points for conquering Muslim provinces. Muslims are powerful and start all scenarios with more advances than most Christian realms.

The Mongol Horde

The Mongol Hordes will come from the East in the middle of the 13th century and attack everything in sight. There are two hordes; The Golden Horde attacks into Europe, and The Ilkhanate attacks into the Middle East. Note that the Mongols are technologically quite superior, making them formidable foes.

Piety and Prestige

Piety and Prestige are two critical factors in Crusader Kings. Simply stated, performing acts for the Church gains Piety, while the typical power-wealth-fame triumvirate bestows Prestige on the player. For example, conquering the Holy Land gives your character huge amounts of both Piety and Prestige.

Almost all of your actions will influence your Piety or Prestige. These values will also influence how others view your dynasty.

Combat

You may receive and develop advances, negotiate deals, and pass laws, but no matter what you do, sooner or later you'll have to fight. When entering into battle in Crusader Kings you may seek help from vassals or lieges that are loyal to you, or choose to fight the battle on your own. If war has been declared, combat occurs between enemy armies that occupy the same province. The two armies battle, taking into account their morale, power, technological prowess, and battles tactics until one triumphs. The losing army retreats and the winning army stays in the province. If the invader wins the battle, he **must siege** both the provincial fortifications and the capital's city walls to capture the province. Wars can be declared for a number of reasons, but the primal causes are religion or title claims.

You may recruit a regiment from each province in your demesne. You may also mobilize the regiments of your vassal dukes or all your vassals simultaneously with a Grand Mobilization. The people, however, don't like mobilization, so you must balance the need for a large army against the unrest it will cause. In fact, disloyal Vassals might not mobilize when ordered. Of course this gives you reason to revoke the Vassals title and give it to a loyal subject, like your daughter or first cousin.

How to play Crusader Kings

Understanding the key elements in Crusader Kings is the first step to playing the game well. Let's start at the beginning and go through the interface, button-by-button, screen-by-screen.

Starting the game

Single Player

To start a single player game you must enter the Single Player menu by clicking the appropriate button in the main menu.

Scenario Selection Screen

Choosing Single Player from the Main Menu brings you to the scenario selection screen. This screen lists the available scenarios, saved games, and three buttons across the bottom of the screen. The scenarios are:

Hastings 1066

Remembered throughout history for the famous battle of Hastings where William I, known as The Conqueror, occupied the British Isles laying the framework for a future dynasty. The scenarios start as William is deemed King of Britain.

The Third Crusade 1187

Saladin, king of Babylon, with an immense multitude of his Turks, re-took Jerusalem from the Christian invaders the year this scenarios starts.

Hundred Years War 1337

Marking the beginning of The Hundred Years War, lasting from 1337 until 1453. The period was a defining time for the history of both England and France. The war started when King Philip VI of France attempted to confiscate the English territories in the Duchy of Aquitaine. The conflict ended in July 1453 when the French finally expelled the English from the continent by force.

You can play King, Duke or Count by clicking the shields to the middle of the opening screen. Clicking the shield to the left will present you with a list of all the playable Kingdoms, whereas the middle shield will show all playable Duchies and rightmost shield gives an overview of all Counties playable in Crusader Kings.

Control+click on the country/duchy/county that you that wish to play, and the character you will be playing, and his or her titles are displayed. Click start to begin the scenario. Click Back to return to the main menu. Clicking Options displays the following list of options.

Game Options

Several game options become available when you choose to play a single player game or host a multiplayer game (covered later in the user manual). They are found under options in the scenario selection screen.

Difficulty

Changes the game difficulty. There are five different settings ranging from Very Easy to Very Hard.

Ai Aggressiveness

Modifies how aggressive the AI's will be, and how quickly it reacts.

Game Speed

Don't bother about this in single-player – it can be changed anytime you want while inside the game using "ctrl" and "+" / "–" on the numerical keypad. In a multiplayer game set the game speed to Normal or Below Normal. While playing, this can only be changed by the host of the game.

Fog Of War

This turns the Fog of War on or off. Playing with Fog of War off is recommended for beginning players as it allows you to see all of your opponents' moves.

AutoSave

this setting turn the auto save function on or off and can be set to different intervals. Every time the game is automatically saved it creates a backup of the most recent auto save (AutoSave in the Saved Games window for the most recent saved file and old AutoSave for the second most recent saved file).

NOTE: Only the host may change options in a multiplayer game.

The Top Bars

After the scenario loads, you'll be taken to the map and playing interface. The Game Map dominates this screen, but the screen also includes the Province Window on the left of the screen, and Text window at the bottom of the screen, and a strategic map in the lower left corner of the screen.

The Game Map shows your province and some of the provinces of your enemies. You may scroll the map with either the arrow keys or by moving your mouse to the edge of the screen. At the top of the map are the current date and three icons. From left to right they are:

- Gold: The coin icon indicates how much gold your character has.
- Crown: The crown icon indicates how much Prestige your character has. Prestige is your standing among your equals in glory, fame, and power.
- Cross: The cross icon indicates how much Piety your character has. Piety is how well you incarnate the perfected Christian ruler, in justice, in honesty, and in meekness.

Holding the mouse over any of the icons will display the rate of change and the factors affecting it. This will also indicate what actions you need to take if you are losing gold, Piety or Prestige.

The Character

In the top right of the game map is your character portrait. Control+click the portrait to go to the Character screen. In the game, you can go to a the Character screen of specific Characters by Control+clicking their portraits.

Across the top of the Character Window are your character's Prestige, Piety, and gold levels. Immediately under these icons are special icons representing traits that your character has. For example, if your character has a tendency to knock off folks in his family he will be deemed a Kinslayer, and a green icon with a bloody sword appears in this section of the Character Window.

See Appendix A – Character Traits

Below the icons are the characters four attributes: Martial, Diplomacy, Intrigue, and Stewardship. We define these below:

Martial: The character's military skill. It is used as a bonus when the character leads his regiment in combat.

Diplomacy: The character's diplomatic skill. It is used when the character is interacting with other rulers through game actions, as peace negotiations etc.

Intrigue: The character's ability to navigate the tricky waters of medieval conspiracy. It is used by the event system to determine the likelihood of getting intrigue events increases the ability to assassinate other Characters.

Stewardship: This indicates the character's skill in governing his lands, and effectively

utilizing his resources. The numbers of demesnes he can hold without penalty depend on it, and all incomes are modified by this skill.

Below the character's attributes is his or her name, date of birth, and age. Below this is his or her title. The bottom half of the Character Window provides a graphic depiction of the lieges and vassals loyal to the character, his parents, spouse, children, siblings, and successors.

Normally, characters are born with 2-3 traits. An extra trait is added when the character starts Lower Education at age 5 (Court, Ecclesiastical, Martial), and surfaces when the character turns 15. Other traits are added through events or by actions conducted by a character. The Character also has two hidden attributes, Health and Fertility, which determine risk of death/sickness and the childbirth rate.

Mini-Map

At the bottom left of the main screen is the Mini-Map window. Control+clicking any-

where in the mini-map centers the Game Map on that point. You may also zoom in and out in the mini-map using the "+" and "-" icons.

To the left of the mini-map are five large shields. From left to right they are:

Terrain Map: This is the default view. Clicking on this button displays the terrain map.

Relational Map: Shows your Vassals, Liege and enemies.

Economic Map: Clicking here displays the resources of each province. The provinces' wealth is color coded from red (poor) to green (wealthy).

Religion Map: Clicking here displays the religion of the population of each province. Muslim is light green, Orthodox is brown, Pagan is gray, and Catholic is white.

Realm Map: Presents all provinces from the same realm in the same color.

Below these shields are three smaller icons, which provide the following options:

Toggle Coat-of-Arms: The blue shield icon toggles the coat of arms on the Game Map.
Toggle Units: The sword icon toggles units.
Toggle Forts: The fort icon toggles forts.

The following table lists the character traits and what affects them.

Type of Trait	Gained through	Affected by	Effects	Symbol
Educational	Education	Chosen/ randomly distributed	Character attributes + -	Paper scroll of different color
Diseases	Events	Character health	Character health –	Red Heart
Personality	Birth or Events	Personality and inheritance	All game values	Green circle
Special	Events or special circumstances character	Events or Actions by character	All game values	Blue shield

Menu

The menu button allows you to view game settings. Clicking on it displays the following menu:

Save: Clicking here opens the save menu. Once opened, type in the name for your saved game, and click OK to save your game.

Export: This menu allows you to export your Crusader Kings saved game to Europa

Universalis II. Open the menu, choose your game, and click OK.

Options: This menu gives you access to the following options:

• Game Speed: This defines how fast the

game will run.

• AutoSave: Sets how often the computer will save your game.

• SFX Volume: Sets the volume for sound effects. Use the slider to adjust the volume.

• Music Volume: Sets the volume for music. Use the slider to adjust the volume.

Message Settings: These message settings dictate the pop-ups you see during play. You may be notified of as much or little as you desire. Just click the appropriate block.

Clicking Cancel cancels any changes, and clicking OK confirms them.

Hints: Clicking here allows you to cycle through the game hints, and choose whether to show tips at startup or not.

Surrender: Click surrender to exit the game. You will be asked to confirm your decision.

Return: Returns you to the game.

Game Speed: This defines how fast the game will run.

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Land Movement

You may notice that you already own a regiment on the map. If not, you may click on a province within your demesne, and click on the soldier. This will mobilize the regiment and place him in the province on the game map.

Contol+click on any of your regiments on the Game Map to select them. A base will appear under the soldier to indicate that he is selected. To move the soldier, click in the province to which you wish him to move to. A line will be drawn between the regiment's starting location and its destination. As it travels to the destination the line will change to light green. When the line is completely light green the regiment will have arrived and a message will pop on the screen to inform you of the arrival.

You may set any points for the regiment. To do so hold down the shift key as you click in several provinces. The speed that the regiment travels depends on the provinces through which it is traveling. Regiments move faster through open country than they do through woods, and move even faster in

provinces with developed road nets.
To attack an enemy province, send your regiment into the province. We'll cover this in greater detail in the section on combat.

Sea Movement

Regiments cannot only march across land, but may be ferried across the water as well. For example, you may ferry your regiment from Kent to Calais. In order to go through with this order, select what regiments you wish to move and then click on Calais. You'll get travel box that asks you if you want to move it by sea and tells you the cost in gold for it. Answer yes and you will see a long arrow from the regiment to the target province. When the regiment has moved for a while it transforms into a ship and travels automatically to the target province.

There are no sea battles in Crusader

Province Window

The Province Window is located along the left side of the Main Screen, and is displayed whenever you control+click on a province within your dynasty. At the top of the window is a representative picture of the province. If there is a castle or other buildings in the province, they'll show up here, as will any armies that are present. Below the pictures are banners representing the four social groups that we discussed in the Definition of Terms section. From left to right they are:

Peasants:

They belonged to the lowest societal group and were often called "those who worked (a lot)." They might be everything from free men to serfs, and work the lands the dwell on. If you increase the power and loyalty of the Peasant the following happens:

- The power and loyalty of Nobles will decrease.

- Your regiment will hold more Light infantry.
- You will get an instant Prestige penalty.
- You will get more tax income from the province.

Burghers:

They belonged to the next lowest societal group and were often called

"Those who worked." They were free men and city-dwellers that specialized in manufacturing and trade. If you increase the power and loyalty of the Burghers the following happens:

- The power and loyalty of the Clergy will decrease.
- Your regiment will hold more Archers and Pike Men.
- You will get an instant Piety penalty.
- You will get more tax income from the province.

Clergy:

They belonged to the next highest societal group and were often called "Those who prayed". The men of God were the shepherds of the peasants and helped those lesser men serve God. The clergy rarely paid taxes and were often the keystone in any serious administration. If you increase the power and loyalty of the Clergy the following happens:

- The power and loyalty of the Burghers will decrease.
- Your regiment will hold more Light Cavalry and Heavy Infantry.
- You will get an instant Piety bonus.
- You will get less tax income from the province.

Nobles:

These belong to the highest societal group, and were often called "those who fight." The nobles where barons, bannerettes and knights who upheld the law and defended the country. Defined by bloodline alone, they held special status and rarely paid taxes. If you increase the power and loyalty of the Nobles the following happens:

- The power and loyalty of the Peasants will decrease.
- Your regiment will hold more Knights.
- You will get an instant Prestige bonus.
- You will get less tax income from the province.

Province Improvements

You may also improve buildings in your province. To erect buildings click somewhere in the landscape of the province screen. This displays the available improvements as shadow buildings. Passing your mouse over the shadow building displays the available building, how much it will cost and how long it will take. The provincial buildings can be found in the appendix. Buildings generally increase the income generated by your province, and the size of the provincial regiment depend on the income.

Province Details

In the lower half of the province window you will see small icons representing specific province features and conditions like Plague infested or Prosperous. More about provinces can be found in the Appendix.

