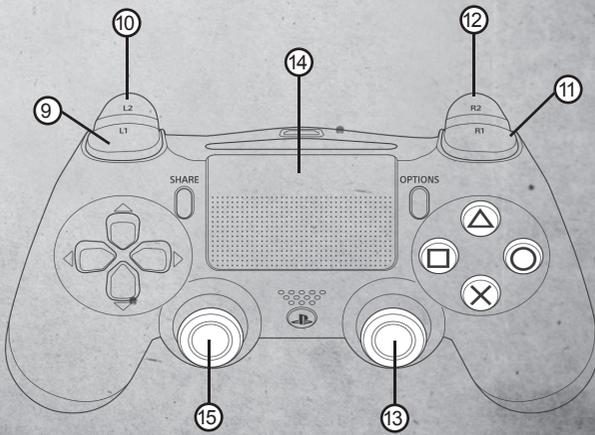
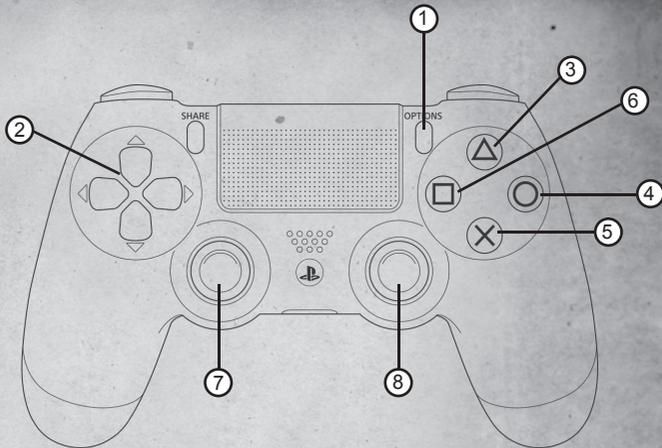


Contents

Default Controls	4
3D view without unit selected	4
3D view with unit selected	6
In dialogs	8
Town dialog and trade	10
Foreword	11
Welcome to Grand Ages: Medieval	11
Quick start	12
Campaign	12
Open game	12
Help in the game	12
Controls	13
Interface	13
The game menu	15
The game world	16
Regions	16
Towns	16
Mayors and competitors	17
Special locations	17
Events	18
Battles and fights	18
Bridges, fords, and harbors	19

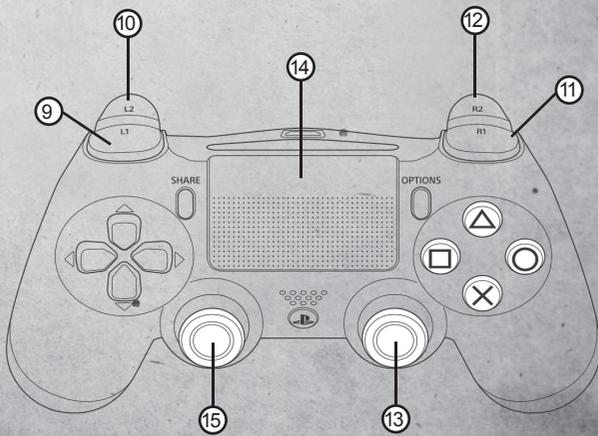
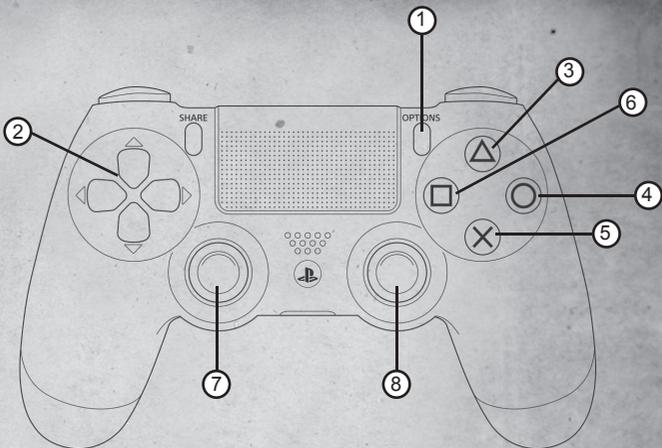
Your rise to power	19
Buildings	20
Important town buildings	20
Businesses and commodities	22
Units	25
Civilian units	25
Military	27
Ships	34
Transport ships	35
Multiplayer mode	36
Credits	37
Licenses	40
Technical support and customer service	40
Limited Software Warranty And License Agreement	41



Default Controls

3D view without unit selected

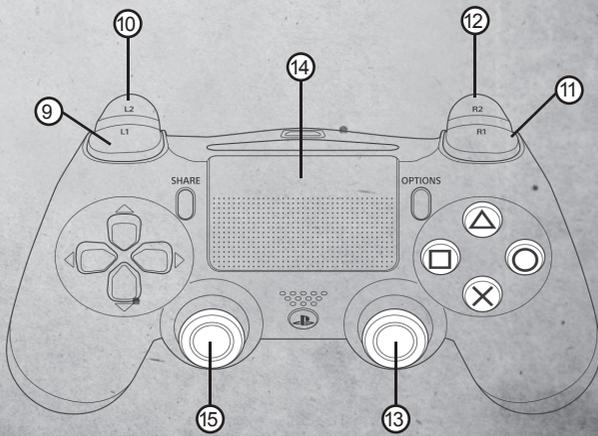
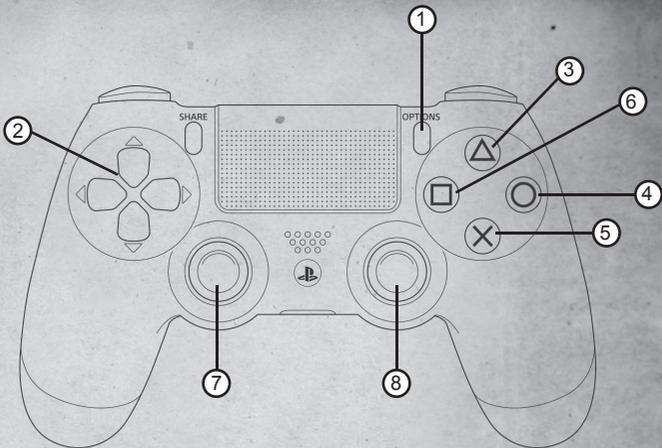
① OPTIONS button	Options menu
② Directional buttons	-
③  button	-
④  button	-
⑤  button	Select own unit (Hold to select same type)
	Focus on town: Town info
⑥  button	-
⑦ Left stick	Camera movement
⑧ Right stick	Camera rotation and zoom
⑨  button	Units without a task
⑩  button	Production in the town
⑪  button	Troop selection
⑫  button	Fast forward
⑬  button	Reset camera
⑭ Touch Pad button	Game menu
⑮  button	Controller assignment



