

The Guild 2

PIRATES OF THE EUROPEAN SEAS



MANUAL



DEEP SILVER



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Some people may experience loss of consciousness or epileptic seizures when exposed to certain light effects or flashes of light. Certain graphics and effects in computer games may trigger an epileptic seizure or loss of consciousness in these people. Previously unknown predispositions for epilepsy may also be stimulated. If you or someone in your family has epilepsy, please consult your doctor before playing this game. If you should experience symptoms such as dizziness, blurred vision, eye or muscle spasms, unconsciousness, disorientation, or any sort of involuntary motions or cramps while playing this game, turn the device off IMMEDIATELY, and consult a doctor before playing again.



CONTENT

EPILEPSY WARNING	2
TECHNICAL SUPPORT	3
TECHNICAL SECTION	6
SYSTEM REQUIREMENTS	6
INSTALLATION	6
STARTING THE GAME	6
STARTING FROM THE DVD	6
STARTING FROM THE DESKTOP	7
TUTORIAL, MAPS & CAMPAIGN	7
TUTORIAL (INTRO VIDEO)	7
NEW MAPS	7
THE HANSA	7
BRITAIN	7
NORTH SEA	8
POMERANIA	8
THE CAMPAIGN	8
NEW PROFESSIONS	8
THE FISHER (PATRON CLASS)	9
BUILDING LEVEL 1: FISHER SHACK	9
BUILDING LEVEL 2: FISHING HUT	9
BUILDING LEVEL 3: SMOKEHOUSE	10
THE FISHING BOAT	10
THE MEDICUS (SCHOLAR CLASS)	10
BUILDING LEVEL 1: PESTHOUSE	10
BUILDING LEVEL 2: INFIRMARY	11
BUILDING LEVEL 3: HOSPITAL	11
QUACKSALVER	12
THE PIRATE (ROGUE CLASS)	12
BUILDING LEVEL 1: PIRATE HAVEN	12
BUILDING LEVEL 2: PIRATE NEST	12
BUILDING LEVEL 3: PIRATE FORTRESS	12
PIRATE WENCHES	13
THE PIRATE SHIP	13
NEW TITLES & OFFICES	14
NEW TITLES	14
BARON	14
COUNT	14
MARGRAVE	14
THE IMPERIAL CAPITAL	15
CARDINAL	15
SUPREME COMMANDER	16
KING	17
THE NEW COUNCIL MEETING	17



SEAFARING & LONG-DISTANCE TRADE	18
THE STOREHOUSE	18
SHIPS	18
SHIP TYPES	18
NAVIGATION	19
IMPROVEMENTS	19
THE HARBOUR	20
COUNTING HOUSES	20
WATCHTOWERS	21
OTHER NEW FEATURES	22
USER INTERFACE	22
(A) BUILDING FILTER	22
(B) IMPORTANT UNITS	23
(C) TRADING CONTRACTS	23
CHARACTER MEASURES	23
BUILDING MEASURES	24
THE TOWN CRIER	24
THE NOTICE BOARD	24
AILMENTS	24
BURN	25
COLD	25
INFLUENZA	25
BROKEN BONE	25
LEPROSY	25
PNEUMONIA	25
BLACK DEATH	25
SPRAIN	25
TOOTH ROT	25
TABLES & OVERVIEWS	26
TALENTS	26
SIGN	27
CHARACTER LEVELS	27
TITLE	28
TOWN LEVELS & OFFICES	28
MINISTRIES & OFFICE HIERARCHY	29
POLITICAL LEVELS	29
WEAPONS & ARMOUR	30
KEYBOARD & MOUSE CONTROLS	31
QUICKSTART SVENSKA, SUOMI, NORSK	33-38
INDEX	39
CREDITS	41
END-USER LICENSE AGREEMENT (EULA) .	43



TECHNICAL SECTION

SYSTEM REQUIREMENTS

In order to be able to play THE GUILD II – PIRATES OF THE EUROPEAN SEAS, your computer must meet the following minimum system requirements:

- MS Windows® XP, Vista
- 2 GHz processor
- DVD-ROM drive
- DirectX9-capable graphics card with pixel shader model 1.1
- DirectX9-compatible mouse, keyboard, and sound card
- 512 MB RAM

We recommend the following system configuration::

- 2.8 GHz processor
- DirectX9-capable graphics card with pixel shader model 2
- 1 GB RAM

INSTALLATION

Insert the THE GUILD II – PIRATES OF THE EUROPEAN SEAS DVD-ROM in your DVD-ROM drive. If the **Autoplay** function is enabled for your drive, the set-up programme will start automatically. Otherwise, you will have to start the installation programme manually. To do this, double-click on the My Computer icon on your desktop, and then on the icon for your DVD drive. Double-click on either the file **autorun.exe** or the file **setup.exe**.

The start menu will open. Click on the **Install** button and follow the instructions on your screen.

This game add-on requires an installed version of THE GUILD II !

STARTING THE GAME

Make sure that all virtual drives are disabled before starting the game!

STARTING FROM THE DVD

After inserting the THE GUILD II – PIRATES OF THE EUROPEAN SEAS DVD-ROM in your DVD-ROM drive, the DVD start menu will open. Click on the **Play** button.



STARTING FROM THE DESKTOP

If the THE GUILD II – PIRATES OF THE EUROPEAN SEAS DVD-ROM is already in your DVD-ROM drive, but the DVD start menu will not open automatically, you can also start THE GUILD II manually. To do this, click on **Programs** in the Start menu on your desktop, and then on “THE GUILD II – PIRATES OF THE EUROPEAN SEAS”. Then select the option **Play**.

TUTORIAL, MAPS & CAMPAIGN

TUTORIAL (INTRO VIDEO)

In order to facilitate your introduction to the world of the PIRATES OF THE EUROPEAN SEAS, we have prepared an introductory video for you. You can start the video via the menu item CAMPAIGN in the main menu.

NEW MAPS

This game add-on comes with two additional maps.

THE HANSA

The Hansa is the most powerful trading alliance in northern Europe. From Hamburg, the Hansa dominates trade throughout the North Sea and the Baltic. It has a mighty merchant fleet, consisting mostly of cogs, and has opened trading posts, so-called counting houses, everywhere.

The Hansa has been battling with the royal house of Denmark and the pirates of the North Sea for ages. Not only Hamburg suffers the effects, but the other cities with close trade relations as well.

Towns:

Bergen, Danzig, Hamburg, London

Counting houses:

Bruges, Edinburgh, Novgorod, Skanör, Visby

BRITAIN

The original inhabitants of Britain, the Celtic people of the Picts, once called their island “Albion”. However, with the conquest by the Roman Empire after the birth of Christ, the name “Britannia” prevailed. Following the withdrawal of the Romans, the Scoti from Ireland – the ancestors of the Scots – and the Saxons and Angles invaded Britain and ultimately formed the modern countries of England, Scotland, and Wales.

London, the most magnificent city on the island as well as the capital and royal seat of England, was founded in AD 47 by the Romans as “Londinium”. It was destroyed and rebuilt repeatedly. Today the city is not only an important trading centre, but also the arena for a constant struggle for supremacy in Britain.

Towns:

London

Counting houses:

Edinburgh



NORTH SEA

The North Sea is a marginal sea of the Atlantic Ocean, stretching between the British Isles, Scandinavia and central Europe. Called "Mare Germanicum" - the German Sea - by the Romans, it was the Hansa which gave the North Sea its modern common name. Seen from Hamburg, it lies to the north, and the Baltic Sea lies to the east.

There are dozens of important shipping lanes in the North Sea, but also countless pirate lairs. It was the Victual Brothers - the most legendary pirate association in Europe - who terrorised the North Sea after the Teutonic Knights drove them bloodily from the Baltic.

Towns:

Bergen, Hamburg, London

Counting houses:

Bruges, Edinburgh, Skanör

POMERANIA

Gothiscandza - "Coast of the Goths" - so the Goths once called today's Danzig. A few generations later, the city was conquered by the Baltic tribe of the Prussians, after whom the later principality of Prussia would be named. Even then Danzig was a major trans-shipment centre for amber and furs.

