

EXPERIENCE MEDIEVAL LIFE

The Guild 2



JoWood
Productions



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Epilepsy Warning

Some people may suffer mental confusion or epileptic seizures when exposed to certain strobe effects or flashes of light. Certain graphics and effects in computer games may trigger an epileptic seizure or loss of consciousness in those people. Previously unknown tendencies toward epilepsy could also be stimulated. If you or someone in your family have an epileptic condition, please consult your doctor before using this game. If you experience symptoms such as dizziness, altered vision, eye or muscle spasms, fainting, disorientation or any sort of involuntary movement or cramps while playing the game, turn the device off IMMEDIATELY and consult a doctor before continuing to play.

IN MEMORIAM SASCHA PIEROTH

Respected Colleague - beloved Friend!

We will never forget you. You will live forever in our hearts.

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QUICKSTART - SUOMI

JÄRJESTELMÄVAATIMUKSET

The Guild 2: n pelaaminen edellyttää, että tietokoneesi täyttää seuraavat järjestelmävaatimukset:

- MS Windows® 98, ME, XP
- 1,8 GHz:n suoritin
- DVD-ROM-asema
- DirectX®9-yhteensopiva grafiikkakortti, Pixel Shader 1.1
- DirectX®9-yhteensopiva hiiri, näppäimistö ja äänikortti
- 512 Mt RAM-muistia
- 3 Gt vapaata kiintolevytilaa

Järjestelmän suosituskonfiguraatio:

- 2,8 GHz:n suoritin
- DirectX®9-yhteensopiva grafiikkakortti, Pixel Shader 2
- 1 Mt RAM-muistia

ASENNUS

Asenna The Guild 2 DVD-ROM-levy tietokoneesi DVD-ROM-asemaan. Jos aseman Autoplay-ominaisuus on käytössä, asennusohjelma käynnistyy automaattisesti. Jos ei, asennusohjelma pitää käynnistää manuaalisesti. Tee se kaksoisnapsauttamalla Oma tietokone -kuvaketta ja sen jälkeen DVD-aseman kuvaketta. Kaksoisnapsauta joko tiedostoa autorun.exe tai tiedostoa setup.exe. Käynnistysvalikko avautuu. Napsauta Install-painiketta ja noudata näytön ohjeita.

OHJELMAN POISTO

Voit poistaa The Guild 2 -ohjelman koska tahansa. Tee se napsauttamalla Käynnistä-valikon kohtaa Kaikki ohjelmat ja se napsauta sen jälkeen kohtaa The Guild 2 tai poista sovellus MS Windows -järjestelmän toiminnolla.

PELIN KÄYNNISTÄMINEN

Varmista, että kaikki virtuaaliasemat ovat poissa käytöstä ennen pelin aloittamista!

KÄYNNISTYS DVD-LEVYLTA

Kun olet asentanut The Guild 2 DVD-ROM-levyn tietokoneesi DVD-ROM-asemaan, DVD-käynnistysvalikko avautuu. Napsauta Play-painiketta.

KÄYNNISTYS TYÖPÖYDÄLTÄ

Jos The Guild 2 DVD-ROM-levy on jo DVD-ROM-asemassa, mutta DVD-käynnistysvalikko ei avaudu, voit myös käynnistää The Guild 2:n manuaalisesti. Tee se napsauttamalla kohtaa Kaikki ohjelmat Käynnistä-valikossa, ja napsauta sitten kohtaa "The Guild 2". Valitse sitten vaihtoehto Play.

NÄPPÄIMISTÖ- JA HIIRIOHJAIMET

Kameran ohjaus		
W	kohdistin ylös	Siirrä kameraa eteenpäin
A	kohdistin vasemmalle	Siirrä kameraa vasemmalle
S	kohdistin oikealle	Siirrä kameraa oikealle
D	kohdistin alas	Siirrä kameraa taaksepäin
Vaihtonäppäin + hiiren molemmat painikkeet	Pyöritä kameraa vapaasti hiirellä	
N	Suuntaa kamera pohjoiseen	
F	Kamera joka seuraa (vain kun hahmo on valittuna)	
Ctrl + F1 – F12	Tallenna kameran asema	
F1 – F12	Siirry kameran asemaan	
	Oletus:	
	F1 : Tori	
	F2 : Kaupungintalo	
	F3 : Asuinpaikka	



QUICKSTART - SVENSKA

Lisätoiminto-äppäimet

Esc	Avaa vaihtoehto-avain
Välilyöntinäppäin	Tauko (*)
+ / -	Säädä pelin nopeutta (*) hyvin hidas – hidas – normaali – nopea – hyvin nopea
End	Pikakelaus eteenpäin (*)
Q	Pikatallennus (peli tallennetaan pikatallennuksena)
L	Pikalataus (viimeinen pikatallennus ladataan)
M	Avaa/sulje kartta
C	Avaa/sulje dynastia-avain
V	Avaa/sulje tilastot
B	Avaa/sulje päiväkirja
P	Avaa/sulje politiikkakatsaus
G	Avaa/sulje rakennus-avain
Print	Screenshot (tallennettu kansioon Shots)
Enter	Avaa chattausikkuna, lähetä chattiviesti (**)
Ctrl + 1 – 0	Tallenna hahmovalinta
1 – 0	Valitse hahmo
	<i>Oletus:</i> 1 : ensimmäinen dynastiahahmo
<i>Kun sijoitat rakennuksia:</i>	Pyöritä rakennusta vapaasti
Ctrl + siirrä hiirtä	

Hiiren ohjaimet

Hiiren oikea painike + liikuta hiirtä	Siirrä kameraa
Hiiren vasen ja oikea painike + liikuta hiirtä	Siirrä, pyöritä ja zoomaa kameraa vapaasti
Pidä hiiren rulla painettuna + liikuta hiirtä	Vaihda kamerakulmaa
Pyöritä hiiren rullaa	Zoomaa kameraa
Hiiren vasen painike	Valitse, suorita toiminto
Hiiren oikea painike	Poista valinta, katso tietoja

(*) vain yhden pelaajan pelit (**) vain monen pelaajan pelit

SYSTEMKRAV

Datormäste uppfylla kraven nedan för att The Guild 2 ska kunna spelas på den.

- MS Windows® 98, ME, XP
- Processorklockfrekvens 1,8 GHz
- DVD-ROM-enhet
- Grafikkort som klarar DirectX®9 och har pixelshader modell 1.1
- Mus, tangentbord och ljudkort ska vara DirectX®9-kompatibla
- 512 MB RAM
- 3 GB ledigt hårddiskutrymme

Rekommenderad systemkonfiguration

- Processorklockfrekvens 2,8 GHz
- Grafikkort som klarar DirectX®9 och har pixelshader modell 2
- 1 GB RAM

INSTALLATION

Sätt i DVD:n The Guild 2 i datorns DVD-enhet. Om funktionen Automatisk uppspelning är aktiverad för enheten, startar installationsprogrammet automatiskt. I annat fall måste du starta installationsprogrammet manuellt. Det gör du genom att dubbelklicka på ikonen Den här datorn på skrivbordet, och sedan dubbelklicka på ikonen för DVD-enheten. Dubbelklicka på någon av filerna autorun.exe och setup.exe. Startmenyn öppnas. Klicka på knappen Installera och följ anvisningarna på skärmen.

AVINSTALLATION

Du kan när som helst avinstallera The Guild 2. För att avinstallera klickar du på Program i startmenyn på datorns skrivbord, och därefter klickar du på The Guild 2. Alternativt kan du använda alternativet Program i Windows systemkontroller.

START AV SPELET

Se till att alla virtuella enheter är avstängda innan du startar spelet.

START FRÅN DVD

När du satt i DVD:n The Guild 2 i DVD-enheten öppnas DVD-startmenyn. Klicka på knappen Play.