Default Controls

3D view with unit selected

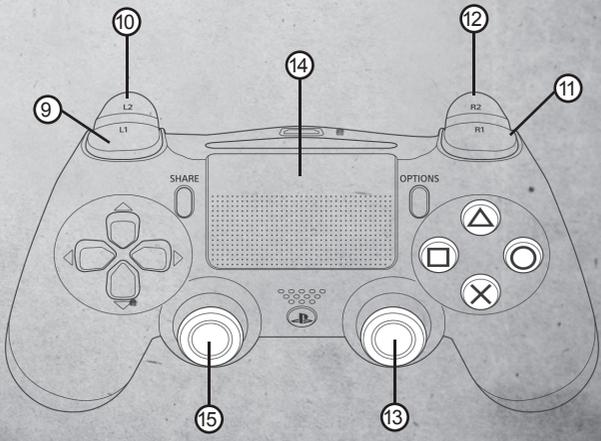
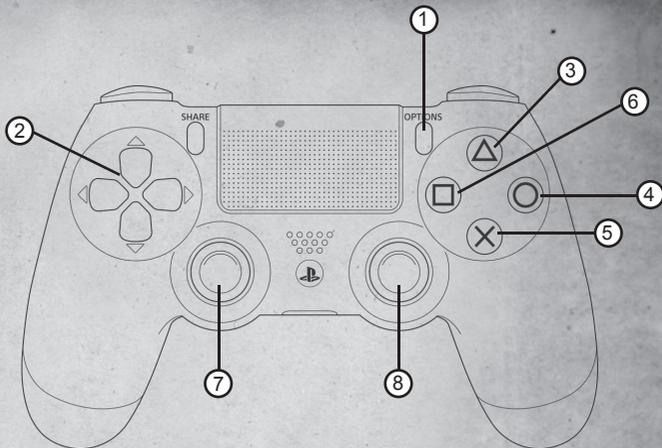
- | | |
|-----------------------|---|
| ① OPTIONS button | Options menu |
| ② Directional buttons | Single unit: Unit options
Multiple units: Edit unit selection |
| ③ Δ button | - |
| ④ \bigcirc button | On empty space: Deselect all
On selected unit: Deselect unit,
(Hold to de-select same type) |
| ⑤ \times button | Select own unit
(Hold to select same type)
Focus on town: Town info |
| ⑥ \square button | Move unit |
| ⑦ Left stick | Camera movement |
| ⑧ Right stick | Camera rotation and zoom |
| ⑨ L1 button | Units without a task |
| ⑩ L2 button | Information on selected unit |
| ⑪ R1 button | Troop selection |
| ⑫ R2 button | Fast forward |
| ⑬ R3 button | Reset camera |
| ⑭ Touch Pad button | Game menu |
| ⑮ L3 button | Controller assignment |



Default Controls

In dialogs

①	OPTIONS button	Options menu
②	Directional buttons	-
③	△ button	Action
④	○ button	Close
⑤	× button	Action
⑥	□ button	Action
⑦	Left stick	Move focus
⑧	Right stick	Toggle between towns
⑨	L1 button	Toggle between tabs
⑩	L2 button	Help cursor
⑪	R1 button	Toggle between tabs
⑫	R2 button	Fast forward
⑬	R3 button	-
⑭	Touch Pad button	Game menu
⑮	L3 button	-



Default Controls

Town dialog and trade

①	OPTIONS button	Options menu
②	Directional buttons	-
③	△ button	Action
④	○ button	Close
⑤	× button	Action
⑥	□ button	Action
⑦	Left stick	Quantity selection
⑧	Right stick	Toggle between towns
⑨	L1 button	Toggle between tabs
⑩	L2 button	Help cursor
⑪	R1 button	Toggle between tabs
⑫	R2 button	Fast forward
⑬	R3 button	-
⑭	Touch Pad button	Game menu
⑮	L3 button	-

Foreword

Ye clerics and knights, quit your quarrels,
Or ye risketh an era of great misfortune.
Know now how you stand in relation:
Cleric, knight, peasant; ye three are but confederates!
The peasant honoureth the cleric and the knight;
The cleric preserveth the peasant and the knight from the fires of hell;
The steadfast knight keepeth away from the cleric and the peasant that which means
them harm.
Now I call upon you three: Become noble allies!
Sickles and swords, ye have but to stand together, and Christianity shall bloom amongst
your ranks.
Sickles and swords, and the plough shall do as it is bidden.
Be nothing but true unto one another, and none shall be able to bring about your
downfall.
— From the Codex Manesse (freely translated) —

Welcome to Grand Ages: Medieval

Welcome to 11th century Europe. Starting with your very first town, your mission is to continue expanding by founding new towns and developing new regions. Utilize military power to defend the territories you have laid claim to and expand them.

Create jobs in the towns by mining raw materials and producing commodities, thereby attracting an increasing number of the rural population to your metropolises. Link these towns with trade routes to supply all citizens with the commodities they need, and at the same time help increase their prosperity.

You can approach the game in a number of ways: As a militant leader rapidly expanding his territory, as an economic tycoon with well-built, flourishing cities, or as a diplomat focusing on relationships with his neighbors. However you choose to play, the fully-fledged economic system simulation constantly adapts to all situations.

In addition, you can have up to seven competitors in the game in multiplayer mode (LAN & Internet), which can be controlled by other players, and returned to the AI's control at any point in time.

Quick start

Campaign

If you are playing *Grand Ages: Medieval* for the first time, it is essential that you begin with a campaign. In an exciting story that takes place in Medieval Constantinople, you will also learn the basics and all other features of the game.

After completing the campaign, the game will convert into an open game that will allow you to continue your conquests as you see fit.

Open game

Naturally, your primary aim is to become emperor and eliminate all your competitors in the race to build the greatest empire. Despite this, it is by design that the open game has no specific goal or end to the game – in this game mode, everything is entirely up to you and you can continue to work towards uniting Europe even after defeating all your opponents.

Before beginning an open game, you have the option of configuring a number of starting options. These include e.g. the starting capital, location of your first town, and the difficulty level. Detailed settings are available for all of these options



Similarly, a wide range of starting options and victory conditions are available in multiplayer mode. This is where you can also configure specific objectives for extremely short or extra-long games.

Help in the game

Grand Ages: Medieval is designed so that you can call up the help system from anywhere in the game:



You will encounter this symbol in all dialogs. Press **L2** to show the Help cursor. Then move the circle over the symbol to display additional help and information. Incidentally, the help cursor also displays information on all other symbols.



You can open the game tips via the “Options” menu. Extensive information and tips on every subject is available here.

- Basics** At the beginning of a game, you will always be given the option of having the basics explained to you.
- Hints** During a game, you will receive occasional hints that relate to the current situation in the game. You can refer back to these hints even after they have disappeared by opening the Game tips.
- Events** In the game menu, under “Units & towns”, is the “Events” tab. It lists all events currently affecting your units and towns. Move the focus onto an event to get more information about it.
- Controller** In the game, press **L3** to display the controller’s assignment in the current game situation.

Controls

Interface

The layout of the user interface is as follows:



- 1) Battle events and diplomacy requests
- 2) Urban areas
- 3) Selected unit
- 4) Details on the selected unit
- 5) Game speed
- 6) Date
- 7) Note symbol if development points are available
- 8) Name of town
- 9) Selectable units
- 10) Mini map

Battle events and diplomacy requests

See “The game menu.”

Town territory

When you move the mouse cursor over a town, two circles will appear. The inner circle is the area that forms the town per se. This is where buildings and businesses are constructed. The raw materials available to the town must also be located within this circle.