Danzig lies in Pomerania and belongs to the monastic state of Prussia, which was established by the Teutonic Knights. With entry into the Hansa in 1361, the city flourished and ultimately became the leading Hanseatic city in Prussia.

Can you stand up to the tough competition in the struggle for supremacy in Pomerania? Or will you be swept away like a withered leaf?

Towns:

Danzig

Counting houses:

Novgorod, Visby

THE CAMPAIGN

Immerse yourself in the world of the Northern German Hansa. Witness the rise of one of the 15th century's most successful Patrician families from poor fishers to wealthy and influential merchants.

The PIRATES OF THE EUROPEAN SEAS campaign is divided into four chapters, and set on the Hansa map. You can start the campaign via the menu item CAMPAIGN in the main menu.

NEW PROFESSIONS

PIRATES OF THE EUROPEAN SEAS offers you three new professions to choose from: Fisher, Medicus, and Pirate. This chapter contains the descriptions of all three professions as well as the associated building levels, products and special measures.



THE FISHER (PATRON CLASS)

The fisher makes a living harvesting fish and mussels. His products include various foodstuffs as well as jewellery and stink bombs.

BUILDING LEVEL 1: FISHER SHACK

Fishers store their hooks and nets in these humble shacks.



Herring

About an ell long, the silvery green shining herring is the favourite food fish of our time. It appears in large schools and is easy to catch using nets.



Mussels

The flesh of mussels is a tasty ingredient in soups. Besides that polished mussel shells can be made into handsome jewellery. And sometimes, with a little luck, a shimmering pearl can be found in a mussel...



Fried Herring

A well-fried herring is tasty and will keep for a few days. It stills the hunger of common people.



Mussel necklace

A necklace of polished mussel shells is a fine piece of jewellery for common people.

BUILDING LEVEL 2: FISHING HUT

In this hut, the fishers gut the fish they have caught. Therefore, more sensitive noses will notice a rather unpleasant smell in the fly-plagued fishing hut.



Salmon

Salmon can reach more than a pace in length and live almost half a human lifetime. They feed on crustaceans and smaller fish. Their meat is reddish in colour and very healthy.



Mussel soup

Tasty and nutritious, mussel soup is the appropriate soup for upright citizens.



Smoked salmon

The healthy meat of the salmon loses its taste after just a short period of storage, ultimately becoming foul and inedible. This is prevented by smoking



BUILDING LEVEL 3: SMOKEHOUSE

Fish are dried and preserved in the smokehouse therefore, it also smells less of stinking fish guts and more of tasty smoked fish.



Pearl necklace

The pearls of many mussels are needed to make beautiful and rather costly pearl necklaces. That is why they are purchased and worn exclusively by rich citizens.



Stink bomb (artefact)

Foul-smelling fish offal mixed with the odour-enhancing essences of a perfume. If you throw a stink bomb at the feet of your enemies, they will flee in droves. Only a very few can withstand the stink.

THE FISHING BOAT

Every fishing business has a boat which allows the owner to catch fish. The fish are then processed in the business.

FISHING

Use this measure to send out your fishing boat to fish.

THE MEDICUS (SCHOLAR CLASS)

For the most part, the medicus makes a living by healing sick people. Anyone who has contracted an illness will hurry towards the nearest hospital and seek treatment.

This is only possible, however, if the place always has sufficient supplies in stock for the treatment of various injuries and diseases. For a list of ailments, please see the chapter **OTHER NEW FEATURES**.

BUILDING LEVEL 1: PESTHOUSE

In the poorly equipped pesthouse, surrounded by rat droppings and crusty bandages, barely qualified "barber surgeons" try to alleviate the suffering of all those unfortunate souls who cannot afford better treatment. They are probably doing their best, but... oh well...



Bandages

Woollen bandages can be used by healers to help with sprains and colds.





Soap

Regular ablutions with soap and water help prevent many diseases. Eating with clean fingers is also not only healthier but much more enjoyable - after all the use of forks has been brought back to Europe by crusaders only recently and has not really caught on so far...



Miracle cure (required for measure: *Quacksalve*)

This panacea will remedy anything, be it halitosis or the plague. It will cure a bad cough and keep your skin forever young. Squirt it on a cleaning rag, and you can even use it to polish your old dining table and shine your rusty plate armour. Buy two bottles of Miracle Cure today and get the third one for free. Hurry up, good people, my supplies are limited...

BUILDING LEVEL 2: INFIRMARY

The infirmary is somewhat better equipped than a pesthouse, rat excrements are less abundant and the refuse bins are emptied in regular intervals. The main problem you face here is that the methods of treatment are a bit antiquated. The healers in this house are still ignoring medical insights from the Orient. Perhaps you had better not get sick in the first place.



Ointment

Healers use ointments against all kinds of physical damage.



Medicine bottle

This bottle contains an essence considered miraculous by most, which, through the blessing of God, will heal the most evil diseases. An educated physician who is well aware of the beneficial interaction of swamproot and lavender may roll his eyes - but then we all know that faith can move mountains... This remedy may cure influenza, leprosy and burns.



Caduceus (artefact)

Whosoever carries the caduceus will be immune against any disease for several hours. This may be due to the essential oils with which the staff is anointed. However, superstitious people will insist that the aura of the caduceus alone is enough to ward off all evil...

BUILDING LEVEL 3: HOSPITAL

The hospital boasts the most modern equipment of our time. This is also where you find the most skilled physicians. While seeking treatment in a hospital is certainly not cheap it ensures that you receive the best care that is possible in our day.





Pain medication

If a healer sees fit to apply this treatment in order to help a patient, the illness must be very serious indeed... Pain medication can provide relief with the following injuries and diseases: tooth rot, pneumonia, broken bone, and Black Death.



Healer's pouch (artefact)

Especially out in the fields of honour, where fighters bleed from many wounds and no healer can be found, you find yourself wishing you carried this handy little bag. It contains all that is necessary to clean and bandage wounds, plus a powerful ointment that accelerates the healing process.



Secret mixture (artefact)

The Secret Mixture is created by combining >samples< from carriers of various diseases. If the vial is broken, or merely damaged, its bearer will be doomed. Purposefully placed, however, one single drop of this abominable mixture will suffice to give someone a terrible disease...

QUACKSALVER

The medicus may send out one of his employees in order to hawk the most wondrous panacea of all: the miracle cure.

QUACKSALVE

Use this to send out one of your employees to hawk miracle cures. This requires at least one *miracle cure* in your pesthouse's warehouse.

THE PIRATE (ROGUE CLASS)

The pirate makes a living by raiding and plundering ships and trading posts and by offering the salacious services of pirate wenches.

BUILDING LEVEL 1: PIRATE HAVEN

In a pirate haven, all sorts of greedy scallywags will assemble and form a dangerous crew. Woe to anyone who is chosen as their victim...

BUILDING LEVEL 2: PIRATE NEST

Not quite as shabby as the small pirate haven, the pirate nest is nonetheless even more evil and dangerous. Those who gather here are infamous outlaws who have nothing to lose but their miserable lives. Rum and booty is therefore all that counts for them.

BUILDING LEVEL 3: PIRATE FORTRESS

The pirate fortress is the terror of all law-abiding seafarers. It is from here that pirate ships, armed to the crow's nest, set sail in order to capture every merchant cog they can get hold of.



PIRATE WENCHES

These women ply what is probably the oldest trade in the world and yet the righteous treat them like lepers – although everybody knows that they are usually the first to make use of their services. Thus, no-one but the outlawed pirate will give them the time of day.

ASSIGN TO SALACIOUS SERVICES

Send out one of your ladies to turn the heads of passing men.

MAKE USE OF SALACIOUS SERVICES

Lonely? Why not approach one of the damsels in low-cut dresses for a little friendly conversation?

