



RISE OF
VENICE



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Foreword

“Like a dream to life awoke does colorful Venice welcome you,
When you hastily pass through: tis not the sunken city
You believe you see before you, of which the poets often tell
As if twere forged by Tritons in the sea itself,
And you tumble along as if amidst coral and mussels,
And are lost in wonder, that the flood does not take you.
Everything else does fit true within that wet frame: the Doge,
He who does marry the waves, and too the masked court,
Yea, and the Bridge of Sighs does appear so natural to you here
As fish with saws in their heads in the depths of oceans night.”



Friedrich Heibel, 1845

Thank you

for choosing to buy Rise of Venice. This game takes you into the fascinating era of the Renaissance and into a region whose most important city and leading European sea power is influenced by its trade in luxury goods, its famous carnival and the intrigues of its rich aristocratic families. A world full of colors and scents, with its spice and silk routes to the east, the dyes and the cotton from the south and the high-quality goods such as the famous Venetian Murano glass in the north.

As in all the games in our historical trade simulation series, in Venice you once again assume the role of a humble trader who rides their trading skills and daring to become an influential tycoon.

As always, the entire economic system is simulated completely: no goods come in from outside the system, traders transport surplus goods across the sea and the familiar system of supply and demand makes the prices of goods extremely dynamic. And that brings us right to the most important guiding principle for your rise: Buy low, sell high. Whether you are trading, using trading routes or building new warehouses and setting up your own businesses, profit should always be your motto.

And just to make sure that you can invest those profits sensibly, Rise of Venice offers a wealth of other content ranging from politics to intrigue, envy and piracy. You can even command naval battles yourself and sink or capture enemy ships.

If you don't like playing alone, you can also play against up to three other human opponents via LAN or the Internet. And since you can save your games, you can also schedule longer games, although there are also options for short matches. Whether you want to try to make each other's lives difficult as traders or live in peaceful coexistence is entirely up to you.

However you decide to delve into the world of ancient Venice: we wish you loads of enjoyment!

Sincerely,

Your Rise of Venice team

Quick Start Guide

The first start

When you start the game the first time, you will be prompted to enter a user name. Please choose a user name you really like, as you may want to see it on a scoreboard or use it in multiplayer matches later on.

If you are not yet familiar with Rise of Venice, we urgently recommend that you start with the campaign. The exciting story of intrigue and treason is the introduction to all facets of the game. To do so, select “New Game” and then “Campaign” from the main menu.



During the campaign you are still free to do as you wish and can decide for yourself how fast the campaign progresses. But you do receive tips and some assistance.

At the end of the campaign, the game will be converted to free play.

Game aids

Over the course of play you will run into different game aids:

The Info Symbol



Whenever this icon appears in the game, you can move the mouse over it to view a detailed description of the situation. The Info Symbol gives you of all of the information on backgrounds and complex relationships.

The Advisor Tips



In the “Convoys & Cities” dialog you can find your advisor’s tips and advice about possible problems within your company.

The Introduction Movie



At the start of a game you are offered the chance to watch an introduction movie. It will familiarize you with the basic principles.

Game Tips



At the bottom of the screen you can always see the bar containing the Game Tips. New tips - suited to the current situation - are constantly added.

Game Modes

Campaign

The campaign begins with normal game rules and introduces you to the possibilities Rise of Venice has to offer. Then it is converted into a Free Play game.

Free Play

In a Free Play game you can choose many start conditions yourself. There are no preset game goals.

Scoreboard Match

A Scoreboard Match has fixed goals and objectives. There are several scenarios to choose from. When you reach the predefined goal, a score is computed that takes into account your achieved wealth and the time required. This score can then be submitted for posting to a worldwide Scoreboard.

Multiplayer Match

Here too there are Free Play games and Scoreboard Matches. See the “Multiplayer Mode” chapter for more details.

Operating the Game

The Chart

You will spend most of the time working from the chart. Here you can send convoys from one city to another, meet other convoys or perform actions in cities by clicking on the appropriate buildings.



| | |
|---|--|
| 1 | Here you will be notified of new entries in the Chronicle. |
| 2 | These 4 buttons are for the Chronicle, Logbook, Missions and Game Options. There you can adjust the playing speed. |
| 3 | The mini-map shows the game world, the cities and your convoys. The map is interactive, for example, you can use the map to change the area displayed or to display city building menus. |
| 4 | Your cash and current rank. Move the cursor over the blue progress bar to find out more about your advancement to the next rank. |



| | |
|---|--|
| 5 | The buttons used to cycle through your manually controlled convoys. Convoys on trade routes are not included here. The button for the convoy and city list is on the far right. |
| 6 | Here you can see details of the selected convoy. |
| 7 | The City Center contains the Action Buildings, which you can enter by clicking on them. |
| 8 | Your convoys are displayed in the harbor. The selected convoy is highlighted. |
| 9 | The harbor master can be found in the Lighthouse. He helps you organize ships and convoys located in the harbor. |



Ships are shown in different colors on the chart depending upon their owners. Pirate ships are black as their flag, the player's are blue, military ships are red and neutral are gray.

