

# TOWN MERCHANTS

Become the richest merchant in the town!

Earn 30 000 Coins first by trading wares.



## Basic Information

This is your Merchant and your Storehouse, with his help you will be able to do all important actions.

You also poses School house and Inn, you have to train new workers and feed them.



This labels will inform you what is going on.

Player:

- Merchant level  
*changes your merchants look.*
- Name.
- Coins  
*use them to buy houses, food, stone, timber, offers and pay taxes.*

Current:

- Event  
global event type ( remaining time )
- Offers  
house plan level (cost). serfs count (cost).
- Quest  
( reward ) count, ware type.

Knights  
and  
Merchants





## First Steps

At the beginning you have 1000 coins to spend, check all house prices by clicking repair button in your storehouse. Also check there sell ware prices.



Here is the list of house buy prices.

Wizards  
and  
Merchants





### Sell Prices:

Tree trunks : 30  
Stones : 15  
Timber : 40  
Iron ore : 40  
Gold ore : 40  
Coal : 28  
Iron : 80  
Gold : 80  
Wine barrels : 30  
Corn : 40  
Loaves : 30  
Flour : 50  
Leather : 50  
Sausages : 30  
Pigs : 180  
Skins : 80  
Wooden shields : 80  
Iron shields : 180  
Leather armor : 100  
Iron armor : 180  
Hand axes : 100  
Swords : 180  
Lances : 100  
Pikes : 180  
Longbows : 100  
Crossbows : 180  
Horses : 200  
Fish : 30

Your coins: 330

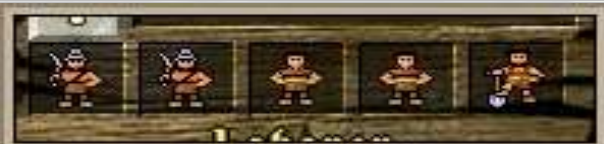
Here is the list of ware sell prices.

*Knights  
and  
Merchants*





First buy some production houses like coal mine, farm or woodcutter's. Just attack them with your Merchant.



Second train some workers. This is a typical queue for the beginning – 2 workers, 2 serf, 1 laborer.



Third buy some stone to improve your traffic in town. You can do it attacking Quarry in the middle of town. Stone is immediately transported to your Storehouse.

**Stone price: 50 coins for 3 stones.**



Now put some road plans that's shorting the way from your houses to Storehouse.

Knights  
and  
Merchants





Laborer is also used to put out the fire from your houses. When house is on flames, just let the laborer repair it by clicking repair button.



If you need gold for your school house, attack the Metallurgist's.

**Gold price: 50 coins for 1 gold.**



If you need food for your workers, attack the Market.

**Food price: 130 coins for 1 loaves, sausages, wine, fish.**





If you need timber for your wine fields, attack the Sawmill.

**Timber price: 90 coins for 2 timber.**



## Sell Goods

When you earn some resources sell them. Mark wares that you want to sell by click, then block distribute to your Storehouse. Transaction proceeds immediately and you get the Coins.



## Event: starvation.[III]

Coins: 111500 21100



### Sell Prices:

Tree trunks : 30

Stones : 15

Timber : 40

Iron ore : 40

Gold ore : 40

Coal : 28

Iron : 80

Gold : 80

Wine barrels : 45

Corn : 40

Loaves : 45

Flour : 50

Leather : 50

Sausages : 45

Pigs : 180

Skins : 80

Wooden shields : 80

Iron shields : 180

Leather armor : 100

Iron armor : 180

Hand axes : 100

Swords : 180

Lances : 100

Pikes : 180

Longbows : 100

Crossbows : 180

Horses : 200

Fish : 45

Your coins: 430

## Global Events

There are 3 Global Events. Starvation, Rising, War. During each the prices for desired wares are raised. Green color.

### Event Wares:

#### Starvation

- Loaves
- Sausages
- Wine
- Fish

#### Rising

- Tree trunks
- Stones
- Timber
- Coal
- Corn
- Horses

#### War

- Wooden shields
- Iron shields
- Leather armor
- Iron armor
- Hand axes
- Swords
- Lances
- Pikes
- Longbows
- Crossbows
- Horses





## Offers

There are 2 types of offer: house plan and serfs.

House plan offer gives you opportunity to build your own house anywhere. You can buy it by attack storehouse in the middle of town. (second pic.) We have 3 levels of houses:

**I Extraction** - mines, woodcutter's, farms.

**II Processing** - iron smithy, pig farm, sawmill etc.

**III Production** - bakery, weapon smithy, armory workshop.

Serfs offer gives you workers instantly. Attack school house.





## Quests

Collect sufficient number of requested resource. Mark ware and sell it by clicking delivery button in your Storehouse.



## TAXES

Every 20 minutes you have to pay tax to the king. The Height is based of number houses and workers you possess. You can't win with tax unpaid, after 5 ingnores you will fail. Pay it by attacking Barracks in the middle of the town.





## Lost Merchant

When you don't know where your Merchant is, just click repair button in your school house. You will see your character in the center of the screen immediately.

**Enjoy the game and good luck!**

Script and Game by Random Lyrics / Randziu

Map terrain by Sado

2014

[randomlyricsmusic@gmail.com](mailto:randomlyricsmusic@gmail.com)

---

### CREDITIS

Core sound authors: WIM, Taira Komori, club sound, ToniTobe, lawnjelly, primordiality, Random Lyrics.

<http://freesound.org/>

Layered, Mixed and Mastered by Random Lyrics.

Document background by Random Lyrics.

*Knights  
and  
Merchants*