Managing your Dynasty

Clicking your Coat-of-Arms on the Game Map displays the Dynasty Window on the left side of the screen. From this window you can access most of the functions that your character will need to manage his dynasty.
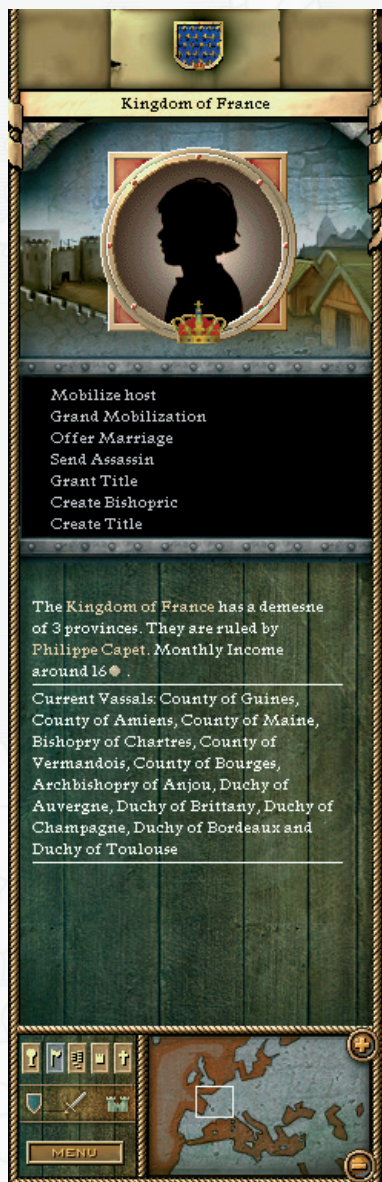
Your Actions

Clicking on the weapons in the right side of the dynasty management window brings up the Action Screen. The window offers the following options:

Mobilize Host: This will mobilize all of the provincial regiments of the chosen ruler.

Grand Mobilization: This will mobilize all of the provincial regiments in the realm in one stroke. It can take some time for every one to answer the call and disloyal provincial lords may refuse to mobilize at all.

Offer Marriage: Offers a ruler a chance to create a marriage between two characters in their dynasties. If that ruler accepts, the marriage is carried at the listed cost, giving Prestige to both rulers and increasing their mutual relations. If the ruler refuses, the player's character loses Prestige.

Kingdom of France

Mobilize host
Grand Mobilization
Offer Marriage
Send Assassin
Grant Title
Create Bishopric
Create Title

The Kingdom of France has a demesne of 3 provinces. They are ruled by Philippe Capet. Monthly Income around 16 ● .

Current Vassals: County of Guines, County of Amiens, County of Maine, Bishopry of Chartres, County of Vermandois, County of Bourges, Archbishopry of Anjou, Duchy of Auvergne, Duchy of Brittany, Duchy of Champagne, Duchy of Bordeaux and Duchy of Toulouse

MENU

Create Bishopric: turns a County into a Bishopric. Note that your Piety will influence the loyalty of the Bishop.

Grant Title: Grant a title to a character.

Revoke Title: Removes a title from a targeted vassal and take it for yourself. If the vassal refuses then you merely get a claim on his title instead.

Create Title: If you own a lot of land (like maybe half of Sweden) and no one has the title "King of Sweden" you can create that title for yourself.

Usurp Title: When you control more than half of the land of a province/country, you can claim being the lawful owner of a title, even if it is held by another Character. This is called "usurping" the title and gives you a legal claim on the title, but not the title itself. You will have to earn the title by conquering the province by warfare.

Grab Title: A megalomaniac (or even you) may say that a title is theirs without having a legal claim to do so. This costs quite a bit of Prestige, but allows the character to declare war.

Offer Vassalization: You may ask a ruler to become your vassal. This is a way to increase your realm without warfare.

Pledge Allegiance: You may become the vassal of another ruler. This is a wise move when you are faced with powerful enemies who threaten your Realm.

Send Assassin: You may send an assassin to kill another character. Note that it is harder to kill a titleholder than a regular courtier. Your intrigue value and that of the target is very important. A failed mission may result in a

huge loss of Prestige and Piety.

Declare War: You may declare war if you have a claim. You may always declare war on Pagans or Muslims.

Sue for Peace: If at war you may sue for peace. How well you can press your claims in the peace negotiation is dependent upon the outcome of the battles.

Excommunicate: May only be done by the controller of the Pope. Throws the character out of the church. The target will become a cheap target for title grabbing and usurpation. The target may not inherit.

Revoke Excommunication: May only be done by the controller of the Pope. The target is no longer excommunicated.

Kingdom of Castille

Gonzalo, Age 46

💰 0   ✝ 0   💰💰 0

No titles

Martial	7
Diplomacy	10
Intrigue	7
Stewardship	5

CHANCELLOR ▼   Appoint

Urraca Jimenez
Courtier

Fernando Jimenez
Courtier

Sancha de Leon
Courtier

Rodrigo Diaz de Vivar
Courtier

Teresa
Courtier

Gonzalo de Castilla
Chancellor

Elvira
Courtier

MENU

Your Court

Clicking on the five advisors in the Dynasty Window displays the Court Screen. From the court screen you appoint the most valuable members of your administration to the titles they deserve and where they can serve you best. In the Court Screen you will be provided with a list of available people to serve you. These can be your successors, vassals, and other random people in your demesne.

To appoint a character, click on their portrait in the Court Screen. Doing so displays personal information, such as age, attributes and other information.

Below the attributes you will find a drop down menu that displays the positions the character/candidate is eligible for. Scroll down to the position you wish to fill, click on it, and then click on Appoint. You'll see the position appear under the character's name. It's always a good idea to fill positions with people who have a knack for the job. For example, if the person has a high Martial rating make them a Marshal, not a diplomat. Please note that you cannot appoint Courtiers without a full education. This means that they need to be at least 15 years of age to be appointed to a position at the Court.

The positions are:

Courtier: A courtier is a member of your court eligible for appointment to various positions.

Marshal: A Marshal runs his lords' army. His martial attribute is added to the martial attri-

bute of the ruler. The Marshal's martial value will decide the speed of development of the military advances. The Marshal will also command the second of the regiments from your demesnes (The first being commanded by you).

Steward: A Steward helps his ruler with the tasks of running his lord's treasury. His stewardship attribute is added to the ruler's stewardship attribute. The Steward's stewardship value will decide the speed of development of economic advancement as well as the tax income from your demesnes and vassal provinces.

Chancellor: A Chancellor helps his ruler with negotiations with foreign courts. His diplomacy attribute is added to the rulers diplomacy attribute. This affects how well you do in negotiations of all kinds.

Spy Master: A Spymaster helps his ruler with the tasks of running his lord's personal affairs and supplying him with information. His intrigue attribute is added to the rulers intrigue attribute. Your personal protection, certain events and chance of succeeding in assassinations are all partly dependent upon the Spy Master.

Diocese Bishop: A Diocese Bishop serves as the main clerical figure in the rulers' demesne. He may be elected to Pope or Bishop, and his Piety influences the Piety of the ruler.

Your Treasury

Of course nothing is free, and there is only so much money to go around. To ensure you have the money you need, when you need it, it is imperative that you manage your treasury. Let's take a look at how to do this. Clicking on the Chest in the Dynasty Window.

From the Treasury Screen you will allocate the resources of your kingdom. Using simple sliders you will dictate how much of your hard-earned gold is spent where. To access the Treasury Screen, call up the Dynasty Window by clicking on the coat of arms below your character's portrait or at the top left of the game map.

Once you are in the Dynasty Window, click the treasure chest to access the Treasury Screen. As you can see, the screen has several sliders.

Scutage: Rulers could take this tax instead of military service from vassals. The vassals will provide smaller regiments, but you gain more gold to hire mercenaries. Higher scutage lowers the loyalty of your vassals.

Crown Duty: This is the duty paid by the nobles and is a contractual fee for running the land. A high Crown duty decreases the loyalty of the Nobles.

Under these two sliders is your own coat of arms. The following information and sliders are located under it, and pertain to either income or money spent on your own demesne.

Demesne Income: The income from your demesne.

Vassal Income: If you are a Liege this will show how much money your vassals send you. If you have no vassals this will show an income of zero.

Census Tax: Tax based on the census. The more people the greater the tax. The peasants pay this. Higher Census Tax reduces the loyalty of the Peasants.

Tolls: Income based on your road net. The burghers pay this. Higher Tolls reduces the loyalty of the Burghers.

Army Upkeep: How much it costs to keep your current army under arms.

Duty to Liege: If you are a vassal this will show how much money you send to your liege. If you have no liege this will show an expenditure of zero.

Church Donations: This is the periodic amount of gold you want to donate to the church. This provides Piety and increases Clergy loyalty.

Finally at the bottom of the screen is a summary that displays your income and expenses. Obviously you want more coming in than going out. You may always try to balance the flow by decreasing the number of men that you have under arms, increasing taxes, or just increasing your province's profitability.

Your Realm

The Realm Screen is where you manage the grand laws and research of your realm. You may access the Realm Screen from the Dynasty Window by clicking on the scepter. Note that we have provided a complete explanation of the laws and advancements in the appendices.

Laws

Part of ruling a land is deciding what laws to impose. You may pass laws that affect all your provinces simultaneously. For example, changing the system of succession so that sons on the 'shield' side of the family may inherit land, or raising taxes (never a popular decision). There are three kinds of laws; those that regulate who can inherit those that regulate religion, and those that regulate government and administration. We include a complete explanation of the effect of laws in the appendix

To impose a law, access the Realm Screen by clicking on the scepter in the Dynasty Window. You'll see two tabs in the Realm Screen: Laws and Advances. Click on the Laws tab. Clicking on a law will display its definition, and any provinces currently utilizing the law will turn green. Choose the law that you wish to impose, and then click the icon on the bottom of the screen. Frequently changing laws will reduce the loyalty of your vassals.

Advances

Under the Advances tab you find the different fields in which advances can be made.

You may click on an advance, and click through the different levels to see precisely how it will affect your armies, production or other changes in your scores.

To choose an advance to focus on, click on an available advance (some advances are not available until others are researched) and then click the icon at the bottom of the Realm Screen. During the course of a typical Crusader Kings scenario you will not have the time to research all the advances, so form a plan early and stick to the advances that support that plan.

Note that there is a limit to the advances you may research, and that each has a cost in gold. Also keep in mind that once an advance is researched it does not instantaneously take effect. In medieval times, and it took time for the advance to spread across different provinces.

Read more about the different advances in the appendix.

The Feudal System

To understand Crusader Kings, you must understand the medieval feudal system and the hierarchy within it. Although an archaic system by today's standards, it was nonetheless well established and rigid. A character often holds several titles. It is most important to understand what the nobility titles are and do.

King

The King was the sovereign ruler of the land (monarch). Under the King were all the nobility —the dukes and the counts, etc. In game terms, kings have enormous Prestige potential, but on the down side, everyone wants your job. King is the highest title in the game. A King can also hold one or more duchies or counties which he controls directly. These are added as titles to this Character, and those titles can be granted others in the court.

Duke

Although not as powerful as Kings, Dukes rule several provinces and are powerful men. They are second only to the King in power. A Duke often holds one or more provinces and can all extra titles are added to his title as Duke.

Counts

Counts are rulers of a single province, called a County. They can be independent or answer to a Duke, or answer directly to the monarch. A Count may also be the same person as a Duke or King; in this case the County is considered a Ducal or Royal demesne (more on those below.) Counts lead their provincial regiment in combat.

Vassals

A Vassal is a ruler who has sworn allegiance to another ruler (his liege lord) of a higher feudal tier. The three tiers are King -Duke-Count (Archbishops are equal to Dukes and Bishops to Counts). A vassal has some control of his regiment(s) and has a loyalty rat-ing. The liege lord has partial control of his vassal, but it is within the vassal's power to mobilize his regiment and fight his neighbor and to refuse to mobilize when his Lord orders it.

All vassal characters have a loyalty score based on their loyalty to their liege. The loyalty score affects whether the character will mobilize their host when told so, and if they take independent actions, such like declaring wars or refusing their liege's orders. The highest loyalty score is 100%, and the lowest is 0%. The loyalty level affects vassals in the following ways:

At 80% Loyalty: The liege may mobilize the regiments of the vassal directly.

At 50% Loyalty: The vassal may be offered vassalization from another ruler, not presently his liege, and may accept such offers.

At 30% Loyalty: The vassal may initiate pledge allegiance to another ruler who not presently his liege.