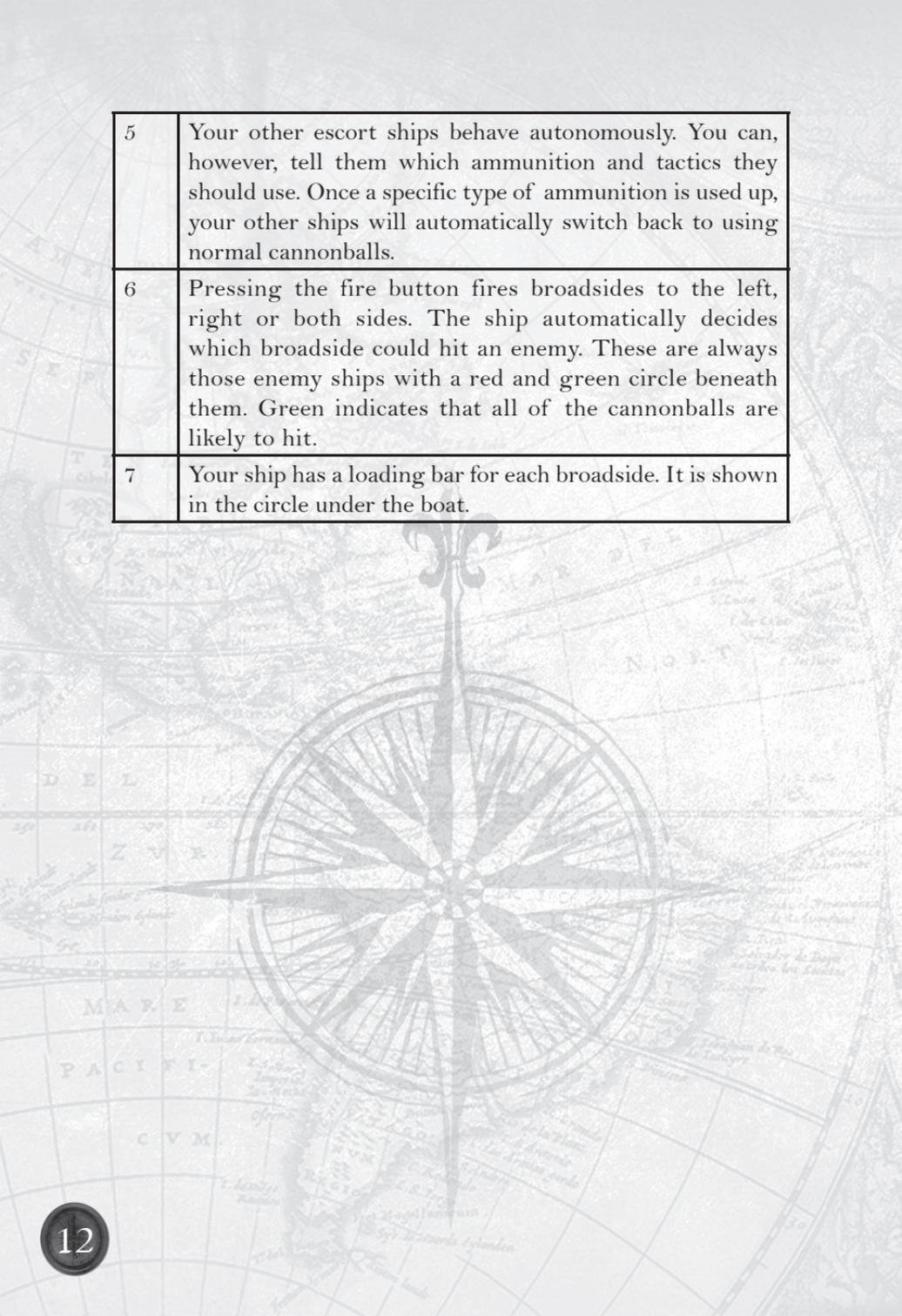
Competitors' ships have yet another color, depending upon the competitor.

Naval Battles

If there is a naval battle and you choose to run it manually, you enter the Naval Battle View, an enlarged section of the chart. Here you can control your convoy's escort ships yourself.



| | |
|---|---|
| 1 | Here the ammunition stored on board your convoy is displayed. The ammunition is always valid for all escorts. While your supply of cannonballs is unlimited, you must purchase all other types of ammunition from a city market. |
| 2 | The relative strength. The larger the green section, the stronger you are. If you are much stronger than your opponent and want to bring the battle to a quick end, you can click on the button to the right and return to the chart. The fight will then automatically be fought to the end. |
| 3 | The mini-map shows the positions of the various ships. |
| 4 | The ship you're controlling is marked. You can always click on another ship and take control of it instead. |



| | |
|---|--|
| 5 | Your other escort ships behave autonomously. You can, however, tell them which ammunition and tactics they should use. Once a specific type of ammunition is used up, your other ships will automatically switch back to using normal cannonballs. |
| 6 | Pressing the fire button fires broadsides to the left, right or both sides. The ship automatically decides which broadside could hit an enemy. These are always those enemy ships with a red and green circle beneath them. Green indicates that all of the cannonballs are likely to hit. |
| 7 | Your ship has a loading bar for each broadside. It is shown in the circle under the boat. |

Mouse and Key Assignments

The game is controlled with the following mouse and keyboard commands. LMB stands for the left and RMB for the right mouse button.



The buttons marked (•) can be changed in the Options menu.

| General | | |
|-------------------------------|---------------|---|
| Scroll up | W | • |
| Scroll left | A | • |
| Scroll down | S | • |
| Scroll right | D | • |
| Accelerate time | Spacebar | • |
| Game speed | Numpad + / - | • |
| Open/close chat window | ^ | • |
| Open game options | ESC | |
| Zoom level | Mousewheel | |
| Cycle through convoys | Ctrl + A / D | |
| Convoys on trading routes | Shift + A / D | |
| Open chronicle | F1 | |
| Open logbook | F2 | |
| Open successes | F3 | |
| Quick save | F5 | |
| In dialog: Cycle through tabs | A / D | |

Chart

| | | |
|----------------------------|--------------|---|
| Select convoy / building | LMB | |
| Open Building list | MMB | |
| Send convoy | RMB | |
| Deselect convoy | Hold LMB | |
| Trade with anchored convoy | RMB on city | |
| Show city names | Ctrl | |
| Shortcut keys | 1...0 | |
| Add Convoy shortcut key | Ctrl + 1...0 | |
| Select Warehouse (Venice) | Numpad 0 | • |
| Select Market (Venice) | Numpad 1 | • |
| Select Senate (Venice) | Numpad 2 | • |
| Select House (Venice) | Numpad 3 | • |
| Select Tavern (Venice) | Numpad 4 | • |
| Select Bank (Venice) | Numpad 5 | • |
| Select Shipyard (Venice) | Numpad 6 | • |
| Select Church (Venice) | Numpad 7 | • |
| Select City Hall (Venice) | Numpad 8 | • |
| Select Lighthouse (Venice) | Numpad 9 | • |