START FRÅN SKRIVBORDET

Om DVD:n The Guild 2 redan ligger i DVD-enheten, men DVD-startmenyn inte öppnas, automatiskt, kan du starta The Guild 2 manuellt. Klicka på Program i startmenyn på datorns skrivbord, och klicka sedan på The Guild 2. Välj därefter alternativet Play.

TANGENTBORDS- OCH MUSKOMMANDON

Kamerakommandon	
W, markör uppåt	Flytta kameran framåt
A, markör åt vänster	Flytta kameran åt vänster
S, markör åt höger	Flytta kameran åt höger
D, markör nedåt	Flytta kameran bakåt
Skift + båda musknapparna	Rotera kameran fritt med musen
N	Vänd kameran norrut
F	Kameraspårning (endast när någon rollfigur valts)
Ctrl + F1–F12	Spara kameraposition
F1–F12	Gå till kameraposition
Förval:	
F1	: Marknadsplats
F2	: Stadshus
F3	: Residens

Extra funktionstangenter

Esc	Öppnar alternativmenyn
Mellanslag	Paus (*)
+ / -	Justera spelhastigheten (*) mycket sakta – sakta – normal – snabbt – mycket snabbt
End	Snabbspolning framåt (*)
Q	Snabbspara (spelet snabbsparas)
L	Snabbladda (senast snabbsparade spel laddas)
M	Öppna/stäng karta
C	Öppna/stäng dynastimeny
V	Öppna/stäng statistik
B	Öppna/stäng diarium
P	Öppna/stäng politisk översikt
G	Öppna/stäng byggnadsmeny
Skriv ut	Skärmdump (sparas i mappen Shots)
Enter	Öppnar chاتفönster, skickar chatmeddelande (**)
Ctrl + 1–0	Sparar rollfigursval
1–0	Väljer rollfigur
	Förval: 1 : första dynastirollfiguren
Placering av byggnader:	rotera byggnaden fritt
Ctrl + flytta musen	

Muskommandon

Höger musknapp + flytta musen	Flytta kameran
Höger och vänster musknapp + flytta musen	Flytta, rotera och zooma kameran fritt
Håll ner scrollhjulet + flytta musen	Ändra kameravinkel
Musens scrollhjul	Zooma kameran
Vänster musknapp	Markera, utför åtgärd
Höger musknapp	Avmarkera, få information

(*) Endast vid spel med en spelare (**) Endast vid spel med flera spelare

INTRODUCTION

Welcome to my world, dear friend.

Let me whisk you away to the late Middle Ages of Europe. Live the life of an upright Craftsman or an outlawed rogue. And found a family empire that will last long into the future. Provide the city with grain and meat as a farmer, and quench the thirst of your guests as an innkeeper. Forge the sharpest swords, and earn your wages sewing expensive clothes. Concern yourself with the salvation of your community as a priest, and try your hand at the art of alchemy. Or lie in wait for the transport carts of the moneybags, and break into grandiose manors.

Court a spouse, and found your own family. Send your children to school, to an apprenticeship, and to university. Cultivate your reputation, engage in secret liaisons, and duel with your competitors.

Increase your prosperity, buy higher titles, and use the privileges you gain. Set your foot on the political ladder. Determine the fate of your city by bribing the members of the town council in order to achieve your ends, or blackmail them with proof of their scandalous deeds.

Arm yourself against attacks by your enemies. Hire henchmen to fight loyally for you, to guard your buildings, to spy on your enemies, and to commit sabotage on your behalf.

All of that is part of my world. But come, and see for yourself...

ABOUT THIS MANUAL

This manual is meant to give you a quick introduction to *The Guild 2*.

Before starting your own game, we recommend that you take your time to play the tutorial in *The Guild 2*. It will show you all the important game functions, and give you a good overview of the game events.



All over this manual, you will find infopoints with notes and direct explanations of actions. They should help you to find the answer you are looking for quickly.

We wish you lots of fun and success in *The Guild 2*
Your 4HEAD Studios team

Hannover, Germany, July anno Domini 2006

TECHNICAL SECTION

SYSTEM REQUIREMENTS

In order to be able to play *The Guild 2*, your computer must meet the following minimum system requirements:

- MS Windows® 98, ME, XP
- 1.8 GHz processor
- DVD-ROM drive
- DirectX®9-capable graphics card with pixel shader model 1.1
- DirectX®9-compatible mouse, keyboard, and sound card
- 512 MB RAM
- 3 GB free hard drive space

We recommend the following system configuration:

- 2.8 GHz processor
- DirectX®9-capable graphics card with pixel shader model 2
- 1 GB RAM

INSTALLATION

Insert the *The Guild 2* DVD-ROM in your DVD-ROM drive. If the function **Autoplay** is enabled for your drive, the set-up programme will start automatically. Otherwise, you will have to start the installation programme manually. To do this, double-click on the My Computer icon on your desktop, and then on the icon for your DVD drive. Double-click on either the file **autorun.exe** or the file **setup.exe**. The start menu will open. Click on the **Install** button and follow the instructions on your screen.

UNINSTALLING

You can uninstall *The Guild 2* later at any time. To do this, click on **Programs** in the Start menu on your desktop and then on “*The Guild 2*” or use the “Software” option in the MS Windows system controls.

STARTING THE GAME



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

STARTING FROM THE DVD

After inserting the *The Guild 2* DVD-ROM in your DVD-ROM drive, the DVD start menu will open. Click on the **Play** button.

STARTING FROM THE DESKTOP

If the *The Guild 2* DVD-ROM is already in your DVD-ROM drive, but the DVD start menu will not open automatically, you can also start *The Guild 2* manually. To do this, click on **Programs** in the Start menu on your desktop, and then on “*The Guild 2*“. Then select the option **Play**.

THE GAME BEGINS

MENU NAVIGATION

The mouse is used to navigate in the menus. The keyboard is used only for entering words and numbers.

MAIN MENU

You will be taken to the main menu whenever you start *The Guild 2*, or quit a game.

SINGLE PLAYER

By clicking on this button, you can start the tutorial for *The Guild 2*, start a single player game, or load a saved Singleplayer game.

Multiplayer

With this button, you can start a Multiplayer game, join a game, or load a saved Multiplayer game.

OPTIONS

This will take you to the Options menu of the game.

CREDITS

Everyone who contributed to *The Guild 2* is listed here.

QUIT

This ends *The Guild 2* and returns you to the desktop.

SINGLE PLAYER

You have three options when starting a Singleplayer game.

START GAME

If you click on **Start game**, then skip ahead to: *Starting a new game*.

TUTORIAL

This option takes you to the introductory game of *The Guild 2*. Here, the basic controls and most important features are explained.

LOAD GAME

With this, you can load a previously saved game and continue playing.

MULTIPLAYER

Here, you can start, or participate in, a game over the Internet or a local network. To do so, your computer must have Internet access or a functioning network connection. If you encounter any problems, deactivate your firewall or set it to game mode.

INTERNET

The Guild 2 uses **Quazal Rendez-Vous®** for games over the Internet. To set up an Internet game or to join an existing game, you will need an account. For this, click on **Create account**. Enter a user name for your account – for example, your name and a number – a password known only to you, and your e-mail address. If you have forgotten your user name and/or password, you can request your account data from Quazal by e-mail.

Creating and using an account at Quazal Rendez-Vous® is free and includes no obligations for you.

LOCAL NETWORK

To set up, or join, a game on a local network, you must first enter your **player name**. You can choose any name you like. It will not be used for your character, rather it is only to identify you to the other players.

OPTIONS MENU

The options menu offers you a variety of setting options for the graphics and sound in *The Guild 2*, as well as various settings for the game itself.

Graphics

In the graphics options, you can set the picture quality, screen resolution, brightness, contrast, and level of detail, among other things.

Game

The game options offer you settings for game speed, camera speed, tool tips, tips & tricks, and selection options for automatic saves, among other things.