The outer ring shows the territory claimed by the town. The larger a town is (i.e. the more inhabitants it has), the larger this area will be. As the founder of a nation, this is your most important statistic. Try to claim as much territory as possible by founding a large number of towns and allowing them to grow.

Details on the selected unit

Once you have selected a single unit, its details are displayed in the HUD at the bottom left. In addition, the selected unit's options are shown, some of which are active and some inactive, depending on the situation in the game. Press ◀▶ to select a unit's options. Then select the preferred option and confirm with ⊗.

Game speed

You can set the game speed in the "Options" menu at any time. Make sure it is not too fast, as otherwise, you might miss important events. Any time you like during a game, you can increase game speed by pressing **R2**. We recommend starting a game at 0.1 times the game speed.

Date field

In addition to the date and amount of cash you have, all idle units will be displayed here. The three different types are:

- Settlers and building squads
- Traders
- Military units & ships

Press **L1** to select these units. You can only cycle through civilian units one at a time, whereas you can select military units as a whole and then cycle through them individually.

Selecting towns and buildings

At lower zoom levels, you can select directly the action buildings – these are important buildings in the town center where you can perform actions – in order to enter them. If you are at a higher zoom level, you will only be able to select the town as a whole. The town overview then appears, giving you access to all buildings.

Selecting individual units

Move the focus to a unit in the 3D map and press ⊗ to select the unit.

Other ways to select units:

- Press **L1** to open the radial menu for selecting units. Here, you can select individual idle units.
- If a merchant or troop is in a town, a symbol will appear beside the town name. Move the focus onto the town and press **L1** in order to select just the units in this town.

Selecting multiple units

To select multiple units via the 3D map, press **R1** to display the units brush. Move the brush over your units to select or unselect them.

If you want to quickly select idle military units, press **L1**, which selects all idle units at once when you first select military units.

Selecting or unselecting individual units

If several units are selected, you can display a cursor above the portraits of the units by pressing ◀▶. You can move this cursor onto a unit portrait and press ○ to unselect this unit. Press □ to unselect all other units.

Dispatching units

To dispatch a unit, select it and then move the focus to the destination. Once there, press ○ to send the unit to its destination. Bear in mind that merchants may only be dispatched to towns by taking predefined roads, whereas all other units may move freely.

Merchants may only access a town if you have a treaty with the town's owner (a transit agreement at the very least).

The game menu

Press the touch pad button to open the game menu. Here, you have access to the following dialogs:

Units & towns

Displays all units, trade routes and towns – as well as problems – in your realm.

Your empire

An overview of your empire, budget and statistics, as well as a breakdown of your competitors and active alliances. There is also a map, which shows how your towns are distributed over the various regions. As soon as you claim an area for yourself in a region, you will be granted the title for this region and will be able to see every place within the territory, even if you don't maintain any units or towns there.

Chronicle

Each time you rise up in rank, you receive development points that you can invest in this dialog. They serve to unlock commodity types, more efficient production, troop types and infrastructure improvements.

Developments

The Chronicle reports on events and battles that have taken place. This is also where you find your campaign progress and missions that you have accepted, as well as victory points (awarded for certain achievements). It also lets you keep close watch on your competitors' progress.

Battle events and diplomacy requests

The top left of the screen shows when one of your troops is embroiled in battle, a merchant has been robbed or a competitor has approached you with a diplomatic offer. Open the game menu to select these events and requests.

The game world

Regions

The game world spans the whole of Europe as it was during the Middle Ages, and is sub-divided into 14 regions. These regions possess different climates and geological characteristics, which is why they are beset by different phenomena such as droughts, frost, forest fires, volcanic eruptions and earthquakes. Naturally, all such events will affect nearby towns.

In addition, each region also has a special military unit. To see which unit this is, please click on the "Empire" dialog under "Map." Here, you will also find an overview of the distribution of your towns across the various regions.

Towns

Generally, you can found new towns all over the map with the help of settler units. However, each town requires sufficient space for its town center and future expansion. Hence, a new town may not be founded too close to an existing one.

Because each town can only produce five commodities for export, selecting the right location is crucial, as it will determine the type(s) of raw materials that can be obtained or created.

The population from the region surrounding a town will migrate to that town if it offers attractive living conditions. These include jobs and a sufficient supply of commodities, as each citizen will need to be supplied with commodities.

The better the supply of commodities in a town is, the more prosperous it will be as a result. And the higher the prosperity level of a town, the higher the amount of taxes you can levy without enraging its citizens. You can set the tax rate in the town info under "Balance."

Mayors and competitors

Every foreign town either is neutral and run by a mayor or belongs to one of your competitors. Just like you, each of your competitors is attempting to create the largest empire they possibly can. Depending on the size of the game world chosen, you will have from three to seven competitors, and approximately three mayors in each region. At the beginning, your relationship with all of them will be neutral.

Each mayor runs only one town and does not have the urge to expand. However, you can enter into trade agreements with them or take over their towns with relative ease.

As a rule, you can make diplomatic contact with all mayors and competitors. To do so, simply select the town center of a foreign town located within view of one of your units and then select the “Diplomacy” tab.



A mayor usually has trade agreements with neighboring mayors. Sometimes, he may also have entered into a military alliance with one of your competitors. So consider carefully before you attack a foreign town!

Special locations

In addition to terrain, towns, and units, you can also explore and visit other objects on the world map, such as inhabited shacks, campfires, obelisks, and stone circles. Active locations are indicated on the map – look out for highlighted objects.

To interact with an object on the world map, select a unit and send it there with .

However, apart from the many friendly locations you will encounter, there will also be hostile ones: When wild predators or even bandits are loitering near your towns and trade routes, an animal cave or bandit camp is often not far away. To eliminate such hideouts, you will require a few troops that pack a punch.



The longer an animal cave or a bandit camp exists, the more powerful it will become, and the more difficult it will be to eliminate it.

Events

There exists a wide range of events that can make life difficult for your citizens.

- Storms may occur anywhere; depending on the climate, they may manifest as snowstorms or sandstorms.
- Volcanoes and earthquakes only occur in certain regions.
- Forest fires, droughts, and frost occur only in certain climates, and thus are limited to certain regions.

If one of these events occurs near a town, the town and its inhabitants will be affected as well. The consequences are highly varied and wide-ranging.

Furthermore, there are events that take place only in towns. These events also have a direct impact on the lives of your citizens:

- Plagues only occur in all towns once they reach a certain size. Building a monastery reduces their duration.
- Rat plagues occur in temperate climates.
- Famines break out in towns where food is scarce for long periods of time.
- Sieges are carried out by enemy troops.

All events that affect your units and towns will always be listed in the “Events” tab in the “Units & towns” dialog. This list also contains a description of the impact each event has. This allows you to use the event to your advantage or take appropriate countermeasures.

Battles and fights

Of course, when multiple competitors are trying their damndest to expand as quickly as possible, diplomacy will not always be a viable option. However, before you attack your opponent with your troops, you will always need to declare war on him first. This may seem a little troublesome to you, but this also applies in reverse: Nobody will attack you if you have a “neutral” or better alliance with them.