In Buildings

| | | |
|-------------------------------------|---------------|--|
| In dialog: Cycle through tabs | A / D | |
| Warehouse: Cycle through warehouses | Shift – A / D | |
| Marketplace: Cycle through cities | Shift – A / D | |

Naval Battles

| | | |
|---------------------------------|-----------|---|
| Control ship | RMB | |
| Fire broadside | LMB | |
| Cycle through normal ammunition | A / D | |
| Launch explosive barrel | Q | • |
| Pour oil | E | • |
| Decelerate | Shift | • |
| Rotate camera freely | Alt – Key | • |
| Rotate camera freely | MMB | |
| Select ship | 1, 2, 3 | |

In the Trade Window

| | | |
|---------------------------|---|--|
| Set amount to price limit | A / D (while holding mouse button on goods price) | |
|---------------------------|---|--|

The Game World

The game world is the eastern Mediterranean region in the 15th Century. It is here that trading powers Venice and Genoa and their allied cities vie for supremacy. Hundreds of trade convoys abound on the chart and transport goods between cities.

Pirate convoys too roam the seas in search of trade convoys to intercept and plunder. Their strength grows with each successful looting. But they too can be hunted – and their hideouts can even be destroyed.

Cities

There are a total of 25 cities in Rise of Venice which you must first discover on your own at the start of play. Cities are revealed as soon as your convoy comes close to them.

In order to trade with a city you must first acquire a trading license. If the city is allied with Venice this license will be much less costly than otherwise.

Workers and Citizens

A city's size is determine solely by the number of citizens living there. And the number of citizens a city can have depends in turn upon the number of jobs available in the city. The relationship between citizens and workers is as follows:



When a new job-seeker enters a city from the surrounding area, they become a free worker.



If a production business in the city has a job open, it can then be filled by a free worker. This turns the free worker into a city worker.



Every new worker is also a new citizen who brings another 3 people with them. These other people can be family members or service providers. The important thing is: On the average, every worker increases the number of citizens by 4.



Of course, every citizen needs housing. If there is no housing available in a city, then no new citizens can move there.



Conveniently enough, a business employs 25 workers and a housing complex can accommodate 100 citizens. So there should be at least one housing complex per business.

City Prosperity

Generally speaking: the better a city is supplied with goods, the greater its prosperity. Both a lack of goods and events (see below) can reduce a city's prosperity. Fortunately, this does not happen very quickly, so you will have enough time to react if a city is important to you.

It's also no tragedy if a city's prosperity isn't at an absolute maximum. But if it sinks too low, there will be consequences: workers will quit their jobs and leave the city.

Then again, very prosperous cities receive an additional bonus: production becomes more efficient (labor costs are reduced, production is increased) and the immigration of new workers increases.

Trade Between Cities

There are 22 different goods which citizens demand and consume. Also, some businesses require certain goods as raw materials.

However, each city can produce only 5 of the 22 goods. Accordingly, each city has 5 different production areas that usually produce much more than is used in the city. That means each city produces goods ready for export – and at the same time seeks other goods not produced in the city.

All of a city's trading is done via its goods market according to the principle of supply and demand, including dynamic pricing: if a city has more of a good in stock than is needed over the coming weeks, that good will be cheap. The other way round, the city pays high prices for all those goods that are currently in short supply.

The trading convoys take advantage of these price differences by buying goods in one city cheap and selling them at a higher price in other cities. This way the goods are distributed throughout the game world.

Events

Apart from pirates, there are other events that also serve to complicate a trader's life:



Famines occur when a city has an insufficient supply of food over an extended period.



Plagues and epidemics arise more or less randomly but can be curbed to a certain extent by hospitals; plagues increase a city's demand for cloth.



Storms tend to occur more in the north. If a city is hit by a storm, convoys can neither enter nor leave its harbor. In addition, all goods production is brought to a standstill and construction is not possible in the city.



Droughts occur mainly in the south, where they increase the demand for wine.



Especially in the north, serious forest fires can cause problems. When near a city, they double the demand for wood and bricks.



Earthquakes are more common in the East; they lead to an increase in the demand for glass.



Volcanic eruptions can affect 3 cities. They cause citizens to disappear every day.



Always try to use events to your own advantage! If, for example, an event stops production of some goods in a city, this usually leads to a shortage of those goods in the region – and that means higher prices!



All these events reduce the city's prosperity. Just how serious the impact is depends on how prosperous the city was before the event.

Actions in Cities

In order to perform actions in a city, you have to be represented there by either a warehouse or a convoy. Then you can click on the city's buildings to perform the desired actions.

Trading

Obviously, your main action will be trading goods. If you have a convoy at anchor and selected, or you have a warehouse in the city, click on the marketplace and select the direction of trade (5).

The screenshot shows the Venice city interface with a goods list. The interface includes a top bar with a 30% resource indicator, the city name 'Venice', and a circled number '5' in the top right corner. Below the top bar are tabs for 'City info', 'Goods list', and 'Equip'. The goods list is organized into two columns. Each item is represented by an icon, a progress bar, and numerical values. The bottom row of goods has circled numbers 1, 2, 3, 2, and 4 placed over the first five items.

| Item | Progress | Value 1 | Value 2 | Value 3 | Value 4 |
|------|----------|---------|---------|---------|---------|
| Wool | 50% | 505 | 66 | 0 | 0 |
| Wool | 50% | 481 | 66 | 140 | 41 |
| Wool | 50% | 478 | 66 | 0 | 0 |
| Wool | 50% | 445 | 60 | 88 | 67 |
| Wool | 50% | 213 | 132 | 0 | 0 |
| Wool | 50% | 404 | 60 | 0 | 0 |
| Wool | 50% | 154 | 200 | 0 | 0 |
| Wool | 50% | 95 | 79 | 0 | 0 |
| Wool | 50% | 5 | 100 | 0 | 0 |
| Wool | 50% | 94 | 200 | 0 | 0 |
| Wool | 50% | 7 | 200 | 70 | 114 |
| Wool | 50% | 240 | 200 | 0 | 0 |
| Wool | 50% | 1 | 632 | 0 | 0 |
| Wool | 50% | 112 | 332 | 0 | 0 |
| Wool | 50% | 75 | 532 | 0 | 0 |
| Wool | 50% | 102 | 240 | 0 | 0 |
| Wool | 50% | 109 | 332 | 0 | 0 |
| Wool | 50% | 117 | 300 | 0 | 0 |
| Wool | 50% | 112 | 532 | 0 | 0 |
| Wool | 50% | 96 | 319 | 0 | 0 |
| Wool | 50% | 67 | 1132 | 0 | 0 |

