

# Grand Ages: Medieval — Manual

## 1 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.

## 2 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 see this symbol in all dialogs. Hover the mouse cursor over this symbol to display additional help and information.



Click on this button above the minimap on the right side of the screen to open the game tips. You will then be shown detailed information and tips on all topics.

- 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 dialog "Units & towns," you will find the "Events" tab. It lists all events that currently affect all your units and towns. Move the mouse cursor over an event to obtain additional information.

## 3 Controls

### Interface

The layout of the user interface is as follows:



- 1) Battle events and diplomacy requests
- 2) Town territory
- 3) Selected unit
- 4) Game speed
- 5) Date field
- 6) Game dialogs
- 7) Name of town
- 8) Selectable units
- 9) Game tips and options
- 10) Align view to north
- 11) Map options
- 12) Minimap

### 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.

### Game speed

Do not set the game speed too high, or you may overlook important events and aspects. During the game, you can increase the game speed at any time by pressing the spacebar. At the beginning of the game, we recommend a game speed of 0.1x.

### Date field

In addition to the date and amount of cash you have, all idle units will be displayed here. You can toggle between these unit types by clicking on the symbols. The three different types are:

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

### Game dialog: Units & towns

Displays all units, trade routes, towns, as well as problems in your empire.

### **Game dialog: Empire**

Provides an overview of your empire, finances, statistics, and lists all competitors and current alliances. In addition, a map provides an overview of the distribution of your towns across the various regions. As soon as you have claimed a certain amount of territory in a region, you will receive the title to that region. All parts of that territory will then be visible to you from that point in time onwards, even if none of your units or towns are located there.

### **Game dialog: Development**

With each rise in rank, you will receive development points that you can invest in this dialog. This allows you to unlock new commodities, more efficient production methods, troop types, and infrastructural improvements.

### **Game dialog: Chronicle**

The Chronicle reports on events and battles that have taken place. This is also where campaign progress and accepted missions will be displayed, as well as victory points (victory points are awarded for certain achievements). This allows you to keep a constant eye on how your competitors are progressing.

### **Game tips**

This is where detailed information and tips on the game are displayed.

### **Options**

This is where you can load and save games, and configure other game options.

### **Map options**

This is where you can configure which objects and elements are to be shown for both the large 3D map and the minimap.

### **Minimap**

This map shows towns and units in the greater area. The colors on the minimap do not correspond to those on the 3D map, as the minimap categorizes elements according to trade partners, friends, and enemies.

### **Selected units**

When you select one of your own units by clicking on it, you will be shown detailed information and command options. If multiple units are selected, only the unit portraits will be displayed here.

### **Battle events and diplomacy requests**

When one of your military units is involved in a battle, one of your traders is being plundered, or a competitor makes you a diplomatic offer, this will be displayed in the top left of the screen. Click on the symbol to jump to the corresponding location or to view the offer.

## **Basics**

### **Selecting towns and buildings**

At lower zoom levels, you can click directly on 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 click on the town as a whole. The town overview then appears, giving you access to all buildings.

### **Selecting individual units**

Click on a unit on the 3D map to select it.

Additional options:

- If a trader or a troop is located in a town, a button will appear next to the town name allowing you to select the units.
- Under the date, you will find small buttons that allow you to toggle between units that have not been assigned a task.

- You can also toggle between idle units by pressing TAB and SHIFT + TAB.

### Selecting multiple units

You can draw a selection box with the mouse to select multiple units, or by holding down Ctrl and clicking on multiple units.

### Dispatching units

To dispatch a unit, select it and click on the target location with the right mouse button. Note that you can only dispatch traders to towns via predefined roads, while all other units can move about freely.

Towns will only be accessible to traders if you have a corresponding agreement (at least a transit agreement) with the owner of the town.

### Pan map

To change the section of map displayed, move the mouse cursor to the edge of the screen, or use the W, A, S, D or arrow keys on the keyboard.

### Setting the zoom level

The zoom level can be adjusted using the scroll wheel.

### Camera angle

At all zoom levels, you can adjust the direction of the camera by holding down the middle mouse button and moving the mouse to the left or the right. At the closest zoom level, you will also be able to adjust the camera angle by moving the mouse up or down.

## Keyboard commands

### Units and buildings

Select units and buildings	Left mouse button (LMB)
Multiple selection (draw selection box)	Hold down LMB
Select all visible units of the same type	Double-click
Dispatch units	RMB
Toggle between idle units	Tab / Shift+Tab
Select/deselect units during multiple selection	Ctrl + LMB
Select/deselect units of the same type	Ctrl + double-click
Gather troops	Ctrl + RMB
Set hotkey for unit or open building	Shift + 1...0
Use hotkey	1...0
Center unit	C

### Map display

Show additional information for selected unit	Alt
Camera angle	Middle mouse button
Zoom	Scroll wheel
Increase game speed	Spacebar

Trade with selected trader in the town	RMB on town center
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### In buildings

Toggle between buildings	Shift + A / D
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Trade: previous / next price limit	A / D
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Trade: buy / sell all	W / S
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### General

Toggle between tabs in dialogs	A / D
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Close dialog (only dialogs with close button)	RMB
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Interface size	Page up / down
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Game speed	Numpad + / -
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"Units & towns" dialog	F1
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"Empire" dialog	F2
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"Development" dialog	F3
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"Chronicle" dialog	F4
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Quicksave	F5
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Game options	ESC
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## 4 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 find 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 right-click to dispatch it to that location.

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 darndest 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.

# 5 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."

## 6 Buildings

### Important town buildings

When a settler founds 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 mosque s (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

## 7 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 define a trade route, click on the trader and select the option "Plan route" in the window. Now you can select all the towns that the trader is to journey to.

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.



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 the ALT key while you have a settler selected, he will show you the presence of raw materials and favorable town locations in the vicinity. Meadows, water, stone deposits and forests will not be displayed in the form of symbols, as they are generally visible on the map.

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



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.

## 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 your troops are drawing their supplies from, press the Alt key when you have one or more troops selected. 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: Poles

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: Poles

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: Poles

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**

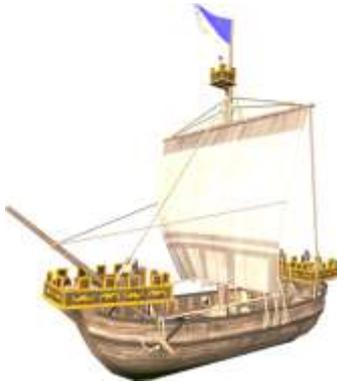
Small, quick-sailing ship with additional rowing benches that was developed during the time of the Vikings in Northern Europe.

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.

## 8 Multiplayer mode

In multiplayer mode, games can be played via LAN and the Internet with up to eight players. 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.

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