Sound

In the sound options, you will find all the settings which apply to the music, sound effects, and voice output in *The Guild 2*.

STARTING A NEW GAME

After you have decided on a Singleplayer or Multiplayer game, you will first be taken to the *Game creation* and then to the *Character creation*.

SINGLEPLAYER GAME

When creating a Singleplayer game, you will first be taken to the menu *Select game world*.

The menu *Select game world* is divided as follows: on the upper left side, you select the **map** on which you want to play. Below this is a description of the individual maps.

The map image in the upper right half of the window shows you the towns on the map. Now you can select your home town. To do so, simply click on a town. If you do not make a selection, this will be chosen at random.

In the lower right half of the window, you can decide on a **game mode** and a **game goal**; the game goal options vary with the selected game mode. The game modes are:

Game mode	Game goal
Endless game	Game without a defined goal
Elimination	Eliminate all opposing dynasties
Time limit	Choose a time limit. Victory points will be compared after this time has expired. (*)
One random mission per team	Every team must complete a random mission.
All teams with the same mission	Select a mission. Every team must complete this mission.

(*) *Victory points are calculated from family possessions, titles and offices earned, and opponents defeated.*

With number of players, you determine the number of computer dynasties which will compete with you for ascendancy on the map. The general level of difficulty means that you make the game more difficult for yourself, but not for the computer dynasties. The level of difficulty for missions, on the other hand, also affects the computer dynasties. Finally, you can choose one of 16 family coats of arms. This coat of arms will represent your dynasty throughout the game.

MULTIPLAYER GAME

After deciding in the main menu on a Multiplayer game over the Internet or a local network, you will be taken to the *Overview of all available games*.

UPDATE

With this, you can update the list of games.

JOIN GAME

Select one of the listed games and click on **JOIN GAME** to participate in the selected game. This will take you directly to the *Multiplayer lobby*.

CREATE GAME

Click on this button to open your own game. In the menu which opens, you can set the map, the game mode, and the maximum number of players for your game. You can also load a saved Multiplayer game and continue playing it.

As soon as you have clicked on **CONTINUE** or loaded a Multiplayer game, you will be taken to the *Multiplayer lobby*.

Multiplayer lobby

In the Multiplayer lobby, you will find the other players of the game. Here you can decide on a team and colour, and communicate with the other players via the chat window in the lower left half of the lobby.

As soon as you have checked the control checkbox next to your name, your settings will be saved and you will be registered for the game.

If you have created the game yourself, you can start the game by clicking on the button **START GAME**. This will take all registered players to the *Character creation*.

CHARACTER CREATION

This is where you create your starting character, assigning name, gender, appearance, class, profession, talent values, and abilities. Bear in mind that you are not bringing to life some unimportant game figure, but the founder of one of the most successful family dynasties of all time.

Name, sex & religion

The last name of your character lays the foundation for your family dynasty; they will bear it and honour it as long as they exist. Choose a first name which fits with the last name.

The sex of your character holds a few special features, but no disadvantages. Of course, a male character cannot flirt with men, while a female character cannot read a poem to a woman to rise in her favour. Also, marriage can only take place between a man and a woman – after all, you want offspring to carry on your dynasty...

With the selection of a religion, your character joins either the Catholic or Protestant religious community. Your characters will always receive a slight favour penalty with all people of the other faith. It is, of course, possible to change your religion during the course of the game.

Character class

In *The Guild 2*, you can choose one of four classes for your character. Every class includes a number of professions which you may practise with that character. You can find an exact description in the chapter *The character*.

Character class	Professions
Patron	Baker, farmer, innkeeper
Craftsperson	Smith, tailor, carpenter
Scholar	Alchemist, priest
Rogue	Thief, robber

Sign

Every sign of the Zodiac provides a talent bonus for your character. You can find more about the signs of the Zodiac in the chapter *The character*.



You can find an overview of the signs of the Zodiac under Tables & Overviews.

Talents

Depending on the character class you chose, your character will have **learning strengths (+)** and **learning weaknesses (-)** in the 10 talents. A learning strength means that your character can more easily improve a talent with experience points (EP), while a learning weakness means the opposite. In principle, every talent can be raised to a value of 10, regardless of whether it does or does not have a learning strength or weakness.



You can find an overview of the talents under Tables & Overviews.

At the beginning, your character receives a few experience points as a bonus. You can now spend these on your talents. You can see the EP costs for the next level in a talent to the right, next to the plus and minus signs. You can learn more about talents and experience points in the chapter *The character*.

Abilities

Every character has special abilities. Some can carry especially heavy loads, others are excellent orators.

Appearance

Do you want to play a jovial patron whose girth demonstrates just how tasty and nutritious his food is? Or do you rather fancy yourself a skilled woman thief who can glide through the window grille of a magnificent manor as silently as a cat? You decide what you like best.

The following options are available for you to give your character the appearance you want:
facial features, build, hairstyle, hair colour, headgear (*), voice, and beard (*)
(*) only for male characters

The colour of clothing derives from the family coat of arms which you chose in the *game creation* or in the *Multiplayer lobby*.

GAME CONTROLS

The Guild 2 is designed to be controlled using the keyboard and mouse. It is not a requirement, but the controls will be much simpler if your mouse has a scrolling wheel.

- ! *With the left mouse button, you select characters, buildings, and carts, and initiate actions by clicking on a button or icon. By holding down the left mouse button and moving the mouse, you can draw a selection frame for selecting several of your own characters and carts at once. By holding down the right mouse button, you can see more detailed information when you hold the mouse pointer over an icon. With a simple right-click, you can close open windows and deselect objects.*

You can find a complete overview of all keyboard commands and hotkeys under *Tables & Overviews* at the end of the manual.

- ! *The statistics contain information about the assets, the accounting, the victory points of your dynasty, and more.*

CAMERA NAVIGATION

With the camera in *The Guild 2*, you can both observe the game world from a bird's-eye view and zoom in close on characters and buildings. Thus, you can have a good overview of events from above, but also eavesdrop on conversations between characters from close up, and witness their facial expressions and gestures. You can use the mouse and/or the keyboard to control the camera. Hold down the right mouse button and move the mouse. The camera will follow the movement of the mouse. If you hold down both mouse buttons and move the mouse, you can both freely rotate the camera and zoom in and out. It is also possible to zoom with the mouse wheel, and freely rotate the camera by holding down the mouse wheel.

- ! *Hold down the right mouse button to move the camera. If you hold down both mouse buttons, you can freely rotate the camera and zoom. If your mouse has a mouse wheel, you can use it to zoom in and out, and hold it down to freely rotate the camera.*

If the camera is inside a building, you can continue to move it while holding down the right mouse button, and freely rotate it by holding down both mouse buttons at once. Only zooming is not possible while inside.

- ! *Inside of buildings, you can freely move and rotate the camera. Zooming is not possible here.*

MOVING CHARACTERS & CARTS

You move your characters and carts by selecting them with the left mouse button, and then their target with the right mouse button. Targets can be buildings, or points somewhere in the game world.

- ! *Select a character or a cart with the left mouse button, and then click with the right mouse button on a point in the world, or on a building. You can also use the character and cart icons in the building list to select characters and carts. If the target of the movement is a building, you can also select it by right-clicking in the building list.*

THE USER INTERFACE

The user interface in *The Guild 2* offers many useful functions. The most important functions are dealt with below.

6) Message bar

Whenever you receive a message, it appears in this bar as a small icon. You can open the message to read it by left-clicking. You can delete the message by right-clicking on the message icon; however, this cannot be undone. Especially important messages are displayed as blinking icons. You should open them quickly, because they may deal with an important event that you should not miss. Some messages have a time bar. These usually require a decision from you. If you do not make a decision in time, this will automatically be interpreted as a negative decision.

! Left-clicking on a message icon opens it; right-clicking deletes the message.