| | |
|---|---|
| 1 | This column illustrates the city's supply of a good. See below. |
| 2 | Here the city's stock on hand is shown, measured in barrels. |
| 3 | The buttons display the current price per barrel for the corresponding good. |
| 4 | Here is the average price you paid per barrel. If you buy 10 goods at prices ranging from 50 to 60 gold, for example, then the average price will lie somewhere in between. |
| 5 | The direction of trade, see below. |

Making a Trade

To purchase a good, click on the price button and hold the mouse button down. Then move the mouse to the left or right to adjust the quantity of goods. The exact quantity of goods does not matter that much, but you should keep an eye on the stock status.

The indicated price is calculated dynamically according to the amount that you want to trade. But the price shown is always the current price for the next barrel. For example:

Suppose a city has a lot of wine in stock. One barrel costs 100 gold. Now set the amount to 50 barrels (buying) and the price remains 100 gold. Now increase the amount to 60 barrels, and the price climbs to 120 gold. This means that you actually get the first 50 barrels for 100 gold, but after that the barrels always cost more.

To make things easier in the beginning, just keep an eye on the stock simply pay attention to the stock display.

The Stock Display

This display gives you a quick overview of a city's stock of goods:



The supply of this good is very low and has therefore reached its maximum price. Buying a good with a stock this low will lower your popularity in the city. Selling a good when stocks are this low will increase it accordingly.



The stock of goods should do for approximately the next 30-40 days. You should neither buy nor sell such goods, as the price is unattractive.



The stock of goods is uncritical and the good will be sold cheap. Such goods are usually produced in the city itself. Buy!



The price of the good has fallen further since the stock is too large even for producing cities.



The price for this good has reached its minimum value and is now below the price of production. City businesses can no longer sell the product profitably in the market and are therefore letting their staff go.

The Direction of Trade

There are 3 basic directions of trade to choose from when you are in a city:



If your convoy is anchored in the city and selected, you can trade between the convoy and the city.



If you have built a warehouse in the city (which you need before you can produce goods yourself), you can also trade between the city and the warehouse.



If you have a convoy and a warehouse in the city, you can transfer goods between your convoy and the warehouse.

The Marketplace

There is a marketplace near the harbor in every city. It is the central building in each city. It offers the following options:

City Info

This dialog informs you about almost everything you should know about a city. For example, here you can see how popular you are with the local citizens and what goods the city can produce.

Here you can also see how many businesses and houses there are in the city and who owns them. Owners can be:



The city itself or unspecified citizens of that city



You yourself



Your competitors (see the “Competitors” chapter below).

Equipping Convoys

If you enter the market with a convoy selected, you can also equip that convoy:



In principle, all available workers in a city can hire onto your convoy as sailors. How many actually offer you their services depends upon your popularity in that city.



You require small arms for boarding battles.



While your convoys always have an unlimited supply of cannonballs, you must always buy more chain and cannister shot yourself.



Exploding barrels and burning oil are special ammunition. These weapons are very expensive, but can give you a great advantage during naval battles.



Sailors are important for reloading your cannons and for boarding fights. Cannons are optimally loaded when there are at least 4 sailors on board for each cannon.



Sailors, small arms and ammunition are initially stored in the entire convoy and not distributed to individual ships. When it comes to battle, they are distributed amongst the escorts you have defined. For more details see the “Crew” section of the chapter on “Ships and Convoys”.

Trading Goods

In order to trade with a city you need to have either a selected convoy or a warehouse in the city.

The Warehouse

Next to the marketplace, the warehouse is your most important building in a city. If you intend to build businesses in a city, you must always first build a warehouse. The warehouse remains vital even after production is up and running, as it gives you an overview of your production and running costs in the city.

Storage Space

Each warehouse provides some storage space you can use for your goods. Any additional storage space you require must be rented, which is expensive - or you acquire additional storage space of your own. You can do so this the warehouse under "Overview".

Steward

The warehouse is also home to your steward. He can be a great help, as he can carry out various monitoring and sales duties and actions:



Sell goods: The steward automatically sells goods in stock when the market price in the city is high enough. You can set the minimum selling price. The price is stated as a percentage, where 100% represents a good's normal production price.



Lock raw materials: Enable this option when you don't want your steward to sell or release to any trading routes raw materials needed by your own businesses in the city. You can set the number of days' supply of raw materials your steward is to block.



Lock goods: You can set two absolute quantities per good which the steward may not exceed when selling and distributing to trading routes.

Action Buildings in All Cities

Basically, you can click on all of a city's buildings. In homes and businesses, you get basic information about their utilization and production. There are also special buildings located in the city center which you can enter by clicking on them, where you can perform actions such as accepting a special mission. These action buildings are:

City Hall

The City Hall houses the city architect. He is the one you have to see for a building permit, and also the one you have to contract the construction of a new building such as a house or business in the city through.

In addition, contracts are offered at City Hall from time to time such as, for example, when a city needs help in procuring goods.

Churches and Cathedrals

The church is a very important building. A city without a church can only have 30 housing complexes (max. 3000 citizens). Even with a church, the number of housing complexes is limited to 60. Only cities with cathedrals are free of restrictions.

However, the Pope in Rome watches every one of his churches closely. He expects donations in each city. And your own faith is also always under scrutiny. Visit the churches of those cities important to you regularly to avoid any problems with the Pope.

A church can be expanded to a cathedral through donations. A cathedral additionally offers the possibility to organize celebrations in the city. This briefly increases your popularity in the city and the prosperity of its citizens.