Because you will, at some point in time, have an enormous empire to take care of, your troops are trained to be autonomous. They will automatically attack all opponents that they catch sight of without requiring any action on your part. You can also move units away from a battle as long as they are not under attack themselves.

Bridges, fords, and harbors

Land units have a number of different options for crossing rivers and seas.

Bridges

Bridges are built over rivers, but are only important for traders. All other units can simply cross over rivers.

Fords

Fords with landings are located at certain sea straits. Land units will use them automatically to cross over to the other side. In order to do so, land units will board basic transport ships.

Harbors

Traders will automatically use harbors to make their journeys if the sea route is shorter than the land route. All other units will not use the harbor automatically. If you want a land unit to travel by sea from one harbor to another, you will first need to send the unit to the first port town and then select the second port town as the destination after they arrive at the first.

Your rise to power

Expansion

Expansion is the key to your rise to power. The more towns you found, the larger your territorial claim will be. The greater the number of citizens living in a town, the greater that town's territorial claim.

Hover the cursor above a town to view its territorial claim. At the same time, it is also the town's range of view.

Rank

The sum of all the areas you control determines your rank. The first tab of the "Empire" dialog shows how much territory you currently claim as your own, and when you will reach the next rank. With each increase in rank, you can command more troops.



If two towns claim overlapping territories, the towns will share the overlap in territory (it will not count double). Hence, you should try to ensure that your towns' territories overlap as little as possible.

Development points and research

With each rise in rank, you will receive three development points that you can invest in the Development dialog. You can choose from the categories "Production", "Infrastructure", and "Military."

Buildings

Important town buildings

When a settler finds a new town, he will build an office and a market. You can build all other buildings by clicking on the town, going to the "Overview" tab, and then clicking on the building you wish to build on the bottom left.



The first and most important building in any town is the office. This building is where the town is administered, the handling of commodities organized, and the prices managed for the town's market.



The office can be upgraded a number of different stages. Doing so increases the town's options for defending itself and holding out against sieges.



A town's market is always built together with the first office. This is where cross-regional traders go about their business, and where the town's citizens purchase their commodities. All businesses drop off the commodities they produce at the market, where they also purchase the raw materials they require. To see which commodities are available in the town, click on the office or market and select the "Trade" tab.



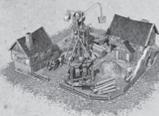
The inn allows you to hire civilian units such as traders, building squads, and settlers. You can also commission carts here, which increase your traders' capacity.



Towns with chapels or small mosques (depending on region) can accommodate more citizens. These buildings can be upgraded to larger places of worship to allow the town to accommodate even more citizens. Furthermore, places of worship allow for festivals to be held, which increase the prosperity of the population and attract people looking for work from the surrounding area.



The barracks allows you to train troops. You can add a drill ground for archers and a riding academy for mounted units to it. At the beginning, only very basic units will be available to you. All other troop types and add-on buildings will need to be researched before they can be built.



The construction yard improves the organization of all construction projects within and outside a town, thereby increasing the speed at which all work is done.



The duration of plagues is reduced by the presence of a monastery.



In all towns, commodity prices are determined according to the laws of supply and demand. When a town accepts more commodities than it requires for itself, the prices of the commodities drop. However, a depot increases this critical quantity of goods a town can take on, and prevents commodity prices from falling. The excess commodities can then be sold to other traders. In this manner, the depot allows central storage facilities to be built.



Each town with access to the sea automatically receives a harbor. If you have at least two harbors, your traders will automatically travel by sea if traveling by sea involves a shorter distance than traveling by land.

You can also send other units across the sea. However, in order to do so, you will need to be located in a port town and the destination will also need to have a harbor.

In a port town, you can construct a shipyard via the barracks in order to build warships.

Businesses and commodities .

In each town, you can select up to five production operations, for which you will then be able to build businesses. You will generally require resources near the town in order to produce certain commodities. Raw materials are also required for further processing. The following pages contain an overview of all commodities.



Wood

Type: Basic commodity
Required resources: Forest
Required raw materials: --



Bricks

Type: Basic commodity
Required resources: Rocks, mountains
Required raw materials: --



Grain

Type: Basic commodity
Required resources: Meadows
Required raw materials: --



Fruits

Type: Basic commodity
Required resources: Meadows
Required raw materials: --



Fish

Type: Basic commodity
Required resources: Rivers, sea
Required raw materials: --



Wine

Type: Basic commodity
Required resources: Hills
Required raw materials: --



Coal

Type: Raw material

Required resources: Coal deposits

Required raw materials: --



Wool

Type: Raw material

Required resources: Meadows

Required raw materials: --



Honey

Type: Raw material

Required resources: Wild meadows

Required raw materials: --



Metals

Type: Raw material

Required resources: Metal deposits

Required raw materials: --



Salt

Type: Raw material

Required resources: Sea, brine

Required raw materials: Wood



Furs

Type: Raw material

Required resources: Steppes

Required raw materials: --



Beer

Type: Refined commodity

Required resources: --

Required raw materials: Grain



Pottery

Type: Refined commodity
Required resources: Clay deposits
Required raw materials: Coal



Pastries

Type: Refined commodity
Required resources: --
Required raw materials: Grain, honey



Cloth

Type: Refined commodity
Required resources: --
Required raw materials: Wool



Metal wares

Type: Refined commodity
Required resources: --
Required raw materials: Metals, coal



Meat

Type: Refined commodity
Required resources: Meadows
Required raw materials: Salt



Clothing

Type: Luxury commodity
Required resources: --
Required raw materials: Cloth, fur



Pomp

Type: Luxury commodity
Required resources: --
Required raw materials: Pottery, metal wares

Units

All units are hired from free workers that are available in the town. The businesses in your town also utilize these workers.

The training of each unit requires both time and certain commodities. If the commodities are not available, it is still possible to commission the creation of the unit. However, training will only begin when all required commodities have been obtained from the town's market.

Civilian units

Civilian units are recruited at the inn.



Traders are required to purchase commodities from your own or foreign towns, or to sell commodities to these towns. However, traders can only travel along predefined trade routes. You can perform trade manually or configure automatic trade routes.

To perform trading manually, select a trader that is located in the town and then click on the town center (market or office). You will now be able to buy and sell commodities in the "Trade" tab.

To establish a trade route, select the merchant and press ◀▶ to select the "Plan route" option in the merchant's details.

A trader has a rather small capacity. Hence, you should equip him with additional carts that you ordered in advance at the inn. To do this, select the option "Manage carts" in the trader window.



Civilian units do not participate in battles. Traders will be plundered by enemy troops, but will be allowed to continue on their journey. Settlers and building squads will flee to the nearest town of yours when they encounter enemies. This means that construction projects will not be able to take place when enemies are nearby, unless those enemies are embroiled in battles and thus distracted.



Building squads are required in order to construct and upgrade roads. They can also construct defense towers anywhere, as well as demolish roads, towers, and towns (provided they have no businesses).

Roads can only be built from one town to another. To do this, move the construction worker to the first town and select the option "Build road". Now click on the second town. You can accept the suggested route or modify it with the use of milestones.

Once you confirm the route, the road will be created immediately, and traders will be able to start using it at once. Because this road will initially be a makeshift path, traveling along it will be a laborious process at first. Correspondingly, traders will only be able to move slowly on it. Hence, you should upgrade your roads as fast as possible with the help of a building squad.