If you no longer wish to receive messages of a certain type, you can filter all incoming messages with the letter icon under the message bar. Thus, for example, you can have all of the messages regarding your businesses intercepted.

! With the message filter, you can decide which types of messages you want to receive and which you do not.

7) General functions

You will find the general functions on the lower left and right edges of the screen

1) General information

Here, you will find the coat of arms for your dynasty, the name of your active character, the current date, and the time.



4) Action bar

In this bar, you will find all actions you can take with the currently selected character, cart, or building. Here, for example, you can open the inventory for one of your characters or see the improvements of one of your buildings. But this is

also where you access special actions, such as Talk to someone, or Attack. The special actions are divided into groups and highlighted in colour according to their type. For example, social actions are highlighted in turquoise, and aggressive actions in red.

2) Player group

In *The Guild 2*, you can add up to three characters to your player group, and control them. Of course, your dynasty can consist of far more characters, but you can personally control only three of them.

! To select a character in your player group, simply left-click on the character's picture. Double-clicking with the left mouse button will cause the camera to jump to the character.

3) Building list

In this list are all the buildings owned by your dynasty, as well as the town hall and the marketplace for the home town of the currently active character. If you hover the mouse pointer over one of your own buildings, you can see the characters who live there, and the employees and carts for that building.

! Hold the mouse pointer over a building in the list for a moment to gain access to the characters who live or work there, and the carts for that building. By left-clicking on a building icon, a character, or a cart in the building list, you can select the building, character, or cart. A double left-click will make the camera jump to the desired target. Once you have selected one of your characters or carts, you can send them to any building by right-clicking on a building icon in the list.

5) Information bar

This is where you are shown information about the actions with the currently selected character, building, or cart. For example, if you want to take an action that requires a target, you will be asked in this bar to select the target.

! If you hover the mouse pointer over an action icon in the bar, you will be shown all of the actions in that group. To take an action, you must left-click on the action icon. Some actions ask you to choose a target. This selection is likewise made with the left mouse button. You can cancel an action that is underway by clicking on the X icon in the action bar.

GENERAL FUNCTIONS

(Follow-up point 7: The User Interface)

Options

This will take you to the *Options menu*.

Map

Clicking on the globe icon will open the map.



*Double left-clicking on an object in the map will cause the camera to jump to it.
If you have one of your characters or carts selected, you can send them there by right-clicking on an object in the map.*

Dynasty

This icon gives you access to the **data sheets** for your characters, to the **family tree** of your dynasty, and to the **overview of important persons**.

On the data sheets for your characters, you can improve their talent values with the experience points earned, and acquire new abilities when going up a level. You can find all the important information on this in the chapter *The character*.



On the data sheets of your characters, you can improve their talent values and select special abilities.

Your dynasty's family tree shows you all the members of the family and the degree of kinship between the characters. Select a family member in the family tree to add the character to, or remove the character from, the player group.



Select a family member in the family tree so you can add the character to, or remove the character from, the player group.

In the overview of important persons, you will find all of your family members, friends, and enemies. You can also view all of the information about competing dynasties.

If you want to select a character as the target of an action, for example for the action *Talk to someone*, you can simply select one of the characters listed here as a target.

Diary

In the diary, you can not only read about recent events; you will also find your character's **datebook** where, for example, court dates and appointments for duels are entered; the **book of evidence**, which contains all the evidence you have against your competitors; and the **mission book**, where all your missions are listed.



In the diary, you can find recent messages and your current appointments, as well as all evidence against your competitors, and your game missions.

Politics

This icon will take you to the office overview for all the towns on the map.



As with the overview of important persons, you can also use the office overview to select a character as the target of an action.

STATISTICS

Among other things, this overview provides information about the assets and victory points of your dynasty.

THE CHARACTER

CHARACTERISTICS

CHARACTER CLASSES & PROFESSIONS

In *The Guild 2*, every character belongs to one of four character classes.

Depending on the class to which a character belongs, he or she may use special actions and practise all professions of the class. Dynasty characters – i.e. all of your characters – may also build and operate the businesses for each of the professions in their class, provided they have reached the required character level.

Patron

Patrons take care of the food supply. They can pay their employees a bonus, or goad them to work, in order to increase their productivity for a short time. They are also allowed to take out loans from a bank.

As farmers, they provide the raw materials which are processed into food and drink by bakers and brewers. But the farmer also provides the wool that the tailor needs. The brewer can also rent out sleeping rooms in the taverns, and install a bathtub for guests.

Profession	1st building level	2nd building level	3rd building level
Baker	Bake Shop	Bakery	Pastry Shop
Farmer	Croft	Farm	Estate Farm
Brewer	Public House	Tavern	Inn

Craftsman

Tradesmen are the industrial backbone of any town. They can – like patrons – pay their employees a bonus and goad them to work. They are also permitted to take out a loan from a bank.

Depending on the orientation a smith chooses, his focus is on jewellery and objects, or on weapons and armour. The tailor manufactures all manner of beautiful and useful clothing, and the carpenter is concerned with the manufacture of torches, walking sticks, and wooden weapons.

Profession	1st building level	2nd building level	3rd building level
Smith	Foundry	Smithy	Goldsmithery
		Weapons Forge	Armour Forge
Tailor	Weaving Mill	Tailor's Shop	Clothing Shop
Carpenter	Carpenter's Shop	Turnery	Joinery

Scholar

As special actions, scholars can goad their employees to work, threaten someone, and take a course of studies at university for further education. Priests can influence their flocks with sermons, and gain new believers by holding fiery orations in the marketplace. Alchemists, on the other hand, depending on orientation, can either develop useful equipment as virtuous inventors, or engage in dark summonings as a highly suspect magician.

Profession	1st building level	2nd building level	3rd building level
Alchemist	Tinctury	Alchemist's Shop	Inventor's Workshop
		Magician's Shop	Mages' Guild
Priest	Church (Cath.)	Dome (Cath.)	Cathedral (Cath.)
	Church (Prot.)	Dome (Prot.)	Cathedral (Prot.)

Rogue

Rogues earn their living, to the distress of all upright citizens, with theft and extortion. In addition, rogues are born fighters, unlike all other character classes. They can also threaten someone to achieve their goals, and rob, or even break the bones of, an opponent defeated in battle. Robbers also regenerate their life points in their own camp.

Not only can thieves pick pockets and commit burglaries, they can also extort horrendous sums through kidnapping. Robbers can lie in wait beside the roads and rob passing people and transport carts, and plunder buildings.

Profession	1st building level	2nd building level	3rd building level
Thief	Smugglers' Hole	Thieves' Den	Thieves' Guild
Robber	Robbers' Nest	Robber Camp	Robber Baron's Camp

TALENTS

Every character in *The Guild 2* has 10 talents, and a value between 1 and 10 in each talent. This value provides information on how well the character commands that talent, where the value 1 is the least and 10 is the highest possible.

The talents have certain effects on a character. Thus, the talent constitution, for example, is used to calculate the life points – i.e. the health – of a character.

Some talents can be drawn on for certain actions. The basic rule of thumb here is: simple actions frequently succeed even at low talent values, difficult actions often only with a high value.

For certain actions, the talent values of two characters are compared to determine the victor. This is the case, for example, in combat, where the talent values of the two combatants in martial art are compared. The one with the higher talent value has a better chance of hitting, and therefore strikes his opponent more often.



You can find an overview of all **talents** under **Tables & overviews**.

SIGN

A sign of the Zodiac grants a character a talent bonus. You can determine the sign for your first character yourself. The signs for your descendants are determined by their birth dates.



*You can find an overview of all **signs of the Zodiac** under Tables & overviews.*

LIFE POINTS

A character's life points are calculated based on constitution and character level. This determines roughly how long a character will live – if he or she does not meet an early end through violence.



