The Guild 2

Renaissance

Manual

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1. The Technical Part

System requirements

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

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

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

We recommend that your system fulfil at least the following requirements:
- 2 GHz Processor (Pentium or AMD Athlon XP 2400+)
- DirectX 9-capable graphics card with pixel shader model 2
- 1 GB RAM (Vista 2GB)

Installation

„Insert the „"The Guild II : Renaissance" DVD-ROM in your DVD-ROM-drive. If the drive is set to autostart, the set-up programme will start automatically. If this feature is not enabled, start the installation programme manually by doubleclicking the My Computer icon on your desktop, then on the icon for your DVD-drive. Next, either doubleclick on autorun.exe or on setup.exe, and the game install menu will open. Click on Install and then follow the instructions on the screen.
This Stand-Alone does NOT require a prior installation of Guild 2 / Pirates of the European Seas / Venice!"

Start game

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

Starting the game from the DVD

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

Starting the game from the desktop

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

The game begins

Navigating the menu

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

Main menu

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

Single player

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

Options

Takes you to the Options menu.

Credits

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

Quit

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

Single player

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

Start game

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

Tutorial

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

Load game

Load a savegame from before and continue playing."

Options menu

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

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

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

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

2 MAPS

2.1 NEW MAPS

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

„CASTRUM NOVAESIA
Towns: Colonia, Novaesium, Düsseldorf and Leverkusen
Offices: Bonn

THE ARCHDUCHY OF TIROL
Towns: Hall, Kufstein and Innsbruck
Offices: Augsburg, Milan and Prague

THE KUFSTEIN AREA
Towns: Hall, Kufstein
Offices: Prague

TRANSYLVANIA
Towns: Törzburg
Offices: Trading posts and caravans

HERZOGENFURT (Duel map for 4)
Towns: Herzogenfurt
Offices: Stromfurt, Steintal, Hohnquell and Bruningen

DUCHY OF DRAGENTHAL
Towns: Herzogenfurt
Offices: Stromfurt, Steintal, Hohnquell and Bruningen“

3 NEW PROFESSIONS

3.1 THE MILLER (PATRON CLASS)

Building level: Windmill
Requirements: Patron, level 1

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

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

3.2 THE ORCHARDIST (PATRON CLASS)

Building level: Orchardist
Requirements: Patron, level

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

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

3.3 THE GRAVEDIGGER (SCHOLAR CLASS)

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

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

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

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

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

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

3.3.2 BUILDING LEVEL 2: CRYPT

Requirements: Scholar, level 3

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

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

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

3.3.3 BUILDING LEVEL 3: GRAVEYARD

Requirements: Scholar, level 5

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

Sorcerer Robe
If you dress in the dark robe of the sorcerers, you will receive a bonus on the rhetoric, stealth and empathy skills.
At the same time you lose some of your charisma, which is no surprise... This summer violet is mega out!

3.4 THE BANKER (SCHOLAR CLASS)

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

3.4.1 BUILDING LEVEL 1: PAWN BROKER

Requirements: Scholar, level 1

Copper Coin
Coins made of copper that turn green over time.

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

3.4.2 BUILDING LEVEL 2: MONEY LENDER

Requirements: Scholar, level 3

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

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

Obligation
Obligations are extremely important, so don‘t lose track of who owes you how much.

3.4.3 BUILDING LEVEL 3: BANK

Requirements: Scholar, level 5

Gold Coin
All that glitters ain‘t gold - but in this case it is.

Stock Purchase Warrants for Gold, Silver, Iron
You urgently need gold, silver or even iron, and you can‘t get any? With this warrant you can! It secures you a certain amount of the desired metal.

3.5 STEINMETZ (HANDWERKER KLASSE)

3.5.1 BUILDING LEVEL 1: BRICKERY

Requirements: Craftsman, level 1

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

Grindstones
Needed to sharpen blades.

Clay Vase
A simple clay vase to keep flowers in.