Shipyard

In small shipyards you can repair, buy and sell ships. The range of used ships is usually not very wide, as only those ships previously sold by other traders are offered. Each city has its own supply of ships.

In larger cities you will find large shipyards. Here you can commission the construction of new ships.

By the way, you can and should send entire convoys to the shipyard for repairs. This saves you the hassle of re-organizing convoys. Another advantage is that the costs and repair times are lower for convoys than if you have the ships done one by one.

Lighthouse

Every city harbor has a lighthouse, which houses the harbor master. Click on it to transfer ships from the harbor to a convoy or between convoys (which of course must be at anchor in the city).

Special Buildings in Venice

House

The house is home to your family and shows your family tree. In the course of the game - depending on your rank - professions will be shown for family members whom you can employ for your purposes.



Once you are married, your family tree doubles - and new jobs are added. More on marriage in the chapter on “The Senate of Venice”.

Senate

The Senate is home to the “Council of Ten”. These are the 10 most influential families in Venice, who vote on your ascent and elect the Doge. See chapter “The Senate of Venice”.

Tavern

In the tavern you can hire saboteurs that you can use to make life difficult for your competitors. See chapter “Competitors”.

Arsenal

The Arsenal is Venice’s famous shipyard. Here ships are built and repaired very quickly. However, not all ship types may be built in Venice.

Additional Buildings

Schools

Schools increase a city’s prosperity and the immigration of workers. Ideally, there is one school for a given number of citizens, and if a city has fewer than that number of schools the effect is smaller.

Hospitals

Hospitals also increase a city’s prosperity; furthermore, they reduce the likelihood of the outbreak of epidemics drastically. Ideally, there is one hospital for a given number of citizens and, again, if a city has fewer than that number of hospitals the effect is smaller.

Building Construction

In every city you can build certain buildings. The prerequisite is always that you have first applied to the architect at City Hall for a building permit.

City Buildings

In every city you can build warehouses, storehouses, schools and hospitals. The descriptions can be found in the “Actions in Cities” section above.

You can only build a church in a city if you have a mission to do so from the Council of Venice. Churches can be expanded to cathedrals through donations.

You can also expand a small shipyard to a large shipyard in order to have ships built there.

Production

Each city has certain production businesses. Basically, each business employs up to 25 workers, and that is when they are most efficient. Business types can be broadly classified as follows:

Basic Goods and Raw Materials Businesses

These are businesses that do not require raw materials. All manufactured goods end up in your warehouse in that city.

Finishing

These businesses need raw materials for further processing. They must always be available in the warehouse at the start of each day, because that is where the goods are taken from. If there are not enough goods available, production will stop.

Import Warehouse

Silk and spices are goods which come from afar, from the Middle East and Asia. Import warehouses are therefore not normal businesses, but rather more like a trading place where pottery and salt are exchanged.

Production Prices

The steward automatically calculates the production price of each good produced. You should know that every worker you employ costs 6 gold pieces, and each business has a basic cost of 50 gold pieces. In addition, each business employs 25 workers, which means that each business costs 200 gold pieces per day.

For example:

The operation “Winery” produces 2 barrels of wine per day. Under normal conditions, the production of a barrel of wine therefore costs 100 gold pieces.

When a business requires additional raw materials for further processing or does not have enough workers production costs increase accordingly. The normal cost of production for all goods are as follows:

| Business | Produces (in Barrels) | Cost per Barrel | Requires |
|---|--------------------------|-----------------------|----------|
| Sawmill  | 6x Wood | 33 | — |
| Brickyard  | 6x Adobe bricks | 33 | — |
| Grain yard  | 6x Wheat | 33 | — |
| Fruit yard  | 4x Fruit | 50 | — |
| Pottery  | 4x Pottery | 66 | 2 x Wood |
| Oil mill  | 4x Oil | 50 | — |

| | | | |
|--|----------------|-----|------------------------|
| <p>Viticulture</p>  | 2x Wine | 100 | — |
| <p>Hemp plantation</p>  | 4x Hemp | 50 | — |
| <p>Saline</p>  | 3x Salt | 66 | — |
| <p>Cotton yard</p>  | 4x Cotton | 50 | — |
| <p>Apiarist</p>  | 2x Honey | 100 | — |
| <p>Dye yard</p>  | 2x Dye | 100 | — |
| <p>Foundry</p>  | 2x Metal | 100 | — |
| <p>Blacksmith</p>  | 1x Metal goods | 316 | 0.5x Wood, 1x Metal |

| | | | |
|--|-------------|-----|--------------------------|
| <p>Silk import</p>  | 2x Silk | 166 | 2x Pottery |
| <p>Butcher</p>  | 1x Meat | 266 | 1x Salt |
| <p>Weaving mill</p>  | 2x Cloth | 200 | 2x Cotton, 1x Dye |
| <p>Bake house</p>  | 2x Bread | 166 | 1x Wheat, 1x Honey |
| <p>Ropeyard</p>  | 2x Ropes | 150 | 2x Hemp |
| <p>Spice import</p>  | 1x Spices | 266 | 1x Salt |
| <p>Glassworks</p>  | 1x Glass | 266 | 0.5x Wood, 0.5x Metal |
| <p>Tailor</p>  | 1x Clothing | 566 | 1x Silk, 1x Cloth |



In those cities with “Flourishing” and “Wealthy” prosperity levels, all businesses operate more efficiently, thereby reducing production costs.



The “Cost per Barrel” values shown in the table are referred to as “normal production prices” or “100%” prices in the game.

Housing Complexes

Each business can employ 25 workers, each worker is a citizen of a city and attracts an average of 3 more people. Thus, each business generates a demand for housing for 100 people.

Fortunately, each housing complex you build in a city offers space for 100 people. So make sure that there are always a few more more housing complexes than businesses in a city, for otherwise no new workers will immigrate to the city.

Each housing complex generates rental income and maintenance costs. Usually a housing complex only pays off when it is almost fully utilized, but the tenant structure reflects the city’s population distribution - and the richer a tenant, the more rent they pay: poor citizens pay 1 gold piece per day, wealthy 4 and rich 8.