A character's health is displayed as a horizontal bar under the character portrait (select character). The candle in the character portrait shows the remaining life span.

Life points are reduced whenever a character takes damage. If the life points sink to or below 10 % of the maximum value, the character will fall unconscious and sleep. Exceptions to this are non-dynasty characters of the Rogue class, who fight to the death.

Sleeping characters can regenerate life points up to the maximum value.

Characters can only sleep in their own residence, or in a rented room in a tavern.

In addition, your characters can *Rest* at campfires, benches, statues, etc.

DEVELOPMENT

EXPERIENCE POINTS

A character earns experience by carrying out actions. This experience is represented as experience points – abbreviated EP. You can improve the talent values of a character with EP.

CHARACTER LEVEL

The character level provides information on how experienced a character is: the more experience points a character has earned, the higher the level. It does not matter how many EPs you have invested in a character's talents, all EPs earned apply to the character level.



*You can find an overview of all **character levels** under Tables & overviews.*

SPECIAL ABILITIES

A character gains advantages over others with special abilities. Thus, for example, he can carry an especially large amount and so has an additional inventory slot, or she has a very good comprehension and earns more experience points for carrying out an action.

You can select special abilities when your character has a certain *character level*. The abilities, in turn, depend on the character class.

TITLE

A title reflects the social status of a family dynasty. In addition, it grants an additional privilege and allows the possession of higher residences. You can purchase additional titles for your dynasty in the town hall of your home city.



*You can find an overview of all **titles** under Tables & overviews.*

THE RESIDENCE

Your character lives with his family in this building. If the building condition is over 30 %, the residence cannot be entered by third-party combat units (rogues, henchmen, etc.), with the exception of the city guard. Also, none of your characters can be attacked here.

In addition, your characters have the advantage of being able to sleep in their own residence, which renews their life points. They can also train their talents in their residence and – if they are married – engender offspring with their spouse. There is more on this in the chapter *Favour, diplomacy & courting*.

If you want to apply for an office with one of your characters, that character must have a residence in the corresponding town. Also, court proceedings always take place only in the home town of the plaintiff.

If you have built, purchased, or conquered another dwelling, you can assign it to one of your characters as a residence. To do this, send your character into the building and click on *Assign building* in the character's action bar. However, this will not work if the character holds an office in another town.



*In order to assign a character to another residence, that character must have entered the building. Then simply click on the action *Assign building*.*

IMPROVEMENTS

Improvements are objects which you can install in buildings you own. Every improvement has a positive effect on the building. For example, you can improve your residence with storage slots and burglary prevention objects, but also objects which unlock additional actions.

More improvements become available at higher building levels. In order to be able to upgrade a building, you must have the appropriate title. You can learn more about titles above in this chapter.

HENCHMEN

Henchmen are mercenaries you can hire at your character's residence. They belong to the Rogue class. You can use them as escorts for your characters, have them guard your buildings, or even spy on someone. If you have added the necessary improvements to your residence, your henchmen can even commit sabotage. They can also simply attack your enemies, or even conquer or destroy your opponents' buildings.

ACTIONS

When you have selected a character, a building, or a cart, you will find a list of actions you can take in the action bar.

The special actions are sorted into groups with different colours. Thus, for example, the actions *Talk to someone* and *Compliment someone* belong to the group of social actions, and are highlighted in turquoise. To see all of the actions in the same group, simply move the mouse pointer over an action in the action bar.

To carry out an action, just left-click on the icon. Some actions will also ask you to select a target.



If, for example, your character should Talk to someone, you must first select your character, left-click on the action, and then select a conversational partner likewise with a left-click.

As soon as you have clicked on an action which requires a target character, an icon corresponding to the measure will appear over all characters in range, who are available as targets of the action.

If you would like to cancel an on-going action, simply left-click on the **X icon** in the action bar.

INVENTORY & EQUIPMENT

Every character has an inventory for carrying objects, and an additional four equipment slots. The number of inventory slots depends on the talent *Constitution* and certain characteristics that the character may have.

All raw materials, consumer goods, and artefacts can be stored in the inventory slots, to a limited amount. Therefore, it is conceivable that a single character could buy iron in the market and bring it to your smithy. However, he can only carry a little of it, so a transport cart is always the better choice. You can find more on raw materials, consumer goods, and artefacts in the chapter *Production & commerce*.

If you have stored an artefact in your character's inventory, this appears as an icon in the action bar. From then on, you can use it as an action. The only difference is that an artefact will be gone after it is used.

As mentioned above, every character has four equipment slots. You can fill them with armour and weapons, which the character will don immediately. You can find more about weapons and armour in the chapter *Combat*.

PRODUCTION & COMMERCE

THE BUSINESS

EMPLOYEES

Employees are the heart of a business, because without them, nothing will get done – unless you want your character to get his hands dirty.

Every employee earns a certain salary per round, depending on his level.

Employees start at the first level and can rise to the sixth level. The higher the level, the more effectively the employee will work. The levels increase by an employee working.



You have two options for hiring an employee for a business: select the building and click on the action Hire random unemployed person, or select an unemployed person directly and click on the action Hire unemployed person, and then on the target business.

If you want to fire an employee, select him or her and click on the action Fire employee.

Except for businesses in the Rogue class and the henchmen in a residence, employees only work a specific number of hours per round. They arrive for work in the morning, and in the evening, they go to the tavern or straight home, while the employees in the tavern and church only start their shift during the course of the day and knock off work correspondingly later.

! *Businesses open when a dynasty character or at least one employee is in the building. They are closed when everyone has left the building.*

STOREROOM & TRANSPORTATION MENU



Every business has a storeroom where raw materials and products are stored. The storeroom consists of a number of slots in which a certain amount of a given item can be stored.

! *You can reach the storeroom of your business by selecting the building and clicking on Production & storeroom in the building actions.*

In addition to the storeroom slots, businesses have a “sales depot”. Any item placed here can be purchased by other characters who are not feuding with your dynasty – more on that in the chapter *Favour, diplomacy & courting*.

To the right of your storeroom is the transportation menu, which lists all carts and characters that are in range. You can use this to move goods into your building storeroom, and from the storeroom to your carts and characters. Of course, it is possible to move goods from the carts to your characters and vice versa.

! *Left-click once on a slot to take one unit of the goods stored there. By double-clicking, you can take all the goods from the slot. If you hold down the left mouse button on the slot, you can manually set the number of items by moving the mouse up and down.*
To put down goods which have been picked up, simply left-click on the target storeroom, the cargo area of a cart, or the inventory of a character.

PRODUCTION

As already mentioned above in this chapter, a business requires at least one employee to be able to produce. However, you can also send your own character into the business and let him or her do the work.

The production menu, which you need to set the production, is located in the left half of the *Production & storeroom* menu. The main section of the production menu is taken up by the range of products for the business. Here, you will find all the goods the business can manufacture. To the right of those, displayed as smaller icons, you can see the raw materials needed for the goods.

! *You can get to the production menu of your business by selecting the building and then clicking on Production & storeroom in the building actions.*

If a raw material for a product is available in the storeroom, then its icon is framed in green; if not, it is in red. If all the raw materials necessary for a product are in the storeroom in sufficient amounts, and a storage slot is free for the product, then the product symbol is framed in green to show you that you can manufacture this item.

All characters available for production are shown above the list of products. Left-click one or more of these characters to select them. Now left-click on a green-framed item in the product list to start production.

! *To be able to start production, you must first select a character in the production menu by left-clicking, and then click on the desired product icon.*

You can cancel on-going production by clicking on the small X in the upper left corner of the product icon.

You can assign any producing character to another product by selecting the character either by left-clicking on the character in the list above the range of products, or by clicking on the product icon. The character can then be reassigned.

IMPROVEMENTS

As with the residence, you can also add improvements which have certain effects on your own businesses. Some improvements create new workplaces, larger storage areas, protect against burglars, or improve the productivity of your employees.