At 10% Loyalty: The vassal may declare himself independent

Lieges

The master of a vassal is a liege. A vassal can have other vassals (Ex. The Duke of Normandy is vassal of the King of England, but the Counts of Calais and Brabant are vassals of the Duke of Normandy.). No one can vassalize a King. However, a King can vassalize a Duke, and Kings and Dukes may vassalize Counts. A liege has vassals, but also demesne provinces. The demesne provinces are provinces he fully controls. Because of the political situation during the medieval time there is a limit to how many such provinces a liege can control without economic penalties. The limit depends on the following:

- The Stewardship value of the ruler and his appointed Steward.
- The liege's highest title.

Note: The Court of Justice building diminishes the penalty for owning multiple demesne provinces.

Counts and Dukes' Prestige and Bishops and Archbishops' Piety influence the loyalty of your vassals.

Religion

Next to the Feudal System, Religion is the most important aspect of the game. There are four religions in Crusader Kings: Catholic, Orthodox, Muslim, and Pagan. The playable dynasties all have Catholic or Orthodox as state religion.

The Pope

The Pope is the head of the Catholic Church, the secular ruler of the Papal State, and a character much like the others in the game. The Papal State is not playable, but all playable Catholic dynasties have a chance to gain control of the Pope, and thus his diplomatic actions and other special abilities.

Papal Election

When a Pope dies a new Pope is elected. The candidates are catholic Archbishops, Bishops, and Diocese Bishops, plus all courtiers with ecclesiastical education in the courts of the Pope and the Pope controller. Winning the election depends on the candidate's Piety, intrigue, diplomacy, and power. Diocese Bishops are less efficient in gathering support than other candidates. With a new Pope comes a new controller of the Pope, and he is the ruler closest related through blood to the new Pope.

Excommunication

The controller of the Pope gets two unique actions: excommunication and revoke excommunication. Putting an excommunication on a ruler means obstructing him from inheritance and it is much easier/cheaper to grab his titles or to usurp him. Revoking excommunication removes these effects from an excommunicated target.

Papal Events

The Papal State receives events like normal countries. These events, however, appear to the Pope's controller. For example, if France controls the Pope, it is the French King who decides whether the Catholic Church should condemn serfdom or not – a decision with global consequences.

Archbishops

Archbishops are the Catholic equivalent of secular Dukes. Some provinces in the game are Archbishoprics instead of Duchies, which means that an Archbishop rules these ecclesiastical realms in much the same way as if they were Dukes. Such provinces are especially tricky for the monarch to control, since the Archbishop has such blatantly divided loyalties. Archbishops can hold counts/republics/bishops as vassals but nothing else. There are even Archbishops that rule their Archbishopric like independent realms; thus they have no secular liege lord.

Bishops

Bishops are the Catholic equivalent of secular Counts. Some provinces in the game are Bishoprics instead of Counties, which means that a Bishop rules these ecclesiastical realms in much the same way as if they were Counts. Such provinces are especially tricky for the Monarch to control, since the Bishop has such blatantly divided loyalties. There are even Bishops that rule their Bishopric like independent realms, thus they have no secular liege lord.

Rules for Bishops and Archbishops

Men of the Church cannot marry. If they were married before receiving their title, he will keep his children. Note that they are still able to get bastard children. Prerequisites for becoming a Bishop or Archbishop are that the character is male, has one of the four ecclesiastical educations and is not presently married.

Investiture of Bishops and Archbishops

When a Bishop or Archbishop in your realm dies, a new one must be invested. If your character is an orthodox christian then a character in your court that has an ecclesiastical education and is not a ruler will become the new Bishop. If your character is Catholic then the new Bishop/Archbishop is taken either from your court or from the courts of the Pope and controller of the Pope. The chance for this depends on the religious law set in your realm.

Byzantine Warriors

Celtic Warriors

Mongol Warriors

Eastern Slavic Warriors

The Crusades

The Pope will Call for the Crusade and thus start a long period of Crusading. This can happen anytime during the game. When the Crusade is in effect each Catholic ruler is expected to fight against Muslims and Pagans. How high this expectation is depends on the power of the ruler and the need of the Pope. If a ruler doesn't crusade he receives a Piety penalty that continues to accrue the longer he avoids the crusade. Crusaders receive a lot of Prestige and Piety from conquering Muslim and pagan provinces and for defeating pagan and Muslim units. If the ruler has the Trait Crusader, all bonuses or penalties are multiplied by five.

War

War and combat is a critical portion of Crusader Kings. Sure there is diplomacy, sure there is subterfuge, and yes, there is marriage, but frequently the only way to assume control of a province is to go in and take it with force. Declaring war, and conquering a province is a simple five-step process.

Step I: Place a claim on the ruler

To go to war against a ruler you need a claim on one or more of the enemy's titles. Claims are received either through inheritance, events or by usurping the title. If you have no legitimate claim you may "grab" a title at a considerable cost in Prestige. As a Christian you may freely declare war upon rulers of

Frankish Warriors   **Muslim Warriors**   **Iberian Warriors**   **Hospitaler Knights**

unaccepted religious faiths, such as pagans and Muslims.

Step 2: Mobilize your armies

In Crusader Kings you do not build armies. Armies are constructed in the provinces of your demesne. Numerous factors affect the configuration of the armies, such as the power balance between social groups, wealth, and buildings in a province, laws and advances. The most important issue for a new player is to know how to mobilize his armies. There are basically three ways - individual mobilization, host mobilization and grand mobilization.

To mobilize a provincial army click the province on the map and click the soldier in front of the landscape (if one is present and ready to mobilize).

To mobilize all armies in your demesne select Mobilize Host from your Action Menu and click on the seal.

To mobilize all your armies and call for the assistance of all your vassals - select Grand mobilization from your Action Menu. Note that vassals reserve the right to deny you control of their armies.

To gain strong armies you should favour the Nobles in the balancing of the social groups, legislate in a way that favours the Nobles, construct Castles that can host large armies and focus on advances that can help you in battle.

Step 3: Declare war on the ruler

When you have a claim on a ruler declaring war is easy. Simply navigate to the action screen of the ruler and select Declare War. All claims at stake in this war, both yours and the opponent rulers, will be shown as icons with the portrait of the ruler and the coat of the title in question. Click the seal to confirm your decision. You are now at war.

Step 4: Win the battle and conquer the provinces

When armies owned by rulers at war meet in a province they fight. Many factors decide who wins the battle, including advances; the military skills of the leaders, terrain and other factors play an important part.

The Combat Screen resides on the left side of the screen. The combat resolves in six distinct phases. The phases are displayed at the top of the Combat Screen. You may not control your units once combat is joined. During each phase specific unit types, signified by the abbreviations and units described below attack.

Teutonic Order

Templar Knights

Italian Warriors

Ugric Baltic Warriors

1) Maneuver: a short delay while the forces jockey for position
2) Advance: Archers, Horse Archers
3) Skirmish: Archers, Horse Archers, Light Infantry, LightCavalry
4) Front: All (Archer fire halved)
5) Flank: All (Archer fire halved)
6) Retreat: One side retreats or is extinguished

The combat will loop through phase 2 to 5, until one side has too low morale or is eliminated and combat ends with phase 6.

Unit Types

Your armies are not generic masses of men. They are composed of several types of units, and each with strengths and weaknesses.

Knights

This unit type is sometimes called Heavy Cavalry, but is actually something more. Recruited from the highest social group, those warriors are superior in training and morale. Very good against none mounted units, though Pike Men can be deadly opponents to this troop type.

Light Cavalry

This unit type is cavalry that has traded armor for speed. It is a standard troop type and is good against most other types.

Horse Archers

A Mongol specialty, this type of unit can only be built by the Hordes and the Arabs. The unit fires during every phase of combat. They are deadly against all heavy armored units.

Archers

They are lightly armored footmen. They can use either Bows or Crossbows and are very good against heavy armored units.

Heavy Infantry

This is Heavy infantry that can go toe-to-toe with any other type of infantry. It is especially effective against Archers, Pike Men, and Light Infantry.

Pike Men

This is an anti-cavalry type of unit that is especially effective against Knights, but can perform well against other unit types as well.

Light Infantry

This unit type consists of lightly armoured footmen. They are not very good against anything but Archers, but they are cost efficient if used in great numbers.

The battle ends when one side is eliminated or routes. Simply winning a battle, however, is not enough to control a province. You will need to besiege the province for some time in order to break down its defences.

Western Slavic Warriors

Norse Warriors

Turkish Warriors

The siege begins as soon as the enemy army routes from the province or is eliminated. No action is required, the siege is automatic, and you'll be notified when it is complete. The time it takes to siege a province is dependent upon the number of men you have, your troop types and advances made.

Step: 5 Sue for peace

Sooner or later someone will to sue for peace. To do so bring up the opponent's Action Menu and select Sue for Peace. One box will appear for each claim contested in the war. You can propose Draw (grey box), Victory (green box) or Defeat (red box). Toggle between the options by clicking on the box. You may also pay or demand tribute by adjusting the slider on the Sue for Peace menu. When you click the seal your peace offer is sent to your opponent. The chance of him accepting the proposal depends on your war score, which is shown in the upper left corner of the menu. In the final peace offering you gain or lose titles, gold, Prestige and Piety.

Winning the Game

In Crusader Kings, as in history, there is no singular winner, although there are many apparent losers. To a large extent winning is achieved by accomplishing your personal goals: conquering land, wealth, Prestige, Piety or whatever else you strive for. The winner, if there is one, will be anyone who survives the course of history and is ready to let his country confront the challenges of the coming era in Europa Universalis II.

Multiplayer

In order to play a multiplayer game you will require either a fast Internet connection of at least 512 kbit/s with TCP/IP protocol installed, or connection to a Local Area Network. The host of a new game will decide the scenario, victory conditions and game speed. He will also save the game. Note that events that temporarily halt a single player game will not do so in multiplayer. Only the Host may change game speed in Game Options, or

once the game has started.

When pausing in a multiplayer game only the player who paused may restart the game within the first 30 seconds. After that time period any player can restart the game.

Connection Types:

- Local Area Network: Will automatically search your local network for any hosted game. You may join the game, or host one yourself.
- Valkyrienet: Here you will meet other Mac players. Chat; join their games or host a game for others to join.
- Internet: You must know the IP address of the host in order to join a game. To find out your IP address, follow the instructions below. Note that unless you have a permanent connection your IP address will most probably change every time you connect to the Internet.

Finding your IP address

Make sure you are connected to the Internet. Open the 'Network' panel in the 'System Preferences' panel. Select your connection type, then click on the 'TCP/IP' tab. Your IP address is in the box labelled 'IP Address'. If your IP address is of the form "10.0.1.xxx", then your machine has had a local address assigned by a DHCP router, for instance an Airport Base Station. You will need to find the address of that router for someone outside your network to connect to, using the management software that is used to control it.

Technical Support

If you are having problems running the game please follow the guidelines below.
Does your Mac meet the minimum specifications for the game?
Shut down any other programs you have running before starting Crusader Kings.

Game updates

Updates, if any, will be made available at the following www address:
http://www.vpltd.com (in the Crusader Kings product page).

Contact Information

Internet Email: For technical support via email, contact us at the following e-mail address:
support@vpltd.com

Community forums

The user community for Crusader Kings, as well as other games by Paradox Entertainment can be found at http://forum.paradoxplaza.com/forum. Here you will find the most recent FAQ as well as discussions on strategies and user mods (user made add-ons and changes to the game). Make sure you drop by for the latest information about our games but also to meet other people with a genuine interest in strategy games.

Appendix A – Character Traits

These are the traits that affect the character you choose to play. Traits will not only decide how Characters interact with each other, but also how likely certain events are to hit the player. Most traits have both advantages and penalties, and these may affect your attributes and hidden scores like fertility or what other people think of you. In-game you can read more about the traits by holding your cursor over the specific trait in the Character screen. Some events can only be triggered by Characters with specific Traits.

Description of Traits:

Liked/Disliked by others – Other characters in the game tend to like or dislike you because of your trait. This affects your relations with other countries, as well as the loyalty from your Vassals.

⬛ Penalty – Describes how the trait affects the Character in a negative way.

➕ Advantage – Describes how the trait affects the Character in a positive way.

↔ Opposite Trait – All traits have an opposite trait. People with opposite traits tend to dislike each other. A Character may never have two opposite traits at the same time.

Arbitrary
➕ Likes Arbitrary people.
⬛ Dislikes Just people, Decreased stewardship attribute.
↔ Just.

Chaste
➕ Piety increase over time, Like Chaste people.
⬛ Decreases Fertility score, Dislike Lustful persons.
↔ Lustful.

Coward
⬛ Dislikes Coward people, Decreases Martial attribute.
➕ Likes Valorous people.
↔ Valorous.

Cruel
➕ Likes Cruel people.
⬛ Dislikes Merciful people, Piety decrease over time.
↔ Merciful.

Deceitful
⬛ Dislikes Deceitful people, Decreases Diplomacy attri
➕ Likes Honest People, Increases Intrigue attribute.
↔ Honest.