The Council of Venice

In the Senate building you will find the Council of Ten. This has been an important forum for all political matters since the early 14th Century. The Council of Ten is formed by the heads of Venice's 10 most influential families. The Council of Ten is led by the Doge, who is something like its president and enjoys certain advantages.

You and your competitors (see next section) are not initially members, but that can change in the course of the game.

In Rise of Venice you above all need the Council to vote on your social advancement.

The Families

You can click on each council member to learn more about their family. It is particularly important that you have an excellent reputation with some of the families, as otherwise you won't receive enough votes on your next advancement request.

You can increase your reputation with the families as follows:

Family Characteristics

Every family has a special characteristic or preference. Act accordingly, and your reputation with that family will increase all on its own.

Monthly Contribution

A very efficient method is the monthly contribution. You pay the family a monthly amount and so increase your reputation with the family both consistently and reliably. But be careful: As you get richer the will family expect a larger contribution. You must therefore adjust the amounts from time to time.

One-off Bribe

When that boost in reputation is a little more urgent, you can take advantage of the one-off briber. The amounts you have to pay here are based on your own wealth and are quite high. You should therefore only use this option in an emergency, such as when a vote is imminent.

Missions

Occasionally a family will offer a mission. This could be a general mission or one relating to the family's particular characteristic. Not all are easy to accomplish, but completing a mission increases your reputation significantly.

Your Own Seat on the Council

Once you hold "Councilman" rank your family, represented by your father, takes a seat on the Council. It goes without saying that you always have the best reputation with this Council family.

Marriage

Once you have married into a council family (see Marriage) you receive a reputation bonus with that family.

Special Actions

The following actions increase your reputation with all Council families:



Destruction of pirate convoys or pirates hideouts



If you are elected Doge

The following actions decrease your reputation:



Piracy against traders (there is a distinction between Venetian, neutral and Genoese traders)



If you contract out a sabotage mission and it is unsuccessful

Social Advancement

Depending on the selected game settings, you start your trading career as a grocer or in a higher social rank. Ascending in rank grants you the following privileges:



You can trade and produce more and more goods



You can buy ever larger ships and commission their construction



You will receive a seat on the Council of Venice (from “Councilman” on)



You can marry (from “Councilman” on)



You can vote in Doge election (from “Councilor” on)



You can nominate himself for the Doge election (from “Duke”)

To ascend, you must first meet certain criteria:



Your total wealth plays a role. This includes your cash, your houses, businesses and goods



The total cargo space on your ships is taken into account



You need a certain number of employees. These can be workers or sailors

You can see the current criteria for your next advancement when you move the mouse over the advancement progress bar on the right of the HUD. The information can also be found in the logbook.

Once you fulfill all the criteria, you should go to the Senate of Venice and press the “Ascend” button. This will initiate an ascension vote. But be careful, it will only be successful if your reputation with enough families is high enough. Otherwise, you must wait 30 days before you can call for a new vote.



In order to win the vote, five families have to vote for you. If you have a reputation of 60% or more with a family, they will usually agree. Otherwise, they can also either abstain or even refuse.

Marriage

Once your family has a seat on the Council of Venice, you can marry into another council family. You will need a reputation of 75% or higher with that family. After a while, that family will contact you about wooing one of their daughters or sons. Just look for “offers” from that family in the Council.

After marriage (before which you will need to perform the one or the other task) your family tree increases, thereby also increasing the number of occupations; children may even come (reputation bonus!). Another advantage: marrying gives you a reputation bonus with your new family.

The Doge Election

Once you achieve the rank of “Duke” you can have yourself nominated for the next Doge election. Here, though, you need 6 of the 10 council votes.

As Doge you have certain advantages, including:



You will be provided a powerful battle convoy to hunt pirates with



Your popularity reaches 100% in all cities



You get a reputation bonus with the council families



Any donations you make to churches have a significantly higher impact

Competitors

There are three families in Venice with which you have a particularly close relationship, as they are your direct competitors. Initially, none of these families, including your own, are represented in the Council. But just like you, your competitors build trading posts and businesses throughout the entire trading area, enlarge their trading fleets and rise in rank. Eventually you will encounter every one of your competitors in the Council of Venice.

You can take direct action against your competitors in a number of fashions:



Through sabotage (you can find saboteurs in the tavern)



Through piracy and the plundering of convoys



Through sabotaging cities in which your competitors have invested

You should take the occasional look in the chronicle to find out how enterprising your competitors are.

If competitors are having a go at one another, this will be recorded in the chronicle under “Politics”. If a competitor is upset with you, say because you have set up shop in one of their towns, they will send a saboteur to harass you.

Ships and Convoys

Ship Organization

Ships are your most important asset. But in order to make any use of a ship, you must either add it to a convoy or use it to form a new convoy.

Forming a New Convoy

To form a new convoy, click the lighthouse in the city in which your ship is at anchor. Then select the “Ship” area and click on the desired ship. Then click on the “Form Convoy” button. This ensures that the best captain available in the city and a crew are automatically hired.

Don't worry if the captain is still inexperienced: he will learn with time and just keep getting better.



If you have purchased a new ship in the shipyard it can be found anchored in the harbor where it does not yet produce any costs. Once the ship belongs to a convoy, however, daily wages for the crew will need to be paid.

Adding a Ship to a Convoy

Should you prefer to add a single ship in the harbor to another existing convoy, have the convoy sail to the same harbor as the ship at anchor. Then select the lighthouse. This opens a dialog in which you can comfortably transfer ships back and forth between the convoy and the harbor.

Escort Ships

Before you can even consider entering into battle with a convoy, you must first define escort ships. Each convoy can have a maximum of 3 escort ships. In the event of a battle these defend your convoy.

In general, you should therefore make the 3 ships with the most cannons your convoy's escort ships. To do so, select the "Escorts" area in the convoy details.



1 Select the “Escort” area

2 This is the number of current sailors aboard your convoy. You can hire five sailors per cannon in a convoy. In a naval battle, up to 5 times as many sailors as you have cannons on your escort ships can take part.