3.5.2 BUILDING LEVEL 2: STONECUTTERY

Requirements: Craftsman, level 3

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

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

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

3.5.3 BUILDING LEVEL 3: STONEMASON HUT

Requirements: Craftsman, level 5

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

Lucky Stone
There are people who are born lucky. For those that aren‘t, there are lucky stones. If you believe in luck, that is...

3.6 THE JUGGLER (ROGUE CLASS)

3.6.1 BUILDING LEVEL 1: VAGABOND CAMP

Requirements: Rogue, level 1

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

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

3.6.2 BUILDING LEVEL 2: JUGGLER CAMP

Requirements: Rogue, level 3

Clay

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

Hypnosis Pendulum

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

3.6.3 BUILDING LEVEL 3: TRAVELLING FOLKS CAMP

Requirements: Rogue, level 5

Voodoo Doll

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

3.7 INN KEEPER (ROGUE CLASS)

Building Level 1: Pub
Requirements: Rogue, level 1

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

Building Level 2: Shebeen
Requirements: Rogue, level 3

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

Building Level 3: Hedge Tavern
Requirements: Rogue, level 5

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

3.8 THE MERCENARY (ROGUE CLASS)

Building Level 1: Mercenary Quarters
Requirements: Rogue, level 1

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

Building Level 2: Mercenary Castle
Requirements: Rogue, level 3

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

Building Level 3: Mercenary Fortress
Requirements: Rogue, level 5

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

4 NEW TITLES

Overview of titles:

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

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

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

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

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

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

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

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

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

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

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

5 NEW & IMPROVED BUILDINGS

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

5.1 THE ARSENAL

Here you can equip before you go into war.

5.2 THE COUNTRY HOUSE

Requirements: Nobleman

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

5.3 THE COUNTRY ESTATE

Requirements: Nobleman

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

5.4 THE PLEASURE PALACE

Requirements: Nobleman

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

5.5 THE TOWNHALL

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

6 ADDITIONAL IMPROVEMENTS

6.1 ARRANGED MARRIAGE

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

6.2 WAR

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

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

6.3 BREEDING

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

6.4 AUTOMATIC TRADING ROUTES

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

6.5 MONEY STORAGE

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

6.6 EDUCATIONAL SYSTEM

6.6.1 SCHOOLS:

MONASTERY SCHOOL
In the monastery school your child gets a basic education and religious training for the future.
Costs: 500 Gold

SCHOOL OF THE GUILD HOUSE
Your child receives additional guild reputation.
Costs: depending on the guild reputation

SCHOOL OF THE NOBELMAN'S MANSION
Your child receives additional imperial reputation and a better education than church or guild would have offered.
Requirements: Title of Citizen
Costs: depending on the imperial reputation

6.6.2 APPRENTICESHIP:

GUILD OF THE CRAFTSMEN OR OF THE PATRONS
Send your offspring to one of the guilds, and your child will be taught the according skills depending on the will of the guildmasters.
Costs: 1000 Gold

CHURCH
In a monastery your offspring will learn how to read and write, as well as the art of herbalism.
Costs: 1000 Gold

CAPTAIN OF THE GUARD
The guard captain will teach your child everything it needs to know to be a good fighter.
Costs: 1000 Gold

COURT BAKER
If you really want your child to get somewhere in life, then provide it with the necessary title and send it to the court bakery for an apprenticeship. Only there can it learn how to bake the delicious brioches only nobility can enjoy. Hmm, and smell those rolls....
Requirement: Title of Baron
Costs: depending on the guild reputation

COURT PURVEYOR
Only the best is good enough for nobility. So if your child learns from the best, there is a brilliant future in store.
Requirement: Title of Baron
Costs: depending on the guild reputation

COUNSELLOR AT THE COURT
Who could give better educational advice to your child than the counsellor at the court? Someone who gives advice to the emperor must definitely be the right person to get your child somewhere.
Requirement: Title of Baron
Costs: depending on the imperial reputation

ARMY
If you see glorious campaigns and a career as a fighter for your child, then the army is definitely the best place to go to make it a brave and courageous soldier.
Requirement: Title of Baron
Costs: depending on the imperial reputation

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

6.7 THE QUESTION OF STAFF

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

6.8 THE QUESTION OF BUILDERS

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

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