Roads can be upgraded up to three times. However, the second and third upgrades will first require researching. You may commission the upgrading of multiple road sections at the same time.



Settlers are required in order to found new towns. When you move a settler across the land, he will constantly show you which resources are located at his current position.

If you press **L2** after selecting a settler, it will show you local resources and favorable town locations in the vicinity.

As soon as you have commissioned the founding of a new town, the settlers will become the first citizens of the town.

Military

All military units are recruited in the barracks. The drill ground is required for long range fighters, and the riding academy for mounted units.

Development

Most military units will first need to be activated in the “Development” dialog before they become available.

Troop supplies and morale

Just like your citizens, your troops need to be supplied with commodities. Troops will always draw their supplies from the market of the nearest town belonging to you. Hence, when moving your troops, always remember that a small town can quickly be overwhelmed by the presence of too many soldiers. Although the additional consumption due to the soldiers will be factored in — i.e. the automatic trade routes will deliver more commodities if there is greater demand — it will take a while until the supply stabilizes.

However, troop supplies are not only important with regard to the towns; they also influence the troops' morale. If a town has too few commodities in stock, or if a troop moves too far away from your towns, the supply of commodities to them will be interrupted and their morale will drop rapidly. Once their morale falls to zero, the troop will be livid with rage and make their way to the nearest town belonging to you. During this period, you will no longer be able to control them. The fighting power of troops also falls when their morale sinks.



To see which towns are supplying your troops, press **L2** when you have selected one or more troops. You will then be able to see the supply lines and radii.

Experience and refreshing of troops

The fighting power of a troop is greatly increased by their experience. With each battle, the troop gains experience. Hence, it is important that you do not lose your troops in battle. In fact, it is a good idea to refresh them regularly with new soldiers. Although their experience will drop when the troops are refreshed, it will never be lost completely.

To refresh a troop, simply send it into the nearest town with a barracks. It will be replenished automatically and at no cost with new recruits as soon as there are new workers in the town. Please note that mounted units and long range fighters can only be refreshed in towns with barracks and the corresponding additional buildings.

Fleeing and controlling units in battle

Usually, you will no longer be able to control troops that are in battle or are under attack. However, in order to prevent troops from being annihilated, you can command them to flee. The troops will then move to the nearest town. The opponent will accept their enemies' defeat and not chase the fleeing troops.

You can pull troops that are in battle, but are themselves not under attack, out of the fight by moving them to a different location.

Modifications to fighting power

Morale and experience affect the fighting power of a troop. In addition, each unit is particularly effective against a certain type of opponent. Furthermore, some units gain a certain advantage when in particular areas.

Regional dependency

Special units come from a certain region and can only be recruited in towns from that region. To see where the borders of the various regions are and which town belongs to which region, you can have a look at the "Regions" tab in the "Empire" dialog.

Troop size

All troops consist of 100 members, with the exception of the scouts (10 members). Troop members are recruited from the same pool of free workers as the civilian units and workers for businesses.



If a troop is to guard a particular area, you can order them to entrench themselves. Upon doing so, it will disappear from the list of idle units.

Troop types



Mercenary

A ragtag collection of simple farmers and workers who band together to defend their possessions. Their weapons and armor are improvised from the tools and clothing they own. It therefore comes as no surprise that they are the weakest units on the battlefields of Europe.

- Type: Polearms
- Advantage against: Mounted unit
- Terrain: Flat terrain
- Regions: Available everywhere



Axeman

In the right hands, an ax and a shield are an effective combination, which a fighter is able to wield to inflict a great deal of damage. Axemen are impressive units and prove that axes are not just for chopping wood.

Type: Blunt/bladed weapon
Advantage against: Polearms
Terrain: Forest
Regions: Available everywhere



Swordsman

Only wealthy commanders are able to afford warriors with a sword, shield, and a chain mail shirt. Extremely well protected by its armor of riveted iron rings, this unit is the backbone of every army.

Type: Blunt/bladed weapon
Advantage against: Polearms
Terrain: Forest
Regions: Available everywhere



Saber Fighter

Although only protected by leather armor, the agility this imparts coupled with the razor-sharp curved blades they wield make the saber fighters of the south formidable opponents.

Type: Blunt/bladed weapon
Advantage against: Polearms
Terrain: Forest
Regions: North Africa and the Balkans



Berserker

He is only lightly equipped, but wielding a powerful double ax, this Scandinavian berserker is driven by an unquenchable thirst for blood on the battlefield. Almost no basic unit can stand against such fury.

Type: Blunt/bladed weapon
Advantage against: Polearms
Terrain: Forest
Regions: Scandinavia



Flailsman

Chain mail shirts may protect well against cuts and jabs, but are unable to provide much of a defense against the sheer force of a flail.

Type: Blunt/bladed weapon
Advantage against: Polearms
Terrain: Forest
Regions: Germany and Arabia



Archer

Since the beginning of time, man has used the bow and arrow for hunting and waging war. Skilled hands can construct it from rather simple materials, making it available to everyone — and with sufficient training, it becomes a deadly weapon.

Type: Long range fighter
Advantage against: Blunt/bladed weapon
Terrain: Hills and mountains
Regions: Available everywhere



Longbowman

Lifelong training, discipline, and the power of their yew bows make the longbowmen every opponent's nightmare. Their deadly arrows turn the sky dark and rain down on their enemies, finding the chink in every piece of armor.

Type: Long range fighter
Advantage against: Blunt/bladed weapon
Terrain: Hills and mountains
Regions: Britannia and the Caucasus



Crossbowman

Although the crossbow has a shorter range and a slower firing rate than the longbow, their bolts penetrate even the heaviest of armor. Those who wield them are experienced specialists who never back down from a confrontation.

Type: Long range fighter
Advantage against: Blunt/bladed weapon
Terrain: Hills and mountains
Regions: Byzantium and Kiev



Henchman

On his own, a henchman may only be lightly equipped and inferior to a fighter wielding a shield, but anyone who has faced an entire unit of henchmen will quickly forget this prejudice.

Type: Polearms
Advantage against: Mounted unit
Terrain: Flat terrain
Regions: Available everywhere



Pikeman

A long pike, heavy armor, and comprehensive training in formation warfare make the pikeman a formidable opponent on the battlefield that no mounted unit can engage and hope to emerge victorious.

Type: Polearms
Advantage against: Mounted unit
Terrain: Flat terrain
Regions: Italy and Spain



Scout

Scouts travel light, avoid conflicts, and are the eyes of every army. Only foolhardy commanders decline the services of these fast mounted units with the largest range of view among all troops.

Type: Mounted unit
Advantage against: Long range fighter
Terrain: No terrain advantages
Regions: Available everywhere



Armored rider

Thanks to their expensive equipment, these armored riders are nearly every bit as good as knights — except perhaps where a lifelong education in the art of war is concerned.

Type: Mounted unit
Advantage against: Long range fighter
Terrain: No terrain advantages
Regions: Available everywhere



Horse archer

Thanks to their trusted steeds, these archers are able to strike as quickly as they retreat, and are a tactical factor not to be underestimated on any battlefield.