Others, however, are more specialised, because they unlock certain products or even additional actions.

More improvements are available at higher building levels. However, in order to be able to upgrade the business to higher building levels, your character will need a certain character level.



You can access the building improvements by selecting the business, and then clicking on

Improve building in the building action bar.

To install an improvement, simply left-click on the desired object.

MANAGE BUILDING – AUTOMATING YOUR BUSINESS

Particularly in games which are in an advanced stage, you will notice that it can be laborious to take care of several buildings at once. Therefore, you have the option of automating each of your individual businesses.

To do this, select your business, and click on *Manage building* in the building actions. Here, you can assign a budget that the automatic manager should work with. This budget is reallocated at the beginning of every round – so, if the business makes a profit, you receive the surplus. If the business incurs a loss, this is balanced by money from your dynasty.

The automatic manager can take over either the complete administration – employees, carts, purchases, sales, renovations, improvements, etc. – or individual components of the administration. What it should take on for you is decided by you alone.



*If you want to automate one of your businesses, select the building and click on *Manage building* in the building actions.*

COMMERCE

MARKETPLACE

The marketplace is the commercial centre of every town, for this is where all raw materials and products in the area flow together. The marketplace is open in every season and at any time of day.



To open the market menu, simply left-click on the market icon on the right edge of the screen, or directly on one of the market stalls.

The market consists of five individual stalls: Raw materials, Food, Iron goods, Textiles, and Miscellaneous. Every stall holds a variety of raw materials and/or goods. You can switch between the individual stalls via the tabs in the upper half of the market menu.

In the market menu, you will find a large number of storage slots as compared to your residence and business. You can sell any of your goods here whenever you like, but you can only purchase what is currently being offered.

The two monetary values in front of the goods icons are the price you must pay when buying, and the money you will receive from a sale.



If the upper price is green, you have to pay less than normal. However, if the upper price is red, then the item is more expensive.

If the lower price is green, you will receive more than normal in a sale. If it is red, you will get less money for your goods.

To the right of the market menu is the transportation menu, which lists all of your carts and characters that are in range. From here, you can sell the goods of your carts and characters in the market, and load goods bought in the market onto the cargo area of your carts, or into the inventory of your characters.



Left-click once on a slot to take one unit of the goods stored there. By double-clicking, you can take all the goods from the slot. If you hold down the left mouse button on the slot, you can manually set the number of items by moving the mouse up and down.

To put down goods which have been picked up, simply left-click on the target storeroom, the cargo area of a cart, or the inventory of a character. Right-clicking will cause the goods to return to their original slot.

When you place goods from your carts and characters in a market slot, you will receive the sales price for the goods. If you take goods from a market slot and place them in the cargo area of one of your carts, or in the inventory of one of your characters, you will have to pay the purchase price.

TRANSPORTATION

Carts are there to transport raw materials from the marketplace to your business, or to sell the products of your business in the marketplace. You can read how loading works under *Storeroom & transportation menu* and *Marketplace* above in this chapter. Here, we will deal with the transportation itself.

You have two options for sending a cart. The first is simply to select it, and then right-click on a target in the game world.



Option 1: Select the cart and right-click to set a target in the game world, or right-click on a building in the building list.

For the second option, the cart must be in the immediate vicinity of one of your businesses or the marketplace. Then open the corresponding transportation menu, select the cart from the list, and click on the wheel icon in the lower half of the menu. This will open the map, where you can select a building or the marketplace as the cart's target with a simple left-click.



Option 2: Open the transportation menu, select the cart, and click on the wheel icon in the lower half of the menu. This will open the map, where you can select the target building for the cart with a left-click.

The trade routes can be very dangerous, especially if a robber camp is in the area or your dynasty is feuding with another. One or more of your carts may be plundered out of the blue.

To prevent this, you can hire up to four mercenaries for each of your carts. This does cost money, which reduces your profit, but on the other hand highwaymen and your enemies' fighters will think twice about attacking a well-guarded transport.



To have a cart be escorted by mercenaries, you can use the icon with the crossed halberds in the transportation menu. Left-click here once to hire one mercenary. Each additional click hires another mercenary for the escort. If you already have four mercenaries, another click will fire all of them.

The mercenaries will escort the cart until you fire them. The pay for the escort will always be withdrawn from your dynasty at the beginning of the round.

MINE & WOODCUTTERS' HUT

These two businesses produce metal from ore, and boards from tree trunks. Sometimes it is advisable for a smith or a carpenter to travel out to the mine or wood cutters' camp and buy raw materials directly on site, instead of always waiting until a new transport has reached the marketplace with fresh supplies. Direct purchase at both businesses is cheaper than in the marketplace.

GOODS

RAW MATERIALS SOURCES

Raw materials sources are places in the world where raw materials can be extracted. Raw materials sources include, for instance, the fields and pastures of the farm, the veins of ore in the mine, and the plants and vermin habitats where alchemists can find their ingredients.

Thus, if you are the proud owner of a farm, a church, or a tinctury, you can send your employees to these places to acquire raw materials.



Holy water wells are a special type of raw materials source, because the water drawn from them can not only be used for production, but also to purify wells that have been poisoned by an alchemist.

Raw materials sources have an inventory of raw materials units. When the inventory is used up, it takes a while for the inventory to regenerate.

RAW MATERIALS

Raw materials are all goods which are needed to produce higher value goods. They include iron, gold, precious stones, oak wood, pine wood, barley, wheat, fat, various plants, and even vermin.

CONSUMER GOODS

With the exception of the thieves' guild and the robber camp, every business has its own range of different products. Some products are purely consumer goods without a special effect.

Consumer goods include foodstuffs, tools, and construction material. Weapons, armour, and clothing are also counted as consumer goods.

ARTEFACTS

Artefacts are special products which can be used by a character. Apart from the farm, the thieves' guild, and the robber camp, every business manufactures a number of different artefacts.



Artefacts appear as an icon in the action bar of a character who has them in the inventory. An artefact can be used by left-clicking, as with an action. However, unlike actions, the will disappear after being used.

FAVOUR, DIPLOMACY & COURTING

FAVOUR

Favour describes the reputation of a character with another character. Favour encompasses a dynasty, that means all members of a family dynasty share the same favour. A good favour means that a character or family dynasty is liked by someone, while a poor favour can turn into outright hate.

If you have selected a character not from your dynasty, you can see the favour bar below the character's name in the portrait. This represents the favour of your dynasty with this character, or the dynasty of the character.



You can see the favour of a character who is not related to you toward your dynasty from the favour bar. This is found under the name of a selected character in the character portrait.

If your dynasty has a low favour with another character or family dynasty, various social actions may fail and thus have negative effects. These characters will also certainly not take your part in a council meeting or court proceeding.

Favour can only rise to more than 75 % with team members, characters in your own dynasty, and lovers. That means that you cannot enter a mutual assistance pact with every dynasty (more on this later in this chapter).



The favour relation can only rise above 75 % with team members (Multiplayer games), characters from your own dynasty, and lovers.

Improving favour

You have a variety of actions for improving the reputation of your dynasty. For example, you can *Compliment someone* or *Bribe someone*. However, you should

also bear in mind that, with each of these actions, there must be a certain minimum amount of favour before they can be used successfully. You can also use certain artefacts which will positively influence the favour of another character towards your dynasty.



You can use various actions and artefacts to improve the favour of other characters towards your dynasty.

DIPLOMACY

Diplomacy is used by the major dynasties. It is a simple way of regulating relations between them.

DIPLOMATIC STATUS

Depending on the favour relationship of your dynasty to an opposing dynasty, a certain diplomatic status can result:

Feud

A feud between two dynasties can be compared to a war. In times of feud, all characters in an enemy dynasty – even the employees – are considered potential enemies. Especially characters from the Rogue class will do anything to do away with their enemies.