DISTRACT CITY GUARDS

Generally, men like women to think that they are strong-minded and unfaltering. But take a single woman who shows a little more skin than the rest of them, and every man in sight will lose his mind instantaneously. You can easily make use of this fact by sending your ladies after the city guards.

THE PIRATE SHIP

Every pirate business includes a pirate ship, enabling the following measures:

CAMOUFLAGE PIRATE SHIP

Allows you to cover up your ship so nobody outside of your dynasty will notice it.

ATTACK SHIP

Just say the word and the enemy ship will be attacked with all available cannons, rendering it defenceless.

PLUNDER SHIP

This is how you order a ship to be boarded and plundered.

RAID A BUILDING

This will command your ship to attack and plunder a storehouse or counting house.



NEW TITLES & OFFICES

NEW TITLES

With Pirates of the European Seas the list of obtainable titles is extended by Baron, Count and Margrave.

BARON

The baron is the lowest member of the upper nobility and, as such, is a welcome guest at courts.

Cost: 200,000 thalers
Permitted buildings: maximum of 70

SEND SUITOR

The baron may send an agent to court a prospective spouse on his behalf. Naturally, this privilege can be used by the baroness as well.

COUNT

Earlier, the count belonged to the so-called service nobility; he was a royal official and representative of the king in an administrative area assigned to him. However, after the reform of the aristocracy, the title of count became hereditary and the administrative area a fiefdom.

Cost: 500,000 thalers
Permitted buildings: maximum of 75

APPLY AT THE IMPERIAL LEVEL

When the count applies at the imperial level, his application will not be denied, even if he has not previously held the highest office in any town. In short: all he needs to do is take residence in the imperial capital.

MARGRAVE

The margrave is a low-ranking prince with extensive military rights. He is responsible for the defence of a section of border.

Cost: 1,000,000 thalers
Permitted buildings: maximum of 80

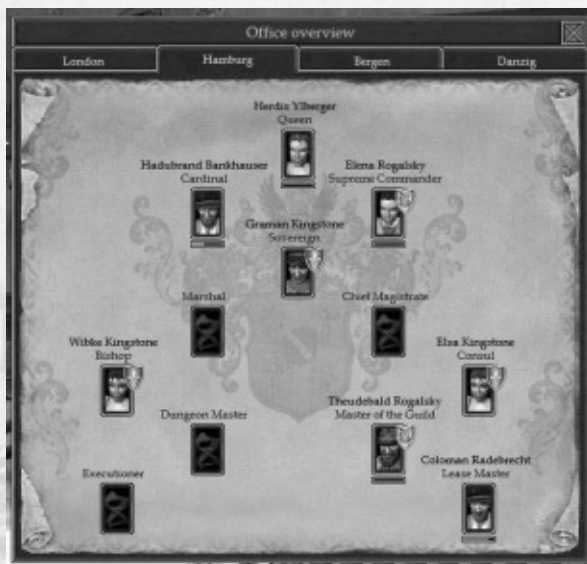
THE GOLDEN SPOON

The margrave belongs to the absolute elite of society. He is simply so far above everyone else that they are scarcely able to come close to him. Therefore, he is also accredited with a large number of *victory points*...



THE IMPERIAL CAPITAL

The first free city on a map to exceed a certain population will be declared the imperial capital. It will receive three more offices above sovereign: The Imperial level.



The Imperial level consists of the three offices Cardinal, Supreme Commander and King. They can only be held by nobles. Therefore, whoever wants to apply for one of these three offices must at least have the title of nobleman. In addition, the applicant is required to have once been the city ruler (mayor) of a town, city or free city and now to reside in the imperial capital.

With the elevation to the imperial capital the appointment of the sovereign also changes. This office is now elected by the Marshal, Chief Magistrate, Bishop, Consul and the King.

The royal throne can only be applied for when the office is empty.

CARDINAL

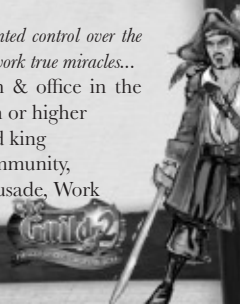
The Cardinal belongs to the highest circle of the enlightened. He is granted control over the Inquisition and the right to declare a crusade. It is also said that he can work true miracles...

Requirements:

the title of Nobleman & office in the highest level of a town or higher
Sovereign, bishop, and king
Income from office, Immunity,
Inquisition, Lead a crusade, Work miracles

Elected by:

Privileges:



INQUISITION

The Cardinal can summon the Inquisition and set them on disagreeable persons of the other faith. If the 'heretic' manages to change his faith in time the Inquisition will depart without having achieved anything. Otherwise, the person will be executed for vile heresy.

LEAD A CRUSADE

The Cardinal summons all persons of the same faith within a certain radius and marches with them to the Holy Land. Those who survive the Crusade return home laden with fame and gold – of which the Cardinal naturally receives the lion's share. In addition, there is a certain probability that the Cardinal will find a legendary artefact and bring it home.

WORK MIRACLES

The Cardinal, with a miracle can end all epidemics, fires, and toad excrement attacks in a certain radius of his position.

SUPREME COMMANDER

The Supreme Commander is a tactical and strategic genius. With skilled tactics, he can grant his men more fighting strength and even spur them to run faster. He also has the vested right to confiscate goods.

Requirements:

The title Nobleman & office in the highest level of a town or higher.

Elected by:

Sovereign, marshal, and king.

Privileges:

Income from office, immunity, rage, train someone as a fighter, train yourself as a fighter, confiscate goods, improved command structure.

RAGE

The supreme commander can raise the morale of himself and his men for a limited time, giving everyone a bonus to their martial art.

TRAIN SOMEONE AS A FIGHTER

The supreme commander can train a member of his dynasty as a fighter (rogue).

TRAIN YOURSELF AS A FIGHTER

The supreme commander can train himself as a fighter (rogue).

CONFISCATE GOODS

The supreme commander can confiscate all of the goods in a building. As a result, the building will lose all of the goods in the warehouse, while the supreme commander will be paid the equivalent value of the goods.



IMPROVED COMMAND STRUCTURE (PASSIVE PRIVILEGE)

All of the supreme commander's combat units, including his henchmen, are 20% faster than usual.

KING

Whoever sits on the royal throne has the right to make decisions over the property of others as he sees fit. He is also not bothered by any immunities which might protect a criminal from punishment. With fiery speeches, he can easily make himself heard. And those who dare to oppose the king are swept away by his guard like a leaf in the wind.

The king cannot be deposed in order to open the office for application. Only a non-violent death clears the throne for the subsequent election of a successor. If the king is killed, the crown goes to the regicide; as they say: The king is dead! Long live the king!

The regicide or, in the case of a peaceful passing on, the applicant must nevertheless meet the following requirements in order to become the successor.

Requirements:

The title of Nobleman & have held office in the highest level of a town or higher at least once

Elected by:

(Only for peaceful death or in the event that the regicide is not a nobleman)
Sovereign, Cardinal, and Supreme Commander

Privileges:

Income from office, Immunity, Summon royal guard, Fiery speech, Disappropriate, Repeal immunity

SUMMON ROYAL GUARD

The king can summon his royal guard and give them a target area to clear of all enemies of the king.

FIERY SPEECH

The king holds a fiery speech that enthrals every person in his vicinity. This raises the king in the favour of all listeners.

DISAPPROPRIATE

The king can transfer any building of another dynasty to his own.

REPEAL IMMUNITY

The king can repeal the immunity of an officeholder for a certain period of time. This makes it possible to impeach the office holder.

THE NEW COUNCIL MEETING

The course of a council meeting, familiar from The Guild II, has changed fundamentally in Pirates of the European Seas. While, in the basic game, you must



first apply for a dismissal from office in order to be able to apply for the vacant seat later, it is now sufficient simply to apply for an office at the town hall. If the office is still occupied when it comes to a vote, the applicant must compete with the office holder.

Example: You are applying for the office of executioner in Hamburg. In the vote, you and the current executioner will be treated as applicants for the office; however, he will have a certain advantage in favour with all other office holders.