Energetic
➕ Likes Energetic people, Increases Diplomacy attribute.

Forgiving
➕ Likes Forgiving people.
⬛ Dislikes Vengeful people.
↔ Vengeful.

Generous
➕ Prestige increase over time, Like Generous people.
⬛ Decreases Stewardship attribute, Dislikes Selfish people.
↔ Selfish.

Honest
➕ Likes Honest people, Increases Diplomacy attribute.
⬛ Dislikes Deceitful people, Decreases Intrigue attribute.
↔ Deceitful.

Indulgent
➕ Likes Indulgent people.
⬛ Dislikes Temperate people, Decreases Health score, Piety decrease over time.
↔ Temperate.

Just
➕ Likes Just people, Increases Stewardship attribute.
⬛ Dislikes Arbitrary people.
↔ Arbitrary.

the same time.

⬛ Dislikes Lazy people.
↔ Lazy.

Lazy
➕ Likes Lazy people, Increases Intrigue attribute.
➖ Dislikes Energetic people, Decreases Diplomacy attribute, Martial and Stewardship attributes.
↔ Energetic.

Lustful
➕ Likes Lustful people, Increases Intrigue attribute and fertility score.
➖ Dislikes Chaste people.
↔ Chaste.

Merciful
➕ Likes Merciful people, Piety increases over time.
➖ Dislikes Cruel people.
↔ Cruel.

Modest
➕ Likes Modest people, Piety increased over time.
➖ Dislikes Proud people, Prestige decreased over time.
↔ Proud

Proud
➕ Likes Proud people, Prestige increased over time.
➖ Dislikes Modest people, Piety decreased over time.
↔ Modest.

Reckless
➕ Likes Reckless people.
➖ Dislikes Wise people, Decreases Martial attribute.
↔ Wise.

Skeptical
➕ Likes Sceptical and Heretic people, Faster technology spread.
➖ Dislikes Zealous people, Piety decreased over time.
↔ Zealous.

Selfish
➕ Likes Generous people, Increases Stewardship attribute.
➖ Dislikes Selfish people, Prestige decreased over time.
↔ Generous.

Suspicious
➕ Likes Trusting people, Increases Intrigue attribute.
➖ Dislikes Suspicious people, Decreases Diplomacy attribute, disliked by others.
↔ Trusting.

Temperate
➖ Dislikes Indulgent people.
➕ Likes Temperate people, Increases Health score, Piety increase over time.
↔ Indulgent.

Trusting
➕ Likes Trusting people, Increases Diplomacy attribute, liked by others.
➖ Dislikes Suspicious people, Decreases Intrigue attribute.
↔ Suspicious.

Valorous:
➖ Dislikes Coward people.
➕ Likes Valorous people, Increases Martial attribute.
↔ Coward.

Vengeful
➖ Dislikes Vengeful people.
➕ Likes Forgiving people.
↔ Forgiving.

Wise
➕ Likes Wise people, Increased Martial, Diplomacy, Intrigue and Stewardship attributes.
➖ Disliked by others, Dislikes Reckless people.
↔ Reckless.

Zealous
➕ Likes Zealous people, Piety increased over time.
➖ Dislikes Heretic and Sceptical people.
↔ Sceptical and Heretic.

Appendix B – Diseases

These are not so much traits, but rather the illnesses a Character may suffer from.

➡ Effect: Describes how the disease affects the Character.

Illness

The character is sick making them weak and feeble.

➡ Decreases health and fertility scores, decreases Diplomacy Martial, Stewardship and Intrigue attributes. This trait is a prerequisite for other illnesses, or rather; it can develop into one of them.

Clubfooted

The character was born with a deformed foot, often considerably larger that the other foot. He will never be able to run and a martial career is unlikely. Neither is he or she viewed as very beautiful and not considered a grand marriage prize.

➡ Disliked by others and decreases Martial attribute.

Depression

The characters stress symptom has developed into depression. The characters behavior swings wildly between normal mood and deep depression.

➡ Decreases health and fertility scores and decreases Diplomacy, Martial, Stewardship and Intrigue attributes.

Harelip

The character was born with a deformed upper lip that affects their speech. This makes interacting with others difficult and the character will not be treated well.

➡ Disliked by others and decreases Diplomacy attribute.

Hunchback

The character was born with a small deformation on his back. The person is not viewed as beautiful and not considered a grand marriage prize.

➡ Disliked by others and decreases Martial attribute.

Inbred

The character is seriously mentally or physically deformed, which will make him unable to fend for himself.

➡ Decreases fertility score and decreases Diplomacy, Martial, Stewardship and Intrigue attributes.

Intestinal Worm

The character was born with an intestinal worm that feeds on his inner organs. If the character survives to become an adult, a very rare phenomenon, the worm will die, but the character will always have poor health.

➡ Decreases health and chance to recover, increases risk of death.

Leper

The characters illness has developed into leprosy. Extremities are dried out which can make the character to lose fingers, toes and even limbs. Some persons have been known to heal naturally, but how and why is yet a mystery to medieval science.

➡ Decreases Health and Fertility scores, decreases Diplomacy Martial attributes.

Lisp

The character was born with a pronounced lisp. This makes interacting with others problematic.

➡ Disliked by others, decreases Diplomacy attribute.

Maniac

The characters stress symptom developed into insanity. The character creates grandiose plans, which he or she uses all their energy to finish no matter the cost or what anybody else says.

➡ Decreases Health and Fertility scores, decreases Diplomacy, Martial, Stewardship and Intrigue attributes.

Plague Infested

The characters illness developed into bubonic plague. He or she is seriously hampered by this very painful and deadly illness, which has infected the nervous system and produces large boils on the body. It is contagious deadly.

➡ Decreases Health and Fertility scores, decreases Diplomacy, Martial, Stewardship and Intrigue attributes.

Pneumonia

The character's illness developed into pneumonia. This illness is deadly, but occasionally people survive.

➡ Decreases Health and Fertility scores, decreases Diplomacy, Martial, Stewardship and Intrigue attributes.

Schizophrenia

The stress symptom of character has developed into schizophrenia. The character's behavior swings between normal and short periods of extreme suspicion about everything.

➡ Decreases Health and Fertility scores, decreases Diplomacy, Martial and Stewardship attributes. Increases Intrigue attribute.

Stress Symptom

The character becomes very moody. Sometimes his behavior is overcautious and sometimes overactive.

➡ Decreases Health score, decreases Diplomacy, Martial, Stewardship and Intrigue attributes. This trait is a prerequisite for other mental disorders, or rather; it can develop into one of them.

Stutter

The character was born with a harsh stutter. This makes interacting with others problematic at best.

➡ Disliked by others, decreases Diplomacy attribute.

Appendix C – Education

For more information on Education, point your cursor on the symbol for the specific Education and wait for a short while. The text will appear in a mouse-over window. The symbol for Education is a scroll, which can be in different color depending on the art of the Education.

Primary Educational Traits

These are the educational traits of the character, and affect how well he is perceived or perceives. When a Character enters education at the age of five, on of the following three paths are chosen by the player:

Court Education:
Increases Diplomacy, Stewardship and Intrigue attributes.

Ecclesiastical Education
Increases Diplomacy and Intrigue attributes.

Martial education
Increases Diplomacy and Martial attributes.

Secondary Educational Traits

At the age of 15, the Character gains his secondary Education trait. This is chosen randomly and cannot be controlled by the player.

Amateurish Pettifogger
Decreases Martial attribute.

Charismatic Negotiator
Increases Diplomacy, Stewardship and Intrigue attributes.

Proven Dealbreaker
Increases Diplomacy, Stewardship and Intrigue attributes.

Grey Eminence
Increased Diplomacy, Stewardship and Intrigue attributes.

Naive Wirepuller
Decreases Martial attribute.

Flamboyant Schemer
Increases Diplomacy and Intrigue attributes.

Intricate Web weaver
Increases Diplomacy, Martial, Stewardship and Intrigue attributes.

Illusive Shadow
Increases Diplomacy, Martial, Stewardship and Intrigue attributes.

Hole in the Pocket
Decreases Martial attribute.

Proven Accountant
Increases Diplomacy, Martial and Intrigue attributes.

Fortune Builder
Increases Diplomacy, Stewardship and Intrigue attributes.

Midas Touched
Increases Diplomacy, Stewardship and Intrigue attributes.

Misguided Warrior
Increases Martial attribute, decreases Stewardship attribute.

Tough Soldier Increases Diplomacy and Martial attributes.

Knowledgeable Tactician Increases Diplomacy, Martial and Intrigue attributes.

Brilliant Strategist Increases Diplomacy, Martial and Intrigue attributes.

Detached Priest Increases Diplomacy attribute, decreases Martial and Stewardship attributes.

Martial Cleric Increases Diplomacy, Martial and Intrigue attributes.

Scholarly Theologian Increases Diplomacy, Stewardship and Intrigue attributes.

Mastermind Theologian Increases Diplomacy, Stewardship and Intrigue attributes.

Special Traits

The Character can also gain Traits under certain circumstances.

Bastard The character is a bastard, meaning that he or she was born outside marriage. The character has a lower position than his or her sisters and brothers.
➕ None.
➖ Disliked by others, decreased Prestige, do not inherit

Canonized When the character died his virtuous life as an exemplar Christian mad higher theological authority to canonize him or her.
➕ Piety Bonus.
➖ None.

Crusader The character has taken the cross and is presently on crusade.
➕ Modifier to Crusading Bonus and/or penalty.
➖ Modifier to Crusading Bonus and/or penalty.

Excommunicated The Holy Father has banned this character from the Catholic community.
➕ None.
➖ Can be attacked easier by others.

Heretic The character has embraced a variant of the existing religion or his region. They are now known as a heretic, and members of his old religion will hold them in contempt.
➕ Likes Sceptical and Heretic People.
➖ Dislikes Zealous People, Can be attacked easier by others.

Kinslayer The character kills off relatives. Relatives will be very hostile, and others will be reluctant to interact with the character.
➕ None.
➖ Disliked by others, decreased Diplomacy attribute.

Saint After having been canonized the character was later deemed spiritual enough to attain the sainthood.
➕ Advantages: Piety Bonus.
➖ None.

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Appendix D – Laws

To read more about the different Laws that can be chosen, go to the Court Screen and click on each law. A description of the law will appear on the bottom of the page. All independent rulers may decide new laws, Vassals have to adapt to the law of the ruler. This will clearly affect your line of heritage, which in turn is crucial for the gameplay. Note that your Vassals will react strongly on the laws if changed regularly and to their disadvantage.

Inheritance laws

Inheritance laws decide who will inherit a ruler when he or she dies. It is very important for a ruler to have an unbroken line of heritage, if the player does not have a proper heir when he dies, the game ends. Choosing the right inheritance law is crucial to building a prosperous dynasty.

Elective Law

The strongest male vassal takes it all. Strength depends on military attribute, prestige and ownership of provinces.

Salic Consanguinity

All titles go to the strongest child or if dead his oldest brother and so on. If no child can provide an heir then the strongest grandchild inherits and so on. Strength depends on military attribute, prestige and ownership of provinces.

Salic Gavelkind

All titles are divided equally between all male heirs in order of age (children and then grandchildren and so on), but ignoring males that traces through their mothers, for example the sons of your daughters.

Salic Primogeniture

All titles go to the oldest male child or if dead his oldest male child and so on. If oldest male child cannot provide an heir then next oldest male child traces the inheritance.

Semisalic Consanguinity

All titles go to the strongest child or if dead his oldest brother and so on. If no child can provide an heir, then the strongest grandchild inherits and so on. Note that this allows a female to trace inheritance, though a female may never inherit, but only pass it on to a male. Strength depends on military attribute, prestige and ownership of provinces.

Semisalic Gavelkind

All titles are divided equally between male heirs in order of age (children and then grandchildren and so on).

Semisalic Primogeniture

All titles go to the oldest child, or if dead his oldest child and so on. If oldest child cannot provide an heir then next oldest child traces the inheritance. Note that this allows a female to trace inheritance, though a female may never inherit but only pass it on to a male.

Realm laws

The Realm laws decide what taxes can be imposed on Vassals and how you can rules your realm. It will also define whether certain events will occur.

Royal Prerogative

The loyalty of a leader's vassals will decrease over time. Your regiments will tend to be heavy but mixed. The law will limit the economic sliders as follows: Scutage (Min.0 Max.100), Crown Duty (Min.50 Max.100), Census Tax (Min.25 Max.100), Tolls (Min.25 Max.100).