Type: Mounted unit

Advantage against: Long range fighter

Terrain: No terrain advantages

Regions: Available everywhere



Knight

Knights have dedicated their entire lives to loyalty, courage, and the art of war. Their swords and armor are made of the finest steel, and their warhorses are from the best stables. Any ruler that succeeds in getting them to fight under his banner will dominate every battlefield.

Type: Mounted unit

Advantage against: Long range fighter

Terrain: No terrain advantages

Regions: France and Poland



Riding warrior

The riding warriors of the East are known for bringing the “feathered death” to their enemies from horseback. Their powerful composite hornbows and their quick, agile horses make them the scourge of the Western world.

Type: Mounted unit

Advantage against: Long range fighter

Terrain: No terrain advantages

Regions: Russia

Ships

In towns built by the sea, a harbor will automatically be constructed. You will then be able to build a shipyard via the barracks, in which you can commission warships – also via the barracks.

Warships can attack and plunder enemy warships and transport ships. If you would like to guard a particular area on the water with one of your ships, you can put it into patrol mode. In this mode, they will receive an extended range of view and be able to attack enemies earlier.



Before you can build the first shipyard, it will need to be researched in the “Development” dialog. After this has been done, two ship types will be available in each region.

Ship types



Cog

For many centuries, the cog was among the most important ships in Northern Europe. As a low-cost and efficient goods barge, it became the ship of choice in the Hanseatic League, and could serve as a warship in times of war.

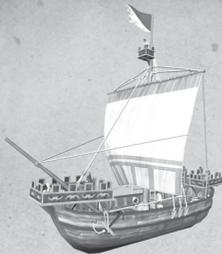
Stability: High
Crew: 80
Range of view: 100%
Availability: All northern regions



Snekkja

Small, quick-sailing ship with additional rowing benches that was developed during the time of the Vikings in Northern Europe.

Stability: Low
Crew: 40
Range of view: 80%
Availability: North and West



Nau

A Portuguese/Spanish sailing ship with a long history of development. Related to the ships preferred by the Crusaders and influenced by the Mediterranean ships of Italy.

Stability: High

Crew: 100

Range of view: 100%

Availability: Entire Mediterranean region



Dhow

The dhow is a typical Arabian/Indian sailing ship with a characteristic hull shape, mast layout, and sail layout.

Stability: Medium

Crew: 60

Range of view: 80%

Availability: Eastern Mediterranean region

Transport ships

Traders will automatically use transport ships; all other units will need to first be moved to a port town (for more, see section entitled "Bridges, fords, and harbors" above).

If a transport ship sails too close to an enemy warship, it will come under attack. Transport ships have no way of defending themselves. A warship will not pursue a transport ship in battle. However, if a transport ship sustains too much damage en route, it will sink and the transported units will be lost.

One exception is transport ships used by traders: They will be plundered by enemy warships, but will be allowed to continue their journey without sustaining any damage.

Multiplayer mode

Multiplayer games with up to eight players are available through the PlayStation™Network. You can create your own games with customized starting and victory conditions, or take part in games that others have created but not yet started. If you create a game, you can choose if it is to be freely accessible for others, or if only persons from your friends list may take part.

Starting and victory conditions

In multiplayer mode, the starting capital and goal of the game can be chosen freely. This allows for extremely short games, as well as games that last several sessions. For such games, there is also a save feature and the option of substituting players.

Free substitution of players

If a multiplayer game is to be continued after a break, all players will meet up in the lobby as usual. However, in this case, the game host will not create a new game, but instead load an existing savegame. In this savegame, all competitors will be listed, and it will be indicated if a competitor is to be played by a player or the AI.

As a rule, each player can only return to his predetermined spot. However, the host can also make a spot available (it does not matter if it is a player or an AI). The next player who then enters the lobby and does not have a spot reserved will be assigned this spot.

In this manner, users can be replaced by other users or an AI, and an AI can also be replaced by a user. However, please note that competitors controlled by an AI behave differently from human players. Players who previously transferred control over to the AI and later resume playing will notice a number of differences in the number and organization of troops and traders.

The ranking list

After each multiplayer game, every player will receive a certain number of points. These will then be displayed in the end-of-game dialog. However, points are only awarded if the following condition is met: Throughout the entire game, the player must have controlled the same competitor from the beginning to the end of the game.

The points received will be entered into an online ranking list consisting of multiple tables.



When you click on “Multiplayer” in the main menu for the first time, you will be prompted to enter a user name, which will be linked to your game. This name must be unique among all users in the game, and will be displayed to other users in the lobby, in the friends list, and in the ranking list.

Credits

Gaming Minds Studios

CREATIVE DIRECTOR
Daniel Dumont

TECHNICAL DIRECTOR
Kay Struve

PROGRAMMING
Adrian Lück
Bernd Ludewig
Dennis Bellmann
Jan Kollmann
Matthias Muschallik
Peter Grimsehl
Ulf Winkelmann

QA MANAGER
Sebastian Walter

GRAPHICS
Christoph Werner
Guido Neumann
Mark Küllker
Yves Baumgarte

GAME DESIGN
Daniel Scollie
Christian Günter

STORY AND TEXTS
Daniel Heßler

**SOUND, MUSIC &
IMPLEMENTATION**
ROCKETAUDIO:
Dag Winderlich, Sebastian Bender

3D CHARACTERS
THE LIGHTWORKS:
Tobias Richter, Jennifer Marx, Stefan
Bellersheim, Enrico Weinert, Jonas
Renner

ILLUSTRATIONS
GROBI Grafik - Karsten Schreurs

SFX AND CUTSCENES
portamedia.com

MOTION CAPTURING
METRICMINDS:
Etienne Hege, Elias Kremer, Dawid
Wieczorek, René Dose, Niklas Welter

LOCALIZATION
TONEWORX GmbH:
Mathias Geissler, Eyke Hoffmann, Martin
Schmidtke

VOICE TALENTS
Andreas Brucker, Christian Rudolf,
Christian Stark, Daniel Welbat, Eric
Goofers, Erik Schäffler, Frank Thomé,
Holger Löwenberg, Ingo Abel, Johannes
Semm, Klaus Dittmann, Leonie Dubuc,
Michael Grimm, Patrick Elias, Stefan
Marcinek, Tobias Diakow, Tobias
Schmidt, Yannik Rais

SPECIAL THANKS TO
Moritz Toppmöller, Aaron Ehrlich,
Maximilian Georg, Kleinemas and all beta
testers of "Grand Ages: Medieval"