Shortly before the vote, every applicant has the opportunity of influencing the opinion of the electors, for instance through bribery or compliments.

SEAFARING & LONG-DISTANCE TRADE

THE STOREHOUSE

Any dynasty may build or purchase storehouses, as long as they are situated close to the water. Every newly built storehouse comes with a *caravel*. Other ships can be purchased in any of your own storehouses.

The storehouse serves as the warehouse and dock for your ships. Here they can be loaded, unloaded, repaired and provided with improvements.

SHIPS

In Pirates of the European Seas, ships are used both as a means of transporting goods and for battles at sea (Measure: Attack ship) – with the sole exception of the fishing boat.

Except for the fishing boat and the carrack – which is the ship type favoured by pirates – ships can be purchased in any of your own storehouses.

ATTACK SHIP

Just say the word and the enemy ship will be attacked with all available cannons, rendering it defenceless.

SHIP TYPES

There are five ship types, which differ in their design, the size of their cargo holds, and in their combat strengths. The fishing boat is the only ship which cannot be used for transportation and sea battles.





Fishing boat

The fishing boat is basically just a rowboat with sails. It is just large enough to hold fishermen and their catch.

This ship is used by fishermen only. Additional fishing boats can only be acquired as a building improvement.



Caravel

For its size and the spread of its sails, the caravel is remarkably fast. However, its hull is relatively narrow and unable to hold much cargo.



Cog

The cog is the perfect merchant vessel of our time. It has a large cargo hold and enough room for expansions in order to fend off pirates successfully.



Holk

The holk is a heavy warship with little room for cargo. But it has a fortified superstructure and fortified hull, which gives it a considerable advantage in sea battles.



Carrack

Compared to the cog, the carrack has a shallower draught, which makes it faster and more agile. It is the ideal privateer vessel.

This ship is used by pirates only. Only one pirate ship is allowed for each pirate fortress.

NAVIGATION

Ships are controlled the same way as characters and carts. To do so select the ship by left-clicking, or by holding down the left mouse button and dragging a selection frame around the ship or a group of your ships. Then right-click on a free spot on the water or on a counting house, harbour, or one of your own storehouses.

Ships can only move on the sea – river navigation is not possible!

IMPROVEMENTS

With the exception of the fishing boat, any ship can be improved by its owner with various items if it is in the vicinity of a harbour or one of the owner's storehouses. These items have the following effects on the ship:



CREW

The more crew members your ship has, the better it can defend itself against boarding attempts, or the more successful your own boarding attempts will be.

ARMAMENT

With this you can give the crew of your ship better weapons.

GUNPORTS

The more gunports a ship has the more damage it can do in combat.

NAVIGATION

An experienced helmsman and the right equipment allow your ship to make tighter turns.

ARMOUR

The better your ship is armoured, the more damage it can absorb in combat without sinking.

RIGGING

More than anything else, the masts and sails determine the speed of a sailing ship.

THE HARBOUR

The harbour is directly connected with a town's marketplace. Ships can dock here and trade with the town. In addition, ships can be equipped (see **SHIPS - IMPROVEMENTS**) and damaged ships can be repaired.

COUNTING HOUSES

Counting houses are trading outposts which can only be approached by ship. Counting houses deal in a variety of goods, including five special trade items: luxury goods.

At indeterminate intervals, counting houses also look for certain goods which they will purchase for a lot of money, or they will offer certain goods at particularly favourable prices. (see **OTHER NEW FEATURES - USER INTERFACE**)

Amber



Amber is probably the oldest gemstone in the world. Even the ancient empires were familiar with it and crafted it. Even today 'yellow amber' is as popular and desired as ever. Only prosperous citizens can afford it now.





Tableware

Golden plates, ivory cups, crystal goblets. Costly tableware like this is highly coveted by high-ranking citizens.



Spices

While the rabble can rarely add more than salt and wild herbs to their food, the wealthy enhance their meals with all manner of expensive spices, all of which are merely called 'pepper' by the ignorant.



Silk

Silk is a very expensive fabric common only in prosperous circles. Fine to look at and delicate to the touch, silk clothing caresses the body like a second skin.



Wine

Wine imported from distant lands is a real delicacy. However, it is so expensive that only the most prosperous can afford it.

WATCHTOWERS

Watchtowers can be built by any dynasty near one of its own buildings. They serve to defend against attacks from both land and sea.

Thus, your towers defend your buildings and units. Towers belonging to the city shoot at outlawed characters.

LOOK-OUT TOWER

The look-out tower is equipped with only limited firepower but can be quite dangerous for a small ship.

WATCHTOWER

A watchtower is a good defensive position against small and medium-sized ships. However it can hardly withstand fire from a warship.

CANNON TOWER

The cannon tower lives up to its name. Not only does it have immense firepower; it is built from solid masonry and can even withstand attacks from large warships for a time.



OTHER NEW FEATURES

USER INTERFACE

The user interface has been expanded or changed as follows:



(A) BUILDING FILTER

Above the overview of your own and public buildings on the right edge of the screen, there are three buttons which can be used to switch certain building types on and off. This allows you to find certain buildings more quickly.

The three buttons are: Public buildings, Business buildings, and Residences.

Business buildings:

Toggles all businesses, marketplaces, and counting houses on / off

Public buildings:

Toggles all public buildings on / off

Residences:

Toggles all residences and watchtowers on / off



(B) IMPORTANT UNITS

Clicking on the IMPORTANT UNITS button on the lower right edge of the screen will take you to this menu. Here you can see important people and the building overview.

Important people

Overview of all important characters **(B1)**
– in the basic game, this overview was in the Dynasty menu

Building overview

Overview of all of your buildings and their employees **(B2)**

You can sort the list by type, value and owner using the three buttons above the building overview **(B3)**

(C) TRADING CONTRACTS

Whenever a counting house awards a contract this remains visible as a short message in the lower left half of the screen.

CHARACTER MEASURES

PIRATES OF THE EUROPEAN SEAS adds three special measures for characters to the game. All three measures have no effect on game events; however, they may provide a fine role-playing atmosphere with fellow players in a multi-player game.

Roleplaying: Many players really enjoy immersing themselves deeper in the world of THE GUILD and breathing life into the main characters of their dynasty. For example, if the main characters of two player dynasties meet in a network game, the characters can now converse directly using the measure SPEAK. They can also go to an inn together and SIT at a table to eat and drink while they talk. Furthermore, it is now possible to transfer an item from the inventory of a dynasty character to the inventory of another player's dynasty character using the measure GIVE ITEM.

SIT

With this, your character will look for a place to sit down. If you use this measure in a tavern your character will start drinking. But be careful: excessive consumption of alcohol may have dire consequences...

GIVE ITEM

This measure allows you to give an object from your inventory to a member of another dynasty.

SPEAK

Use this measure to have your character say something. Simply enter the text and it will appear in a speech bubble above the character.



BUILDING MEASURES

Two new building measures were added to the game:

TEAR DOWN BUILDING

This allows you to tear down one of your own buildings.

CANCEL BUILDING SALE

This enables you to cancel your offer to sell one of your own buildings.

THE TOWN CRIER

In every town there is a town crier who announces important historical events but, if you slip him some money, he will also gladly report on the outrages committed by one of your competitors.

CHARACTER ASSASSINATION

With this measure, you slip the town crier a little money so that he will loudly announce the (invented) disgraceful actions of a character of your choosing. As a result you, and all those in the area, will receive a piece of evidence.

The amount to be paid depends on the title and charisma of the victim.

THE NOTICE BOARD

The notice board is located near the marketplace of every town. Defamatory pamphlets against unpleasant citizens can be posted there reducing the reputation of the affected person.

VIEW NOTICE BOARD

This allows you to take a peek at the notice board.

PUT UP PAMPHLET

In order to drag the reputation of one of your competitors through the dirt you can post a defamatory pamphlet on the notice board.

TEAR DOWN PAMPHLET

One of your characters can tear down a pamphlet from the notice board once per round.