Feudal Contract

The ruler will get tournir events, and the loyalty of his vassals will increase over time. Your regiments will tend to be heavy with emphasis on knights. The law will limit the economic sliders as follows: Scutage (Min.0 Max.50), Crown Duty (Min.0 Max.50), Census Tax (Min.50 Max.100), Tolls (Min.50 Max.100)

Traditional Custom

The ruler will not get tournir events, and the loyalty of his vassals will not be modified over time. Your regiments will tend to be mixed but with few knights. The law will limit the economic sliders as follows: Scutage (Min.0 Max.70), Crown Duty (Min.0 Max.70), Census Tax (Min.0 Max.70), Tolls (Min.0 Max.70)

Popular Law

The ruler will not get tournir events, and the loyalty of his vassals will not be modified over time. Your regiments will tend to be light and with emphasis on Pike Men and archers. The law will limit the economic sliders as follows: Scutage Scutage (Min.50 Max.100), Crown Duty (Min.50 Max.100), Census Tax (Min.0 Max.50), Tolls (Min.0 Max.50)

Religious laws

Religious laws define the connection between the Church and the ruler. It will affect the relation to the Pope and if certain events will occur.

Regal Supremacy

Each clergy power in your provinces gives you additional troops. Church Donations slider limited by (Min.0 Max.80). Catholic Bishops appointment chances as follows (Ruler 80/Pope 20).

Monastic Supremacy

Religious authority will fluctuate with events and rulers will get no usury events. Each clergy power in your provinces gives you extra gold instead of troops. Monasteries and Templar houses will be cheaper. Church Donations slider limited by (Min.50 Max.100). Catholic Bishops appointment chances as follows (Ruler 30/Pope 70).

Ecclesial Balance

Religious authority will be undermined over time with events and the ruler will get no usury events.

Each clergy power in your provinces gives you some gold and some troops. Church Donations slider limited by (Min.30 Max.70). Catholic Bishops appointment chances as follows (Ruler 50/Pope 50).

Church Supremacy

Events will strengthen religious authority over time, and the ruler will ban usury events. Clergy power in your provinces gives you neither gold nor troops. Churches and Cathedrals will be cheaper. Church Donations slider limited by (Min.70 Max.100). Catholic Bishops appointment chances as follows (Ruler 0/Pope 100).

Appendix E – Advances

The technological advances during the Medieval Age were spread between regions rather than researched. You can increase the speed of advances by building schools and universities and somewhat affect what advances are made through clicking the chosen Advance in the Realm Screen and confirm it by clicking the seal at the bottom.

There are three main fields in which Advances can be made:
• Military
• Culture
• Economy

Every advance can be developed in five steps, getting better for

each step. These different advances are described in more detail below:

Military advances

Advances in Military gives attack and defense bonuses for different troop types depending on advances made.

Bows

Accurate long distance weapons will provide your archers and horse archers with significant bonuses in battles.

1 – Short Bow

This weapon is made out of wood, easy to use, and quick to fire. It had a short range and poor armor piercing capabilities.

2 – Long Bow

Made out of wood and moderately easy to use. It was quick to fire, had medium range, good armor penetration capabilities.

3 – Composite Bow

This weapon is made out of wood, horn, and sinew and moderately easy to use. It was quick to fire, had a long range, and was effective against armor.

4 – Reinforced Long Bow

This weapon was made out of wood, horn, sinew and reinforced with steel and was rather cumbersome to use. Its rate of fire was rather slow, but it had very long range and a very good punch against armor.

5 – Marksman Long Bow

Constructed like the reinforced Long Bow, its rate of fire is very slow, but it can hit targets at extreme ranges with excellent accuracy and armor penetration.

Castles

Castles are not only excellent for protection against siege; they will also provide a bonus for prestige and loyalty from the Nobles.

1 – Hill Fort

The hill fort was often built around the ruins of elder fortifications. They were often very small but made maximum use of the terrain.

2 – Small Castle

The small castle was built around the foundations of a hill fort. They were often rather small but had a garrison all through the year. Any ruler who was anyone had to have at least a small castle.

3 – Medium Castle

The medium castle was often built around the foundations of a small castle. They were often of average size with a small hamlet within its walls and had a garrison all through the year.

4 – Large Castle

The large castle was often built around the foundations of a medium castle. The castles were large with a small town within its wall, and had a large, professional garrison. It was durable and could withstand prolonged sieges.

5 – Huge Castle

The huge castle was often built around the foundations of a large castle. They were often huge complexes with a small domain within its wall and had a very large garrison all through the year. It had enormous durability and was nigh on impossible to take for anything but Kings and Emperors.

Chain Armour

Apart from providing defense for your foot soldiers and knights in battle, Chain.

1 – Chained Leather

This is a leather suit with strings of chains attached to make it withstand slashes. This is the best armor within the leather class.

2 – Light Chain Mail

This is a light hauberk made of small chains that protected the torso.

3 – Chain Mail

This is a hauberk made of chains. The torso and arms are protected by leather, the chest by chain mail.

4 – Full Chain Mail

This is the full suit made of small chains covering the entire body.

5 – Plated Chain Mail

This is a full suit made of small chains covering all parts of the body. To this armor plates have been added to protect parts of the torso.

Crossbows

Powerful at a long distance with a deadly accuracy, Crossbows will provide a significant bonus for your archers.

1 – Sling Javelin

This is basically a thrown short spear empowered with a log sling to increase thrust power and range. It was normally used in one volley against the enemy. After slinging the javelin, the throwers fought in melee.

2 – Light Crossbows

A wooden weapon that was easy to use and quick to fire. It had a medium range and limited armor piercing capabilities.

3 – Medium Crossbow

This weapon is made of wood and sinew. Although easy to use it was slow to fire. It had a long range and a good punch against armor.

4 – Heavy Crossbow

This weapon is a composition of wood, iron, and sinew. Easy to use, but slow to fire, the crossbow possesses a long range and packs a good punch against armor.

5 – Arbalest

Crush Weapons

Advances in this field of deadly weapons will give a bonus to light cavalry and heavy infantry.

1 – Hand Axe

This is the smallest of crush weapons. It is easy to use and also has slashing qualities that

makes it an excellent weapon for lighter units.

2 – War Hammer
This is a light crush weapon. It is easy to use and doesn't require special training. It is especially effective against heavily armored opponents and often used by infantry.

3 – Mace
This is a medium crush weapon. It is easy to use and doesn't require special training. It is especially good against heavily armored opponents and was often used by infantry.

4 – Morning Star
This was a heavy crush weapon. It was cumbersome to swing and required special training to master. It was, however, especially good against heavily armored opponents and often used by infantry.

5 – Battle Axe
This is a heavy crush weapon. It is cumbersome to use and need special training. It is especially good against heavily armored opponents and often used by infantry. This is the best crush weapon.

Defensive Tactics
Sometimes defending is the best way to attack. Taking advantage of terrain and organizing your armies correctly will provide not only strengthen morale, but also increase the Shock score.

1 – Defensive Terrain
This tactic involved training units to take advantage of defensive terrain. It also included scouting and using specially prepared equipment.

2 – Positional Combat
This tactic made it easy to defend a smaller area by defending a chain of positions with earthworks and poles.

3 – Missile Barrage
Archers drilled and disciplined in releasing barrages of arrows or bolts onto the onrushing enemies. The effect could be devastating and was much more effective that the 'fire-at-will tactic'.

4 – Drilled Pike Men
This tactic involved training and drilling the Pike Men in units. These units could march into position, stop, and become island fortresses in the sea of battle. They worked in squares and had great stopping power against infantrymen and cavalry alike.

5 – Unit Organization
This was the changing of the masses of infantry into organized military units. Instead of being a mob they worked in unison with much Increases efficiency.

Leather Armour
Easy and flexible, the Leather Armour provided a good protection for all types of units.

1 – Soft Leather
This is a leather suit softened by oil to let the warrior keep his mobility. It only stopped the weakest strikes or punctures.

2 – Reinforced Leather
This is a leather suit softened with so as not to hinder the warrior in battle. It is reinforced with padding to give better protection against blows and punctures.

3 – Boiled Leather
This is a leather suit softened by oil to let the warrior and then boiled to make it stiff. It stops more strikes and punctures than its softer cousins at the expense of agility, but is still inferior to chain mail.

4 – Rigid Leather
This was a leather suit softened by oil to let the warrior fit the material, and then boiled for a short time to make it stiffer, and then reinforced with padding. It was as effective as boiled leather but did not hamper agility as much.

5 – Scaled Leather
This is a leather suit made by taking small scales of first class leather and boiling them for a very long time and then adding them together on padding. This is the premier leather armor and more effective than even some chain mail.

Offensive Tactics
Learning how to command and attack is a basis for succeeding in battle. It will strengthen morale along your lines and also increase the Shock attack score.

1 – Offensive Terrain
This tactic evolved by training the units to take advantage of of-

fensive terrain. It included scouting and using specially prepared equipment.

2 – Frontal Charge
This tactic used the shock power of massed cavalry.

3 – Reserves
This tactic involved keeping a small reserve at hand that could be used to change the balance at key points in the battle.

4 – Dismounted Knights
Included training knights as infantrymen. This made their employment more flexible. The knights' superior morale and skill made them excellent multipurpose units.

5 – Hierarchic Command
This evolved from the need for clear battlefield leadership. Now a hierarchic command system was implemented where each man knew is place and disobeying orders meant a quick and disgraceful death.

Piercing Weapons
Being a weapon mainly for Pike Men and Knights, the deadly piercing weapons will provide bonuses for these units in battle.

1 – Long Spear
This was a standard medium-piercing weapon. It was easy to use and didn't need special training. It was also a good weapon against a mounted opponent.

2 – Pike
This was an advanced medium pierce weapon. It was easy to use but required special training. It was a very good weapon against mounted opponents.

3 – Lance
A lance is an advanced medium pierce weapon. It is rather easy to use but the wielder needed special training. It is a very good weapon against dismounted opponents and is therefore primarily used by heavy cavalry.

4 – Pole Arm
This was a heavy pierce weapon. It was an excellent weapon against mounted opponents.

5 – Heavy Lance
This is a heavy pierce weapon. It proved excellent against dismounted opponents.

Plate Armour
Heaviest of the Armour Types, the Plate will give a defense bonus to Knights and Heavy Cavalry in battle.

1 – Scale Mail
This is a leather suite with armor plates added to it to give extra protection for the torso, biceps, and thighs.

2 – Banded Mail
An armored leather suite that has armor plates crafted in circles around the body. The protection is very good, but it leaves exposed areas and decreases agility extensively.

3 – Half Plate
This is a chain mail suite with armor plates added to give extra protection for the torso, biceps, and thighs.

4 – Plate Mail
This is a plate mail suite where all plates are put to work in unison with normal bodily movement. It covers head, torso, biceps, and thighs, while the rest of the body is covered by chain mail.

5 – Full Plate
This is a plate mail suite where all plates are put to work in unison with normal bodily movement. It covers the whole body.

Siege Equipment
In order to efficiently forcing walls and towers, Siege equipment was built.

Siege Equipment gives a bonus to Siege.

1 – Battering Ram
This is the most basic piece of siege equipment. It consists of a large wooden pole which is used to batter down a section of the wall or if possible the castle entrance.

2 – Siege Ladders
These are tall ladders that are raised against the castle wall to enable the attacker to overrun the castle defenders on top of the wall.

3 – Siege Towers
These where tall structures in the form of an armored siege ladder that protected soldiers from ar-

chers.

4 – Mangonel

A Mangonel is a medium sized catapult used to throw large rocks against a castle wall and break it. It can also be used for throwing burning material or disease stricken animals/corpses inside the castle to weaken the defenders.

5 – Trebuchet

This is a large catapult used to throw large rocks against the castle wall in order to break in. It could also be used for tossing burning material or disease stricken animals/corpses over the wall to weaken the defenders.

Slash Weapons

Swords being one of the main characteristics of a true Knight, Slash Weapons has come to symbolize medieval warfare more than other types of arms. They give a bonus to Knights, Light Cavalry and Heavy Infantry in battle.

1 – Short Sword

This is the smallest slash weapon. This one-handed blade is readily used with a shield for extra protection. It was the classical infantry melee weapon developed from the Roman Spaeta.

2 – Broad Sword

This is the standard medium-damage slash weapon. This one-handed blade is easily used together with a shield for extra protection. The broader and slightly longer blade gives its wielder better reach than the wielder of the short sword.

3 – Long Sword

This is the supreme medium slash weapon. This one-handed blade is easily used together with a shield for extra protection. The longer blade gave its wielder better reach and balance than the wielder of the broad sword.

4 – Bastard Sword

This is the most flexible medium-heavy slash weapon. This blade is easily used together with a shield for extra protection if used one-handed and will then have better reach and punch than the long sword. If used two-handed, a shield is no longer an option, but the power of its strikes will rival those of the great sword.

5 – Great Sword

This is the supreme slash weapon. This blade is easily used two-handed; a shield is no longer an option. None but the great axe and the heavy lance rival the power of its strikes.

