TRADING

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| ITEMS | ACTIONS | CONTROLS | CONTROLS 2 |
| Village’s Gold | More Gold  Less Gold | Successful Trade  Pay Toll General Expenses  Taxes |  |
| Village’s Cotton | More Cotton  Less Cotton | Harvest of Cotton  Traders leave with cotton |  |
| Cotton in route | More Cotton  Less Cotton | Traders leave with cotton  Raided by bandits  Successful trade |  |
| Gold in route | More Gold  Less Gold | Successful trade  Raided by bandits  Return Home |  |
| Attack Readiness | More prepared for attacks | Raided by bandits | Higher Chance of Raid |

POPULATION

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| Villagers | More Villagers  Less Villagers | Villagers Born  Villagers Die  Villagers kidnapped | Successful Attack |
| Bandits | More Bandits  Less Bandits | Bandits Born  Bandits Die | Failed Attack |
| Bandits Gold | More Gold  Less Gold | Successful Raid  Sell Cotton General Expenses |  |
| Bandits Cotton | More Cotton  Less Cotton | Successful Raid  Sell on black market |  |

Antagelser:

Vi har alltid 35 traders, hvis noen blir fakket, så fyller byen opp til den har 35 igjen.