Kalypso Media Group

GLOBAL MANAGING DIRECTORS

Simon Hellwig
Stefan Marcinek

FINANCE DIRECTOR

Christoph Bentz

INTERNATIONAL MARKETING DIRECTOR

Anika Thun

HEAD OF PRODUCING

Reinhard Döpfler

HEAD OF PRODUCT MANAGEMENT

Timo Thomas

HEAD OF PR - GSA REGION

Bernd Berheide

HEAD OF QA & SUBMISSION

Roman Eich

HEAD OF ART DEPARTMENT

Thabani Sihwa

PRODUCER

Christian Schlütter
Helge Peglow
Martin Tosta

PRODUCT MANAGERS

Dennis Blumenthal
Marian Denelleh
Timothy Thee

LOCALISATION MANAGER

Thomas Nees

ART DEPARTMENT

Simone-Desirée Rieß
Anna Owtschinnikow
Sebastian Keil

QA & SUBMISSION MANAGERS

Martin Tugendhat
Fabian Brinkmann
Jonathan Weggen

VIDEO CUTTER

Michele Busiello

SOCIAL MEDIA MANAGER

Bettina Albert

JUNIOR MARKETING MANAGER

Jessica Immesberger

MANAGEMENT ASSISTANT

Tina Heisler

SUPPORT & COMMUNITY MANAGEMENT

Tim Freund
Tobias Prinz

KALYPSO MEDIA UK

MANAGING DIRECTOR

Andrew Johnson

HEAD OF MARKETING & PR

Mark Allen

MARKETING & PR ASSISTANT

Alun Lower

NATIONAL ACCOUNT MANAGER

Eric Nicolson

FINANCE MANAGER

Moira Allen

KALYPSO MEDIA USA

VICE PRESIDENT NORTH AMERICA

Andrew Johnson

VICE PRESIDENT SALES NORTH
AMERICA & ASIA

Sherry Heller

HEAD OF PR

Alex Q. Ryan

PR, MARKETING & SALES
COORDINATOR

Lindsay Schneider

BUSINESS OPERATIONS MANAGER

Theresa Merino

KALYPSO MEDIA DIGITAL

MANAGING DIRECTOR

Jonathan Hales

PRODUCT MANAGER

Andrew McKerrow

Licenses

Uses Bink Video. Copyright © 1997-2015 by RAD Game Tools, Inc. © 1999-2015 by RAD Game Tools, Inc.

Uses “FMOD Ex Sound System” and “Firelight Technologies”

Uses Iggy. Copyright © 2009-2015 by RAD Game Tools, Inc.
Portions of this software Copyright © 2015 Jenkins Software, LLC. All rights reserved.
Used under license.

Technical support and customer service

If you have any questions or problems with one of our products, we offer you answers and solutions to the frequently asked questions at our forums:
forum.kalypsomedia.com

You may also reach our technical support team via email at
support@kalypsomedia.com or phone:

Tel: +49 (0)6241 50 22 40 (Mo - Fr 10am GMT - 4pm GMT)

Fax: +49 (0)6241 506 19 11

International rates may apply!

Before contacting us, please make sure you know the complete product name and can provide proof of purchase. Please be as precise as possible when describing technical errors and include error messages and any other helpful information if possible. Please understand that we are not able to answer questions regarding general gameplay and hints via email or phone.

Limited Software Warranty And License Agreement

YOUR USE OF THIS SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL (S), PACKAGING AND OTHER WRITTEN, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS LICENSE WITH [KALYPSO MEDIA UK Ltd.] ("LICENSOR").

LICENSE

Subject to this Agreement and its terms and conditions, LICENSOR hereby grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Software for your personal use on a single home or portable computer. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by LICENSOR and, as applicable, its licensors.

OWNERSHIP

LICENSOR retains all right, title and interest to this Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United Kingdom copyright law and applicable copyright laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from

LICENSOR

Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties. Be advised that Copyright violations are subject to penalties of up to £100,000 per violation. The Software contains certain licensed materials and LICENSOR's licensors may protect their rights in the event of any violation of this Agreement.

LICENSE CONDITIONS

You agree not to:

- (a) Commercially exploit the Software;

- (b) Distribute, lease, license, sell, rent or otherwise transfer or assign this Software, or any copies of this Software, without the express prior written consent of LICENSOR;
- (c) Make copies of the Software or any part thereof, except for back up or archival purposes;
- (d) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one computer, computer terminal, or workstation at the same time;
- (e) Copy the Software onto a hard drive or other storage device and must run the Software from the included DVD/CD-ROM (although the Software may automatically copy a portion of itself onto your hard drive during installation in order to run more efficiently);
- (f) Use or copy the Software at a computer gaming center or any other location-based site; provided, that LICENSOR may offer you a separate site license agreement to make the Software available for commercial use;
- (g) Reverse engineer, decompile, disassemble or otherwise modify the Software, in whole or in part;
- (h) Remove or modify any proprietary notices or labels contained on or within the Software; and
- (i) Transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

THE SOFTWARE UTILITIES

The Software may contain a level editor or other similar type tools, assets and other materials (the "Software Utilities") that permit you to construct or customize new game levels and other related game materials for personal use in connection with the Software ("Customized Game Materials"). In the event the Software contains such Software Utilities, the use of the Software Utilities is subject to the following additional terms, conditions and restrictions:

- (a) All Customized Game Materials created by you are exclusively owned by LICENSOR and/or its licensors (as the case may be) and you hereby transfer, assign and convey to LICENSOR all right, title and interest in and to the Customized Game Materials and LICENSOR and its permitted licensors may use any Customized Game Materials made publicly available to you for any purpose whatsoever, including but not limited to for purposes of advertising and promoting the Software;
- (b) You will not use or permit third parties to use the Software Utilities and the Customized Game Materials created by you for any commercial purposes, including but not limited to distributing, leasing, licensing, renting, selling, or otherwise exploiting, transferring or assigning the ownership of such Customized Game Materials;
- (c) Customized Game Materials must be distributed solely for free; provided, that you may contact LICENSOR for a license to commercially exploit the Customized Game Materials which LICENSOR may grant or deny in its sole discretion;
- (d) Customized Game Materials shall not contain modifications to any other executable files;
- (e) Customized Game Materials must be used alone and can be created if the Customized Game Materials will be used exclusively in combination with the commercially released retail version of the Software.
- (f) Customized Game Materials cannot contain libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contain any trademarks, copyright-protected work or other property of third parties (without a valid license); and
- (g) All Customized Game Materials must contain the proper credits to the authors of the

Customized Game Materials and must indicate that LICENSOR is not the author of the Customized Game Materials with additional language that "THIS MATERIAL IS NOT MADE, GUARANTEED OR SUPPORTED BY THE PUBLISHER OF THE SOFTWARE OR ITS AFFILIATES."

LIMITED WARRANTY

LICENSOR warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. If for any reason you find a defect in the storage medium during the warranty period, LICENSOR agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by LICENSOR. If the Software is no longer available, LICENSOR retains the right to substitute a similar program of equal or greater value. This warranty is limited to the storage medium containing the Software as originally provided by LICENSOR and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on LICENSOR.