Cultural Advances

Cultural advances are made in various fields such as customs, religion and art. Advances within the field of Culture normally affect the loyalty of the stands, but

Noble Customs

Learning to act and think like a Nobleman is not only important, but will also increase the loyalty of your nobles.

1 – Divine Rights

Members of the nobility enjoyed special legal status and had immunity from almost all outside authorities. They were also the protectors and arbiter of those who worked.

2 – Chronicle Writing

This was often official history writing, but to call it history in a modern sense would be quite wrong, as there was no, or very little, critique of sources. Most often this was the ideological propaganda of the medieval era.

3 – Romantic Poetry

Romantic poetry had its origin in the tough consequences of formal marriages. Thus this form of poetry became an acceptable outlet of emotional and sometimes erotic pressure.

4 – Heraldry

Heraldry was a feudal institution developed by noblemen using personal insignia on seals and shields that came to be transmitted to their families.

5 – Oblige Noblesse

The basic ideology of the noble class, which meant that certain rules of hospitality, honor, and compassion, must be implied to be a good knight.

Popular Customs

Many modern practices have its foundations from the medieval customs. This will give a bonus to loyalty mainly from the Peasants.

1 – Divine Duties

Most people during the medieval were Peasants and they rarely left the manor on which they were born. People knew that their life's work would be the same as their parents. They had a sense of place, and pride in that place was reflected in adornment of the village church. Religion and the village gave the people a sure sense of identity and with it psychological peace.

2 – Jongleurs

Jongleurs evolved from the tribal equivalence of bards and kept their traditions as news spreaders to the simple folk. Their repertoire included dancing, conjuring, acrobatics, the feats of the modern juggler, singing, and storytelling. Many were skilled in playing musical instruments.

3 – Troubadours

Originally came from the aristocratic poet-musicians of Province, many of whom were noblemen and crusader knights. The favorite subjects of their poems were courtly love, war, and nature. However, over time troubadours became less gentle and finally became artists that produced societal critique, writing songs about impious priests, lecherous monks, and cruel noblemen.

4 – Miracle Plays

Miracle plays or mystery plays were a form of medieval drama that came from dramatization of the liturgy of the Church. Eventually the performance was moved to the churchyard and the marketplace and soon became vernacular in nature.

5 – Carnivals

In Europe the tradition of spring fertility celebrations persisted well into Christian times, where carnivals reached their peak during the 14th and 15th century. Carnivals where deeply rooted in pagan superstitions and the folklore of Europe and the church eagerly revitalized them by connecting them to Saints.

Profane Art

Making advances in this form of secular arts will increase the loyalty of the Burghers.

1 – Sculptures

Fine sculpturing in stone was essential for the men and houses of religion, and such artifacts increased the glory and beauty of buildings both public and private.

2 – Musical Instruments

Music played a large part in medieval people's lives. Medieval artwork, whether of nobles or peasants, often depicts people with musical instruments –particularly stringed instruments (usually harps or lute -the forbears of today's guitar), and pipes (generally bagpipes). Medieval Europe was alive with dance and song.

3 – Ballads

These were formalized, musical stories, sung in a situational rather than a narrative style. Ballads were part of many traditions. They were part literature, and part music, but also part education. It was knowledge about the world spread through tone and word to people who could not read.

4 – Fashion Clothes

Luxury consumption has always been part of showing one's status. During the medieval time material like silk were used to make elaborate clothes worn by the ultra rich.

5 – Vernacular Literature

This was a new form of popular literature written in the national languages. Writers such as Dante Alighieri, Geoffrey Chaucer, Francois Villon, and Christine de Pisan, opened a new front in literature and intellectual life.

Religious Flexibility

There was a certain current towards a greater flexibility in how to interpret the Christian message, mostly to avoid corruption within the Catholic Church. Advances within Religious Flexibility will increase loyalty from the Clerics, and at the same time increase your Piety.

1 – Ascetism

This meant following one's moral inclination with strict discipline. This was important to monks, but ascetism was viewed by the masses as a virtue in a clergyman.

2 – Apostolic Poverty

It meant that the Church and the clergy, as well as the monks should live without temporal possessions, like Christ and the Apostles, and live from the tithes and the voluntary offerings of the people. This calling was purely spiritual. All the things of this earth belonged to the laity and the civil government.

3 – Critical Bible Interpretation

This was an interpretation of the bible that focused on other things than the official teachings, often highly critical in tone and voice of the official church interpretations.

4 – Bible Translations

These were translations of the bible into local language. This made it possible for ordinary people to read the bible and think theologically.

5 – Critical Thinking

Critical thought have always been present but after the introduction of the bible translations critical thinking took new paths which would eventually lead up to the reformation of the Church.

Religious Stringency

This was the current opposing Religious Flexibility. Supporters of these thoughts wanted to preserve the Church and centralize the spiritual power. Advances within Religious Stringency will increase loyalty from the Clerics, and at the same time increase your Piety.

1 – Clerical Celibacy

Clerical celibacy was introduced to check the growing habit of bishops and clergymen to bequeath church land to their children.

2 – Letters of Indulgence

Letters of indulgence simplified getting forgiveness for one's sins –a process that was previously cumbersome and time-consuming waiting in lines in the church for absolution.

3 – The Inquisition

This institution was created to keep the flock in line, to stop heresy, and to get people who had misunderstood the Holy Scripture to walk a better path.

4 – Formalized Liturgy

The refinement of canonical law created a unified church liturgy. Others viewed this as an advance by some but as conservatism.

5 – Jubilee

These were large feasts or festivals celebrating something important in the life of a Saint or an apostle.

Schools

In order to educate nobles and clergymen as well as research the foundations of the world, schools and universities were formed.

1 – The Seven Liberal Arts

Allows Library improvement

The basic Increases education in your realm has been divided into seven branches of learning to achieve maximum efficiency: grammar, logic, rhetoric, arithmetic, geometry, astronomy, and music.

2 – Monastic Schools

Allows Monastery and School improvements.

When the Roman Empire collapsed, formal education in Western Europe collapsed with it. Monasteries upheld the few schools that survived.

3 – Cathedral Schools

Cathedral schools didn't exist at every cathedral, but many cathedrals did become centers of what we would call elementary education. Education was often based on old Roman texts, and over time tended to divide into a concentration on music (which prepared boys for service in the cathedral liturgy) and grammar and rhetoric (which prepared boys to serve as parish priests or in the church bureaucracy).

4 – University

Allows University improvement

The medieval university was a community of scholars with the authority to confer degrees. The origins of the earliest universities are obscure, but the University of Bologna seems to have risen from an eleventh-century center for the study of Roman law.

5 – Academic Disciplines

The academic disciplines developed from the existence of uni-

versity faculties. The first was the faculty of arts, which included subjects as grammar, logics, math, philosophy, and astronomy, and the Increases faculty divided into the subjects of law, theology and medicine. The specialization of knowledge meant focus and status that improved prestige and knowledge output considerably.

Spiritual Art

Art was not only created to look good but fulfilled the ideological task of impressing the masses with God's might. A negative aspect was what such decoration was a waste of money during a time when the majority of the population lived in poverty.

1 – Relics

The monotheistic belief in the power of relics, the physical remains of a holy site or holy person, or objects with which they had contact, is as old as the faith itself and developed alongside it. Relics were more than mementos. For example, the New Testament refers to the healing power of objects that were touched by Christ or his apostles.

2 – Music Notation System

In the tenth, eleventh and twelfth centuries, composers and performers expanded the liturgy in a number of ways. New feasts were created (with their attendant music for mass and office), and new music written for chants of the church service. Moreover, the liturgical practice of the past

was copied and spread through staff notation.

3 – Choir Songs

Monks and clergymen wrote Choir songs. The songs where elaborate and a way of communicating with God. Both Islam and Christianity used choirs, but Christianity took the choir song to new heights, as literally the whole service was a combination of choir songs mixed with solos.

4 – Tapestries

Tapestries became an important way to keep the warmth within stone buildings. Mainly Nobles and clergymen used these, as simple people couldn't afford them. However, simple folk often had better heat in their wooden cottages.

5 – Extravagant Decoration

The extravagant decoration of many churches was impressive and used as a means to justify the power of the Clergy.

Thought

Logical thinking was known already among the ancient Greek, and was rediscovered during the Medieval Age.

1 – Aristotelian Logics

The scholars of your realm have found and digested Aristotelian logics. Debating and discussing its application is helping them to structure and understand the world.

2 – Scholastics

Based on the rediscovered Aristotelian Logics the Scholastics of your realm use their reason and applied dialectic to study of nature, human nature and supernatural truth. It is opposed to mysticism, which distrusted reason and placed emphasis on intuition and contemplation. This is a very important step toward later scientific methods.

3 – Astrology and Astronomy

As the traditions of reason and intuition meet your scholars might pursue different research strategies within the bounds of the same discipline.

4 – Natural Philosophy

Until this day your scholars viewed knowledge as a complex combination of theology and philosophy, but now the bounds of knowledge have exploded and natural philosophy has evolved from the philosophical discipline and is no longer severely constrained by theology.

5 – Science

The scholars of your realm have now accepted the diversification of knowledge. One branch, science, implies using reason and experience to uncover the laws of nature.

Economy advances

Advances in Economy generally affects the your income, but may also be of architectural or crafts-

men art.

Architecture

Learning how to construct buildings was crucial when impressive cathedrals were to be built.

1 – Basilican structure

Allows Church improvement.
Wooden roofs topped large basilica structures, in a continuation of the tradition started by the early Christian basilica.

2 – Brickwork Structures

Vaults and cylindrical structures used in its structures without angularity.

3 – Romanesque Vaulting

Allows Large Church improvement.
Romanesque churches included massive barrel vaults, making mandatory the reinforcement of load-bearing walls in order to parry the lateral outward thrust.

4 – Cylindrical Structures

Castles and churches expanded in grace and efficiency through the introduction of cylindrical structures such as towers and cupolas.

5 – Gothic Buttresses

Gothic construction, particularly in its later phase, was characterized by lightness and soaring spaces.

Cattle Herding

Herding Cattle was one of the primary sources for income during the Medieval Age. Advances made within Cattle Herding will provide extra gold for your treasury.

1 – Chickens

Chickens are now common as household animals among all peasants. This means better and more flexible food, but also that peasants sold chickens for extra cash.

2 – Goats

Goats did not only provide the farmers with meat, but also with milk and cheese, making them popular during the medieval.

3 – Pigs

Although Jews and Muslims do not eat Pig meat, Pigs soon became common food to Christians.

4 – Sheep

Providing wool for clothes, sheep soon became an important part of the medieval household.

5 – Cows

Allows Cheese Dairy improvement.
Breeding cows means better and more flexible food, but also gave the opportunity to sell meat to the Burghers.

Commerce Institutions

Trade and commerce were institutionalized during the medieval age, when the Hanseatic League as well as the Italian merchant houses grew stronger. Commerce institutions will improve the use of efficiency of tolls.

1 – Minor Merchant Houses

This meant that the business structure had developed in such fashion that the area contained a number of minor merchant houses, which entertained commercial enterprises on a local basis and rather small scale.

2 – Local Merchant Houses

Allows Brewery and Moneylenders improvements.
This meant that the business structure had developed in such fashion that the area contained a number of local merchant houses that entertained commercial enterprises doing distant trading on a large scale.

3 – Mint

By having a regulated system of minting, and official representatives to run the mints, an effective coinage system could be established. This was an important step away from barter economy and toward a proto-capitalist society.

4 – Guilds

The craft guilds came about by increased specialization of industry. A group of artisans engaged in the same occupation, e.g., bakers, cobblers, stone masons, carpenters, etc. would associate band together for protection and mutual aid. The purpose of the

guilds was to promote a monopoly of a particular craft and discourage outsiders.

5 – Renowned Merchant Houses

This meant that the business structure had developed in such fashion that the area contained a number of merchant houses, which entertained commercial enterprises dominating trade in one or several areas. These families were also renowned in all of Europe for its riches and power.

Fairs and routes

As trading became a part of everyday life, recurring trading days and fairs grew popular. Adventurous merchants and farmers could also finance their own journeys to foreign provinces our countries in order to trade.

1 – Annual Sailing

Upon development of tough and seaworthy vessels, traders started regulated annual sailings between the North Atlantic and the Mediterranean Sea, beginning a consistent large-scale exchange of commodities within Europe.

2 – Local Fairs

Local Fairs were held in towns on religious high days and holidays. These fairs not only became a place where people met and enjoyed themselves, but also became a very important temporary market where peasants and burghers could buy and sell. Sometimes these fairs, as in the case of Luxemburg, became quite specialized and thus grew in size and interest.

3 – Distant Trading

The opening of trade on distant markets was not only profitable but it also gave people access to new goods. Trading routes such as London-Venice, Lübeck-Novgorod, Paris-Danzig, or Seville-Florence were rated as distant trade routes for the merchants involved.