3 Here you can see how many cannons your convoy has and how many of them belong to escort ships.

4 The convoy’s current combat strength and the maximum possible. A convoy’s combat strength is calculated based on the cannons, condition and sailors available on the escorts.

5 The first button maximizes combat strength, the second button lets you choose the escorts yourself.

6 Here the convoy’s escort ships are displayed



If you like command naval battles yourself, combat strength is not always decisive. Then the agility and draft of your ships also plays a role. You can also only use special ammunition in manual battles.

Crew

Each ship in a convoy automatically has the basic crew it needs for its trips on board. This crew generates the basic costs of a ship in a convoy.

In addition, you can also hire additional sailors at the harbor dock. These additional sailors increase your convoy's daily costs. 5 sailors can be brought on board the convoy for each cannon the convoy has.

If it does come to a naval battle, the convoy's sailors are distributed amongst the escort ships. An escort ship takes on a maximum of 5 times as many sailors as it has cannons.

The more sailors an escort ship has, the shorter the reload time of its cannons in battle and the stronger the ship is in a boarding fight. From 4 sailors per cannon on up reload times are minimal.



The galley and galleass ship types also need crew for their rowing benches if they are to be used as escort ships in naval battles. Otherwise, they are very slow! But with a full crew they are also very fast heading into the wind.

Captains

Every captain has 6 attributes you can increase with time. The captain's experience increases through various actions:

Naval battles The captain receives 10 experience points for each naval battle won, provided at least one ship was damaged.

Boarding Fights The captain receives 10 experience points for each successful boarding fight.

Trade After each completed trade the captain receives 2 experience points (1 per city within a certain period, both in manual and in automatic trading).

Rcpairs The captain receives 5 experience points for every day spent in repairs

Navigation The captain receives 5 experience points for every day spent in repairs. For every day at sea (in motion), the captain receives 1 experience point.

Whenever a captain's experience reaches a new level he receives a new attribute point, which you can use to improve one of the following attributes:

| | |
|-------------|--|
| Navigator | This attribute increases the convoy's travel speed on the chart by 2% per point and the maneuverability of ships in naval battles by 2.5%. |
| Shipbuilder | This attribute reduces a convoy's repair time and repair costs by 10% per point. |
| Eagle Eye | Each point increases the convoy's range of sight by 20%. Please note: certain objects on the chart are only discovered the convoy is close enough, but the convoy's increased range of sight applies here as well. |
| Cannoncer | This attribute decreases the reload time in naval battles by 10% with each point. This also increases the convoy strength shown. |
| Trader | While on trading routes, convoys have a certain idle period in each harbor. Each point spent on this attribute reduces it by 10%. |
| Nobleman | With each point in this attribute, the number of sailors who change sides after a successful boarding maneuver will increase by 10%. In automatic battles, 5% of the sailors will defect per point. |



To allow your captains to rise faster, you can look for teachers. You can find them near some cities, but they are always on the go and never long in one place. And unfortunately, they are terribly expensive.

Ship Types

There are 12 different ship types, some of which you can only get in Venice, some only in Genoa and others only in neutral cities.

Other than in their appearance, ships also differ in the following important factors:

| | |
|--|---|
| <p>Stowage</p>  | <p>Each ship can carry a certain amount of goods. This amount is specified in “barrels”.</p> |
| <p>Maneuverability</p>  | <p>Maneuverability is especially important in naval battles.</p> |
| <p>Draught</p>  | <p>The draught indicates how badly a ship is slowed in naval battles when it sails over shoals.</p> |
| <p>Minimum Speed</p> | <p>This speed is important in naval battles: it indicates how fast can a ship sail against the wind.</p> <p>Galleys and galleasses have rowing benches. When these are fully manned the minimum speed increases by 6 knots.</p> |
| <p>Maximum Speed</p>  | <p>The maximum speed of a ship is also its cruising speed at sea. A convoy is only as fast as the slowest ship in the convoy.</p> <p>If the rowing benches of galleys and galleasses are fully manned, their maximum speed then increases by 6 knots.</p> |

| | |
|--|---|
| <p>Cannons</p>  | <p>Each ship has half its cannons on each side.</p> |
| <p>Sailors</p>  | <p>A ship can take on 5 sailors per cannon.</p> |
| <p>Hitpoints</p>  | <p>The hitpoints indicate how many hits a ship can withstand in battle. Sails and hull each have the same amount of hit points.</p> |
| <p>Daily Costs</p>  | <p>Each ship generates certain daily costs for the basic crew. But the costs are only generated when the ship is part of a convoy. Crews of free ships in the harbor have shore leave, so to speak.</p> |

The Data on All Ships

| |  |  |  |  |  |  |  |  |
|------------------|---|---|---|---|---|---|---|---|
| Sloop | 200 | 100% | small | 5-11 | 14 | 70 | 110 | 100 |
| Brig | 200 | 95% | small | 5-11 | 16 | 80 | 130 | 150 |
| Bark | 180 | 90% | small | 6-12 | 24 | 120 | 150 | 150 |
| Galley | 160 | 95% | small | 2-4 | 16 | 100 | 110 | 200 |
| Galleass | 200 | 90% | small | 2-5 | 20 | 120 | 140 | 250 |
| Frigate | 250 | 80% | medium | 5-12 | 26 | 130 | 180 | 200 |
| Military Frigate | 250 | 85% | medium | 5-13 | 32 | 160 | 200 | 250 |
| Dhow | 400 | 80% | medium | 4-10 | 20 | 100 | 200 | 150 |
| Carvel | 400 | 80% | large | 6-11 | 28 | 140 | 230 | 250 |
| Fluyt | 600 | 70% | large | 6-12 | 20 | 100 | 260 | 200 |
| Caravel | 500 | 75% | large | 6-12 | 30 | 150 | 270 | 300 |
| Carrack | 400 | 70% | large | 4-13 | 40 | 200 | 280 | 350 |

Combat

Pirates and Piracy

There are always pirate convoys under way in search of easy prey and on the lookout for trade convoys. If a pirate runs across a trade convoy which is not too strong he will attack it.