AILMENTS

Any character may fall ill and will have to bear the negative effects of an ailment. Most ailments are not lethal but they should still be treated in a hospital as soon as possible.



BURN

Burns are very painful and quite dangerous as well and with every hour that passes they considerably diminish the remaining life energy. Healers treat burns with a medicine bottle used internally and externally.

COLD

A simple cold, dismissed as harmless by many people, can quickly develop into a full-blown case of influenza. In order to prevent this well-trained healers treat colds by wrapping the patient in warm bandages.

INFLUENZA

Influenza is nothing to sneeze at. Once in its grip you will soon feel miserable, sapped and feeble. The only thing that can help you now is a medicine bottle, dispensed by a healer, or you might develop pneumonia and die...

BROKEN BONE

Anyone who breaks a bone will obviously be in great pain and therefore be able to move but slowly. Pain medication may help accelerate the healing process.

LEPROSY

Leprosy, while not inherently lethal, is almost as dangerous as the plague. It covers the bodies of those unfortunate enough to contract it with ugly ulcers damaging their bodies as well as their minds.

The only known efficient treatment for leprosy is external and internal application of a medicine bottle. If left untreated the patient will remain a leper forever.

PNEUMONIA

Bouts of fever, bloody phlegm, painful breathing...

Those who have come down with pneumonia are doomed to die soon unless a skilled healer starts treating them with pain medication immediately.

BLACK DEATH

The plague is extremely contagious and lethal in most cases. Some claim that the pestilence is God's punishment for all sinners. Others think it was sent by the Unclean one, Satan himself...

Be that as it may the Black Death will kill you fast unless you start treating it with pain medication immediately.

SPRAIN

Without doubt someone with a sprained ankle will suffer severe pain whenever he or she tries to move the foot.

The treatment of choice for a sprain is a bandage soaked in cold water.

TOOTH ROT

Tooth rot is a terrible thing. You are in constant pain, unable to eat properly, and your breath smells quite awful...

The only way to treat this is to have the tooth pulled and take some pain medication.



TABLES & OVERVIEWS

TALENTS

Talent	Effects, or required for actions
Charisma	<ul style="list-style-type: none"> - Permanent favour bonus - Embracing - Kissing - Courting (marriage & lovers)
Empathy	<ul style="list-style-type: none"> - See through rhetoric in politics, trials, duels & bribes - See through stealth
Bargaining	<ul style="list-style-type: none"> - Bonus when buying goods - Cheaper loans
Arcane knowledge	<ul style="list-style-type: none"> - Duration of effect for artefacts - Artefacts can be used again more quickly
Dexterity	<ul style="list-style-type: none"> - Speed of movement - Dodging in combat - Pickpocketing - Burglaries - Dodging in duels
Handicrafts	<ul style="list-style-type: none"> - Speed of production in businesses
Martial art	<ul style="list-style-type: none"> - Attacks in combat - Attacks in duels
Constitution	<ul style="list-style-type: none"> - Life points - Number of inventory slots
Rhetoric	<ul style="list-style-type: none"> - Courting (marriage & lovers) - Insulting - Threatening - Political meetings - Trials - Insulting in duels - Bribery
Stealth	<ul style="list-style-type: none"> - Concealing illegal actions



SIGN

Sign	Talent bonus	Birth date
Aries	Constitution +1	21. March 21st – April 19th
Taurus	Rhetoric +1	20. April 20th – May 20th
Gemini	Dexterity +1	21. May 21st – June 21st
Cancer	Empathy +1	22. June 22nd – July 22nd
Leo	Martial art +1	23. July 23rd – August 22nd
Virgo	Arcane knowledge +1	23. August 23rd – September 22nd
Libra	Charisma +1	23. September 23rd – October 23rd
Scorpio	Stealth +1	24. October 24th – November 21st
Sagittarius	Arcane knowledge +1	22. November 22nd – December 21st
Capricorn	Handicrafts +1	22. December 22nd – January 19th
Aquarius	Bargaining +1	20. January 20th – February 18th
Pisces	Empathy +1	19. February 19th – March 20th

CHARACTER LEVELS

Level	EP	Special
1	500	-
2	750	One special ability of the first level
3	1100	Build and upgrade businesses to the 2nd building level
4	1800	One special ability up to the second level
5	2700	Build and upgrade businesses to the 3rd building level
6	3800	-
7	5100	One special ability up to the third level
8	6500	-
9	8200	-
10	10000	One special ability up to the fourth level



Title

Title	Privileges	Permitted residence	Max. buildings
Serf	-	-	-
Commoner	<i>May run a business</i>	Hut	2
Citizen	APPLY FOR AN OFFICE	HOUSE	4
Patrician	INSULT SOMEONE (duel)	Gabled house	8
Nobleman	POLITICAL REGARD <i>Apply at the imperial level</i>	Patrician house	16
Landgrave	NOBLE BLOOD		32
Baronet		Mansion	64
Baron	SEND SUITOR		70
Count	APPLICATION AT THE IMPERIAL LEVEL		75
Margrave	GOLDEN SPOON		80

TOWN LEVELS & OFFICES

Town level	Offices
Village	Village Mayor, Bailiff, Mediator
Town	Mayor, Captain, Village Reeve, Head Torturer, Guild Representative
City	City Mayor, Colonel, Magistrate, Inquisitor, Seneschal, Jailer, Guild Master
Free city	Sovereign, Marshal, Chief Magistrate, Bishop, Consul, Dungeon Master, Master of the Guild, Executioner, Lease Master
Imperial Capital	King, Supreme Commander, Cardinal, Sovereign, Marshal, Chief Magistrate, Bishop, Consul, Dungeon Master, Master of the Guild, Executioner, Lease Master

MINISTRIES & OFFICE HIERARCHY

Ministry	Village	Town	City	Free city
Mayoral offices	Village Mayor	Mayor	City mayor	Sovereign
Public order offices	Bailiff	Captain	Colonel	Marshal
Court offices	Mediator	Village Reeve	Magistrate	Chief Magistrate
Diplomatic offices	-	-	Seneschal	Consul
Clerical offices	-	-	Inquisitor	Bishop
Dungeon offices	-	Head Torturer	Jailer	Dungeon Master
Guild offices	-	Guild Representative	Guild Master	Master of the Guild
<i>Offices without ministry</i>	-	-	-	Executioner
	-	-	-	Lease Master

POLITICAL LEVELS

Level	Village	Town	City	Free city
7 <i>Imperial level</i>				King
6 <i>Imperial level</i>				Cardinal Supreme Commander
5				Sovereign
4			City mayor	Marshal Chief Magistrate
3		Mayor	Colonel Magistrate	Bishop Consul
2	Village Mayor	Captain Village Reeve	Inquisitor Seneschal	Dungeon Master Master of the Guild
1	Bailiff Mediator	Head Torturer Guild Representative	Jailer Guild Master	Executioner Lease Master



WEAPONS & ARMOUR

Weapon	Damage Value
<i>Fist</i>	4
Dagger	8
Shortsword	12
Mace	16
Longsword	20
Axe	24

Armour	Location	Armour value
Iron bracers	Hand	5
Leather gloves	Hand	10
Iron cap	Head	10
Full helm	Head	20
Leather jerkin	Body	20
Chain mail	Body	30
Plate mail	Body	40

AILMENTS

Ailment	Lethal?	Develops into...	Treatment
Burn	No	-	Medicine bottle
Cold	No	Influenza	Bandages
Influenza	No	Pneumonia	Medicine bottle
Broken bone	No	-	Pain medication
Leprosy	No	-	Medicine bottle
Pneumonia	Yes	-	Pain medication
Black Death	Yes	-	Pain medication
Sprain	No	-	Bandages
Tooth rot	No	-	Pain medication