4 – Exotic Trading

The opening up of trade on exotic markets not only was extremely profitable but it also gave people the possibility to consume novel luxury goods at extreme price, and to get more common exotic goods cheaper and in larger quantities. Trading routes from any West or East European city to any city in the Middle East and Egypt was rated as exotic trade routes for the merchants involved. Actually this was only transit trade as the goods often came from Persia, China and India.

5 – International Fairs

As trade volume expanded and great harbors became staple cities, local fairs in different regions developed into specialized international fairs presenting every known goods of the specialized type.

Farming Equipment

Ploughs and other equipment helped the hard task of working out on the field. This will make your farmers more efficient, hence increasing your income.

1 – Wood Plows

This instrument was made out of wood and was the single most important instrument in medieval agriculture. Plowing enabled the farmers to plant their crops faster and easier.

2 – Iron Edged Wood Plows

Plows were fitted with plowshares made of iron.

3 – Iron Plows

This meant that the whole plow was crafted from iron. These plows were much more durable and effective than wooden plows.

4 – Pitchforks and Harrows

These instruments made it easier to overcome more difficult terrain in the fields.

5 – Padded Horse Collars

The development of the padded horse collar, resting on the horse's shoulders and attached to the loads by shafts, led to an agricultural revolution. Horses' greater strength brought greater efficiency to farming, but they were also enormous investment, comparable to a modern tractor.

Farming Techniques

Alongside new equipment, new ways of seeding the land was also introduced. This will make your farmers more efficient and increase your income.

1 – Two Field System

This method meant that at any one time half of the village farmland was under cultivation and the other half lay fallow. The length of the fallow period was usually one year. Every peasant farmer had strips scattered in both halves.

2 – Three Field System

This method meant that at any one-time two thirds of the village farmland was under cultivation with different crop types and the other third lay fallow. The length of the fallow period was usually one year. Every peasant farmer had strips scattered in all thirds.

3 – Stripe Plowing

This method meant smoothing out the soil after it had been broken up. This not only meant that the seed got planted deeper, protecting it from excessive rain and wind, but also that the speed at which the farmers could plant the seed increased.

4 – Soil Amelioration

This was a combination of many techniques including fertilization, regular plowing, and river watering. The effect was to ameliorate the earth and thus increase the farmlands yield.

5 – Rooting Out

Using bigger and heavier harrows to dig even deeper into the soil, and using spades, pitchforks, and axes to cut out tree root systems, which drained the fields of water and nurture. It also made the land easier to plow and work.

Handicraft

Craftsmanship was greatly appreciated, and many of the pieces created during the era are still seemed as masterpieces. Advancements made in Handicraft will give you more income and will also open up the possibility for new buildings.

1 – Salt Refinery

This was an industry that either refined salt from seawater or refined it from rock salt buried in the ground. Salt was the single most important mineral. Salt was used to increase the possibility to store food for a longer period of time.

2 – Glass Blowing

Allows Glass-works improvement
This meant the production of fine glass, used in everything from church windows to the wine glasses of the nobility.

3 – Cloth making

Allows Dye-works and Spinning-mill improvements
Signifies production of cloth from wool and silk. The cloth was then used to produce clothes and material for furniture and tapestries.

4 – Sugar Refinery

This meant refining sugar from beets. Sugar was quite a luxury used to sweeten food, but also used to produce the strongest and finest kinds of alcohol.

5 – Paper Making

Paper was made from rags, usually linen. The rags were damp-ened and left to rot for four or five days. Then they were placed in a stamping mill that transformed the rotting rags into pulp of long fibers. The pulp was then transferred into a large vat, which was kept warm and agitated. The pulp was fit into a mold and rolled onto a piece of felt.

Mining

Finding and refining precious metal proved to be a most rewarding business. Advances within this field will increase your income as well as give you opportunities to construct a plethora of connected buildings.

1 – Stone Pit

Allows Tile-factory improvement
At this place stone was cut into pieces and formed into different sized blocks to be used in the building of houses, walls and churches.

2 – Charcoal

Allows Mine improvement
Charcoal was created from wood in a low oxygen burning process. The coal was acceptable but the process was very time consuming.

3 – Iron Works

Allows Smithy improvement
Here iron was cleaned and worked into pieces for later use as materials for armor, weapons, and instruments.

4 – Percussion building

Allows Improved Mine improvement

This was a technique in which a rod with a hard iron cutting edge is placed in the borehole and repeatedly struck with a hammer. It was used to improve mining and to bore water wells.

5 – Cast Iron
Allows Armory improvement
Cast iron was produced from molten metal and was much more durable and malleable than the iron produced with older methods.

Power
New ways of traveling and conducting production gave birth to new ways of finding power sources and ways of communication. Power Advances will increase your income as well as give you opportunities to construct buildings within the field.

1 – Road Net
Allows Road Net and Extensive Road Net improvements
This was a tradition from Roman times that was reintroduced. Building a road net was very important to increasing communication and trade.

2 – Large Ship Building
Allows Civilian Harbor improvement
This was a shipbuilding technique produced large ships. It could be used to build ships as different as the Dutch cog to the Venetian galley.

3 – Wind Wheel
Allows Windmills improvements
This was a wheel equipped with sail to let the wind power a mill.

The mill ground the seed into flour without the need for serious manual labor.

4 – Water Wheel
This was a bladed wheel dipped into a river. The force of the water turned the wheel and powered a mill. The mill ground the seed into flour without the need for serious manual labor.

5 – Black Coal
Black coal was dug out of the ground and used in large furnaces in smithies. Coal was essential for the production of iron and crude steel and of course to craft these metals into practical objects.

Trade Practices
As trade continued to grow, more and more merchants saw the advantage of a common standard on how to conduct business. Those advances will increase your income.

1 – Business Contracts
By putting a business deal on paper written in a legislative language the deal became not only formalized and thus Decreases risks, but also made it possible to settle trade disputes in court.

2 – Promissory Note
This was an unconditional written promise to pay a sum of money at prescribed time to bearer or to a specified person on his order. Promissory notes were generally used as evidence of debt.

3 – Letters of Credit
Originally devised to give credit to a customer, but it came to be used to pay any debt, domestic as foreign debts. Letters of credit or drafts were usually used in commercial transactions in which buyer and seller are distant from each other. The letters of credit revolutionized business.

4 – Double Entry Bookkeeping
This was a new form of bookkeeping first introduced by the Italian bankers to organize and record both incoming and outgoing transactions. This made large-scale business feasible and made clerk fraud less profitable.

5 – Foreign Accreditation
Merchant houses making a lot of transactions in large volumes of goods and at distant places soon started to put up permanent office, abroad. This gave large flexibility to their economic ventures and made the flow goods along the trade routes constant.

Appendix F Province Effects
Your provinces may trigger certain events, either randomly, through your actions or through external influence.

Bubonic Plague
The bubonic plague is spread-

ing through the province. Rats carried the bacillus of the bubonic plague to men. The illness spread to Europe from Asia add only a few areas were spared. The first stage of the illness was the growth of bubs and the second was the appearance of black spots. Death followed in a few days.

Bubonic Plague Immunity

Eventually the immunity system of the population developed defenses against the bubonic plague and it died out.

Dysentery

Dysentery is spreading through the province. Organisms in contaminated food or water spread dysentery. It resulted in diarrhea, general weakness, abdominal pain, fever, and — in severe cases – death.

Heretic

The population of the province has turned away from the formal version of their old religion. Instead they have changed and reformed the teachings and liturgy in a way that will never be accepted by the Catholic Church.

Looted

A trespassing regiment has looted the province. The economic resources of the province will be exhausted for some time.

Malaria

Malaria is spreading through the province. Malaria is spread by a parasite using a mosquito as a host. Malaria is a serious illness characterized by fever, head-

ache, weakness, and death. Different variations caused different side effects, such as brain dysfunctions and coma.

Pneumonic Plague

The pneumonic plague is spreading through the province. The pneumonic plague was spread from man to man, and its death rate was Increases than the bubonic plague because it had no treatment. It was birthed in the aftermath of the bubonic plague, and affected the lungs.

Pneumonic Plague Immunity

Eventually the immunity system of the population developed defenses against the pneumonic plague and it died out.

Poor

The province is experiencing Decreases agricultural production and abandoning of land. People are generally pessimistic about their future and wages are falling.

Prosperous

The province is experiencing increased agricultural production and clearing of land. People are generally optimistic about their future and wages are rising.

Rich

There is increased agricultural production, clearing of land, and major investments in goods production. People are very optimistic about their future and wages are rising rapidly.

Small Pox

The smallpox is spreading in the province. Smallpox is a very contagious and deadly disease caused by a virus. Of those few that survive many are left blind and scared by the small pox.

Struggling

There is Decreases agricultural production, abandoning of land, and the degeneration of cities. People are very pessimistic about their future and wages are falling rapidly.

Typhoid Fever

Typhoid Fever is spreading through the province. Typhoid Fever is an illness caused by a bacterium named Salmonella typhi. It is very common and can only be carried in the human bloodstream and intestinal tract. Typhoid fever persists for three weeks to a month and can lead to death.

Revolt

The peasants are revolting. Revolters and factioneers have taken control of parts of society and fight the current lord and his administration. This chaos is bad for the economy and the ruler is rapidly loose prestige from his inability to put down these villains.

Appendix G – Province Improvements

By building improvements in the Realm provinces, you can increase your gold, piety and prestige.

Description of Province Improvements:

⭐ Required advances – Defines what advances you need in order to build the improvement. Advances are found under your Realm Screen.

🔳 Required improvement – Defines what other improvement needs to be built before the one described.

➡ Effect – Describes what the effect of the improvement will be. You can also point your cursor on the improvement and wait for a short while. The improvements from the building will be shown in a pop-up mouse-over window.

Armory

The armory was instrumental in both producing armory and technical complex instruments as siege equipment and crossbows. It increased all sectors of economy.
⭐ Cast Iron, Black Coal
🔳 Smithy.
➡ Increases income.

Brewery

This was the large-scale use of distillery and brewing techniques to produce large quantities of beer, ale, wine, cider and liquor.
⭐ None.
🔳 Local Merchant Houses.
➡ Increases income.

Cathedral

A Cathedral is a Catholic place of worship enormous in size and prestige. It was a monumental work of architecture, engineering and art, and was built only in the most important cities throughout Europe.
⭐ Gothic Buttresses.
🔳 Tile Factory, Domed Church.
➡ Increases Clergy and Peasant loyalty, decreases income.

Cheese Dairy

This process harkened back to the early days of farming. However, in medieval the process of transform milk into cheese became proto-industrial and made it possible to gain a large turnover from such venture. Cheese was not only nutritious it was also more durable than milk.
⭐ Cows.
🔳 None.
➡ Increases Income.

Church

A Church is the place of worship and reunion in villages and small towns. It is the first building to be built in a town, with houses and shops around it. It was also where all people gathered for socializing.
⭐ Brickwork Structures, Basilican Structures.

Tile Factory.
➡ Increases Peasant loyalty, one-time Piety bonus.

Civilian Harbor

The civilian harbor was a prerequisite for large-scale export of finished goods, which improved the provincial economy. It also opened up the possibility to ship military units over the sea. Harbors can only be built in coastal regions.
⭐ Large Ship Building
🔳 None.
➡ Shortens transport time.

Court of Justice

This was a permanent court, which runs judicial business. It was an effective promoter of justice and established the tradition of rule of law among the administrators.
⭐ None.
🔳 None.
➡ Increases Burgher loyalty, decreases income, increase chance of rooting out criminals

Domed Church

A domed church is the Christian place of worship prestigious enough to have a decorated dome as a roof. It was a sign of high prestige and wealth not only in the city, but among other dioceses as well. Province must have a minimum income of 10 in order to build a Domed Church.
⭐ Cylindrical Structures.
🔳 Tile Factory, Large Church.
➡ Increases Clergy and Peasant loyalty, one-time Piety bonus, decreases income.

Dye works

This technique made it possible to color large amounts of cloth. This was the first step in bringing clothes production out of the home and onto the factory floor.

⚙ Cloth Making

🔒 None.

➡ Increases income.

Extensive Road Net

This was an extension of the larger net of roads with junctions and side roads connecting even the smallest village in one end of the province to yet another one at the other end.

⚙ Road Building.

🔒 Road Net.

➡ Increased Toll income, shorten transport time, decreases attrition of troops.

Fishing Wharf

Fishing wharfs enable large-scale fishing, packing, and distribution. The income from fishing and its satellite industries had a snowballing effect on provincial economy. Can only be built in a coastal area.

⚙ None.

🔒 None.

➡ Increases income.

Forestry

Forestry was the institutionalized practice of woodcutting, hunting, and the replanting of trees. It was an economic boon for those both high and low in society.

⚙ None.

🔒 None.

➡ Increases income.