A feud is declared when the favour relationship is particularly low.

Neutral

This diplomatic status includes no particular agreements. The parties simply live alongside one another.

Non-AGGRESSION pact

In the non-aggression pact, the characters of both dynasties agree not to attack each other any more. Also as part of this pact, thieves and robbers agree to leave the possessions and characters of the other dynasty alone.



The non-aggression pact applies as soon as the favour relationship moves into the upper third of the favour bar.

Mutual assistance pact

With this pact, the two dynasties agree not to attack each other, and even to support each other when there is combat. This also includes kidnapping attempts and sabotage of enemy dynasties.



This pact is agreed upon when the favour relationship approaches the maximum value.

FAMILY HAPPINESS & THE BLESSING OF CHILDREN

Below, you will find a few tips on how to acquire a spouse and to produce offspring.

COURTING & MARRIAGE

So that your dynasty does not end with your first character, you should look for a suitable spouse early on. Select your character, click on the action *Court someone*, and select the lady or gentleman your character should court.



Select your character and click on the action Court someone. Now left-click on the person your character should court. You can also use the overview Important persons for this.

A window will open where you can see the preferences and dislikes of the person. If these appeal to you, you can start courting by clicking on the button OK. Your character will then go to the selected person and address him or her. If the favour of your dynasty with the courted person is sufficient, he or she will express interest to your character and agree to the suit.



The person being courted appears in the Important persons overview and can easily be selected there as the target for actions.

If you select the courted person during the suit, you can see the progress bar for the suit in addition to the favour bar.

It is now your goal to move this progress bar to maximum as quickly as possible, before the courted person loses interest in your character or – in the worst case – even yields to the suit of a competitor.



The progress bar for the suit is shown in the character portrait of the courted person in addition to the normal favour bar.

During a suit, you can use a variety of social actions. Which actions you should

take, and in which order, you can see in the preferences and dislikes of the person being courted.



To win the heart of the person you are courting, you can use a variety of social actions. But make sure not to use one and the same action too often.

As soon as the progress bar reaches the maximum value, your character can propose marriage to the courted person with the action *Ask for someone's hand*. You can also *Enter a liaison* with the courted person, which will bring you a loyal ally.



If the progress bar reaches the maximum value, your character can marry the courted person with the action Ask for someone's hand.

You can now add your character's spouse to your player group to control him or her yourself.



To add the spouse to your player group, you must open your dynasty's family tree. Now click on the character, and then on the action Add to group.

PRODUCING OFFSPRING

As soon as your character is married and both spouses are in their residence at the same time, your character will have access to a new action: *Spend the night together*.

With this action, the married couple will retire to their chamber for an amusing diversion in intimate togetherness ...



If both spouses are in their residence at the same time, they will have access to the action Spend the night together.

Depending on the age and health of both spouses, this night spent together can result in a child.

THE CHILDREN GROW UP

Starting with their fourth year, you can send your character's children to school by paying tuition. If you do not cancel their academic education, the children will earn a few talent points and – if they belong to the Scholar class – acquire the right to attend university.

! Children can go to school, starting at the age of 4.

At the age of 8, your character's children can enter an apprenticeship in another business for a fee. If the children do not interrupt their apprenticeship, they will receive talent points when it is over, and the character class of the profession they have learned.

! Children can enter an apprenticeship at the age of 8.

Children who do not take an apprenticeship receive the character class of one of their parents. Boys take the character class of their father, girls that of their mother. As soon as the child reaches the age of 12 – and belongs to the Scholar character class – he or she can attend university. There, they not only receive more talent points, but also earn the right to go for a doctorate in another course of studies. With the second course of studies, the child will ultimately receive a doctorate along with its advantages.

! At the age of 12, children of the Scholar character class can undertake a first and then second course of studies at a university.

From the age of 16, a child is considered to be an adult and can from then on be added to the player group. To do this, open your dynasty's family tree, click on the young adult, and then on the button *Add to group*.

! At 16, a child is considered to be an adult and can from then on be added to the player group. To do this, open your dynasty's family tree, click on the young adult, and then on the button *Add to group*.

THE TOWN COUNCIL

APPLY FOR AN OFFICE

Your character must meet three prerequisites in order to be able to apply for an office: 1. the character must have a residence in the town where he or she wants to apply, 2. the character – and thus the entire dynasty – must hold at least the title of citizen, and 3. the office must be free at the time of application.

! Send your character to the town hall. Then click on the action *Apply for an office*.

When applying for an office, bear in mind that every character must **work their way up**. You can find more on this below in this chapter.

THE TOWN LEVEL

Every town has a council. The number of offices in the council, and the privileges of the offices, depend on the town level. The level of a town, in turn, depends on the number of its inhabitants. If the population increases, so does the town level, and thus the number of offices.

! You can find an overview of all town levels and the offices in the towns under *Tables & overviews*.

MINISTRIES & OFFICE HIERARCHY

The offices are divided into seven ministries, while every ministry is represented by a single office holder in each town.

! You can find an overview of the **ministries** under *Tables & overviews*.

As soon as the town goes up a level, the current office holders assume the next higher level of the ministry. Thus, the village mayor becomes the mayor, the bailiff becomes captain, and the mediator becomes village reeve.

! When a town goes up a level, the office holders take the next higher level office of their ministry.

The offices in a town are divided into 5 levels, with the first being the lowest and the fifth the highest. As you can see in the table below, the highest level in the village is the second, while the highest level in a free city is the fifth.

! You can find an overview of the **political levels** under *Tables & overviews*.

A character must always work his or her way up from the lowest level to the highest. Thus, if he has been a bailiff in a village, he can only apply for the post of executioner or lease master in a free city, rather than marshal or chief magistrate.

OFFICE PRIVILEGES

Every office holder has a number of office privileges. Some of these privileges are passive, granting the holder certain advantages without having to be directly used. The remaining, active office privileges can be used like actions. : *Tables & overviews*
In addition, every office holder receives an office income, which is calculated from the level of the office. They can also apply for the dismissal of another member of the council and, of course, voluntarily resign the office.

! In addition to office privileges, every office holder receives an income and may apply for the dismissal of others and voluntarily resign office.

THE COUNCIL MEETING

Council meetings are arranged when a decision needs to be made about applications for dismissal and/or an application for office. Every participant in the meeting is informed and receives an entry in the datebook.

! Before the meeting date, a message is sent with an invitation to attend. This also includes a note on whether the character can still make it on time.

In council meetings, the decision of the computer players depends on favour. The decision is also influenced by the *Rhetoric* of the applicant and the *Empathy* of the decision maker.

In order to influence the favour during a meeting, you have a moment to use certain actions and/or artefacts in the consideration time after the candidates are introduced.

! The decision of a computer player depends on the favour. During a meeting, you can still use actions and/or artefacts to influence the favour of the deciding council members.

It can happen that a vote results in a tie, or that no deciding office holder is present at the meeting. In such a case, the decision is made by lot.

! If there is no result from a council meeting, the decision is made by lot.

APPLICATION FOR DISMISSAL

In an application for dismissal, all office holders in the council deliberate. The applicant opposes the person to be dismissed.

AWARDING AN OFFICE

In an office election, the council members of the next higher level and the highest office holder of the council decide on up to four applicants for the office to be awarded. If the highest office in the council is to be filled, all office holders decide. For example, if you apply for the office of *guild master* in a city, the *inquisitor*, *seneschal*, and *city mayor* decide if you will be assigned the office.

JUSTICE & INJUSTICE

CRIME & EVIDENCE

Whenever your dynasty characters or their employees commit a crime, every witness may receive evidence against your dynasty.

! In a crime, all witnesses have a certain probability of receiving evidence against the perpetrator.

Crimes are any actions which damage other people, such as sabotage, attacks on honourable citizens (any character other than those in the Rogue class), burglaries, kidnappings, highway robbery, threats, extortion, etc. Bribery and the use of potions to damage someone also count as crimes.