KEYBOARD & MOUSE CONTROLS

Camera controls	
W, cursor up	Move camera forwards
A, cursor left	Move camera left
S, cursor right	Move camera right
D, cursor down	Move camera backwards
N	Orient camera north
F	Tracking camera (only when a character is selected)
Ctrl + F1 – F12	Save camera position
F1 – F12	Go to camera position - <i>default</i> : F1 → Marketplace F2 → Town hall F3 → Residence
Right mouse button + move mouse	Move camera
Left and right mouse buttons + move mouse	Freely move, rotate, and zoom camera
Hold down mouse wheel + move mouse	Change camera angle
Scroll mouse wheel	Zoom camera
Shift key + both mouse buttons	Freely rotate camera with the mouse
Additional function keys	
Esc	Open options menu
Spacebar	Pause (*)
+ / -	Adjust game speed (*) very slow – slow – normal – fast – very fast
End	Fast forward (*)
Q	Quick save (game is saved as quick save)
L	Quick load (last quick save will be loaded)
M	Open/close map
C	Open/close dynasty menu
V	Open/close statistics
B	Open/close diary
P	Open/close political overview
G	Open/close building menu
H	Show/hide user interface
Print	Screenshot (saved in the folder Shots)



Enter	Open chat window; send chat message (**)
Ctrl + 1 – 0	Save character selection
1 – 0	Select character <i>Default:</i> 1 → first own dynasty character
<i>When placing buildings:</i> Ctrl + move mouse	Freely rotate building
Mouse controls	
Left mouse button	Select, carry out action
Right mouse button	Deselect, get information

(*) only for single-player games

(**) only for multi-player games



SNABBSTARTGUIDE - SVENSKA

Välkommen till installationsanvisningen!

Vi rekommenderar att du stänger alla program som du inte behöver innan du börjar att installera det här programmet på din dator. Det gäller även antivirus- och spionskyddsprogram som skulle kunna påverka installationen.

Innan du börjar att spela bör du även avaktivera alla eventuella virtuella enheter som du skapat!

INSTALLERA SPELET

Gör så här för att installera spelet och sätta igång det:

1. Lägg i spelets installations-CD/DVD i CD/DVD-enheten.
Om datorns automatiska startfunktion är aktiverad för den enheten startar installationen automatiskt när du har lagt skivan i CD/DVD-enheten. Klicka då på Installera och följ anvisningarna på skärmen.
2. Gör så här om den automatiska startfunktionen inte är aktiverad:
 - a) Dubbelklicka på Min dator på skrivbordet. Ett fönster öppnas som visar alla tillgängliga enheter.
 - b) Dubbelklicka på CD/DVD-enheten som du nyss lade skivan i.
 - c) Dubbelklicka antingen på filen autorun.exe eller filen setup.exe.
3. Läs och acceptera villkoren i licensavtalet och följ sedan anvisningarna på skärmen.
4. Under installationen skapas, om du vill det, automatiskt en programgrupp och en programikon i Start-menyn.

Tips 1: Det kan hända att spelet ligger på flera CD-/DVD-skivor. Under installationen kommer du då att uppmanas att lägga i en ny skiva för att fortsätta installationen. Mata i så fall ut CD/DVD-enheten, lägg i den aktuella skivan och klicka därefter på OK.

Tips 2: Du måste ha den senaste versionen av DirectX installerad för att spelet ska fungera korrekt. Om du inte redan har den senaste versionen av DirectX installerad på datorn, finns möjlighet att installera den under installationen av spelet.

STARTA SPELET STARTA FRÅN DVD

När du lägger i CD/DVD-skivan med spelet i datorns CD/DVD-enhet öppnas CD:ns/DVD:ns startmeny. Klicka på knappen Spela.

STARTA FRÅN SKRIVBORDET

Om du redan har lagt CD/DVD-skivan med spelet i datorns CD/DVD-enhet, öppnas inte CD:ns/DVD:ns startmeny automatiskt.

Klicka i så fall på Start > Alla program och sedan på spelmappen. Välj alternativet Spela.

AVINSTALLERA SPELET

Gör så här för att avinstallera spelet:

Alternativ 1: Klicka på Start > Alla program och sedan på spelmappen. Välj alternativet Avinstallera.

Alternativ 2: Klicka på Start > Kontrollpanelen > Lägg till/ta bort program. Klicka på spelet i listan över installerade program och därefter på Ta bort.

Viktig teknisk och aktuell information som eventuellt inte kommit med i handboken, återfinns i filen liesmich.txt i spelets installationskatalog.



INSTRUKTIONER (INTRODUKTIONSFILM)

För att det ska bli enkelt för dig att bekanta dig med den medeltida världen i PIRATES OF THE EUROPEAN SEAS AddOn, har vi förberett en introduktionsfilmen. Du startar filmen via menyposten KAMPANJ i huvudmenyn.

NYA KARTOR

I detta tillägg ingår extra kartor

HANSA

Städer: Bergen, Danzig, Hamburg och London

Köpmanshus: Brygge, Edinburgh, Novgorod, Skanör, Visby

NORDSJÖN

Städer: Bergen, Hamburg och London

Köpmanshus: Brygge, Edinburgh, Skanör

STORBRITANNIEN

Städer: London

Köpmanshus: Edinburgh

POMMERN

Städer: Danzig

Köpmanshus: Novgorod, Visby

NYA YRKEN

PIRATES OF THE EUROPEAN SEAS erbjuder tre nya yrken som du kan välja mellan:

FISKAREN (mecenatklassen)

Sill, musslor, stekt strömming,
halsband av musslor
Lax, musselsoppa, rökt lax
Pärilhalsband, stinkbomb (A)

PIRATEN (skurkklassen)

Piratflickor:

- Utföra speciella tjänster
- Utnyttja speciella tjänster
- Distrahera statsvakten

LÄKAREN (den lärda klassen)

Förband, tvål, mirakelmedicin
Salva, medicinflaska, merkuriestav (A)
Smärtstillande medicin, medicinväska (A),
hemlig blandning (A)

Piratskepp:

- Kamouflera piratskepp
- Anfälla skepp
- Plundra skepp
- Plundra en byggnad

NYA TITLAR OCH ÄMBETEN:

Baron: 200 000 daler/70 byggnader

Skicka budbärare

Greve: 500 000 daler/75 byggnader

Tillämpa på imperienivå

Markgreve: 1 000 000 daler/80 byggnader

Den gyllene skeden

Kardinal: Inkquisition, leda korståg, utföra mirakel

Överbefälhavare: Ilska, träna andra/dig själv som kämpe, beslagta varor, förbättra befälsstrukturer

Kung: tillkalla högvakten, hålla brandtal, konfiskera egendom, upphäva immunitet

SJÖFART OCH FJÄRRHANDEL

SKEPP

- Fiskebåt
- Karavell
- Kogg
- Holk
- Karack

KÖPMANSHUS

Köpmanshus är handelsstationer som bara kan nås av skepp och handlar med fem nya lyxartiklar: bärnsten, serviser, kryddor, silke och vin



PIKA-ALOITUSOHJE - SUOMI

Tervetuloa tämän asennusohjeen pariin!

Suosittellemme, että suljet kaikki tarpeettomat ohjelmat ennen kuin aloitat ohjelman asennuksen. Tähän sisältyvät myös virusten ja vakoiluohjelmien torjuntatyökalut, jotka saattavat haitata asennusta.

Pysäytä lisäksi ennen pelin käynnistämistä kaikki virtuaaliasemat!

PELIN ASENTAMINEN:

Peli asennetaan ja käynnistetään seuraavasti:

1. Aseta asennuslevy CD/DVD-asemaan.
Jos AutoRun-ominaisuus on käytössä, asennusohjelma käynnistyy nyt automaattisesti. Napsauta silloin Asenna ja noudata näytössä näkyviä ohjeita.
2. Jos AutoRun-ominaisuus ei ole käytössä, toimi seuraavasti:
 - a) Kaksoisnapsauta Oma tietokone -kuvaketta. Näyttöön tulee ikkuna, jossa näkyvät kaikki levyasemat.
 - b) Valitse CD/DVD-asema, jossa on pelin asennuslevy
 - c) Kaksoisnapsauta autorun.exe tai setup.exe.
3. Lue käyttöoikeussopimus ja hyväksy se. Noudata sen jälkeen näyttöön tulevia ohjeita
4. Asennusohjelma voi halutessasi luoda kansion ja kuvakkeen käynnistysvalikkoon.