Glass Works

At the glassworks glassblowers produced glass based on a template. This commercialized production of all glassware.

⚙ Glass Blowing.

🔒 None.

➡ Increases income.

Grand Palace

The large and richly elaborate building houses the ruler and his court. It is the realm's most important building because it gives birth to every major political decision. The Grand Palace is also a splendid showoff in luxury and elegance giving glory to the ruler and his dynasty.

⚙ None.

🔒 None.

➡ Increase Noble loyalty, Decreased penalty for holding too many demesne provinces.

Grand Shipyard

The grand shipyard was an expansion of its smaller cousin. It was not only a gateway for new advances, but also increased the possibility of sending armies overseas.

⚙ None.

🔒 Naval Harbor.

➡ Decreases cost of transportation.

Highway Robber Band

Thieves often organized themselves in gangs with a hierarchy that enabled them to steal more efficiently. This was a major problem for the ruler because it cost lots of money to organize city guards or hunt down and eliminate the robbers. Highway Robber Band is not built by the player, but will appear in provinces with great unrest.

⚙ None.

🔒 Smugglers ring.

➡ Decreases income, loyalty among all social groups and Prestige. Increases attrition among troops.

Hill Fort

Formed by a blockhouse and surrounded by a wooden palisade, this building was often raised in good defensive terrain to protect a larger area.

⚙ Hill Fort.

🔒 None.

➡ Increases the total number of soldiers that can defend the province.

Huge Castle

This structure consisted of a huge keep surrounded strong fortifications and a broad ditch.

⚙ Huge Castle.

🔒 Large Castle.

➡ Increases the total number of soldiers that can defend the province.

Improved Mine

The improved mine was a large venture that used a water driven wheel to lift the ore and to remove excess water from the pits.

⚙ Percussion drilling.

🔒 Mine.

➡ Increases income.

Large Castle

This structure consisted of a very large keep surrounded by a doubled stonewall and a ditch. Four large stone towers stood at its corners.

⚙ Large Castle.
🛡 Medium Castle.
➡ Increases the total number of soldiers that can defend the province.

Large Church

A Large Church was the place of worship for Christian towns. It was a sign that the town was expanding and gaining importance. It also served as the hub for bishops in less important or prestigious dioceses.
⚙ Romanesque Vaulting.
🛡 Tile Factory, Church.
➡ Increases Clergy and Peasant loyalty, one-time Piety bonus. Decreases income.

Library

The source of knowledge in the medieval society. Here all knowledge was classified and sorted, and available for those with authority.
⚙ The Seven Liberal Arts.
🛡 None.
➡ Research bonus, increases income, one time Prestige bonus.

Medium Castle

This structure consisted of a large stone building (a keep) surrounded by a single stonewall and a ditch. Sometimes it also had towers but not always.
⚙ Medium Castle.
🛡 Small Castle.
➡ Increases the total number of soldiers that can defend the province.

Mine

Mines are as old as humanity, but these mines have been refined to yield more and cleaner ore. This clean ore was needed to craft instruments of production and meant riches for its owner.
⚙ Coal Pit.
🛡 None.
➡ Increases income.

Monastery

This was an order of monks or nuns who worked and prayed together. They separated themselves from secular life and lived simply, praying and focusing on what they felt was important.
⚙ Monastic Schools.
🛡 Tile Factory.
➡ Increases gold.

Moneylenders

Originally those in desperate need and never for investments in production lent money for consumption. Only Jews were allowed to be moneylenders because of the Christian ban on usury. This pattern changed over time. Higher production efficiency increased the need of using currency instead of barter when exchanging large amounts of goods. This made trade the new reason for money lending.
⚙ Local Merchant Houses.
🛡 None.
➡ Increased loyalty form the Burghers, decreased loyalty from the Clergy. Increased income, decreased Piety.

Naval Harbor

The naval harbor was an expansion of its civilian variant. It was not only a gateway for new advances, but also increased the possibility of sending large military units overseas. It can only be placed in a coastal province.
⚙ None.
🛡 Naval Harbor.
➡ Decreased cost for sea transport.

Road Net

This was a sparse series of roads built most often on the ancient Roman roads that lay across Europe. It increased not only the speed of travel, but also trade.
⚙ Road Building.
🛡 None.
➡ Increased Toll income, shorten transport time, decreases attrition of troops.

Royal Post

The Royal Post was an institution of post riders, who traveled through the domain with orders and information for the ruler and his administration. This institution vastly improved the ruler's ability to retain control of his lands and his subjects.
⚙ None.
🛡 None.
➡ Decreased penalty for holding too many demesne provinces, decreased income.

Sawmill

The sawmill cut trees and made planks from logs. It greatly improved the economy in the province and sped up public building.
⚙ None.
🛡 Forestry.
➡ Increases income, decreases building time for other improvements.

School

This institution trained young-

sters in simple tasks like reading, counting and reciting the bible. This was the first institution to pass to attain higher learning. It spread the basic instrument for understanding and knowledge through out society.

⚙ Monastic Schools.
🛡 None.
➡ One-time Prestige bonus, increases spread of Advances, decreased income.

Small Castle

Often called a "Motte and Bailey, it consisted of a large mound topped by a stone tower. A palisade and a ditch then surrounded the tower.

⚙ Small Castle.
🛡 Hill Fort.
➡ Increases the total number of soldiers that can defend the province.

Smithy

The smithy was instrumental in both producing farming instruments and weapons. It increased all sectors of economy.

⚙ Ironworks.
🛡 None.
➡ Increases income.

Smugglers Ring

As the ruler introduced spot taxes and tolls many less lawful merchants organized smuggler rings to circumvent these artificial costs that the ruler had laid on them. This was irritating for the ruler who lost needed income. Smugglers Ring is not built by the player, but will appear in provinces with great unrest.

⚙ None.
🛡 Thieves Guild.
➡ Decreased income, decreased Prestige, decreased loyalty from Peasants.

Spinning Mill

This was the place where cotton and wool were turned into clothes and tapestries. It was more effective and profitable than production at home.

⚙ Cloth Making.
🛡 None.
➡ Increases income.

Templar House

This was a local chapter of one of the religious military orders. Its members were supranational monks of war, but they also supplied services other than martial. Their medical service was quite good and they also functioned as a bank, lending money against securities.

⚙ None.
🛡 Monastery.
➡ Increased loyalty from Nobles, one-time bonus in Piety, decreased income.

Theater

Its roots could be found in ancient Greek but the comedies and dramas of the ancients were not common in medieval time. In later times professionals began performing plays with more profane content. This firmly established a tradition that would be perfected in the days of Shakespeare. Demands a minimum of 15 income from the province.

⚙ None.
🛡 None.
➡ Increased loyalty from Nobles and Burghers, decreased income.

Thieves Guild

In times of great need and after major conflicts desperate men and women went to the forests to live by the land and rob trade caravans and merchants. This created unrest and made people fear the highways, thus the ruler often had to use his own regiments to hunt down these villains. Thieves Guilds is not built by the player, but will appear in provinces with great unrest.

⚙ None.
🛡 None.
➡ Decreased income, decreased Prestige, enhanced risk of being assassinated.

Tile Factory

Here many workers made tiles by putting the material into moulds. This was a very effective mode of production and vastly increased the production of tiles, which quickly became a dominant building material.

⚙ Stone Pit.
🛡 None.
➡ Increased income, decreases building time for other improvements.

Training Grounds

The "March Fields" of Rome inspired these large encamped fields. Here the regiments could muster and train for war.

⚙ None.
🛡 None.
➡ Increased troop speed.

University

This societal institution provides higher education. Higher educa-

tion was a prerequisite for higher clerical appointments.

⚙ University.

🏰 School.

➡ Research bonus, increases spread of Advances, decreased income.

War Academy

This was not really an academy, but a loose network of competent officers and warriors, who trained worthy candidates. A province needs at least 15 income to be able to build this improvement.

⚙ Training Grounds.

🏰 None.

➡ Increased troop speed.

Watermills

This was a bladed wheel dipped into a steaming river to let the force of the stream power a mill. The mill grinds the seed into flour without the need for serious manual labor.

⚙ Water Wheel.

🏰 None.

➡ Increased income.

Windmills

This was a wheel equipped with sail to let the wind turn mill. The mill ground the seed into flour without the need for serious manual labor.

⚙ None.

🏰 None.

➡ Increased income, decreased building time for other improvements.

Appendix H – Crusader Kings Music

Crusader Kings
Main Theme.

El Cid
Rodrigo Díaz de Vivar is often portrayed as a Castilian military leader and national hero, initially being a Mamluk slave soldier. He fought for a Castilia not ruled from Leon, but power-hungry as he was, he saw no problem in fighting for, as well as against the Moors to further his aims. He ended up recognized as Prince. His popular name, El Cid, comes from Spanish-Arabic "assid", bearing the meaning "Lord". The legend of El Cid was magnified by the influence of the 12th-century epic poem of Castile, El cantar de mío Cid – "The Song of the Cid".

A scorpion in the sand

Saladin, a former slave-soldier of Egypt, often symbolizes the Muslim response to the Crusades. According to the legend, Saladin turned the tide of the Crusade and fought two of the great: Richard the Lionheart of England and Philip Augustus of France. Saladin is one of very few personages of the time of the Crusades who has managed to enjoy positive description in both Western and Eastern sources of history.

Crac des Chevaliers
The Arabic-French combination meaning "Castle of the Knights", is one of the mightiest and most impressive Medieval Castles. The Knights of St John, who occupied it 1142-1271, is also said to have built the Castle. At the peak of its power, the garrison of Crac des chevaliers housed over 2000 men and its extensive underground storerooms held supplies to withstand lengthy sieges and blockades. In 1271 following a mighty battle, the Castle fell to the great Mamluk leader Sultan Baybars.

The brotherhood of Cluny

The mightiest Monastery in Christianity gave birth to some of the most brilliant intellectuals of the Era. It was a virtual ideological think-tank and it grew to become a dominant power in politics owning vast lands with its own vassals.

La Serenissima
Venice – Once know as the Merchant capital of the world. Leading the West in trade with the Eastern market, Venice soon hosted wealth and power, and some of the most renowned merchant families built magnificent palaces and cathedrals, still impressing its visitors. Venice became one of the most important centres for art and music.

Dance with the reaper

The bubonic plague, also known as the Black Death, moved through Europe and within 5 years (1347-1352) decimated the population by 25 million. It took

several hundred years for the population to recover from the worst plague ever to hit the continent. In the backwater of the Black Death came spiritual unrest in the belief that the Wrath of God had hit Christianity.

War without end

The Great Struggle between the English and the French King over the French Crown; a war that continued for a little more than a Century with periods of peace in between. The fortunes of war and control over land changed hands many times during the war. Eventually France managed to throw the English out of France. Historically due to the length of the conflict, it has been named "The Hundred Years War".

Cross or crown

With a Europe flamed by civil war and epic Crusades, a bitter rivalry between the Christian power, led by Pope Gregorius, and a man of noble descent, in the shape of the German Emperor Henry arose. The Emperor, unwilling to follow the rules instituted by the Pope, was initially humiliated and forced to travel through Europe dressed like a monk to the Vatican in order to beg for forgiveness from the Pope. However, the fight did not end there, but continued until the Emperor grew stronger and finally got the upper hand in this dispute of power.

Deus Vult – voices of war!

Few if any battle cries have given so much strength to its followers, and terrified the enemies as the ones used during the crusades. Inspired by the dramatic speech of Urban at Clermont, marking the start for the first Crusade, Temple Knights were soon heard justifying their actions and withstanding starvation, disease, hunger and fatigue by crying out "Deus Vult" – It's the will of God!

Eastern Wind

Christmas day 1241 was one of the darkest dates in Christian history when Batu, son of Ogedai Khan and successor to the Great Genghis, had destroyed the great Hungarian city of Pest. Poland and Russia had already fallen and the Mongol war machine seemed unstoppable. Early in the years to come, the Asian horde suddenly left as swiftly as it had come, leaving the vast lands of Easter Europe in ruins and chaos. The early 1240's marked an end to the aggressive Mongol campaigns directed towards Western Europe.

Black Shield White Cross

After a devastating defeat for the Crusaders in 1291, the Teutonic Order moved their headquarters to Venice, a long-time ally of the Order. In 1309, the Order moved again, this time to the Prussian city of Marienburg, where they established a theocratic form of government. The position of the knights in the Baltic region had been strengthened in 1237 when a knightly order in Livonia, the Brothers of the Sword joined the Teutonic Order. The history of the German knights in Prussia and Livonia is one of continuous revolts, uprisings, raids, conquests, victories, and defeats. Many secular knights from Western Europe would go to the Baltic to help the Order in Crusades for a season or more. The prizes and feasts awarded by the Orders' Grand Master to celebrate heroic Knights resemble in many ways the legendary rituals held by the Knights of the Round Table.

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