Usually, trader convoys surrender to pirates on sight. In this case, the pirate then robs the trader of about 20% of the loaded goods - as a sort of toll - and heads off in search of the next victim.

If a trader defends themselves against attack and the pirate still wins, the looting is much more severe. So think carefully before you assign your trading route convoys escort ships. You should only do so when you have a realistic chance of scaring the pirates off.

You too can practice piracy. Simply select one of your convoys and then right-click on a different convoy. Naturally, this will lead to a loss of reputation with the Venetian families.

Blockading Cities

If one of your convoys is near a city you can also blockade that city's harbor. To do so, call up the convoy details, click the "Overview" section and then select "Blockade city".

Blockaded cities will no longer be approached by traders. However, if an approaching convoy feels powerful enough, it will attack you. Moreover, Genoa, Venice and larger cities (> 5000 inhabitants) will eventually send fighting convoys out to break the blockade.

City blockades also have the following effects:



Your popularity in the city drops



The bribe is reduced if you have to buy an expensive trading license



The blockade itself doesn't cause you any loss of reputation. As soon as your blockading convoy is attacked, however, your reputation decreases with all Council families.

Course of a Battle

Automatic Battles

If it does come to a naval battle, you can decide whether you want to control your escorts yourself. Otherwise, your captain will fight the battle in the background and you can move on to other things. Important: no ships are captured in automatic battles.

Manually Guided Battles

You can control your escort ships yourself in battle. You control one of the directly via the mouse, the others indirectly through tactical commands. If you are initially somewhat overwhelmed, let your other escort ships do the work.

Please see the chapter “Operating the Game” for a description of the controls.



While you are in a manual battle time stops on the chart, so you do not miss anything.

Boarding and Capture

Only in manual battles do you have the opportunity to board an enemy ship. If the boarding is successful the ship will remain motionless until the end of the battle, at which point it then falls to the winner. For you, this is a way to acquire ship types not (yet) offered in shipyards.

To board a ship, you must observe the following:



Before boarding you must set the selected ammunition to “Prepare for boarding.” During this time you cannot fire any more broadsides.



You can only board ships that are moving slower than 3 knots. You can do this by either shooting the sails full of holes or luring the ship onto a shoal to slow it down.



Once all the prerequisites are met, start the boarding process by simply ramming the ship to be boarded.

The boarding process is fully automatic and you cannot steer your ship until the boarding fight is over. However, you can use another ship to continue firing on the enemy ship. But be careful, as you may end up hitting your own people, as well.



You can usually only board ships from pirate and hunting convoys, as traders usually surrender.

To capture really large ships, you must first decimate their sailors or board the ship several times. You can also attack a convoy a number of times unless it escapes you on the chart.

Trading Routes

Eventually, your empire becomes so large that you either no longer want to or cannot make all the trades yourself. For such cases, you can set up automatic trading routes to take over certain tasks on a continuous basis.

Setting Up Routes

To set up a route, you must first decide which cities the convoy is to service. To do so, go to “Convoy Details”, select “Trading routes” and then click on the “Plan routes” button. Now click on the cities on the chart in sequence, whereby you can also select a city several times.



Of course, your trading routes can only visit cities for which you have trading licenses.

Captain Mode and Manual Mode

Next, go to the convoy details and click on “Edit Cities”. Now you see on the left a list of all cities the captain is to visit. First select whether you want the entire route done in Captain Mode or Manual Mode.

Captain Mode

In this mode, you can specify up to actions 6 per city when the city has a warehouse. Otherwise, there is only one action to choose from. All actions are always performed sequentially in each city. A detailed description of each action is displayed in the game.

Manual Mode

In this mode, the captain goes through 4 action lists per city sequentially:

| | |
|---|---|
| Transfer goods from convoy to warehouse | Here you specify how much of a good you want to move to the warehouse. |
| Sell goods to city | Here you specify how much of a good may be sold to the city. Simply enter a minimum price to the city has to pay. The captain will not sell for less than this minimum price. |
| Transfer goods from warehouse to convoy | Here you specify how much of a good you want to move to the convoy. |
| Buy goods from city | Here you specify how much of a good is to be bought from the city. Simply enter the maximum price your captain is allowed to pay. |

Monitoring Routes

The best way to keep an eye on your running trading routes is via the “Convoys & Cities” dialog. The dialog has a section called “Trading Routes” which gives you detailed information about your convoy’s last voyages.

Multiplayer Mode

In multiplayer mode you can play against up to three human opponents. There are two basic types of multiplayer games:

Free Play

Here you can select the start and goal conditions yourself. This allows you to generate games that are over in 30 minutes or 30 hours. Of course you can save at any time during these games.

Scoreboard Matches

Furthermore, there are the so-called scoreboard matches. These are games with fixed start and goal conditions. If you select one of these and complete it successfully, you will receive points for the worldwide multiplayer scoreboard.

Scoreboard matches cannot be saved.

The Login

Before Rise of Venice starts, a loading screen is always displayed. It will provide you with important updates and allow you to log in to the game server.

If you are starting Rise of Venice for the first time, you will be asked to enter a user name. This user name is linked to the email address that you entered in the loading screen. Only your user name is shown to other players, never your email address.

The user name is also used for scoreboards and your friends list.



If the login from the loading screen for some reason fails you will be able to open local network games, but not any Internet games.

The Multiplayer Menu

Click the “Multiplayer” button in the main menu to access the multiplayer menu. If you are properly logged in on the server you can play both the Internet and local network games. Otherwise, only local games are possible.

Quick Match

If you select this option, the game will search for a scoreboard match still in the lobby which has open slots.

Search

Here you can search for games that are still in the lobby, i.e. games that have not started yet. Both scoreboard matches as well as free play games are displayed.

Create

Select this option when you want to create your own game. You can choose between scoreboard matches and free play games.

The Friends List

“Rise of Venice” provides you with your own friends list. If you know a player’s username (for example, from a game played together) you can send them a request to let you add them to your list. If they agree, you can thereafter contact them as soon as they start the game - whether they are in the main menu or already playing the game.

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