Vinkki 1: Pelin tiedostot ovat useammalla CD-levyllä. Asennuksen aikana sinua pyydetään asettamaan tietty CD/DVD-levy asemaan. Avaa silloin levyasema, aseta kyseinen levy CD/DVD-asemaan ja napsauta OK.

Vinkki 2: Peli vaatii uusimman DirectX-version. Ellei sinulla ole vielä uusinta versiota, asennusohjelma voi asentaa sen koneellesi.

PELIN KÄYNNISTÄMINEN:

KÄYNNISTÄMINEN DVD-LEVYLTÄ

Aseta pelilevy CD/DVD-asemaan. Näyttöön tulee nyt levyn aloitusvalikko. Valitse Pelaa.

KÄYNNISTÄMINEN TYÖPÖYDÄLTÄ

Jos pelilevy on jo CD/DVD-asemassa, levyn aloitusvalikko ei avaudu automaattisesti.

Valitse silloin Käynnistä > Kaikki ohjelmat > Pelin nimi. Valitse kansioista vaihtoehto Pelaa.

PELIN ASENNUKSEN POISTAMINEN:

Pelin asennus poistetaan seuraavasti:

Vaihtoehto 1: Valitse Käynnistä > Kaikki ohjelmat > Pelin nimi. Valitse Poista asennus.

Vaihtoehto 2: Valitse Käynnistä > Kaikki ohjelmat > Ohjauspanceli > Lisää tai poista sovellus. Valitse peli luettelosta ja napsauta Poista .

Pelin asennuskansiossa on tiedosto readme.txt, joka sisältää tärkeitä teknisiä tietoja, joita ei ole päivitetty käyttöohjeeseen.



OPASTUS (ESITTELYVIDEO)

Olemme tehneet tämän esittelyelokuvan, jotta pääsisit sujuvasti sisään PIRATES OF THE EUROPEAN SEAS -lisäosan maailmaan. Voit käynnistää elokuvan päävalikon kohdasta CAMPAIGN.

UUSIA KARTTOJA

Tässä lisäosassa on mukana lisäkartoja.

HANSA

Kaupungit: Bergen, Danzig, Hampuri, Lontoo
Konttorit: Brügge, Edinburgh, Novgorod, Skanör, Visby

BRITANNIA

Kaupungit: Lontoo
Konttorit: Edinburgh

POHJANMERI

Kaupungit: Bergen, Hampuri, Lontoo
Konttorit: Brügge, Edinburgh, Skanör

POMMERI

Kaupungit: Danzig
Konttorit: Novgorod, Visby

UUSIA AMMATTEJA

PIRATES OF THE EUROPEAN SEAS -pelissä on valittavana kolme uutta ammattia:

KALASTAJA (patruuna)

Silli, simpukat, paistettu silli, simpukkakaulakoru
Lohi, simpukkakeitto, savustettu lohi
helmikaulakoru, hajupommi (A)
salainen mikstuura (A)

LÄÄKÄRI (oppinut)

Siteet, saippua, ihmelääke
linimentti, lääkepullo, lääkärin merkki (A)
kipulääke, lääkärinlaukku (A)

MERIROSVO (rikollinen)

Sisäkkö:

- Määrää siveettömiin palveluihin
- Käytä siveettömiä palveluja
- Hämää kaupungin vartijoita

Merirosvolaiva:

- Naamioi merirosvolaiva
- Hyökkää laivan kimppuun
- Ryöstä laiva
- Ryöstä rakennus

UUSIA TITTELEITÄ JA ASEMIA:

Paroni: 200.000 taaleria/70 rakennusta
Lähetä kosija
Kreivi: 500.000 taaleria/75 rakennusta
Hac asemaa keisarillisella tasolla
Markiisi: 1 000 000 taaleria/80 rakennusta
Kultainen lusikka

Kardinaali: Inkvisitio, johda ristiretkä, tee ihmeitä
Ylipäällikkö: raivoa, kouluta jotakin/itseäsi taistelijana, takavarikoi tavaroita, parannettu komentorakenne
Kuningas: kutsu kuninkaalliset joukot, tulinen puhe, palauta varat, poista immuniteetti

MERENKULKU JA KAUPPA PITKIEN ETÄISYYKSIEN YLI

LAIVAT

- Kalastusalus
- Karaveli
- Koggi
- Holkki
- Karakki

KONTTORIT

Konttorit ovat kauppa-asemia, joihin pääsee vain laivalla. Konttoreissa käydään kauppaa viidellä uudella ylellisyustuotteella: meripihka, astiat, mausteet, silkki ja viini



KOMME I GANG - NORSK

Velkommen til installasjonsveiledningen!

Det anbefales på det sterkeste å lukke alle programmer du ikke trenger, før du begynner å installere denne programvaren på maskinen din. Dette gjelder også antivirusprogrammer og antispionprogrammer, da disse kan forstyrre installasjonen.

Pass også på å deaktivere eventuelle virtuelle stasjoner før du starter spillet!

INSTALLERE SPILLET:

For å installere spillet og kunne ta det i bruk, må du gjøre følgende:

1. Legg spillinstallasjons-CD-en/DVD-en inn i CD- eller DVD-ROM-stasjonen. Dersom funksjonen Automatisk detektering av skifte er aktivert, starter installasjonsprogrammet automatisk når du legger inn CD-en/DVD-en i stasjonen. I dette tilfellet klikker du på knappen "Installer" og følger anvisningene på skjermen.
2. Dersom funksjonen Automatisk detektering av skifte er deaktivert, må du gjøre som følger:
 - a) Dobbeltklikk på ikonet Min datamaskin på skrivebordet. Et vindu med alle eksisterende stasjoner vil vises på skjermen.
 - b) Dobbeltklikk på CD/DVD-stasjonen der du har lagt inn CD-en/DVD-en.
 - c) Dobbeltklikk enten på filen autorun.exe (autokjør) eller på filen setup.exe (installasjon).
3. Les Lisensavtalen for sluttbrukere og godta den. Deretter følger du anvisningene på skjermen.
4. Under installasjonen blir det automatisk opprettet en programgruppe og et ikon for programmet i startmenyen, dersom du ønsker dette.

Merknad 1: Dataene til spillet kan under noen omstendigheter være fordelt på flere CD-er/DVD-er. Under installasjonen vil du få beskjed om å bytte CD/DVD for å fortsette installasjonen. Da må du åpne CD- eller DVD-stasjonen, legge inn den riktige CD-en/DVD-en og klikke på OK.

Merknad 2: Du må installere den nyeste versjonen av DirectX for at spillet skal fungere på riktig måte. Hvis du ikke allerede har installert den nyeste versjonen av DirectX på datamaskinen, får du muligheten til å gjøre dette under installasjonen av spillet.

STARTE SPILLET:

STARTE FRA DVD

Når du har lagt inn spill-CD-en/DVD-en i CD/DVD-ROM-stasjonen, åpnes startmenyen på CD-en/DVD-en. Klikk på knappen "Spille".

STARTE FRA SKRIVEBORDET

Hvis spill-CD-en/DVD-en allerede befinner seg i CD/DVD-ROM-stasjonen, vil ikke startmenyen på CD-en/DVD-en åpnes automatisk.

I dette tilfellet må du klikke på Program i startmenyen på skrivebordet og deretter på spillmappen. Her kan du velge alternativet "Spille".

AVINSTALLERE SPILLET:

For å avinstallere spillet må du gjøre følgende:

Mulighet 1: Klikk på Programmer i startmenyen på skrivebordet og deretter på spillmappen. Velg alternativet "Avinstaller".

Mulighet 2: Fra skrivebordet klikker du på Start -> Kontrollpanel -> Programvare og velger Legg til eller fjern programmer. Klikk på spillet i Listen over installerte programmer og deretter på Fjern.