When returning the Software subject to the limited warranty above, please send the original Software only to the LICENSOR address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. LICENSOR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR USE OF THE SOFTWARE. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION

This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

EQUITABLE REMEDIES

You hereby agree that if the terms of this Agreement are not specifically enforced, LICENSOR will be irreparably damaged, and therefore you agree that LICENSOR shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

INDEMNITY

You agree to indemnify, defend and hold LICENSOR, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

MISCELLANEOUS

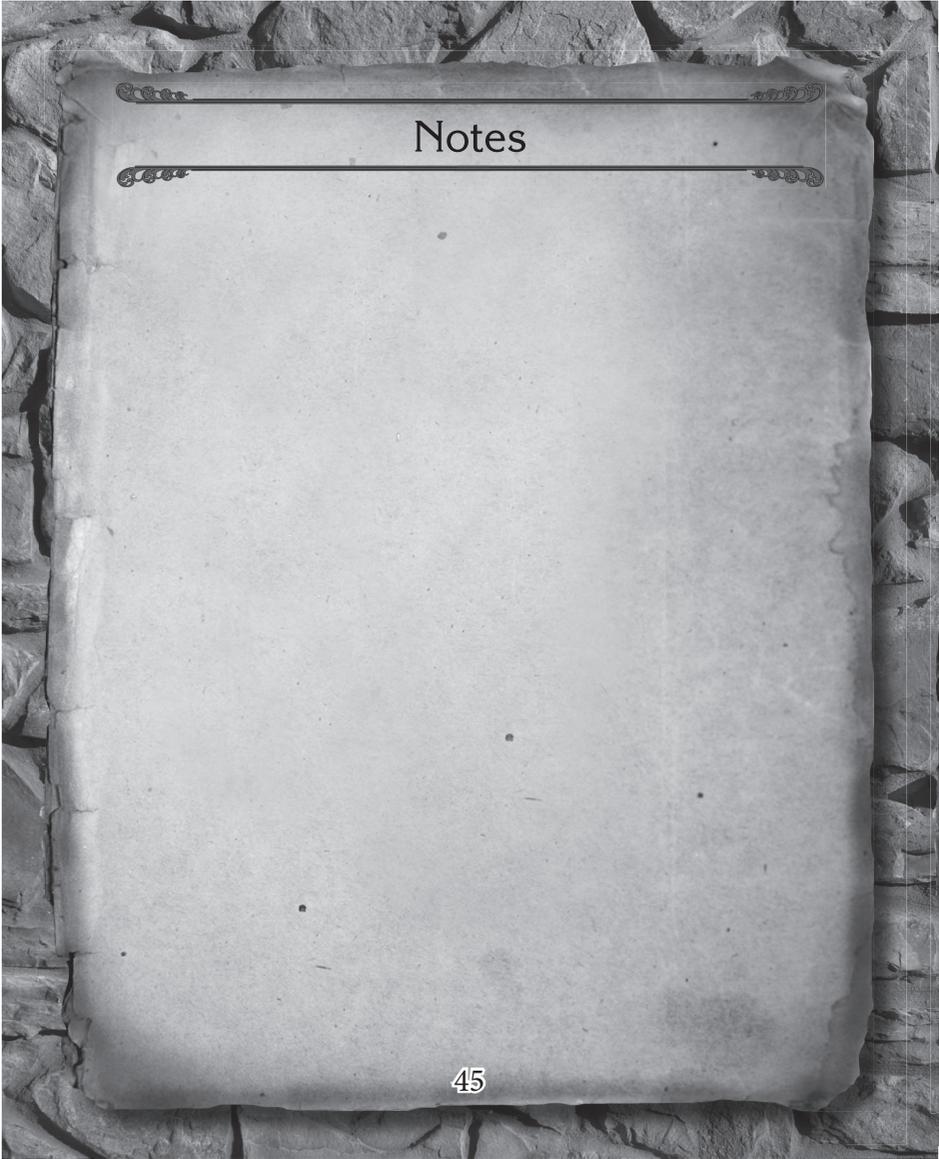
This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under England and Welsh law. Leicester, Leicestershire.

If you have any questions concerning this license, you may contact in writing
Kalypso Media UK Ltd.

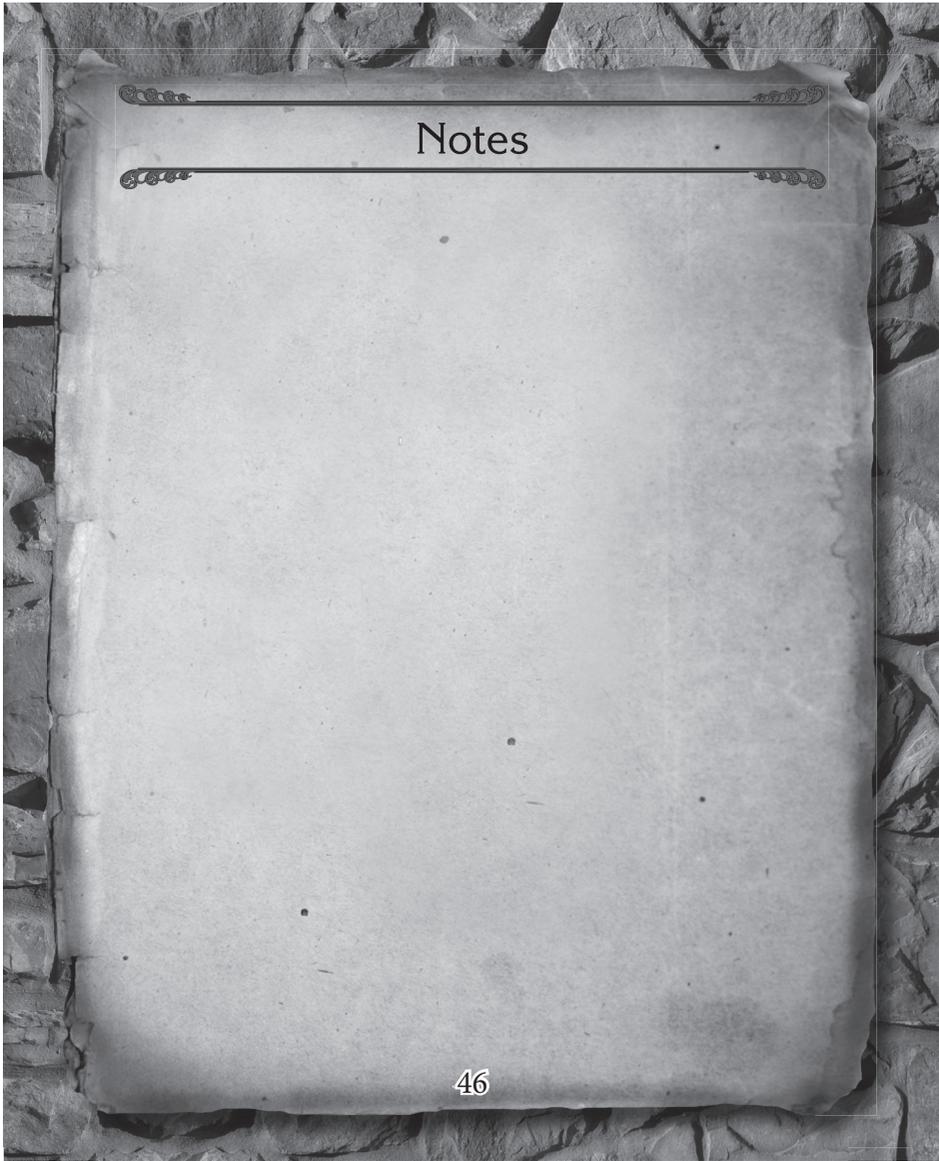
KALYPSO MEDIA UK LTD.

4 Milbanke Court
Milbanke Way
Bracknell
Berkshire
RG12 1RP
United Kingdom

www.kalypsomedia.com
www.facebook.com/kalypsomediaint



Notes



Notes