Every crime has a certain valency and a quality. Thus, for example, lesser crimes, such as bribery and pickpocketing, also have a lower valency than kidnapping and murder. The quality, in turn, provides information on how direct the evidence is, that is whether you saw the crime yourself, or heard the evidence as a rumour.

! The valency of evidence indicates the seriousness of the crime. The quality expresses whether the character observed the crime directly, or received the evidence from someone else.

! *The higher the quality of the evidence, the more probable the conviction. The higher the valency, the higher the penalty in the event of a guilty verdict.*

GATHERING EVIDENCE

You can use your henchmen to obtain evidence of the crimes of your competitors. This is made possible by two actions – provided the appropriate improvements have been made to your residence: *Ask around* and *Spy on someone*. With the first action, your henchmen ask random passers-by and thus obtain evidence of lower quality. Other characters also learn about crimes the same way.

! *With the action Ask around, henchmen ask random passers-by and receive evidence of lower quality.*

With the second action, you can set a henchman directly on the heels of a character. Depending on his talent *Empathy* and the talent *Stealth* of the perpetrator, the henchman can uncover evidence himself and provide his employer with proof of particularly high quality.

! *With Spy on someone, a henchman follows hot on the heels of a character and thus can obtain evidence of particularly high quality.*

PREFERRING CHARGES

As soon as you have gathered enough evidence against a competitor, you can haul the delinquent into court. You can view the evidence you have in your *Diary* on the *book of evidence* page.

! *Send your character to the town hall. Then click on the action Prefer charges.*

COURT PROCEEDINGS

Five people are of essential significance in a court proceeding: the accuser, the accused, the president (judge) and two associate judges (randomly selected persons).

! *Before the court date, a message is sent with a summons to appear. This also includes a note on whether the character can still make it on time.*

During the trial, the accuser and accused court the favour of the judge and the two associates. In addition, the decision of the judge and the two associates is influenced by the *Rhetoric* of the accuser and accused, and by their own *Empathy*. In order to influence the favour during a trial, you have a moment after the reading of the charges to use certain actions and/or artefacts.

! *The court's decision depends on favour. You can still use actions and/or artefacts during the trial to influence the favour of the judge and the associates.*

COMBAT

A MATTER OF LIFE AND DEATH

Combat calls for the talents *Martial art* and *Dexterity*. A character uses martial art to attack an opponent, and the opponent uses dexterity to try to dodge the attack.

DAMAGE

Damage is done whenever an attack is successful. Damage is subtracted from a character's life points.

! *Damage is determined by the damage value of the weapon, the talent Martial art, and the character level.*

Armour, on the other hand, protects the character from part of the damage. The total armour value of all armour being worn is added together, and a percentage is subtracted from the damage. If the total armour has an armour value of 65, then 65 % of the total is subtracted from the damage.

! *Damage is partially reduced by armour: the total armour value is deducted from the damage as a percentage.*

Depending on the *martial art*, there is a certain chance per attack of making a critical hit. A critical hit does significantly more damage than a regular hit.

UNCONSCIOUSNESS & DEATH

If the life points sink to or below 10 %, the character falls unconscious. An exception to this are non-dynasty characters of the Rogue class, who cannot fall unconscious and will continue to fight until their life points are exhausted.



Using the corresponding actions, one can Break someone's bones, Rob someone, or even kill (Do someone in) an unconscious person.

BE PREPARED

It is advisable to equip a character who could be involved in combat situations with a weapon and armour. There are four equipment slots in the inventory for this: one slot each for helmet, body, arms/legs, and close combat weapon.

WEAPON

In *The Guild 2*, you can choose from among five different weapons besides the naked fist. The weapons vary in the amount of damage they do.



You can find an overview of all weapons under Tables & overviews.

ARMOUR

There are seven different armour pieces in *The Guild 2*. The armour varies in the way it is worn, and in armour value.



You can find an overview of all armour under Tables & overviews.

THE DUEL

Starting with the title Patrician, it is possible for a character to insult another person so seriously that that person will demand satisfaction. The appointment for the duel is set for the beginning of the next round. Someone who fails to appear will suffer a significant loss of favour.



Before the duel, a message is sent with a summons to appear. This also includes a note on whether the character can still make it on time.

The duelling grounds are usually located outside of the individual towns. A doctor and two seconds wait for the adversaries there. Someone who does not cheat in a duel will be treated afterwards by the doctor.

CHEATING

At the beginning of the duel, both adversaries can decide if they want to cheat, or not. Cheating produces advantages over one's opponent, but also means that the doctor will not help.



Someone who cheats gains advantages, but must accept that the doctor will not provide help after the duel.

SHOOT QUICKLY

A quick shot reduces the accuracy, but you could also surprise your opponent so much that he can only dodge with difficulty.

AIM AND SHOOT

You character will first aim, and then shoot.

INSULTING

With this, you can daunt your opponent so much that his next action will be made more difficult, regardless of whether he shoots or dodges. For the insult, the *Rhetoric* of your character is checked against the *Empathy* of your opponent.

DODGE

Your character will attempt to dodge the opponent's shot. Here, the talent *Dexterity* is called upon.

TABLES & OVERVIEWS

TALENTS

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

SIGN

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

CHARACTER LEVELS

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

TITLE

Title	Privileges	Permitted residence
Serf	-	-
Commoner	May run a business	Hut
Citizen	<i>Apply for an office</i>	House
Patrician	<i>Insult someone</i> (duel)	Gabled house
Nobleman	<i>Political regard</i>	Patrician house
Landgrave	<i>Noble blood</i>	
Baronet		Mansion

TOWN LEVELS & OFFICES

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

MINISTRIES & OFFICE HIERARCHY

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

POLITICAL LEVELS

Level	Village	Town	City	Free city
5				Sovereign
4			City mayor	Marshal Chief Magistrate
3		Mayor	Colonel Magistrate	Bishop Consul
2	Village Mayor	Captain Village Reeve	Inquisitor Seneschal	Dungeon Master Master of the Guild
1	Bailiff Mediator	Head Torturer Guild Representative	Jailer Guild Master	Executioner Lease Master

WEAPONS & ARMOUR

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

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

KEYBOARD & MOUSE CONTROLS

Camera controls	
W, cursor up	Move camera forwards
A, cursor left	Move camera left
S, cursor right	Move camera right
D, cursor down	Move camera backwards
Shift key + both mouse buttons	Freely rotate camera with the mouse
N	Orient camera north
F	Tracking camera (only when a character is selected)
Ctrl + F1 – F12	Save camera position
	Go to camera position
	<i>Default:</i>
	F1 : Marketplace
F1 – F12	F2 : Town hall
	F3 : Residence

Additional function keys	
Esc	Open options menu
Spacebar	Pause (*)
+ / -	Adjust game speed (*)
	very slow – slow – normal – fast – very fast
End	Fast forward (*)
Q	Quick save (game is saved as quick save)
L	Quick load (last quick save will be loaded)
M	Open/close map
C	Open/close dynasty menu
V	Open/close statistics
B	Open/close diary
P	Open/close political overview
G	Open/close building menu
Print	Screenshot (saved in the folder Shots)
Enter	Open chat window, send chat message (**)
Ctrl + 1 – 0	Save character selection

1 – 0	Select character
	<i>Default:</i>
	1 : first dynasty character
When placing buildings:	Freely rotate building
Ctrl + move mouse	

Mouse controls	
Right mouse button + move mouse	Move camera
Left and right mouse buttons + move mouse	Freely move, rotate, and zoom camera
Hold down mouse wheel + move mouse	Change camera angle
Scroll mouse wheel	Zoom camera
Left mouse button	Select, carry out action
Right mouse button	Deselect, get information

(*) only for Singleplayer games (**) only for Multiplayer games

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