Viktig teknisk og aktuell informasjon som ikke er med i håndboken, finner du i filen lesmeg.txt

i installasjonsmappen for spillet.LÆREPROGRAM



(INTRODUKSJONSVIDEO)

For å kunne presentere deg for middelalderverdenen i PIRATES OF THE EUROPEAN SEAS-tillegget på enklest mulig måte har vi laget en introduksjonsvideo. Du kan starte videoen fra menyelementet CAMPAIGN i hovedmenyen.

NYE KART

Det er med ekstra kart i dette spilltillegget.

HANSAEN

Byer: Bergen, Danzig, Hamburg, London

Kontorer: Brügge, Edinburgh, Novgorod, Skanör, Visby

STORBRIITANNIA

Byer: London

Kontorer: Edinburgh

NORDSJØEN

Byer: Bergen, Hamburg, London

Kontorer: Brügge, Edinburgh, Skanör

POMMERN

Byer: Danzig

Kontorer: Novgorod, Visby

NYE YRKER

PIRATES OF THE EUROPEAN SEAS gir deg tre nye yrker å velge mellom:

FISKEREN (patron-klassen)

Sild, muslinger, stekt sild, muslinghalskjede
Laks, muslingsuppe, røkt laks
Perlehalsbånd, stinkbombe (A)

MEDICUS (scholar-klassen)

Bandasjer, såpe, mirakelkur
Salve, medisinflaske, heroldstav (A)
Smertemedisin, legepung (A), hemmelig
mikstur (A)

PIRATEN (rogue-klassen)

- Camouflage Pirateship
- Attack Ship
- Plunder Ship
- Raid a building

Pirattøser:

- Piratskip:
- Utpøk dem til vellystige tjenester
- Mesk deg med vellystige tjenester
- Distraher byvaktene

NYE TITLER OG VERV:

Baron: 200 000 dalere/70 bygninger

Send frier

Greve: 500 00 dalere/75 bygninger

Søk på keisernivå

Margrave: 1.000.000 00 dalere/80 bygninger

Den gylne skjæ

SJØFART OG HANDELSREISER

SKIP

- Fiskebåt
- Karavell
- Jolle
- Holk
- Galleon



INDEX

A

Ailments

Black Death	25
Broken bone	25
Burn	25
Cold	25
Influenza	25
Leprosy	25
Pneumonia	25
Sprain	25
Tooth rot	25

C

Campaign	8
Counting houses	20

G

Goods

Bandages	10
Caduceus	11
Fried Herring	9
Healer's pouch	12
Herring	9
Medicine bottle	11
Miracle Cure	11
Mussels	9
Mussel necklace	9
Mussel soup	9
Ointment	11
Pain medication	12
Pearl necklace	10
Salmon	9
Secret mixture	12
Smoked salmon	9
Soap	11
Stink bomb	10

H

Harbour	20
----------------	----

I

Imperial Capital	15
Imperial level	15

L

Luxury goods

Amber	20
Silk	21
Spices	21
Tableware	21
Wine	21

M

Maps

Britain	7
North Sea	8
Pomerania	8
The Hansa	7

Measures

Assign to salacious services	13
Attack ship	13, 18
Camouflage pirate ship	13
Cancel building sale	24
Character assassination	24
Distract city guards	13
Fishing	10
Give item	23
Make use of salacious services	13
Plunder ship	13
Put up pamphlet	24
Quacksalve	12
Raid a building	13
Sit	23
Speak	23
Tear down a building	24
Tear down pamphlet	24
View notice board	24

O

Offices

Cardinal	15
King	17
Supreme Commander	16

P

Privileges

Apply at the imperial level	14
Confiscate goods	16
Disappropriate	17
Fiery speech	17
Improved command structure	17
Inquisition	16
Lead a crusade	16
Rage	16
Repeal immunity	17
Send suitor	14



Summon royal guard	17
The golden spoon	14
Train someone as a fighter	16
Train yourself as a fighter	16
Work miracles	16

Professions 8

Fisher	9
1. Fisher shack	9
2. Fishing hut	9
3. Smokehouse	10
Fishing boat	10
Medicus	10
1. Pesthouse	10
2. Infirmary	11
3. Hospital	11
Quacksalver	12
Pirate	12
1. Pirate Haven	12
2. Pirate Nest	12
3. Pirate Fortress	12
Pirate Ship	13
Pirate Wenches	13

S

Ship improvements

Armament	20
Armour	20
Crew	20
Gunports	20
Navigation	20
Rigging	20

Ship types

Caravel	19
Carrack	19
Cog	19
Fishing boat	19
Holk	19

Storehouse 18

T

Title

Baron	14
Count	14
Margrave	14

Tutorial 7

W

Watchtowers 21

Cannon tower	21
Look-out tower	21
Watchtower	21



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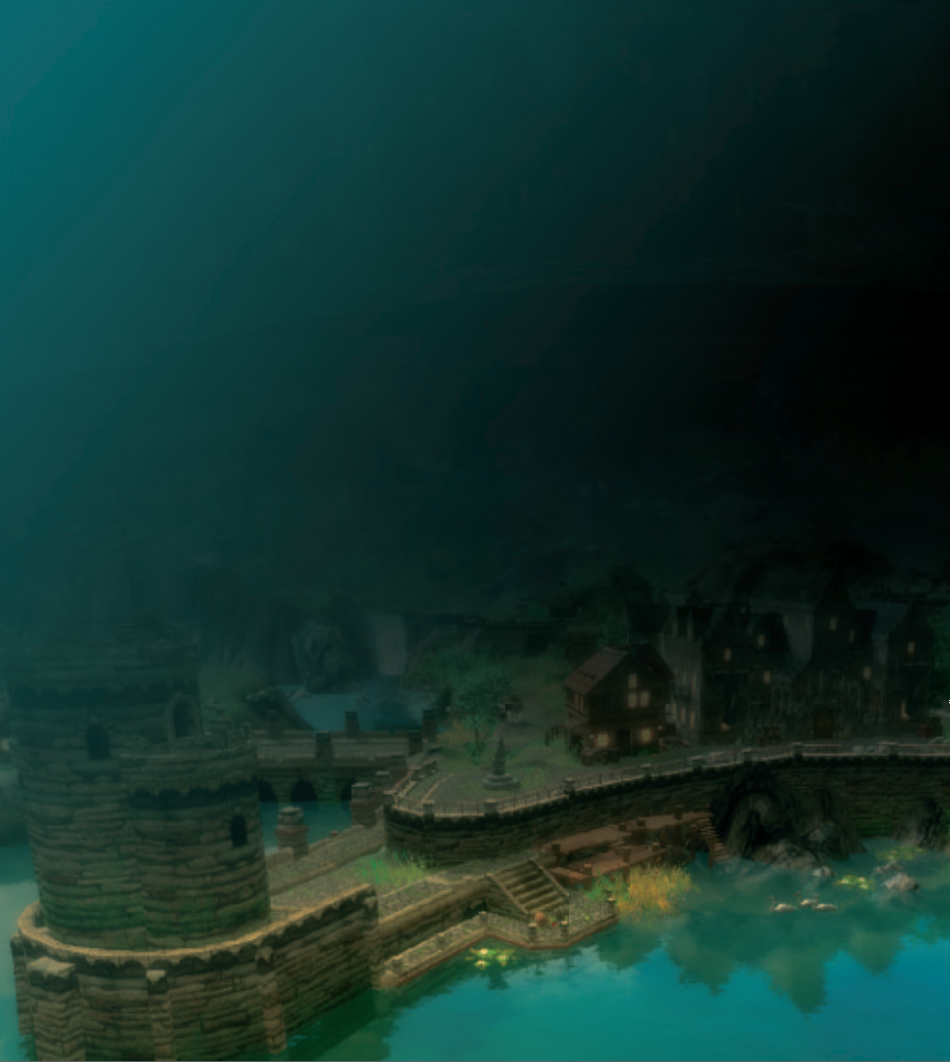
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